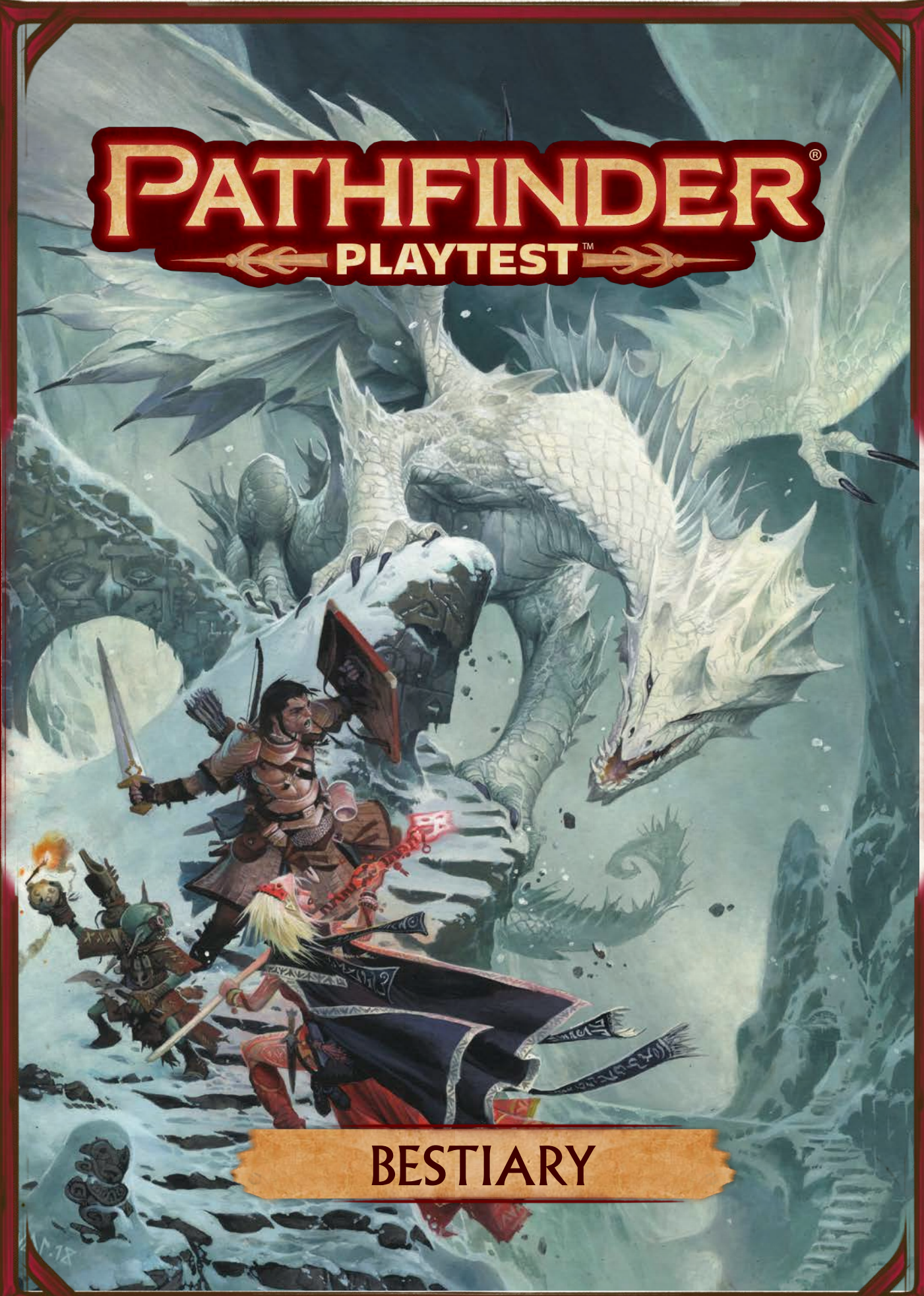


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DANGER IS EVERYWHERE!

The *Pathfinder Playtest Rulebook* contains the rules for building characters and playing the game. This document provides the final pieces you need as a GM to run the game: environments, hazards, and, of course, lots of monsters!

And wow, is it a lot of monsters. When we started crafting the first monsters for this playtest, we didn't expect to have nearly as large a selection of creatures as you'll find here. Once we got rolling, though, we just had so many ideas for how our favorite monsters might work that we kept going and going. That's why you'll find everything from the redcap to the jabberwock. Not all these creatures will make it into the first official monster book, but these creatures can give you a good sense of the sort of monsters you will find in the new version of Pathfinder.

We want your input on these monsters. Do you like the new abilities we've added to them? Do you find the stat blocks easy to use? Do you wish monsters had statistics more like PCs, as they used to? Was finding and disarming traps satisfying? Do you think the animated broom is too silly? We want all sorts of information from you! Try out these monsters and hazards in your games and let us know how they fared by providing feedback at pathfinderplaytest.com.

Jason Bulmahn, Director of Game Design;
 Stephen Radney-MacFarland, Senior Designer;
 Logan Bonner, Designer;
 Mark Seifter, Designer;
 and the entire team at Paizo Inc.

This document contains a broad selection of challenges to use in your Pathfinder Playtest games, including all the adversaries from the playtest adventure, *Doomsday Dawn* (you can find a list of those and their page numbers on page 29). If you're adapting other adventures to playtest even further or creating your own adventures, you'll find a broad selection of hazards and creatures here, along with guidelines for building encounters with them. Because this document is meant to be used in the playtest and won't appear in a print edition, it contains less art and information than a standard bestiary and has a different layout.

This document is divided into the following sections.

- **Environments** (see page 5) gives you what you need for adventures in different locations and climates. It also includes the rules for hazards (see page 11)—traps, haunts, and environmental dangers—as well as a large selection of individual hazards that are ready to use.
- **Building Encounters** (see page 21) describes how to construct balanced encounters for an adventuring party. This includes instructions for adjusting encounters for large or small groups and for your desired degree of challenge.
- **How to Use Creatures** (see page 22) covers all the special rules for running monsters and other creatures that aren't covered in the *Pathfinder Playtest Rulebook*. You'll also find a description of how to read creature stat blocks here. They're structured much like the stat blocks for feats, spells, and items, but they have a few special additions. This section also includes the rules for making monsters stronger or weaker by 1 level and for adjudicating special situations that might come up in play.

- **Creatures by Name** (see page 24) lists the creatures in this book alphabetically by the names that appear in their stat blocks, while **Creatures by Level** lists them by their levels.
- **Catalog of Creatures** (see page 30) is the real meat of this document: statistics for hundreds of creatures! Those included here are primarily monsters and other antagonists. The *Playtest Bestiary* includes less information about each creature than a full book would. If you want to know more about a creature, the entries list a sourcebook where you can look up more information and find an image of the creature! Most of the creatures are monsters, but you'll also find a small number of NPC-style creatures starting on page 119. Many of these NPC-style creatures are used in *Doomsday Dawn*.
- **Ability Glossary** (see page 121) contains special creature abilities that are summarized in creature stat blocks instead of being described in full each time (these were called Universal Monster Rules in Pathfinder First Edition). If you encounter an ability in a stat block without the rules needed to use it, check here to learn how it works.
- **Creature and Hazard Traits** (see page 123) supplements the traits presented in the *Pathfinder Playtest Rulebook*, adding ones that are specific to the creatures and hazards in this document.

As with the other parts of the Pathfinder Playtest, we'll be soliciting your opinions on the monsters and hazards in this document. Go to pathfinderplaytest.com to find the surveys and forums, where you can weigh in on any problems or preferences you discover!

ENVIRONMENTS

Each of the environments presented uses the terrain rules (see page 340 of the *Pathfinder Playtest Rulebook*) in different ways, so be sure to familiarize yourself with those rules before reading this section. Some environments refer to the rules for climate and natural disasters on page 9. Many places have the traits of multiple environments; a snow-covered mountain might use both the arctic and mountain environments.

For environmental features with effects based on how tall or deep, those effects vary further based on a creature's size. For instance, a shallow bog for a Medium creature might act as a deep bog for smaller creatures, and a deep bog for a Medium creature might act as a shallow bog for a larger creature (or might even be insignificant enough to not be difficult terrain for a truly massive creature).

If the environment is hazardous, it can deal damage. Because the amount varies based on the specific circumstances, the sections on specific environments and natural disasters use categories rather than exact numbers to describe the damage. Use Table 1: Environmental Damage to set the damage from an environment or natural disaster.

TABLE 1: ENVIRONMENTAL DAMAGE

Category	Damage
Minor	1d6–2d6
Moderate	4d6–6d6
Major	8d6–12d6
Massive	18d6–24d6

AQUATIC

Aquatic environments are among the most challenging for PCs short of unusual planes and other worlds. PCs in an aquatic environment need a way to breathe (typically a *water breathing* spell) and must usually Swim in order to move, though a PC who sinks to the bottom can walk awkwardly, as if through greater difficult terrain. Use the aquatic combat rules and drowning and suffocation rules on page 315 of the *Playtest Rulebook*.

CURRENTS AND FLOWING WATER

Ocean currents, flowing rivers, and the like are difficult terrain or greater difficult terrain (depending on the speed of the water) when you're swimming against them. At the end of your turn, the current moves you a certain amount of distance depending on its speed. For instance, a 10-foot current moves you 10 feet in the current's direction at the end of your turn.

VISIBILITY

It's much harder to see things at a distance underwater than it is on land due to light scattering, and it's particularly difficult if the water is murky or full of particles. In pure

DUNGEON

Dungeon environments, which include both ruins and contemporary buildings constructed in the wilderness, are a fairly common venue for adventures. As an environment type, they combine urban features like doors and buildings (see page 7) with features from the dungeon's or ruin's environment. While underground dungeons are particularly common, consider setting your adventure in a ruin reclaimed by the forest, with giant trees spreading their roots through the walls, or a ruin deep in a swamp, with bogs covering access to some of the ruin's hidden secrets.

water, the maximum visual range is roughly 240 feet to see a small object, and in murky water visibility can be reduced to only 10 feet or even less.

ARCTIC

The main challenge in an arctic environment is the cold climate (see Climate on page 9), but arctic environments also contain ice and snow. The most common disasters are avalanches, blizzards, and floods (see pages 9–10).

ICE

Icy ground counts as both uneven ground and difficult terrain, as characters slip and slide due to poor traction.

SNOW

Depending on the depth of snow and its composition, most snowy ground is either difficult terrain or greater difficult terrain. Denser snow might allow characters to attempt to walk along the surface without breaking through, but some patches might be loose enough that they're uneven ground.

DESERT

Desert describes sandy and rocky deserts and badlands. (Though tundra is technically a desert, it's classified as arctic because the climate is the primary challenge there). Sandy deserts often have quicksand hazards (see page 18) and sandstorms (see page 10).

RUBBLE

Rocky deserts are strewn with rubble, which counts as difficult terrain. Piles of rubble dense enough to be walked over rather than navigated through are considered uneven ground.

SAND

Packed sand doesn't usually significantly impede characters' movement, but loose sand can be difficult terrain if it's shallow or uneven ground if it's deep. The wind in a desert often shifts sand into sand dunes, which are inclines on the side facing into the wind.

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FOREST

These environments include jungles and other wooded areas. They are often struck by wildfires (see page 11).

CANOPIES

Particularly dense forests, such as rain forests, have a canopy level above the ground. A creature trying to reach the canopy or travel across it must Climb (they can also use this action to swing on vines and branches). A canopy provides cover, and a thicker one can prevent creatures in the canopy from seeing those on the ground, and vice versa.

TREES

While trees are omnipresent in a forest, they typically don't provide cover unless a character uses the Take Cover action. Only particularly massive trees that take up an entire 5-foot square on the map (or more) are big enough to provide cover automatically.

UNDERGROWTH

Light undergrowth is difficult terrain and allows a character to gain cover with the Take Cover action. Heavy undergrowth is greater difficult terrain that provides cover. Some sorts of undergrowth, such as thorns, might also be hazardous terrain, and areas with plenty of twisting roots might be uneven ground.

MOUNTAIN

Mountain environments also include hills, which don't contain the more extreme features of mountains. The most common disasters are avalanches (see page 9).

CHASMS

Chasms are natural pits, typically at least 20 feet long, which are clearly visible barring mundane or magical efforts to conceal them. The main danger posed by a chasm is that characters must typically use a Long Jump to get across. Alternatively, characters can take the safer but slower route, Climbing down the near side and back up the far side.

CLIFFS

Cliffs and rock walls require Climb to ascend or descend. Without extensive safety precautions, a critical failure carries the risk of significant falling damage.

RUBBLE

Mountains often have extremely rocky areas or shifting, gravelly scree that makes for difficult terrain. Especially deep or pervasive rubble is uneven ground.

SLOPES

Slopes vary from gentle rises of normal terrain to difficult terrain and inclines, depending on the angle of elevation. Moving down a slope is typically normal terrain.

UNDERGROWTH

Light undergrowth is common in mountains. It is difficult terrain and allows a character to Take Cover.

PLAINS

The plains environment encompasses grasslands such as savannas and farmland. The most common disasters are wildfires (see page 11).

HEDGES

Hedges are planted rows of bushes, shrubs, and trees. In adventures, they most iconically occur in the form of tall hedges grown into mazes. A typical hedge is up to 5 feet tall, takes up a row of squares, and provides cover. A character trying to push through a hedge treats it as greater difficult terrain, but it might be faster to Climb over.

UNDERGROWTH

Light undergrowth is difficult terrain and allows a character to Take Cover. Heavy undergrowth is greater difficult terrain that provides cover. Undergrowth in plains is usually light with a few scattered areas of heavy undergrowth, but fields of certain crops, like corn, are entirely heavy undergrowth.

SWAMP

Swamps are generally wetlands, but this category also includes drier marshes such as moors. Swamps often have quicksand hazards (see page 18). Despite their soggy nature, swamps are less likely than many areas to experience heavy flood disasters, since they act as natural sponges and absorb a great deal of water before they flood.

BOGS

Also called mires, bogs are watery areas that accumulate peat, are typically covered by shrubs and moss, and sometimes feature floating islands of vegetation covering deeper pools. Shallow bogs are difficult terrain for a Medium creature, and deep bogs are greater difficult terrain. A creature has to Swim if a bog is deep enough that the creature can't reach the bottom. Bogs are typically acidic, so particularly extreme or magical bogs can act as hazardous terrain.

UNDERGROWTH

Light undergrowth is difficult terrain and allows a character to Take Cover, and heavy undergrowth is greater difficult terrain that provides cover. Some sorts of undergrowth, such as thorns, might also be hazardous terrain, and areas with plenty of twisting roots might be uneven ground.

URBAN

Urban environments include open city spaces and buildings; the building information on pages 7–8 also applies to ruins and constructed dungeons. Depending on construction and location, cities may be vulnerable to many sorts of disasters, especially fire and floods (see pages 10–11).

DOORS, GATES, AND WALLS

Some of the most common obstacles characters face in urban areas and dungeons are doors, gates, and walls.

CLIMBING STRUCTURES

The table below gives the typical level for Athletics checks to Climb a structure and the DC of high-difficulty checks of that level. As with other ordinary tasks (see page 336 of the *Playtest Rulebook*), these tasks typically use the high-difficulty DC for their level, but you might adjust the degree of challenge based on the specifics of the structure and environment. In most cases, structures of above-average quality are harder to climb; increase the task's level by 2 for each degree of quality above standard (so an expert-quality masonry wall would be level 6 to climb and a master-quality one would be level 8).

BREAKING OPEN STRUCTURES

Structures that can open, like doors, gates, and windows, can be forced open with the Break Open action of Athletics. This is usually necessary only if they're locked or stuck.

The Break Open DC for a structure is typically 5 higher than the Thievery DC of its lock. Breaking Open a door or window that's just stuck (or that is unnecessarily being Broken Open when it could have been opened normally) is usually a level 2 task, or higher level for something that's exceptionally stuck, like a metal door wedged in a strange position. Break Open can also be used to lift portcullises. This is usually a level 4 task for a wooden portcullis, level 6 for an iron one, or 5 higher than the Thievery DC of the locking mechanism, whichever is higher. Bending bars wide enough for a character to squeeze through them is typically a level 8 task.

DEMOLISHING STRUCTURES

A character might want to smash their way through a door, a window, or certain walls. The hardness values provided on the table below are based on the material the structure is made out of, so a portcullis made of adamantine, for example, would have an appropriately high hardness. If the material can take more than 1 Dent without becoming broken, the table also lists (in parentheses) the number of Dents it can take. A reinforced door, such as a wooden door reinforced with iron bands, can usually take 1 additional Dent before becoming broken. (For more on Dents and the broken condition, see page 175 of the *Playtest Rulebook*.)

Strong walls, such as well-maintained masonry or hewn stone, can't be broken without dedicated work and proper tools. Getting through such walls requires downtime.

Door	Climb Level	High-Difficulty DC
Iron	6	22
Stone	9	26
Wood	7	23

Wall	Climb Level	High-Difficulty DC
Hewn stone	5	21
Lath and plaster	8	24
Masonry	4	19
Wood slats	5	21

Portcullis	Climb Level	High-Difficulty DC
Iron	1	14
Wood	1	14

Door	Hardness (Dents)
Iron	18 (4)
Stone	14 (2)
Wood	10

Wall	Hardness (Dents)
Crumbling masonry	14 (6)
Lath and plaster	12 (3)
Wood slat	10

Portcullis	Hardness (Dents)
Iron	18 (2)
Wood	10

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CROWDS

Crowded thoroughfares and similar areas are difficult terrain, or greater difficult terrain if the area is truly packed. You might allow a character to get a crowd to part using Diplomacy, Intimidation, or Performance.

A crowd exposed to an obvious danger, like a fire or a rampaging monster, attempts to move away from the danger as quickly as possible, but is often slowed by its own mass. A fleeing crowd typically moves at the Speed of an average member (usually 25 feet for a crowd mostly made up of humans), potentially trampling or leaving behind slower-moving members of the crowd.

DOORS

Opening an unlocked door requires an Interact action (or several for a particularly complicated or large door). Locked or stuck doors require Break Open or Pick a Lock.

FLOORS

Wooden floors are relatively easy to walk along, as are flagstone floors made of fitted stones. However, floors of worn flagstone often contain areas of uneven ground. A floor of smooth and polished stone is rare and usually involves expensive techniques or magic.

GATES

Walled settlements often have gates, which the city can open for defense or travel. A typical gate consists of one portcullis on each end of a gatehouse, with murder holes or protected spots from which guards can attack foes in the open space between.

GUARDS

Most settlements of significant size have guards. The size of this force varies from one guard for every 1,000 residents to a force 10 times this number, working in shifts to protect the settlement at all hours, patrolling the streets, and guarding various posts.

PORTCULLISES

A portcullis is a wooden or iron grate that descends to seal off a gate or corridor. Most are raised on ropes or chains operated by a winch and have locking mechanisms to keep them from being lifted easily. If a portcullis falls on a creature, use a slamming door trap (see page 14).

ROOFTOPS

Rooftops make for a memorable battle, chase, or infiltration. Flat roofs are easy to move across, but they're rare in any settlement that receives significant snowfall, since snow builds up and can collapse the roof. Angled roofs are uneven ground, and the peak of a pitched roof is a narrow surface.

Hurdling from roof to roof often requires a Long Jump, though some buildings are close enough to Leap. A High Jump might be necessary to reach a higher roof, or a Leap followed by Grabbing an Edge and Climbing to the top.

SEWERS

Opening a sewer grate usually requires 2 or more Interact actions. Sewers are generally 10 or more feet lower than street level and often have ladders or other means to ascend or descend. Raised paths along the walls allow sewer workers access, while channels in the center carry the actual waste. Less sophisticated sewers, or sections removed from those the workers usually access, might require wading through disease-ridden waste in order to progress.

Since sewer gas often contains pockets of methane and hydrogen sulfide, it can be highly flammable. Any pocket of sewer gas exposed to a source of flame explodes, dealing fire damage (typically 6d6) to creatures in the area.

STAIRS

Moving up stairs is typically difficult terrain, though shoddy stairs might also be uneven ground. Some temples and giant-built structures have enormous stairs that are greater difficult terrain or even require Climbing each step.

STREETS

Most settlements have narrow and twisting streets from organic growth. These are rarely more than 20 feet wide, with alleys as narrow as 5 feet. The streets are generally paved with cobblestones that, if in poor repair, might be difficult terrain or uneven ground.

Particularly lawful or planned cities might have major thoroughfares to allow wagons and merchants to move through town to a marketplace or other important area. These need to be at least 25 feet wide to allow wagons moving in both directions, and they often have small sidewalks to allow pedestrians to avoid wagon traffic.

WALLS

Well-built structures have exterior walls of brick or stone masonry. Smaller, lower-quality, or temporary structures might have entirely wooden walls. Interior walls tend to be less sturdy, made of only wood, plaster, and lath, or even of thick, opaque paper in a wooden frame. An underground structure might have thick walls carved out of solid rock to prevent the weight of the ground above from collapsing the structure.

UNDERGROUND

Underground environments consist of caves and natural underground areas. Artificial dungeons and ruins combine underground features with urban features like stairs and walls. Deep underground vaults have some of the same terrain features as mountains, such as chasms and cliffs. The most common disasters are collapses (see page 10).

FLOORS

Natural underground environments rarely have flat floors, instead featuring abrupt changes in elevation that result in difficult terrain, uneven ground, and inclines.

LEDGES

Ledges are narrow surfaces that overlook a lower area or provide the only means to move along the edge of a chasm.

RUBBLE

Caverns can be covered in rubble, which is difficult terrain. Deep or pervasive rubble is also uneven ground.

STALAGMITES AND STALACTITES

Stalagmites are tapering columns that rise from the floor of a cave. Areas filled with stalagmites are greater difficult terrain, and especially large stalagmites have to be sidestepped or Climbed. Stalagmites can be sharp enough they can be used as hazardous terrain in some circumstances, as can stalactites (icicle-shaped formations that hang from the roof of a cave) if they're knocked loose from a ceiling or overhang.

WALLS

Natural cave walls are uneven, with nooks, crannies, and ledges. Since most caves are formed by water, cave walls are often damp, making them even more difficult to climb.

CLIMATE

Weather is more than just set dressing to establish mood; it has mechanical effects you can combine with encounters for a memorable experience. Weather can impose circumstance penalties on certain checks, from -1 to -4 based on severity.

FOG

Fog imposes a circumstance penalty on visual Perception checks, depending on the thickness; it causes creatures viewed through significant amounts of fog to be concealed; and it cuts off all visibility at half a mile or less—or much less. Conditions limiting visibility to about a mile are called mist, and those that do so to about 3 miles are called haze.

PRECIPITATION

Precipitation includes rain as well as colder snow, sleet, and hail. Most of these impose penalties on visual Perception checks (hail is sparser but loud, instead penalizing auditory Perception checks). Wet precipitation douses flames, and frozen precipitation can create areas of snow or ice on the ground.

Precipitation causes discomfort and fatigue. Anything heavier than drizzle or light snowfall reduces the time it takes for characters to become fatigued by exertion to 4 hours for normal exploration tactics or simple overland travel, or 5 minutes for a fatiguing tactic. Heavy precipitation can be dangerous in cold environments when characters go without protection. Soaked characters treat the temperature as one step colder (mild to severe, severe to extreme; see Temperature below).

There's a negligible chance that a character is struck by lightning during a storm. If necessary, use damage from *lightning bolt*, heightened for a severe thunderstorm.

TEMPERATURE

Usually temperature isn't important enough to worry about beyond describing clothing. Temperatures below freezing (32° F) are mild cold, and temperatures above around 95° F (ranging from 80° in high humidity to 120° in low humidity) are mild heat. They don't damage characters dressed appropriately, but they reduce the time it takes for characters to become fatigued by exertion to 4 hours for most simple exploration tactics or simple overland travel, or 5 minutes for a fatiguing tactic.

Temperatures 12° F and lower are severe cold, which deals 1d4 to 1d8 cold damage per hour unless the character is wearing gear designed for low temperatures. Temperatures above around 105° F (from 90° to 130° based on humidity) are severe heat, dealing 1d4 to 1d8 fire damage, regardless of gear.

Temperatures much above 115° F (from 100° to 140° based on humidity) are extreme heat and dangerous without magic. Temperatures -20° F or colder are extreme cold and occur in cold regions; an arctic region at its coldest might be over 100° colder! Gear can reduce the severity of such cold but can't overcome it entirely. Extreme cold or heat deals 1d12 damage of the appropriate type every 10 minutes. At -80° F or less or 140° F or more, the damage occurs every minute.

WIND

Wind imposes a circumstance penalty on auditory Perception checks depending on its strength. It also interferes with physical ranged attacks like arrows, imposing a penalty on attack rolls involving such weapons and potentially making attacks with them impossible in powerful windstorms. Wind snuffs out handheld flames; lanterns protect their flame from the wind, but particularly powerful winds extinguish them.

Wind counts as difficult or greater difficult terrain when Flying. Moving in wind of sufficient strength requires a Maneuver in Flight action, and fliers are blown away on a critical failure or if they don't succeed at at least one such check each round. Even on the ground, particularly strong winds might require an Athletics check to move, knocking creatures back and prone on a critical failure. On such checks, Small creatures typically take a -1 penalty and Tiny creatures typically take a -2 penalty.

NATURAL DISASTERS

Bad weather can be a hindrance or long-term threat, but natural disasters represent imminent danger, especially to those exposed to their direct fury. The damage in the following sections uses the categories in Table 1: Environmental Damage on page 5.

AVALANCHES

Though the term avalanche specifically refers to a cascading flow of ice and snow down a mountain's slope, the same rules work for landslides, mudslides, and other

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similar disasters. Avalanches made of particularly powdery snow can travel as fast as 2,000 feet per round, though wet snow avalanches rarely travel faster than 200 feet per round and rockslides and mudslides are slower still. Avalanches are usually no more than a few hundred feet long (though other slides can extend much farther).

Avalanches deal major bludgeoning damage to creatures and objects in their path. Victims are also buried under a significant mass. At the GM's discretion, creatures could also risk suffocation if they have an insufficient air pocket (see page 315 of the *Playtest Rulebook*). Affected creatures can attempt a Reflex save; if they succeed, the bludgeoning damage is halved, and if they critically succeed, they also avoid being buried.

Buried creatures take minor bludgeoning damage each minute, and potentially take cold damage. A buried creature is restrained and usually can't dig itself out, though allies or bystanders can attempt to do so. Each person digging clears roughly a 5-foot-by-5-foot square every 4 minutes with a successful Athletics check (or every 2 minutes with a critical success). Using shovels or other proper tools halves the time.

BLIZZARDS

Blizzards combine cold weather, heavy snow, and strong winds. They don't pose one direct threat as other disasters do; instead, the combination of all three factors makes them an incredible impediment to characters.

COLLAPSES

Collapses and cave-ins occur when caverns or buildings fall, dumping tons of rock or other material on those caught below. Creatures under the collapse take major bludgeoning damage and become buried, just as with an avalanche (see above). Fortunately, collapses don't spread unless they weakened the overall integrity of the area and lead to further collapses.

EARTHQUAKES

Earthquakes often cause other natural disasters in the form of avalanches, collapses, floods, and tsunamis (all detailed elsewhere in this section), but their unique threats include tremors, fissures, and soil liquefaction. Tremors knock creatures prone, causing them to fall or careen into other objects, which can cause bludgeoning damage appropriate to the severity of the quake. Fissures and other ground ruptures can destabilize structures, but more directly they lead to creatures falling into a fissure and taking falling damage. Finally, liquefaction occurs when granular particles shake to the point where they temporarily lose their solid form and become liquids, which can cause creatures and even buildings to sink into the ground. You can use the *earthquake* spell for more specific rules, though that represents only a particular kind of localized quake.

FLOODS

Though slower floods can damage structures and drown

creatures, flash floods are similar to avalanches (see above), except with a liquid mass instead of a solid one. Instead of burying creatures, a flash flood carries creatures and even massive objects away, buffeting and potentially drowning them.

SANDSTORMS

Mild sandstorms or dust storms don't present much more danger than a windy rainstorm, but they can cause damage to a creature's lungs and spread diseases across long distances. Heavy sandstorms deal minor slashing damage each round to those exposed to the sand, force creatures to hold their breath to avoid suffocation, or both.

TORNADOES

In a tornado's path, wind conditions impose severe penalties, except creatures that would be blown away are instead picked up in the tornado's funnel, where they take massive bludgeoning damage from flying debris as they rise through the cone until they are eventually expelled (taking falling damage).

Tornadoes usually travel around 300 feet per round (roughly 30 miles per hour) and travel a few miles before dissipating. Some are stationary or travel much faster.

TsunamiS

Tsunamis present many of the same dangers as flash floods but are much larger and more destructive. Tsunami waves can reach 100 feet or more in height, wrecking buildings and creatures alike with massive bludgeoning damage from both the wave itself and debris created by its path of destruction.

VOLCANIC ERUPTIONS

Volcanic eruptions may contain any combination of ash, steam, lava bombs, lava flows, and pyroclastic flows.

Ash from volcanic eruptions is hot enough to cause minor fire damage each minute. It limits visibility like a thick fog (see page 9) and can make air unbreathable, requiring characters to hold their breath or suffocate. Ash clouds generate ash lightning strikes, which use the same rules as *lightning bolt*. Ash buildup on the ground creates areas of uneven ground or difficult or greater difficult terrain, and ash in the atmosphere can block the sun for weeks or even months, leading to colder temperatures and longer winters.

Steam vents shoot from the ground, dealing moderate fire damage in a wide column. Pressure can launch lava into the air that falls as lava bombs: masses of lava that solidify as they fly and shatter on impact, dealing moderate bludgeoning damage and moderate fire damage. Volcanic eruptions can also release acidic and poisonous gases from beneath the surface, creating hazardous terrain that deals minor acid damage or minor poison damage.

Lava flows are an iconic volcanic threat; they usually move between 5 and 60 feet per round over normal

ground, so characters can often outrun them. However, flows can move up to 300 feet per round in a steep volcanic tube or channel. Lava emanates heat that deals minor fire damage even before it comes into contact with creatures, and immersion deals massive fire damage each round.

Pyroclastic flows—a mix of hot gases and rock debris—spread much faster than lava, sometimes more than 4,000 feet per round. While cooler than the hottest lava, pyroclastic flows deal major fire damage and are capable of overwhelming entire settlements. They work like avalanches (see page 9) but deal half of their damage as fire damage.

WILDFIRES

Wildfires travel mainly along a front moving in a single direction. In a forest, the front can advance up to 70 feet per round (7 miles per hour overland). They can move up to twice as fast in plains due to lack of shade and the lower humidity. Depending on conditions and fuel, wildfires can advance sideways or even backward. Embers from the fire, carried by winds and rising hot air, can scatter, forming spot fires as far as 10 miles away from the main wildfire.

Wildfires present three main threats. First, they increase the heat to nearly 1,500° F in advance of the front and the fire's arrival, as hot as some lava. This begins as minor fire damage per round at a reasonable distance from the front and increases to massive fire damage. Second, the smoke and heated air provide concealment like heavy fog and force characters to hold their breath or suffocate. Finally, the flames act as hazardous terrain and can potentially set a character on fire, dealing moderate persistent fire damage. The flames from a small fire are often less dangerous than the advancing heat from the front of a large fire.

HAZARDS

Dungeons are rife with ancient traps meant to protect the treasures within. These range from simple mechanical devices that shoot darts or drop heavy blocks to magic runes that explode into bursts of flame. In addition to traps, adventurers occasionally stumble into other types of hazards, including naturally occurring environmental hazards, mysterious hauntings, and more.

DETECTING A HAZARD

When characters approach a hazard, they have a chance to find the trigger area or mechanism before they trigger the hazard. Some hazards are impossible to detect unless a character has a minimum proficiency rank in Perception, as indicated in the hazard's Stealth entry (see Hazard Format on page 12), and such hazards can't be discovered unless a character is actively searching. When a character actively searches for hazards, roll a secret Perception check against the hazard's Stealth DC. Actively looking for hazards during combat or another type of encounter requires a Seek action.

Magic hazards with no Stealth proficiency requirement or a Stealth proficiency requirement of trained can be detected with *detect magic*. Determining the properties

of such a magic hazard thoroughly enough to disable it requires a successful skill check to detect the hazard or the use of more powerful magic—*detect magic* alone is insufficient and, if it works at all, reveals only the presence of the hazard. Magic hazards that require expert or better proficiency are always masked to protect them from detection with *detect magic*.

TRIGGERING A HAZARD

When the PCs come across a hazard in exploration mode while searching their surroundings, determine whether they detect the hazard when they first enter the general area in which it appears. If they succeed, they become aware of the hazard, and you might want to map out or describe the area as they look closer. If they fail to detect the hazard, the circumstance that triggers the hazard occurs so long as it's a standard part of traveling, such as stepping on a floor plate trigger or moving through a magical sensor. Hazards that would trigger only when someone directly manipulates the environment—by opening a door or pulling a chain, for example—should trigger their reactions only if a PC explicitly uses that action.

Hazards that appear in encounters require you to pay attention to the specific manner in which they are triggered. If the PCs get to the end of an encounter without triggering a hazard that's present, they should get full XP for the hazard. However, if they haven't fully explored the area before or during the fight, they might still trigger the hazard if they sweep the area afterward (this does not result in additional XP awards).

When the PCs trigger a complex hazard, the hazard first performs its initial reaction; then have the PCs roll initiative. If the hazard has a routine—a set of preprogrammed actions it performs on its turn—add the hazard's Stealth modifier to its initiative roll.

DISABLING A HAZARD

The most versatile method to deactivate traps is the Disable a Device use of the Thievery skill, though most mechanical traps can also be smashed (see Destroying a Hazard on page 12) and magical traps can usually be dispelled (see Dispelling a Magic Hazard on page 12). Environmental hazards are often overcome with Nature or Survival, and haunt hazards are often deactivated with Occultism or Religion. The specific skill and DC required to disable a hazard is listed in the Disable entry of the hazard's stat block (see Hazard Format on page 12). As with detecting a hazard, disabling a hazard might require a certain proficiency rank in the listed skill, which appears after that skill and DC in the Disable entry.

A character must first detect a hazard in order to attempt to deactivate it, since details of the hazard dictate the proper countermeasures. A character can attempt to deactivate a hazard whether or not it's already been triggered, though some hazards no longer pose a danger once they've been triggered.

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TABLE 2: HAZARD STATISTICS

Level	AC	Good Save	Bad Save	Hardness (Dents)*	Attack Bonus†	Damage Simple	Damage Complex	Save DC
0	13	+4	+1	3	+8	8	6	13
1	15	+5	+3	6	+10	9	9	15
2	16	+7	+4	8	+11	13	12	16
3	18	+8	+5	11	+12	18	14	17
4	19	+10	+6	11 (2)	+14	21	16	18
5	20	+12	+8	13 (2)	+16	24	18	19
6	21	+13	+9	13 (3)	+18	27	20	20
7	23	+14	+10	15 (3)	+20	30	22	21
8	25	+15	+11	17 (3)	+21	33	24	22
9	26	+16	+13	17 (4)	+22	36	26	23
10	27	+18	+14	18 (4)	+23	39	28	25
11	29	+20	+15	20 (4)	+25	42	30	26
12	31	+22	+17	22 (4)	+26	46	32	28
13	33	+24	+19	22 (5)	+28	49	34	30
14	34	+25	+20	23 (5)	+29	53	36	31
15	36	+26	+21	24 (5)	+31	56	37	32
16	38	+28	+23	26 (5)	+32	60	38	34
17	39	+29	+24	28 (5)	+33	63	40	35
18	40	+30	+25	30 (5)	+35	67	42	36
19	42	+32	+27	32 (5)	+37	70	44	38
20	44	+34	+29	34 (5)	+38	74	46	40
21	45	+36	+31	37 (5)	+40	77	48	42
22	47	+38	+33	40 (5)	+41	81	50	44
23	49	+40	+35	43 (5)	+43	84	52	46

* The number in parentheses is the number of Dents a hazard can take before becoming broken.

† The attack bonus for a complex hazard is typically 2 lower since it makes more than one attack.

A success with the listed skill against the DC in the stat block disables the hazard without triggering it. Any other means of deactivating the hazard, such as counteracting a magic trap, are included in the hazard's stat block, as are any additional steps required to properly deactivate it. A critical failure on any roll to disable a hazard triggers it, including a critical failure on a spell roll to disable it.

Some hazards require multiple checks to deactivate, either for a particularly complicated component or for different portions of a larger hazard. For such hazards, a critical success counts as two successes on a single component.

DESTROYING A HAZARD

Rather than trying to carefully disable a hazard, a character might just smash it. Damaging a mechanical trap or another physical hazard works like damaging objects. An attack that deals at least as much damage as the hazard's Hardness dents it, and an attack that deals twice as much damage as the Hardness dents it twice (usually breaking it). In most cases, breaking or destroying the hazard also triggers it.

Hazards' AC, TAC, Hardness, Fortitude saves, and Reflex saves are listed in their stat blocks. Hazards are immune to anything an object is immune to unless noted otherwise, and can't be targeted by anything that doesn't target objects.

DISPELLING A MAGIC HAZARD

Some magic hazards can be dispelled using *dispel magic*. Such a hazard lists its spell DC in the Disable entry of the stat block, followed by its spell level in parentheses. Dispellng a hazard otherwise works like using a skill check to disable the hazard.

HAZARD FORMAT

Hazard stat blocks are formatted like those of monsters.

Name, Rarity, and Level

The first line of a hazard gives the hazard's name, its rarity, and the level of party it challenges. Common hazards are black, uncommon ones are red, rare ones are orange, and unique ones are blue. If the hazard has a component toxin, curse, or other non-spell feature, that feature's level is the hazard's level.

Traits

Many hazards fall into a specific category that's important for how other abilities and skills interact with them, the most notable categories being trap (for hazards specifically constructed to harm intruders), environmental (for natural hazards), and haunt (for spectral phenomena). Traps have a trait to indicate whether they're magical

or mechanical. Hazards that have initiative and a routine have the complex trait to indicate this.

Stealth DC

This is the hazard's Stealth DC, which it uses to avoid being detected. A complex hazard instead lists its Stealth modifier for rolling initiative, followed by a DC if there's a chance someone might detect it. If the hazard requires a minimum proficiency rank in Perception to find it, that rank appears in parentheses. Hazards that can be detected using *detect magic* (see Detecting a Hazard on page 11) indicate that quality in this entry.

Description

This entry details the parts of the hazard and how they work together.

Disable

The skills and DCs required to deactivate or bypass the hazard are described here. A hazard that requires the disabler to have a minimum proficiency rank in a skill lists that information in parentheses. For magic traps that can be dispelled, this entry includes the spell DC and the minimum level of *dispel magic* required (listed in parentheses).

