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## NPC ANCESTRY ADJUSTMENTS

To use one of the NPCs to represent an NPC of a different ancestry, apply the adjustments below for the desired ancestry. For other ancestries, you can create similar templates following the same format. In addition to these base changes, you can add the effects of a specific heritage. For a half-elf, half-orc, or any other heritage essential to the character, you should always apply the heritage effect.

### DWARF

- Change the human trait to dwarf.
- Add Dwarven to the NPC's languages.
- Add darkvision.
- Decrease the NPC's Speed by 5 feet. If the NPC already has a reduced Speed due to their armor, consider applying the Unburdened Iron ancestry feat.

### ELF

- Change the human trait to elf.
- Add Elven to the NPC's languages.
- Add low-light vision.
- Increase the NPC's Speed by 5 feet.

### GNOME

- Change the human trait to gnome and change the size from Medium to Small.
- Add Gnomish and Sylvan to the NPC's languages.
- Add low-light vision.

### GOBLIN

- Change the human trait to goblin and change the size from Medium to Small.
- Add Goblin to the NPC's languages.
- Add darkvision.

### HALFLING

- Change the human trait to halfling and change the size from Medium to Small.
- Add Halfling to the NPC's languages.
- Add the keen eyes ability (*Core Rulebook* 51).

## ACOLYTE OF NETHYS

## CREATURE 1

**N** **MEDIUM** **HUMAN** **HUMANOID**

**Perception** +7

**Languages** Common

**Skills** Arcana +5, Crafting +5, Diplomacy +4, Occultism +5, Religion +7

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

**Items** crossbow (10 bolts), religious symbol of Nethys, religious text of Nethys, staff

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

**HP** 16

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**Speed** 25 feet

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







**Ranged** **◆** crossbow +5 (range increment 120 feet, reload 1), **Damage** 1d8 piercing

**Divine Prepared Spells** DC 17, attack +9; **1st** *harm*, *heal* (×2), *magic missile*; **Cantrips (1st)** *chill touch*, *detect magic*, *light*, *prestidigitation*, *read aura*, *shield*

**Cleric Domain Spells** 1 Focus Point, DC 17; **1st** *cry of destruction* (Core Rulebook 390)

**ACROBAT****CREATURE 2**

<b>N</b>	<b>MEDIUM</b>	<b>HUMAN</b>	<b>HUMANOID</b>
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**Perception** +6**Languages** Common**Skills** Acrobatics +15, Athletics +8, Circus Lore +5, Deception +5, Performance +9, Stealth +8**Str** +2, **Dex** +4, **Con** +2, **Int** +1, **Wis** +0, **Cha** +1**Items** climbing kit, dagger (5), rope (50 feet)**Steady Balance** When the acrobat rolls a success on an Acrobatics check, they get a critical success instead. They aren't flat-footed when attempting to Balance and can attempt an Acrobatics check instead of a Reflex save to Grab an Edge.**AC** 18; **Fort** +8, **Ref** +12, **Will** +4**HP** 28**Cat Fall** The acrobat treats all falls as 50 feet shorter.**Nimble Dodge**  **Trigger** The acrobat is targeted with a melee or ranged attack by an attacker they can see; **Effect** The acrobat gains a +2 circumstance bonus to AC against the triggering attack.**Speed** 30 feet**Melee**  dagger +10 (agile, finesse, versatile S), **Damage** 1d4+4 piercing**Melee**  foot +10 (agile, finesse, nonlethal), **Damage** 1d4+4 bludgeoning**Ranged**  dagger +11 (agile, thrown 10 feet, versatile S), **Damage** 1d4+4 piercing**Sneak Attack** The acrobat deals an extra 1d6 precision damage to flat-footed creatures.**Swinging Strike**   The acrobat swings on a rope or trapeze, moving up to double their Speed. At any point during the swing, they can make a melee Strike.

## ADEPT

## CREATURE -1

**N** **MEDIUM** **HUMAN** **HUMANOID**

**Perception** +4

**Languages** Common

**Skills** Arcana +5, Diplomacy +3, Occultism +7, Scribing Lore +5, Society +5

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

**Items** journal, robes, scroll case, writing set

**Focused Thinker** **◆** (concentrate) The adept focuses inward to muster knowledge and wisdom. While in this state of concentration, they gain a +2 status bonus to checks to Recall Knowledge, but take a -2 penalty to Perception. They can end their focused state with a single action, which has the concentrate trait.

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

**HP** 8

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**Speed** 25 feet

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

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



**Occult Spells Known** DC 14; **Cantrips (1st)** *daze, detect magic, mage hand*



## ADVISOR

## CREATURE 5

N	MEDIUM	HUMAN	HUMANOID
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**Perception** +14**Languages** Common**Skills** Deception +15, Diplomacy +15, Legal Lore +11, Occultism +9, Performance +11, Society +11**Str** +0, **Dex** +2, **Con** +2, **Int** +0, **Wis** +4, **Cha** +4**Items** dagger (2), fine clothes, small harp, *minor healing potion*, whip**Placate** An advisor is well versed in soothing agitated nobles. Their calming voice gives them a +2 circumstance bonus to Deception and Diplomacy checks when dealing with members of the nobility.**AC** 21; **Fort** +9, **Ref** +11, **Will** +15**HP** 56**Speed** 25 feet**Melee**  whip +11 (disarm, finesse, nonlethal, reach, trip), **Damage** 1d4+2 slashing**Ranged**  dagger +11 (agile, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing**Occult Spontaneous Spells** DC 22; **3rd** (2 slots) *mind reading*, *soothe*, *zone of truth*; **2nd** (3 slots) *augury*, *restoration*, *soothe*, *touch of idiocy*; **1st** (3 slots) *charm*, *mage armor*, *magic missile*, *soothe*; **Cantrips (3rd)** *chill touch*, *daze*, *light*, *prestidigitation*, *shield***Bard Composition Spells** 1 Focus Point, DC 22; **3rd** *counter performance*, **Cantrips (3rd)** *inspire competence*, *inspire courage*, *inspire defense* (Core Rulebook 386)

**ANTIPALADIN****CREATURE 5**


CE





MEDIUM

HUMAN

HUMANOID

**Perception** +10**Languages** Common**Skills** Athletics +13, Deception +10, Intimidation +12, Religion +8, Survival +8**Str** +4, **Dex** +1, **Con** +3, **Int** +0, **Wis** +1, **Cha** +3**Items** lesser cheetah's elixir, greataxe, half plate, javelin (10)**AC** 25; **Fort** +14, **Ref** +10, **Will** +12**HP** 75

**Destructive Vengeance**  (divine, necromancy) **Trigger** An enemy within 15 feet damages the antipaladin; **Effect** The antipaladin increases the amount of damage they take by 2d6 and deals 2d6 damage to the triggering enemy, choosing evil or negative damage. In addition, the antipaladin deals 2 extra damage of the chosen type with their Strikes against the triggering creature until the end of the antipaladin's next turn.

**Speed** 20 feet**Melee**  greataxe +15 (sweep), **Damage** 1d12+10 slashing**Ranged**  javelin +12 (thrown 30 feet), **Damage** 1d6+10 piercing**Champion Devotion Spells** 1 Focus Point, DC 20; **3rd** *touch of corruption* (*Gamemastery Guide* 247)**Intimidating Strike**   The antipaladin makes a melee Strike. If they hit and deal damage, the target is frightened 1, or frightened 2 on a critical hit.



## APOTHECARY

## CREATURE -1

**N** **MEDIUM** **HUMAN** **HUMANOID**

**Perception** +5

**Languages** Common

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

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

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

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

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

**HP** 9; **Resistances** poison 2

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**Speed** 25 feet

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

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

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

## APPRENTICE

## CREATURE -1

**N** **MEDIUM** **HUMAN** **HUMANOID**

**Perception** +2

**Languages** Common

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

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

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

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**AC** 15; **Fort** +5, **Ref** +6, **Will** +2

**HP** 8

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**Speed** 25 feet

**Melee** **◆** dagger +3 (agile, versatile S), **Damage** 1d4+1 piercing

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

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

## ARCHER SENTRY

## CREATURE 2

LN

MEDIUM

HUMAN

HUMANOID

**Perception** +11

**Languages** Common

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

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

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


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


**HP** 30

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**Speed** 25 feet

**Melee**  shortsword +10 (agile, finesse, versatile P), **Damage** 1d6+3 slashing

**Ranged**  composite longbow +10 (deadly 1d10, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+2 piercing

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

## ASSASSIN






## CREATURE 8

NE

MEDIUM

HUMAN

HUMANOID

**Perception** +16**Languages** Common**Skills** Acrobatics +17, Athletics +13, Deception +12, Diplomacy +10, Intimidation +10, Medicine +14, Society +12, Stealth +19, Survival +12, Thievery +15, Underworld Lore +14**Str** +3, **Dex** +5, **Con** +2, **Int** +2, **Wis** +2, **Cha** +0**Items** +1 striking composite shortbow (20 arrows), lesser darkvision elixir, giant centipede venom (3), invisibility potion, leather armor, +1 rapier, simple injury poison (8 doses, 2d4 poison damage), sleep poison (2)**Swift Sneak** The assassin can move their full Speed when Sneaking.**AC** 26; **Fort** +12, **Ref** +19, **Will** +14**HP** 130**Deny Advantage** The assassin isn't flat-footed to creatures of 8th level or lower that are hidden, undetected, flanking, or using surprise attack.**Nimble Dodge**  **Trigger** The assassin is targeted with a melee or ranged attack by an attacker they can see; **Effect** The assassin gains a +2 circumstance bonus to AC against the triggering attack.**Speed** 25 feet**Melee**  rapier +18 (deadly 1d8, disarm, finesse, magical), **Damage** 1d6+8 piercing**Ranged**  composite shortbow +20 (deadly 2d10, magical, propulsive, range increment 60 feet, reload 0), **Damage** 2d6+4 piercing**Poison Weapon**  (manipulate) **Requirements** The assassin is wielding a piercing or slashing weapon and has a free hand; **Effect** The assassin applies a poison to the weapon.**Quick Draw**  The assassin Interacts to draw a weapon, then Strikes with that weapon.**Sneak Attack** The assassin deals an extra 2d6 precision damage to flat-footed creatures.**Surprise Attack** On the first round of combat, creatures that haven't acted yet are flat-footed to the assassin.

## ASTRONOMER

## CREATURE 2

**N** **MEDIUM** **HUMAN** **HUMANOID**

**Perception** +10

**Languages** Common

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

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


**Items** astrolabe, spellbook, spell component pouch, staff

**Living Sextant** If the astronomer is able to see the night sky, they can Sense Direction using a +10 modifier.

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

**HP** 23

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

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**Speed** 25 feet

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

**Arcane Prepared Spells** DC 17, attack +9; **1st** (4 slots) *feather fall*, *floating disk*, *sleep*, *unseen servant*, **Cantrips (1st)** *detect magic*, *mage hand*, *read aura*, *sigil*, *telekinetic projectile*

## BANDIT

## CREATURE 2

NE

MEDIUM

HUMAN

HUMANOID

**Perception** +6

**Languages** Common

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

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

**Items** hatchet, sling (10 bullets), studded leather armor

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

**HP** 30

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

**Speed** 25 feet

**Melee** ✦ hatchet +9 (agile, sweep), **Damage** 1d6+5 slashing

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

**Ranged** ✦ hatchet +9 (agile, sweep, thrown 10 feet), **Damage** 1d6+5 slashing

**Dread Striker** Frightened creatures are flat-footed to the bandit.

**Favored Terrain** The bandit ignores the effects of non-magical difficult terrain in forests.



## BANDIT, DWARF

## CREATURE 2

NE

MEDIUM

DWARF

HUMANOID

**Perception** +6; darkvision

**Languages** Common, Dwarven

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

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

**Items** hatchet, sling (10 bullets), studded leather armor

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

**HP** 30

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

**Speed** 20 feet

**Melee** ✦ hatchet +9 (agile, sweep), **Damage** 1d6+5 slashing

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

**Ranged** ✦ hatchet +9 (agile, sweep, thrown 10 feet), **Damage** 1d6+5 slashing

**Dread Striker** Frightened creatures are flat-footed to the bandit.

**Favored Terrain** The bandit ignores the effects of non-magical difficult terrain in forests.

## BANDIT, ELF

## CREATURE 2

NE

MEDIUM

ELF

HUMANOID

**Perception** +6; low-light vision

**Languages** Common, Elven

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

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

**Items** hatchet, sling (10 bullets), studded leather armor

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

**HP** 30

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

**Speed** 30 feet

**Melee** ✦ hatchet +9 (agile, sweep), **Damage** 1d6+5 slashing

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

**Ranged** ✦ hatchet +9 (agile, sweep, thrown 10 feet), **Damage** 1d6+5 slashing

**Dread Striker** Frightened creatures are flat-footed to the bandit.

**Favored Terrain** The bandit ignores the effects of non-magical difficult terrain in forests.

## BANDIT, GNOME

## CREATURE 2

NE

SMALL

GNOME

HUMANOID

**Perception** +6; low-light vision

**Languages** Common, Gnomish, Sylvan

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

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

**Items** hatchet, sling (10 bullets), studded leather armor

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

**HP** 30

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

**Speed** 25 feet

**Melee** ✦ hatchet +9 (agile, sweep), **Damage** 1d6+5 slashing

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

**Ranged** ✦ hatchet +9 (agile, sweep, thrown 10 feet), **Damage** 1d6+5 slashing

**Dread Striker** Frightened creatures are flat-footed to the bandit.

**Favored Terrain** The bandit ignores the effects of non-magical difficult terrain in forests.

## BANDIT, GOBLIN

## CREATURE 2

NE SMALL GOBLIN HUMANOID

**Perception** +6; darkvision

**Languages** Common, Goblin

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

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

**Items** hatchet, sling (10 bullets), studded leather armor

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

**HP** 30

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

**Speed** 25 feet

**Melee** ✦ hatchet +9 (agile, sweep), **Damage** 1d6+5 slashing

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

**Ranged** ✦ hatchet +9 (agile, sweep, thrown 10 feet), **Damage** 1d6+5 slashing

**Dread Striker** Frightened creatures are flat-footed to the bandit.

**Favored Terrain** The bandit ignores the effects of non-magical difficult terrain in forests.

## BANDIT, HALFLING

## CREATURE 2

NE SMALL HALFLING HUMANOID

**Perception** +6

**Languages** Common, Halfling

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

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

**Items** hatchet, sling (10 bullets), studded leather armor

**Keen Eyes** Your eyes are sharp, allowing you to make out small details about concealed or even invisible creatures that others might miss. You gain a +2 circumstance bonus when using the Seek action to find hidden or undetected creatures within 30 feet of you. When you target an opponent that is concealed from you or hidden from you, reduce the DC of the flat check to 3 for a concealed target or 9 for a hidden one.

