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* This NPC is a higher-level challenge in their area of expertise. The NPC's level during such a challenge is listed in parentheses.

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).

ELITE ADJUSTMENTS

- Increase the creature's AC, attack modifiers, DCs, saving throws, Perception, and skill modifiers by 2.
- Increase the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's Breath Weapon), increase the damage by 4 instead.
- Increase the creature's Hit Points based on its starting level (see the table below).

Starting Level	HP Increase
1 or lower	10
2-4	15
5-19	20
20+	30

WEAK ADJUSTMENTS

- Decrease the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Decrease the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's Breath Weapon), decrease the damage by 4 instead.
- Decrease the creature's HP based on its starting level.

Starting Level	HP Decrease
1-2	-10
3-5	-15
6-20	-20
21+	-30



Illustration by Diana Martinez



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

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

HP 16

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)



Illustration by Anthony Star



ACROBAT**CREATURE 2**

N	MEDIUM	HUMAN	HUMANOID
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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.



Illustration by Firat Solhan



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.

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

HP 8

Speed 25 feet

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

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

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



Illustration by Ksenia Kozhevnikova



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)



Illustration by William Liu



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.



Illustration by Michele Esposito



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.

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

HP 9; **Resistances** poison 2

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



Illustration by Mikhail Palamarchuk



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)

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

HP 8

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.



Illustration by Kent Hamilton



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

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

HP 30

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.



Illustration by Michele Esposito



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.



Illustration by Klaher Baklaher



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.

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.

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*



Illustration by Will O'Brien



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.



Illustration by Kent Hamilton



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.



Illustration by Kent Hamilton



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.



Illustration by Kent Hamilton



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.



Illustration by Kent Hamilton



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.



Illustration by Kent Hamilton



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.

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.



Illustration by Kent Hamilton



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.



Illustration by Giorgio Baroni



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.



Illustration by Mikhail Palamarchuk



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.



Illustration by Diana Campos



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.



Illustration by Hai Hoang



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.



Illustration by Hai Hoang



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.



Illustration by Maichol Quinto



BOSUN

CREATURE 3

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

Perception +8

Languages Common

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

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

Items dagger, naval pike (functions as 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.



Illustration by Giorgio Baroni



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.



Illustration by Mikhail Palamarchuk







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.



Illustration by Klaher Baklaher



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.



Illustration by Ksenia Kozhevnikova



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.



Illustration by Ksenia Kozhevnikova



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.



Illustration by Hai Hoang



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

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

HP 10

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.




Illustration by Klaher Baklaher




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.



Illustration by Klaher Baklaher



CULTIST**CREATURE 1**

N	MEDIUM	HUMAN	HUMANOID
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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.



Illustration by Kent Hamilton



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.



Illustration by Kent Hamilton



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.



Illustration by Kent Hamilton



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.



Illustration by Kent Hamilton



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.



Illustration by Kent Hamilton



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.

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.



Illustration by Kent Hamilton



CULTIST, HALF-ORC**CREATURE 1**

N	MEDIUM	HUMAN	HUMANOID	ORC
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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**AC** 17; **Fort** +7, **Ref** +8, **Will** +4 (or +2 vs. higher-ranking members of the cult)**HP** 20**Ferocity** **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.



Illustration by Anthony Star



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.



Illustration by Klaher Baklaher



DEMONOLOGIST

CREATURE 7

CE

MEDIUM

HUMAN

HUMANOID

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.



Illustration by Klaher Baklaher



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.



Illustration by Mikhail Palamarchuk



DOCKHAND

CREATURE 0

N

MEDIUM

HUMAN

HUMANOID

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.



Illustration by Giorgio Baroni



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.



Illustration by Michele Esposito



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.



Illustration by Michele Esposito



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.



Illustration by Will O'Brien



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.



Illustration by Diana Martinez



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.



Illustration by Maichol Quinto



GANG LEADER

CREATURE 7

CE

MEDIUM

HUMAN

HUMANOID

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.



Illustration by William Liu



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.

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

HP 18

Speed 25 feet

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

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



Illustration by Michele Esposito



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

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

HP 22; **Resistances** negative 2

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.