AC

Attacks against a mechanical trap or other physical hazard target this AC. When designing a mechanical trap, it's usually appropriate to set the TAC equal to or less than its AC - 4. An attack roll that critically fails triggers the hazard, as does breaking or destroying the hazard.

Saves

A mechanical trap or other physical hazard's modifiers to Fortitude and Reflex saves are listed here. On rare occasions (usually for haunts), hazards have Will saves.

Hardness

A physical hazard's Hardness indicates how difficult it is to break. If a hazard can take more than 1 Dent without becoming broken, this entry lists in parentheses the total number of Dents it can take before becoming broken. For example, "Hardness 11 (2 Dents)" means the hazard could take damage equal to or exceeding its Hardness twice (either taking damage twice or taking double its Hardness in damage at once) and still function. The next time it took that much damage, it would be broken. If the hazard has multiple components, the part of the trap with the listed Hardness is set in parentheses.

Immunities and Resistances

Physical hazards are immune to critical hits and precision damage, and have the immunities common to objects (see page 175 of the *Playtest Rulebook*). Other immunities a specific hazard has are listed in this entry, followed by any resistances or weaknesses it has.

TABLE 3: HAZARD EXPERIENCE

Level	Simple Hazard XP	Complex Hazard XP
Party level - 4	2	10
Party level - 3	3	15
Party level - 2	4	20
Party level - 1	6	30
Party level	8	40
Party level + 1	12	60
Party level + 2	16	80
Party level + 3	24	120
Party level + 4	30	150

Reaction

Most hazards have reactions that occur when they're triggered. For most hazards, the reaction is the entirety of the hazard's effect. For complex hazards, the reaction also causes the hazard to roll initiative, either starting a combat encounter or joining one already in progress.

Routine

This entry describes what a complex hazard does on its initiative. Unlike creatures, a hazard usually has a rote program it follows. The hazard's number of actions per turn is noted in parentheses; if partially disabling the hazard reduces the number of actions it can take each round, this is noted in the Routine entry.

Speed

If a complex hazard can move during its routine, it has a Speed entry. A hazard without a routine describes any movement it can make in the Reaction entry instead.

Attacks

If a hazard makes attacks, it has the appropriate melee or ranged attack entries.

Reset

If a hazard can activate multiple times, the reset entry explains how it is reset and how long it takes to do so.

Upgrades

Some hazards presented on the following can be made more powerful, as described in this entry.

DESIGNING A HAZARD

When designing your own hazards, use the numbers in Table 2: Hazard Statistics on page 12 for many of the hazard's statistics. These values are meant to be used as baselines; a particular hazard's statistics might be drastically different, typically so unusual strengths are balanced by weaknesses. For instance, a hidden pit deals more damage than most hazards of its level, but to compensate, it has lower defenses and is a little easier to find than normal.

Hazard DCs

Other than the save DC, which should be drawn from

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Table 2, hazards draw their DCs from the table of DCs on page 337 of the *Playtest Rulebook*. Choose the strongest aspect of the hazard to have an extreme-difficulty DC for its level, or one slightly lower. For example, a trap that should be hard to detect would use this DC for its Stealth. You might also use an extreme-difficulty DC if the characters will have multiple chances to succeed, such as for a hazard that doesn't require training to detect, therefore granting more players rolls to detect it (and sometimes multiple rolls). No other DC should be extremely difficult; other DCs generally use the high-difficulty DC value, or occasionally the severe-difficulty DC value.

If some aspect of a hazard makes it abnormally dangerous for its level, you might use the low-difficulty DC for its level for some aspect of the hazard. For example, you might do so if the hazard deals damage without requiring an attack roll or allowing a saving throw (such as a magic trap that uses *magic missile*). Similarly, when you're building a hazard that requires multiple checks to deactivate, you typically use a lower-difficulty DC, such as the low-difficulty DC for its level or the high-difficulty DC of a hazard 2 levels lower. The low-difficulty DC could also be used if disabling it requires a higher proficiency rank than normal. For instance, a level 3 sound-based hazard that can be disarmed only by an expert in Performance could require a DC 14 Performance check, and other means of disabling it that require less proficiency would probably have higher DCs.

Proficiency Requirements

When setting proficiency requirements, the trained restriction starts to appear as early as level 1, expert at level 4 or 5, master at level 8 or 9, and legendary at level 16 or 17. Hazards that don't require special measures to detect don't have a proficiency requirement, but they usually use extreme-difficulty Stealth DCs since each character gains a secret Perception check to detect them.

HAZARD EXPERIENCE

Characters gain Experience Points for overcoming a hazard, whether they disable it, avoid it, or simply endure its attacks. The XP for a complex hazard is equal to the XP for a monster of the same level. The XP for a simple hazard is equal to one-fifth of that. These numbers appear in Table 3: Hazard Experience on page 13. Hazards of a lower level than those shown on the table are trivial and award no XP.

SIMPLE HAZARDS

The following are example hazards of various levels.

HIDDEN PIT

HAZARD 0

Mechanical
Trap

Stealth DC 16

Description A trapdoor covers a 10-foot-square pit that is 20 feet deep.

Disable Thievery DC 12 to remove the trapdoor, making the trap no longer hidden (Perception DC 0 to notice)

AC 10, **TAC** 7; **Fort** +1, **Ref** +1

Hardness 4 (trapdoor); **Immunities** critical hits, object immunities, precision damage

◆ Pitfall

Trigger A creature walks onto the trapdoor.

Effect The triggering creature falls in and takes falling damage (typically 10 bludgeoning damage). That creature can use the Grab Edge reaction to avoid falling.

Reset The trap still causes falling damage if anyone falls in, but the trapdoor must be reset manually for the trap to become hidden again.

POISONED LOCK

HAZARD 1

Mechanical
Trap

Stealth DC 15 (trained)

Description A spring-loaded poisoned spine is hidden near the keyhole of a lock.

Disable Thievery DC 18 (trained) on the spring mechanism

AC 15, **TAC** 12; **Fort** +4, **Ref** +3

Hardness 6; **Immunities** critical hits, object immunities, precision damage

◆ Spring (attack)

Trigger A creature attempts to unlock or Pick the Lock.

Effect A spine springs out and attacks the triggering creature.

Melee spine +10, **Damage** 1 piercing plus cladis poison

Cladis Poison (poison) Fortitude DC 15; **Maximum Duration** 4 hours; **Stage 1** 1d6 poison damage and drained 1 (1 hour); **Stage 2** 2d6 poison damage and drained 2 (1 hour); **Stage 3** 3d6 poison damage and drained 2 (1 hour)

SLAMMING DOOR

HAZARD 1

Mechanical
Trap

Stealth DC 16 (trained)

Description Pressure-sensitive panels in the floor connect to a stone slab hidden in a hallway's ceiling.

Disable Thievery DC 15 (trained) on the floor panels before the slab falls

AC 15, **TAC** 10; **Fort** +5, **Ref** +1

Hardness 5; **Immunities** critical hits, object immunities, precision damage

◆ Slam Shut

Trigger Pressure is placed on any floor tile.

Effect The door falls, closing off the hallway. The stone slab deals 4d8 bludgeoning damage to anyone beneath or adjacent to the stone slab when it drops and pushes them out in a random direction. A creature that succeeds at a DC 15 Reflex save takes no damage and rolls out of the way in a random direction. On a critical success, they can choose the direction.

Lifting the fallen slab requires a successful DC 26 Athletics check. Destroying the floor panels triggers the trap. The slab itself uses the same AC and saves as the trap, but it has Hardness 12 and can take 4 Dents before breaking.

SPEAR LAUNCHER

HAZARD 2

Mechanical
Trap

Stealth DC 19 (trained)

Description A wall socket loaded with a spear connects to a floor tile in one 5-foot square.

Disable Thievery DC 15 (trained) on the floor tile or wall socket
AC 16, TAC 11; Fort +7, Ref +4
Hardness 8; Immunities critical hits, object immunities, precision damage
 ◆ **Spear** (attack)
Trigger Pressure is applied to the floor tile.
Effect The trap makes an attack against the creature or object on that tile.
Ranged spear +11, **Damage** 2d6+6 piercing

ELECTRIC LATCH RUNE **HAZARD 3**

Magical Trap **Stealth** DC 19 (trained) or *detect magic*
Description An invisible rune imprinted on a door latch releases a powerful electric discharge.
Disable Thievery DC 19 (expert) to scratch out the rune without allowing electricity to flow, or spell DC 17 (2nd level) to dispel the rune
 ◆ **Electrocution** (arcane, electricity, evocation)
Trigger A creature grasps the door latch directly or with a tool.
Effect The trap deals 3d12 electricity damage to the triggering creature (Reflex DC 16 half, or no damage on a critical success).

SCYTHE BLADES **HAZARD 4**

Mechanical Trap **Stealth** DC 23 (trained)
Description Two blades, each hidden in a 15-foot-long ceiling groove, are both connected to a trip wire.
Disable Thievery DC 19 (trained) to disable each groove
AC 19, TAC 15; Fort +10, Ref +6
Hardness 11 (2 Dents); **Immunities** critical hits, object immunities, precision damage
 ◆ **Falling Scythes** (attack)
Trigger The trip wire is pulled or severed.
Effect Both blades swing down, attacking all creatures under the ceiling grooves.
Melee scythe +14 (deadly, trip), **Damage** 3d12 slashing plus an extra 1d12 slashing on a critical hit; no multiple attack penalty
Reset The trap resets after 15 minutes.

FIREBALL RUNE **HAZARD 5**

Magical Trap **Stealth** DC 25 (expert)
Description An invisible rune creates an invisible, spherical magical sensor with a 20-foot radius.
Disable Thievery DC 22 (expert) to erase the rune without triggering the sensor, or spell DC 21 (3rd level) to dispel the rune
 ◆ **Fireball** (arcane, evocation, fire)
Trigger A living creature enters the sensor area.
Effect The rune shoots a *fireball* that explodes, centered on the triggering creature's square. This has the effects of a 3rd-level *fireball* spell with a save DC of 19.

HALLUCINATION POWDER TRAP **HAZARD 6**

Mechanical Trap **Stealth** DC 23 (expert)
Description A tube of hallucinogenic powder armed with a miniature explosive has been connected to a doorknob or similar latch.

Disable Thievery DC 26 (expert) to disable the hammer that strikes the percussion cap
AC 21, TAC 20; Fort +0, Ref +0
Hardness 1; Immunities critical hits, object immunities, precision damage
 ◆ **Powder Burst** (mental, poison)
Trigger The latch is opened or the tube is broken.
Effect The tube explodes, spraying hallucinogenic powder in a 30-foot cone. Any creature in the cone must succeed at a DC 22 Will save or be confused for 1 round and take a -3 conditional penalty on Perception checks and saves against mental effects for 1d4 hours. On a critical failure, the penalty is instead -4.

PHARAOH'S WARD **HAZARD 7**

Magical Trap **Stealth** DC 24 (expert)
Description A magical curse is imbued in a lintel above an entryway.
Disable Thievery DC 23 (master) to painstakingly remove the lintel without triggering the magic, or spell DC 22 (4th level) to dispel the rune
 ◆ **Curse the Intruders** (curse, divine, necromancy)
Trigger The seal on the tomb is broken from the outside.
Effect Each living creature within 60 feet must succeed at a DC 21 Will save or be subjected to the pharaoh's curse. A cursed creature takes a -2 conditional penalty to Fortitude saves, and any natural or magical healing it receives is halved. The curse remains until removed by *remove curse* or similar magic.
Reset The trap resets when the door is shut.

YELLOW MOLD **HAZARD 8**

Environmental **Stealth** DC 29 (trained)
Description Poisonous mold assaults nearby creatures with spores.
Disable Survival DC 24 (expert) to remove the mold without triggering the spores
AC 22, TAC 17; Fort +15, Ref +11
Hardness 11; Immunities critical hits, object immunities, precision damage
 ◆ **Spore Explosion**
Trigger A creature moves into the mold's space or damages the mold. The mold doesn't use this reaction if it's in direct sunlight or if it takes fire damage.
Effect The triggering creature and all creatures within 10 feet are automatically exposed to yellow mold spores.
Yellow Mold Spores (poison) Fortitude DC 22; **Maximum Duration** 6 rounds; **Stage 1** 1d8 poison damage and drained 1 (1 round); **Stage 2** 2d8 poison damage and drained 2 (1 round); **Stage 3** 3d8 poison damage and drained 3 (1 round)

BOTTOMLESS PIT **HAZARD 9**

Magical Mechanical Trap **Stealth** DC 30 or *detect magic*
Description A trapdoor covers an infinitely deep 10-foot-square pit.
Disable Thievery DC 23 (trained) to remove the trapdoor, making the trap no longer hidden (Perception DC 0 to notice)
AC 26, TAC 22; Fort +13, Ref +13

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Hardness 17 (4 Dents) for the trapdoor; **Immunities** critical hits, object immunities, precision damage

◆ Infinite Pitfall

Trigger A creature walks onto the trapdoor.

Effect The triggering creature falls in and continues to fall, potentially forever. That creature can try to Grab an Edge to avoid falling (see page 144 of the *Playtest Rulebook*) and can subsequently attempt to Climb out if it succeeds. The DC to Climb the walls or Grab an Edge is 24. The pit contains many handholds, so the falling creature can try to Grab an Edge again every 6 seconds, and if successful, can start to Climb out from that point (though it might be a very long climb, depending on how far the creature fell). Since the creature falls endlessly, it can rest and even prepare spells while falling, though dropped items fall at a different speed and are generally lost forever.

Reset The trap still causes creatures to fall forever if they fall in, but the trapdoor must be reset manually for the trap to become hidden again.

BLOODTHIRSTY URGE

HAZARD 10

Haunt

Stealth DC 29 (trained)

Description An object imbued with echoes of a vicious mind tries to kill someone who comes near.

Disable Religion DC 27 (master) to exorcise the spirit or Diplomacy DC 29 (expert) to talk it down

◆ Quietus (emotion, fear, illusion, mental, occult)

Trigger A creature moves within 10 feet of the haunted object.

Effect The haunt takes control of the triggering creature, forcing it to attack itself. The creature is affected by *phantasmal killer* (DC 25), except that instead of mental damage, the damage type is based on a weapon the creature has drawn, an object it holds, or its unarmed attack damage if it's holding nothing.

HAMMER OF FORBIDDANCE

HAZARD 11

Magical
Mechanical
Trap

Stealth DC 30 (expert)

Description An enormous hammer at an edifice's entrance swings down to damage creatures, push them back, and prevent them from entering the area.

Disable Thievery DC 27 (expert) twice on the hammer itself and once on its joint to prevent the hammer from swinging

AC 29, **TAC** 23; **Fort** +20, **Ref** +15

Hardness 22 (4 Dents) for the hammer, 16 (2 Dents) for the joint;

Immunities critical hits, object immunities, precision damage

◆ Forbid Entry (abjuration, attack, divine)

Trigger A creature attempts to enter the edifice through the entrance.

Effect The hammer swings down, slamming into the creature and knocking it back. On a hit, the target is knocked back 10 feet and must succeed at a Will save (DC 30) or be unable to enter the edifice through any entrance for 24 hours. On a critical hit, the target automatically fails its Will save.

Melee hammer +25, **Damage** 6d8+15; no multiple attack penalty

Reset The trap resets over the course of the round, ready to swing again 1 round later.

POLYMORPH TRAP

HAZARD 12

Magical
Trap

Stealth DC 32 (trained) or *detect magic*

Description A Druidic glyph transforms a trespasser into an animal.

Disable Thievery DC 30 (master) to drain out the glyph's power harmlessly, or spell DC 27 (6th level) to dispel the glyph before it triggers

◆ Baleful Polymorph (primal, transmutation)

Trigger A creature moves within 30 feet of the glyph without speaking the pass phrase in Druidic.

Effect The creature is affected by *baleful polymorph* (DC 28).

PLANAR RIFT

HAZARD 13

Magical
Trap

Stealth DC 35 (trained) or *detect magic*

Description A rift sucks creatures into another plane (the GM chooses the specific plane).

Disable Thievery DC 33 (master) to assemble a rift seal using objects strongly grounded to your plane, or spell DC 30 (7th level) to dispel the rift before it triggers

◆ Into the Great Beyond (conjunction, occult, teleportation)

Trigger A creature moves within 10 feet of the rift.

Effect The triggering creature and all creatures within 30 feet of the rift are sucked into another plane (Reflex DC 30 negates).

ANTIMAGIC PRISON

RARE HAZARD 15

Magical
Mechanical
Trap

Stealth DC 37 (master)

Description A 30-foot-radius dome made of a noqual alloy falls, trapping spellcasters without their magic.

Disable Thievery DC 35 (master) to carefully jam the dome in place before it falls without bringing any magic into the area

AC 36, **TAC** 32; **Fort** +26, **Ref** +21

Hardness 26 (5 Dents); **Immunities** critical hits, magic, object immunities, precision damage

◆ Antimagic Imprisonment (abjuration, arcane)

Trigger A creature walks underneath the dome or any magic enters the area underneath the dome.

Effect The dome drops, trapping creatures inside while negating and preventing spells, magic items, and magical effects from originating inside the dome. This also prevents magic outside the dome from affecting the area inside or the dome itself. Creatures on the outside who attack the dome don't apply their magic weapons' item bonuses to attack rolls or extra damage, and creatures using Athletics to lift the dome don't get conditional bonuses or item bonuses from magic items. A creature that succeeds at a DC 34 Reflex save when the dome falls rolls out of the way in a random direction. On a critical success, they can choose the direction.

Lifting the dome requires a successful DC 40 Athletics check. Destroying the mechanism triggers the trap. The dome itself uses the same AC and saves as the trap, but it is incredibly difficult for most captives to Dent due to their inability to gain bonuses from magic weapons.

Reset The trap can be reset manually from the outside, lifting the dome back to its original position.

FROZEN MOMENT

HAZARD 17

Magical
Trap**Stealth** DC 40 (master)**Description** Warding magic traps intruders in a disrupted time flow.**Disable** Thievery DC 38 (legendary) to rapidly disassemble the spell's myriad components in a single blink of an eye, or spell DC 35 (9th level) to dispel the trap before it triggers or dispel the effect on one victim◆ **Adrift in Time** (occult, transmutation)**Trigger** A creature touches the warded object or area.**Effect** The triggering creature and all creatures within 30 feet are trapped in a disrupted time flow (Fortitude DC 35 negates). The creatures' minds move so quickly that each round seems to last a century, but their bodies and magical energies move so slowly that they can't act except to Recall Knowledge. An affected creature must attempt a DC 33 saving throw against a *warp mind* spell immediately and again for every minute of normal time flow that passes while it is trapped in the frozen moment.

VORPAL EXECUTIONER

HAZARD 19

Mechanical
Trap**Stealth** DC 44 (expert)**Description** A wickedly sharp saw blade descends and travels along grooves in a complex path throughout the room, decapitating everyone within.**Disable** Thievery DC 39 (expert) at four different junctions to jam all the saw blade's possible paths, preventing it from traveling through the room.**AC** 42, **TAC** 36; **Fort** +29, **Ref** +30**Hardness** 32 (2 Dents) at each of the four junctions; **Immunities** critical hits, object immunities, precision damage◆ **Total Decapitation** (attack)**Trigger** A creature attempts to exit the room.**Effect** The saw blade travels along its path, attacking all creatures in the room, twisting and varying its height for a maximum chance of beheading its targets.**Melee** saw blade +37 (deadly 1d12), **Damage** 6d12+25 slashing plus decapitation; no multiple attack penalty**Decapitation** On a critical hit, a target must succeed at a DC 38 Fortitude save or be decapitated, dying instantly unless they can survive without a head.**Reset** The trap resets over the course of the round, and is ready to strike again 1 round later.

SECOND CHANCE

HAZARD 21

Magical
Trap**Stealth** DC 47 (legendary)**Description** Powerful warding magic tied to a particular object or location regresses a creature's age.**Disable** Thievery DC 47 (legendary) to take apart the spell one tiny piece at a time with eyes closed while recalling every vivid life memory in order, starting from the earliest memory◆ **In the Beginning** (divine, transmutation)**Trigger** A creature tries to steal the object or intrude upon the location; if someone uses a proxy or dupe for the theft or intrusion, the trap unerringly targets the true perpetrator or perpetrators at any distance and across planes.**Effect** The triggering creature and up to five conspirators instantly revert to infants, losing all memories, class abilities, and other skills acquired during their lives (Fortitude DC 42 negates). Reversing this effect is nearly impossible, requiring powerful magic such as *miracle* or *wish*.

ARMAGEDDON ORB

RARE HAZARD 23

Magical
Trap**Stealth** DC 10 or *detect magic***Description** A roiling red orb, forged from a drop of Rovagug's blood, rains fire from the sky when a specified condition is met.**Disable** Thievery DC 51 (legendary) to imbue thieves' tools with aspects representing Asmodeus and Sarenrae and use them to drain away the orb's power over 10 minutes, taking 5 fire damage each round during that time◆ **Burn It All** (divine, evocation, fire)**Trigger** A special condition set by the trap's creator, typically on the event of her death.**Effect** Fire rains from the sky in a 100-mile radius, dealing 10d6 fire damage to creatures and objects in the area (Reflex DC 46 for half damage, or no damage on a critical success). Any creature reduced to 0 Hit Points in this way dies instantly. This is not enough damage to completely burn away a forest or level a mountain or city, but it typically kills most creatures in the area.

COMPLEX HAZARDS

Complex hazards are involved enough to be their own encounters, or to take the place of monsters in multiple-monster encounters. They roll initiative and have actions of their own, though these are usually automated through specific routines. Here are a number of complex hazards of various levels.

SUMMONING RUNE

HAZARD 1

Complex
Magical
Trap**Stealth** +5 (trained) or *detect magic***Description** An invisible cloud of magical sensors in a 10-foot radius surrounds an invisible wall or floor rune the size of the creature to be summoned.**Disable** Acrobatics DC 15 to approach without triggering the trap followed by Thievery DC 15 (trained) to carefully erase the rune, or spell DC 15 (1st level) to dispel the rune◆ **Summon Monster** (arcane, conjuration, summon)**Trigger** A creature enters the cloud of magical sensors.**Effect** This trap summons a specific type of level 1 creature. The creature uses the trap's initiative and remains for 2d6 rounds, after which the spell ends and the creature disappears. The creature also disappears if someone disables the trap before the duration expires. The summoned creature can use 3 actions each round and can use reactions, unlike most summoned creatures.**Reset** The trap resets each day at dawn.**Upgrades** Stronger summoning traps can summon creatures of a level equal to the trap's level. Higher-level summoning traps have a spell DC equal to the save DC of a trap of the same level (see Table 2 on page 12), and their Stealth modifiers and other

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disable DCs are equal to a severe-difficulty skill DC of that level. Stronger summoning traps usually require an expert or higher proficiency rank in Perception to find and might require a higher proficiency rank in Thievery to disable.

DROWNING PIT

HAZARD 3
Complex Mechanical

Stealth +8 (trained) or DC 21 (expert) to notice the water spouts once the pit opens

Description A trapdoor covers a 10-foot-square pit that's 30 feet deep and has 5 feet of water at the bottom. Four water spouts in the walls connect to hidden water tanks.

Disable Thievery DC 16 (trained) to seal each water spout, Thievery DC 21 (untrained) to open the trapdoor, or Athletics DC 21 (untrained) to force open the trapdoor

AC 18, **TAC** 14; **Fort** +8, **Ref** +5

Hardness 15 for the trapdoor, 8 for each spout; **Immunities** critical hits, object immunities, precision damage

◆ Pitfall

Trigger A creature walks onto the trapdoor.

Effect The triggering creature falls in and takes damage from the fall, reduced by 5 feet for falling into the water (typically 12 bludgeoning damage). A creature can use the Grab an Edge reaction to avoid falling (see page 144 of the *Playtest Rulebook*). The trapdoor then slams shut.

Routine (4 actions) The trap loses 1 action each turn for each disabled water spout. On each of the trap's actions, a spout pours water, increasing the depth of the water by 5 feet. Once the pit is full of water, the pit stops taking actions, but creatures in the pit begin drowning (see page 315 of the *Playtest Rulebook*).

Reset The trap can be reset if the door is manually reengaged and the water tanks refilled; it can be reset without draining the pit, but doing so renders it less effective.

QUICKSAND

HAZARD 3
Complex Environmental

Stealth +11 (trained)

Description A patch of water and sand 15 feet across submerges creatures who step onto it.

Disable Survival DC 17 (trained) to disturb the surface and make the trap no longer hidden (Perception DC 0)

◆ Submerge

Trigger A Huge or smaller creature walks onto the quicksand.

Effect The triggering creature is pulled down into the quicksand up to its waist. The quicksand rolls initiative if it hasn't already.

Routine (1 action) On its initiative, the quicksand pulls down each creature within it. A creature that was submerged up to its waist becomes submerged up to its neck, and a creature that was submerged up to its neck is pulled under and has to hold its breath to avoid suffocation. On its turn, a creature in the quicksand can attempt a DC 18 Athletics check to Swim to raise itself by one step, or to move 5 feet if it's submerged only up to its waist. On a critical failure, the creature is pulled down one step. A creature that swims out of the quicksand patch escapes the hazard and is prone in a space adjacent to the quicksand.

Reset The hazard still submerges anyone who walks in, but the surface doesn't become hidden again until it settles over the course of 24 hours.

SPINNING BLADE PILLAR

HAZARD 4
Complex Mechanical Trap

Stealth +10 (trained) or DC 24 (expert) to notice the control panel

Description A metal pole with three razor-sharp spinning blades is hidden in the floor, connected to trigger plates in up to eight floor tiles and a hidden control panel within 30 feet.

Disable Thievery DC 18 (trained) twice on the pillar, or Thievery DC 16 (expert) once on the control panel deactivates the whole trap

AC 19, **TAC** 15; **Fort** +6, **Ref** +10

Hardness 11 (2 Dents) on the pillar, denting the panel causes the trap to stay constantly active and prevents disabling the panel;

Immunities critical hits, object immunities, precision damage

◆ Rising Pillar (attack)

Trigger A creature steps on one of the trapped floor tiles.

Effect The trap pops up in a grid intersection and makes a spinning blade attack against one adjacent creature (if any), then rolls initiative.

Routine (3 actions) On its initiative, the trap spends its first action making a spinning blade attack against each adjacent creature, its second action moving straight in a random direction (roll 1d4 to determine the direction), and its third action attacking each adjacent creature. This trap doesn't take a multiple attack penalty.

Speed 10 ft.

◆ **Melee** spinning blade +12, **Damage** 2d10+5 slashing

Reset The trap deactivates and resets after 1 minute.

IRON MAIDEN TRAP

HAZARD 5
Complex Mechanical Trap

Stealth +12 (expert)

Description A mechanized iron maiden on clockwork wheels and fitted with vibration-sensing mechanisms is hidden behind a false wall.

Disable Thievery DC 21 (expert) to jam the false wall closed or to unlock the iron maiden once a creature is within, or Thievery DC 25 (expert) to disable the trap's wheels or vibration sensors

AC 20, **TAC** 16; **Fort** +12, **Ref** +10

Hardness 13 (3 Dents); **Immunities** critical hits, object immunities, precision damage

◆ Maiden's Arrival (attack)

Trigger A creature moves into a square within a straight line of the false wall. A creature that wouldn't be detected by tremorsense can't be detected by the iron maiden.

Effect The false wall opens and the iron maiden rushes forward, targeting the first Medium or smaller creature in its path. Unless the creature succeeds at a DC 19 Reflex save, it's restrained in the iron maiden, which immediately locks. The trap then rolls initiative.

Routine (3 actions) On its initiative, if the iron maiden has a creature inside, it spends 1 action to make a stab attack against the trapped creature, 1 action to rotate until there's no obstacle directly in front of it, and 1 action to move as far as it can in a straight line.

If there's no creature inside, it instead spends 1 action to rotate to face the nearest creature it can detect (if necessary) and spends 1 action to move directly toward the nearest creature (if necessary). It then spends its remaining actions attempting to capture an adjacent creature (Reflex DC 19 avoids).

The iron maiden doesn't stop acting until it's broken or its wheels are disabled.

Speed 30 ft.

◆ **Melee** stab +16, **Damage** 2d8+5 plus 1d6 persistent bleed

Reset When the iron maiden's sensors detect no vibrations within 60 feet for 1 minute, it returns to its hiding place and resets over the course of 30 minutes. This includes replacing the false wall and dumping out any remains.

WHEEL OF MISERY

HAZARD 6

Complex
Magical
Mechanical
Trap

Stealth +13 (expert)

Description An ornate wheel set into a wall, divided into six segments with colored runes on each, is controlled by a magical sensor that detects any creature within 100 feet in front of it.

Disable Thievery DC 26 (expert) on the wheel to stop it from spinning, Thievery DC 19 (master) to erase each rune, or spell DC 20 (4th level) to dispel each rune

AC 21, **TAC** 17; **Fort** +12, **Ref** +11

Hardness 13 (3 Dents); **Immunities** critical hits, object immunities, precision damage

◆ **Wheel Spin**

Trigger A creature enters the sensor's detection area.

Effect The wheel begins to spin and rolls initiative.

Routine (2 actions) On its initiative, the trap spends its first action spinning. Roll 1d6 to determine which segment is topmost when it stops spinning. It spends its second action replicating the spell listed for that segment (3rd level, DC 20, attack bonus +16), targeting, centered on, or otherwise including the nearest creature in the area. This increases the spell's range to 100 feet if necessary. Any spell cast by this trap is arcane.

1: *sleep*

2: *paralyze*

3: *lightning bolt* (100-foot line)

4: *blindness*

5: *acid arrow*

6: *ray of enfeeblement*

Reset The trap deactivates and resets if 1 minute passes without any creatures in range of its sensor.

POISONED DART GALLERY

HAZARD 8

Complex
Mechanical
Trap

Stealth +16 (expert) or DC 29 (master) to notice the control panel

Description Countless holes to launch poison darts line a long hallway with a hidden control panel on the far end.

Disable Thievery DC 21 (expert) on the control panel deactivates it.

AC 25, **TAC** 22; **Fort** +11, **Ref** +15

Hardness 17 (2 Dents) to destroy the control panel and disable the trap; **Immunities** critical hits, object immunities, precision damage

◆ **Dart Volley** (attack)

Trigger A creature enters the hallway.

Effect The trap attacks the triggering creature and then rolls initiative.

Routine (1 action) The trap launches one dart against every creature in the gallery as 1 action. Because it launches darts continuously, the trap also has a free action to launch a dart at each creature during that creature's turns.

Ranged poisoned dart +18, **Damage** 3d4 piercing plus flesset poison; no multiple attack penalty

◆ **Continuous Barrage**

Trigger A creature within the active gallery finishes an action.

Effect The trap makes a poisoned dart Strike against the triggering creature.

Flesset Poison (poison) Fortitude DC 20; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and sluggish 1 (1 round); **Stage 2** 2d6 poison damage and sluggish 2 (1 round); **Stage 3** 3d6 poison damage and sluggish 3 (1 round)

Reset The trap deactivates and resets after 1 minute.

LAVA FLUME TUBE

HAZARD 10

Complex
Mechanical
Trap

Stealth +18 (trained)

Description Four gated channels carved into the stone allow lava to flow into the 20-foot-tall room; the floor can withdraw to allow the hardened lava to fall into a dump beneath.

Disable Thievery DC 27 (expert) twice to block a channel, or Thievery DC 30 (master) to force the floor open and escape to the dump

AC 27, **TAC** 22; **Fort** +18, **Ref** +14

Hardness 18 to destroy a channel gate, causing it to release lava at all times (this prevents that channel from being disabled and stops the trap from resetting), or 18 (4 Dents) to destroy the floor; **Immunities** critical hits, object immunities, precision damage

◆ **Flume Activation**

Trigger A creature attempts to leave the room.

Effect The exits seal off instantly and the trap rolls initiative.

Routine (4 actions) The trap loses 1 action per disabled channel each turn. On each of its actions, a different channel spews lava, dealing 4d6 fire damage to each creature within 10 feet of the channel (Reflex DC 25 half) and increasing the depth of the lava in the room by 5 feet.

A creature that starts its turn in lava takes 8d6 fire damage and is immobile until it succeeds at a DC 25 Athletics check as an Interact action to break free of the hardening lava. Creatures less than 5 feet tall also risk suffocation. Lava from the previous round hardens fully at the start of the trap's turn, effectively raising the floor of the room by 5 feet. Once the room is full of lava, the trap stops taking actions, but creatures in the room remain stuck until the floor opens and the trap resets.

Reset The trap deactivates and resets after 1 hour by withdrawing the floor, cracking and dumping the hardened lava (and any creatures still trapped inside) into the dump area.

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TELEKINETIC SWARM TRAP

HAZARD 12

Complex
Magical
Mechanical
Trap

Stealth +22 (expert)

Description Three nondescript decorations instilled with telekinetic magic pull objects and pieces of the room itself into spinning clouds of objects that attack all creatures within the room.

Disable Thievery DC 27 (expert) to take apart each telekinetic cloud, Thievery DC 30 (master) to disable each telekinetic decoration, or spell DC 28 (6th level) to dispel each telekinetic decoration

AC 31, **TAC** 28; **Fort** +22, **Ref** +17

Hardness 22 to destroy one telekinetic cloud

◆ **Agitate** (arcane, evocation)

Trigger A creature stays in the room for at least 6 seconds.

Effect Each telekinetic decoration constructs a cloud of objects in the room (three clouds total) and rolls initiative. The creatures in the room become the trap's targets, regardless of whether they leave the room or other creatures later enter the room. A target creature that moves at least 1 mile from the trap ceases being a target.

Routine (9 actions) Each decoration uses three of the trap's actions each turn, and the trap loses 3 actions each turn for every decoration that is disabled. A decoration spends its first action to move its cloud of objects up to 200 feet, its second action to have that cloud attack, and then its third action to add more objects to the cloud, increasing its damage by 2d6 (to a maximum of 10d6). If a decoration's cloud has been destroyed, the decoration instead spends its first action to create a new cloud of objects inside the room (using the starting damage value) and then its second and third actions to have the cloud move and attack.

Melee cloud slam +21, **Damage** 6d6 bludgeoning

Reset The trap deactivates and resets 10 minutes after it has no target creatures (because they moved too far away or died).

DARKSIDE MIRROR

HAZARD 14

Complex
Magical
Mechanical
Trap

Stealth +26 (master) to notice it isn't a regular mirror

Description A magic mirror replaces characters with evil mirror duplicates from another dimension.

Disable Thievery DC 36 (legendary) to retrieve a creature from the other dimension within 10 minutes of the switch (possible only if the corresponding mirror duplicate is dead), Thievery DC 39 (master) to permanently disable the mirror once all mirror duplicates are dead, or spell DC 31 (7th level) to dispel the mirror for 1 minute and prevent additional replacements during that time

AC 32, **TAC** 30; **Fort** +25, **Ref** +20

Hardness 1, but can't be harmed while any mirror duplicate is alive

◆ **Reflection of Evil** (arcane, conjuration, teleportation)

Trigger A non-evil creature is reflected in the mirror.

Effect The mirror absorbs the creature into the mirror, replaces it with an evil mirror duplicate (Reflex DC 31 to avoid being absorbed into the mirror), and rolls initiative.

Routine (1 action) The mirror absorbs another reflected creature into the mirror and replaces it with a mirror duplicate. Mirror duplicates attack on their own initiative, using the same

statistics as the original creature, but with an evil alignment (changing only abilities that shift with the alignment change). A mirror duplicate can spend 10 minutes in contact with the mirror to return to its original dimension and release the creature it duplicated, but most mirror duplicates prefer not to.

Reset The mirror is always ready to absorb creatures into the other dimension. Ten minutes after a creature is sucked into the mirror, if an ally doesn't rescue it with Thievery, it reaches the other dimension, where it might be captured or killed. In the mirror dimension, it counts as a mirror duplicate, so the denizens of the other dimension can't destroy the mirror on their side while the absorbed creature is there. These dimensions are alternate realities, not planes, so even rituals like *plane shift* can't reach them.

BANSHEE'S SYMPHONY

HAZARD 18

Complex
Magical
Trap

Stealth +31 (legendary)

Description A magically contagious *wail of the banshee* spell is trapped in the larynx of an invisible mummified elf.

Disable Thievery DC 39 (master) to pierce the invisible larynx so precisely that the magic releases in a trickle before the trap activates, Thievery DC 44 (legendary) three times to deconstruct the larynx while the trap is active in such a way that it tears apart the spell, or spell DC 36 (9th level) to dispel the *wail of the banshee* before the trap activates

◆ **Scream**

Trigger At least three living creatures spend at least 6 seconds within 100 feet of the trap together.

Effect The trap releases an arcane *wail of the banshee* (DC 36) with a 100-foot-radius area instead of 40 feet (counting all living creatures as enemies) and rolls initiative.

Routine (1 action) On the trap's initiative, it uses its action to force one random creature that failed its save against *wail of the banshee* last turn to emit a 100-foot-radius *wail of the banshee*. The creature wails even if it is dead or unable to speak, no matter how far away from the trap it is. Unlike normal, the drain from these multiple *wail of the banshee* effects increases the targets' drained values. A creature that critically succeeds at its save can still be affected by the trap on future rounds but can't be forced to wail again.

Reset The trap ends when the trap is unable to make a creature scream (usually because no creature failed its save on the previous turn or because all creatures have critically succeeded in the past). It then resets over 24 hours, as a new scream builds up in the mummified larynx.

BUILDING ENCOUNTERS

Creatures appear in your game during encounters, typically combat encounters. These guidelines will help you build encounters that pose appropriate challenges to your group.

To build an encounter, first decide how the encounter fits in the adventure as a whole. Assign a rough difficulty to the encounter using one of five possible degrees below.

Trivial encounters are so easy that the characters have essentially no chance of losing; they shouldn't even need to spend significant resources unless they are particularly wasteful. These encounters work best as warm-ups, palate cleansers, or reminders of how awesome the characters are.

Low-threat encounters present a veneer of difficulty and typically use some of the party's resources; in a low-threat encounter with characters who are particularly frugal, a character might even be reduced to 0 Hit Points, but it would be a fluke or the result of very poor tactics for the entire party to be seriously threatened.

High-threat encounters are a true threat to the characters, though unlikely to overpower them completely. Characters usually need to use sound tactics and manage their resources wisely to come out of a high-threat encounter ready to continue on to face a harder challenge without resting.

Severe-threat encounters are the hardest encounters most groups of characters can consistently defeat, and as such they are most appropriate for major encounters, such as with a final boss. Bad luck, tactics, or a lack of resources due to prior encounters can easily turn a severe-threat encounter against the characters, and a wise group keeps the option to disengage open.

Extreme-threat encounters are so dangerous that they are likely to be an even match for the characters, particularly if the characters are low on resources due to prior encounters. This makes them too challenging for most uses. An extreme-threat encounter might be appropriate for a fully rested group of characters that can go all out, for an end-of-campaign encounter, or for a group of veteran players with powerful character teamwork.