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

**HP** 30

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

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**Speed** 25 feet

**Melee** ✦ hatchet +9 (agile, sweep), **Damage** 1d6+5 slashing

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

**Ranged** ✦ hatchet +9 (agile, sweep, thrown 10 feet), **Damage** 1d6+5 slashing

**Dread Striker** Frightened creatures are flat-footed to the bandit.

**Favored Terrain** The bandit ignores the effects of non-magical difficult terrain in forests.

## BANDIT, HALF-ORC

## CREATURE 2

NE MEDIUM HUMAN HUMANOID ORC

**Perception** +6; low-light vision

**Languages** Common

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

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

**Items** hatchet, sling (10 bullets), studded leather armor


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


**HP** 30


**Ferocity** 

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

**Speed** 25 feet

**Melee**  hatchet +9 (agile, sweep), **Damage** 1d6+5 slashing

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

**Ranged**  hatchet +9 (agile, sweep, thrown 10 feet), **Damage** 1d6+5 slashing

**Dread Striker** Frightened creatures are flat-footed to the bandit.

**Favored Terrain** The bandit ignores the effects of non-magical difficult terrain in forests.



**BARKEEP****CREATURE 1****N****MEDIUM****HUMAN****HUMANOID****Perception** +6**Languages** Common**Skills** Alcohol Lore +9, Athletics +6, Deception +6, Diplomacy +8, Performance +6, Society +5, Thievery +3**Str** +3, **Dex** +0, **Con** +2, **Int** +0, **Wis** +1, **Cha** +3**Items** barkeep's apron (functions as padded armor), flask of whiskey, pewter mug, sap**AC** 14; **Fort** +7, **Ref** +3, **Will** +6**HP** 25**Speed** 25 feet**Melee** ✦ sap +6 (agile, nonlethal), **Damage** 1d6+3 bludgeoning**Melee** ✦ fist +6 (agile, nonlethal), **Damage** 1d4+3 bludgeoning**Ranged** ✦ pewter mug +3 (thrown 10 feet), **Damage** 1d4+3 bludgeoning**Bar Brawler** The barkeep has been in enough bar fights to know how to throw a few punches. When fighting in their bar and making a nonlethal attack, the barkeep gains a +1 circumstance bonus to attack rolls and deals an additional 1d4 damage.**Barkeep's Advice** ✦✦✦ (auditory, fortune, linguistic, mental)**Frequency** once per day; **Effect** The barkeep gives some pertinent advice to a single creature other than themself. For 24 hours, when that creature fails a skill check or saving throw, they can recall this advice and reroll the check, using the second result instead. Once that creature uses this ability, its effect ends. A creature that receives the Barkeep's Advice is temporarily immune to the ability for 1 month.

**BARRISTER****CREATURE -1**

LN

MEDIUM


HUMAN

HUMANOID

**Perception** +6**Languages** Common**Skills** Deception +10, Diplomacy +12, Legal Lore +13, Performance +10, Society +9**Str** +0, **Dex** +1, **Con** +1, **Int** +3, **Wis** +2, **Cha** +4**Items** court garb (functions as fine clothing), law book (functions as scholarly journal), writing set**Sway the Judge and Jury** A barrister gains a +2 circumstance bonus to Diplomacy checks to Make an Impression or Request something of the deciding members within a courtroom. If the barrister successfully Performs against a DC of 20 during the 20 minutes prior to the check, they increase the circumstance bonus to +4.**AC** 13; **Fort** +3, **Ref** +3, **Will** +12**HP** 8**Speed** 25 feet**Melee** ✦ fist +4 (agile, nonlethal), **Damage** 1d4 bludgeoning**Cite Precedent** ✦ (auditory, linguistic) The barrister uses existing case law to undermine their opposition. If they succeed at a DC 20 Legal Lore check, they impose a -2 circumstance penalty on the next Diplomacy check an opponent attempts in a legal argument. Any further attempts to Cite Precedent fail until a new topic with different precedents is being argued.

**BEAST TAMER****CREATURE 4**

N	MEDIUM	HUMAN	HUMANOID
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**Perception** +12**Languages** Common, Druidic**Skills** Athletics +8, Circus Lore +6, Diplomacy +8, Intimidation +8, Nature +12, Performance +8, Survival +10**Str** +2, **Dex** +1, **Con** +2, **Int** +0, **Wis** +4, **Cha** +2**Items** holly and mistletoe, leather armor, rope (50 feet), whip**Wild Empathy** The beast tamer can use Diplomacy to Make an Impression on animals and to make very simple Requests of them.**AC** 20; **Fort** +10, **Ref** +7, **Will** +12**HP** 54**Speed** 25 feet**Melee**  whip +11 (disarm, nonlethal, reach, trip), **Damage** 1d4+5 slashing**Primal Prepared Spells** DC 22, attack +14; **2nd** *animal form, animal messenger, speak with animals*; **1st** *grease, jump, magic fang*; **Cantrips (2nd)** *dancing lights, guidance, produce flame, stabilize, tanglefoot***Druid Order Spells** 1 Focus Point, DC 22; **1st** *heal animal* (*Core Rulebook* 399)**Trained Animal** The beast tamer fights alongside a trained animal ally of its level or lower, most likely a tiger (*Bestiary* 53). The animal has the standard number of actions, uses its normal stat block, and counts toward the encounter's XP budget normally.

The beast tamer can spend 1 action to gain the support benefit appropriate to its trained animal (*Core Rulebook* 215). Unlike for an animal companion, this doesn't require the animal to use any of its actions.

## BEGGAR

## CREATURE -1

N

MEDIUM

HUMAN

HUMANOID

**Perception** +3

**Languages** Common

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

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

**AC** 15; **Fort** +4, **Ref** +7, **Will** +3

**HP** 10

**Speed** 25 feet

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

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

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

## BODYGUARD

## CREATURE 1

**N** **MEDIUM** **HUMAN** **HUMANOID**

**Perception** +8

**Languages** Common

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

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

**Items** greatclub, sap, studded leather

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

**HP** 25

**Speed** 25 feet

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

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

**Bodyguard's Defense** **◆◆** The bodyguard selects one creature they can see and hear within 30 feet. That creature gains a +2 circumstance bonus to AC as long as the bodyguard is adjacent to the chosen creature and can act; this bonus lasts until the start of the bodyguard's next turn.

**BOSUN****CREATURE 3**

<b>N</b>	<b>MEDIUM</b>	<b>HUMAN</b>	<b>HUMANOID</b>
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**Perception** +8**Languages** Common**Skills** Acrobatics +9, Athletics +9, Intimidation +9, Sailing Lore +11**Str** +2, **Dex** +4, **Con** +1, **Int** +0, **Wis** +1, **Cha** +2**Items** dagger, naval pike (functions as spear)**AC** 19; **Fort** +6, **Ref** +11, **Will** +8**HP** 45**Speed** 25 feet**Melee** ✦ fist +13 (agile, nonlethal), **Damage** 1d6+5 bludgeoning**Melee** ✦ naval pike +11, **Damage** 1d6+5 piercing**Melee** ✦ dagger +13 (agile, versatile S), **Damage** 1d4+5 piercing**Ranged** ✦ naval pike +13 (thrown 20 feet), **Damage** 1d6+5 piercing**Bosun's Command** ✦ (auditory, concentrate, emotion, linguistic, mental)

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

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



## BOUNTY HUNTER

## CREATURE 4

**N** **MEDIUM** **HUMAN** **HUMANOID**

**Perception** +14

**Languages** Common

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

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

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

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

**HP** 60

**Speed** 25 feet





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

**Ranged** **◆** crossbow +14 (range increment 120 feet, reload 1), **Damage** 1d10+5 piercing

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

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

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

**BURGLAR****CREATURE 4****NE****MEDIUM****HUMAN****HUMANOID****Perception** +10 (+11 to find traps)**Languages** Common**Skills** Acrobatics +10, Athletics +8, Deception +7, Society +7, Stealth +12, Thievery +12 (can Disable traps that require master proficiency), Underworld Lore +7**Str** +2, **Dex** +4, **Con** +1, **Int** +1, **Wis** +2, **Cha** +1**Items** climbing kit, composite shortbow (10 arrows), lesser darkvision elixir, leather armor, sap, thieves' tools**AC** 21 (22 vs. traps); **Fort** +7, **Ref** +12, **Will** +10; +1 circumstance to all saves vs. traps**HP** 60**Deny Advantage** The burglar isn't flat-footed to creatures of 4th level or lower that are hidden, undetected, flanking, or using surprise attack.**Nimble Dodge**  **Trigger** The burglar is targeted with a melee or ranged attack by an attacker it can see; **Effect** The burglar gains a +2 circumstance bonus to AC against the triggering attack.**Speed** 30 feet**Melee**  shortsword +14 (agile, finesse, versatile S), **Damage** 1d6+6 piercing**Melee**  sap +12 (agile, nonlethal), **Damage** 1d6+4 bludgeoning**Ranged**  composite shortbow +14 (deadly 1d10, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+4 piercing**Mobility** When the burglar Strides half their Speed or less, that movement does not trigger reactions.**Sneak Attack** The burglar deals an extra 1d6 precision damage to flat-footed creatures.**Surprise Attack** On the first round of combat, if the burglar rolls Deception or Stealth for initiative, creatures that haven't acted are flat-footed to them.

## CAPTAIN OF THE GUARD

## CREATURE 6

LN

MEDIUM

HUMAN

HUMANOID

**Perception** +15**Languages** Common**Skills** Athletics+15, Diplomacy +11, Intimidation +13, Legal Lore +12, Society +10, Warfare Lore +8**Str** +5, **Dex** +0, **Con** +2, **Int** +0, **Wis** +3, **Cha** +3**Items** crossbow (20 bolts), dagger, full plate, +1 *longsword*, steel shield (Hardness 5, HP 20, BT 10)**AC** 24 (26 with shield raised); **Fort** +14, **Ref** +12, **Will** +15**HP** 95**Aura of Command** (aura, emotion, mental) 30 feet. The captain of the guard bolsters lower-level guards under their command, granting them a +1 status bonus to their attack rolls and a +2 status bonus to their Will saves.**Bravery** When the captain of the guard rolls a success on a Will save against a fear effect, they get a critical success instead. In addition, any time they gain the frightened condition, reduce its value by 1.**Shield Warden** When the captain has their shield raised, they can Shield Block when an attack is made against an adjacent ally. If they do, the shield prevents that ally from taking damage instead of the captain.**Attack of Opportunity** ↻**Shield Block** ↻**Speed** 20 feet**Melee** ✦ *longsword* +18 (magical, versatile P), **Damage** 1d8+11 slashing**Ranged** ✦ crossbow +12 (range increment 120 feet, reload 1), **Damage** 1d8+6 piercing**Shielded Advance** ✦ **Requirements** The captain of the guard has their shield raised; **Effect** The captain of the guard presses forward, using their shield to push back foes. The captain Strides and Shoves, in either order. The multiple attack penalty doesn't apply to this Shove, though the Shove does count toward the captain's multiple attack penalty.

**CHARLATAN****CREATURE 3**

NE

MEDIUM

HUMAN

HUMANOID

**Perception** +6**Languages** Common**Skills** Acrobatics +8, Deception +11, Diplomacy +9, Occultism +7, Performance +11, Society +7, Stealth +8, Thievery +8, Underworld Lore +9**Str** +0, **Dex** +3, **Con** +0, **Int** +2, **Wis** +1, **Cha** +4**Items** disguise kit, lute, sap, shortsword, thieves' tools**Versatile Performance** The charlatan can use Performance instead of Diplomacy to Make an Impression and instead of Intimidation to Demoralize. They can also use an acting Performance instead of Deception to Impersonate.**AC** 18; **Fort** +5, **Ref** +8, **Will** +10**HP** 40**Speed** 25 feet**Melee** ✦ shortsword +10 (agile, versatile S), **Damage** 1d6+2 piercing**Melee** ✦ sap +7 (agile, nonlethal), **Damage** 1d6+2 bludgeoning**Occult Spontaneous Spells** DC 20, attack +10; **2nd** (2 slots) *charm*, *illusory disguise*, *invisibility*; **1st** (3 slots) *illusory disguise*, *magic aura*, *unseen servant*, *ventriloquism*; **Cantrips (2nd)** *daze*, *ghost sound*, *mage hand*, *message*, *prestidigitation***Bard Composition Spells** 1 Focus Point, DC 19; **1st** *counter performance* (Core Rulebook 386); **Cantrips (1st)** *inspire courage* (Core Rulebook 386)**Sneak Attack** The charlatan deals an extra 1d6 precision damage to flat-footed creatures.

# CHRONICLER

# CREATURE 3

**N** **MEDIUM** **HUMAN** **HUMANOID**

**Perception** +14

**Languages** Common


**Skills** Map Lore +17, Nature +14, Scribing Lore +17, Society +12, Survival +14

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


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


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


**HP** 45

**Live to Tell the Tale**  **Frequency** once per day; **Trigger** The chronicler is dying; **Effect** The chronicler reduces their dying condition by 1. If the chronicler is no longer dying, they remain unconscious for at least 1 hour or until they regain 1 Hit Point.

**Speed** 25 feet

**Melee**  dagger +7 (agile, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing

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

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

**Primal Prepared Spells** DC 20, attack +12; **2nd** *entangle*, *flaming sphere*; **1st** *fleet step*, *longstrider*, *pass without trace*; **Cantrips (2nd)** *know direction*, *light*, *ray of frost*, *sigil*, *tanglefoot*

**Scroll Mastery** The chronicler can activate any scroll of a 2nd-level spell or lower as if they had the spell on their spell list, regardless of its magical tradition.

## COMMONER

## CREATURE -1

**N** **MEDIUM** **HUMAN** **HUMANOID**

**Perception** +3

**Languages** Common

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

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

**Items** sickle

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

**HP** 10

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**Speed** 25 feet

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

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

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





## CULT LEADER

## CREATURE 7


N	MEDIUM	HUMAN	HUMANOID
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**Perception** +14**Languages** Common**Skills** Arcana +13, Deception +16, Diplomacy +14, Intimidation +16, Cult Lore (applies to the leader's own cult) +19, Occultism +17, Society +13**Str** +0, **Dex** +4, **Con** +1, **Int** +4, **Wis** +3, **Cha** +5**Items** indecipherable book of sigils, ceremonial robes, +1 staff**AC** 23; **Fort** +12, **Ref** +15, **Will** +18**HP** 95

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

**Speed** 25 feet**Melee**  staff +13 (magical, two-hand d8), **Damage** 1d4+6 bludgeoning

**Occult Spontaneous Spells** DC 26, attack +18; **4th** (3 slots) *dimension door, glibness, outcast's curse, suggestion*; **3rd** (4 slots) *enthral, grim tendrils, haste, mind reading*; **2nd** (4 slots) *augury, calm emotions, hideous laughter, touch of idiocy*; **1st** (4 slots) *bles, illusory disguise, lock, unseen servant*; **Cantrips (4th)** *chill touch, daze, detect magic, guidance, shield*

**Gather Converts**  (auditory, concentrate, emotion, linguistic, mental) With a short emotional phrase, the cult leader tries to sway the public to do their bidding. The cult leader tries to convince up to four bystanders in a crowd to either cause a commotion, turn against a person or group, leave the area, protect the cult leader, or calm down. The cult leader attempts a single Deception check against the highest Perception DC among the targets. See page 230 of the *Gamemastery Guide* for the success outcomes for this ability.