Illustration by Mikhail Palamarchuk



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



Illustration by Kent Hamilton



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



Illustration by Kent Hamilton



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



Illustration by Kent Hamilton



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



Illustration by Kent Hamilton



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



Illustration by Kent Hamilton



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.

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



Illustration by Kent Hamilton



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



Illustration by Maichol Quinto



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.



Illustration by Will O'Brien



GUILDMASTER

CREATURE 8

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

Perception +16

Languages Common

Skills Architecture Lore +25, Athletics +13, Bureaucracy Lore +19, Crafting +25, Diplomacy +24, Intimidation +22, Society +21

Str +3, **Dex** +1, **Con** +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 themself 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.



Illustration by Raph Lomotan



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.



Illustration by Mikhail Palamarchuk



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

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

HP 9

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.



Illustration by William Liu



HUNTER**CREATURE 7**

N	MEDIUM	HUMAN	HUMANOID
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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.



Illustration by Giorgio Baroni



INNKEEPER**CREATURE 1**

N	MEDIUM	HUMAN	HUMANOID
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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.



Illustration by Firat Solhan



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.



Illustration by Firat Solhan



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.

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

HP 9

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



Illustration by Firat Solhan



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



Illustration by Giorgio Baroni



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)



Illustration by Michele Esposito



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.



Illustration by Klaher Baklaher



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.

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

HP 7

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



Illustration by Mikhail Palamarchuk



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)

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

HP 20

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.



Illustration by Giorgio Baroni



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.



Illustration by William Liu



NAVIGATOR

CREATURE 2

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

Perception +9

Languages Common

Skills Acrobatics +6, Nature +11, Sailing Lore +14, Society +8, Survival +9

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

Items dagger, scroll case with ship's charts, writing set

Chart a Course (concentrate) By spending 10 minutes of work and succeeding at a DC 22 Sailing Lore check, the navigator plots an optimal course. The severity of environmental conditions 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.



Illustration by Maichol Quinto



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.



Illustration by Will O'Brien



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).

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

HP 45

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.



Illustration by Maichol Quinto



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.



Illustration by Ksenia Kozhevnikova



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.

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

HP 9

Speed 25 feet

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

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



Illustration by Michele Esposito



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.



Illustration by Ksenia Kozhevnikova



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

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

HP 73

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.



Illustration by Raph Lomotan



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.



Illustration by Klaher Baklaher



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.



Illustration by Kent Hamilton



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.



Illustration by Kent Hamilton



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.



Illustration by Kent Hamilton



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.



Illustration by Kent Hamilton



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.



Illustration by Kent Hamilton



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.



Illustration by Kent Hamilton



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.



Illustration by Hai Hoang



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

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

HP 17

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.



Illustration by Diana Martinez



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)



Illustration by Klaher Baklaher



RECKLESS SCIENTIST**CREATURE 6**

NE	MEDIUM	HUMAN	HUMANOID
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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.



Illustration by Maichol Quinto



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.



Illustration by Michele Esposito



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.




Illustration by Michele Esposito




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.



Illustration by Mikhail Palamarchuk



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)

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.

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



Illustration by Giorgio Baroni



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



Illustration by Michele Esposito



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.



Illustration by Will O'Brien



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

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

HP 50

Speed 25 feet

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

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.



Illustration by Klaher Baklaher



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.

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

HP 90

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.



Illustration by Ksenia Kozhevnikova



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.**AC** 17; **Fort** +7, **Ref** +7, **Will** +10**HP** 30**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.



Illustration by Maichol Quinto



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

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

HP 8

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).



Illustration by Mikhail Palamarchuk



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.

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

HP 5

Speed 25 feet


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



Illustration by Will O'Brien



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.

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

HP 75

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).



Illustration by Diana Martinez



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.



Illustration by Diana Martinez



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.



Illustration by Anthony Star



TROUBADOUR

CREATURE 3

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

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)*



Illustration by Hai Hoang



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).



Illustration by Maichol Quinto



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.



Illustration by William Liu



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.



Illustration by Giorgio Baroni



ZEALOT OF ASMODEUS

CREATURE 4

NE

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.