BUILDING AN ENCOUNTER

Once you've selected an encounter difficulty, it's time to build your encounter. You have an XP budget based on the difficulty you chose (see Table 5), and each creature costs some of that budget. Many encounters won't match the XP budget exactly, but they should come fairly close. The XP budget assumes you have four characters in the adventuring group. If your group is larger or smaller, use the guidelines presented in Different Party Sizes below.

When the group overcomes an encounter, as long as the encounter was not a trivial encounter, each character gains XP equal to the total XP of the creatures in the encounter. Trivial encounters don't normally grant any XP, but you

TABLE 4: CREATURE XP AND ROLE

Creature's Level	XP	Suggested Role
Party's level - 4	10	Low-threat minion
Party's level - 3	15	Low- or high-threat minion
Party's level - 2	20	Any minion or standard
Party's level - 1	30	Any standard
Party level	40	Any standard or low-threat boss
Party's level + 1	60	Low- or high-threat boss
Party's level + 2	80	High- or severe-threat boss
Party's level + 3	120	Severe- or extreme-threat boss
Party's level + 4	160	Extreme-threat solo boss

TABLE 5: ENCOUNTER BUDGET

Difficulty	XP Budget	Character Adjustment
Trivial	40 or less	10 or less
Low	60	15
High	80	20
Severe	120	30
Extreme	160	40

might decide to award the same XP as a minor or moderate accomplishment (*Pathfinder Playtest Rulebook* 339) for a trivial encounter that was important to the story.

CHOOSING CREATURES

In all but the most unusual circumstances, you'll select creatures for your encounter that range only from 4 levels lower than the PCs to 4 levels higher. Each creature has a role to play in your encounter, based on its level, from lowly minions to a boss so mighty that it poses an extreme threat to your player group even though it fights alone.

A creature costs some of the XP from your XP budget for the encounter, based on its level compared to the level of the party (see Table 4). For instance, if the party is 5th level, a 2nd-level creature is a "party level - 3" creature. Level 0 creatures are weaker than normal, counting as a "party level - 2" creature for a 1st-level party, a "party level - 3" creature for a 2nd-level party, and a "party level - 4" creature for a 3rd-level party.

DIFFERENT PARTY SIZES

For each character in the party beyond the fourth, include additional creatures worth an amount of XP equal to the Character Adjustment value for your encounter on Table 5. Don't adjust the actual XP the characters each gain for defeating the encounter.

If you have fewer than four characters, use the same process in reverse: for each missing character, remove creatures worth an amount of XP equal to the Character Adjustment on Table 5 from the encounter, but keep the XP that the characters each earn the same.

It's best to use the XP increase from more characters to add more enemies and the XP decrease from fewer characters to subtract enemies, rather than making one enemy tougher or weaker. Encounters are typically more satisfying if the number of creatures is fairly close to the number of player characters.

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HOW TO USE CREATURES

This section provides the information you need to use creatures in your game and to understand the statistics presented here and in *Doomsday Dawn*. You'll learn how to adjust statistics to make creatures more useful, and how to deal with some unusual circumstances.

READING CREATURE STATISTICS

Each creature's rules appear in a stat block, with a structure similar to those of feats, spells, and magic items. Because creatures have more abilities, their statistics include more entries, many of which have special formats. In addition to the traits in the *Pathfinder Playtest Rulebook*, other traits appear in Creature and Hazard Traits on page 123. A creature's size (Tiny, Small, Medium, Large, Huge, or Gargantuan) is one of its traits, and traits for the creature's alignment also appear here.

Actions, reactions, free actions, and activities the creature can use have the appropriate icons next to the names of those abilities. A creature always has any proficiencies or other abilities needed to use what's listed in its stat block. For instance, a creature can use any spellcasting actions required to perform the Cast a Spell activity, and it is never untrained with any of its listed items.

Some abilities are described in full in the Ability Glossary on page 121 and abbreviated in each stat block.

Rarity is indicated on the line with the creature's name. Common creatures are marked with black, uncommon ones are marked with red, rare ones are marked with orange, and unique ones are marked with blue.

CREATURE NAME

RARITY LEVEL

Traits

Perception The creature's perception modifier, followed by any special senses.

Languages The languages for a typical creature of that kind, followed by any special communication abilities. A dash (–) indicates the creature cannot understand languages. If it can understand language but cannot speak, this is also noted.

Skills The first number is the creature's base skill modifier, which you add to the relevant ability modifier for any skill not listed. For specifically listed skills, use the given modifier only.

Ability Modifiers The creature's six ability modifiers are listed.

Items Any significant gear the creature carries is listed here.

Interaction Abilities Special abilities or exceptions to general rules that affect how the creature interacts using its skills, or that present broad changes for creatures that function differently from other creatures, are listed in alphabetical order after items (or after ability modifiers if the creature has no items).

AC and TAC (followed by any special bonuses to AC or TAC); **Saving**

Throws A special bonus to a specific save appears in parentheses after that save's bonus, followed by any special bonuses to all three saving throws against particular types of effects.

HP, followed by automatic abilities that affect the creature's healing;

Immunities; Resistances; Weaknesses

Constant Auras The creature's constant auras appear here.

Defensive or Reactionary Abilities Any abilities that automatically affect the creature's defenses, as well as free actions or reactions that usually trigger when it's not the creature's turn, appear here in alphabetical order.

Speed, followed by special Speeds or movement abilities.

◆ **Melee** The name of the weapon or unarmed attack the creature uses for a melee Strike, followed by the attack bonus, and traits in parentheses, **Damage** amount, then damage type, plus any special effects (this entry is "Effect" if the Strike doesn't deal damage).

◆ **Ranged** As Melee, but also lists range increment or range with traits, **Damage** as Melee.

Spells The entry starts with the magical tradition and whether the spells are prepared or spontaneous, followed by the DC and attack bonus (if any spells require attack rolls). Spells are listed by level, followed by cantrips. A spell prepared multiple times lists the number of times in parentheses—for example, "(×2)." Spontaneous spells list the number of slots after the spell level.

Innate Spells These are listed like other spells, with exceptions for constant and at-will spells. Spells of these types list a spell level in parentheses if they are cast at a level higher than their base level. This number appears right after "Constant" or "At Will" if it's the same level for all the creature's constant or at-will spells. Rules for constant and at-will spells appear in the Ability Glossary.

Class Powers If a creature has powers taken from a character class, this entry lists the Spell Points, DC, and powers. Each power lists its Spell Point cost in parentheses.

Rituals Any rituals the creature can cast appear here.

Offensive or Proactive Abilities Any actions, activities, or abilities that automatically affect the creature's offense, as well as free actions or reactions that usually trigger on the creature's turn, appear here in alphabetical order.

CREATURE ADJUSTMENTS

The creatures presented in this document have appropriate statistics for their levels. In many cases, you can make relatively minor adjustments to their statistics to make them function 1 level lower or higher than normal.

ELITE ADJUSTMENTS

Sometimes you'll want a creature that's just a bit more powerful than normal, so you can present a challenge that would normally be trivial or show that one enemy is stronger than its kin. To do this quickly and easily, apply an elite adjustment to its statistics by adjusting them as follows.

- Increase the creature's AC, attack bonuses, DCs, saving throws, Perception, and skill modifiers by 2.
- Increase the damage of its Strikes and other offensive abilities by 2. If the creature can use an ability (such as a dragon's breath weapon) only a limited number of times, increase the damage by 4 instead.
- Increase the creature's Hit Points based on the its starting level.

Starting Level	HP Increase
0–1	10

2-4	15
5-19	20
20+	30

Elite adjustments work best with martial creatures. Spellcasters—or creatures that rely heavily on innate spells or unique, noncombat abilities—typically need more specific adjustments.

WEAK ADJUSTMENTS

Sometimes you'll want a creature that's weaker than normal, so you can present a challenge that would normally be extreme, or show that one enemy is weaker than its kin. To do this quickly and easily, apply a weak adjustment to its statistics by adjusting them as follows.

- Decrease the creature's AC, attack bonuses, DCs, saving throws, and skill modifiers by 2.
- Decrease the damage of its Strikes and other offensive abilities by 2. If the creature can use an ability (such as a dragon's breath weapon) only a small number of times, 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

Like elite adjustments, weak adjustments work best with creatures that are primarily combat-focused. Creatures that rely heavily on innate spells or unique, noncombat abilities usually need more specific adjustments.

CREATURES IN PLAY

Unlike PCs, who are built using a strict set of rules, creatures in this document have special abilities and statistics that cover a broader range. They aren't always suited to adventuring situations, and the extremes of their statistics and abilities go both higher and lower than those of PCs. The game rules define how PCs work so the players at your table understand the consequences of what they do. Since creatures are a part of the world, more of their rules are left flexible so when you experience situations unique to your game, you can make a judgment call. Likewise, some creature rules are abbreviated and might require you to adjudicate how they function in play. The advice here can help guide you. As always, make a different call if it makes more sense for an individual creature, is consistent with your own previous decisions, or is simply easier!

ROLEPLAYING CREATURES

Whether its an adversary or a potential ally, chances are a creature has a very different worldview than the PCs. When roleplaying creatures, think about how they experience the world differently due to their senses, body shape, appendages, and ecology. This can give you roleplaying cues as simple as a difference in idioms

(perhaps saying “in the other tentacle” rather than “on the other hand”) and as complex as determining motivations, hopes, and dreams. Understanding the creatures you run also helps you determine what tactics they will use, as well as whether they are willing to surrender or flee.

LOST GEAR

Some creatures rely on gear, like armor and weapons. You might need statistics for a creature that doesn't have its gear. For example, it could get disarmed, an ambush might catch it while it's out of its armor, or one of its worn magic items could get dispelled.

If a creature loses its **weapon**, it needs to use an unarmed attack or draw another weapon. In the latter case, find a Strike entry for the creature that most closely matches the substitute, reducing the attack bonus by 2 and using the damage die for the new Strike. If the creature needs to make an unarmed attack and doesn't have one listed, it uses the statistics for a fist (*Playtest Rulebook* 179).

For a creature that has lost its **armor**, find the armor in its Items entry. Reduce its AC and TAC by the item's bonuses (*Playtest Rulebook* 176). If the armor has magical potency, reduce its AC, TAC, and saves by the armor's potency.

For other **magic items**, the creature doesn't gain benefits.

LANGUAGES

The languages listed in a creature's entry are the typical ones known by a creature of that type. However, you may want to vary these, based on the specific creature. For instance, a creature probably wants to talk to other local creatures; if Common is the language listed for the creature but isn't the local language, consider replacing it with a more appropriate language (perhaps Undercommon if this specific creature lives in the Darklands, or the language of the region it inhabits). Beings from other planes are very unlikely to know a regional language from a particular Material Plane world, even Common, unless they specifically travel there.

SKILLS, PERCEPTION, AND PROFICIENCY

In rare situations, such as when a creature is trying to Disable a PC's snare, you may need to know the creature's proficiency rank. You should normally use expert for a listed skill if the creature is 5th level or higher, master if the creature is 9th level or higher, and legendary if the creature is 17th level or higher. A certain rank of proficiency in Perception might be necessary to detect certain things; a creature gains ranks in Perception in a similar fashion, though Perception typically improves faster than skills. A particularly perceptive creature might have expert proficiency at 1st level!

At your discretion, you can treat creatures with world-class aptitude at a particular skill or in Perception, such as a doppelganger with Deception, as having a higher rank in that skill. Rarely, a creature might have a skill modifier than its base modifier plus its relevant ability modifier. In those cases, always treat the skill as untrained.

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Creatures and hazards detailed in this document and referenced in *Doomsday Dawn* are listed below, each by the chapter in which they appear. They are then listed in alphabetical order by the name appearing in the adventure. If a creature is listed in this document by another name, that name is presented between parentheses following the creature's name. The table then lists the type and level of the entry, followed by the page number that you can find that entry in this document.

Monsters with an asterisk (*) have the elite template. You can find that template on page 22.

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You can use the following creatures in your games. Many of them appear in *Pathfinder Playtest Adventure: Doomsday Dawn*, and you can use others in expansions to that adventure or for adventures you design. These creatures are presented by categories, such as cats, demons, or kobolds. There's also a selection of NPCs on page 119; these represent people with abilities more like those of player characters. See page 24 for an alphabetical listing of creatures and page 26 for a listing of creatures by level.

ANIMATED OBJECT

Granted a semblance of life through the use of rituals or strange magic, animated objects can take many forms and serve a variety of uses. Listed below are just a few examples of common animated objects. Many of these creatures serve as guardians, surprising unsuspecting adventurers when they suddenly attack.

Source: *Pathfinder RPG Bestiary* 14.

ANIMATED BROOM

CREATURE 0

Construct
Mindless
Small

Perception -1; darkvision
Languages -
Skills -1

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

AC 14 (12 when broken), **TAC** 10 (9 when broken); construct armor; **Fort** +4, **Ref** +1, **Will** -1

HP 6; **Hardness** 3; **Immunities** asleep, bleed, disease, death effects, enervated, enfeebled, healing, mental, necromancy, nonlethal attacks, paralysis, poison, stun

Construct Armor Like other objects, an animated object has Hardness. This Hardness reduces any damage it takes by an amount of damage equal to the Hardness. The construct armor takes damage equal to the attack's damage, and might become dented or broken. The construct's AC and TAC might be lower when it's broken. The construct armor can't be entirely destroyed since it's part of the creature's construction.

Speed 15 feet

◆ **Melee** bristles +7, **Damage** 1d4 bludgeoning plus dust

Dust A creature hit by the broom's bristles must succeed at a DC 13 Fortitude save or spend its next action coughing. Even if hit by multiple dust attacks, the creature has to spend only 1 action coughing to clear the dust out. A creature that doesn't breathe is immune to this effect.

ANIMATED BUREAU

CREATURE 1

Construct
Medium
Mindless

Perception +1; darkvision
Languages -
Skills +0

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

AC 16 (13 when broken), **TAC** 11 (10 when broken); construct armor; **Fort** +5, **Ref** +1, **Will** +1

HP 10; **Hardness** 5; **Immunities** asleep, bleed, disease, death

30

effects, enervated, enfeebled, healing, mental, necromancy, nonlethal attacks, paralysis, poison, stun

Construct Armor As animated broom.

Speed 20 feet

◆ **Melee** drawer +7, **Damage** 2d4 +1 bludgeoning

◆ **Ranged** drawer +5 (range increment 20 feet), **Damage** 2d4+1 bludgeoning

Drawers An animated bureau has six drawers. It can fire a drawer as a ranged attack and can make melee attacks as long as it has at least one drawer remaining. A creature can attempt to pull a drawer free with a Grapple action, making that drawer inanimate. An animated bureau's drawers often contain treasure or other items of interest.

ANIMATED ARMOR

CREATURE 2

Construct
Medium
Mindless

Perception +2; darkvision
Languages -
Skills +1; Athletics +6

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

AC 18 (14 when broken), **TAC** 12 (10 when broken); construct armor; **Fort** +6, **Ref** +2, **Will** +2

HP 20; **Hardness** 9; **Immunities** asleep, bleed, disease, death effects, enervated, enfeebled, healing, mental, necromancy, nonlethal attacks, paralysis, poison, stun

Construct Armor As animated broom.

Speed 20 feet

◆ **Melee** glaive +8 (deadly 1d8, forceful, reach 10 feet), **Damage** 1d8+3 slashing

◆ **Melee** gauntlet +8 (agile, free hand), **Damage** 1d4+3 bludgeoning

ANIMATED STATUE

CREATURE 3

Construct
Earth
Medium
Mindless

Perception +3; darkvision
Languages -
Skills +2; Athletics +8
Str +3, **Dex** -2, **Con** +5, **Int** -5, **Wis** -5, **Cha** -5

AC 20 (16 when broken), **TAC** 13 (12 when broken); construct armor; **Fort** +9, **Ref** +3, **Will** +3

HP 40; **Hardness** 7; **Immunities** asleep, bleed, disease, death effects, enervated, enfeebled, healing, mental, necromancy, nonlethal attacks, paralysis, poison, stun

Construct Armor As animated broom.

Speed 20 feet

◆ **Melee** stone fist +8, **Damage** 1d8+6 bludgeoning plus Grab

GIANT ANIMATED STATUE

CREATURE 7

Construct
Earth
Huge
Mindless

Perception +7; darkvision
Languages -
Skills +6; Athletics +15
Str +7, **Dex** -3, **Con** +6, **Int** -5, **Wis** -5, **Cha** -5

AC 25 (22 when broken), **TAC** 17 (15 when broken); construct armor; **Fort** +14, **Ref** +7, **Will** +7

HP 100; **Hardness** 9; **Immunities** asleep, bleed, disease, death effects, enervated, enfeebled, healing, mental, necromancy, nonlethal attacks, paralysis, poison, stun

Construct Armor As animated broom.

Speed 30 feet

- ◆ **Melee** stone fist +17, **Damage** 2d12+7 bludgeoning plus Grab
- ◆ **Ranged** flaming coal +15 (range increment 80 feet), **Damage** 2d8 bludgeoning and 2d8 fire
- ◆ **Burn Alive** (fire) The statue grinds a creature it has grabbed into the red-hot coals of its brazier. The target takes 3d8 fire damage and 1d8 persistent fire damage.

Brazier The statue carries a wide brazier full of hot coals. To make flaming coal Strikes or use Burn Alive, the statue must have the brazier held in one hand or otherwise have it within reach. Instead of targeting the statue with an attack, a creature can target the brazier instead. The brazier has the same AC and saves as the statue. Dealing 15 cold damage to the brazier or dousing it with at least 2 gallons of water extinguishes the coals. This prevents the statue from using Burn Alive and causes its ranged attacks to no longer deal 2d8 fire damage.

ANKHRAV (ANKHEG)

Preying on livestock and humanoids who tend herds, ankhravs are a deadly rural menace. In addition to fighting with their powerful mandibles, these insectile creatures can spit a caustic acid at their victims. Ankhravs' plans for attack are more calculated than mindless vermin.

Source: *Pathfinder RPG Bestiary* 15.

ANKHRAV

CREATURE 3

Animal
Large

Perception +8; darkvision, tremorsense 60 feet
Languages –

Skills +1; Acrobatics +5, Athletics +9, Stealth +7, Survival +9

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

AC 19, **TAC** 15; **Fort** +8, **Ref** +6, **Will** +5

HP 38

Speed 25 feet, burrow 20 feet

- ◆ **Melee** mandibles +9, **Damage** 1d6+4 piercing plus 1d6 acid
- ◆ **Ranged** acid spit +6 touch (range 30 feet), **Damage** 2d6 acid
- ◆◆ **Armor-Rending Bite** The ankhrav makes a mandibles Strike; if the Strike hits, the target's armor is dented.
- ◆◆ **Spray Acid** (acid)

Frequency Once per hour

Effect The ankhrav spews acid in a 30-foot cone, dealing 3d6 acid damage and 1d4 persistent acid damage (Reflex DC 17 half, no damage on a critical success, double damage on a critical failure).

BANSHEE

Risen from the grave due to strong feelings of betrayal, this undead apparition was once a living elven woman. Undying grief drives banshees to seek out vengeance upon the living. They are best known for their deadly wails.

Source: *Pathfinder RPG Bestiary* 2 41.

BANSHEE

UNCOMMON CREATURE 13

Chaotic
Evil
Incorporeal
Medium
Undead

Perception +22; blindsense (hears heartbeats) 60 feet, darkvision

Languages Common, Elven

Skills +16; Acrobatics +26

Str –5, **Dex** +6, **Con** +0, **Int** –3, **Wis** +7, **Cha** +7

AC 31, **TAC** 31; **Fort** +18, **Ref** +23, **Will** +24

HP 190, negative healing; **Immunities** asleep, disease, nonmagical attacks, paralysis, poison, precision; **Resistances** all damage 10 (except force, ghost touch, or positive); **Weaknesses** sunlight powerlessness

Speed fly 60 feet

- ◆ **Melee** hand +24 touch, **Damage** 3d8+7 negative plus terrifying touch

- ◆ **Persistence of Fear** (abjuration, divine)

Trigger The banshee damages a creature that is protected against fear by a spell or magic item.

Effect The banshee attempts to dispel the protection effect, with the effect of a 7th-level *dispel magic* spell.

The banshee can use this reaction before applying her terrifying touch ability.

Spectral Ripple When a banshee Strides at least 10 feet, she's concealed until the start of her next turn.

Sunlight Powerlessness If in direct sunlight, the banshee is slowed 2 and can't make actions with the attack trait.

Terrifying Touch (divine, emotion, enchantment, fear) A creature damaged by the banshee's touch that isn't already frightened must attempt a DC 30 Will save (DC 35 if the attack was a critical hit). If the creature fails its save, it's frightened 2; on a critical failure, the creature also covers with fear, making it stunned and flat-footed for 1d4 rounds.

- ◆◆ **Wail** (auditory, concentrate, death, divine, necromancy) The banshee spends 2 Verbal Casting actions to unleash a soul-chilling *wail of the banshee* (DC 30). This wail overcomes *silence* and similar effects of 3rd level or lower. The banshee can add a third Verbal Casting action when casting to overcome such effects of up to 6th level.

The wail resonates from the banshee for 1 round, and any creature that comes within the area during that time must attempt a save against the effect. A creature can't be affected more than once by the same wail. Once she wails, a banshee can't wail again for 2d6 rounds.

BARGHEST

Said to be a fiendish relative of all goblinoid ancestries, these cruel creatures consume their victims, ingesting their life essence to empower their transformations into greater barghests. A barghest shares similar features with a wolf or other canine, but it also has unnervingly humanoid qualities, such as front limbs with humanoid hands.

Source: *Pathfinder RPG Bestiary* 27.

BARGHEST

CREATURE 4

Beast
Chaotic
Evil
Goblin
Medium

Perception +10; darkvision, scent 30 feet

Languages Abyssal, Common, Goblin

Skills +4; Acrobatics +11, Deception +11, Stealth +9

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

AC 19, **TAC** 17; **Fort** +7, **Ref** +9, **Will** +8

HP 47; **Resistances** fire 5, physical 5 (except magical)

- ◆ **Attack of Opportunity**

Speed 25 feet

- ◆ **Melee** jaws +11, **Damage** 2d6+5 piercing

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BARGHEST MUTATIONS

Select one of the following mutations when creating a greater barghest.

Fangs (poison) The barghest grows elongated fangs that seep poison. Its jaws deal 1d6 additional poison damage and 1d6 persistent poison damage.

◆◆ **Toxic Breath** (arcane, evocation, poison) The barghest breathes a cloud of toxic gas that deals 8d6 poison damage to all creatures in a 30-foot cone (Fortitude DC 21 half, no damage on a critical success, double damage on a critical failure). It can't use Toxic Breath again for 1d4 rounds.

◆ **Vestigial Arm Strike**

Frequency Once per round

Trigger The barghest completes a Strike.

Effect The barghest makes a claw Strike with a shriveled third arm hanging from its torso. This attack doesn't count for the barghest's multiple attack penalty, nor does that penalty apply on the attack.

Wings The barghest has malformed wings extending from its back. It gains a fly Speed of 25 feet.

◆ **Melee** claw +11 (agile), **Damage** 2d6+2 slashing

Arcane Innate Spells DC 18; **4th** *confusion*; **At Will** *blink*, *levitate*

◆ **Change Shape** (arcane, concentrate, polymorph, transmutation)

The barghest takes on the shape of a goblin or a wolf, or it transforms back into its true form. When the barghest is a goblin, it loses its jaws and claw Strikes, it becomes Small, and its Speed changes to 20 feet. When the barghest is a wolf, its Speed changes to 40 feet and its jaws gain Knockdown. Each individual barghest has only one goblin form and one wolf form.

Feed Once per month, a barghest can spend 1 minute to devour a corpse, gaining a permanent +1 conditional bonus to all its d20 rolls. Each subsequent time it feeds, its bonus increases by 1. The fourth time a barghest feeds, it sheds its skin and mutates into a greater barghest, and the conditional bonus ends.

GREATER BARGHEST UNCOMMON CREATURE 7

Beast
Chaotic
Evil
Goblin
Large
Mutant

Perception +14; darkvision, scent 30 feet

Languages Abyssal, Common, Goblin

Skills +7; Acrobatics +14, Athletics +13, Deception +15, Stealth +13

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

AC 23, **TAC** 20; **Fort** +13, **Ref** +12, **Will** +12

HP 120; **Resistances** fire 8, physical 8 (except magical);

Weaknesses good 8, lawful 8

◆ **Attack of Opportunity**

Speed 35 feet

◆ **Melee** jaws +17, **Damage** 2d8+6 piercing

◆ **Melee** claw +11 (agile), **Damage** 2d6+6 slashing

Arcane Innate Spells DC 21; **4th** *confusion*, *dimension door*, *enlarge*; **At Will** *blink*, *invisibility*, *levitate*

◆ **Change Shape** (arcane, concentrate, polymorph, transmutation)

The barghest takes on the shape of a goblin or a wolf, or it transforms back into its true form. When the barghest is a

goblin, it loses its jaws and claw Strikes, it becomes Small, and its Speed changes to 20 feet. When the barghest is a wolf, its Speed changes to 40 feet and its jaws gain Knockdown. Each individual barghest has only one goblin form and one wolf form.

Mutation The process of consuming corpses to evolve into a greater barghest results in odd and unpredictable physiological changes. A greater barghest has one mutation, typically chosen from the list in the Barghest Mutations sidebar.

BAT

Typically seen in caves or flitting through the air at night, bats can be found throughout the world and are generally harmless. However, when bats gather in great numbers and form swarms, they can be deadly to weaker creatures, and giant specimens can be dangerous predators.

Source: *Pathfinder RPG Bestiary* 30.

BAT SWARM CREATURE 1

Animal Large Swarm **Perception** +5; echolocation 20 feet, low-light vision
Languages –
Skills –1; Athletics +0 (+6 to Climb), Acrobatics +6

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

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

AC 14, **TAC** 14; **Fort** +3, **Ref** +5, **Will** +1

HP 15; **Immunities** precision, targeted effects; **Resistances** bludgeoning 5, piercing 5, slashing 2; **Weaknesses** area damage 4, splash damage 4

Speed 5 feet, fly 30 feet

◆ **Swarming Bites** Each enemy in the swarm's space takes 1d4 piercing damage plus 1 persistent bleed damage (Reflex DC 15 half, no damage on a critical success, double damage on a critical failure).

GIANT BAT CREATURE 2

Animal Large **Perception** +7; echolocation 40 feet, low-light vision
Languages –

Skills +0; Athletics +4, Acrobatics +7, Stealth +6

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

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

AC 16, **TAC** 15; **Fort** +6, **Ref** +6, **Will** +4

HP 30

◆ **Wing Thrash**

Trigger An adjacent enemy damages the giant bat.

Effect The bat makes wing Strikes against up to two adjacent creatures with its wings. If possible, one of them must be the creature that damaged the bat. The bat's multiple attack penalty doesn't apply to this attack, but each attack takes a –5 penalty.

Speed 15 feet, fly 30 feet

◆ **Melee** fangs +8, **Damage** 1d10+3 piercing

◆ **Melee** wing +8 (agile), **Damage** 1d6+3 bludgeoning

BEAR

Found in forests throughout the world, bears typically

forage for nuts and berries or hunt fish and small mammals. Bears can be extremely territorial and protective of their young, which leads them to fiercely attack those creatures that happen upon them.

Source: *Pathfinder RPG Bestiary* 31.

GRIZZLY BEAR

CREATURE 3

Animal
Large

Perception +8; low-light vision, scent 30 feet
Languages –

Skills +1; Acrobatics +5, Athletics +9, Survival +9

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

AC 17, **TAC** 15; **Fort** +8, **Ref** +5, **Will** +5

HP 54

Speed 35 feet

◆ **Melee** jaws +8, **Damage** 2d6+4 piercing

◆ **Melee** claw +8 (agile), **Damage** 1d10+4 slashing plus Grab

◆◆ **Rush** The bear Strides and makes a Strike at the end of that movement. During the Stride, the bear is accelerated 10.

Mauler The bear gets a +2 circumstance bonus to damage rolls against creatures it has grabbed.

CAVE BEAR

CREATURE 6

Animal
Large

Perception +13; low-light vision, scent 30 feet
Languages –

Skills +4; Acrobatics +10, Athletics +13, Survival +13

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

AC 20, **TAC** 18; **Fort** +13, **Ref** +9, **Will** +10

HP 110

Speed 35 feet

◆ **Melee** jaws +15, **Damage** 2d10+6 piercing

◆ **Melee** claw +15 (agile), **Damage** 2d8+6 slashing plus Grab

◆◆ **Rush** The bear Strides and makes a Strike at the end of that movement. During the Stride, the bear is accelerated 10.

Mauler The bear gets a +4 circumstance bonus to damage rolls against creatures it has grabbed.

BEETLE

Fire beetles are nocturnal insects with bioluminescent glands that allow them to navigate in the dark. When threatened, they emit a blinding flash that disorients aggressors who get too close.

Source: *Pathfinder RPG Bestiary* 33.

FIRE BEETLE

CREATURE 0

Animal
Small

Perception +3; low-light vision
Languages –

Skills –2; Acrobatics +2, Athletics +3

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

AC 14, **TAC** 11; **Fort** +3, **Ref** +2, **Will** +0

HP 6

Luminescent Aura (aura, light) 10 feet. The fire beetle's glowing glands shed bright light.

Speed 20 feet, fly 15 feet

◆ **Melee** mandibles +6, **Damage** 1d4 piercing

◆ **Light Flash** (concentrate, light) The beetle creates a flash of light. All creatures in its luminescent aura must succeed at a

DC 13 Fortitude save or be dazzled for 1d4 rounds. The beetle's glands then go dark, disabling its aura for 24 hours.

BLACK PUDDING

Most often found belowground, these amorphous oozes scour caves for metallic and organic objects to dissolve with their corrosive secretions. This caustic acid is particularly dangerous to creatures attacking black puddings, as it can quickly damage and destroy weapons and armor.

Source: *Pathfinder RPG Bestiary* 35.

BLACK PUDDING

CREATURE 7

Huge
Mindless
Ooze

Perception +7; blindsight 60 feet
Languages –

Skills +5; Athletics +14

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

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

HP 165; **Immunities** acid, asleep, critical hits, mental, piercing, precision, slashing, visual

Corrosive Mass A creature that hits the pudding with a metal or wooden weapon must succeed at a DC 19 Reflex save or the weapon takes a Dent. Thrown weapons and ammunition are dented automatically with no save.

Split When the pudding is hit by an attack that would deal slashing or piercing damage, and the pudding has 10 or more HP, it splits into two identical puddings, each half the original's HP. One pudding is in the same space as the original, and the other appears in an adjacent unoccupied space. If no adjacent space is unoccupied, the new pudding automatically pushes creatures out of the way to fill a space.

Speed 20 feet, climb 20 feet; suction

◆ **Melee** pseudopod +16 (reach 10 feet), **Damage** 2d8+3 bludgeoning plus 2d6 acid, corrosive touch, and Grab

◆ **Constrict** 6 bludgeoning plus 3 acid

Corrosive Touch When the pudding deals an amount of acid damage to a creature that is greater than the Hardness of the creature's armor or clothing, the creature must succeed at a DC 19 Reflex save or its armor or clothing takes a Dent.

Suction The pudding can climb on ceilings and other inverted surfaces, treating them as difficult terrain.

BLOODSEEKER (STIRGE)

These blood-drinking pests can be found in and around swamps, and they resemble insectile creatures fluttering around on bat-like wings. When attacking, they attach to their prey and drain them of blood.

Source: *Pathfinder RPG Bestiary* 260.

BLOODSEEKER

CREATURE 0

Animal
Tiny

Perception +3; darkvision, scent 30 feet
Languages –

Skills –2; Acrobatics +4, Athletics +0, Stealth +4

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

AC 14, **TAC** 13; **Fort** +2, **Ref** +4, **Will** +1

HP 6

Speed 10 feet, fly 30 feet

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◆ **Melee** barbed legs +6 touch, **Effect** attach

◆ **Blood Drain**

Requirements The bloodseeker is attached to a creature.

Effect The bloodseeker drains blood from the creature. This deals 1d4 damage, and the bloodseeker gains temporary HP equal to the damage dealt. A creature that has its blood drained by a bloodseeker is drained 1 until it receives healing (of any kind or amount).

Attach When a bloodseeker hits a target larger than itself, its barbed legs attach it to that creature. This is similar to grabbing the creature, but the bloodseeker moves with that creature rather than holding it in place. The bloodseeker is flat-footed while attached. If the bloodseeker is killed or pushed away while attached to a creature it has drained blood from, that creature takes 1 persistent bleed damage. Escaping the grab or removing the bloodseeker in other ways doesn't cause bleed damage.

BOAR

Boars are aggressive and ornery beasts that are dangerous to encounter in the wild. Often attacking with no provocation, boars charge their enemies and are difficult to put down. Even their calm, domesticated cousin, the pig, can still deal nasty wounds with its tusks.

Source: *Pathfinder RPG Bestiary 36*, *Pathfinder RPG Bestiary 3* 113.

BOAR

CREATURE 2

Animal
Medium

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

Languages –

Skills +0; Acrobatics +5, Athletics +8, Survival +6

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

AC 15, **TAC** 14; **Fort** +7, **Ref** +5, **Will** +4

HP 30

◆ **Ferocity**

Trigger The boar is reduced to 0 HP.

Effect The boar avoids being knocked out and remains at 1 HP.

Speed 40 feet

◆ **Melee** tusk +8, **Damage** 1d8+4 piercing

◆◆ **Boar Charge** The boar Strides up to double its Speed in a straight line and then makes a tusk Strike. If the boar moved at least 20 feet, it gains a +2 circumstance bonus to its attack roll.

PIG

CREATURE 0

Animal
Medium

Perception +4; low-light vision, scent 30 feet

Languages –

Skills –3; Acrobatics +4, Athletics +7, Survival +7

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

AC 13, **TAC** 11; **Fort** +4, **Ref** +2, **Will** +1

HP 8

Speed 40 feet

◆ **Melee** tusk +6, **Damage** 1d6 piercing

BOGGARD

Boggards form settlements in deep swamps, sometimes clashing with lizardfolk and other swamp denizens. These

foul creatures look like humanoid frogs and prey upon creatures in their swamps; they use their unnerving croak to frighten their victims.

Source: *Pathfinder RPG Bestiary 37*.

BOGGARD SCOUT

CREATURE 1

Amphibious
Boggard
Chaotic
Evil
Humanoid
Medium

Perception +5; darkvision

Languages Boggard

Skills +1; Acrobatics +3, Athletics +6, Stealth +4 (+6 in water)

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

Items leather armor, morningstar, sling with 10 bullets

AC 15, **TAC** 14; **Fort** +5, **Ref** +4, **Will** +3

HP 20

Speed 20 feet, swim 25 feet

◆ **Melee** morningstar +7 (versatile P), **Damage** 1d6+2 bludgeoning

◆ **Melee** tongue +7 touch (reach 10 feet); **Effect** tongue grab

◆ **Ranged** sling +5, **Damage** 1d6+1 bludgeoning

◆ **Terrifying Croak** (auditory, emotion, fear, mental) The boggard unleashes a terrifying croak. Any non-boggard within 30 feet becomes frightened 1 (Will DC 15 negates).

Tongue Grab If the boggard hits a creature with its tongue, that creature is grabbed by the boggard. Unlike with a normal Grab, the creature isn't immobilized, but it can't move beyond the reach of the boggard's tongue. A creature can sever the tongue by hitting AC 13 and dealing at least 2 slashing damage. This doesn't deal any damage to the boggard, but it can't use this attack again for a week as it regrows its tongue.

BRAIN COLLECTOR (NEH-THALGGU)

These strange, grotesque aliens from the depths of space prey upon humanoids, extracting their brains to increase the brain collector's power. These alien menaces are part of a larger conglomeration of sinister aliens from beyond the solar system known as the Dominion of the Black.

Source: *Pathfinder RPG Bestiary 2* 197.

BRAIN COLLECTOR

UNCOMMON CREATURE 8

Aberration
Chaotic
Evil
Large

Perception +14; darkvision

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

Skills +8; Acrobatics +15, Arcana +15, Athletics +17, Lore (all skills) +15, Occultism +17, Stealth +15

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

AC 24, **TAC** 23; **Fort** +13, **Ref** +11, **Will** +12, +1 conditional to saves vs. magic

HP 145; **Immunities** confused; **Weaknesses** brain loss

Brain Blisters A brain collector has seven brain blisters on its back that it uses to store brains. A brain collector without all seven blisters full is enervated with a value equal to the number of empty blisters. It also reduces its bonus to all Lore skills by 1 per empty blister (to a minimum bonus of +12).

Brain Loss If it takes 35 damage from a critical hit or takes 30 mental damage, the brain collector is stupefied 2 for 1 round and might lose one of its brains. It must succeed at a DC 22

save (Fortitude for critical damage or Will for mental damage) or have one of its brain blisters destroyed.

Speed 25 feet, fly 30 feet

◆ **Melee** jaws +18, **Damage** 2d12+6 plus brain collector venom

◆ **Melee** claw +18 (agile), **Damage** 2d8+6 slashing

Occult Spontaneous Spells DC 22, attack +18; **4th** (2 slots) *confusion, phantasmal killer*; **3rd** (3 slots) *dispel magic, haste, paralyze*; **2nd** (4 slots) *humanoid form, invisibility, mirror image, paranoia*; **1st** (4 slots) *mindlink, ray of enfeeblement, true strike, unseen servant*; **Cantrips** *dancing lights, detect magic, mage hand, prestidigitation*

Brain Collector Venom (poison) **Saving Throw** Fortitude DC 22; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and enfeebled 1 (1 round); **Stage 2** 1d6 poison, enfeebled 1, and slowed 1 (1 round); **Stage 3** 2d6 poison, enfeebled 2, and slowed 1 (1 round)

◆ **Collect Brain** (manipulate) The brain collector collects a brain of a creature that has been dead for up to 1 minute. It can then use an Interact action to secure the brain in one of its brain blisters.

BUGBEAR

These stealthy and cruel goblinoid creatures delight in spreading fear and tormenting their victims. Hulking and rangy, bugbears are typically loners, but they sometimes gather in groups or serve alongside hobgoblins as brutes and guards.

Source: *Pathfinder RPG Bestiary* 38.

BUGBEAR THUG

CREATURE 2

Evil Goblin Humanoid Medium	Perception +6; darkvision, scent 30 feet Languages Common, Goblin Skills +2; Acrobatics +4, Athletics +5, Intimidation +6, Stealth +7
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Str +3, **Dex** +1, **Con** +2, **Int** +0, **Wis** +0, **Cha** -1
Items bastard sword, 3 javelins, leather armor
AC 15, **TAC** 14; **Fort** +7, **Ref** +6, **Will** +4
HP 35

Speed 25 feet

◆ **Melee** bastard sword +8 (two-hand d12), **Damage** 1d8+3 piercing

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

◆ **Ranged** javelin +6, **Damage** 1d6+3 piercing

◆ **Bushwhack** The bugbear Strides up to 10 feet and attempts to Grapple a creature it's unseen by. If it succeeds, it also deals fist damage to that creature.