**CULTIST****CREATURE 1****N****MEDIUM****HUMAN****HUMANOID****Perception** +4**Languages** Common**Skills** Cult Lore (applies to the cultist's own cult) +8, Deception +3, Intimidation +3, Occultism +3, Society +4, Stealth +6**Str** +4, **Dex** +3, **Con** +2, **Int** +1, **Wis** -1, **Cha** +0**Items** cultist garb (functions as leather armor), dagger**AC** 17; **Fort** +7, **Ref** +8, **Will** +4 (or +2 vs. higher-ranking members of the cult)**HP** 20**Speed** 25 feet**Melee** ✦ dagger +7 (agile, versatile S), **Damage** 1d4+4 piercing**Ranged** ✦ dagger +6 (agile, thrown 10 feet, versatile S), **Damage** 1d4+4 piercing**Fanatical Frenzy** ✦ **Requirements** The cultist has taken damage and is neither fatigued nor already in a frenzy; **Effect** The cultist flies into a frenzy that lasts 1 minute. While frenzied, the cultist gains a +1 status bonus to attack rolls and a +2 status bonus to damage rolls, and they take a -2 status penalty to AC. The cultist can't voluntarily stop their frenzy. After their frenzy, the cultist is fatigued.

## CULTIST, DWARF

## CREATURE 1

**N** **MEDIUM** **DWARF** **HUMANOID**

**Perception** +4; darkvision

**Languages** Common, Dwarven

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

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

**Items** cultist garb (functions as leather armor), dagger

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

**HP** 20

**Speed** 20 feet

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

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

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

## CULTIST, ELF

## CREATURE 1

N

MEDIUM

ELF

HUMANOID

**Perception** +4; low-light vision

**Languages** Common, Elven

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

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

**Items** cultist garb (functions as leather armor), dagger

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

**HP** 20

**Speed** 30 feet

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

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

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

## CULTIST, GNOME

## CREATURE 1

**N** **SMALL** **GNOME** **HUMANOID**

**Perception** +4; low-light vision

**Languages** Common, Gnomish, Sylvan

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

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

**Items** cultist garb (functions as leather armor), dagger

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

**HP** 20

**Speed** 25 feet

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

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

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

## CULTIST, GOBLIN

## CREATURE 1

**N** **SMALL** **GOBLIN** **HUMANOID**

**Perception** +4; darkvision

**Languages** Common, Goblin

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

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

**Items** cultist garb (functions as leather armor), dagger

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

**HP** 20

**Speed** 25 feet

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

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

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



**CULTIST, HALFLING****CREATURE 1**

N	SMALL	HALFLING	HUMANOID
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**Perception** +4**Languages** Common, Halfling**Skills** Cult Lore (applies to the cultist's own cult) +8, Deception +3, Intimidation +3, Occultism +3, Society +4, Stealth +6**Str** +4, **Dex** +3, **Con** +2, **Int** +1, **Wis** -1, **Cha** +0**Items** cultist garb (functions as leather armor), dagger

**Keen Eyes** Your eyes are sharp, allowing you to make out small details about concealed or even invisible creatures that others might miss. You gain a +2 circumstance bonus when using the Seek action to find hidden or undetected creatures within 30 feet of you. When you target an opponent that is concealed from you or hidden from you, reduce the DC of the flat check to 3 for a concealed target or 9 for a hidden one.

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**AC** 17; **Fort** +7, **Ref** +8, **Will** +4 (or +2 vs. higher-ranking members of the cult)
**HP** 20**Speed** 25 feet**Melee** ✦ dagger +7 (agile, versatile S), **Damage** 1d4+4 piercing**Ranged** ✦ dagger +6 (agile, thrown 10 feet, versatile S), **Damage** 1d4+4 piercing

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

## CULTIST, HALF-ORC

## CREATURE 1

**N** **MEDIUM** **HUMAN** **HUMANOID** **ORC**

**Perception** +4; low-light vision

**Languages** Common

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


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

**Items** cultist garb (functions as leather armor), dagger

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


**HP** 20


**Ferocity** 

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**Speed** 25 feet

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

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



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

**DANCER****CREATURE 1****N****MEDIUM****HUMAN****HUMANOID****Perception** +3**Languages** Common**Skills** Acrobatics +8, Athletics +8, Diplomacy +7, Performance +13 (+15 when dancing), Stealth +6, Theater Lore +5**Str** +1, **Dex** +3, **Con** +1, **Int** +0, **Wis** +0, **Cha** +4**Items** dagger (3), jewelry and clothes (worth 10 gp)**AC** 16; **Fort** +6, **Ref** +8, **Will** +3**HP** 20**Speed** 25 feet**Melee** ✦ dagger +8 (agile, finesse, versatile S), **Damage** 1d4+3 piercing**Melee** ✦ foot +8 (agile, finesse, nonlethal), **Damage** 1d4+3 bludgeoning**Melee** ✦ dagger +8 (agile, thrown 10 feet, versatile S), **Damage** 1d4+3 piercing**Fascinating Dance** ✦ **Frequency** once per round; **Effect** The dancer Strides up to their Speed. Once during this movement, when the dancer is adjacent to a creature, the dancer can make that creature attempt a DC 17 Will save. On a failure, that creature is fascinated with the dancer until the end of its next turn.

## DEMONOLOGIST

## CREATURE 7

CE	MEDIUM	HUMAN	HUMANOID
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**Perception** +15**Languages** Abyssal, Common**Skills** Academia Lore +14, Arcana +16, Demon Lore +18, Diplomacy +11 (+13 with demons), Religion +15**Str** +3, **Dex** +1, **Con** +2, **Int** +4, **Wis** +4, **Cha** +0**Items** +1 *longspear*, scholarly robes, spell component pouch, spellbook (*Fiendish Hypotheses and Protections from Same*)**Abyssal Temptation** (divine, enchantment, mental) See page 231 of the *Gamemastery Guide*.**AC** 22; **Fort** +13, **Ref** +12, **Will** +15**HP** 100**Speed** 25 feet**Melee**  *longspear* +17 (magical, reach), **Damage** 1d8+9 piercing**Arcane Prepared Spells** DC 26, attack +18; **4th** *clairvoyance*, *lightning bolt*, *resilient sphere*; **3rd** *fireball*, *glyph of warding*, *slow*, *stinking cloud*; **2nd** *acid arrow*, *blur*, *hideous laughter*, *see invisibility*; **1st** *fear* (×2), *fleet step*, *mending*; **Cantrips (4th)** *acid splash*, *daze*, *detect magic*, *light*, *read aura***Breach the Abyss**  **Requirements** The demonologist's last action was to cast a non-cantrip spell; **Effect** The demonologist siphons energy drawn from the Abyss into their weapon. Until the end of the turn, the weapon deals an extra 2d6 damage. Roll 1d20 to determine the type: 1–7 acid, 8–9 cold, 10–11 electricity, 12–18 fire, 19–20 negative.**Demon Summoning** The demonologist can cast a 5th-level *summon fiend* arcane spell to summon a demon. To do so, they must sacrifice two 4th-level prepared spells and voluntarily take 4d12 mental damage that can't be reduced or prevented. If the demonologist is unable to Sustain the Spell, including if they're knocked out or killed, the spell continues, but the GM rolls a DC 10 flat check each round, ending the spell on a failure.

## DESPOT

## CREATURE 5

LE MEDIUM HUMAN HUMANOID

**Perception** +11**Languages** Common, Infernal**Skills** Athletics +10, Deception +13, Diplomacy +12, Intimidation +13, Performance +13, Society +12, Warfare Lore +10**Str** +2, **Dex** +2, **Con** +0, **Int** +4, **Wis** +2, **Cha** +4**Items** lesser darkvision elixir, *minor healing potion* (2), spiked gauntlet**Persistent Lies** Any creature deceived by the despot's Deception skill believes the deception more readily on the next day. Any attempts to later attempt a Perception check against the despot's Deception DC take a -2 circumstance penalty, as do other creatures' attempts to convince the creature otherwise, such as through Diplomacy or further Deception.**AC** 19; **Fort** +9, **Ref** +9, **Will** +13**HP** 56**Speed** 25 feet**Melee** ✦ spiked gauntlet +11 (agile), **Damage** 1d4+4 piercing**Divine Spontaneous Spells** DC 23, attack +13; **3rd** (4 slots) *chilling darkness, enthrall, harm*; **2nd** (4 slots) *calm emotions, flaming sphere, see invisibility, undetectable alignment*; **1st** (4 slots) *charm, command, fear, sanctuary*; **Cantrips (3rd)** *chill touch, daze, message, produce flame, shield***Sorcerer Bloodline Spells** 1 Focus Point, DC 22; **3rd** *diabolic edict* (Core Rulebook 403)**Bloodline Magic** When the despot casts a bloodline spell, *enthrall, flaming sphere, or charm*, either a target takes 1 fire damage per spell level, or the despot gains a +1 status bonus to Deception checks for 1 round.**Dangerous Sorcery** When the despot Casts a Spell from a spell slot, if the spell deals damage and doesn't have a duration, the despot gains a status bonus equal to the spell's level to that spell's damage.

## DOCKHAND

## CREATURE 0

N	MEDIUM	HUMAN	HUMANOID
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**Perception** +3**Languages** Common**Skills** Acrobatics +3, Athletics +5, Intimidation +3, Labor Lore +4**Str** +3, **Dex** +1, **Con** +3, **Int** +0, **Wis** +1, **Cha** +1**Items** empty bottle (3), leather armor, whiskey (1 bottle)**AC** 14; **Fort** +7, **Ref** +5, **Will** +3**HP** 20**Speed** 25 feet**Melee** ✦ fist +7 (agile, nonlethal), **Damage** 1d4+3 bludgeoning**Ranged** ✦ bottle +5 (agile, thrown 20 feet), **Damage** 1d6+3 bludgeoning**Heft Crate** ✦✦ (manipulate) **Requirements** The dockhand is adjacent to a crate; **Effect** The dockhand picks up a crate and heaves it up to 15 feet. Upon landing, the crate breaks open in a 5-foot burst. Each creature within the area takes 2d6 bludgeoning damage (DC 13 basic Reflex save), and the area becomes difficult terrain until cleared.**Swig** ✦✦ (manipulate) The dockhand Interacts to either draw a bottle of alcohol or pick up a nearby unattended bottle of alcohol and drink the whole thing. For 1 minute, the dockhand gains a +2 item bonus to melee damage rolls and saving throws against fear, but they become clumsy 1.



**DRUNKARD****CREATURE 2**

N	MEDIUM	HUMAN	HUMANOID
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**Perception** +6**Languages** Common**Skills** Alcohol Lore +3, Athletics +7, Intimidation +8**Str** +3, **Dex** +2, **Con** +4, **Int** -1, **Wis** +0, **Cha** +2**Items** drunkard's outfit (functions as padded armor), pewter mug**AC** 17; **Fort** +10, **Ref** +8, **Will** +6**HP** 40**Speed** 25 feet**Melee** ✦ fist +9 (agile, nonlethal); **Damage** 1d6+3 bludgeoning**Ranged** ✦ pewter mug +8 (thrown 10 feet); **Damage** 1d4+3 bludgeoning

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

## EXECUTIONER

## CREATURE 6

LN

MEDIUM

HUMAN

HUMANOID

**Perception** +12**Languages** Common**Skills** Athletics +15, Intimidation +13, Medicine +10**Str** +5, **Dex** +2, **Con** +3, **Int** -1, **Wis** +2, **Cha** +2**Items** +1 *greataxe*, hood, leather armor**AC** 23; **Fort** +15, **Ref** +12, **Will** +14**HP** 105**Speed** 25 feet**Melee** ✦ *greataxe* +16 (magical, sweep), **Damage** 1d12+9 slashing

**Behead** ✦✦✦ **Requirements** The executioner is adjacent to a dying creature or a creature specifically prepared for a killing blow; **Effect** The executioner Strikes the creature with their *greataxe*. On a hit, in addition to taking damage, the target must attempt a Fortitude save or be reduced to 0 HP and become dying 1. If the creature was already dying (including if it was reduced to 0 HP by the Strike's damage), the creature's dying value increases by 1, in addition to any increase from the Strike. On a critical failure, the creature dies instantly. If the executioner's Strike was a critical hit, the target uses the outcome for one degree of success worse than the result of their saving throw.

**Intimidating Strike** ✦✦ (emotion, fear, fighter, mental) The executioner makes a melee Strike. If it hits and deals damage, the target is frightened 1, or frightened 2 on a critical hit.

**Mark for Death** ✦ (concentrate) The executioner marks a single creature they can see for death. The first time each round the executioner Strikes that creature, the Strike deals 1d12 additional precision damage. The creature remains marked for death until the executioner is knocked out, marks a different creature for death, or the encounter ends.

**FALSE PRIEST****CREATURE 4**

N	MEDIUM	HUMAN	HUMANOID
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**Perception** +10**Languages** Common**Skills** Acrobatics +10, Athletics +8, Deception +12, Performance +12, Religion +8, Society +6**Str** +0, **Dex** +4, **Con** +3, **Int** +0, **Wis** +2, **Cha** +4**Items** alchemical tools (used as “blessed items” to fool marks), backpack, cloak, hand crossbow (20 bolts), collection of fake relics, rapier, wooden religious symbol, studded leather armor**AC** 21; **Fort** +11, **Ref** +12, **Will** +10**HP** 51**Speed** 25 feet**Melee** ✦ rapier +12 (deadly 1d8, disarm, finesse), **Damage** 1d6+8 piercing**Ranged** ✦ hand crossbow +12 (range increment 60 feet, reload 1), **Damage** 1d6+4 piercing**Deceiver's Surprise** On the first round of combat, if the false priest rolls Deception or Performance for initiative, creatures that haven't acted yet are flat-footed to the false priest.**Fickle Prophecy** ✦ (emotion, mental) The false priest convinces someone of their omnipotence by attempting a Deception check compared to the creature's Will DC. If successful, the target gains 1d8+4 temporary Hit Points that last for 1 hour or until the false priest removes them by rebuking the target, whichever occurs first.**Sneak Attack** The false priest deals an extra 1d6 precision damage to flat-footed creatures. This increases to 2d6 against creatures flat-footed due to the false priest's Feint or deceiver's surprise.**The Jig Is Up** ↻ **Frequency** once per hour; **Trigger** The false priest critically fails a Deception or Performance check; **Effect** The false priest Strides.