Mauler The bugbear gets a +3 circumstance bonus to damage rolls against creatures it has grabbed.

BUGBEAR FIGHTER

CREATURE 3

Evil Goblin Humanoid Medium	Perception +8; darkvision, scent 30 feet Languages Common, Goblin Skills +3; Acrobatics +6, Athletics +8, Intimidation +9, Stealth +7
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Str +4, **Dex** +1, **Con** +3, **Int** +0, **Wis** +0, **Cha** +0
Items flail, heavy wooden shield (Hardness 3), 4 javelins, scale mail
AC 18 (20 with shield raised), **TAC** 16 (18 with shield raised); **Fort** +7, **Ref** +5, **Will** +4

HP 45

◆ **Attack of Opportunity**

◆ **Shield Block**

Speed 20 feet

◆ **Melee** flail +10 (disarm, trip, sweep), **Damage** 1d6+6 bludgeoning

◆ **Ranged** javelin +8, **Damage** 1d6+6 piercing

◆ **Bushwhacking Flail** The bugbear Strides up to 10 feet and attempts to Trip a creature it's unseen by with its flail. If it succeeds, it also deals flail damage to that creature.

BULETTE

Ravenous beasts that burrow through the ground, bulettes erupt from hiding to devour their prey. In addition to burrowing, bulettes are known for leaping great distances and closing on their prey with deadly claws.

Source: *Pathfinder RPG Bestiary* 39.

BULETTE

UNCOMMON CREATURE 8

Animal Huge	Perception +15; darkvision, scent 30 feet Languages –
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Skills +7; Acrobatics +13, Athletics +19
Str +7, **Dex** +2, **Con** +6, **Int** -4, **Wis** +1, **Cha** -2
AC 26, **TAC** 22; **Fort** +15, **Ref** +12, **Will** +10
HP 136

Speed 40 feet, burrow 30 feet

◆ **Melee** jaws +18, **Damage** 2d12+7 piercing

◆ **Melee** claw +18 (agile), **Damage** 2d8+7 slashing

Delicious Target A bulette gains a +1 circumstance bonus to attack and damage rolls with its jaws against a specific type of creature designated as its favorite food. Unless otherwise stated, a bulette prefers halflings.

◆ **Fin Slash**

Requirement The bulette must be burrowing 5 feet under the surface of the ground.

Effect The bulette Burrows up to double its burrow Speed in a straight line and slices each creature on the surface in a line that follows the center of the bulette's movement. This deals 2d8+7 slashing damage, but each creature that succeeds at a DC 22 Reflex save takes half damage (no damage on a critical success, double damage on a critical failure).

◆ **Leaping Charge** The bulette attempts a High Jump or Long Jump. If it's adjacent to an enemy at the apex of its High Jump or the end of its Long Jump, it can make a claw Strike against the enemy at that moment. If the bulette jumps at least 5 feet vertically or at least 20 feet horizontally, it can attempt two claw Strikes instead of one. The bulette's multiple attack penalty doesn't increase until it has made all the claw Strikes that are part of its Leaping Charge.

Powerful Jumper A bulette jumps 10 feet up on a successful High Jump, or 20 feet up on a critical success.

BUNYIP

Bunyips are dangerous aquatic predators that resemble a cross between a shark and a seal. Found in freshwater inlets or saltwater coves worldwide, bunyips hunt where prey is plentiful, often to the consternation of coastal residents and fisherfolk.

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Source: *Pathfinder RPG Bestiary 2* 50.

BUNYIP

CREATURE 3

Animal
Aquatic
Medium

Perception +8; darkvision, shark scent 100 feet

Languages –

Skills +3; Athletics +9, Stealth +9

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

Shark Scent The bunyip's scent extends three times as far as normal, and it can smell blood in the water up to a mile away.

AC 18, **TAC** 16; **Fort** +8, **Ref** +7, **Will** +5

HP 45

◆ **Aquatic Opportunity** As Attack of Opportunity, but both the bunyip and the triggering creature must be in water.

Speed 10 feet, swim 40 feet

◆ **Melee** jaws +9, **Damage** 1d10+4 piercing plus 1d6 persistent bleed

◆ **Melee** tail +9 (agile), **Damage** 1d8+4 bludgeoning

◆ **Shift Form** (morph, primal, transmutation) A bunyip can alter its form slightly to gain an advantage and make it harder to recognize. If it does, its teeth shrink and it loses the 1d6 persistent bleed from its jaws Strike. It can choose to gain either a long snake tail, granting its tail Strike reach 10 feet and Grab, or squat crocodile legs, increasing its land Speed to 20 feet. If it uses Shift Form again, the bunyip can return to normal or switch between a long tail or crocodile legs.

◆ **Blood Frenzy**

Requirement The bunyip is not fatigued or already in a frenzy.

Trigger The bunyip deals bleed damage to a living creature.

Effect The bunyip flies into a frenzy that lasts 1 minute. While frenzied, the bunyip gains a +4 conditional bonus to damage rolls with its jaws, gains 8 temporary HP that go away at the end of the frenzy, and takes a –2 penalty to AC.

◆ **Roar** (auditory, concentrate, emotion, enchantment, fear, mental, primal) The bunyip lets out a loud and horrifying roar. Other creatures within 100 feet must succeed at a DC 15 Will save or become frightened 2 (frightened 3 on a critical failure, frightened 1 on a success, or unaffected on a critical success). No matter the result, the creature is bolstered.

CALIGNI (DARK FOLK)

After fleeing underground during a cataclysmic event, these former humans changed over time into a new species of enigmatic creatures with their own unique culture. Many different types of caligni exist in their darkened communities deep beneath the surface; the following are just two examples.

Source: *Pathfinder RPG Bestiary 53*, 54.

CALIGNI CREEPER (DARK CREEPER)

CREATURE 2

Caligni
Chaotic
Humanoid
Small

Perception +7; greater darkvision, light blindness

Languages Caligni

Skills +2; Athletics +4, Acrobatics +6, Stealth +8, Thievery +6

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

Items 3 doses of black smear poison, dagger

Light Blindness When first exposed to bright light, the creeper is

blinded for 1 round. After this exposure, light doesn't blind the creeper again until after it spends 1 hour in darkness. As long as a creeper is in an area of bright light, however, it is dazzled.

AC 17, **TAC** 15; **Fort** +4, **Ref** +7, **Will** +4

HP 26, death flash

Death Flash When the creeper dies, its body combusts in a flash of bright light. All creatures in a 10-foot burst must succeed at a DC 16 Fortitude save or be blinded for 1d6 rounds. Creatures with light blindness who successfully save are still blinded for 1 round. The creeper's gear and treasure are left in a pile where it died.

Speed 25 feet

◆ **Melee** dagger +8 (agile, versatile S), **Damage** 1d4 piercing and black smear poison

◆ **Ranged** dagger +8 (agile, thrown 10 feet, versatile S), **Damage** 1d4 piercing and black smear poison

Arcane Innate Spells DC 15; **At Will** *darkness*; **Cantrips** (1st) *detect magic*

Sneak Attack (precision) The dark creeper deals 1d6 extra precision damage to flat-footed creatures.

CALIGNI STALKER (DARK STALKER)

CREATURE 4

Caligni
Chaotic
Humanoid
Medium

Perception +10; greater darkvision, light blindness

Languages Caligni, Undercommon

Skills +4; Athletics +7, Acrobatics +9, Stealth +11, Thievery +9

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

Items 6 doses of black smear poison, leather armor, 2 shortswords

Light Blindness As dark creeper.

AC 20, **TAC** 19; **Fort** +6, **Ref** +10, **Will** +6

HP 50, death flame

Death Flame When the stalker dies, its body combusts in a flash of white-hot flame. All creatures in a 20-foot burst take 3d6 fire damage. Each creature must attempt a DC 18 Reflex save (half damage on a success, no damage on a critical success, double damage on a critical failure). The stalker's gear and treasure are unaffected by the flames and lie in a pile where it died.

Speed 30 feet

◆ **Melee** shortsword +11 (agile, versatile S), **Damage** 1d6+4 piercing

Arcane Innate Spells DC 18; **At Will** *darkness*, *obscuring mist*; **Cantrips** (2nd) *detect magic*

◆◆ **Double Slice** The stalker makes two Strikes against the same target, one with each of its shortswords. The stalker combines the damage of any attacks that hit and applies precision damage, resistance, and weaknesses only once. Both attacks count toward the stalker's multiple attack penalty, but the penalty increases only after both attacks.

◆ **Encircling Command** (auditory) Each caligni creeper within 30 feet of the stalker can Step. Each creeper can benefit from only one Encircling Command per round.

Sneak Attack (precision) The stalker deals 1d6 extra precision damage to flat-footed creatures.

BLACK SMEAR POISON

Caligni carry black smear poison.

BLACK SMEAR POISON

UNCOMMON ITEM 2

Alchemical
Consumable
Injury
Poison

Price 5 gp
Method of Use held, 2 hands; **Bulk** L
Activation **◆◆◆** Operate Activation, no cost
Saving Throw Fortitude DC 16; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and enfeebled 1 (1 round); **Stage 2** As stage 1; **Stage 3** 1d6 poison, and enfeebled 2 (1 round)

CAMEL

Camels are often used as mounts and beasts of burden in arid climates.

Source: *Pathfinder RPG Bestiary* 2 154.

CAMEL

CREATURE 1

Animal
Large

Perception +3; low-light vision, scent 30 feet
Languages –

Skills –1; Acrobatics +2, Athletics +6

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

Desert Survivor A camel lasts up to a week in severe heat without drinking water, or up to 6 months without drinking water at cooler temperatures.

AC 13, **TAC** 12; **Fort** +5, **Ref** +3, **Will** +2

HP 30

Speed 35 feet

- ◆ **Melee** jaws +5, **Damage** 1d4+3 bludgeoning
- ◆ **Range** spit (range increment 10 feet) +4 touch, **Effect** camel spit

Camel Spit Once per hour, a camel can regurgitate the contents of its stomach as a foul spit. On a successful attack, the target is dazzled for 1 round (or blinded for 1 round on a critical hit) and it must succeed at a DC 14 Fortitude save or be sick 1.

CAT

Big cats of different varieties and sizes can be found throughout a range of wilderness regions, from forests and jungles to hills and plains. These stealthy hunters pounce upon unsuspecting prey.

Sources: *Pathfinder RPG Bestiary* 40, 193, 265.

BOBCAT

CREATURE 0

Animal
Small

Perception +4; low-light vision, scent 30 feet
Languages –

Skills –2; Acrobatics +4, Athletics +3, Stealth +5

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

AC 13, **TAC** 12; **Fort** +2, **Ref** +4, **Will** +0

HP 7

Speed 25 feet, climb 20 feet

- ◆ **Melee** jaws +6, **Damage** 1d6–1 piercing plus Grab
- ◆ **Melee** claw +6 (agile), **Damage** 1d4–1 slashing
- ◆ **Pounce** The bobcat Strides and makes a Strike at the end of that movement. If the bobcat began this action hidden, it remains hidden until after the attack.

Sneak Attack (precision) The bobcat deals 1d4 extra precision damage to flat-footed creatures.

LEOPARD

CREATURE 1

Animal
Medium

Perception +5; low-light vision, scent 30 feet
Languages –

Skills –1; Acrobatics +5, Athletics +4, Stealth +6

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

AC 15, **TAC** 14; **Fort** +3, **Ref** +5, **Will** +2

HP 18

Speed 30 feet, climb 20 feet

- ◆ **Melee** jaws +7, **Damage** 1d6+1 piercing plus Grab
 - ◆ **Melee** claw +7 (agile), **Damage** 1d4+1 slashing
 - ◆ **Maul** The leopard makes two claw Strikes against a creature it has grabbed. Both count toward its multiple attack penalty, but the penalty increases only after both attacks.
 - ◆ **Pounce** The leopard Strides and makes a Strike at the end of that movement. If the leopard began this action hidden, it remains hidden until after the attack.
- Sneak Attack** (precision) The leopard deals 1d4 extra precision damage to flat-footed creatures.

PANTHER

CREATURE 2

Animal
Medium

Perception +7; low-light vision, scent 30 feet
Skills +0; Acrobatics +6, Athletics +5, Stealth +7

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

AC 16, **TAC** 15; **Fort** +5, **Ref** +7, **Will** +3

HP 30

Speed 30 feet, climb 20 feet

- ◆ **Melee** jaws +8, **Damage** 1d8+3 piercing plus Riding Grab
- ◆ **Melee** claw +8 (agile), **Damage** 1d6+3 slashing
- ◆ **Pounce** The panther Strides and makes a Strike at the end of that movement. If the panther began this action hidden, it remains hidden until after the attack.

◆ Riding Grab

Requirements On the panther's most recent action this turn, it hit a creature of its size or larger with a jaws attack.

Effect The panther grabs the creature it just hit and leaps onto the creature's back, entering its space. The grabbed creature isn't immobilized, and when it moves, the panther moves with it. A panther doesn't trigger reactions for moving in this way. The creature takes a –2 circumstance penalty to attack rolls against the panther.

Sneak Attack (precision) The panther deals 1d4 extra precision damage to flat-footed creatures.

LION

CREATURE 3

Animal
Large

Perception +8; low-light vision, scent 30 feet
Languages –

Skills +1; Acrobatics +7, Athletics +8, Stealth +9

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

AC 18, **TAC** 17; **Fort** +6, **Ref** +8, **Will** +4

HP 46

Speed 30 feet

- ◆ **Melee** jaws +9, **Damage** 1d8+4 piercing plus Grab
- ◆ **Melee** claw +9 (agile), **Damage** 1d4+4 slashing
- ◆ **Pounce** The lion Strides and makes a Strike at the end of that movement. If the lion began this action hidden, it remains hidden until after the attack.

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Pack Attack The lion's Strikes deal 1d6 extra damage to creatures within the reach of at least two of the lion's allies.

Sneak Attack (precision) The lion deals 1d6 extra precision damage to flat-footed creatures.

TIGER

CREATURE 4

Animal
Large

Perception +9; low-light vision, scent 30 feet
Languages –

Skills +2; Acrobatics +11, Athletics +9, Stealth +11

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

AC 19, **TAC** 18; **Fort** +9, **Ref** +8, **Will** +5

HP 63

Speed 30 feet

- ◆ **Melee** jaws +11, **Damage** 1d10+5 piercing plus Grab
 - ◆ **Melee** claw +11 (agile), **Damage** 1d6+5 slashing plus Grab
 - ◆ **Pounce** The tiger Strides and makes a Strike at the end of that movement. If the tiger began this action hidden, it remains hidden until after the attack.
 - ◆ **Wrestle** The tiger makes a claw Strike against a creature it has grabbed. If the attack hits, that creature is knocked prone.
- Sneak Attack** (precision) The tiger deals 1d6 extra precision damage to flat-footed creatures.

SMILODON

CREATURE 5

Animal
Large

Perception +10; low-light vision, scent 30 feet
Languages –

Skills +3; Acrobatics +12, Athletics +10, Stealth +12

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

AC 20, **TAC** 18; **Fort** +12, **Ref** +8, **Will** +6

HP 77

Speed 30 feet

- ◆ **Melee** teeth +13, **Damage** 1d12+6 piercing plus Grab
 - ◆ **Melee** claw +13, **Damage** 1d8+6 slashing plus Grab
 - ◆ **Pierce Armor** The smilodon makes a teeth Strike against a creature it has grabbed. If the attack hits, that creature's armor is dented, the creature falls prone, and the creature takes 1d8 persistent bleed damage.
 - ◆ **Pounce** The smilodon Strides and makes a Strike at the end of that movement. If the smilodon began this action hidden, it remains hidden until after the attack.
- Sneak Attack** (precision) The smilodon deals 1d6 extra precision damage to flat-footed creatures.

CENTIPEDE

Crawling about on dozens of pairs of legs, giant centipedes inject venom into their prey with their powerful mandibles.

Source: *Pathfinder RPG Bestiary* 43.

GIANT CENTIPEDE

CREATURE 0

Animal
Medium

Perception +4; darkvision
Languages –

Skills –2; Acrobatics +3, Athletics +5, Stealth +6

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

AC 13, **TAC** 10; **Fort** +4, **Ref** +2, **Will** +1

HP 8

Speed 30 feet, climb 30 feet

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◆ **Melee** mandibles +6, **Damage** 1d4–1 piercing plus centipede venom

Centipede Venom (poison) **Saving Throw** Fortitude DC 13; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and flat-footed (1 round); **Stage 2** 1d6 poison, flat-footed, and sluggish 2 (1 round)

CHIMERA

Chimeras are a mix of various beasts, typically sporting the head of a goat, lion, and dragon attached to a lion's body. Powerful wings stretch from the beast's back.

Source: *Pathfinder RPG Bestiary* 44.

CHIMERA

UNCOMMON CREATURE 8

Beast
Chaotic
Evil
Large

Perception +16; darkvision, scent 30 feet

Languages Draconic

Skills +8; Acrobatics +15, Athletics +17, Stealth +15

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

AC 24, **TAC** 21; **Fort** +15, **Ref** +13, **Will** +11

HP 156

◆ **Attack of Opportunity**

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

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

Speed 25 feet, fly 40 feet

- ◆ **Melee** dragon jaws +18, **Damage** 2d10+5 piercing plus 2d6 dragon bite
- ◆ **Melee** lion jaws +18, **Damage** 2d10+10 piercing
- ◆ **Melee** goat horns +18, **Damage** 2d8+10 piercing
- ◆ **Melee** claw +18 (agile), **Damage** 2d8+10 slashing
- ◆ **Breath Weapon** (arcane, evocation) The chimera breathes a cone or line that deals 9d6 damage to all creatures in the cone or line (Reflex DC 22 half, double damage on a critical failure, no damage on a critical success). The color of the chimera's dragon head determines the size and shape of the Breath Weapon, the type of damage it deals, and the type of save to avoid it. The chimera can't use Breath Weapon again for 1d4 rounds. This activity gains the trait corresponding to the damage type.

Black 60-foot line of acid (DC 22 Reflex)

Blue 60-foot line of electricity (DC 22 Reflex)

Green 30-foot cone of poison (DC 22 Fortitude)

Red 30-foot cone of fire (DC 22 Reflex)

White 30-foot cone of cold (DC 22 Reflex)

Dragon Bite A chimera's dragon head deals 2d6 extra damage of a type matching the dragon's color (see Breath Weapon).

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

CHOKER

Chokers are small, vaguely humanoid creatures that have limbs that stretch like tentacles, ending in five wide, spiny digits. Chokers lurk in dark places, often clinging to walls, waiting to reach out with rubbery arms to grab their victims. While they keep their distance, chokers are intrigued by the trappings of society, and their lairs are often filled with mundane items and valuables plucked from their victims.

Source: *Pathfinder RPG Bestiary* 45.

CHOKER

CREATURE 2

Aberration
Small

Perception +7; darkvision

Languages Undercommon

Skills +2; Athletics +5 (+9 to Grapple), Stealth +7

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

AC 17, **TAC** 16; **Fort** +5, **Ref** +7, **Will** +4

HP 22

◆ **Yank** (manipulate)

Trigger An enemy targets the choker with an attack.

Effect The choker attempts to pull a creature it has Grabbed or restrained into the path of the attack. The choker attempts an Athletics check. If it succeeds against both the grabbed or restrained creature's Fortitude DC and the attacker's attack DC, the choker redirects the attack to the grabbed or restrained creature. The attacker rolls to hit the grabbed or restrained creature instead of the choker.

If the triggering attack is a melee attack, the choker must pull the creature into a space adjacent to itself and within the attacker's reach. If the triggering attack is a ranged attack, the choker must pull the creature into a space adjacent to itself and in a line between it and the attacker. The choker can't use the triggering enemy to block the attack, even if it's grabbing or restraining that enemy.

Speed 20 feet, climb 15 feet

◆ **Melee** tentacle +8 (reach 10 feet), **Damage** 2d4+2 bludgeoning plus strangling fingers

◆ **Constrict** 4 bludgeoning

Hidden Movement If the choker starts its turn unseen or sensed by a creature, that creature is flat-footed against its attacks until the end of the turn.

Strangling Fingers A choker automatically grabs any creature it hits and begins to strangle that creature. The creature is suffocating as long as it's strangled, and can't speak. This prevents it from using the Verbal Casting and Command Activation actions.

COCKATRICE

This small, strange beast resembles a horrific rooster with leathery bat wings and a scaly tail. Cockatrices have the ability to turn their victims to stone with their pecks.

Source: *Pathfinder RPG Bestiary* 48.

COCKATRICE

CREATURE 3

Animal
Small

Perception +8; darkvision

Languages –

Skills +1; Acrobatics +9

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

AC 18, **TAC** 16; **Fort** +5, **Ref** +8, **Will** +5

HP 42; **Immunities** calcification

Speed 20 feet, fly 40 feet

◆ **Melee** beak +9, **Damage** 1d6-1 plus calcification

Calcification (primal, transmutation) A peck from a cockatrice hardens the flesh of the creature hit. It must succeed at a DC 17 Fortitude save or be slowed 1 (or slowed 2 on a critical failure). Further pecks increase the slowed condition by 1. Once a creature's actions are reduced to 0 by calcification, that creature becomes petrified.

Every 24 hours after it was petrified, the victim can attempt a DC 17 Fortitude save to recover. On a success, it becomes flesh again, but is slowed 1 for the next 24 hours. On a critical success, the creature recovers and isn't slowed. On a failure, the creature remains petrified, but can try again in 24 hours. On a critical failure, the petrification is permanent and the creature can't attempt any more saves.

CROCODILE

Crocodiles can be found basking on riverbanks, lurking in swamps, or floating in freshwater lakes; from afar, they are difficult to distinguish from floating logs.

Source: *Pathfinder RPG Bestiary* 51.

CROCODILE

CREATURE 2

Animal
Large

Perception +7; low-light vision

Languages –

Skills +0; Acrobatics +4, Athletics +8, Stealth +5 (+7 in water)

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

AC 15, **TAC** 12; **Fort** +7, **Ref** +5, **Will** +4

HP 36

Speed 20 feet, swim 25 feet

◆ **Melee** jaws +8, **Damage** 1d10+4 piercing plus Grab

◆ **Melee** tail +8 (agile), **Damage** 1d6+4 bludgeoning

◆ **Ambush Sprint**

Trigger While the crocodile is hiding in water, a creature that hasn't detected the crocodile moves within 30 feet of it.

Effect The crocodile is accelerated 10 and moves toward the creature. It swims first, and if it reaches land, it can use any remaining Speed left from using the Swim action to Stride further toward the creature. It then makes a jaws Strike against the triggering creature, which is flat-footed against the crocodile's attack.

◆ **Death Roll**

Requirement A creature is grabbed or restrained by the crocodile.

Effect The crocodile tucks in its legs and rolls rapidly, twisting its victim. The crocodile makes a jaws Strike against the grabbed creature with a +2 circumstance bonus to the attack roll. If the crocodile hits, it deals jaws damage and knocks the creature prone. If the crocodile misses, it releases the creature.

Deep Breath If the crocodile uses the Breathe Deep action, it can hold its breath for 320 actions.

CYCLOPS

Cyclopes are much fewer in number and tend to live in more isolated areas than the during age in which they

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were often rulers of great kingdoms. These towering, one-eyed giants are known for their ferocity in combat as well as their ability to glimpse into the future.

Source: *Pathfinder RPG Bestiary 52*.

CYCLOPS

UNCOMMON CREATURE 5

Evil
Giant
Humanoid
Large

Perception +12; low-light vision

Languages Common, Cyclops, Jotun

Skills +5; Acrobatics +8, Athletics +12, Fortune-telling Lore +12, Intimidation +10, Survival +10

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

Items greataxe, heavy crossbow with 10 bolts, hide armor

AC 19, **TAC** 16; **Fort** +12, **Ref** +8, **Will** +8

HP 80

◆ Ferocity

Trigger The cyclops is reduced to 0 HP.

Effect The cyclops avoids being knocked out and remains at 1 HP.

◆ **Flash of Insight** (divination, divine, fortune) Once per day, the cyclops can peer into an occluded spectrum of possible futures.

Trigger The cyclops is about to roll a d20.

Effect The cyclops gets a success (but not a critical success) on the roll instead of rolling.

Speed 30 feet

◆ **Melee** greataxe +12 (sweep), **Damage** 2d12+5 slashing

◆ **Ranged** heavy crossbow +9, **Damage** 2d10 piercing

◆◆ **Swipe** (open) The cyclops makes a melee Strike and compares the attack roll to the AC of up to two foes, each of whom must be within its melee reach and adjacent to each other. Roll damage only once, and apply it to each creature hit. If the cyclops critically hits one target and not the other, roll the extra critical hit damage separately. A Swipe counts as two attacks for the cyclops's multiple attack penalty, and the penalty doesn't increase until after both attacks.

DEH-NOLO

Deh-nolos are aberrant aliens associated with brain collectors. They hail from the depths of space, and visit worlds to hunt their preferred prey—intelligent beings. Deh-nolos use the brains of other creatures to amplify their own magical abilities and slake their unending thirst for knowledge. These creatures have a bulbous bodies held up by four spindly legs, and four translucent sacs that stand at the end of appendages growing from their backs.

Source: *Starfinder Alien Archive 32*.

DEH-NOLO

UNCOMMON CREATURE 14

Aberration
Chaotic
Evil
Large

Perception +24; darkvision

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

Skills +17; Arcana +27, Lore (all skills) +27, Medicine

+24, Occultism +27

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

AC 33, **TAC** 32; **Fort** +21, **Ref** +19, **Will** +25 (+2 conditional vs. mental), +1 conditional to saves vs. spells

HP 255; **Immunities** confusion, disease, poison; **Resistances** cold 10, fire 10, mental 10; **Weaknesses** brain loss

Brain Blisters A deh-nolo has four brain blisters on its back that it uses to store brains. If the deh-nolo's four brain blisters are not all full, it becomes enervated with a value equal to the number of empty blisters. It also reduces its bonus to Lore skills by 1 per empty blister (to a minimum of +25).

Brain Loss If it takes 55 damage from a critical hit or takes 50 mental damage, the deh-nolo is stupefied 2 for 1 round and must also succeed at a DC 31 Fortitude save (for critical damage) or DC 31 Will save (for mental damage) to avoid having one of its brain blisters destroyed.

◆ Open Pustules

Trigger The deh-nolo takes at least 20 physical damage at once.

Effect Pustules on the deh-nolo's body erupt, exposing each adjacent creature that does not succeed at a DC 31 Reflex save to dominion bile.

Speed 15 feet, fly 30 feet

◆ **Melee** bite +25, **Damage** 4d10+8 piercing plus dominion bile

◆ **Ranged** synthesized crystal +26 (range increment 60 feet), **Damage** 6d6 piercing plus augment crystal

Occult Spontaneous Spells DC 31, attack +24; **6th** (3 slots) *dominate*, *feeblemind*; **5th** (4 slots) *dispel magic*, *sending*, *synaptic pulse*, *synesthesia*; **4th** (4 slots) *confusion*, *dimension door*, *enervation*, *phantasmal killer*; **3rd** (4 slots) *haste*, *paralyze*; **2nd** (4 slots) *invisibility*, *mirror image*; **1st** (4 slots) *mindlink*, *ray of enfeeblement*, *true strike*; **Cantrips** *detect magic*, *mage hand*, *read aura*, *shield*

Augment Crystal Each time a deh-nolo attacks with a synthesized crystal Strike, it can add either dominion bile, 3d6 acid damage, 3d6 cold damage, 3d6 electricity damage, or 3d6 fire damage.

◆ **Collect Brain** (manipulate) The deh-nolo collects the brain of a creature that has been dead for up to 1 minute. It can then take an Interact action to secure the brain in one of its brain blisters.

Dominion Bile (poison) **Saving Throw** Fortitude DC 23; **Stage 1** 4d6 poison (1 round); **Stage 2** 4d6 poison and drained 1 (1 round); **Stage 3** 4d6 poison and drained 2 (1 round); **Stage 4** dead

DEMON

Demons are fiendish natives of the Abyss who seek to twist mortals to sin. Demons seek to drag more beings into the pit following their death and final judgment. Many different types of demons exist, but only 13 of their kind are presented here.

BOAR DEMON (NALFESHNEE)

This corpulent fiend has the head of a boar and is covered in patches of greasy feathers. Nalfeshnees form from the souls of greedy or avaricious evil mortals.

Source: *Pathfinder RPG Bestiary 65*.

BOAR DEMON

CREATURE 14

Chaotic
Demon
Evil
Fiend
Huge

Perception +24; darkvision, *true seeing*

Languages Abyssal, Celestial, Draconic, telepathy 100 feet

Skills +17; Acrobatics +22, Arcana +24, Deception +24, Diplomacy +24, Intimidation +27, Religion +27

Str +8, **Dex** +2, **Con** +7, **Int** +6, **Wis** +6, **Cha** +5

AC 33, **TAC** 30; **Fort** +25, **Ref** +17, **Will** +23, +1 conditional to saves vs. magic

HP 365; **Weaknesses** acid 15, cold iron 15, good 15

◆ **Greedy Grab** (attack)

Trigger A creature critically fails a weapon Strike against the boar demon

Effect The boar demon tries to snatch the weapon used in the triggering Strike by attempting an Athletics check to Disarm the boar demon at a -2 penalty. On a success or critical success, the boar demon takes the weapon into one of its hands instead of the normal success effect.

Speed 25 feet, fly 35 feet

◆ **Melee** jaws (reach 15 feet) +26, **Damage** 3d12+16 piercing

◆ **Melee** claw (agile, reach 15 feet) +26, **Damage** 3d8+16 slashing

Divine Innate Spells DC 31; **Constant** *true seeing*; **5th dimension door**; **At Will** *dimension door*, *dispel magic* (6th), *divine wrath* (6th), *illusory object* (5th), *glyph of warding* (7th)

Rituals *Abyssal pact*

◆ **Claim Wealth** (conjunction, divine, extradimensional) The boar demon lays claim to all unattended items glowing with its light of avarice, making them disappear into an extradimensional space innately tied to the boar demon. The boar demon can use an Interact action to regurgitate any number of these items, expelling them from its mouth. If the boar demon dies, uses teleportation magic, or consumes an extradimensional space (such as a *bag of holding*), it immediately vomits up all the stolen items.

◆◆ **Light of Avarice** (attack, divine, enchantment, light, mental)

Frequency Once per hour

Effect Beams of unholy light shoot out from the boar demon, targeting up to four items within 60 feet. To affect a held or worn item, the boar demon must succeed at a ranged touch attack with a +28 modifier against the creature holding or wearing the item; these attacks don't affect the boar demon's multiple attack penalty. For 1 minute, all affected items glow in nauseating colors, and visions of obscene greed flit over their surface. Any non-demon is sick 2 and slowed 1 as long as it holds, wears, or touches any glowing item. To recover from this sickness, a creature must succeed at a DC 29 Will save instead of a Fortitude save. If the sickness ends, the creature ends the slow condition and becomes bolstered. If the creature removes or drops the item, both the sick and slow conditions end immediately.

BLOOD DEMON (BABAU)

These emaciated fiends are horned and skeletal figures coated in a bone-tight hide of slimy and bloody leather. Babaus form from the mortal souls of lone killers who took pleasure in personal and intimate murders.

Source: *Pathfinder RPG Bestiary* 57.

BLOOD DEMON

CREATURE 7

Chaotic
Demon
Evil
Fiend
Medium

Perception +14; darkvision, see *invisibility*

Languages Abyssal, Celestial, Draconic; telepathy 100 feet

Skills +7; Acrobatics +15, Athletics +13, Religion +13, Stealth +17, Thievery +13

THE WEAKNESSES OF SIN

Demons are creatures of sin, and despite their overt displays of strength and magical might, these sins corrupt them. Each demon has weaknesses tied to the sin or sins most associated with them.

Sin	Weakness
Envy	Fire
Gluttony	Positive
Greed	Acid
Lust	Cold
Pride	Sonic
Sloth	Electricity
Wrath	Cold

ABYSSAL PACTS

Many demons can cast the *Abyssal pact* ritual to coax others of their kind into servitude. Rules for rituals appear on page 274 of the *Pathfinder Playtest Rulebook*.

ABYSSAL PACT

RARE RITUAL 1

Conjuration Casting 1 day

Proficiency Expert Religion (you must be a demon)

You call in a favor from another demon with a level of, at most, twice the spell level of the *Abyssal pact*, two demons up to 2 levels lower than that, or three demons up to 3 levels lower than that. If the ritual succeeds, you owe the summoned demons a favor, depending on their nature and eagerness to pursue whatever tasks you had in mind.

Success You summon the demon or demons.

Critical Success You summon the demon or demons, and because they are so eager to perform the task, they do not ask for a favor.

Failure You don't summon the demon or demons.

Critical Failure Each demon is angry that you disturbed them. They appear before you, but they have the summoned trait and immediately attack you.

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

Items expert longspear

AC 23, **TAC** 21; **Fort** +14, **Ref** +11, **Will** +11, +1 conditional to saves vs. magic

HP 143; **Immunities** acid; **Weaknesses** cold 7, cold iron 7, good 7

◆ **Protective Slime**

Trigger A creature Strikes the blood demon with a weapon or unarmed attack, or otherwise touches the blood demon.

Effect If the creature hit the blood demon with an unarmed Strike or touched the blood demon, the creature takes 2d4 acid damage (Reflex DC 20 negates). If the creature hits the blood demon with a melee weapon, the creature has to succeed at a DC 20 Reflex save or the weapon is dented. On a critical failure, the weapon is broken. Thrown weapons and ammunition are broken automatically with no save. This doesn't affect items the blood demon holds or wears.

Speed 25 feet

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- ◆ **Melee** longspear (reach 10 feet) +17, **Damage** 2d8+7 piercing
- ◆ **Melee** jaws +17, **Damage** 2d6+5 piercing plus 2d4 acid
- ◆ **Melee** claw (agile) +17, **Damage** d6+5 plus 2d4 acid

Divine Innate Spells DC 20; **Constant** see *invisibility* (3rd); **5th dimension door**; **At Will** *darkness*, *dispel magic*, *dimension door*

Rituals *Abyssal pact*

Hidden Strike If a blood demon starts its turn unseen or sensed by a creature, that creature is flat-footed against the blood demon's attacks until the end of its turn.

Lurking Assassin If the blood demon is unseen or sensed by a creature at the start of the blood demon's turn, the demon can attempt to frighten that creature if it hits the creature with its first attack on that turn. The target must succeed at a DC 22 Will save or become frightened 2. On a critical failure, the creature can't reduce its fear below frightened 1 for 1 minute.

Sneak Attack When attacking a flat-footed creature, the blood demon deals 1d6 additional precision damage.

FIRE DEMON (BALOR)

The strongest of all demonkind, a fire demon is a towering fiend with a horned head, powerful wings, and a wreath of lashing flames. The Abyss births balors only from the souls of the most evil and powerful mortal souls—often requiring the souls of multiple villains.

Source: *Pathfinder RPG Bestiary* 58.

FIRE DEMON

RARE CREATURE 20

Chaotic
Demon
Evil
Fiend
Large

Perception +35; darkvision, *true seeing*
Languages Abyssal, Celestial, Draconic; telepathy 100 feet
Str +9, **Dex** +7, **Con** +9, **Int** +6, **Wis** +6, **Cha** +8
Skills +26; Acrobatics +32, Arcana +35, Deception +35, Diplomacy +32, Intimidation +35, Religion +35, Society +35, Stealth +32

Items legendary longsword

AC 44, **TAC** 42; **Fort** +30, **Ref** +30, **Will** +33, +1 conditional to saves vs. magic

HP 460; **Immunities** fire; **Weaknesses** cold iron 20, cold 20, good 20

Aura of Flame (aura, divine, evocation) 20 feet. Any creature that starts its turn in the aura takes 20 fire damage, or 40 fire damage if the fire demon has grabbed or restrained it. Any creature that hits a fire demon with an unarmed Strike takes 20 fire damage, and weapons that hit a fire demon also take 20 fire damage.

◆ **Attack of Opportunity**

Disruptive In addition to its normal triggers, the fire demon's Attack of Opportunity can also be used when a creature within the fire demon's reach uses an action with the concentrate trait. Furthermore, the fire demon doesn't take the normal -2 penalty when it makes an Attack of Opportunity.

Death Throes (death, divine, evocation, fire) When a fire demon dies, it explodes in a 100-foot-aura flash of intense demonic flame. All creatures and objects in range take 100 fire damage. A creature that succeeds at a DC 42 Reflex save halves the damage (no damage on a critical success, double damage on a

critical failure). Because the flame is infused with divine energy, creatures in the area apply only half their usual fire resistance. A creature that is immune to fire treats its result on the saving throw as one degree of success better, instead of gaining the usual benefit of immunity.

The bodies of creatures reduced to 0 HP by this fire are completely incinerated into dust, as per *disintegrate*.

Speed 35 feet, fly 75 feet

◆ **Melee** +5 *vorpal longsword* +35 (reach 10 feet, versatile P), **Damage** 6d8+18 slashing

◆ **Melee** +5 *vorpal flame whip* (disarm, finesse, reach 15 feet, trip), **Damage** 6d4+18 fire plus Improved Grab and whip reposition

Divine Innate Spells DC 40; **Constant** (8th) *true seeing*; **10th dimension door**, *divine decree* ×2; **At Will** *dimension door*, *dispel magic* (9th), *dominate* (9th)

Rituals *Abyssal pact*

Dimensional Dervish A fire demon can cast its at-will innate *dimension door* using only one Verbal Casting action.

◆ **Dispelling Strike**

Frequency Once per round.

Trigger The fire demon hits a creature, object, or spell effect with a weapon Strike.

Effect The fire demon casts its innate *dispel magic* on the target it hit with its Strike.

Infuse Weapons (divine, evocation) Any weapon a fire demon wields is treated as a +5 *vorpal weapon* made of cold iron and silver. Damage resulting from the fire demon's weapon Strikes also triggers any weakness to chaos or evil the target has. The demon can also conjure a flaming whip with an Interact action that gains the same benefits as other weapons the fire demon wields.

◆ **Lifedrinker** (divine, healing)

Trigger The fire demon kills a living creature that is at least 13th level.

Effect The fire demon drinks the triggering creature's life force and gains the benefits of a 10th-level *heal* spell.

Whip Reposition When a fire demon Grabs a creature with its whip, it can move the creature to any space in its whip's reach. The fire demon can move without ending the Grab—as long as it keeps the creature within the whip's reach—and it can use an action with the manipulate trait to move the creature to any other space within its reach.