## FARMER

## CREATURE 0

N

MEDIUM

HUMAN

HUMANOID

**Perception** +6

**Languages** Common

**Skills** Athletics +5, Farming Lore +4, Nature +4, Survival +4

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

**Items** apple (4), leather armor, pitchfork

**AC** 14; **Fort** +7, **Ref** +5, **Will** +4

**HP** 20

**Speed** 25 feet

**Melee** ✦ pitchfork +6 (reach 10 feet), **Damage** 1d6+3 piercing

**Ranged** ✦ apple +5 (agile, nonlethal, thrown 20 feet), **Damage** 1d4+3 bludgeoning

**Pitch Bale** ✦ **Requirements** The farmer's last action was a successful pitchfork Strike; **Effect** The farmer moves the creature they hit with their pitchfork up to 5 feet, and the target falls prone. The target can attempt a DC 13 Reflex save to avoid falling prone, and avoids being moved altogether on a critical success.

## FENCE

## CREATURE 5

NE MEDIUM HUMAN HUMANOID

**Perception** +11**Languages** Common**Skills** Accounting Lore +13, Acrobatics +10, Crafting +13, Deception +13, Diplomacy +11, Intimidation +11, Society +11, Stealth +10, Thievery +10, Underworld Lore +15**Str** +0, **Dex** +3, **Con** +0, **Int** +4, **Wis** +2, **Cha** +4**Items** dagger (10), lesser darkvision elixir, disguise kit, *bird feather token*, shortsword, lesser smokestick (2), thieves' tools**Fence's Eye** Fences live by their ability to recognize a viable trade. They can use Underworld Lore to identify an item's value and Identify Magic on an item. They gain a +2 circumstance bonus to Underworld Lore checks when doing so, and to Underworld Lore checks to determine whether an item was stolen, whether a stolen item would be too recognizable to easily move, and who would be interested in purchasing such an item.**AC** 20; **Fort** +9, **Ref** +12, **Will** +15**HP** 70**Speed** 25 feet**Melee** ✦ shortsword +12 (agile, finesse, versatile S), **Damage** 1d6+5 piercing**Melee** ✦ dagger +12 (agile, finesse, versatile S), **Damage** 1d4+5 piercing**Ranged** ✦ dagger +12 (agile, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing**Quick Rummage** ✦ The fence always has a few items close at hand. The fence Interacts to draw a weapon or item that takes a single action to activate, and then Strikes with the weapon or Activates the Item.**Scoundrel's Feint** When the fence successfully Feints, their target is flat-footed against the fence's attacks until the end of the fence's next turn. On a critical success, the target is flat-footed against all attacks until the end of the fence's next turn.**Sneak Attack** The fence deals an extra 2d6 precision damage to flat-footed creatures.

## GANG LEADER

## CREATURE 7

CE	MEDIUM	HUMAN	HUMANOID
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**Perception** +14**Languages** Common**Skills** Acrobatics +13, Athletics +13, Deception +15, Intimidation +17, Society +11, Stealth +13, Thievery +15, Underworld Lore +15**Str** +4, **Dex** +4, **Con** +2, **Int** +2, **Wis** -1, **Cha** +4**Items** *minor potion of healing*, +1 *shortsword*, sling (10 bullets), studded leather, tanglefoot bag**AC** 26; **Fort** +13, **Ref** +17, **Will** +10**HP** 104**Deny Advantage** The gang leader isn't flat-footed to creatures of 7th level or lower that are hidden, undetected, flanking, or using surprise attack.**Evasion** When the gang leader rolls a success on a Reflex save, they get a critical success instead.**Surprise Attack** On the first round of combat, if the gang leader rolls Deception or Stealth for initiative, creatures who haven't acted are flat-footed to the gang leader.**Nimble Dodge** ↷ See *Core Rulebook* page 183.**Speed** 30 feet**Melee** ✦ *shortsword* +18 (agile, magical, versatile S), **Damage** 1d6+10 piercing**Ranged** ✦ sling +18 (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+8 bludgeoning**Brutal Rally** ↷ (auditory, emotion, linguistic, mental) **Trigger** The gang leader rolls a critical hit against a creature; **Effect** All allies that can see the gang leader gain a +1 circumstance bonus to attack rolls until the start of the gang leader's next turn.**Gang Up** Any enemy is flat-footed against the gang leader's melee attacks due to flanking as long as the enemy is within melee reach of both the gang leader and one of the gang leader's allies.**Quick Draw** ✦ The gang leader Interacts to draw a weapon, then Strikes with that weapon.**Sneak Attack** The gang leader deals an extra 2d6 precision damage to flat-footed creatures.



## GRAVE ROBBER

## CREATURE 1

NE

MEDIUM

HUMAN

HUMANOID

**Perception** +5

**Languages** Common

**Skills** Crafting +6, Deception +2, Intimidation +2, Society +6, Stealth +5, Underworld Lore +6

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

**Items** alchemist's tools, dagger, formula book, *holy water*, shovel, studded leather armor

**Infused Items** A grave robber carries the following infused items: 2 lesser bottled lightnings, a lesser frost vial, and a lesser thunderstone. These items last for 24 hours, or until the next time the grave robber makes their daily preparations.

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**AC** 17; **Fort** +7, **Ref** +7, **Will** +5

**HP** 18

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**Speed** 25 feet

**Melee** ✦ shovel +6, **Damage** 1d6+1 bludgeoning

**Ranged** ✦ alchemical bomb +7 (range increment 20 feet, splash), **Damage** varies by bomb

## GRAVEDIGGER

## CREATURE 1

**N** **MEDIUM** **HUMAN** **HUMANOID**

**Perception** +6

**Languages** Common

**Skills** Athletics +7, Graveyard Lore +4, Religion +4, Stealth +4

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

**Items** bull's-eye lantern (2 oils), gravedigger's garb (functions as leather armor), religious symbol of Pharasma, shovel

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

**HP** 22; **Resistances** negative 2

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**Speed** 25 feet

**Melee** **◆** shovel +9, **Damage** 1d4+4 bludgeoning

**Light in the Dark** **◆◆** (concentrate, divine, manipulate) **Requirements**

The gravedigger holds a bull's-eye lantern in one hand and their religious symbol in the other, and the lantern contains oil; **Effect** The gravedigger recites a brief chant to ignite their lantern with positive energy. Each undead creature in a 15-foot line takes 3d6 positive damage (DC 14 basic Fortitude save). This action uses all remaining oil in the bull's-eye lantern.

## GUARD

## CREATURE 1

LN

MEDIUM

HUMAN

HUMANOID

**Perception** +7 (+8 to find concealed objects)

**Languages** Common

**Skills** Athletics +7, Intimidation +5, Legal Lore +3

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

**Items** club, crossbow (10 bolts), dagger, sap, scale mail, signal whistle

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

**HP** 20

**Attack of Opportunity** ↻

**Speed** 25 feet

**Melee** ✦ club +9, **Damage** 1d6+4 bludgeoning

**Melee** ✦ sap +9 (agile, nonlethal), **Damage** 1d6+4 bludgeoning

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

**Ranged** ✦ club +7 (thrown 10 feet), **Damage** 1d6+4 bludgeoning

## GUARD, DWARF

## CREATURE 1

LN

MEDIUM

DWARF

HUMANOID

**Perception** +7 (+8 to find concealed objects); darkvision

**Languages** Common, Dwarven

**Skills** Athletics +7, Intimidation +5, Legal Lore +3

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

**Items** club, crossbow (10 bolts), dagger, sap, scale mail, signal whistle

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

**HP** 20

**Attack of Opportunity** ↻

**Speed** 20 feet

**Melee** ✦ club +9, **Damage** 1d6+4 bludgeoning

**Melee** ✦ sap +9 (agile, nonlethal), **Damage** 1d6+4 bludgeoning

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

**Ranged** ✦ club +7 (thrown 10 feet), **Damage** 1d6+4 bludgeoning

## GUARD, ELF

## CREATURE 1

LN

MEDIUM

ELF

HUMANOID

**Perception** +7 (+8 to find concealed objects); low-light vision

**Languages** Common, Elven

**Skills** Athletics +7, Intimidation +5, Legal Lore +3

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

**Items** club, crossbow (10 bolts), dagger, sap, scale mail, signal whistle

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

**HP** 20

**Attack of Opportunity** ↻

**Speed** 30 feet

**Melee** ✦ club +9, **Damage** 1d6+4 bludgeoning

**Melee** ✦ sap +9 (agile, nonlethal), **Damage** 1d6+4 bludgeoning

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

**Ranged** ✦ club +7 (thrown 10 feet), **Damage** 1d6+4 bludgeoning

## GUARD, GNOME

## CREATURE 1

LN

SMALL

GNOME

HUMANOID

**Perception** +7 (+8 to find concealed objects); low-light vision

**Languages** Common, Gnomish, Sylvan

**Skills** Athletics +7, Intimidation +5, Legal Lore +3

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

**Items** club, crossbow (10 bolts), dagger, sap, scale mail, signal whistle

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

**HP** 20

**Attack of Opportunity** ↻

**Speed** 25 feet

**Melee** ✦ club +9, **Damage** 1d6+4 bludgeoning

**Melee** ✦ sap +9 (agile, nonlethal), **Damage** 1d6+4 bludgeoning

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

**Ranged** ✦ club +7 (thrown 10 feet), **Damage** 1d6+4 bludgeoning



## GUARD, GOBLIN

## CREATURE 1

LN

SMALL

GOBLIN

HUMANOID

**Perception** +7 (+8 to find concealed objects); darkvision

**Languages** Common, Goblin


**Skills** Athletics +7, Intimidation +5, Legal Lore +3

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

**Items** club, crossbow (10 bolts), dagger, sap, scale mail, signal whistle


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


**HP** 20


**Attack of Opportunity** 

**Speed** 25 feet

**Melee**  club +9, **Damage** 1d6+4 bludgeoning

**Melee**  sap +9 (agile, nonlethal), **Damage** 1d6+4 bludgeoning

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

**Ranged**  club +7 (thrown 10 feet), **Damage** 1d6+4 bludgeoning

## GUARD, HALFLING

## CREATURE 1

LN SMALL HALFLING HUMANOID

**Perception** +7 (+8 to find concealed objects)

**Languages** Common, Halfling

**Skills** Athletics +7, Intimidation +5, Legal Lore +3

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


**Items** club, crossbow (10 bolts), dagger, sap, scale mail, signal whistle

**Keen Eyes** Your eyes are sharp, allowing you to make out small details about concealed or even invisible creatures that others might miss. You gain a +2 circumstance bonus when using the Seek action to find hidden or undetected creatures within 30 feet of you. When you target an opponent that is concealed from you or hidden from you, reduce the DC of the flat check to 3 for a concealed target or 9 for a hidden one.

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


**HP** 20


**Attack of Opportunity** 


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**Speed** 25 feet

**Melee**  club +9, **Damage** 1d6+4 bludgeoning

**Melee**  sap +9 (agile, nonlethal), **Damage** 1d6+4 bludgeoning

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

**Ranged**  club +7 (thrown 10 feet), **Damage** 1d6+4 bludgeoning

## GUARD, HALF-ORC

## CREATURE 1

LN

MEDIUM

HUMAN

HUMANOID

ORC

**Perception** +7 (+8 to find concealed objects); low-light vision

**Languages** Common

**Skills** Athletics +7, Intimidation +5, Legal Lore +3

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

**Items** club, crossbow (10 bolts), dagger, sap, scale mail, signal whistle

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

**HP** 20

**Attack of Opportunity** ↻

**Ferocity** ↻

**Speed** 25 feet

**Melee** ✦ club +9, **Damage** 1d6+4 bludgeoning

**Melee** ✦ sap +9 (agile, nonlethal), **Damage** 1d6+4 bludgeoning

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

**Ranged** ✦ club +7 (thrown 10 feet), **Damage** 1d6+4 bludgeoning

## GUIDE

## CREATURE 4

N	MEDIUM	HUMAN	HUMANOID
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**Perception** +14**Languages** Common**Skills** Athletics +14, Scouting Lore +12, Stealth +11, Survival +12**Str** +4, **Dex** +1, **Con** +2, **Int** +1, **Wis** +3, **Cha** +0**Items** composite shortbow (40 arrows), greataxe, scale mail**AC** 21; **Fort** +12, **Ref** +11, **Will** +14**HP** 60

**Guide's Warning** ↻ **Trigger** The guide is about to roll a Perception or Survival check to determine their initiative; **Effect** The guide visually or audibly warns allies, granting them a +1 circumstance bonus to their initiative rolls. Depending on how the guide warns allies, this action has the auditory or visual trait.

**Speed** 25 feet**Melee** ✦ greataxe +12 (sweep), **Damage** 1d12+6 slashing**Ranged** ✦ composite shortbow +9 (deadly 1d10, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+2 piercing

**Guiding Words** ✦ The guide points out a weakness of a creature within 30 feet. The guide and all allies that can hear or see the guide gain a +1 status bonus to attack and damage rolls against that creature until the beginning of the guide's next turn. The guide adds an extra 1d6 precision damage to their weapon and unarmed attacks that hit that creature during the duration.

## GUILDMASTER

## CREATURE 8

N	MEDIUM	HUMAN	HUMANOID
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**Perception** +16**Languages** Common**Skills** Architecture Lore +25, Athletics +13, Bureaucracy Lore +19, Crafting +25, Diplomacy +24, Intimidation +22, Society +21**Str** +3, **Dex** +1, **Con** +1, **Int** +4, **Wis** +2, **Cha** +3**Items** artisan's tools, construction schematics, guildmaster's uniform (functions as hide armor), +1 *striking light hammer*, tax ledgers**AC** 26; **Fort** +14, **Ref** +14, **Will** +17**HP** 135**Speed** 25 feet**Melee** ✦ *light hammer* +16 (agile), **Damage** 2d6+5 bludgeoning**Ranged** ✦ *light hammer* +14 (agile, magical, thrown 20 feet), **Damage** 2d6+5 bludgeoning**Call to Action** ✦ (auditory, concentrate, emotion, mental) The guildmaster gives a speech to inspire themselves and all guild-member allies within 60 feet, granting them a +1 status bonus to attack and damage rolls until the start of the guildmaster's next turn.**Sworn Duty** While within the guild or presiding over guild business, the guildmaster gains a +2 circumstance bonus to weapon attack rolls and deals an additional 2d6 damage on a successful weapon attack.

## HARBORMASTER

## CREATURE 3

LN

MEDIUM

HUMAN

HUMANOID

**Perception** +6

**Languages** Common

**Skills** Acrobatics +9, Athletics +9, Diplomacy +5, Fishing Lore +8, Intimidation +5, Sailing Lore +10

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

**Items** fishing tackle, hatchet (2), ledger, manacles, spyglass

**Steady Balance** Whenever the harbormaster rolls a success on a check to Balance, they get a critical success instead. They're not flat-footed while Balancing on narrow surfaces and uneven ground. They can attempt an Acrobatics check instead of a Reflex save to Grab an Edge.

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

**HP** 46

**Speed** 25 feet

**Melee** ✦ hatchet +13 (agile, sweep), **Damage** 1d6+7 slashing

**Ranged** ✦ hatchet +11 (agile, sweep, thrown 10 feet), **Damage** 1d6+7 slashing

**Experienced Hand** The harbormaster has endured their share of adverse conditions at sea. Any creature that's in adverse weather or aboard a vessel on rough water is flat-footed to the harbormaster.



## HARROW READER

## CREATURE -1

**N** **MEDIUM** **HUMAN** **HUMANOID**

**Perception** +7

**Languages** Common

**Skills** Diplomacy +8, Fortune-Telling Lore +11, Occultism +7, Performance +10 (+11 when fortune-telling), Society +7

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

**Items** harrow deck, sickle


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**AC** 13; **Fort** +3, **Ref** +6, **Will** +10

**HP** 9

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**Speed** 25 feet

**Melee**  sickle +7 (agile, finesse, trip), **Damage** 1d4+1 slashing

**Fated Doom** While harrow readers try to avoid combat, no throw of the cards can avoid fate, so a harrow reader learns how to best survive. In the harrow reader's first encounter each day, they gain a +1 status bonus to their initiative roll, their attack rolls, and their AC.

**HUNTER****CREATURE 7****N****MEDIUM****HUMAN****HUMANOID****Perception** +17**Languages** Common**Skills** Forest Lore +13, Medicine +15, Nature +17, Stealth +17, Survival +17**Str** +4, **Dex** +4, **Con** +2, **Int** +1, **Wis** +4, **Cha** +0**Items** +1 *composite longbow*, dagger, leather armor, shortsword**Forager** While using Survival to Subsist, if the hunter rolls a failure or a critical failure, they get a success instead. If the hunter rolls a success, they can provide food for 16 additional creatures that eat about as much as a human, or 32 creatures on a critical success.**Forest Walker** The hunter ignores the effects of difficult terrain from a forest environment. They can Sneak through underbrush without the need to attempt a Stealth check as long as the hunter moves no more than 5 feet at a time and is not within 10 feet of an enemy at any point during their movement.**AC** 25; **Fort** +15, **Ref** +17, **Will** +15**HP** 115**Speed** 25 feet**Melee** **◆** dagger +18 (agile, finesse, versatile S), **Damage** 1d4+9 piercing**Melee** **◆** shortsword +18 (agile, finesse, versatile S), **Damage** 1d6+9 piercing**Ranged** **◆** *composite longbow* +18 (deadly 1d10, magical, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+8 piercing**Hunt Prey** **◆** (concentrate) The 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 hunter hits the designated prey in a round, they deal an additional 1d8 precision damage. The hunter also ignores the penalty for making ranged attacks within their second range increment. These effects last until the hunter uses Hunt Prey again.

**INNKEEPER****CREATURE 1****N** **MEDIUM** **HUMAN** **HUMANOID****Perception** +7**Languages** Common**Skills** Accounting Lore +5, Cooking Lore +5, Deception +6, Diplomacy +8, Society +7**Str** +2, **Dex** +0, **Con** +1, **Int** +2, **Wis** +2, **Cha** +3**Items** broom (functions as staff), innkeeper's apron (functions as leather armor), ledger**Font of Gossip** The innkeeper's business gives them insight into the neighborhood's happenings. When Gathering Information, a person can gain as much information chatting with the innkeeper for 30 minutes to an hour as they would gain from 2 hours spent canvassing the neighborhood. Each person can learn gossip from an innkeeper only once per day, and only if the innkeeper is friendly or helpful to that individual. Whatever information the innkeeper knows about a given topic doesn't change if someone else asks the innkeeper about that topic, unless the innkeeper has since learned more.**AC** 14; **Fort** +6, **Ref** +3, **Will** +9**HP** 20**Speed** 25 feet**Melee** ✦ broom +7 (two-hand d8), **Damage** 1d4+2 bludgeoning**Melee** ✦ fist +7 (agile, nonlethal), **Damage** 1d4+2 bludgeoning**Ranged** ✦ ledger +5 (nonlethal, thrown 10 feet), **Damage** 1d4+2 bludgeoning**Home Turf** An innkeeper gains a +2 circumstance bonus to attack rolls, damage rolls, and AC within their inn.

**JAILER****CREATURE 3**

LN

MEDIUM

HUMAN

HUMANOID

**Perception** +9 (+10 to find concealed objects)**Languages** Common**Skills** Athletics +11, Diplomacy +5, Intimidation +7**Str** +4, **Dex** +3, **Con** +1, **Int** +0, **Wis** +2, **Cha** +0**Items** club, crossbow (20 bolts), keyring, simple manacles, signal whistle, studded leather armor**AC** 20; **Fort** +8, **Ref** +10, **Will** +7**HP** 45**Attack of Opportunity** ↷**Speed** 25 feet**Melee** ✦ club +11, **Damage** 1d6+8 bludgeoning**Ranged** ✦ crossbow +10 (range increment 120 feet, reload 1), **Damage** 1d8+4 piercing**Ranged** ✦ club +10 (thrown 10 feet), **Damage** 1d6+6 bludgeoning**Efficient Capture** ✦✦✦ (attack, manipulate) **Requirements** The jailer has manacles in hand and is adjacent to a creature; **Effect** The jailer attempts to bind the creature's wrists or ankles with the manacles. If the jailer succeeds at an attack roll with a +9 modifier against the target's AC, they apply the manacles.**Intimidating Strike** ✦✦ (emotion, fear, fighter, mental) The jailer makes a melee Strike. If it hits and deals damage, the target is frightened 1, or frightened 2 on a critical hit.**Subdue Prisoners** The jailer doesn't take the normal penalty for making a nonlethal attack when attacking with their club.

## JUDGE

## CREATURE -1

LN

MEDIUM

HUMAN

HUMANOID

**Perception** +8 (+15 to Sense Motive)

**Languages** Common

**Skills** Deception +8, Diplomacy +12, Intimidation +12, Legal Lore +16, Society +14

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

**Items** books (law and rhetoric; worth 3 gp), gavel, judge's robes

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

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**AC** 13; **Fort** +5, **Ref** +1, **Will** +14

**HP** 9

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**Speed** 25 feet

**Melee** ✦ gavel +4, **Damage** 1d4 bludgeoning

**Melee** ✦ fist +4 (agile, nonlethal), **Damage** 1d4 bludgeoning

**Ranged** ✦ gavel +3 (thrown 10 feet), **Damage** 1d4 bludgeoning

## LIBRARIAN

## CREATURE -1

**N** **MEDIUM** **HUMAN** **HUMANOID**

**Perception** +7

**Languages** Common

**Skills** Academia Lore +11, Arcana +9, Library Lore +13, Nature +8, Religion +8

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

**Items** books (3), dagger, writing set

**Methodical Research** (concentrate) When Searching through stacks of books, a librarian can find the answer to almost any question. This allows the librarian to use Library Lore in place of other lore skills, given enough time. The GM determines the DC of the check and the amount of time it takes (typically, a librarian can attempt three or four checks during 1 day of downtime).

**AC** 13; **Fort** +2, **Ref** +3, **Will** +7

**HP** 6

**Speed** 25 feet

**Melee** ✦ book +4 (nonlethal), **Damage** 1d4 bludgeoning

**Melee** ✦ fist +3 (agile, nonlethal), **Damage** 1d4 bludgeoning

**Ranged** ✦ book +5 (nonlethal, thrown 10 feet), **Damage** 1d4 bludgeoning



## MAGE FOR HIRE

## CREATURE 3

**N** **MEDIUM** **HUMAN** **HUMANOID**

**Perception** +7

**Languages** Common

**Skills** Arcana +11, Society +9, Stealth +7, Thievery +9


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

**Items** *invisibility potion*, spellbook, staff, thieves' tools

**AC** 17; **Fort** +8, **Ref** +9, **Will** +10

**HP** 31

**Speed** 25 feet

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

**Arcane Prepared Spells** DC 20, attack +12; **2nd** *flaming sphere*, *knock*, see *invisibility*; **1st** *grease*, *mage armor*, *magic missile*, *true strike*;

**Cantrips (2nd)** *dancing lights*, *daze*, *detect magic*, *electric arc*, *mage hand*, *message*, *shield*

**Wizard School Spell** 1 Focus Point, DC 20; **2nd** *diviner's sight* (Core Rulebook 406)

**MASTERMIND****CREATURE 4**

NE

MEDIUM

HUMAN

HUMANOID

**Perception** +10**Languages** Common**Skills** Arcana +13, Deception +15, Diplomacy +15, Intimidation +15, Occultism +15, Performance +17, Religion +11, Society +17, Stealth +9, Thievery +9, Underworld Lore +17**Str** +0, **Dex** +3, **Con** +0, **Int** +4, **Wis** +2, **Cha** +4**Items** chain shirt, disguise kit, hand crossbow (10 bolts), shortsword**Versatile Performance** The mastermind can use Performance instead of Diplomacy to Make an Impression and instead of Intimidation to Demoralize. The mastermind can also use an acting Performance instead of Deception to Impersonate.**AC** 21; **Fort** +6, **Ref** +11, **Will** +16**HP** 54**Speed** 25 feet**Melee** ✦ shortsword +13 (agile, finesse, versatile S), **Damage** 1d6+6 slashing**Ranged** ✦ hand crossbow +13 (range increment 60 feet, reload 1), **Damage** 1d6+3 piercing**Occult Spontaneous Spells** DC 22, attack +14; **2nd** (3 slots) *blur*, *charm*, *invisibility*, *paranoia*; **1st** (3 slots) *charm*, *illusory disguise*, *illusory object*; **Cantrips (2nd)** *daze*, *detect magic*, *message*, *prestidigitation*, *sigil***Bard Composition Spells** DC 22; **Cantrips (2nd)** *inspire competence* (Core Rulebook 386), *inspire courage* (Core Rulebook 386)**Scoundrel's Feint** When the mastermind successfully Feints, the target is flat-footed against the mastermind's melee attacks until the end of the mastermind's next turn. On a critical success, the target is flat-footed against all melee attacks for that time, not just the mastermind's.**Sneak Attack** The mastermind deals an extra 1d6 precision damage to flat-footed creatures.

## MERCHANT

## CREATURE -1

**N** **MEDIUM** **HUMAN** **HUMANOID**

**Perception** +6

**Languages** Common

**Skills** Deception +10, Diplomacy +12, Mercantile Lore +10, Performance +8, Society +8

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

**Items** crossbow (10 bolts), padded armor

**Appraising Eye** The merchant can use Mercantile Lore to Recall Knowledge about items, including determining their value. They can also attempt to Identify Magic using Mercantile Lore and can do so without first knowing whether the item is magical.

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**AC** 13; **Fort** +1, **Ref** +2, **Will** +10

**HP** 7

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**Speed** 25 feet

**Melee** ✦ fist +4 (agile, nonlethal, unarmed), **Damage** 1d4+2 bludgeoning

**Ranged** ✦ crossbow +4 (range increment 120 feet, reload 1), **Damage** 1d8 piercing

## MINER

## CREATURE 0

N

MEDIUM

HUMAN

HUMANOID

**Perception** +6

**Languages** Common

**Skills** Acrobatics +3, Athletics +6, Mining Lore +4, Survival +4

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

**Items** hammer, lantern, miner's harness (functions as leather armor), pick, piton (5)

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**AC** 14; **Fort** +7, **Ref** +5, **Will** +4

**HP** 20

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**Speed** 25 feet

**Melee** ✦ pick +6 (fatal 1d10), **Damage** 1d6+2 piercing

**Piton Pin** ✦ (attack) **Requirements** The miner has their hammer in hand;

**Effect** The miner Interacts to draw a piton, then hammers it into a creature to pin them in place, attempting an Athletics check against the target's Reflex DC. On a hit, the target is immobilized until it removes the piton with a successful DC 10 Athletics check made as an Interact action.

## MONSTER HUNTER

## CREATURE 6

N	MEDIUM	HUMAN	HUMANOID
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**Perception** +13**Languages** Common**Skills** Athletics +15, Monster Lore +13, Stealth +13, Survival +11**Str** +4, **Dex** +3, **Con** +3, **Int** +1, **Wis** +1, **Cha** +1**Items** composite longbow (20 arrows), +1 *greataxe*, hide armor**AC** 23; **Fort** +15, **Ref** +11, **Will** +13**HP** 108**Attack of Opportunity** ↻**Speed** 20 feet**Melee** ✦ *greataxe* +15 (magical, sweep), **Damage** 1d12+8 slashing**Ranged** ✦ composite longbow +14 (deadly d10, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+6 piercing**Rage** ✦ (concentrate, emotion, mental) **Requirements** The monster hunter isn't fatigued or raging; **Effect** The monster hunter gains 9 temporary Hit Points that last until the rage ends. While raging, they deal 8 additional damage with melee attacks, gain a +10-foot status bonus to their Speed, and take a -1 penalty to AC. The monster hunter can't use concentrate actions except Seek and rage actions. The rage lasts for 1 minute, until there are no enemies the monster hunter can perceive, or until the monster hunter falls unconscious. Once the rage ends, the monster hunter can't Rage again for 1 minute.**Sudden Charge** ✦✦ The monster hunter Strides twice and makes a melee Strike.

## NAVIGATOR

## CREATURE 2

N	MEDIUM	HUMAN	HUMANOID
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**Perception** +9**Languages** Common**Skills** Acrobatics +6, Nature +11, Sailing Lore +14, Society +8, Survival +9**Str** +0, **Dex** +2, **Con** +1, **Int** +4, **Wis** +3, **Cha** +0**Items** dagger, scroll case with ship's charts, writing set

**Chart a Course** (concentrate) By spending 10 minutes of work and succeeding at a DC 22 Sailing Lore check, the navigator plots an optimal course. The severity of environmental conditions other than temperature are reduced by one step for 24 hours (two steps on a critical success). This changes moderate damage to minor damage, winds that create greater difficult terrain cause only difficult terrain, and so on.