LUST DEMON (SUCCUBUS)

Lust demons are manipulative, cruel fiends that use charm and lust as weapons. Succubi are physically attractive, have wings and horns, and are formed from the souls of lustful and rapacious mortals.

Source: *Pathfinder RPG Bestiary* 68.

LUST DEMON

UNCOMMON CREATURE 6

Chaotic
Demon
Evil
Fiend
Medium

Perception +13; darkvision

Languages Abyssal, Celestial, Draconic, three mortal languages; telepathy 100 feet, *tongues*

Skills +6; Acrobatics +11, Deception +15, Diplomacy +16, Religion +11, Society +13, Stealth +11

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

AC 20, TAC 19; Fort +11, Ref +10, Will +12, +1 conditional to saves vs. magic

HP 84; Weaknesses cold 5, cold iron 5, good 5

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

Speed 25 feet, fly 40 feet

◆ **Melee** claw +15 (agile), **Damage** 2d8+4 slashing

Divine Innate Spells DC 21, attack +15; **Constant** *tongues*; **6th** *dominate*; **5th** *dimension door*; **At Will** (4th) *charm*, *mind reading*, *suggestion*, *vampiric touch*

Rituals *Abyssal pact*

◆ **Change Shape** (concentrate, divine, polymorph, transmutation)

The lust demon can take on the appearance of any Small or Medium humanoid. This doesn't change her Speed, or her attack and damage bonuses with her Strikes, but might change the damage type her Strikes deal (typically to bludgeoning).

◆ **Embrace** (attack) Instead of using the Athletics skill, the lust demon attempts a Diplomacy check to Grapple a creature. If the creature is willing, the lust demon Grapples it automatically.

◆ **Passionate Kiss** (divine, emotion, enchantment, mental)

Frequency Once per round

Effect The lust demon engages a creature she has grabbed in a kiss or other act of passion in order to drain its energy. The kiss makes the creature enervated 1 for 1 day. The creature must also succeed at a DC 21 Will save or become affected by a *suggestion* to submit to more acts of passion rather than trying to escape. Further Passionate Kisses increase the amount of the enervated condition by 1. A creature whose enervated condition becomes equal to its level is slain by the Passionate Kiss.

◆ **Profane Gift** (divine, enchantment, mental)

Frequency Once per day

Effect The lust demon can give a willing humanoid a profane gift. That creature gains a +1 conditional bonus to all attack rolls, skill checks, and saving throws. As long as the gift persists, the lust demon can communicate telepathically with the creature at any distance, perceive through the creature's senses, and target the creature with *suggestion* through the telepathic link. In addition, the creature treats the results of any saving throw against the lust demon's *suggestion* spell as one degree of success worse than normal.

A humanoid can't have more than one profane gift at a time, and a lust demon can't grant more than one profane gift at a time. Removing the gift requires an *atone* ritual. The lust demon can remove the gift as an action to give the recipient a permanent stupefied 3 condition. This condition is especially potent. It takes a 4th-level *restoration* spell to reduce the stupefied condition by 1.

A summoned lust demon can't use Profane Gift.

MUTILATION DEMON (SHEMHAZIAN)

Prone to violence at a whim, these fiends are among the most predacious of their kind. Each of these massive

demons has multiple eyes on its bestial head and a pair of insectile appendages stretching from its back. Shemhazians are formed from the souls of torturers and mortals who delighted in mutilation.

Source: *Pathfinder RPG Bestiary* 2 80.

MUTILATION DEMON UNCOMMON CREATURE 16

Chaotic
Demon
Evil
Fiend
Gargantuan

Perception +28; darkvision, scent 30 feet, *true seeing*
Languages Abyssal, Celestial, Draconic; telepathy 100 feet

Skills +20; Athletics +30, Deception +27, Medicine +30, Religion +27

Str +9, Dex +5, Con +7, Int +0, Wis +6, Cha +3

AC 38, TAC 35; Fort +28, Ref +22, Will +26; +1 conditional to saves vs. magic

HP 370; Weaknesses cold 15, cold iron 15, good 15

Paralyzing Gaze (aura, divine, enchantment, visual) 30 feet. Any nonevil creature that ends its turn in the aura must attempt a DC 32 Fortitude save. If this creature fails, it's slowed 1 for 1 round, and if it critically fails, it's paralyzed for 1 round. A creature can spend an action averting its gaze (this action has the concentrate trait) to gain a +2 circumstance bonus to its saves against Paralyzing Gaze and Focused Gaze for 1 round.

◆ **Tail Whip** (attack)

Trigger A creature within the reach of the mutilation demon's tail uses an action with the move trait to leave a square.

Effect The mutilation demon attempts to Trip the triggering creature at a -2 penalty. On a success, the creature also takes damage as if the mutilation demon hit with its tail Strike, and if the creature was flying, it falls 30 feet.

Speed 30 feet, climb 20 feet, fly 60 feet

◆ **Melee** jaws (reach 20 feet) +29, **Damage** 3d12+18 piercing plus enfeebling bite

◆ **Melee** claw (agile, reach 20 feet) +29, **Damage** 3d8+18 slashing

◆ **Melee** pincer (reach 20 feet) +29, **Damage** 3d12+18 bludgeoning plus Grab

◆ **Melee** tail (reach 30 feet) +29, **Damage** 3d8+18 slashing

Divine Innate Spells DC 33; **Constant** (7th) *fly*, *true seeing*; **8th** *divine decree* (evil), **5th** *dimension door*, *prying eye* (×3); **4th** *clairvoyance* (×3); **At Will** *dimension door*, *invisibility* (2nd)

Rituals *Abyssal pact*

◆ **Focus Gaze** (concentrate, divine, enchantment, visual) The mutilation demon can focus its gaze on a nonevil creature it can see within 30 feet. If that creature isn't slowed by the mutilation demon's focused gaze, it must attempt a save against the mutilation demon's focused gaze. If that creature is slowed, it must succeed at a DC 34 Fortitude save or become paralyzed for 1 round. A mutilation demon can't use this ability against the same creature more than once per round.

◆ **Rend** After hitting the same enemy with two consecutive claw attacks in the same round, a mutilation demon can deal claw damage again as its next action, without an attack roll.

Enfeebling Bite (divine, necromancy) When the mutilation demon hits a creature with a jaws Strike, the creature becomes enfeebled 3. The creature can attempt a DC 34 Fortitude save to reduce this to enfeebled 1 (unaffected on a critical success).

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PRIDE DEMON (MARILITH)

Pride demons are fiends with the upper body of a six-armed woman wielding deadly weaponry and the lower body of a snake. Mariliths form from the souls of arrogant and proud evil mortals, often warlords and despots.

Source: *Pathfinder RPG Bestiary* 63.

PRIDE DEMON

UNCOMMON CREATURE 17

Chaotic
Demon
Evil
Fiend
Large

Perception +26; darkvision, *true seeing*

Languages Abyssal, Celestial, Draconic; telepathy
100 feet

Skills +21; Acrobatics +31, Deception +31,
Diplomacy +31, Intimidation +31, Religion +29,

Stealth +29, Warfare Lore +33

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

Items 6 master longswords (Medium size)

AC 39, **TAC** 37; **Fort** +28, **Ref** +27, **Will** +25, +1 conditional to saves
vs. magic

HP 380; **Weaknesses** cold iron 15, good 15, sonic 15

Commander's Aura (aura, divine, enchantment) 100 feet.

Commanded or allied evil creatures in the aura that are lower level than the pride demon gain a +1 circumstance bonus to attack rolls, damage rolls, AC, saves, and skill checks.

◆ **Attack of Opportunity**

Sextuple Opportunity A pride demon gains 5 extra reactions per round that it can use only to make Attacks of Opportunity. It can't use more than one on the same triggering action, even if a creature leaves several squares in its reach, and it must use a different weapon for each Attack of Opportunity.

Speed 50 feet, fly 30 feet (from fly)

◆ **Melee** +2 *longsword* +30 (reach 10 feet, versatile P), **Damage** 3d8+16 slashing

◆ **Melee** tail +30 (reach 10 feet), **Damage** 5d10+12 plus Grab

Divine Innate Spells DC 34; **Constant** (7th) *fly*, *true seeing*; **9th** *blade barrier* (×2), *weapon storm* (×2); **5th** *dimension door*; **At Will** *dimension door*

Rituals *Abyssal pact*

◆◆ **Defensive Assault** The pride demon makes two Strikes with different weapons, and uses the remaining weapons its holding to protect itself. The pride demon gains a circumstance bonus to AC for 1 round equal to the number of weapons that it didn't attack with. If it uses any of those weapons to attack (including making an Attack of Opportunity), the bonus decreases by 1 for each weapon it used.

◆◆ **Focused Assault** The pride demon attacks a single target with all the weapons it wields, overwhelming the target with multiple attacks and leaving nowhere to dodge. The demon makes a longsword Strike. On a successful attack, it deals its longsword damage to the target, plus 1d8 additional damage for every longsword it wields beyond the first (typically 5d8 extra). Even on a failed attack, the pride demon deals the damage from one longsword to the target, though it still misses completely on a critical failure. This counts toward the pride demon's multiple attack penalty as a number of attacks equal to the number of longswords the pride demon wields.

Infuse Weapons (divine, evocation) Any weapon a pride demon wields is treated as a +2 *weapon* made of cold iron and silver. Damage from the pride demon's weapon Strikes also triggers any weakness to chaos or evil the target has.

◆ **Greater Constrict** 20 bludgeoning, DC 35

◆◆ **Sextuple Strike** The pride demon makes six longsword Strikes, each against a different target. These attacks count toward the pride demon's multiple attack penalty, but the multiple attack penalty doesn't increase until after it makes all its attacks.

QUASIT

Among the smallest demons, these fiends have thin and wiry bodies, horned heads, and tattered bat wings. They often serve others of their kind or are brought to the Material Plane by evil conjurers to serve as familiars.

Source: *Pathfinder RPG Bestiary* 66.

QUASIT

CREATURE 1

Chaotic
Demon
Evil
Fiend
Tiny

Perception +4; darkvision

Languages Abyssal, Common

Skills +1; Acrobatics +4, Arcana +6, Deception +6,
Diplomacy +4, Planar Lore +6, Religion +6, Stealth +5

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

Abyssal Knowledge When a quasit Aids an ally with an Arcana, Planar Lore, or Religion check, any result that is a success is instead a critical success and any result that is a failure is instead a critical failure.

AC 15, **TAC** 14; **Fort** +2, **Ref** +5, **Will** +4

HP 26; **Weaknesses** cold iron 3, good 3, sonic 3

Speed 15 feet, fly 40 feet

◆ **Melee** claw +7 (agile), **Damage** 1d4-1 slashing plus quasit venom

Divine Innate Spells DC 15; **4th** *read omens*; **1st** *fear*; **At Will** *detect alignment* (good only), *invisibility* (self only); **Cantrips** *detect magic*

◆ **Abyssal Healing** (concentrate, divine, healing, necromancy)
The quasit restores 1d4 HP to itself.

◆ **Change Shape** (concentrate, divine, polymorph, transmutation)

- **Bat** echolocation 40 feet; Speed 15 feet, fly Speed 30 feet; fangs Strike +7 for 1d4-1 piercing, wing Strike +7 (agile) for 1d4-1 bludgeoning
- **Centipede** Speed 10 feet, climb Speed 10 feet; mandibles Strike +7 for 1 piercing plus 1d4 poison
- **Toad** scent 30 feet; Speed 5 feet; jaws Strike +7 for 1 bludgeoning
- **Wolf** size Medium; scent 30 feet; Speed 40 feet, climb Speed 10 feet; jaws Strike +7 for 1d6+1 piercing plus Knockdown

Quasit Venom (poison) **Saving Throw** Fortitude DC 15; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison (1 round); **Stage 2** As stage 1; **Stage 3** 1d4 poison and slowed 1 (1 round).

SLAVER DEMON (KALAVAKUS)

Slaver demons sprout dozens of horns from their muscular bodies, and often work as slavers and mercenaries within the Abyss, serving more powerful demons or even demon lords. Kalavakuses form from the souls of mortal slavers.

Source: *Pathfinder RPG Bestiary* 278.

SLAVER DEMON

CREATURE 10

Chaotic
Demon
Evil
Fiend
Medium

Perception +18; darkvision
Languages Abyssal, Celestial, Draconic; telepathy
100 feet
Skills +11; Acrobatics +14, Athletics +20, Intimidation +18, Religion +16, Stealth +16

Str +7, **Dex** +1, **Con** +5, **Int** +2, **Wis** +3, **Cha** +3

AC 27, **TAC** 25; **Fort** +18, **Ref** +13, **Will** +14, +1 conditional to saves vs. magic

HP 215; **Weaknesses** acid 10, cold iron 10, good 10

◆ **Attack of Opportunity**

◆ **Horn Snare**

Trigger A creature misses the slaver demon with a melee weapon Strike.

Effect The slaver demon attempts to Disarm the weapon used in the triggering Strike at a -2 penalty. Because it uses its horns, the slaver demon doesn't need a free hand, and if the result is a success, it is instead a critical success.

Speed 25 feet

◆ **Melee** horns +20 (charge, deadly 1d6), **Damage** 4d8+7 piercing

◆ **Melee** claw +20 (agile), **Damage** 4d6+7 slashing

◆ **Melee** jaws +20, **Damage** 2d6+10 piercing

Divine Innate Spells DC 25; **5th** *dimension door*; **4th** *air walk* (×2); **3rd** *haste*; **At Will** *command*, *dimension door*

Rituals *Abyssal pact*

◆ **Enslave Soul** (arcane, enchantment, mental) The slaver demon attempts to enslave the soul of a living creature within 60 feet. The target can resist this enslavement with a successful DC 25 Will save. On a failure, the target is enfeebled 2 for 24 hours or until the slaver demon is slain, whichever comes first; on a critical failure, it also suffers the effects of a failure against *dominate*. On a successful save, the target is bolstered.

If a slaver demon kills a creature whose soul it has enslaved, the demon regains 20 HP and the slain foe's soul is enslaved to a life of toil in the Abyss, adding to the slaver demon's tally of souls.

A slaver demon can have only one living soul enslaved with this ability at a time, and no more than one slaver demon can enslave the same soul.

SLIME DEMON (OMOX)

Slime demons are amorphous fiends made of churning sewage. They revel in despoiling waters and guarding already corrupted bodies of water. Omox demons form from souls who took great pleasure in desecrating purity.

Source: *Pathfinder RPG Bestiary 2 79*.

SLIME DEMON

LEVEL 12

Amphibious
Aquatic
Chaotic
Demon
Evil
Fiend
Medium

Perception +22; darkvision
Languages Abyssal, Celestial, Draconic; telepathy
100 feet
Skills +14; Acrobatics +23, Athletics +23, Religion +21, Stealth +21
Str +7, **Dex** +5, **Con** +5, **Int** +2, **Wis** +4, **Cha** +4

AC 31, **TAC** 30; **Fort** +21, **Ref** +20, **Will** +17, +1 conditional to saves vs. magic

HP 220; **Immunity** acid, critical hits, poison, precision;

Weaknesses cold iron 12, fire 12, good 12

Speed 30 feet, swim 50 feet

◆ **Melee** fist (agile) +23, **Damage** 2d8+12 bludgeoning plus 3d6 acid and Grab

◆ **Ranged** slime +20 touch, **Damage** 2d6 bludgeoning plus 3d6 acid plus slime trap

Divine Innate Spells DC 27 **5th** *cloudkill*, *dimension door*; **4th** *gaseous form*; **3rd** *stinking cloud*; **At Will** (5th) *create water*

Rituals *Abyssal pact*

◆ **Liquid Leap** (concentrate, conjuration, teleportation) The slime demon transports itself from its current space to any clear space within range that it can see, as long as both spaces are within a liquid.

◆ **Smother** A slime demon can flow over a creature it has grabbed, coating it in acidic slime which covers the creature's face and oozes down its throat. The creature must hold its breath and is blind; succeeding at a DC 28 Fortitude save negates both effects. Otherwise, this effect lasts as long as the slime demon continues to Grab the creature.

Slime Trap A creature struck by the slime demon's slime attack is coated in the sticky substance, becoming entangled for 1d6 rounds unless it succeeds at a DC 28 Reflex save. On a critical failure, that creature is also immobilized. If the creature or its allies spend a total of six Interact actions, they can scrape off the slime before the duration expires.

SLOTH DEMON (DRETCH)

Least among demonkind and mostly found serving more powerful fiends, these pitiful beings are small, bloated, and humanoid in shape. Dretches typically form from the souls of slothful, evil mortals.

Source: *Pathfinder RPG Bestiary 60*.

SLOTH DEMON

CREATURE 2

Chaotic
Demon
Evil
Fiend
Small

Perception +4; darkvision
Languages Abyssal (can't speak); telepathy 100 feet (can communicate only with speakers of Abyssal)
Skills +0; Stealth +5

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

Sloth At the start of each of the sloth demon's turns, roll 1d4. The sloth demon has that many actions that turn (maximum 3). Effects like the slowed condition can reduce its number of actions further.

AC 15, **TAC** 12; **Fort** +7, **Ref** +3, **Will** +3

HP 45; **Weaknesses** cold iron 3, electricity 3, good 3

Speed 20 feet

◆ **Melee** jaws +8, **Damage** 2d8+4 piercing

◆ **Melee** claw +8 (agile), **Damage** 2d6+4 slashing

Divine Innate Spells DC 15; **3rd** *slow*; **1st** *fear*

TOAD DEMON (HEZROU)

Toad demons resemble bulky humanoid toads with

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gaping, toothy mouths and slimy armored flesh. They exude a noxious sweat that can poison their enemies and pollute waters. Hezrous form from the souls of evil mortals who poisoned either themselves, their kin, or their surroundings.

Source: *Pathfinder RPG Bestiary* 62.

TOAD DEMON

CREATURE II

Amphibious	Perception +20; darkvision Languages Abyssal, Celestial, Draconic; telepathy 100 feet Skills +12; Acrobatics +19, Arcana +21, Athletics +21, Intimidation +19, Religion +19 Str +6, Dex +0, Con +7, Int +2, Wis +2, Cha +4
Chaotic	
Demon	
Evil	
Fiend	
Large	

AC 28, **TAC** 26; **Fort** +20, **Ref** +13, **Will** +15, +1 conditional to saves vs. magic

HP 265; **Immunities** poison; **Weaknesses** cold iron 10, electricity 10, good 10

Caustic Stench (aura, olfactory, poison) 30 feet. A creature entering the aura must succeed at a DC 25 Fortitude saving throw or be sick 1 (plus slowed for 1 round on a critical failure). While within the aura, creatures take a -2 circumstance penalty to saves to recover from the sick condition. A creature that succeeds at its save is bolstered. In addition, plant life in the aura twists and knurls, and water becomes foul-smelling and brackish.

Speed 25 feet, swim 25 feet

◆ **Melee** jaws +22 (reach 10 feet), **Damage** 3d10+12 piercing plus Grab

◆ **Melee** claw +22 (agile, reach 10 feet), **Damage** 3d6+12 slashing plus Grab

Divine Innate Spells DC 25; **7th** *divine decree* (evil); **5th** *dimension door*; **At Will** *swamp of sloth* (6th)

Rituals *Abyssal pact*

◆◆ **Poison Minds** (divine, illusion, mental, poison) The toad demon can pollute the minds of creatures in its caustic stench aura, causing them to suffer the effects of *paranoia* (Will DC 25). A creature that is grabbed or restrained by the toad demon takes a -2 circumstance penalty to its Will saving throw against this ability.

Nauseating Sweat (poison) When a creature becomes grabbed or restrained by the toad demon, or the toad demon is grabbed or restrained by a creature, the creature must attempt a DC 26 Fortitude save.

Success The creature is sick 1; once the creature recovers from the sick condition, it's bolstered.

Critical Success The creature is unaffected and bolstered.

Failure or Critical Failure The creature is sick 2 and slowed 1 until it recovers from the sickness.

TREACHERY DEMON (GLABREZU)

Treachery demons seek to twist the wishes and desires of mortals to foul ends, delighting in betrayal and manipulation. Appearing as massive demons with a large pair of pincers as its main limbs and a pair of smaller humanoid arms sprouting from their chests,

these fiends form from the souls of mortals engaged in treason, deception, and lies.

Source: *Pathfinder RPG Bestiary* 61.

TREACHERY DEMON

CREATURE 13

Chaotic	Perception +24; darkvision, <i>true seeing</i> Languages Abyssal, Celestial, Draconic; telepathy 100 feet, <i>tongues</i> Skills +16; Deception +28, Diplomacy +23, Intimidation +26, Religion +22, Society +24, Stealth +22
Demon	
Evil	
Fiend	
Huge	

Str +7, **Dex** +2, **Con** +7, **Int** +3, **Wis** +3, **Cha** +5

AC 32, **TAC** 29; **Fort** +24, **Ref** +18, **Will** +21, +1 conditional to saves vs. magic

HP 315; **Immunities** poison; **Weaknesses** cold iron 12, fire 12, good 12

Speed 35 feet

◆ **Melee** pincer (deadly 2d10, reach 15 feet) +25, **Damage** 3d10+14 bludgeoning plus Grab

◆ **Melee** claw +25 (agile, reach 10 feet), **Damage** 2d10+7 slashing

◆ **Melee** jaws +25 (reach 10 feet), **Damage** 4d8+14 piercing

◆ **Captive Rake** (attack) The treachery demon pulls a creature that is grabbed in its pincer up to 5 feet closer, and then makes two claw Strikes against that creature. Those Strikes count as one attack when determining the treachery demon's multiple attack penalty, and the penalty isn't applied until after both Strikes.

Divine Innate Spells DC 30; **Constant** *true seeing*; **7th** *reverse gravity*; **5th** *dimension door*; **At Will** *confusion*, *dimension door*, *dispel magic* (6th), *illusory disguise* (7th), *mirror image* (2nd)

Rituals *Abyssal pact*

Steady Spellcasting A treachery demon's spells are disrupted by reactions only if it takes 27 damage or more, even if the reaction normally disrupts manipulate actions automatically.

Sudden Betrayal A treachery demon can always roll a Deception check when rolling initiative as long as it's aware of at least one opponent before initiative is rolled. When using Deception for initiative, the treachery demon receives an additional +2 circumstance bonus to its initiative roll.

Treacherous Veil When using its *illusory disguise* innate spell, a treachery demon can appear as a creature of any size category.

Twisted Desires (divination, divine) Once per month, a treachery demon can grant a mortal humanoid a *miracle* granted by its Abyssal patron, though the treachery demon perverts the *miracle* to its own whims following its insidious sense of humor.

WRATH DEMON (VROCK)

These red-skinned demons have heads that resemble those of vultures and wings covered in black feathers. Wrath demons can work together to perform a corrupted dance that brings the wrath of a storm upon their enemies. Vrocks form from the souls of hateful and wrathful mortals.

Source: *Pathfinder RPG Bestiary* 69.

WRATH DEMON

CREATURE 9

Chaotic
Demon
Evil
Fiend
Large

Perception +16; darkvision
Languages Abyssal, Celestial, Draconic; telepathy
100 feet
Skills +9; Acrobatics +17, Arcana +16, Intimidation +18, Performance +16, Religion +18, Stealth +16,

Survival +18

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

AC 26, **TAC** 23; **Fort** +16, **Ref** +14, **Will** +13; +1 conditional to saves vs. magic

HP 183; **Resistances** electricity 10; **Weaknesses** cold 7, cold iron 7, good 7

◆ **Attack of Opportunity** If the wrath demon is flying and a creature triggers its Attack of Opportunity, the wrath demon can make two talon Strikes against that creature instead of one Strike. Both are made at the same penalty.

Speed 25 feet, fly 40 feet

◆ **Melee** beak +19 (reach 10 feet), **Damage** 4d8+6 piercing
◆ **Melee** claw +19 (agile, reach 10 feet), **Damage** 2d6+12 slashing
◆ **Melee** talon +19 (agile, reach 10 feet), **Damage** 1d10+12 slashing
Divine Innate Spells DC 22; **5th dimension door**; **2nd mirror image**;
At Will dimension door (3rd)

Rituals *Abyssal pact*

◆◆◆ **Dance of Ruin** (arcane, evocation, manipulate) The wrath demon dances to create a ruinous explosion of electricity. The wrath demon can choose to delay the dance to allow up to three additional wrath demons within 30 feet to join in; in that case, the explosion occurs after the last wrath demon uses Dance of Ruin or one of the dancers chooses to unleash the effects of the dance. When the dance is completed, all nondemon creatures in a 20-foot aura of any of the dancers take 2d12 electricity damage (Reflex DC 23 half, double damage on a critical failure, no damage on a critical success). For each additional wrath demon that joins, the damage increases by 1d12 and the DC of the save increases by 1 (to a maximum of 5d12 damage and a DC 27 save with four wrath demons). The wrath demons can continue dancing for up to two additional rounds by using Dance of Ruin on consecutive rounds, increasing the aura by 20 feet each round and the damage by an additional 1d12 per wrath demon each round (to a maximum of four wrath demons dealing 13d12 damage on the third round).

◆ **Spore Cloud** (disease, poison) The wrath demon releases a cloud of spores from its body, dealing 2d8 poison damage to all adjacent creatures. Each damaged creature must succeed at a DC 23 Fortitude save or take 1d12 persistent piercing damage as the spores implant in its skin and grow into thick, green vines. The vines cease growing after 10 rounds, and wither away in 1d4 days if not removed before then. The vines can be destroyed if the creature is affected by a good spell or if holy water is applied to the vines with an Interact action. Once the wrath demon uses Spore Cloud, its spores are depleted for 1d6 rounds.

◆ **Screech** (auditory, sonic)

Frequency Once per hour

Effect The wrath demon emits a shrill screech. All nondemon creatures within a 30-foot aura must attempt a DC 23 Fortitude save. On a failure, the creature is slowed 2 for 1 round; on a critical failure, it's stunned for 1 round.

DEVASTATOR

Devastators are created by demonic crafters to fight for the hordes of the Abyss against angelic choirs and other good celestials. The ritual to animate these massive machines of destruction requires the battered and corrupted body of an angel or other powerful good outsider.

Source: *Pathfinder Adventure Path #78: City of Locusts* 90.

DEVASTATOR

UNCOMMON CREATURE 22

Chaotic
Construct
Evil
Gargantuan

Perception +38; darkvision, lifesense 60 feet, *true seeing*

Languages Abyssal, Celestial

Skills +29; Athletics +40, Intimidation +40, Religion +38

Str +10, **Dex** +7, **Con** +9, **Int** +5, **Wis** +5, **Cha** +7

Lifesense (divination, divine) This blindsense detects living creatures based on their life force.

AC 47, **TAC** 43; **Fort** +39, **Ref** +35, **Will** +38, +1 conditional to saves vs. magic

HP 325; **Immunities** asleep, bleed, disease, death effects, enervated, enfeebled, healing, necromancy, nonlethal attacks, paralysis, poison, stun; **Resistances** all 20 (except adamantine or good)

Fiendish Aura (aura, divine, enchantment, mental) 100 feet. Any chaotic evil fiend of 20th level or lower in the aura gains a +4 conditional bonus to AC, saving throws, attack rolls, and DCs.

◆ **Absorb Good** (abjuration, divine)

Trigger A good spell target or area lies within the devastator's fiendish aura.

Effect The devastator rolls a spell roll (+34) to attempt to dispel the spell (as a 10th-level spell). Roll the spell roll even if the dispel attempt is automatically successful because the spell is lower than 10th level. On a critical success, the spell's caster also can't cast spells for 1 minute.

◆ **Attack of Opportunity**

Opportune Armaments The devastator can use Attack of Opportunity as a free action, and adds actions with the concentrate trait to the potential triggers.

Speed 45 feet, burrow 30 feet, fly 60 feet

◆ **Melee** +5 *vile armaments* +38 (agile, magical, reach 40 feet), **Damage** 4d10+20 bludgeoning plus evil (see vile armaments)

◆ **Melee** wing +38 (agile, reach 20 feet), **Damage** 4d8+10 slashing plus 3d8 persistent bleed

Divine Innate Spells DC 44; **Constant** *haste, true seeing*; **10th divine decree** (chaotic or evil only, ×3), *earthquake, implosion, plane shift* ×2; **At Will** (10th) *blade barrier, dimensional anchor, dispel magic*

◆ **Rend** vile armaments

◆ **Wingover** The devastator Flies and makes a wing Strike at any point during its movement.

Vile Armaments (divine, evocation) The devastator bristles with massive weapons, and its magic makes them all function as +5 *unholy weapons* made of adamantine, cold iron, and silver. A devastator's vile armaments deal bludgeoning, piercing, or slashing damage—whichever is most favorable to the devastator.

A devastator's vile armaments are agile and take only a -3

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multiple attack penalty per attack instead of -4. On a failed attack roll (but not a critical failure) they still deal minimum damage.

Vile Strike A devastator's vile armaments deal an extra 3d6 evil damage against good creatures.

DEVIL

Masters of corruption and despoilers of innocence, devils seek to destroy all that is good and drag mortal souls back with them to the depths of Hell.

BARBED DEVIL (HAMATULA)

Barbed devils bristle with spines that constantly shift and grow. These devils often act as jailers of souls in Hell's prisons or soldiers in Hell's armies.

Source: *Pathfinder RPG Bestiary* 72.

BARBED DEVIL

CREATURE 10

Perception +20; greater darkvision

Languages Celestial, Common, Draconic, Infernal; telepathy 100 feet

Skills +11; Acrobatics +20, Arcana +18, Intimidation +20, Religion +18, Stealth +20, Survival +18

Str +6, **Dex** +6, **Con** +5, **Int** +1, **Wis** +2, **Cha** +4

AC 27, **TAC** 25; **Fort** +16, **Ref** +18, **Will** +14, +1 conditional to saves vs. magic

HP 155; **Immunities** fire; **Resistances** physical 10 (except silver), poison 10; **Weaknesses** good 10

◆ Attack of Opportunity

Barbs Each time a creature hits the barbed devil with an unarmed attack or non-reach melee weapon, or otherwise touches it, that creature takes 2d6 piercing damage.

Speed 30 feet

◆ **Melee** barb (agile) +20, **Damage** 2d8+12 piercing plus bloodletting and shocking strike

Divine Innate Spells DC 24, attack +20; **5th** *dimension door*; **3rd** *paralyze* (×2); **At Will** *dimension door*, *glyph of warding* (5th); **Cantrips** (5th) *produce flame*

Rituals *infernal pact*

Bloodletting On a critical hit, the barbed devil's barbs also deal 2d6 persistent bleed damage.

◆ **Frightful Strike** (divine, emotion, enchantment, fear, mental)
Trigger The barbed devil hits a creature with a claw Strike.

Effect The creature must succeed at a DC 23 Will save or be frightened 2 (or frightened 3 on a critical failure). Regardless of whether it succeeds, the creature is bolstered.

◆◆ **Impaling Strike** The barbed devil makes a barb Strike, then Strides up to half its Speed without triggering reactions. If the Strike hits, the barbed devil impales the target with one of its barbs and snaps the barb free. This deals an additional 2d8 piercing damage and pins the target to an adjacent surface, rendering it immobile. The target creature can use an action to attempt a DC 24 Athletics check; on a success it pulls the barb free.

Warden of Erebus A barbed devil's *glyph of warding* innate spell can contain any common spell from the *Pathfinder Playtest Rulebook* that meets *glyph of warding's* requirements; the barbed devil doesn't need to provide the spell.

BEARDED DEVIL (BARBAZU)

These horned, red-skinned devils have a writhing beard of spiky, fleshy strands. They serve in Hell's armies as elite warriors, fighting with a savage dedication to their diabolical lords.

Source: *Pathfinder RPG Bestiary* 73.

BEARDED DEVIL

CREATURE 5

Devil	Perception +12; greater darkvision
Evil	Languages Celestial, Common, Draconic, Infernal; telepathy 100 feet
Fiend	Skills +5; Acrobatics +9, Athletics +12, Intimidation +10, Religion +10, Stealth +10
Lawful	
Medium	

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

Items expert glaive

AC 20, **TAC** 18; **Fort** +11, **Ref** +8, **Will** +7, +1 conditional to saves vs. magic

HP 60; **Immunities** fire; **Resistances** physical 5 (except silver), poison 10; **Weaknesses** good 5

◆ Attack of Opportunity

Speed 35 feet

◆ **Melee** glaive +13 (deadly 1d8, forceful, reach 10 feet), **Damage** 2d8+4 slashing plus infernal wound

◆ **Melee** claw +13 (agile), **Damage** 2d6+6 slashing

◆ **Melee** beard +13, **Damage** 2d4+4 piercing plus avernal fever

Divine Innate Spells DC 17; **5th** *dimension door*; **At Will** *dimension door*

Rituals *infernal pact*

Avernal Fever (disease) **Saving Throw** Fortitude DC 19; **Stage 1** carrier with no ill effect (1 day); **Stage 2** enfeebled 1 (1 day); **Stage 3** enfeebled 2 (1 day).

Infernal Wound (divine, necromancy) A glaive wound caused by a bearded devil also deals 1d6 persistent bleed damage that's difficult to heal. The flat check DC starts out at 21 and drops to 16 if the bleeding creature or an ally successfully Aids with the recovery.

The DC for applying first aid to a creature with an infernal wound is increased by 2. A caster or item trying to use healing magic on a creature suffering the effects of an infernal wound must succeed at a DC 21 spell roll or the magic fails to heal the creature.

◆ Reposition

Trigger The devil hits a creature with its glaive Strike.

Effect The devil moves the creature 5 feet in any direction. The destination square must be within reach of the devil's glaive. This movement doesn't trigger reactions.

◆ Wriggling Beard

Frequency Once per round

Effect The devil makes a beard Strike that ignores the multiple attack penalty and doesn't count toward that penalty.

BONE DEVIL (OSYLUTH)

These skeletal devils have a long scorpionlike tail and the barest frame of wings. Bone devils act as interrogators and inquisitors of devilkind, enforcing the order of Hell through their sadistic machinations.

Source: *Pathfinder RPG Bestiary* 74.

BONE DEVIL

CREATURE 9

Devil
Evil
Fiend
Large
Lawful

Perception +17; greater darkvision
Languages Celestial, Common, Draconic, Infernal; telepathy 100 feet
Skills +9; Arcana +16, Deception +18, Intimidation +18, Religion +16, Stealth +18

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

AC 26, **TAC** 24; **Fort** +15, **Ref** +15, **Will** +13, +1 conditional to saves vs. magic

HP 120; **Immunities** fire; **Resistances** physical 10 (except silver), poison 10; **Weaknesses** good 10

◆ **Attack of Opportunity**

Speed 35 feet, fly 30 feet (from fly)

◆ **Melee** jaws +19, **Damage** 2d8+10 piercing

◆ **Melee** claw +19 (agile, reach 10 feet), **Damage** 2d4+10 slashing

◆ **Melee** stinger +18 (reach 15 feet), **Damage** 1d10+10 piercing plus bone devil venom

◆ **Ranged** bone shard +19 (range increment 30 feet), **Damage** 3d6+5 piercing

Divine Innate Spells DC 23; **Constant** fly; **5th dimension door**, phantom pain; **4th dimensional anchor** (×2), discern lies; **At Will dimension door**, invisibility (can target only itself)

Rituals infernal pact

Bone Devil Venom (poison) **Saving Throw** Fortitude DC 23; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison and enfeebled 1 (1 round); **Stage 2** 3d6 poison and enfeebled 1 (1 round); **Stage 3** 3d6 poison and enfeebled 2 (1 round).

Quick Invisibility The bone devil can cast its innate *invisibility* on itself with only one Somatic action.

Sadistic Strike A bone devil deals 2d6 extra damage when it hits an enfeebled or sick creature.

Stygian Inquisitor A bone devil gains a +2 circumstance bonus to Intimidation checks against a creature it holds captive, as well as on Perception checks against a captive's Deception.

◆ **Tail Sweep** The bone devil sweeps its tail in a 15-foot cone. Any creature in the cone must succeed at a DC 23 Reflex save or be knocked prone.

FURY DEVIL (ERINYES)

Appearing as fallen angels or dark valkyries, these devils carry flaming bows and use ropes woven from their own hair to snatch their enemies from the ground before dropping them to their deaths.

Source: *Pathfinder RPG Bestiary* 75.

FURY DEVIL

CREATURE 8

Devil
Evil
Fiend
Lawful
Medium

Perception +16; greater darkvision, *true seeing*
Languages Celestial, Common, Draconic, Infernal; telepathy 100 feet
Skills +8; Acrobatics +17, Crafting +15, Deception +16, Intimidation +16, Religion +15, Stealth +15

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

Items expert breastplate, +1 composite longbow with 60 arrows, expert longsword, 100 feet of silk rope

AC 26, **TAC** 24; **Fort** +13, **Ref** +15, **Will** +13, +1 conditional to saves vs. magic

INFERNAL PACTS

Many devils can cast the *infernal pact* ritual to force others of their kind into servitude. Rules for rituals appear on page 274 of the *Pathfinder Playtest Rulebook*.

INFERNAL PACT

RARE RITUAL 1

Conjuration Casting 1 day

Proficiency Expert Religion (you must be a devil)

You make an appeal to a powerful devil, asking it to bind some of its subordinates to your service. If you succeed, the devil sends you its choice of one devil of double *infernal pact's* level, two devils of up to 2 levels lower than that, or three devils up to 3 levels lower than that. At the end of their term of servitude, these fiends are recalled to Hell.

Success The devils are sent to you and serve you for 1d4 days.

Critical Success The devils are sent to you and serve you for 1d4 weeks.

Failure Your request is denied.

Critical Failure Not only is your request denied, but the devil you appealed to sends word of its displeasure to your master.

HP 90; **Immunities** fire; **Resistances** physical 5 (except silver), poison 10; **Weaknesses** good 5

◆ **Weeping Wound**

Trigger The fury devil takes piercing or slashing damage.

Effect The wound begins to bleed, causing the fury devil to take 1d6 persistent bleed damage (see angel's blood).

Speed 25 feet, fly 40 feet

◆ **Melee** flaming longsword +18 (versatile P), **Damage** 1d8+5 slashing plus 1d6 fire

◆ **Ranged** +1 flaming composite longbow +18 (deadly 1d10, magical, range increment 100 feet, volley 50), **Damage** 2d8+5 piercing plus 1d6 fire

◆ **Ranged** rope +18 touch (range increment 30 feet), **Effect** entangled (see rope snare)

Divine Innate Spells DC 20; **Constant** true seeing; **5th dimension door**; **At Will** dimension door, fear (3rd)

Rituals infernal pact

Angel's Blood (emotion) Whether or not she arose from a fallen celestial, a fury devil's form is a mockery of an angel's, and she relishes her own body's harm. As long as she's taking persistent bleed damage, the fury devil gains a +2 conditional bonus to damage rolls and is accelerated 10.

Flames of Fury Any weapon a fury devil holds gains the effects of a *flaming rune*.

◆◆ **Furious Fusillade** The fury devil fires one arrow at each creature she chooses in a 30-foot cone. She makes each attack roll separately. This counts as one attack for the purpose of her multiple attack penalty.

Rope Snare A fury devil carries a coil of nonmagical rope that animates in her hands. When a creature is hit by the fury devil's rope, a segment of the rope tears loose and entangles the creature (Escape DC 22). The piece that tears off is 10 feet long

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for a Medium or smaller creature, and doubles in length for each creature size larger than Medium. When a creature Escapes the rope snare, the broken segment of rope rots away into useless black sludge.

HORNED DEVIL (CORNUGON)

Deadly horns crown the head of these powerful winged devils. Horned devils are among the more powerful of their kind, and often satiate their appetites for destruction by serving as warriors that serve the whims of Hell.

Source: *Pathfinder RPG Bestiary 76.*

HORNED DEVIL

UNCOMMON CREATURE 16

Devil
Evil
Fiend
Large
Lawful

Perception +27; greater darkvision
Languages Celestial, Common, Draconic, Infernal; telepathy 100 feet
Skills +20; Acrobatics +27, Athletics +30, Intimidation +30, Religion +27, Stealth +27,

Warfare Lore +31

Str +8, **Dex** +6, **Con** +7, **Int** +2, **Wis** +6, **Cha** +6

Items +3 *unholy spiked chain*

AC 39, **TAC** 36; **Fort** +27, **Ref** +25, **Will** +23, +1 conditional to saves vs. magic

HP 200, fast healing 25; **Immunities** fire; **Resistances** physical 15 (except silver), poison 15; **Weaknesses** good 15

Circle of Protection (abjuration, aura, divine, evil) 10 feet. A constant *circle of protection* against good is centered on the horned devil. The horned devil can deactivate or reactivate its aura with a Verbal Casting action.

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

Frightful Presence (aura, divine, emotion, enchantment, fear, mental) 10 feet, DC 32

◆ **Attack of Opportunity**

Speed 25 feet, fly 50 feet

◆ **Melee** +3 *unholy spiked chain* +29 (disarm, magical, reach 10 feet, trip), **Damage** 4d8+16 slashing plus stunning chain

◆ **Melee** jaws +29, **Damage** 3d10+16

◆ **Melee** tail +29 (reach 10 feet), **Damage** 2d10+16 plus infernal wound and *unholy*

◆ **Melee** claw +29 (agile, reach 10 feet), **Damage** 2d8+16

Divine Innate Spells DC 34; **7th** *dispel magic*; *fireball* (×2), *lightning bolt* (×2); **5th** *dimension door*; **At Will** *dimension door*

Rituals *infernal pact*

◆ **Chain of Malebolge** (attack)

Requirement The horned devil hit a creature with its spiked chain on its most recent action this turn.

Effect The devil pulls the creature it hit 5 feet closer to itself and Grabs it with the spiked chain. To free itself, the creature can Escape (DC 40) or use an action to attempt an Athletics check (DC 40). The creature is automatically freed if the devil makes another attack with its spiked chain or moves away.

Infernal Wound (divine, necromancy) A tail wound caused by a horned devil also deals 2d6 persistent bleed damage that's

difficult to heal. The flat check DC starts out at 21 and drops to 16 if the bleeding creature or an ally successfully Aids with the recovery.

The DC for applying first aid to a creature with an infernal wound is increased by 2. A caster or item attempting to use healing magic on a creature suffering effects of an infernal wound must succeed at a DC 36 spell roll or the magic fails to heal the wounded creature.

◆◆ **Maul** The horned devil makes one jaws Strike, one tail Strike, and one claw Strike in any order, all against the same creature. The multiple attack penalty applies normally.

Stunning Chain If the result of the horned devil's Strike with its spiked chain is a critical hit, the target must succeed at a DC 34 Fortitude save or be stunned for 1 round (1d4 rounds on a critical failure).

ICE DEVIL (GELUGON)

Ice devils are bloated, rime-covered insectile creatures that act as strategists and masterminds in Hell's armies, using their superior intellect to plan strikes against the forces of good.

Source: *Pathfinder RPG Bestiary 77.*

ICE DEVIL

UNCOMMON CREATURE 13

Devil
Evil
Fiend
Large
Lawful

Perception +25; greater darkvision
Languages Celestial, Common, Draconic, Infernal; telepathy 100 feet
Skills +16; Acrobatics +23, Athletics +26, Deception +24, Intimidation +23, Occultism +26, Religion +26, Society +23, Society +23, Stealth +23, Warfare Lore +28

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

Items +2 *frost longspear*

AC 33, **TAC** 29; **Fort** +23, **Ref** +21, **Will** +20, +1 conditional to saves vs. magic

HP 200, fast healing 10; **Immunities** cold, fire; **Resistances** physical 10 (except silver), poison 10; **Weaknesses** good 10

Frightful Presence (aura, divine, emotion, enchantment, fear, mental) 10 feet, DC 28

◆ **Attack of Opportunity**

Speed 35 feet, fly 30 feet (from fly)

◆ **Melee** +3 *frost longspear* +25 (reach 15 feet), **Damage** 3d8+12 piercing plus 2d6 cold and slowing frost

◆ **Melee** tail +25 (agile, reach 10 feet), **Damage** 2d10+6 plus 3d6 cold plus slowing frost

◆ **Ranged** +2 *frost longspear* +24 (thrown 20 feet), **Damage** 3d8+12 piercing plus 1d6 cold

Divine Innate Spells DC 30; **Constant** *fly*; **7th** *cone of cold* (×2); **5th** *dimension door*, *wall of ice* (×3); **At Will** *dimension door*, *ray of frost*

Rituals *infernal pact*

Slowing Frost (cold) The ice devil channels the extreme cold of its body through its appendages and weapons. A creature hit by an ice devil's weapon or unarmed attack in melee must attempt a DC 29 Fortitude save or be slowed 1 for 1d4 rounds. A weapon used by an ice devil permanently gains the effects of a *frost rune* after extended exposure to this ability, and the ice devil

can throw any such weapon with a 20 foot range increment, trailing motes of frost.

- ◆ **Tactician of Cocytus** (concentrate) An ice devil's logical mind devises genius tactics from its perfect memory. It can telepathically send a tactical repositioning to its allies, allowing all commanded or allied evil creatures in the range of its telepathy to Stride (or Fly, Swim, Climb, or Burrow if the creature has one of those speeds).

IMP

Imps have a knack for deceiving and manipulating other creatures, and are often found on the Material Plane serving as powerful familiars to evil spellcasters. Imps typically have red skin, bat wings, and small frames with a long barbed tail that can deliver a debilitating poison with its strikes.

Source: *Pathfinder RPG Bestiary* 78.

IMP

CREATURE 1

Devil
Evil
Fiend
Lawful
Tiny

Perception +5; greater darkvision
Languages Common, Infernal; telepathy 100 feet
Skills +1; Acrobatics +6, Arcana +6, Deception +7, Religion +6
Str -1, **Dex** +3, **Con** +0, **Int** +1, **Wis** +1, **Cha** +2

AC 15, **TAC** 14; **Fort** +2, **Ref** +5, **Will** +4

HP 13, fast healing 1; **Immunities** fire; **Resistances** physical 3 (except silver), poison 5; **Weaknesses** good 3

Speed 20 feet, fly 30 feet

- ◆ **Melee** stinger +7, **Damage** 1d4-1 plus imp venom
- ◆ **Change Shape** (concentrate, divine, polymorph, transmutation)
 - **Boar** size Medium; scent 30 feet; Speed 40 feet; tusk Strike +6 for 1d8 piercing
 - **Giant Spider** size Medium; tremorsense 40 feet; Speed 25 feet; climb Speed 25 feet; fangs Strike +6 for 1d4 piercing plus 1d4 poison
 - **Rat** scent 30 feet; Speed 20 feet; jaws Strike +7 (agile) for 1 piercing
 - **Raven** scent 30 feet; Speed 10 feet; fly Speed 40 feet; beak Strike +7 for 1 piercing

Divine Innate Spells DC 15, attack +7; **Constant** *detect magic*; **4th** *charm*, *read omens*; **2nd** *augury*; **At Will** *invisibility* (can target only itself); **Cantrips** *produce flame* (1st)

Imp Venom (poison) **Saving Throw** Fortitude DC 15; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and sluggish 1 (1 round); **Stage 2** 1d6 poison damage, sluggish 1, and slowed 1 (1 round)

- ◆ **Infernal Temptation** (divine, concentrate, enchantment, evil, fortune)

Frequency Once per day

Effect The imp offers a non-fiend within 15 feet a bargain, granting a boon of good luck for 1 hour if the creature accepts. If the creature dies while the boon is in place, its soul travels to Hell, where it is bound for eternity and unable to be raised or resurrected by any means short of *miracle* or similarly powerful magic. One time during the hour, the creature that accepts this boon can roll twice on an attack roll or saving throw and take the higher result.

LEMURE

These shapeless masses of quivering flesh are the least of devilkind. These pathetic creatures form on Hell's first layer, which they roam alongside millions of damned and suffering souls.

Source: *Pathfinder RPG Bestiary* 79.

LEMURE

CREATURE 2

Devil
Evil
Fiend
Lawful
Medium
Mindless

Perception +2; greater darkvision
Languages –
Skills +0
Str +0, **Dex** +0, **Con** +1, **Int** -5, **Wis** +0, **Cha** -3
AC 17, **TAC** 14; **Fort** +6, **Ref** +4, **Will** +2
HP 18; **Immunities** fire, mental; **Resistances**

physical 3 (except silver), poison 5; **Weaknesses** good 3

Speed 20 feet

- ◆ **Melee** claw +8, **Damage** 2d8 slashing

Subservience Lemures have little drive of their own, but other devils can take command of them. A non-lemure devil can issue a command to all lemures within 60 feet of it with an action (this action has the auditory and concentrate traits). The devil picks one of the following orders lemures can understand, causing all lemures who hear it to do as instructed. The command and its effects end once the commander is out of sight of the lemure, a new command is issued by the same or another devil, or the lemure dies.

Kill The lemure attacks one target the commander chooses and gains a +1 circumstance bonus to attack rolls against the target.

Defend The lemure circles nears the commander and attacks anyone who approaches. The lemure gains a +1 circumstance bonus to AC and saves.

Fetch The lemure is accelerated 10 and attempts to retrieve an object or creature the commander chooses. The lemure attacks anyone or anything that gets in the way.

Work The lemure performs tasks dictated by the commander.

PIT FIEND

A pit fiend can often be found ruling an infernal realm or serving as a general of Hell's armies, as it is among the most powerful of its kind. This diabolical, muscular fiend has scaly red hide, numerous horns, and a wide span of batlike wings.

Source: *Pathfinder RPG Bestiary* 80.

PIT FIEND

RARE CREATURE 20

Devil
Evil
Fiend
Large
Lawful

Perception +35; greater darkvision, *true seeing*
Languages Celestial, Common, Draconic, Infernal; telepathy 100 feet
Skills +22; Acrobatics +35, Arcana +35, Deception +36, Diplomacy +35, Intimidation +35, Religion +35, Society +35, Stealth +35

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

AC 44, **TAC** 41; **Fort** +33, **Ref** +31, **Will** +30, +1 conditional to saves vs. magic

HP 300, fast healing 30; **Immunities** fire; **Resistances** physical 15

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SHAPE DEVILS

RARE RITUAL 10

Transmutation Casting Between 1 and 9 days

Cost a number of lemures

Proficiency Master Religion

Requirements You must be a pit fiend.

You reshape a number of pathetic lemures into one or more higher-level devils to swell Hell's legions. You can shape 100 lemures into devils per day, and can cast the ritual for up to 9 days to shape a maximum of 900 lemures' worth of devils.

DEVIL SHAPING

Devil Level	Number of Lemures
3-4	2
5-6	4
7-8	8
9-10	16
11-12	32
13-14	64
15-16	128
17-18	256
19-20	512

Most devils you shape are in thrall to you, and follow your orders. However, if you shape a pit fiend or any other level 20 devil, it's independent of your control. Few pit fiends choose to do this.

Success You shape the lemures into the desired number of higher-level devils.

Critical Success You shape devils more quickly, reshaping double the normal number of lemures allowed each day, assuming you have enough lemures.

Failure You shape half the normal number of devils allowed each day (for a maximum of 450, preventing you from shaping a 19th-level or 20th-level devil at all).

Critical Failure You fail to shape any devils, and draw the ire of an archdevil for your failure.

(except silver), poison 15; **Weaknesses** good 15

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

Frightful Presence (aura, divine, emotion, enchantment, fear, mental) 20 feet, DC 38

◆ **Attack of Opportunity**

Disruptive In addition to its normal triggers, the pit fiend's Attack of Opportunity can also be used when a creature within the pit fiend's reach uses an action with the concentrate trait. Furthermore, the pit fiend doesn't take the normal -2 penalty when it makes an Attack of Opportunity.

Speed 35 feet, fly 60 feet

◆ **Melee** jaws +35 (reach 10 feet), **Damage** 4d8+18 piercing plus pit fiend venom

◆ **Melee** claw +35 (agile, reach 10 feet), **Damage** 3d6+18 slashing

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◆ **Melee** tail +35 (reach 10 feet), **Damage** 3d8+18 bludgeoning plus Improved Grab

◆ **Melee** wing +35 (reach 15 feet), **Damage** 3d6+18 slashing
Divine Innate Spells DC 40; **Constant** (8th) *true seeing*; **10th** *meteor swarm*, *miracle* (once per year), *power word stun* (x2); **5th** *dimension door*; **At Will** *bind soul*, *dimension door*, *dispel magic* (8th), *divine decree* (8th), *fireball* (8th), *scrying*, *wall of fire* (8th)

Rituals *infernal pact*, *shape devils* (see sidebar)

◆ **Constrict** 20 bludgeoning

◆ **Improved Grab** A pit fiend can use Improved Grab with its tail Strike.

◆ **Masterful Quicken Casting**

Frequency Once per round

Trigger The pit fiend starts to cast an innate spell of 8th level or lower. The spell must require two or more spellcasting actions to cast.

Effect The pit fiend chooses one of the spell's spellcasting actions. The pit fiend doesn't need to use that action to finish casting the spell.

Pit Fiend Venom (poison) **Saving Throw** Fortitude DC 40; **Maximum Duration** 10 rounds; **Stage 1** 6d6 poison and drained 1 (1 round); **Stage 2** 7d6 poison and drained 2 (1 round); **Stage 3** 8d6 poison and drained 3 (1 round).

◆ **Wingover** The pit fiend Flies and makes a wing Strike at any point during its movement.

DINOSAUR

Remnants from the world's primeval era, these enormous reptilian animals still exist in large numbers in isolated jungles and remote wildernesses.

Sources: *Pathfinder RPG Bestiary* 83, 84, 86.

DEINONYCHUS

CREATURE 2

Animal Dinosaur Medium **Perception** +7; low-light vision, scent 30 feet
Languages –
Skills +0; Acrobatics +7, Athletics +6, Stealth +7

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

AC 16, **TAC** 15; **Fort** +5, **Ref** +7, **Will** +4

HP 28

Speed 50 feet

◆ **Melee** talon +8 (agile), **Damage** 1d4+2 slashing plus 1d4 bleed

◆ **Melee** jaws +8, **Damage** 1d10+2

◆ **Darting Attack** The deinonychus Strides up to 10 feet and then makes a Strike, or makes a Strike and then Strides up to 10 feet.

Predator's Advantage Bleeding creatures are flat-footed to the deinonychus.

ANKYLOSAURUS

CREATURE 6

Animal Dinosaur Huge **Perception** +11; low-light vision, scent 30 feet
Languages –
Skills +4; Acrobatics +8, Athletics +14

Str +7, **Dex** +0, **Con** +3, **Int** -4, **Wis** +1, **Cha** -1

AC 23, **TAC** 18; **Fort** +14, **Ref** +9, **Will** +7

HP 72

Speed 25 feet

◆ **Melee** tail +14 (backswing, reach 15 feet), **Damage** 2d8+7 bludgeoning plus punishing tail

◆ **Melee** foot +14 (reach 10 feet), **Damage** 2d6+7 bludgeoning

Punishing Tail A creature struck by the ankylosaurus's tail must attempt a DC 19 Fortitude save. On a failure, it's slowed 1 for 1 round; on a critical failure, it's stunned for 1 round.

◆◆◆ **Trample** Large or smaller, foot, DC 19

TYRANNOSAURUS

CREATURE 10

Animal
Dinosaur
Gargantuan

Perception +18; low-light vision, scent 30 feet
Languages –

Skills +8; Athletics +22

Str +7, **Dex** +1, **Con** +5, **Int** –4, **Wis** +2, **Cha** +0

AC 25, **TAC** 23; **Fort** +19, **Ref** +15, **Will** +14

HP 233

Speed 40 feet

◆ **Melee** jaws +20 (deadly 1d12, reach 20 feet), **Damage** 3d12+7 piercing plus Grab

◆ **Melee** foot +20 (reach 15 feet), **Damage** 3d8+7

Earth Shaker The tyrannosaurus creates tremors as it moves.

Any time the tyrannosaurus moves adjacent to a Large or smaller creature, that creature must succeed at a DC 22 Acrobatics check or fall prone. A creature needs to attempt the check only the first time the tyrannosaurus moves adjacent to it in a given turn.

◆ **Fling**

Requirement A creature is grabbed in the tyrannosaurus's jaws.

Effect The tyrannosaurus flings the creature into the air up to 10 feet up from its mouth and 20 feet away. The creature falls 25 feet (assuming the tyrannosaurus flings it as high as it can) and takes falling damage accordingly. If the flung creature lands in the same square as another creature, the creature it lands on takes 4d6 damage. The creature being landed on can attempt a DC 23 Reflex save to halve the damage (or take no damage on a critical success).

◆ **Swallow Whole** (attack) Medium, 2d6+7 bludgeoning, toughness 18

◆◆◆ **Trample** Huge or smaller, foot, DC 24

DOG

Dogs are trusted and loyal companions that can serve as guardians and protectors. Larger breeds can even act as mounts for small adventurers.

Source: *Pathfinder RPG Bestiary* 87.

GUARD DOG

CREATURE 0

Animal
Small

Perception +5; low-light vision, scent 30 feet
Languages –

Skills –2; Acrobatics +5, Athletics +4, Stealth +5

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

AC 13, **TAC** 12; **Fort** +4, **Ref** +2, **Will** –1

HP 8

Speed 30 feet

◆ **Melee** jaws +5, **Damage** 1d4 piercing

Pack Attack The dog's Strikes deal 1d4 extra damage to creatures within the reach of at least two of the dog's allies.

RIDING DOG

CREATURE 1

Animal
Medium

Perception +6; low-light vision, scent 30 feet
Languages –

Skills –1; Acrobatics +4, Athletics +6

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

AC 15, **TAC** 14; **Fort** +5, **Ref** +3, **Will** +1

HP 20

◆ **Shake Off** The riding dog won't use this reaction against a creature in control of it or that domesticated or trained it.

Trigger A creature Mounts the riding dog or gives it a Command while riding upon it.

Effect The rider must succeed at a DC 15 Acrobatics check to Maintain their Balance or fall off.

Speed 35 feet

◆ **Melee** jaws +7, **Damage** 1d6+1 piercing

Pack Attack The dog's Strikes deal 1d4 extra damage to creatures within the reach of at least two of the dog's allies.

DOPPELGANGER

In their natural forms, these humanoid creatures are gray and appear unfinished. As masters of mimicry, they use their ability to impersonate others in devious ways, often infiltrating a society and living among it for years without detection.

Source: *Pathfinder RPG Bestiary* 89.

DOPPELGANGER

UNCOMMON CREATURE 3

Humanoid
Medium

Perception +6; darkvision
Languages Common, two other languages

Skills +4; Deception +11, Diplomacy +9, Society +9, Stealth +7, Thievery +9

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

AC 17, **TAC** 16; **Fort** +5, **Ref** +6, **Will** +8

HP 42

◆ **End the Charade** (attack)

Trigger The doppelganger is transformed with Change Shape and another creature moves adjacent to it or takes a hostile action against it.

Effect The doppelganger reverts to its natural form and can make a Strike against the triggering creature. If the creature was unaware the doppelganger was in disguise, it's flat-footed against this attack.

Speed 25 feet

◆ **Melee** claw +9 (agile), **Damage** 1d10+4 slashing

Arcane Innate Spells DC 17; **At Will** *mind reading*

◆ **Change Shape** (arcane, concentrate, polymorph, transmutation) The doppelganger takes on the specific appearance of any Small or Medium humanoid who it has seen and whose appearance it remembers. This doesn't change the doppelganger's Speed or its attack and damage bonuses with its Strikes, but might change the damage type its Strikes deal (typically to bludgeoning).

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BLACK DRAGON SPELLCASTERS

To make a black dragon spellcaster, remove the dragon's Draconic Frenzy and Draconic Momentum abilities and give it the following spells. You can swap out any number of these with other arcane spells, provided you keep the same number of spells for each level. You might also want to increase the dragon's Intelligence or Charisma modifier by 1 or 2.

YOUNG

Arcane Prepared Spells DC 21, attack +15; **3rd** *slow, stinking cloud*; **2nd** *blur, glitterdust, invisibility*; **1st** *alarm, ray of enfeeblement, true strike*; **Cantrips** (3rd) *dancing lights, detect magic, prestidigitation, tanglefoot*

ADULT

Arcane Spells DC 26, attack +20; As young black dragon, plus **5th** *black tentacles, mariner's curse*; **4th** *clairvoyance, dimension door, suggestion*; **3rd** *paralyze*; **Cantrips** (5th)

ANCIENT

Arcane Spells DC 34, attack +27; As adult black dragon, plus **7th** *finger of death, mask of terror, reverse gravity*; **6th** *dominate, true seeing, wall of force*; **5th** *prying eye*; **Cantrips** (7th)

DRAGON

Rare and powerful, dragons combine great magical power with devastating brute strength and multiple deadly attacks. Many types of dragons exist, but this section describes only the chromatic dragons—the most evil of dragonkind.

BLACK DRAGON

Black dragons make their hidden lairs in fetid swamps and remote marshes where they use their power and influence to control the local denizens using fear and intimidation.

Source: *Pathfinder RPG Bestiary* 92.

YOUNG BLACK DRAGON UNCOMMON CREATURE 7

Acid
Amphibious
Chaotic
Dragon
Evil
Large

Perception +15; darkvision, scent 60 feet
Languages Draconic
Skills +7; Acrobatics +13, Arcana +13, Athletics +15, Deception +13, Intimidation +15, Stealth +15
Str +4, **Dex** +2, **Con** +3, **Int** +0, **Wis** +1, **Cha** +1
AC 23, **TAC** 21; **Fort** +14, **Ref** +10, **Will** +12

HP 115; **Immunities** acid, asleep, paralyzed

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 19

◆ Tail Lash

Trigger A creature within reach of the dragon's tail takes an action to Strike or attempt a skill check.

Effect The dragon Strikes with its tail at the triggering creature at a -2 penalty. If it hits, the creature takes a -2 circumstance penalty on the triggering roll.

Speed 40 feet, fly 100 feet, swim 40 feet

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◆ **Melee** jaws +17 (reach 10 feet), **Damage** 2d10+8 piercing plus 1d8 acid

◆ **Melee** claw +17 (agile), **Damage** 2d8+8 slashing

◆ **Melee** tail +17 (reach 15 feet), **Damage** 2d8+8 bludgeoning

◆ **Melee** horns +16 (reach 10 feet), **Damage** 2d8+4 piercing

◆◆ **Breath Weapon** (acid, arcane, evocation) The dragon breathes a spray of acid that deals 8d6 acid damage to all creatures in a 60-foot line (Reflex DC 21 half, double damage on a critical failure, no damage on a critical success). It can't use Breath Weapon again for 1d4 rounds.

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

Draconic Momentum When the dragon scores a critical hit with a Strike, it recharges its Breath Weapon.

ADULT BLACK DRAGON UNCOMMON CREATURE 11

Acid
Amphibious
Chaotic
Dragon
Evil
Large

Perception +21; darkvision, scent 60 feet

Languages Common, Draconic, Jotun

Skills +12; Acrobatics +19, Arcana +19, Athletics +21, Deception +19, Intimidation +21, Stealth +21

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

AC 29, **TAC** 27; **Fort** +20, **Ref** +15, **Will** +17, +1

conditional to saves vs. magic

HP 195; **Immunities** acid, asleep, paralyzed

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 24

◆ Tail Lash

Trigger A creature within reach of the dragon's tail takes an action to Strike or attempts a skill check.

Effect The dragon Strikes with its tail at the triggering creature at a -2 penalty. If it hits, the creature takes a -2 circumstance penalty on the triggering roll.

Speed 50 feet, 120 feet, swim 50 feet

◆ **Melee** jaws +22 (reach 10 feet), **Damage** 2d12+12 piercing plus 2d6 acid

◆ **Melee** claw +22 (agile), **Damage** 2d10+12 slashing

◆ **Melee** tail +22 (reach 15 feet), **Damage** 2d10+12 bludgeoning

◆ **Melee** horns +21 (reach 10 feet), **Damage** 2d8+6 piercing

Arcane Innate Spells DC 26; **At Will** *darkness*

◆◆ **Breath Weapon** (acid, arcane, evocation) The dragon breathes a spray of acid that deals 12d6 acid damage to all creatures in an 80-foot line (Reflex DC 26 half, double damage on a critical failure, no damage on a critical success). It can't use Breath Weapon again for 1d4 rounds.

◆ **Corrupt Water** (arcane, concentrate, necromancy)

Frequency Once per day

Effect The dragon permanently befouls 10 cubic feet of liquid within 90 feet. The liquid becomes undrinkable and unable to support water-breathing life. This destroys liquid magic or alchemical items if they're of a lower level than the dragon (a creature can attempt a DC 24 Will save to protect liquids in its possession). This doesn't affect the liquids in a creature's body.

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

Draconic Momentum When the dragon scores a critical hit with a Strike, it recharges its Breath Weapon.

ANCIENT BLACK DRAGON UNCOMMON CREATURE 16

Acid
Amphibious
Chaotic
Dragon
Evil
Huge

Perception +29; darkvision, scent 60 feet
Languages Common, Draconic, Jotun, Goblin, Orcish
Skills +20; Acrobatics +27, Arcana +27, Athletics +30, Deception +27, Intimidation +30, Stealth +30
Str +7, **Dex** +5, **Con** +6, **Int** +4, **Wis** +5, **Cha** +4
AC 38, **TAC** 36; **Fort** +28, **Ref** +23, **Will** +25, +1

conditional to saves vs. magic

HP 295; **Immunities** acid, asleep, paralyzed

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 32

◆ **Tail Lash**

Trigger A creature within reach of the dragon's tail takes an action to Strike or attempt a skill check.

Effect The dragon makes a tail Strike at the creature with a -2 penalty. If it hits, the creature takes a -2 circumstance penalty on the triggering roll.

Speed 60 feet, fly 150 feet, swim 60 feet

◆ **Melee** jaws +29 (reach 15 feet), **Damage** 2d12+14 piercing plus 4d6 acid and 2d6 persistent acid

◆ **Melee** claw +29 (agile, reach 10 feet), **Damage** 4d10+14 slashing

◆ **Melee** tail +29 (reach 20 feet), **Damage** 3d10+14 bludgeoning

◆ **Melee** horns +28 (reach 15 feet), **Damage** 3d10+7 piercing

Arcane Innate Spells DC 34; **At Will** *darkness*

◆◆ **Breath Weapon** (acid, arcane, evocation) The dragon breathes a spray of acid that deals 17d6 acid damage to all creatures in a 100-foot line (Reflex DC 34 half, double damage on a critical failure, no damage on a critical success). It can't use Breath Weapon again for 1d4 rounds.

◆ **Corrupt Water** (arcane, concentrate, necromancy) As adult black dragon, but DC 32.

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

Draconic Momentum When the dragon scores a critical hit with a Strike, it recharges its Breath Weapon.

BLUE DRAGON

The schemers and manipulators of dragonkind, blue dragons lair in vast deserts and often attack from the air in order to weaken their victims before landing to finish them off.

Source: *Pathfinder RPG Bestiary* 94.

YOUNG BLUE DRAGON UNCOMMON CREATURE 9

Dragon
Electricity
Evil
Large
Lawful

Perception +17; darkvision, scent 60 feet
Languages Common, Draconic
Skills +10; Acrobatics +18, Arcana +18, Deception +18, Diplomacy +18, Intimidation +16, Society +18, Stealth +16, Survival +18

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

Sound Imitation The dragon can mimic any sound it has heard. It must succeed at a Deception check with a +4 circumstance bonus to do so.

AC 26, **TAC** 23; **Fort** +15, **Ref** +14, **Will** +15

HP 155; **Immunities** electricity, asleep, paralyzed

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 21

CHANGE SHAPE

Some dragons can take humanoid form, allowing them to infiltrate settlements or mislead others to their true nature. They gain the following ability:

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

◆ **Wing Deflection**

Trigger The dragon is targeted with an attack.

Effect The dragon raises its wing, gaining a +2 circumstance bonus to AC against the triggering attack. If the dragon is flying at the time it is attacked, it descends 10 feet after the attack is complete.

Speed 30 feet, burrow 15 feet, fly 100 feet

◆ **Melee** jaws +19 (reach 10 feet), **Damage** 2d10+10 piercing plus 1d12 electricity

◆ **Melee** claw +19 (agile), **Damage** 2d8+10 slashing

◆ **Melee** tail +19 (reach 10 feet), **Damage** 2d8+10 bludgeoning

◆ **Melee** horns +18 (reach 10 feet), **Damage** 2d8+5 piercing

Arcane Innate Spells DC 23; **At Will** *create water* (see desert thirst); **Cantrips** (4th) *ghost sound*

◆◆ **Breath Weapon** (arcane, electricity, evocation) The dragon breathes lightning that deals 6d12 electricity damage to all creatures in an 80-foot line (Reflex DC 23 half, double damage on a critical failure, no damage on a critical success). It can't use Breath Weapon again for 1d4 rounds.

Desert Thirst (arcane, transmutation) When casting *create water*, the dragon can attempt to destroy liquid instead of creating it, turning an equal amount of liquid into sand. This destroys liquid magic or alchemical items if they're of a lower level than the dragon (a creature can attempt a DC 21 Will save to protect all liquids in its possession). This doesn't affect the liquids in a creature's body.

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

Draconic Momentum When the dragon scores a critical hit with a Strike, it recharges its Breath Weapon.

ADULT BLUE DRAGON UNCOMMON CREATURE 13

Dragon
Electricity
Evil
Huge
Lawful

Perception +25; darkvision, scent 60 feet
Languages Auran, Common, Draconic, Jotun
Skills +17; Acrobatics +26, Arcana +26, Deception +26, Diplomacy +26, Intimidation +23, Society +26, Stealth +23, Survival +26

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

Sound Imitation The dragon can mimic any sound it has heard. It must succeed at a Deception check with a +4 circumstance bonus to do so.

AC 33, **TAC** 30; **Fort** +23, **Ref** +21, **Will** +23, +1 conditional to saves vs. magic

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BLUE DRAGON SPELLCASTERS

To make a blue dragon spellcaster, remove the dragon's Draconic Frenzy and Draconic Momentum abilities and give it the following spells. You can swap out any number of these with other arcane spells, provided you keep the same number of spells for each level. You might also want to increase the dragon's Intelligence or Charisma modifier by 1 or 2.

YOUNG

Arcane Prepared Spells DC 23, attack +17; **4th** *dimension door*, *paralyze*; **3rd** *dispel magic*, *dream message*, *hypnotic pattern*; **2nd** *invisibility*, *mirror image*, *resist energy*; **1st** *alarm*, *charm*, *unseen servant*; **Cantrips** (4th) *detect magic*, *message*, *shield*, *sigil*

ADULT

Arcane Spells DC 30, attack +23; As young blue dragon, plus **6th** *baleful polymorph*, *mislead*; **5th** *chromatic wall*, *false vision*, *illusory scene*; **4th** *clairvoyance*; **Cantrips** (6th)

ANCIENT

Arcane Spells DC 36, attack +30; As adult blue dragon, plus **8th** *disappearance*, *maze*, *mind blank*; **7th** *paralyze*, *prismatic spray*, *spell turning*; **6th** *feeblemind*; **Cantrips** (8th)

HP 235; **Immunities** asleep, electricity, paralyzed
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 28

◆ Wing Deflection

Trigger The dragon is targeted with an attack.

Effect The dragon raises its wing, gaining a +2 circumstance bonus to AC against the triggering attack. If the dragon is flying at the time it is attacked, it descends 10 feet after the attack is complete.

Speed 40 feet, burrow 20 feet, fly 140 feet

◆ **Melee** jaws +25 (reach 15 feet), **Damage** 3d10+12 piercing plus 1d12 electricity

◆ **Melee** claw +25 (agile, reach 10 feet), **Damage** 4d8+9 slashing

◆ **Melee** tail +25 (reach 20 feet), **Damage** 4d8+9 bludgeoning

◆ **Melee** horns +24 (reach 15 feet), **Damage** 4d8+3 piercing

Arcane Innate Spells DC 30; **6th** *illusory creature*, *illusory object*; **At Will** *create water* (see desert thirst), *ventriloquism* (6th); **Cantrips** (6th) *ghost sound*

◆◆ **Breath Weapon** (arcane, electricity, evocation) The dragon breathes lightning that deals 8d12 electricity damage to all creatures in a 100-foot line (Reflex DC 30 half, no damage on a critical success, double damage on a critical failure). It can't use Breath Weapon again for 1d4 rounds.

Desert Thirst (arcane, transmutation) As a young blue dragon, but DC 28.

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

Draconic Momentum When the dragon scores a critical hit with a Strike, it recharges its Breath Weapon.

ANCIENT BLUE DRAGON UNCOMMON CREATURE 18

Dragon
Electricity
Evil
Gargantuan
Lawful

Perception +31; darkvision, scent 60 feet

Languages Auran, Common, Draconic, Jotun, Ignan, Infernal

Skills +23; Acrobatics +32, Arcana +32, Deception +32, Diplomacy +32, Intimidation +30, Society +32, Stealth +30, Survival +32

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

Sound Imitation The dragon can mimic any sound it has heard.

To do so, it must succeed at a Deception check with a +4 circumstance bonus.

AC 40, **TAC** 37; **Fort** +29, **Ref** +27, **Will** +29, +1 conditional to saves vs. magic

HP 335; **Immunities** asleep, electricity, paralyzed

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

◆ Wing Deflection

Trigger The dragon is targeted with an attack.

Effect The dragon raises its wing, gaining a +2 circumstance bonus to AC against the triggering attack. If the dragon is flying, it descends 10 feet after the attack is complete.

Speed 50 feet, burrow 30 feet, fly 200 feet

◆ **Melee** jaws +32 (reach 20 feet), **Damage** 4d10+14 piercing plus 2d12 electricity

◆ **Melee** claw +32 (agile, reach 15 feet), **Damage** 4d8+14 slashing

◆ **Melee** tail +32 (reach 25 feet), **Damage** 4d8+14 bludgeoning

◆ **Melee** horns +31 (reach 20 feet), **Damage** 4d8+7 piercing

Arcane Innate Spells DC 36; **7th** *project image* (see mirage); **At Will** *create water* (see desert thirst), *hallucinatory terrain* (8th), *illusory creature* (8th), *illusory object* (8th), *ventriloquism* (8th); **Cantrips** (8th) *ghost sound*

◆◆ **Breath Weapon** (arcane, electricity, evocation) The dragon breathes lightning that deals 10d12 electricity damage to all creatures in a 120-foot line (Reflex DC 36 half, double damage on a critical failure, no damage on a critical success). It can't use Breath Weapon again for 1d4 rounds.

Each time the dragon uses its Breath Weapon, a miniature storm cloud with a 20-foot radius appears 80 feet above a point of the dragon's choosing along the Breath Weapon's path. Clouds last for 10 minutes, and allow the dragon to use Storm Breath.

Desert Thirst (arcane, transmutation) As young blue dragon, but DC 34.

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

Draconic Momentum When the dragon scores a critical hit with a Strike, it recharges its Breath Weapon.

◆ **Storm Breath** (arcane, concentrate, electricity, evocation)

Requirement A storm cloud created by the dragon's breath is within 500 feet, and the dragon can see the cloud.

Frequency Once per round

Effect The dragon calls down a lightning bolt from a storm cloud created by its Breath Weapon. This creates a vertical line of lightning to the ground that deals 6d12 electricity damage to all enemies in its path (Reflex DC 36 half, double damage on a critical failure, no damage on a critical success).

Mirage Whenever the dragon uses its Breath Weapon while the illusory image from its innate *project image* spell persists, it can cause the Breath Weapon to originate from itself or the image.

GREEN DRAGON

Armed with a deadly breath weapon that emits a toxic cloud, green dragons reside in remote forest lairs and are considered the most diplomatic of the chromatic dragons.

Source: *Pathfinder RPG Bestiary 96*.

YOUNG GREEN DRAGON UNCOMMON CREATURE 8

Amphibious
Dragon
Evil
Large
Lawful

Perception +17; darkvision, scent 60 feet

Languages Common, Draconic

Skills +9; Acrobatics +15, Arcana +17, Athletics +17, Diplomacy +17, Intimidation +17, Nature +15, Occultism +17, Society +17, Stealth +15

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

AC 26, **TAC** 23; **Fort** +15, **Ref** +11, **Will** +15

HP 113; **Immunities** asleep, paralyzed, poison

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 20

◆ Twisting Tail

Trigger A creature within reach of the dragon's tail uses a move action or leaves a square during a move action it's using.

Effect The dragon makes a tail Strike at the creature with a -2 penalty. If it hits, the dragon disrupts the creature's action.

Speed 30 feet, fly 120 feet, swim 30 feet; woodland stride

◆ **Melee** jaws +18 (reach 10 feet), **Damage** 2d10+10 piercing plus 2d4 poison

◆ **Melee** claw +18 (agile), **Damage** 2d8+10 slashing

◆ **Melee** tail +18 (reach 10 feet), **Damage** 2d8+10 bludgeoning

◆ **Melee** horn +17 (reach 10 feet), **Damage** 2d8+5 piercing

Arcane Innate Spells DC 22; **2nd** *entangle*; **1st** *charm* (×2)

◆◆ **Breath Weapon** (arcane, evocation, poison) The dragon breathes a toxic cloud that deals 9d6 poison damage to all creatures in a 40-foot cone (Fortitude DC 22 half, double damage on a critical failure, no damage on a critical success). It can't use Breath Weapon again for 1d4 rounds.

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

Draconic Momentum When the dragon scores a critical hit with a Strike, it recharges its Breath Weapon.

Woodland Stride The green dragon ignores difficult terrain and greater difficult terrain from nonmagical foliage.