**AC** 18; **Fort** +7, **Ref** +8, **Will** +9**HP** 28**Speed** 25 feet**Melee** ✦ dagger +8 (agile, finesse, versatile S), **Damage** 1d4+4 piercing plus navigator's edge**Ranged** ✦ dagger +8 (agile, thrown 10 feet, versatile S), **Damage** 1d4+4 piercing plus navigator's edge**Navigator's Edge** The navigator deals an additional 1d6 weapon damage when on a ship.



# NECROMANCER

# CREATURE 5

NE

MEDIUM

HUMAN

HUMANOID

**Perception** +10

**Languages** Common

**Skills** Arcana +13, Crafting +11, Intimidation +8, Religion +10

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

**Items** light mace, hooded robe, *scroll of spectral hand*, spellbook  
(*Abominable Missives of the Atrophied*)

**Stench of Decay** (arcane, aura, conjuration, poison) The necromancer emits a scent of putrid rot in a 5-foot emanation. A creature that enters or begins its turn in the aura is sickened 1.

**AC** 20; **Fort** +9, **Ref** +12, **Will** +12

**HP** 58

**Speed** 25 feet

**Melee** ♦ light mace +12 (agile, finesse, shove), **Damage** 1d4+4 bludgeoning

**Wizard Prepared Spells** DC 21, attack +13; **3rd** *bind undead*, *lightning bolt*, *vampiric touch*; **2nd** *false life*, *grim tendrils*, *mirror image*, *web*; **1st** *fear*, *feather fall*, *ray of enfeeblement*, *spider sting*; **Cantrips (3rd)** *chill touch*, *detect magic*, *electric arc*, *ray of frost*, *read aura*, *shield*

**Wizard School Spells** 1 Focus Point, DC 21, attack +13; **3rd** *call of the grave* (Core Rulebook 406)

**Drain Bonded Item** ♦ (arcane) **Frequency** once per day; **Requirements** The necromancer hasn't acted yet on this turn; **Effect** The necromancer expends the power stored in their mace. This gives them the ability to cast one prepared spell they prepared today and already cast, without spending a spell slot.

## NOBLE

## CREATURE 3

**N** **MEDIUM** **HUMAN** **HUMANOID**

**Perception** +11

**Languages** Common

**Skills** Deception +10, Diplomacy +10, Gambling Lore +8, Intimidation +9

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

**Items** fashionable fine clothes, loaded dice, rapier, silver flask, signet ring

**Lip Reader** After years of sticking their nose where it doesn't belong, the noble has learned to read lips from afar, with the effects of the Lip Reader feat (*Core Rulebook* 265).

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**AC** 18; **Fort** +6, **Ref** +10, **Will** +11

**HP** 45

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**Speed** 25 feet

**Melee** ✦ rapier +12 (deadly 1d8, disarm, finesse), **Damage** 1d6+5 piercing

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

**Noble's Ruse** ✦ **Frequency** once per round; **Effect** The noble Feints. On a success, the noble Strikes the target.

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

## PALACE GUARD

## CREATURE 4

**N** **MEDIUM** **HUMAN** **HUMANOID**

**Perception** +15

**Languages** Common

**Skills** Athletics +12, Diplomacy +10, Intimidation +8

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


**Items** chain mail with palace insignia, halberd, simple manacles


**AC** 22; **Fort** +13, **Ref** +8, **Will** +10

**HP** 60

**Attack of Opportunity** 

**Speed** 25 feet

**Melee**  halberd +14 (reach, versatile S), **Damage** 1d10+7 piercing

**Melee**  fist +12 (agile, nonlethal), **Damage** 1d4+7 bludgeoning

**Royal Defender** Ever loyal, the palace guard gains a +2 circumstance bonus to attack rolls when defending their liege.

## PHYSICIAN

## CREATURE -1

N

MEDIUM

HUMAN

HUMANOID

**Perception** +6 (+8 to notice ailments)

**Languages** Common

**Skills** Diplomacy +8, Medicine +12, Society +10

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

**Items** minor elixirs of life (2), healer's tools, medical textbook

**Bedside Manner** A physician has a +2 circumstance bonus to Diplomacy checks to Make an Impression on or make a Request of a diseased, poisoned, or wounded creature.

**Doctor's Hand** When the physician rolls a critical failure on a check to Treat Disease, Treat Poison, or Treat Wounds, they get a failure instead.

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**AC** 13; **Fort** +9, **Ref** +3, **Will** +8

**HP** 9

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**Speed** 25 feet

**Melee** ✦ fist +5 (agile, nonlethal), **Damage** 1d4-1 bludgeoning

**Ranged** ✦ medical textbook +5 (nonlethal, thrown 10 feet), **Damage** 1d4-1 bludgeoning

## PIRATE

## CREATURE 2

CN

MEDIUM

HUMAN

HUMANOID

**Perception** +6

**Languages** Common

**Skills** Acrobatics +7, Athletics +8, Deception +6, Intimidation +6, Sailing Lore +8

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

**Items** cutlass (functions as a scimitar), dagger, padded armor

**AC** 18; **Fort** +7, **Ref** +8, **Will** +6

**HP** 32

**Attack of Opportunity** ↷

**Bravery** When the pirate rolls a success on a Will save against a fear effect, they get a critical success instead. In addition, anytime they gain the frightened condition, reduce its value by 1.

**Speed** 25 feet

**Melee** ✦ cutlass +10 (forceful, sweep), **Damage** 1d6+5 slashing

**Melee** ✦ dagger +11 (agile, versatile S), **Damage** 1d4+5 piercing

**Ranged** ✦ dagger +11 (agile, thrown 10 feet, versatile S), **Damage** 1d4+5 piercing

**Boarding Action** ✦✦ The pirate swings on a rope or Strides, moving up to double their Speed. If the pirate boarded or disembarked a boat during this movement, they can make a melee Strike at the end of their movement that deals one extra damage die on a hit.

## PLAGUE DOCTOR

## CREATURE 5

**N** **MEDIUM** **HUMAN** **HUMANOID**

**Perception** +13

**Languages** Common

**Skills** Intimidation +9, Medicine +13, Plague Lore +13, Religion +13

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

**Items** crossbow (10 bolts), healer's tools, *minor potion of healing* (4), staff, studded leather


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

**HP** 73

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**Speed** 25 feet

**Melee**  staff +9 (two-hand d8), **Damage** 1d4 bludgeoning

**Ranged**  crossbow +10 (range increment 120 feet, reload 1), **Damage** 1d8 piercing

**Divine Prepared Spells** DC 23; **3rd** *heal* (×3), *neutralize poison*, *remove disease*; **2nd** *death knell*, *remove fear*, *restoration*; **1st** *detect poison*, *purify food and drink* (×2); **Cantrips (3rd)** *guidance*, *light*, *message*, *sigil*, *stabilize*

**Cleric Domain Spells** 1 Focus Point, DC 23; **3rd** *healer's blessing* (Core Rulebook 393)

**Healing Hands** When the plague doctor casts *heal*, they roll d10s instead of d8s.

**Improved Communal Healing** When the plague doctor casts *heal* targeting a single creature, the plague doctor also restores Hit Points equal to the spell's level to himself or any other creature within range of the spell.



## POACHER

## CREATURE 2

NE

MEDIUM

HUMAN

HUMANOID

**Perception** +9

**Languages** Common

**Skills** Crafting +4, Deception +4, Nature +7, Stealth +8, Survival +7

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

**Items** club, composite shortbow (20 arrows), padded armor, snare kit

**Forager** While using Survival to Subsist, if the poacher rolls a failure or a critical failure, they get a success instead. If the poacher rolls a success, they can provide food for 4 additional creatures that eat about as much as a human, or 8 creatures on a critical success.

**Snare Crafting** The poacher can use the Crafting skill to create the following snares: alarm snare, hampering snare, marking snare, and signaling snare. The poacher can create four snares each day without paying for the materials, using 3 Interact actions to set up each snare.

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

**HP** 30

**Speed** 25 feet

**Melee** ✦ club +8, **Damage** 1d6+5 bludgeoning

**Ranged** ✦ composite shortbow +10 (deadly 1d10, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+3 piercing

**Hunt Prey** ✦ (concentrate) The poacher designates a single creature they can see and hear, or one they're Tracking, as their prey. The poacher gains a +2 circumstance bonus to Perception checks to Seek the prey and to Survival checks to Track the prey. The first time the poacher hits the designated prey in a round, they deal an additional 1d8 precision damage. The poacher also ignores the penalty for making ranged attacks within their second range increment. These effects last until the poacher uses Hunt Prey again.

## PRIEST OF PHARASMA

## CREATURE 6

N	MEDIUM	HUMAN	HUMANOID
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**Perception** +14**Languages** Common**Skills** Diplomacy +12, Medicine +14, Religion +14, Society +11, Survival +12**Str** +3, **Dex** +3, **Con** +1, **Int** +0, **Wis** +4, **Cha** +2**Items** +1 *dagger*, religious symbol of Pharasma**AC** 21; **Fort** +11, **Ref** +11, **Will** +14**HP** 80**Speed** 25 feet**Melee** ◆ *dagger* +13 (agile, magical, versatile S), **Damage** 1d6+5 piercing**Ranged** ◆ *dagger* +13 (agile, magical, thrown 10 feet, versatile S),  
**Damage** 1d6+5 piercing**Divine Prepared Spells** DC 24, attack +16; **3rd** *circle of protection*, *heal* (×3), *searing light* (×2); **2nd** *gentle repose*, *silence*, *spiritual weapon*; **1st** *disrupting weapons*, *mindlink*, *spirit link*; **Cantrips (3rd)** *detect magic*, *disrupt undead*, *light*, *read aura*, *shield***Cleric Domain Spells** 1 Focus Point, DC 24; **3rd** *death's call* (Core Rulebook 391)**Divine Rituals** DC 24; *consecrate***Healing Hands** When the priest casts *heal*, they roll d10s instead of d8s.**Steady Spellcasting** If another creature's reaction would disrupt the priest's spellcasting action, the priest attempts a DC 15 flat check. If the priest succeeds, their action isn't disrupted.

## PRIEST OF PHARASMA, DWARF

## CREATURE 6

**N** **MEDIUM** **DWARF** **HUMANOID**

**Perception** +14; darkvision

**Languages** Common, Dwarven

**Skills** Diplomacy +12, Medicine +14, Religion +14, Society +11, Survival +12

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

**Items** +1 *dagger*, religious symbol of Pharasma

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

**HP** 80

**Speed** 20 feet

**Melee** **◆** *dagger* +13 (agile, magical, versatile S), **Damage** 1d6+5 piercing

**Ranged** **◆** *dagger* +13 (agile, magical, thrown 10 feet, versatile S),  
**Damage** 1d6+5 piercing

**Divine Prepared Spells** DC 24, attack +16; **3rd** *circle of protection*, *heal* (×3), *searing light* (×2); **2nd** *gentle repose*, *silence*, *spiritual weapon*; **1st** *disrupting weapons*, *mindlink*, *spirit link*; **Cantrips (3rd)** *detect magic*, *disrupt undead*, *light*, *read aura*, *shield*

**Cleric Domain Spells** 1 Focus Point, DC 24; **3rd** *death's call* (Core Rulebook 391)

**Divine Rituals** DC 24; *consecrate*

**Healing Hands** When the priest casts *heal*, they roll d10s instead of d8s.

**Steady Spellcasting** If another creature's reaction would disrupt the priest's spellcasting action, the priest attempts a DC 15 flat check. If the priest succeeds, their action isn't disrupted.

## PRIEST OF PHARASMA, ELF

## CREATURE 6

**N** **MEDIUM** **ELF** **HUMANOID**

**Perception** +14; low-light vision

**Languages** Common, Elven

**Skills** Diplomacy +12, Medicine +14, Religion +14, Society +11, Survival +12


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


**Items** +1 *dagger*, religious symbol of Pharasma

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

**HP** 80

**Speed** 30 feet

**Melee**  *dagger* +13 (agile, magical, versatile S), **Damage** 1d6+5 piercing

**Ranged**  *dagger* +13 (agile, magical, thrown 10 feet, versatile S),  
**Damage** 1d6+5 piercing

**Divine Prepared Spells** DC 24, attack +16; **3rd** *circle of protection*, *heal* (×3), *searing light* (×2); **2nd** *gentle repose*, *silence*, *spiritual weapon*; **1st** *disrupting weapons*, *mindlink*, *spirit link*; **Cantrips (3rd)** *detect magic*, *disrupt undead*, *light*, *read aura*, *shield*

**Cleric Domain Spells** 1 Focus Point, DC 24; **3rd** *death's call* (Core Rulebook 391)

**Divine Rituals** DC 24; *consecrate*

**Healing Hands** When the priest casts *heal*, they roll d10s instead of d8s.

**Steady Spellcasting** If another creature's reaction would disrupt the priest's spellcasting action, the priest attempts a DC 15 flat check. If the priest succeeds, their action isn't disrupted.

## PRIEST OF PHARASMA, GNOME

## CREATURE 6

**N** **MEDIUM** **GNOME** **HUMANOID**

**Perception** +14; low-light vision

**Languages** Common, Gnomish, Sylvan

**Skills** Diplomacy +12, Medicine +14, Religion +14, Society +11, Survival +12

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

**Items** +1 *dagger*, religious symbol of Pharasma

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

**HP** 80

**Speed** 25 feet

**Melee** **◆** *dagger* +13 (agile, magical, versatile S), **Damage** 1d6+5 piercing

**Ranged** **◆** *dagger* +13 (agile, magical, thrown 10 feet, versatile S),  
**Damage** 1d6+5 piercing

**Divine Prepared Spells** DC 24, attack +16; **3rd** *circle of protection*, *heal* (×3), *searing light* (×2); **2nd** *gentle repose*, *silence*, *spiritual weapon*; **1st** *disrupting weapons*, *mindlink*, *spirit link*; **Cantrips (3rd)** *detect magic*, *disrupt undead*, *light*, *read aura*, *shield*

**Cleric Domain Spells** 1 Focus Point, DC 24; **3rd** *death's call* (Core Rulebook 391)

**Divine Rituals** DC 24; *consecrate*

**Healing Hands** When the priest casts *heal*, they roll d10s instead of d8s.

**Steady Spellcasting** If another creature's reaction would disrupt the priest's spellcasting action, the priest attempts a DC 15 flat check. If the priest succeeds, their action isn't disrupted.

## PRIEST OF PHARASMA, GOBLIN

## CREATURE 6

**N** **MEDIUM** **GOBLIN** **HUMANOID**

**Perception** +14; darkvision

**Languages** Common, Goblin

**Skills** Diplomacy +12, Medicine +14, Religion +14, Society +11, Survival +12

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

**Items** +1 dagger, religious symbol of Pharasma

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

**HP** 80

**Speed** 25 feet

**Melee** **◆** dagger +13 (agile, magical, versatile S), **Damage** 1d6+5 piercing

**Ranged** **◆** dagger +13 (agile, magical, thrown 10 feet, versatile S),  
**Damage** 1d6+5 piercing

**Divine Prepared Spells** DC 24, attack +16; **3rd** *circle of protection*, *heal* (×3), *searing light* (×2); **2nd** *gentle repose*, *silence*, *spiritual weapon*; **1st** *disrupting weapons*, *mindlink*, *spirit link*; **Cantrips (3rd)** *detect magic*, *disrupt undead*, *light*, *read aura*, *shield*

**Cleric Domain Spells** 1 Focus Point, DC 24; **3rd** *death's call* (Core Rulebook 391)

**Divine Rituals** DC 24; *consecrate*

**Healing Hands** When the priest casts *heal*, they roll d10s instead of d8s.

**Steady Spellcasting** If another creature's reaction would disrupt the priest's spellcasting action, the priest attempts a DC 15 flat check. If the priest succeeds, their action isn't disrupted.



## PRIEST OF PHARASMA, HALFLING

## CREATURE 6

N	MEDIUM	HALFLING	HUMANOID
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**Perception** +14**Languages** Common, Halfling**Skills** Diplomacy +12, Medicine +14, Religion +14, Society +11, Survival +12**Str** +3, **Dex** +3, **Con** +1, **Int** +0, **Wis** +4, **Cha** +2**Items** +1 dagger, religious symbol of Pharasma

**Keen Eyes** Your eyes are sharp, allowing you to make out small details about concealed or even invisible creatures that others might miss. You gain a +2 circumstance bonus when using the Seek action to find hidden or undetected creatures within 30 feet of you. When you target an opponent that is concealed from you or hidden from you, reduce the DC of the flat check to 3 for a concealed target or 9 for a hidden one.

**AC** 21; **Fort** +11, **Ref** +11, **Will** +14**HP** 80**Speed** 25 feet**Melee** **◆** dagger +13 (agile, magical, versatile S), **Damage** 1d6+5 piercing**Ranged** **◆** dagger +13 (agile, magical, thrown 10 feet, versatile S), **Damage** 1d6+5 piercing

**Divine Prepared Spells** DC 24, attack +16; **3rd** *circle of protection*, *heal* (×3), *searing light* (×2); **2nd** *gentle repose*, *silence*, *spiritual weapon*; **1st** *disrupting weapons*, *mindlink*, *spirit link*; **Cantrips (3rd)** *detect magic*, *disrupt undead*, *light*, *read aura*, *shield*

**Cleric Domain Spells** 1 Focus Point, DC 24; **3rd** *death's call* (Core Rulebook 391)

**Divine Rituals** DC 24; *consecrate***Healing Hands** When the priest casts *heal*, they roll d10s instead of d8s.

**Steady Spellcasting** If another creature's reaction would disrupt the priest's spellcasting action, the priest attempts a DC 15 flat check. If the priest succeeds, their action isn't disrupted.

## PRIEST OF PHARASMA, HALF-ORC

## CREATURE 6

**N** **MEDIUM** **HUMAN** **ORC** **HUMANOID**

**Perception** +14; low-light vision

**Languages** Common


**Skills** Diplomacy +12, Medicine +14, Religion +14, Society +11, Survival +12

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


**Items** +1 *dagger*, religious symbol of Pharasma


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

**HP** 80

**Ferocity** 

**Speed** 25 feet

**Melee**  *dagger* +13 (agile, magical, versatile S), **Damage** 1d6+5 piercing

**Ranged**  *dagger* +13 (agile, magical, thrown 10 feet, versatile S),  
**Damage** 1d6+5 piercing

**Divine Prepared Spells** DC 24, attack +16; **3rd** *circle of protection*, *heal* (×3), *searing light* (×2); **2nd** *gentle repose*, *silence*, *spiritual weapon*; **1st** *disrupting weapons*, *mindlink*, *spirit link*; **Cantrips (3rd)** *detect magic*, *disrupt undead*, *light*, *read aura*, *shield*

**Cleric Domain Spells** 1 Focus Point, DC 24; **3rd** *death's call* (Core Rulebook 391)

**Divine Rituals** DC 24; *consecrate*

**Healing Hands** When the priest casts *heal*, they roll d10s instead of d8s.

**Steady Spellcasting** If another creature's reaction would disrupt the priest's spellcasting action, the priest attempts a DC 15 flat check. If the priest succeeds, their action isn't disrupted.

## PRISONER

## CREATURE 1

**N** **MEDIUM** **HUMAN** **HUMANOID**

**Perception** +6

**Languages** Common

**Skills** Acrobatics +7, Athletics +6, Intimidation +3, Stealth +7, Thievery +7

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

**Items** shiv

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

**HP** 17

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**Speed** 25 feet

**Melee** ✦ shiv +7 (agile), **Damage** 1d4+3 piercing

**Melee** ✦ fist +7 (agile, nonlethal), **Damage** 1d4+3 piercing

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

**Surprise Attack** On the first round of combat, creatures that haven't acted yet are flat-footed to the prisoner.

**You're Next** 🌀 (emotion, fear, mental) **Trigger** The prisoner reduces a creature to 0 Hit Points; **Effect** The prisoner attempts an Intimidation check with a +2 circumstance bonus to Demoralize a single creature they can see and that can see them.

## PROPHET

## CREATURE 2

CN

MEDIUM

HUMAN

HUMANOID

**Perception** +10**Languages** Common**Skills** Diplomacy +8, Performance +8 (+10 to spout prophecy), Religion +7, Survival +7**Str** +2, **Dex** +1, **Con** +0, **Int** +1, **Wis** +3, **Cha** +4**Items** flail, manifesto (functions as religious text), pouch of rocks, robes**AC** 17; **Fort** +8, **Ref** +7, **Will** +11**HP** 24**Speed** 25 feet**Melee** ✦ flail +8 (disarm, sweep, trip), **Damage** 1d6+2 bludgeoning**Melee** ✦ fist +8 (agile, nonlethal), **Damage** 1d4+2 bludgeoning**Ranged** ✦ rock +7 (thrown 10 feet), **Damage** 1d4+2 bludgeoning**Divine Spontaneous Spells** DC 18, attack +10; **1st** (4 slots) *bles*, *heal*, *ray of enfeeblement*, *sanctuary*; **Cantrips (1st)** *daze*, *detect magic*, *guidance*, *know direction*, *light*, *prestidigitation*, *read aura***Cleric Domain Spells** 1 Focus Point, DC 18; **1st** *read fate* (Core Rulebook 395)

**RECKLESS SCIENTIST****CREATURE 6****NE****MEDIUM****HUMAN****HUMANOID****Perception** +10**Languages** Common**Skills** Acrobatics +12, Crafting +17, Deception +9, Engineering Lore +15, Medicine +10, Stealth +12, Underworld Lore +13**Str** +1, **Dex** +4, **Con** +5, **Int** +5, **Wis** +2, **Cha** -1**Items** alchemist's tools, moderate antidote, moderate antiplague, bandolier, +1 *sickle*, work coat (functions as padded armor)**Infused Items** A reckless scientist carries the following infused items: 2 moderate acid flasks, 2 moderate alchemist's fires, 1 lesser bomber's eye elixir, 2 moderate frost vials, and 3 lesser elixirs of life. These items last for 24 hours, or until the next time the scientist makes their daily preparations.**AC** 23; **Fort** +17, **Ref** +14, **Will** +10; +1 status to all saves vs. poison**HP** 92; **Resistances** poison 5**Unstable Compounds** When an attacker scores a critical hit against the reckless scientist, one of the scientist's poorly stowed alchemical items bursts. The GM determines the item randomly. If it was a bomb, the alchemist takes damage from the bomb, and any creature adjacent to the alchemist takes the splash damage. Any other item is simply wasted.**Speed** 25 feet**Melee** **◆** *sickle* +17 (agile, finesse, magical, trip), **Damage** 1d4+7 slashing**Ranged** **◆** alchemical bomb +16 (range increment 20 feet, splash), **Damage** varies by bomb**Quick Bomber** **◆** The reckless scientist Interacts to draw a bomb, then Strikes with it.**Reckless Alchemy** **◆** See page 248 of the *Gamemastery Guide* for more information about this ability.

## RUFFIAN

## CREATURE 2

NE

MEDIUM

HUMAN

HUMANOID

**Perception** +8

**Languages** Common

**Skills** Athletics +7, Intimidation +6, Stealth +6

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

**Items** club, sling (10 bullets), studded leather armor

**AC** 18; **Fort** +9, **Ref** +8, **Will** +6

**HP** 32

**Attack of Opportunity** ↻

**Speed** 25 feet

**Melee** ✦ club +9, **Damage** 1d6+5 bludgeoning

**Ranged** ✦ sling +8 (propulsive, range increment 50 feet, reload 1),  
**Damage** 1d6+5 bludgeoning

**Ranged** ✦ club +8 (thrown 10 feet), **Damage** 1d6+5 bludgeoning

**Brutal Beating** The ruffian's brutality shakes foes' confidence. When the ruffian deals damage on a critical hit, the target is frightened 1, and the ruffian can knock the target up to 10 feet away (this is forced movement).

**Snagging Strike** ✦ **Trigger** The ruffian has one hand free, and its target is within reach of that hand; **Effect** The ruffian makes a melee Strike while keeping one hand free. If this Strike hits, the target is flat-footed until the start of the ruffian's next turn or until it leaves the ruffian's reach, whichever comes first.

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



## SABOTEUR

## CREATURE 2

NE

MEDIUM

HUMAN

HUMANOID

**Perception** +8 (+10 to find traps)

**Languages** Common

**Skills** Acrobatics +7, Athletics +5, Crafting +6 (+8 to Craft snares), Deception +7, Diplomacy +5, Engineering Lore +8, Intimidation +5, Society +6, Stealth +9, Survival +6, Thievery +9, Underworld Lore +6

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


**Items** crowbar, disguise kit, hand crossbow (10 bolts), padded armor, sap, snare kit, thieves' tools


**Snare Crafting** The saboteur can Craft snares and has the supplies to make up to two caltrop snares and up to two hampering snares.

**AC** 18 (20 vs. traps); **Fort** +5, **Ref** +9 (+11 vs. traps), **Will** +8

**HP** 27

**Speed** 25 feet

**Melee**  sap +7 (agile, nonlethal), **Damage** 1d6+3 bludgeoning


**Ranged**  hand crossbow +9 (range increment 60 feet, reload 1), **Damage** 1d6+2 piercing

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


## SAGE


## CREATURE 6

N	MEDIUM	HUMAN	HUMANOID
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**Perception** +14**Languages** Common**Skills** Arcana +12, Diplomacy +13, Medicine +12, Nature +14, Occultism +12, Religion +12, Society +14**Str** +2, **Dex** +2, **Con** +1, **Int** +4, **Wis** +3, **Cha** +0**Items** religious symbol, +1 staff**AC** 22; **Fort** +10, **Ref** +12, **Will** +16**HP** 86**Timely Advice**  (auditory, concentrate, linguistic, mental) **Trigger**

An ally is about to attempt an attack roll or skill check and has not yet rolled; **Effect** The sage gives the ally a savvy piece of advice, providing valuable insight. The ally gains a +2 circumstance bonus to the triggering roll.

**Speed** 25 feet**Melee**  staff +12 (magical, two-hand d8), **Damage** 1d4+5 bludgeoning

**Sage's Analysis**  (concentrate) The sage studies a creature, attempting an Arcana, Nature, Occultism, Religion, or Society check against the creature's Recall Knowledge DC. On a success, the sage gains a +2 circumstance bonus to attack rolls and AC against that creature and deals an additional 2d6 damage to the creature with weapon attacks. These benefits last for 1 minute or until the sage uses this ability again.

## SERVANT

## CREATURE -1

**N** **MEDIUM** **HUMAN** **HUMANOID**

**Perception** +9

**Languages** Common

**Skills** Acrobatics +5, Diplomacy +4, Household Lore +4, Society +2

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

**Items** cutlery (10), servant's uniform, serving platter (Hardness 3, HP 6, BT 3)

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**AC** 15 (16 with platter raised); **Fort** +5, **Ref** +7, **Will** +3

**HP** 9

**Raise a Shield** **◆** The serving platter has the same statistics as a buckler, but requires a hand to hold.

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**Speed** 25 feet

**Melee** **◆** cutlery +5 (agile, versatile S), **Damage** 1d4+1 piercing

**Ranged** **◆** cutlery +5 (agile, thrown 15 feet, versatile S), **Damage** 1d4+1 piercing

## SERVER

## CREATURE -1

**N** **MEDIUM** **HUMAN** **HUMANOID**

**Perception** +3

**Languages** Common


**Skills** Acrobatics +6, Diplomacy +4, Thievery +5

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


**Items** pewter mug, serving tray


**AC** 16; **Fort** +2, **Ref** +7, **Will** +5

**HP** 7

**Quick Catch**  **Trigger** An object that the server could hold in one hand is dropped within the server's reach; **Requirements** The server has at least one hand free; **Effect** The server catches the dropped object before it hits the floor or leaves their reach.

**Speed** 25 feet

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

**Ranged**  pewter mug +6 (thrown 10 feet), **Damage** 1d4+1 bludgeoning

## SHIP CAPTAIN

## CREATURE 6

LN

MEDIUM

HUMAN

HUMANOID

**Perception** +12**Languages** Common**Skills** Acrobatics +10, Athletics +12, Diplomacy +11, Intimidation +13, Sailing Lore +17, Survival +10**Str** +4, **Dex** +2, **Con** +0, **Int** +1, **Wis** +2, **Cha** +3**Items** dagger, hand crossbow (10 bolts), leather armor, main-gauche, +1 rapier**AC** 23; **Fort** +12, **Ref** +12, **Will** +14**HP** 90**Bravery** When the ship captain rolls a success on a Will save against a fear effect, they get a critical success instead. In addition, anytime they gain the frightened condition, reduce its value by 1.**Speed** 25 feet**Melee** ✦ *rapier* +17 (deadly 1d8, disarm, magical), **Damage** 1d6+10 piercing**Melee** ✦ *main-gauche* +16 (agile, disarm, parry, versatile S), **Damage** 1d4+10 piercing**Ranged** ✦ *hand crossbow* +14 (range increment 60 feet, reload 1), **Damage** 1d6+6 piercing**Dual Disarm** ✦✦ The captain makes two Strikes, one with their rapier and one with their main-gauche (in either order). If both Strikes hit, the ship captain can attempt to Disarm the target. Their multiple attack penalty increases only after all the attacks are made.**No Quarter!** ✦ (auditory, concentrate, emotion, linguistic, mental) The captain orders their shipmates to fight without mercy. All allied creatures of equal or lower level within 20 feet of the ship captain gain a +1 status bonus to attack rolls and damage rolls until the end of the ship captain's next turn.