ADULT GREEN DRAGON UNCOMMON CREATURE 12

Amphibious
Dragon
Evil
Huge
Lawful

Perception +24; darkvision, scent 60 feet

Languages Common, Draconic, Elven, Sylvan

Skills +15; Acrobatics +21, Arcana +23, Athletics +23, Diplomacy +23, Intimidation +23, Nature +21, Occultism +23, Society +23, Stealth +21

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

AC 32, **TAC** 29; **Fort** +22, **Ref** +17, **Will** +22, +1 conditional to saves vs. magic

HP 180; **Immunities** asleep, paralyzed, poison

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 26

◆ Twisting Tail

Trigger A creature within reach of the dragon's tail uses a move action or leaves a square during a move action it's using.

Effect The dragon makes a tail Strike at the creature with a -2 penalty. If it hits, the dragon disrupts the creature's action.

Speed 40 feet, fly 160 feet, swim 40 feet; trackless step, woodland stride

◆ **Melee** jaws +23 (reach 15 feet), **Damage** 3d10+12 piercing plus 2d6 poison

◆ **Melee** claw +23 (agile, reach 10 feet), **Damage** 3d8+12 slashing

◆ **Melee** tail +23 (reach 20 feet), **Damage** 3d8+12 bludgeoning

◆ **Melee** horn +22 (reach 15 feet), **Damage** 3d8+6 piercing

Arcane Innate Spells DC 28; **4th** *suggestion*; **2nd** *entangle* (×2); **At Will** *charm*

◆◆ **Breath Weapon** (arcane, evocation, poison) The dragon breathes a toxic cloud that deals 13d6 poison damage to all creatures in a 50-foot cone (DC 28 Fortitude save for half, no damage on a critical success, double damage on a critical failure). It can't use Breath Weapon again for 1d4 rounds.

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

Draconic Momentum When the dragon scores a critical hit with a Strike, it recharges its Breath Weapon.

Trackless Step The green dragon always gains the benefits of Cover Tracks in natural surroundings, without moving at half speed.

Woodland Stride The green dragon ignores difficult terrain and greater difficult terrain from nonmagical foliage.

ANCIENT GREEN DRAGON UNCOMMON CREATURE 17

Amphibious
Dragon
Evil
Gargantuan
Lawful

Perception +31; darkvision, scent 60 feet

Languages Abyssal, Common, Draconic, Elven, Jotun, Sylvan

Skills +22; Acrobatics +29, Arcana +31, Athletics +31, Diplomacy +31, Intimidation +31, Nature +29, Occultism +31, Society +31, Stealth +29 (camouflage)

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

Camouflage The dragon can Hide in natural environments even if it doesn't have cover.

AC 40, **TAC** 37; **Fort** +29, **Ref** +24, **Will** +29, +1 conditional to saves vs. magic

HP 262; **Immunities** asleep, paralyzed, poison

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 33

Miasma (aura, poison) 20 feet. After the dragon uses its Breath Weapon, a cloud of poison gas continues to emanate from its body for 1 round. Any creature that ends its turn in the miasma takes 4d6 poison damage. Any creature in the aura is concealed and treats other creatures as concealed. The dragon ignores this concealment.

◆ Twisting Tail

Trigger A creature within reach of the dragon's tail uses a move action or leaves a square during a move action it's using.

Effect The dragon makes a tail Strike at the creature with a -2 penalty. If the tail Strike hits, the dragon disrupts the creature's action.

Speed 50 feet, fly 200 feet, swim 50 feet; trackless step, woodland stride

◆ **Melee** jaws +30 (reach 20 feet), **Damage** 3d10+16 piercing plus 4d6 poison

◆ **Melee** claw +30 (agile, reach 15 feet), **Damage** 4d8+16 slashing

◆ **Melee** tail +30 (reach 25 feet), **Damage** 4d8+16 bludgeoning

◆ **Melee** horn +29 (reach 20 feet), **Damage** 4d8+8 piercing

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GREEN DRAGON SPELLCASTERS

To make a green dragon spellcaster, remove the dragon's Draconic Frenzy and Draconic Momentum abilities and give it the following spells. You can swap out any number of these with other arcane spells, provided you keep the same number of spells for each level. You might also want to increase the dragon's Intelligence or Charisma modifier by 1 or 2.

YOUNG

Arcane Prepared Spells DC 22, attack +16; **3rd** *dispel magic*, *locate*, *mind reading*; **2nd** *humanoid form*, *mirror image*, *see invisibility*; **1st** *illusory image*, *true strike*, *ventriloquism*; **Cantrips** (3rd) *dancing lights*, *detect magic*, *ghost sound*, *shield*

ADULT

Arcane Spells DC 28, attack +21; As young green dragon, plus **5th** *cloudkill*, *summon monster*, *tongues*; **4th** *clairvoyance*, *dimension door*, *stoneskin*; **Cantrips** (5th)

ANCIENT

Arcane Spells DC 35, attack +28; As adult green dragon, plus **8th** *mind blank*, *prismatic wall*; **7th** *contingency*, *prismatic spray*, *spell turning*; **6th** *feblemind*, *teleport*, *true seeing*; **Cantrips** (8th)

Arcane Innate Spells DC 28; **6th** *dominate*; **4th** *suggestion*; **At Will** *charm* (4th), *entangle*

❖❖❖ **Breath Weapon** (arcane, evocation, poison) The dragon breathes a toxic cloud that deals 18d6 poison damage to all creatures in a 60-foot cone (Fortitude DC 35 half, double damage on a critical failure, no damage on a critical success). The Breath Weapon also creates a Miasma. It can't use Breath Weapon again for 1d4 rounds.

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

Draconic Momentum When the dragon scores a critical hit with a Strike, it recharges its Breath Weapon.

Trackless Step The green dragon always gains the benefits of Cover Tracks in natural surroundings, without moving at half speed.

Woodland Stride The green dragon ignores difficult terrain and greater difficult terrain from nonmagical foliage.

RED DRAGON

Considered by many a dragonslayer to be the most powerful of the chromatic dragons, red dragons lord over their minions in mountain lairs throughout the world.

Source: *Pathfinder RPG Bestiary* 98.

YOUNG RED DRAGON

UNCOMMON CREATURE 10

Chaotic
Dragon
Evil
Fire
Large

Stealth +18

Perception +20; darkvision, scent 60 feet, smoke vision
Languages Common, Draconic
Skills +11; Acrobatics +16, Arcana +19, Athletics +18, Deception +20, Diplomacy +20, Intimidation +20,

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

Smoke Vision The dragon ignores concealment from smoke.

AC 27, **TAC** 24; **Fort** +18, **Ref** +14, **Will** +15

HP 195; **Immunities** asleep, fire, paralyzed; **Weakness** cold 10

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 23

❖❖ **Opportune Bite** As Attack of Opportunity, but only with the dragon's jaws.

Speed 40 feet, fly 120 feet

❖❖ **Melee** jaws +20 (reach 10 feet), **Damage** 3d6+12 piercing plus 2d6 fire

❖❖ **Melee** claw +20 (agile), **Damage** 3d6+12 slashing

❖❖ **Melee** tail +20 (reach 10 feet), **Damage** 2d10+12 slashing

❖❖ **Melee** wing +19 (agile, reach 10 feet), **Damage** 3d6+6 piercing

Arcane Innate Spells DC 25; **Cantrips** (4th) *detect magic*, *read aura*

❖❖❖ **Breath Weapon** (arcane, evocation, fire) The dragon breathes a blast of flame that deals 11d6 fire damage to all creatures in a 40-foot cone (Reflex DC 25 half, double damage on a critical failure, no damage on a critical success). It can't use Breath Weapon again for 1d4 rounds.

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

Draconic Momentum When the dragon scores a critical hit with a Strike, it recharges its Breath Weapon.

ADULT RED DRAGON

UNCOMMON CREATURE 14

Chaotic
Dragon
Evil
Fire
Huge

Perception +27; darkvision, scent 60 feet, smoke vision

Languages Common, Draconic, Dwarven, Orcish

Skills +17; Acrobatics +22, Arcana +26, Athletics +24, Deception +27, Diplomacy +27, Intimidation +27,

Stealth +24

Str +7, **Dex** +2, **Con** +6, **Int** +3, **Wis** +4, **Cha** +4

Smoke Vision The dragon ignores concealment from smoke.

AC 34, **TAC** 31; **Fort** +25, **Ref** +20, **Will** +22, +1 conditional to saves vs. magic

HP 285; **Immunities** asleep, fire, paralyzed; **Weaknesses** cold 15

Dragon Heat (arcane, aura, evocation, fire) 5 feet. A creature that enters the aura or ends its turn within it takes 3d6 fire damage. A creature can take this damage only once per round.

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 29

❖❖ **Opportune Bite** As Attack of Opportunity, but only with the dragon's jaws.

Speed 50 feet, fly 140 feet

❖❖ **Melee** jaws +26 (reach 15 feet), **Damage** 2d12+14 piercing plus 3d6 fire

❖❖ **Melee** claw +26 (agile, reach 10 feet), **Damage** 4d6+14 slashing

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

❖❖ **Melee** wing +26 (agile, reach 15 feet), **Damage** 4d6+7 piercing

Arcane Innate Spells DC 31; **4th** *suggestion*; **Cantrips** (6th) *detect magic*, *read aura*

❖❖❖ **Breath Weapon** (arcane, evocation, fire) The dragon breathes a blast of flame that deals 15d6 fire damage to all creatures in a 50-foot cone (Reflex DC 31 half, double damage on a critical failure, no damage on a critical success). It can't use Breath Weapon again for 1d4 rounds.

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

Draconic Momentum When the dragon scores a critical hit with a Strike, it recharges its Breath Weapon.

ANCIENT RED DRAGON UNCOMMON CREATURE 19

Chaotic
Dragon
Evil
Fire
Gargantuan

Perception +34; darkvision, scent 60 feet, smoke vision

Languages Abyssal, Common, Draconic, Dwarven, Jotun, Orcish

Skills +24; Acrobatics +29, Arcana +32, Athletics +31, Deception +33, Diplomacy +33, Intimidation +33, Stealth +31

Str +9, **Dex** +4, **Con** +8, **Int** +5, **Wis** +6, **Cha** +7

Smoke Vision The dragon ignores concealment from smoke.

AC 42, **TAC** 39; **Fort** +32, **Ref** +27, **Will** +29, +1 conditional to saves vs. magic

HP 385; **Immunities** asleep, fire, paralyzed; **Weaknesses** cold 20

Dragon Heat (arcane, aura, evocation, fire) 10 feet. A creature that enters the aura or ends its turn within it takes 4d6 fire damage. A creature can take this damage only once per round.

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 36

◆ **Opportune Bite** As Attack of Opportunity, but only with the dragon's jaws.

◆ **Redirect Fire** (abjuration, arcane)

Trigger A creature within 100 feet casts a fire spell, or a fire spell otherwise comes into effect from a source within 100 feet.

Effect The dragon makes all the choices to determine the targets, destination, or other effects of the spell, as though it were the caster.

Speed 60 feet, fly 180 feet

◆ **Melee** jaws +34 (reach 20 feet), **Damage** 2d12+18 piercing plus 5d6 fire

◆ **Melee** claw +34 (agile, reach 15 feet), **Damage** 5d6+18 slashing

◆ **Melee** tail +34 (reach 25 feet), **Damage** 3d10+18 slashing

◆ **Melee** wing +33 (agile, reach 20 feet), **Damage** 5d6+9 piercing

Arcane Innate Spells DC 31; **At Will** *suggestion, wall of fire* (8th); **Cantrips** (9th) *detect magic, read aura*

◆◆ **Breath Weapon** (arcane, evocation, fire) The dragon breathes a blast of flame that deals 20d6 fire damage to all creatures in a 60-foot cone (Reflex DC 38 half, double damage on a critical failure, no damage on a critical success). It can't use Breath Weapon again for 1d4 rounds.

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

Draconic Momentum When the dragon scores a critical hit with a Strike, it recharges its Breath Weapon.

◆ **Manipulate Flames** (arcane, concentrate, transmutation) The red dragon takes control of a magical fire or a fire spell within 100 feet. If it succeeds at its check to dispel (+21, counteract level 10), the original caster loses control of the spell or magic fire, control is transferred to the dragon, and the dragon counts as having Concentrated on the Spell, if applicable. On a success, the dragon can instead choose to dispel the fire magic.

WHITE DRAGON

White dragons make their homes in sparkling ice caves

RED DRAGON SPELLCASTERS

To make a red dragon spellcaster, remove the dragon's Draconic Frenzy and Draconic Momentum abilities and give it the following spells. You can swap out any number of these with other arcane spells, provided you keep the same number of spells for each level. You might also want to increase the dragon's Intelligence or Charisma modifier by 1 or 2.

YOUNG

Arcane Prepared Spells DC 25, attack +18; **4th** *fear, invisibility, stoneskin*; **3rd** *dispel magic, haste, mind reading*; **2nd** *comprehend language, resist energy, see invisibility*; **1st** *charm, grease, true strike*; **Cantrips** (4th) *detect magic, mage hand, message, sigil*

ADULT

Arcane Spells DC 31, attack +24; As young red dragon, plus **6th** *dispel magic, teleport, wall of force*; **5th** *command, crushing despair, tongues*; **Cantrips** (6th)

ANCIENT

Arcane Spells DC 38, attack +32; As adult red dragon, plus **9th** *fiery body, prismatic sphere*; **8rd** *discern location, mind blank, prismatic wall*; **7th** *prismatic spray, resist energy, reverse gravity*; **Cantrips** (9th)

atop frozen mountaintops. Some consider these dragons to be the weakest of the chromatic dragons.

Source: *Pathfinder RPG Bestiary* 100.

YOUNG WHITE DRAGON UNCOMMON CREATURE 6

Chaotic
Cold
Dragon
Evil
Large

Perception +14; darkvision, scent 60 feet, snow vision

Languages Draconic

Skills +6; Acrobatics +11, Arcana +10, Athletics +14, Intimidation +13, Stealth +11

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

Snow Vision The dragon ignores concealment from snowfall.

AC 20, **TAC** 17; **Fort** +13, **Ref** +11, **Will** +9

HP 120; **Immunities** asleep, cold, paralyzed; **Weaknesses** fire 5

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 18

◆ **Freezing Blood** (arcane, cold)

Trigger An adjacent creature deals piercing or slashing damage to the dragon.

Effect The dragon's blood sprays on the creature, dealing 1d6 cold damage. If the creature takes cold damage, it is slowed 1 for 1 round.

Speed 30 feet, fly 100 feet, ice climb 30 feet

◆ **Melee** jaws +14 (reach 10 feet), **Damage** 1d10+8 piercing plus 2d6 cold

◆ **Melee** claw +15 (agile), **Damage** 2d6+8 slashing

◆ **Melee** tail +14 (reach 10 feet), **Damage** 2d6+4 bludgeoning

◆◆ **Breath Weapon** (arcane, cold, evocation) The dragon breathes a cloud of frost that deals 7d6 cold damage to all creatures in a 30-foot cone (Reflex DC 20 half, no damage on a

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critical success, double damage on a critical failure). It can't use Breath Weapon again for 1d4 rounds.

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

Draconic Momentum When the dragon scores a critical hit with a Strike, it recharges its Breath Weapon.

Ice Climb A white dragon can climb on ice as though it had the listed climb Speed. It ignores difficult terrain from ice and snow, and doesn't risk falling when crossing ice.

◆ **Ground Slam** The dragon slams into the ground. It can do this if it's on the ground or by Flying at most 10 feet straight down. Each creature on the ground within 10 feet must succeed at a DC 20 Acrobatics check to Maintain its Balance or fall prone and take 2d6 bludgeoning damage. The dragon can then Step.

◆◆ **Shape Ice** (arcane, transmutation, water) The dragon reshapes a cube of ice or snow up to 10 feet across. Any creature standing atop the ice must succeed at a DC 15 Acrobatics check to Maintain Balance or fall prone.

ADULT WHITE DRAGON UNCOMMON CREATURE 10

Chaotic
Cold
Dragon
Evil
Large

Perception +19; darkvision, scent 60 feet, snow vision

Languages Common, Draconic

Skills +11; Acrobatics +18, Arcana +17, Athletics +21, Intimidation +20, Stealth +18

Str +6, **Dex** +2, **Con** +5, **Int** +1, **Wis** +2, **Cha** +1

Snow Vision Snow doesn't impair a white dragon's vision. The dragon ignores concealment from snowfall.

AC 26, **TAC** 23; **Fort** +18, **Ref** +16, **Will** +14, +1 conditional to saves vs. magic

HP 215; **Immunities** asleep, cold, paralyzed; **Weaknesses** fire 5

Dragon Chill (arcane, aura, cold, evocation) 5 feet. A creature that enters the aura or ends its turn within the aura takes 2d6 cold damage. A creature can take this damage only once per round.

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 23

◆ **Freezing Blood** (arcane, cold)

Trigger An adjacent creature deals piercing or slashing damage to the dragon.

Effect The dragon's blood sprays on the creature, dealing 2d6 cold damage. If the creature takes cold damage, it is slowed 1 for 1 round.

Speed 30 feet, fly 120 feet, ice climb 30 feet

◆ **Melee** jaws +19 (reach 10 feet), **Damage** 2d10+12 piercing plus 2d6 cold

◆ **Melee** claw +20 (agile), **Damage** 3d6+12 slashing

◆ **Melee** tail +19 (reach 10 feet), **Damage** 3d6+6 bludgeoning

Arcane Innate Spells DC 25; **At Will** *fog cloud, gust of wind*

◆◆ **Breath Weapon** (arcane, cold, evocation) The dragon breathes a cloud of frost that deals 11d6 cold damage to all creatures in a 40-foot cone (Reflex DC 25 half, double damage on a critical failure, no damage on a critical success). It can't use Breath Weapon again for 1d4 rounds.

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

Draconic Momentum When the dragon scores a critical hit with a Strike, it recharges its Breath Weapon.

◆ **Ground Slam** The dragon slams into the ground. It can do this if it's on the ground or by Flying at most 10 feet straight down. Each creature on the ground within 10 feet must succeed at a DC 25 Acrobatics check to Maintain its Balance or fall prone and take 3d6 bludgeoning damage. The dragon can then Step.

Ice Climb A white dragon can climb on ice as though it had the listed climb Speed. It ignores difficult terrain from ice and snow, and doesn't risk falling when crossing ice.

◆◆ **Shape Ice** (arcane, transmutation, water) The dragon reshapes a cube of ice or snow up to 10 feet across. Any creature standing atop the ice must succeed at a DC 15 Acrobatics check to Maintain Balance or fall prone.

ANCIENT WHITE DRAGON UNCOMMON CREATURE 15

Chaotic
Cold
Dragon
Evil
Huge

Perception +27; darkvision, scent 60 feet, snow vision

Languages Common, Draconic

Skills +18; Acrobatics +27, Arcana +26, Athletics +29, Intimidation +28, Stealth +27

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

Snow Vision Snow doesn't impair a white dragon's vision. The dragon ignores concealment from snowfall.

AC 35, **TAC** 32; **Fort** +26, **Ref** +23, **Will** +21, +1 conditional to saves vs. magic

HP 351; **Immunities** asleep, cold, paralyzed; **Weaknesses** fire 15

Blizzard (arcane, aura, cold) 50 feet. After the dragon uses its Breath Weapon, a blizzard surrounds its body for 1 round. Everything in the area is difficult terrain for creatures on the ground, climbing, or flying. The blowing snow creates concealment in the area. While the blizzard rages, the dragon's Dragon Chill extends to the full area of the blizzard.

Dragon Chill (arcane, aura, cold, evocation) 10 feet. A creature that enters the aura or ends its turn within it takes 3d6 cold damage. A creature can take this damage only once per round.

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

◆ **Freezing Blood** (arcane, cold)

Trigger An adjacent creature deals piercing or slashing damage to the dragon.

Effect The dragon's blood sprays on the creature, dealing 3d6 cold damage. If the creature takes cold damage, it is slowed 1 for 1 round.

Speed 40 feet, fly 160 feet, ice climb 40 feet

◆ **Melee** jaws +27 (reach 15 feet), **Damage** 4d8+14 piercing plus 3d6 cold

◆ **Melee** claw +28 (agile, reach 10 feet), **Damage** 5d6+14 slashing

◆ **Melee** tail +27 (reach 20 feet), **Damage** 5d6+7 bludgeoning

Arcane Innate Spells DC 32; **At Will** *fog cloud, gust of wind, wall of ice* (6th)

◆◆ **Breath Weapon** (arcane, cold, evocation) The dragon breathes a cloud of frost that deals 16d6 cold damage to all creatures in a 50-foot cone (Reflex DC 32 half, no damage on a critical success, double damage on a critical failure). It can't use Breath Weapon again for 1d4 rounds.

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

Draconic Momentum When the dragon scores a critical hit with a Strike, it recharges its Breath Weapon.

◆ **Ground Slam** The dragon slams into the ground. It can do this if it's on the ground or by Flying at most 10 feet straight down. Each creature on the ground within 10 feet must succeed at a DC 31 Acrobatics check to Maintain Balance or fall prone and take 5d6 bludgeoning damage. The dragon can then Step.

Ice Climb A white dragon can climb on ice as though it had the listed climb Speed. It ignores difficult terrain from ice and snow, and doesn't risk falling when crossing ice.

◆◆ **Shape Ice** (arcane, transmutation, water) The dragon reshapes a cube of ice or snow up to 10 feet across. Any creature standing atop the ice must succeed at a DC 15 Acrobatics check to Maintain Balance or fall prone.

DRIDER

Victims of drow fleshwarping, these tauric creatures have drow torsos atop gigantic spider bodies. Driders are found deep underground near drow cities, where they often act as guards.

Source: *Pathfinder RPG Bestiary* 113.

DRIDER

CREATURE 6

Aberration
Chaotic
Drow
Elf
Evil
Large

Perception +13; darkvision
Languages Elven, Undercommon
Skills +6; Arcana +13, Athletics +13, Intimidation +11, Religion +13, Stealth +13
Str +2, **Dex** +2, **Con** +3, **Int** +2, **Wis** +3, **Cha** +3
Items expert composite longbow with 20 arrows,

expert mace

AC 21, **TAC** 18; **Fort** +10, **Ref** +9, **Will** +13, +1 conditional vs. magic
HP 92; **Immunities** asleep

Speed 30 feet, climb 20 feet

◆ **Melee** mace +15 (shove), **Damage** 2d6+4 bludgeoning
◆ **Melee** fangs +15, **Damage** 2d6+2 piercing plus drider venom
◆ **Ranged** composite longbow +15 (deadly 1d10, volley 50 feet), **Damage** 2d8 piercing
◆ **Ranged** web +15 touch (range increment 30 feet), **Effect** web trap
Arcane Prepared Spells DC 20, attack +14; **3rd** *fireball*; **2nd** *acid arrow*, *invisibility*; **1st** *magic missile* (×2), *ray of enfeeblement*; **Cantrips** *ghost sound*, *mage hand*, *ray of frost*

Arcane Innate Spells DC 20; **4th** *clairvoyance*; **3rd** *clairaudience*, *dispel magic*, *levitate*; **At Will** *darkness*, *faerie fire*; **Cantrips** *dancing lights*

Driders (poison) **Saving Throw** Fortitude DC 20; **Maximum Duration** 6 rounds; **Stage 1** 1d8 poison and enfeebled 1 (1 round)

Web Trap A creature struck by the drider's web attack is immobilized by the web—stuck to the nearest surface until it frees itself using Escape (DC 21) or an action to attempt an Athletics check (DC 21).

DROW

Elves corrupted by evil, drow live in cities and settlements deep beneath the surface where they enslave others and perform foul rites in worship of demon lords.

Source: *Pathfinder RPG Bestiary* 114.

WHITE DRAGON SPELLCASTERS

To make a white dragon spellcaster, remove the dragon's Draconic Frenzy and Draconic Momentum abilities and give it the following spells. You can swap out any number of these with other arcane spells, provided you keep the same number of spells for each level. You might also want to increase the dragon's Intelligence or Charisma modifier by 1 or 2.

YOUNG

Arcane Prepared Spells DC 20, attack +13; **2nd** *invisibility*, *obscuring mist*, *resist energy*; **1st** *ray of enfeeblement*, *true strike* (×2); **Cantrips** (2nd) *detect magic*, *ghost sound*, *mage hand*, *ray of frost*

ADULT

Arcane Spells DC 25, attack +18; As young white dragon, plus **4th** *charm*, *dimension door*, *freedom of movement*; **3rd** *dispel magic*, *earthbind*, *haste*; **Cantrips** (4th)

ANCIENT

Arcane Spells DC 32, attack +26; As adult white dragon, plus **7th** *paralyze*, *resist energy*; **6th** *baleful polymorph*, *dominate*, *true seeing*; **5th** *chromatic wall*, *passwall*, *tongues*; **Cantrips** (7th)

DROW FIGHTER

CREATURE 1

Chaotic
Drow
Elf
Evil
Medium

Perception +5; darkvision
Languages Elven, Undercommon
Skills +1; Athletics +4, Acrobatics +6, Stealth +6
Str +2, **Dex** +4, **Con** +1, **Int** +0, **Wis** +1, **Cha** +1
Items hand crossbow with 10 bolts, leather armor, rapier, 2 doses of sleep poison (*Pathfinder Playtest Rulebook* 368)

Light Blindness When they are first exposed to bright light, a drow is blinded for 1 round. After this exposure, light doesn't blind a drow again until after the drow spends 1 hour in total darkness. However, a drow is dazzled anytime they are in an area of bright light.

AC 16, **TAC** 15; **Fort** +3, **Ref** +5, **Will** +4, +1 conditional to saves vs. magic, +2 conditional to saves vs. mental

HP 16; **Immunities** asleep

◆ **Attack of Opportunity**

Speed 30 feet

◆ **Melee** rapier +8 (deadly 1d8, disarm), **Damage** 1d6+2 piercing
◆ **Melee** main-gauche +8 (agile, disarm, parry, versatile S), **Damage** 1d4+2 piercing
◆ **Ranged** crossbow +8, **Damage** 1d8 piercing plus sleep poison
Arcane Innate Spells DC 13; **At Will** *darkness*, *faerie fire*; **Cantrips** *dancing lights*

◆ **Quick Draw** The drow fighter draws a weapon using the Interact action, then Strikes with the weapon they just drew.

◆◆ **Skewer** The drow fighter Strikes with its rapier. The drow fighter gains a +1 circumstance bonus to the attack roll and any creature damaged by the attack takes 1d6 persistent bleed damage.

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DROW NOBLE CLERIC

CREATURE 3

Chaotic
Drow
Elf
Evil
Medium

Perception +9; darkvision
Languages Elven, Undercommon
Skills +3; Deception +7, Religion +10, Intimidate +7, Stealth +7
Str +2, **Dex** +3, **Con** +1, **Int** +0, **Wis** +4, **Cha** +2

Items 4 doses of sleep poison (*Pathfinder Playtest Rulebook* 368), chain mail, expert rapier, hand crossbow with 10 bolts, heavy steel shield (Hardness 5), religious symbol

Light Blindness When first exposed to bright light, the drow is blinded for 1 round. After this exposure, light doesn't blind the drow again until after they spend 1 hour in total darkness. However, a drow is dazzled anytime they're in an area of bright light.

AC 17 (19 with shield raised), **TAC** 14 (16 with shield raised);
Fort +5, **Ref** +6, **Will** +8, +1 conditional to saves vs. magic, +2 conditional to saves vs. mental

HP 42; **Immunities** asleep

◆ **Shield Block**

Speed 30 feet

◆ **Melee** expert rapier +9 (deadly 1d8, disarm), **Damage** 2d6+2 piercing

◆ **Ranged** hand crossbow +9, **Damage** 2d6 piercing plus sleep poison

Divine Prepared Spells DC 17; **2nd** *harm* (x5), *silence*, sudden shift (x4); **1st** *bles*, *command*; **Cantrips** *detect magic*, *guidance*, *know direction*, *stabilize*

Arcane Innate Spells DC 17; **At Will** *darkness*, *faerie fire*, *dancing lights*

DRYAD

Making their homes in secluded old growth forests, these fey each have an innate connection to a particular tree. Traditionally goodly creatures, dryads combat the encroachment of civilization and fight against those who despoil the forest.

Source: *Pathfinder RPG Bestiary* 116.

DRYAD

CREATURE 3

Chaotic
Fey
Good
Medium

Perception +8; low-light vision
Languages Common, Elven, Sylvan; *spe* with plants
Skills +3; Acrobatics +9, Athletics +7, Crafting +8 (+11 woodworking), Nature +10, Stealth +9, Survival +10

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

Items sickle

Nature Empathy The dryad can use Diplomacy to Make an Impression and make very simple Requests of animals and plants.

AC 17, **TAC** 15; **Fort** +5, **Ref** +8, **Will** +7

HP 65; **Weaknesses** cold iron 5, tree dependent

Tree Dependent A dryad must remain within 300 feet of the single, enormous tree to which it is bonded, or it becomes sick 1 and is unable to recover. The dryad must succeed at a DC 17 Fortitude save every hour or increase the sick value by 1 (to a maximum of sick 4). After 24 hours beyond the range of its tree, it becomes drained 1, with this value increasing by 1 for every additional 24-hour period. A dryad can perform a 24-hour ritual to bond itself to a new tree. Most dryads are mystically bonded to oak trees.

Speed 25 feet

◆ **Melee** sickle +8 (agile, trip), **Damage** 2d4+2 slashing

Primal Innate Spells DC 17, attack +8; **Constant** *spe* with plants; **5th** *tree stride* (x2); **4th** *suggestion*; **3rd** *charm* (x3), *sleep*; **At Will** *entangle*, *tree shape*; **Cantrips** (2nd) *tanglefoot*

◆◆ **Tree Meld** (primal, transmutation) The dryad touches an adjacent tree of enough volume to contain it, and merges into the tree indefinitely. It can cast spells while inside as long as they don't require it to have line of effect outside the tree, and it can hear, but not see, what's going on outside the tree.

Significant physical damage to the tree while the dryad is inside expels the dryad and deals 3d6 damage to it. *Passwall* expels the dryad without dealing damage and dismisses Tree Meld. The dryad can dismiss this effect with the Verbal Casting action.

If a dryad uses this ability on its bonded tree, it instead enters an extradimensional living space within the tree, and this ability gains the extradimensional space trait. A dryad can bring one other creature with it when entering its home within its bonded tree.

EEL

As long as a human is tall, these snakelike fish typically live in warm fresh waters and can discharge a powerful electric shock with their tails.

Source: *Pathfinder RPG Bestiary* 119.

ELECTRIC EEL

CREATURE 1

Animal
Aquatic
Small

Perception +5; low-light vision
Languages –
Skills +0; Acrobatics +5, Athletics +6, Stealth +6

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

AC 15, **TAC** 14; **Fort** +4, **Ref** +5, **Will** +3

HP 18; **Resistances** electricity 5

Speed 5 feet, swim 30 feet

◆ **Melee** jaws +7, **Damage** 2d4+1 piercing

◆ **Melee** tail +7 (agile), **Damage** 1d4 bludgeoning plus 1d4 electricity

Stunning Shock On a critical hit with its tail, the eel stuns its target for 1 round unless the creature succeeds at a DC 15 Fortitude save (stunned 1d4 rounds on a critical failure).

ELEMENTAL, AIR

Hailing from the Plane of Air, these beings appear in a variety of sizes and shapes. Even air elementals with the same statistics can appear differently. One might be a swirling vortex of smoke and wind, while another might appear as a smoky birdlike creature with wind for wings.

Source: *Pathfinder RPG Bestiary* 120.

AIR MEPHIT

CREATURE 1

Air
Elemental
Small

Perception +4; darkvision
Languages Auran
Skills –1; Acrobatics +8, Stealth +8

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

AC 17, **TAC** 17; **Fort** +2, **Ref** +6, **Will** +3

HP 12; **Immunities** asleep, critical hits, paralysis, poison, precision, stun

◆ Disperse

Trigger The air elemental takes damage from a hostile source.

Effect The air elemental disperses. Until the end of the current turn, it can't be attacked or targeted and doesn't take up space. At the end of the turn, the elemental re-forms in any square within 10 feet of where it dispersed.

Speed 80 feet; swiftness

◆ **Melee** gust +7 (reach 10 feet), **Damage** 1d4 bludgeoning

Swiftness An air elemental's movement doesn't trigger reactions.

MINOR AIR ELEMENTAL

CREATURE 3

Air
Elemental
Medium

Perception +7; darkvision

Languages Auran

Skills +3; Acrobatics +11, Stealth +11

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

High Winds (air, aura) 30 feet. Air in the aura is difficult terrain for flying creatures that do not have the air trait.

AC 20, **TAC** 20; **Fort** +4, **Ref** +9, **Will** +5

HP 32; **Immunities** asleep, critical hits, paralysis, poison, precision, stun

◆ Disperse

Trigger The air elemental takes damage from a hostile action.

Effect The air elemental disperses. Until the end of the current turn, it can't be attacked or targeted, doesn't take up space, and deactivates its aura. At the end of the turn, the elemental re-forms in any square within 15 feet of where it dispersed and its aura reactivates.

Speed fly 80 feet; swiftness

◆ **Melee** gust +10 (reach 10 feet), **Damage** 1d6+4 bludgeoning

Swiftness An air elemental doesn't trigger reactions with its movement.

LESSER AIR ELEMENTAL

CREATURE 5

Air
Elemental
Large

Perception +11; darkvision

Languages Auran

Skills +5; Acrobatics +14, Stealth +13

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

High Winds (air, aura) 40 feet. Air in the aura is difficult terrain for flying creatures that do not have the air trait.

AC 22, **TAC** 22; **Fort** +7, **Ref** +13, **Will** +8

HP 55; **Immunities** asleep, critical hits, paralysis, poison, precision, stun

◆ Disperse

Trigger The air elemental takes damage from a hostile action.

Effect The air elemental disperses. Until the end of the current turn, it can't be attacked or targeted, doesn't take up space, and deactivates its aura. At the end of the turn, the elemental re-forms in any space it can fit in within 25 feet of where it dispersed and its aura reactivates.

Speed fly 100 feet; swiftness

◆ **Melee** gust +13 (reach 10 feet), **Damage** 2d6+4 bludgeoning plus Push 5 feet

Swiftness An air elemental's movement doesn't trigger reactions.

MAJOR AIR ELEMENTAL

CREATURE 7

Air
Elemental
Huge

Perception +13; darkvision

Languages Auran

Skills +7; Acrobatics +17, Stealth +15

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

High Winds (air, aura) 40 feet. Air in the aura is difficult terrain for flying creatures that do not have the air trait.

AC 25, **TAC** 25; **Fort** +10, **Ref** +15, **Will** +10

HP 80; **Immunities** asleep, critical hits, paralysis, poison, precision, stun

◆ Disperse

Trigger The air elemental takes damage from a hostile action.

Effect The air elemental disperses. Until the end of the current turn, it can't be attacked or targeted, doesn't take up space, and deactivates its aura. At the end of the turn, the elemental re-forms in any space it can fit in within 35 feet of where it dispersed and its aura reactivates.

Speed fly 100 feet; swiftness

◆ **Melee** gust +17 (reach 15 feet), **Damage** 3d6+4 bludgeoning plus Push 5 feet

◆◆ **Breath Weapon** (air) The elemental breathes a 30-foot cone of air. Creatures within the cone must succeed at a DC 21 Fortitude save or be knocked away from the elemental. A creature knocked into a solid object takes 4d6 bludgeoning damage. It can't use Breath Weapon again for 1d4 rounds.

Success Knocked back 10 feet

Critical Success Unaffected

Failure Knocked back 20 feet

Critical Failure Knocked back 20 feet and knocked prone

Swiftness An air elemental's movement doesn't trigger reactions.

GREATER AIR ELEMENTAL

CREATURE 9

Air
Elemental
Huge

Perception +15; darkvision

Languages Auran

Skills +9; Acrobatics +20, Stealth +18

Str +5, **Dex** +7, **Con** +4, **Int** -1, **Wis** +0, **Cha** +0

High Winds (air, aura) 40 feet. Air in the aura is difficult terrain for flying creatures that do not have the air trait.

AC 28, **TAC** 28; **Fort** +13, **Ref** +17, **Will** +13

HP 110; **Immunities** asleep, critical hits, paralysis, poison, precision, stun

◆ Disperse

Trigger The air elemental takes damage from a hostile action.

Effect The air elemental disperses. Until the end of the current turn, it can't be attacked or targeted, doesn't take up space, and deactivates its aura. At the end of the turn, the elemental re-forms in any space it can fit in within 50 feet of where it dispersed and its aura reactivates.

Speed fly 100 feet; swiftness

◆ **Melee** gust +19 (reach 15 feet), **Damage** 3d6+7 bludgeoning plus Push 5 feet

◆◆ **Breath Weapon** (air) The elemental breathes a 30-foot cone of air. Creatures within the cone must succeed at a DC 23 Fortitude save or be knocked away from the elemental. A creature knocked into a solid object takes 4d6 bludgeoning damage. It can't use Breath Weapon again for 1d4 rounds.

Success Knocked back 10 feet

Critical Success Unaffected

Failure Knocked back 20 feet

Critical Failure Knocked back 20 feet and knocked prone

Swiftness An air elemental's movement doesn't trigger reactions.

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ELDER AIR ELEMENTAL

CREATURE 11

Air Elemental Huge	<p>Perception +19; darkvision Languages Auran Skills +12; Acrobatics +23, Stealth +21</p> <p>Str +6, Dex +7, Con +4, Int +0, Wis +0, Cha +0 High Winds (air, aura) 40 feet. Air in the aura is difficult terrain for flying creatures that do not have the air trait.</p> <p>AC 31, TAC 31; Fort +15, Ref +21, Will +15 HP 145; Immunities asleep, critical hits, paralysis, poison, precision, stun</p> <p>◆ Disperse Trigger The air elemental takes damage from a hostile source. Effect The air elemental disperses. Until the end of the current turn, it can't be attacked or targeted, doesn't take up space, and deactivates its aura. At the end of the turn, the elemental re-forms in any space it can fit in within 50 feet of where it dispersed and its aura reactivates.</p> <p>Speed fly 100 feet; swiftess</p> <p>◆ Melee gust +22 (reach 15 feet), Damage 4d6+8 bludgeoning plus Push 5 feet</p> <p>◆◆ Breath Weapon (air) The elemental breathes a 30-foot cone of air. Creatures in the cone must succeed at a DC 26 Fortitude save or be knocked away from the elemental. A creature knocked into a solid object takes 4d6 bludgeoning damage. The air elemental can't use Breath Weapon again for 1d4 rounds. Success Knocked back 10 feet Critical Success Unaffected Failure Knocked back 20 feet Critical Failure Knocked back 20 feet and the target is knocked prone</p> <p>Swiftess An air elemental doesn't trigger reactions with its movement.</p>
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ELEMENTAL, EARTH

Stubborn and ponderous, earth elementals are beings of living rock and dirt from the Plane of Earth. They are often called to the Material Plane by conjurers and druids as defense, but some slip through where barriers between the planes are thin.