## SMITH

## CREATURE 3

**N** **MEDIUM** **HUMAN** **HUMANOID**

**Perception** +5

**Languages** Common

**Skills** Athletics +8, Crafting +15, Diplomacy +5, Smithy Lore +15, Society +8

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

**Items** artisan's tools, leather apron (functions as padded armor), light hammer

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

**HP** 50

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**Speed** 25 feet

**Melee** **◆** light hammer +10 (agile), **Damage** 1d6+3 bludgeoning plus smith's fury

**Ranged** **◆** light hammer +8 (agile, thrown 20 feet), **Damage** 1d6+3 bludgeoning plus smith's fury

**Smith's Fury** The smith deals an additional 1d6 damage when they hit with a weapon they created.



## SPY

## CREATURE 6

**N** **MEDIUM** **HUMAN** **HUMANOID**

**Perception** +17

**Languages** Common

**Skills** Deception +15, Diplomacy +13, Intimidation +15, Local Court Lore +16, Society +12, Stealth +14, Thievery +12

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

**Items** dagger (4), disguise kit, fine clothes, leather armor, +1 rapier, thieves' tools

**Noble's Ally** The spy has positioned themself to seem a trusted ally, gaining a +2 circumstance bonus to Gather Information or to Make an Impression among the nobles of that court.

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**AC** 23; **Fort** +11, **Ref** +17, **Will** +14

**HP** 90

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**Speed** 25 feet

**Melee** ✦ rapier +16 (deadly 1d8, disarm, finesse, magical), **Damage** 1d6+7 piercing

**Melee** ✦ dagger +14 (agile, thrown 10 feet, versatile S), **Damage** 1d4+6 piercing

**Hidden Blade** ✦ **Frequency** once per round; **Effect** The spy draws a weapon and then Strikes with it. The target of the Strike is flat-footed against the attack.

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

## SURGEON

## CREATURE 2

**N** **MEDIUM** **HUMAN** **HUMANOID**

**Perception** +14

**Languages** Common

**Skills** Crafting+10, Diplomacy+8, Medicine +16

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

**Items** healer's tools, scalpel (3)

**Doctor's Hand** When the surgeon rolls a critical failure on a check to Treat Disease, Treat Poison, or Treat Wounds, they get a failure instead.

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

**HP** 30

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**Speed** 25 feet

**Melee** ✦ scalpel +11 (agile, versatile P), **Damage** 1d4+1 slashing

**Ranged** ✦ scalpel +11 (agile, thrown 10 feet, versatile P), **Damage** 1d4+1 slashing

**Medical Malpractice** ✦ The surgeon attempts a Medicine check against the Fortitude DC of one living creature they can see within 60 feet. On a success, the surgeon's melee Strikes deal an extra 1d6 precision damage against that creature (2d6 on a critical success) until 1 minute passes or the surgeon critically hits that creature, whichever comes first. Using this action again designates a new target and ends the effect for any previous target. A surgeon can target an individual creature no more than once per day with this ability.

## TAX COLLECTOR

## CREATURE -1

LN

MEDIUM

HUMAN

HUMANOID

**Perception** +6 (DC 19 against Stealing)

**Languages** Common

**Skills** Deception +8, Diplomacy +8, Intimidation +8, Legal Lore +11, Mercantile Lore +13, Society +11, Thievery +6

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

**Items** crossbow (10 bolts), dagger, collection of expired documents with intact seals, merchant's scale, padded armor, tax documents in scroll case

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**AC** 14; **Fort** +2, **Ref** +3, **Will** +9

**HP** 8

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**Speed** 25 feet

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

**Ranged** ✦ crossbow +5 (range increment 120 feet, reload 1), **Damage** 1d8 piercing

**Glittering Distraction** ✦ (emotion, mental) The tax collector Strides. At any point during this movement, they can Interact to hurl coins. If there are commoners about, this typically causes a scene. Crowds are usually difficult terrain and have other effects (*Core Rulebook* 514).

## TEACHER

## CREATURE -1

**N** **MEDIUM** **HUMAN** **HUMANOID**

**Perception** +4

**Languages** Common

**Skills** Academia Lore +14, Diplomacy +7, Intimidation +5, one additional Lore +14

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

**Items** cane (functions as staff), textbook, writing set

**Font of Knowledge** The teacher can attempt to Recall Knowledge on any general subject with a +10 modifier.

**Inspirational Presence** (aura, emotion, mental) 50 feet. Any of the teacher's students in the aura gain a +1 circumstance bonus to Recall Knowledge.


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**AC** 12; **Fort** +1, **Ref** +2, **Will** +6

**HP** 5

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**Speed** 25 feet

**Melee**  cane +4 (two-hand d8), **Damage** 1d4 bludgeoning

## TOMB RAIDER

## CREATURE 5

**N** **MEDIUM** **HUMAN** **HUMANOID**

**Perception** +13

**Languages** Common

**Skills** Acrobatics +13, Architecture Lore +11, Athletics +13, Deception +7, Engineering Lore +11, Society +9, Stealth +11, Thievery +13

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

**Items** climbing kit, hand crossbow (20 bolts), +1 *kukri*

**Hazard Spotter** The tomb raider automatically attempts a secret Perception check to notice a hazard when they are within 10 feet of the hazard.

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**AC** 21; **Fort** +10, **Ref** +15, **Will** +11

**HP** 75

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**Speed** 25 feet, climb 15 feet

**Melee** **◆** *kukri* +15 (agile, magical, trip), **Damage** 1d6+7 slashing

**Ranged** **◆** hand crossbow +15 (range increment 60 feet, reload 1), **Damage** 1d6+3 piercing

**Trick Attack** **◆** The tomb raider musters their guile to attempt a clever attack that catches their foe unprepared. The tomb raider chooses one of their weapons. The next attack with that weapon deals an extra 2d6 precision damage. In addition, the tomb raider can Interact to draw the weapon (or to reload it if they choose the hand crossbow).

## TORCHBEARER

## CREATURE 0

**N** **MEDIUM** **HUMAN** **HUMANOID**

**Perception** +5

**Languages** Common

**Skills** Acrobatics +5, Architecture Lore +2, Athletics +4, Stealth +5, Survival +3

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

**Items** climbing kit, dagger, hand crossbow (20 bolts), tindertwig (5), torch (4)

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

**HP** 15

**Speed** 25 feet

**Melee** ✦ torch +7, **Damage** 1d6+2 bludgeoning plus 1 fire

**Melee** ✦ dagger +5 (agile, versatile S), **Damage** 1d4+2 piercing

**Ranged** ✦ hand crossbow +5 (range increment 60 feet, reload 1), **Damage** 1d6 piercing

**Torch Combatant** A torchbearer is adept at attacking with torches and deals 1 persistent fire damage when they critically hit with a torch.



## TRACKER

## CREATURE 3

**N** **MEDIUM** **HUMAN** **HUMANOID**

**Perception** +13

**Languages** Common

**Skills** Forest Lore +5, Nature +11, Stealth +9, Survival +13

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

**Items** composite longbow (60 arrows), leather armor, staff

**Forager** While using Survival to Subsist, if the tracker rolls a failure or a critical failure, they get a success instead. If the tracker rolls a success, they can provide food for 8 additional creatures that eat about as much as a human, or 16 creatures on a critical success.

**Master Tracker** The tracker can Track while moving at full speed.

**AC** 20; **Fort** +9, **Ref** +11, **Will** +9

**HP** 45

**Speed** 25 feet

**Melee** **◆** staff +9 (two-hand d8), **Damage** 1d4+4 bludgeoning

**Ranged** **◆** composite longbow +11 (deadly 1d10, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+3 piercing

**Hunt Prey** **◆** (concentrate) The tracker designates a single creature they can see and hear, or one they're Tracking, as their prey. The tracker gains a +2 circumstance bonus to Perception checks to Seek the prey and to Survival checks to Track the prey. The first time the tracker hits the designated prey in a round, they deal an additional 1d8 precision damage. The tracker also ignores the penalty for making ranged attacks within their second range increment. These effects last until the tracker uses Hunt Prey again.

## TROUBADOUR

## CREATURE 3

N	MEDIUM	HUMAN	HUMANOID
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**Perception** +8**Languages** Common**Skills** Acrobatics +8, Deception +9, Diplomacy +9, Performance +13 (+14 when playing the lute), Occultism +7, Society +7, Stealth +8, Theater Lore +9**Str** +0, **Dex** +3, **Con** +0, **Int** +2, **Wis** +1, **Cha** +4**Items** crossbow (10 bolts), leather armor, lute, poetry book, rapier**Bardic Lore** The troubadour can Recall Knowledge on any subject with a +7 modifier.**AC** 19; **Fort** +5, **Ref** +10, **Will** +8**HP** 38**Speed** 25 feet**Melee** ♦ rapier +12 (deadly 1d8, disarm, finesse), **Damage** 1d6+3 piercing**Ranged** ♦ crossbow +12 (range increment 120 feet, reload 1), **Damage** 1d8+3 piercing**Occult Spontaneous Spells** DC 21; **2nd** (2 slots) *calm emotions, charm, magic mouth*; **1st** (3 slots) *charm, illusory disguise, soothe, ventriloquism*; **Cantrips (2nd)** *detect magic, ghost sound, message, prestidigitation, read aura***Bard Composition Spells** 2 Focus Points, DC 21; **2nd** *counter performance (Core Rulebook 386), lingering composition (Core Rulebook 387)*; **Cantrips (2nd)** *inspire courage (Core Rulebook 386)*

**URCHIN****CREATURE -1****N****SMALL****HUMAN****HUMANOID****Perception** +3**Languages** Common**Skills** Acrobatics +5, Deception +4, Society +3, Stealth +5, Survival +3, Thievery +7**Str** -1, **Dex** +3, **Con** +0, **Int** +1, **Wis** +1, **Cha** +2**Items** shiv**AC** 15; **Fort** +2, **Ref** +7, **Will** +3**HP** 8**Speed** 25 feet**Melee** ✦ shiv +5 (agile), **Damage** 1d4-1 piercing**Melee** ✦ fist +5 (agile, nonlethal), **Damage** 1d4-1 bludgeoning**Ranged** ✦ rock +5 (thrown 10 feet), **Damage** 1d4-1 bludgeoning**Collaborative Thievery** The urchin gains a +1 circumstance bonus to Steal or Palm an Object while within 10 feet of an ally who has the pickpocket ability.**Pickpocket** The urchin can Steal or Palm an Object that's closely guarded without taking the usual -5 penalty. They can Steal objects that would be extremely noticeable or time-consuming to remove (like worn shoes, armor, or actively wielded objects).




**WARDEN****CREATURE 6**

LN

MEDIUM

HUMAN

HUMANOID

**Perception** +12**Languages** Common**Skills** Athletics +14, Nature +10, Stealth +12, Survival +12**Str** +4, **Dex** +2, **Con** +3, **Int** +1, **Wis** +2, **Cha** +1**Items** backpack, bastard sword, bedroll, compass, +1 *composite longbow* (10 arrows), flint and steel, maps, pup tent, scale mail**AC** 25; **Fort** +12, **Ref** +12, **Will** +12**HP** 96**Warding Strike**  **Trigger** One of the warden's enemies within 100 feet attacks one of the warden's allies or a person the warden is sworn to protect; **Effect** The warden Strikes the triggering enemy. If the Strike hits, the enemy's attack is deflected, reducing its damage by 8, or by 16 if the warden's Strike was a critical hit.**Speed** 25 feet**Melee**  bastard sword +16 (two-hand d12), **Damage** 1d8+7 slashing**Ranged**  *composite longbow* +17 (deadly 1d10, magical, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+5 piercing**Warden's Protection** A warden deals an extra 1d8 damage to any creature trespassing on the territory the warden protects.

**WATCH OFFICER****CREATURE 3**

LN

MEDIUM

HUMAN

HUMANOID

**Perception** +8 (+9 to Sense Motive)**Languages** Common**Skills** Athletics +11, Diplomacy +6, Intimidation +9, Legal Lore +7, Society +5**Str** +4, **Dex** +1, **Con** +3, **Int** +0, **Wis** +1, **Cha** +1**Items** breastplate, crossbow (20 bolts), dagger, signal whistle, steel shield (Hardness 5, HP 20, BT 10), warhammer**AC** 20 (22 with shield raised); **Fort** +10, **Ref** +6, **Will** +8**HP** 45**Air of Authority** (aura, emotion, mental) 10 feet. Creatures in the aura who are the same or lower level than the watch officer take a -2 status penalty to their Will DC against the watch officer's attempts to Coerce or Demoralize them.**Bravery** When the watch officer rolls a success on a Will save against a fear effect, they get a critical success instead. In addition, any time they gain the frightened condition, reduce its value by 1.**Attack of Opportunity** ↻**Shield Block** ↻**Speed** 25 feet**Melee** ✦ warhammer +13 (shove), **Damage** 1d8+7 bludgeoning**Ranged** ✦ crossbow +10 (range increment 120 feet, reload 1), **Damage** 1d8+3 piercing**Sudden Charge** ✦✦ **Frequency** once per round; **Effect** The watch officer Strides twice. If they end their movement within melee reach of at least one enemy, they can make a melee Strike against that enemy.

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MEDIUM

HUMAN

HUMANOID

**Perception** +9**Languages** Common**Skills** Athletics +9, Deception +10, Intimidation +10, Religion +10, Society +7**Str** +4, **Dex** +1, **Con** +1, **Int** +0, **Wis** +3, **Cha** +2**Items** composite shortbow (20 arrows), half plate, mace, steel shield (Hardness 5, HP 20, BT 10)**AC** 22 (24 with shield raised); **Fort** +9, **Ref** +7, **Will** +11**HP** 58**Shield Block** ↻**Swear Vengeance** ↻ **Trigger** A creature the zealot can see damages a follower of Asmodeus other than the zealot; **Effect** The zealot gains the effect of a 1st-level *true strike* spell. If the zealot makes an attack roll against anyone other than the triggering creature, the *true strike* ends with no effect.**Speed** 20 feet**Melee** ✦ mace +12 (shove), **Damage** 1d8+4 bludgeoning**Ranged** ✦ composite shortbow +9 (deadly 1d10, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+2 piercing**Divine Prepared Spells** DC 19, attack +11; **2nd** *harm* (×3), *restoration*, *see invisibility*, *shield other*; **1st** *detect alignment*, *magic weapon*, *spirit link*; **Cantrips (2nd)** *detect magic*, *divine lance*, *forbidding ward*, *read aura*, *sigil***Channel Smite** ✦✦ (divine, necromancy) The zealot expends a prepared *harm* spell and makes a melee Strike. Instead of the normal effect of the spell, its negative damage is added to the Strike's damage.**Deadly Simplicity** The zealot's mace deals 1d8 damage instead of 1d6.