Source: *Pathfinder RPG Bestiary* 122.

EARTH MEPHIT

CREATURE 1

Earth Elemental Small	<p>Perception +5; darkvision Languages Terran Skills -1; Athletics +6, Stealth +4</p> <p>Str +3, Dex -1, Con +2, Int -3, Wis +0, Cha -1 Earthbound When not touching solid ground, an earth elemental is slowed 1 and can't take reactions.</p> <p>AC 16, TAC 12; Fort +5, Ref +2, Will +4 HP 18; Immunities asleep, critical hits, paralysis, poison, precision, stun</p> <p>Speed 20 feet, burrow 20 feet (earth glide)</p> <p>◆ Melee fist +6, Damage 1d4+3 bludgeoning</p> <p>Earth Glide The elemental can burrow through dirt and stone at its full burrow Speed, leaving no tunnels or signs of its passing.</p>
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MINOR EARTH ELEMENTAL

CREATURE 3

Earth Elemental Medium	<p>Perception +8; darkvision Languages Terran Skills +3; Athletics +9, Stealth +7</p> <p>Str +4, Dex -1, Con +3, Int -3, Wis +0, Cha -1 Earthbound When not touching solid ground, an earth elemental is slowed 1 and can't take reactions.</p> <p>AC 19, TAC 15; Fort +8, Ref +4, Will +6 HP 40; Immunities asleep, critical hits, paralysis, poison, precision, stun</p> <p>◆ Crumble Trigger The elemental takes damage from a hostile source while atop rock or earth. Effect The elemental crumbles into the ground, burrowing down 5 feet. This burrowing does not trigger reactions. The elemental can't use this reaction if it emerged from the ground earlier this round.</p> <p>Speed 20 feet, burrow 20 feet (earth glide)</p> <p>◆ Melee fist +8, Damage 1d8+4 bludgeoning</p> <p>Earth Glide The elemental can burrow through dirt and stone at its full burrow Speed, leaving no tunnels or signs of its passing.</p>
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LESSER EARTH ELEMENTAL

CREATURE 5

Earth Elemental Large	<p>Perception +12; darkvision Languages Terran Skills +5; Athletics +12, Stealth +10</p> <p>Str +5, Dex -1, Con +4, Int -2, Wis +0, Cha -1 Earthbound When not touching solid ground, an earth elemental is slowed 1 and can't take reactions.</p> <p>AC 21, TAC 17; Fort +12, Ref +7, Will +9 HP 70; Immunities asleep, critical hits, paralysis, poison, precision, stun</p> <p>◆ Crumble Trigger The elemental takes damage from a hostile source while atop rock or earth. Effect The elemental crumbles into the ground, burrowing down 10 feet. This burrowing does not trigger reactions. The elemental can't use this reaction if it emerged from the ground earlier this round.</p> <p>Speed 25 feet, burrow 25 feet (earth glide)</p> <p>◆ Melee fist +12 (reach 10 feet), Damage 2d8+5 bludgeoning</p> <p>Earth Glide The elemental can burrow through dirt and stone at its full burrow Speed, leaving no tunnels or signs of its passing.</p>
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MAJOR EARTH ELEMENTAL

CREATURE 7

Earth Elemental Huge	<p>Perception +14; darkvision Languages Terran Skills +7; Athletics +15, Stealth +13</p> <p>Str +6, Dex -1, Con +5, Int -2, Wis +0, Cha -1 Earthbound When not touching solid ground, an earth elemental is slowed 1 and can't take reactions.</p> <p>AC 24, TAC 20; Fort +14, Ref +9, Will +11 HP 105; Immunities asleep, critical hits, paralysis, poison, precision, stun</p> <p>Spike Stones (arcane, aura, earth, transmutation) 10 feet. Spikes of rock rise up from all stone surfaces in the aura, creating difficult terrain. A creature moving in the terrain takes 1d10 piercing damage for each square of spikes it moves into (though a Large</p>
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or larger creature takes damage only once for each square it moves, even if its space covers multiple squares of spikes). Creature with the earth trait ignore all effects of the aura.

◆ **Crumble**

Trigger The elemental takes damage from a hostile source while atop rock or earth.

Effect The elemental crumbles into the ground, burrowing down 15 feet. This burrowing does not trigger reactions. The elemental can't use this reaction if it emerged from the ground earlier this round.

Speed 30 feet, burrow 30 feet (earth glide)

◆ **Melee** fist +16 (reach 15 feet), **Damage** 2d10+6 bludgeoning

Earth Glide The elemental can burrow through dirt and stone at its full burrow Speed, leaving no tunnels or signs of its passing.

GREATER EARTH ELEMENTAL

CREATURE 9

Earth
Elemental
Huge

Perception +16; darkvision

Languages Terran

Skills +9; Athletics +18, Stealth +16

Str +7, **Dex** -1, **Con** +6, **Int** -1, **Wis** +0, **Cha** -1

Earthbound When not touching solid ground, an earth elemental is slowed 1 and can't take reactions.

AC 27, **TAC** 23; **Fort** +16, **Ref** +12, **Will** +14

HP 145; **Immunities** asleep, critical hits, paralysis, poison, precision, stun

Spike Stones (arcane, aura, earth, transmutation) 10 feet. Spikes of rock rise up from all stone surfaces in the aura, creating difficult terrain. A creature moving in the terrain takes 2d6 piercing damage for each square of spikes it moves into (though a Large or larger creature takes damage only once for each square it moves, even if its space covers multiple squares of spikes). Creature with the earth trait ignore all effects of the aura.

◆ **Crumble**

Trigger The elemental takes damage from a hostile source while atop rock or earth.

Effect The elemental crumbles into the ground, burrowing down 15 feet. This burrowing does not trigger reactions. The elemental can't use this reaction if it emerged from the ground earlier this round.

Speed 30 feet, burrow 30 feet (earth glide)

◆ **Melee** fist +18 (reach 15 feet), **Damage** 2d12+7 bludgeoning

Earth Glide The elemental can burrow through dirt and stone at its full burrow Speed, leaving no tunnels or signs of its passing.

ELDER EARTH ELEMENTAL

CREATURE 11

Earth
Elemental
Huge

Perception +20; darkvision

Languages Terran

Skills +12; Athletics +21, Stealth +19

Str +7, **Dex** -1, **Con** +7, **Int** +0, **Wis** +0, **Cha** -1

Earthbound When not touching solid ground, an earth elemental is slowed 1 and can't take reactions.

AC 30, **TAC** 26; **Fort** +20, **Ref** +14, **Will** +16

HP 185; **Immunities** asleep, critical hits, paralysis, poison, precision, stun

Spike Stones (arcane, aura, earth, transmutation) 10 feet. Spikes of rock rise up from all stone surfaces in the aura, creating

difficult terrain. A creature moving in the terrain takes 2d8 piercing damage for each square of spikes it moves into (though a Large or larger creature takes damage only once for each square it moves, even if its space covers multiple squares of spikes). Creature with the earth trait ignore all effects of the aura.

◆ **Crumble**

Trigger The elemental takes damage from a hostile source while atop rock or earth.

Effect The elemental crumbles into the ground, burrowing down 15 feet. This burrowing does not trigger reactions. The elemental can't use this reaction if it emerged from the ground earlier this round.

Speed 30 feet, burrow 30 feet (earth glide)

◆ **Melee** fist +21 (reach 15 feet), **Damage** 3d10+7 bludgeoning

Earth Glide The elemental can burrow through dirt and stone at its full burrow Speed, leaving no tunnels or signs of its passing.

ELEMENTAL, FIRE

Formed of flickering flames from the Plane of Fire, these quick and aggressive elementals enjoy frightening creatures that are weaker than themselves. Fire elementals avoid water at all costs.

Source: *Pathfinder RPG Bestiary* 124.

FIRE MEPHIT

CREATURE 1

Elemental
Fire
Small

Perception +5; darkvision

Languages Ignan

Skills -1; Acrobatics +6

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

AC 15, **TAC** 15; **Fort** +4, **Ref** +5, **Will** +3

HP 21, explosion; **Immunities** asleep, critical hits, fire, paralysis, poison, precision, stun; **Weaknesses** cold 3, water 3

Explosion (fire) When the elemental dies, it explodes, dealing 2d4 fire damage to all creatures in a 5-foot aura (Reflex DC 14 half, double damage on a critical failure, no damage on a critical success).

Speed 40 feet

◆ **Melee** tendril +7, **Damage** 1d4+1 fire and 1d4 persistent fire

Water Weakness When this creature is doused with water, either through a spell or some other effect (such as pouring a bucket of water over it) it takes damage equal to its water weakness value. If it starts its turn within water, it also takes that amount of damage.

MINOR FIRE ELEMENTAL

CREATURE 3

Elemental
Fire
Medium

Perception +8; darkvision

Languages Ignan

Skills +3; Acrobatics +9

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

AC 18, **TAC** 18; **Fort** +6, **Ref** +8, **Will** +5

HP 47, explosion; **Immunities** asleep, critical hits, fire, paralysis, poison, precision, stun; **Weaknesses** cold 5, water 5

Explosion (fire) When the elemental dies, it explodes, dealing 2d6 fire damage to all creatures in a 5-foot aura (Reflex DC 16 half, double damage on a critical failure, no damage on a critical success).

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Speed 40 feet

◆ **Melee** tendril +9, **Damage** 1d8+4 fire plus 1d4 persistent fire
Water Weakness When this creature is doused with water, either through a spell or some other effect (such as pouring a bucket of water over it) it takes damage equal to its water weakness value. If it starts its turn within water, it also takes that amount of damage.

LESSER FIRE ELEMENTAL

CREATURE 5

Elemental
Fire
Large

Perception +12; darkvision
Languages Ignan
Skills +5; Acrobatics +12

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

AC 20, **TAC** 20; **Fort** +9, **Ref** +12, **Will** +8

HP 79, explosion; **Immunities** asleep, critical hits, fire, paralysis, poison, precision, stun; **Weaknesses** cold 8, water 8

Explosion (fire) When the elemental dies, it explodes, dealing 3d6 fire damage to all creatures in a 10-foot aura (Reflex DC 18 half, double damage on a critical failure, no damage on a critical success).

Speed 50 feet

◆ **Melee** tendril +13 (reach 10 feet), **Damage** 2d6+6 fire plus 2d4 persistent fire

Water Weakness When this creature is doused with water, either through a spell or some other effect (such as pouring a bucket of water over it) it takes damage equal to its water weakness value. If it starts its turn within water, it also takes that amount of damage.

MAJOR FIRE ELEMENTAL

CREATURE 7

Elemental
Fire
Huge

Perception +14; darkvision
Languages Ignan
Skills +7; Acrobatics +15

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

AC 23, **TAC** 23; **Fort** +11, **Ref** +14, **Will** +10

HP 120, explosion; **Immunities** asleep, critical hits, fire, paralysis, poison, precision, stun; **Weaknesses** cold 10, water 10

Intense Heat (aura, fire) 10 feet. Any creature that enters or starts its turn in the aura must succeed at a DC 19 Fortitude save or take 2d6 fire damage (half damage on a success, no damage on a critical success, double damage on a critical failure).

Explosion (fire) When the elemental dies, it explodes, dealing 3d6 fire damage to all creatures in a 15-foot aura (Reflex DC 18 half, double damage on a critical failure, no damage on a critical success).

Speed 60 feet

◆ **Melee** tendril +17 (reach 15 feet), **Damage** 2d8+4 fire plus 2d6 persistent fire

Blue Flames When the fire elemental scores a critical hit, its body surges with blue flames, increasing the damage of its intense heat to 2d10 until the start of its next turn.

Water Weakness When this creature is doused with water, either through a spell or some other effect (such as pouring a bucket of water over it) it takes damage equal to its water weakness value. If it starts its turn within water, it also takes that amount of damage.

GREATER FIRE ELEMENTAL

CREATURE 9

Elemental
Fire
Huge

Perception +16; darkvision
Languages Ignan
Skills +9; Acrobatics +18

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

AC 26, **TAC** 26; **Fort** +14, **Ref** +16, **Will** +13

HP 160, explosion; **Immunities** asleep, critical hits, fire, paralysis, poison, precision, stun; **Weaknesses** cold 10, water 10

Intense Heat (aura, fire) 10 feet. Any creature that enters or starts its turn in the aura must succeed at a DC 21 Fortitude save or take 4d6 fire damage (half damage on a success, no damage on a critical success, double damage on a critical failure).

Explosion (fire) When the elemental dies, it explodes, dealing 6d6 fire damage to all creatures in a 20-foot aura (Reflex DC 21 half, double damage on a critical failure, no damage on a critical success).

Speed 70 feet

◆ **Melee** tendril +19 (reach 15 feet), **Damage** 3d8+6 fire plus 2d8 persistent fire

Blue Flames When the fire elemental scores a critical hit, its body surges with blue flames, increasing the damage of its intense heat to 4d10 until the start of its next turn.

Water Weakness When this creature is doused with water, either through a spell or some other effect (such as pouring a bucket of water over it) it takes damage equal to its water weakness value. If it starts its turn within water, it also takes that amount of damage.

ELDER FIRE ELEMENTAL

CREATURE 11

Elemental
Fire
Huge

Perception +20; darkvision
Languages Ignan
Skills +12; Acrobatics +21

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

AC 29, **TAC** 29; **Fort** +16, **Ref** +20, **Will** +15

HP 205, explosion; **Immunities** asleep, critical hits, fire, paralysis, poison, precision, stun; **Weaknesses** cold 15, water 15

Intense Heat (aura, fire) 10 feet. Any creature that enters or starts its turn in the aura must succeed at a DC 24 Fortitude save or take 5d6 fire damage (half damage on a success, no damage on a critical success, double damage on a critical failure).

Explosion (fire) When the elemental dies, it explodes, dealing 7d6 fire damage to all creatures in a 25-foot aura (Reflex DC 24 half, double damage on a critical failure, no damage on a critical success).

Speed 80 feet

◆ **Melee** tendril +22 (reach 15 feet), **Damage** 3d10+7 fire plus 3d6 persistent fire

Blue Flames When the fire elemental scores a critical hit, its body surges with blue flames, increasing the damage of its intense heat to 5d10 until the start of its next turn.

Water Weakness When this creature is doused with water, either through a spell or some other effect (such as pouring a bucket of water over it) it takes its water weakness value damage. If it starts its turn within water it also takes that amount of damage.

ELEMENTAL, WATER

These patient and relentless elementals from the Plane

of Water are composed of living water. Some carry with them the briny smell of the sea, while others are formed from fresh water. In combat, water elementals try to drown their enemies.

Source: *Pathfinder RPG Bestiary* 126.

WATER MEPHIT

CREATURE 1

Aquatic
Elemental
Small
Water

Perception +5; darkvision
Languages Aquan
Skills -1; Athletics +6, Stealth +4
Str +1, **Dex** +2, **Con** +1, **Int** -3, **Wis** +0, **Cha** +0

Vortex (aura, water) 15 feet. Water in the aura and also in the same body of water as the elemental is difficult terrain for swimming creatures that do not have the water trait.

Waterbound When not touching water, a water elemental is slowed 1 and can't take reactions.

AC 15, **TAC** 15; **Fort** +4, **Ref** +5, **Will** +3

HP 20; **Immunities** asleep, critical hits, paralysis, poison, precision, stun; **Resistances** fire 3

Speed 15 feet, swim 50 feet

- ◆ **Melee** wave +7, **Damage** 1d6+1 bludgeoning plus Push 5 feet
- ◆ **Drench** (abjuration, arcane) The elemental puts out all fires within 5 feet. It extinguishes all nonmagical fires automatically, and attempts to dispel any magical fire (as *dispel magic*, spell roll +5).

MINOR WATER ELEMENTAL

CREATURE 3

Aquatic
Elemental
Medium
Water

Perception +8; darkvision
Languages Aquan
Skills +3; Athletics +9, Stealth +7
Str +2, **Dex** +3, **Con** +2, **Int** -3, **Wis** +0, **Cha** +0

Vortex (aura, water) 20 feet. Water in the aura and also in the same body of water as the elemental is difficult terrain for swimming creatures that do not have the water trait.

Waterbound When not touching water, a water elemental is slowed 1 and can't take reactions.

AC 18, **TAC** 18; **Fort** +6, **Ref** +8, **Will** +5

HP 45; **Immunities** asleep, critical hits, paralysis, poison, precision, stun; **Resistances** fire 5

◆ **Vortex Pull** (water)

Trigger A creature in the elemental's vortex takes a move action.

Effect The elemental creates a current of water, forcing the triggering creature to attempt a DC 17 Athletics check to Swim. If the triggering creature fails, it's pulled 10 feet toward the elemental and the triggering move action is lost.

Speed 15 feet, swim 60 feet

- ◆ **Melee** wave +9, **Damage** 1d12+4 bludgeoning plus Push 5 feet
- ◆ **Drench** (abjuration, arcane) The elemental puts out all fires within 5 feet. It extinguishes all nonmagical fires automatically, and attempts to dispel any magical fire (as 2nd-level *dispel magic*, spell roll +7).

LESSER WATER ELEMENTAL

CREATURE 5

Aquatic
Elemental
Large
Water

Perception +12; darkvision
Languages Aquan
Skills +5; Athletics +12, Stealth +10
Str +3, **Dex** +4, **Con** +3, **Int** -2, **Wis** +0, **Cha** +0

Vortex (aura, water) 30 feet. Water in the aura and also in the same body of water as the elemental is difficult terrain for swimming creatures that do not have the water trait.

Waterbound When not touching water, a water elemental is slowed 1 and can't take reactions.

AC 20, **TAC** 20; **Fort** +9, **Ref** +12, **Will** +8

HP 75; **Immunities** asleep, critical hits, paralysis, poison, precision, stun; **Resistances** fire 5

◆ **Vortex Pull** (water)

Trigger A creature in the elemental's vortex takes a move action.

Effect The elemental creates a current of water, forcing the triggering creature to attempt a DC 19 Athletics check to Swim. If the triggering creature fails, it's pulled 15 feet toward the elemental and the triggering move action is lost.

Speed 20 feet, swim 65 feet

- ◆ **Melee** wave +13 (reach 10 feet), **Damage** 2d8+6 bludgeoning plus Push 5 feet
- ◆ **Drench** (abjuration, arcane) The elemental puts out all fires within 5 feet. It extinguishes every nonmagical fire automatically, and attempts to dispel any magical fire (as 3rd-level *dispel magic*, spell roll +9).

MAJOR WATER ELEMENTAL

CREATURE 7

Aquatic
Elemental
Huge
Water

Perception +14; darkvision
Languages Aquan
Skills +7; Athletics +15, Stealth +13
Str +4, **Dex** +5, **Con** +4, **Int** -2, **Wis** +0, **Cha** +0

Vortex (aura, water) 40 feet. Water in the aura and also in the same body of water as the elemental is difficult terrain for swimming creatures that do not have the water trait.

Waterbound When not touching water, a water elemental is slowed 1 and can't take reactions.

AC 23, **TAC** 23; **Fort** +11, **Ref** +14, **Will** +10

HP 115; **Immunities** asleep, critical hits, paralysis, poison, precision, stun; **Resistances** fire 8

◆ **Vortex Pull** (water)

Trigger A creature in the elemental's vortex takes a move action.

Effect The elemental creates a current of water, forcing the triggering creature to attempt a DC 21 Athletics check to Swim. If the triggering creature fails, it's pulled 20 feet toward the elemental and the triggering move action is lost.

Speed 25 feet, swim 70 feet

- ◆ **Melee** wave +17 (reach 15 feet), **Damage** 2d12+6 bludgeoning plus Push 10 feet
- ◆ **Drench** (abjuration, arcane) The elemental puts out all fires within 5 feet. It extinguishes all nonmagical fires automatically, and attempts to dispel any magical fire (as 4th-level *dispel magic*, spell roll +11).

GREATER WATER ELEMENTAL

CREATURE 9

Aquatic
Elemental
Huge
Water

Perception +16; darkvision
Languages Aquan
Skills +9; Athletics +18, Stealth +16
Str +5, **Dex** +6, **Con** +5, **Int** -1, **Wis** +0, **Cha** +0

Vortex (aura, water) 40 feet. Water in the aura and also in the

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same body of water as the elemental is difficult terrain for swimming creatures that do not have the water trait.

Waterbound When not touching water, a water elemental is slowed 1 and can't take reactions.

AC 26, **TAC** 26; **Fort** +14, **Ref** +16, **Will** +13

HP 155; **Immunities** asleep, critical hits, paralysis, poison, precision, stun; **Resistances** fire 10

◆ **Vortex Pull** (water)

Trigger A creature in the elemental's vortex takes a move action.

Effect The elemental creates a current of water, forcing the triggering creature to attempt a DC 23 Athletics check to Swim. If the triggering creature fails, it's pulled 25 feet toward the elemental and the triggering move action is lost.

Speed 30 feet, swim 80 feet

◆ **Melee** wave +19 (reach 15 feet), **Damage** 2d12+10 bludgeoning plus Push 10 feet

◆ **Drench** (abjuration, arcane) The elemental puts out all fires within 5 feet. It extinguishes all nonmagical fires automatically, and attempts to dispel any magical fire (as 5th-level *dispel magic*, spell roll +13).

ELDER WATER ELEMENTAL

CREATURE III

Aquatic
Elemental
Huge
Water

Perception +20; darkvision

Languages Aquan

Skills +9; Athletics +21, Stealth +19

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

Vortex (aura, water) 40 feet. Water in the aura and also in the same body of water as the elemental is difficult terrain for swimming creatures that do not have the water trait.

Waterbound When not touching water, a water elemental is slowed 1 and can't take reactions.

AC 29, **TAC** 29; **Fort** +17, **Ref** +20, **Will** +15

HP 195; **Immunities** asleep, critical hits, paralysis, poison, precision, stun; **Resistances** fire 10

◆ **Vortex Pull** (water)

Trigger A creature in the elemental's vortex takes a move action.

Effect The elemental creates a current of water, forcing the triggering creature to attempt a DC 26 Athletics check to Swim. If the triggering creature fails, it's pulled 30 feet toward the elemental and the triggering move action is lost.

Speed 30 feet, swim 80 feet

◆ **Melee** wave +22 (reach 15 feet), **Damage** 3d12+9 bludgeoning plus Push 10 feet

◆ **Drench** (abjuration, arcane) The elemental puts out all fires within 5 feet. It extinguishes nonmagical fires automatically, and tries to dispel any magical fire (as 6th-level *dispel magic*, spell roll +16).

ELEPHANT

This massive animal has long curving tusks, a prehensile trunk, and wide ears. Mastodons are primeval cousins of the more common elephant.

Source: *Pathfinder RPG Bestiary* 128.

MASTODON

CREATURE 8

Animal
Huge

Perception +14; low-light vision, scent

Languages –

Skills +6; Acrobatics +11, Athletics +18

Str +7, **Dex** +1, **Con** +5, **Int** –4, **Wis** +1, **Cha** –2

AC 24, **TAC** 22; **Fort** +15, **Ref** +12, **Will** +11

HP 155

Speed 35 feet

◆ **Melee** tusk +18 (reach 15 feet), **Damage** 3d10+7 piercing

◆ **Melee** trunk +19 (reach 15 feet), **Effect** trunk grab

◆ **Melee** foot +17 (reach 10 feet); **Damage** 2d10+7 bludgeoning

◆ **Dual Tusk** The mastodon makes two tusk Strikes, each against a different creature. The two creatures can be no more than 10 feet away from one another. This counts as one attack for the mastodon's multiple attack penalty, and the penalty doesn't increase until after both attacks.

◆◆◆ **Trample** Large or smaller, foot, DC 22

Trunk Grab If the mastodon hits a creature with its trunk, that creature is automatically grabbed by the mastodon.

ETTIN

This towering giant has two heads atop its powerful torso. Ettins are vicious and cruel, and while not very intelligent, they have independent brains that allow them to split their actions and gain a greater edge in combat.

Source: *Pathfinder RPG Bestiary* 130.

ETTIN

CREATURE 6

Chaotic
Evil
Giant
Humanoid
Large

Perception +14; low-light vision

Languages Giant

Skills +6; Acrobatics +9, Athletics +13

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

Independent Brains Each of the ettin's heads

rolls its own initiative and has its own turn. Neither head can Delay. On each head's turn, the ettin gets two actions and one reaction. Each brain controls one of the ettin's arms, and tracks its multiple attack penalty separately. Any ability that would sever an ettin's head (such as a *vorpal sword*) instead severs one of its heads at random. Losing a head doesn't cause the ettin to die, but does cause it to lose the actions and reaction of that head.

Items 2 expert flails

AC 20, **TAC** 18; **Fort** +13, **Ref** +9, **Will** +11

HP 105

◆ **Attack of Opportunity**

Speed 35 feet

◆ **Melee** flail +14 (disarm, reach 10 feet, sweep, trip), **Damage** 2d6+5 bludgeoning

◆ **Melee** fist (agile, reach 10 feet), **Damage** 2d4+5 bludgeoning

GARGOYLE

These winged creatures have a stony hide and can perch in place for long periods of time, where many mistake them for a decorative statue. Treacherous and petty, many gargoyles are loners, though some gather in small groups for a time. If they reside in a city long enough, their forms shift slightly to resemble the local architecture.

Source: *Pathfinder RPG Bestiary* 137.

GARGOYLE**CREATURE 4**Beast
Earth
Medium**Perception** +10; darkvision
Languages Common, Terran
Skills +3; Acrobatics +9, Athletics +7, Stealth +11**Str** +2, **Dex** +2, **Con** +3, **Int** -2, **Wis** +0, **Cha** -2**AC** 19, **TAC** 16; **Fort** +9, **Ref** +6, **Will** +6**HP** 40; **Resistances** physical 6 (except adamantine)◆ **Clawed Feet** (attack)**Trigger** The gargoyle is flying and a creature moves into an adjacent square below it.**Effect** The gargoyle makes a claw Strike against the triggering creature.**Speed** 25 feet, fly 50 feet◆ **Melee** jaws +11, **Damage** 2d8+3 piercing◆ **Melee** claw +11 (agile), **Damage** 2d6+3 slashing◆ **Statue** (concentrate) Until the next time it acts, the gargoyle appears to be a statue. It has an automatic result of 31 on Deception and Stealth checks and DCs to pass as a statue.**GELATINOUS CUBE**

Found underground or in dungeons, these massive, quivering cubes of slime continuously scour their domain for food. While their bodies contain acid, it's weak enough that many gelatinous cubes contain the gear of their previous victims.

Source: *Pathfinder RPG Bestiary* 138.

GELATINOUS CUBE**CREATURE 3**Mindless
Large
Ooze**Perception** +1; blindsight 60 feet
Languages –
Skills +1; +3 Athletics (+7 to Break Grapple or Shove)**Str** +2, **Dex** -5, **Con** +6, **Int** -5, **Wis** -5, **Cha** -5**AC** 4, **TAC** 4; **Fort** +8, **Ref** +3, **Will** +3**HP** 90; **Immunities** asleep, critical hits, mental, precision, visual;
Resistances electricity 5**Transparent** A gelatinous cube is so clear that it's difficult to discern from its surroundings. A DC 20 Perception check is required to notice a stationary cube, and a creature must be actively searching to attempt this check. Anyone who walks into the gelatinous cube moves into its body and is automatically Engulfed.**Speed** 15 feet◆ **Melee** cube face +8, **Damage** 1d6 acid and paralysis◆◆ **Engulf** A creature Engulfed by the gelatinous cube must also save against paralysis. DC 17, 2d6 acid, escape DC 16, toughness 7**Paralysis** A creature Engulfed by the cube or hit by its attack is paralyzed unless it succeeds at a DC 17 Fortitude save. Once paralyzed, it can attempt a new save at the end of each of its turns to recover.**Weak Acid** A gelatinous cube's acid damages only organic material—not metal, stone, or other inorganic materials.**GENIE**

Genies are closely tied to the Elemental Planes, and some of the more powerful ones can grant *wishes*.

There is a type of genie for each Elemental Plane, and the weakest of geniekind, the janni, are formed out of all four elements. Only two of the five types of genies are presented here: the janni and the fiery efreeti.

Sources: *Pathfinder RPG Bestiary* 140, 141.

EFREETI**UNCOMMON CREATURE 9**Evil
Fire
Genie
Large
Lawful**Perception** +16; darkvision, *detect magic*
Languages Common, Ignan
Skills +9; Arcana +16, Athletics +18, Deception +18, Crafting +16, Diplomacy +18, Intimidation +16, Society +16**Str** +5, **Dex** +3, **Con** +4, **Int** +1, **Wis** +2, **Cha** +3**Items** expert breastplate, expert heavy steel shield (Hardness 6), +1 scimitar**AC** 25 (27 with shield raised), **TAC** 23 (25 with shield raised);
Fort +14, **Ref** +15, **Will** +16**HP** 150; **Immunities** fire◆ **Shield Block****Speed** 25 feet, fly 35 feet◆ **Melee** +1 scimitar +19 (forceful, magical, reach 10 feet, sweep), **Damage** 4d6+7 slashing◆ **Melee** fist +19 (agile, reach 10 feet), **Damage** 1d6+5 plus 2d6 fire◆ **Ranged** fire ray +17 touch (arcane, evocation, range 100 feet), **Damage** 4d6 fire**Innate Arcane Spells** DC 22, attack +17; **Constant** *detect magic*; **5th** *illusory object*; **4th** *gaseous form*, *invisibility* (×2); **At Will** *plane shift* (7th, to Elemental Planes, Astral Plane, or Material Plane only); **Cantrips** *produce flame* (4th)**Burning Grasp** (fire) When the efreeti successfully Grapples a creature, that creature takes 2d6 fire damage.◆◆ **Change Size** (arcane, concentrate, polymorph, transmutation) Once per day, the efreeti can change a creature's size. This works as a 4th-level *enlarge* or *shrink* spell, but can target an unwilling creature. The target can attempt a DC 23 Fortitude save to negate the effect.◆ **Grant Wishes** (arcane, evocation) Three times per day, an efreeti can grant a *wish* to a single nongenie. This is almost always part of a bargain with that nongenie, carries unforeseen consequences for the creature the *wishes* are granted to, or both.**JANNI****CREATURE 4**Genie
Medium**Perception** +9; darkvision
Languages Common, one elemental language (Aquan, Auran, Ignan, or Terran), one planar language (Abyssal, Celestial, or Infernal); telepathy 100 feet**Skills** +4; Acrobatics +9, Arcana +10, Crafting +11**Str** +4, **Dex** +2, **Con** +1, **Int** +2, **Wis** +2, **Cha** +1**Items** chain mail, expert composite shortbow with 20 arrows, expert scimitar**AC** 19, **TAC** 16; **Fort** +9, **Ref** +10, **Will** +7**HP** 55; **Resistance** fire 5**Elemental Endurance** A janni can survive on the Plane of Air, Plane of Earth, Plane of Fire, or Plane of Water for up to

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48 hours. After that time, it takes 1 damage per hour until it leaves that plane or dies.

Speed 20 feet, fly 15 feet

- ◆ **Melee** scimitar +11 (forceful, sweep), **Damage** 2d6+4 slashing
- ◆ **Melee** fist (agile, nonlethal) +10, **Damage** 1d4+4 bludgeoning
- ◆ **Ranged** composite shortbow +10 (deadly 1d10), **Damage** 2d6+2 piercing

Arcane Innate Spells DC 18; **7th** *plane shift* (to Elemental Planes, Astral Plane, or Material Plane only); **2nd** *create food, enlarge, shrink, invisibility* (×3), *speaking with animals* (×3); **1st** *create water*

GHOST

When some mortals die through tragic circumstances or without closure on something emotionally important to them, their spirits are unable to fully pass over into the River of Souls, and they remain behind. These anguished souls haunt the places of their death, constantly trying to right their perceived wrongs.

Source: *Pathfinder RPG Bestiary* 144.

GHOST COMMONER

CREATURE 4

Chaotic
Evil
Ghost
Incorporeal
Medium
Undead

Perception +8; darkvision
Languages Common
Skills +4; Dwelling Lore +11 (applies only to the place the ghost is bound to), Stealth +11
Str -5, **Dex** +1, **Con** +0, **Int** +0, **Wis** +0, **Cha** +3
AC 17, **TAC** 17; **Fort** +6, **Ref** +9, **Will** +8

HP 40, negative healing, rejuvenation; **Immunities** asleep, death effects, disease, nonmagical attacks, paralysis, poison, precision; **Resistances** all damage 5 (except force, ghost touch, or positive)

Rejuvenation (divine, necromancy) When a ghost is destroyed, it reforms after 2d4 days within the location it's bound to, fully healed. A ghost can be permanently destroyed only if someone determines the reason for its existence and sets right whatever prevents the spirit from resting.

Speed fly 30 feet

- ◆ **Melee** ghostly hand +11 touch, **Damage** 2d4+6 negative
- ◆ **Frightful Moan** (auditory, divine, emotion, enchantment, fear, mental) The ghost laments its fate, forcing each living creature within 30 feet to attempt a DC 18 Will save. On a failure, a creature becomes frightened 2 (or frightened 3 on a critical failure). On a success, a creature is bolstered.

GHOST SOLDIER

CREATURE 7

Chaotic
Evil
Ghost
Incorporeal
Medium
Undead

Perception +13; darkvision
Languages Common
Skills +7; Dwelling Lore +15 (applies only to the place the ghost is bound to), Stealth +15
Str -5, **Dex** +1, **Con** +0, **Int** +0, **Wis** +0, **Cha** +5
Rejuvenation (divine, necromancy) As ghost commoner.

AC 21, **TAC** 21; **Fort** +12, **Ref** +10, **Will** +13

HP 75, negative healing, rejuvenation; **Immunities** asleep, death effects, disease, nonmagical attacks, paralysis, poison, precision; **Resistances** all damage 10 (except force, ghost touch, or positive)

- ◆ **Attack of Opportunity**

70

Speed fly 20 feet

- ◆ **Melee** ghostly blade +17 touch, **Damage** 2d8+7 negative

Innate Arcane Spells DC 19; **Cantrips** (4th) *shield*

- ◆◆ **Swipe** The ghost makes a ghostly blade Strike and compares the attack roll to the AC of up to two foes, each of whom must be within its melee reach and adjacent to each other. It rolls damage only once, and applies it to each creature hit. If it critically hits one target and not the other, it rolls the extra critical hit damage separately. A Swipe counts as two attacks for its multiple attack penalty.

- ◆ **Frightful Moan** (auditory, divine, emotion, enchantment, fear, mental) As ghost commoner, but DC 20

GHOST MAGE

CREATURE 10

Chaotic
Evil
Ghost
Incorporeal
Medium
Undead

Perception +17; darkvision
Languages Common, Draconic
Skills +11; Arcana +20, Dwelling Lore +22 (applies only to the place the ghost is bound to), Stealth +18
Str -5, **Dex** +3, **Con** +0, **Int** +6, **Wis** +3, **Cha** +6
AC 25, **TAC** 25; **Fort** +13, **Ref** +14, **Will** +16

HP 125, negative healing, rejuvenation; **Immunities** asleep, death effects, disease, nonmagical attacks, paralysis, poison, precision; **Resistances** all damage 10 (except force, ghost touch, or positive)

Rejuvenation (divine, necromancy) As ghost commoner.

Speed fly 40 feet

- ◆ **Melee** ghostly hand +19 touch, **Damage** 2d8+9 negative
- Arcane Innate Spells** DC 25, attack +19; **5th** *cone of cold, hallucination*; **4th** *phantasmal killer, suggestion*; **3rd** *blindness, dispel magic, mind reading*; **2nd** *telekinetic maneuver* (×2); **1st** *ray of enfeeblement* (×2); **Cantrips** *detect magic, ghost sound, mage hand, prestidigitation*

- ◆ **Frightful Moan** (auditory, divine, emotion, enchantment, fear, mental) As ghost commoner, but DC 24

GHOUL

Ghouls are ravenous undead that feed on corpses, digging them out from graveyards ghouls infest. While most ghouls live near cemeteries or on the fringes of civilization, rumors whisper of entire cities of ghouls deep underground. More powerful than ghouls, ghouls have a grotesque stench that nauseates creatures nearby.

Source: *Pathfinder RPG Bestiary* 146.

GHOUL

CREATURE 1

Chaotic
Evil
Ghoul
Medium
Undead

Perception +5; darkvision
Languages Common, Necril
Skills +4; Acrobatics +6, Athletics +6, Stealth +4
Str +1, **Dex** +2, **Con** +0, **Int** +1, **Wis** +2, **Cha** +2
AC 15, **TAC** 14; **Fort** +3, **Ref** +4, **Will** +5

HP 20; **Immunities** asleep, death effects, disease, paralysis, poison

Speed 30 feet

- ◆ **Melee** jaws +7, **Damage** 1d6+1 piercing plus ghoul fever and paralysis
- ◆ **Melee** claw +7 (agile), **Damage** 1d4+1 slashing plus ghoul fever and paralysis

◆ Consume Flesh

Requirement The ghoul is adjacent to a corpse of a creature that has died within the last hour.

Effect The ghoul devours a chunk of the corpse and regains 1d6 Hit Points. It can regain Hit Points from any given corpse only once.

Ghoul Fever (disease) Elves are immune. **Saving Throw** Fortitude DC 13; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 2d6 damage and regains half as many Hit Points from all healing (1 day); **Stage 3** as step 2 (1 day); **Stage 4** 2d6 damage and gains no benefit from healing (1 day); **Stage 5** as step 4 (1 day); **Stage 6** dead, and rises as a ghoul the next midnight.

Paralysis (arcane, necromancy) Any non-elf, living creature hit by a ghoul's attack must succeed at a DC 12 Fortitude save or become paralyzed. It gets a new save at the end of each of its turns, and the DC decreases by 1 cumulatively on each such save.

◆ **Swift Leap** (move) The ghoul jumps up to half its Speed. This movement doesn't trigger reactions.

GHAST

CREATURE 3

Chaotic
Evil
Ghoul
Medium
Undead

Perception +8; darkvision
Languages Common, Necril
Skills +3; Athletics +9, Acrobatic +9, Stealth +9
Str +3, **Dex** +3, **Con** +0, **Int** +1, **Wis** +2, **Cha** +3
AC 18, **TAC** 16; **Fort** +5, **Ref** +5, **Will** +8

HP 45, negative healing; **Immunities** asleep, death effects, disease, paralysis, poison

Stench 10 feet (aura, olfactory) A creature entering the aura must succeed at a DC 16 Fortitude save or become sick 1 until the end of its turn (plus slowed 1 on a critical failure for the same duration). While within the aura, the creature takes a -2 circumstance penalty to saves against disease and to recover from the sick condition. A creature that succeeds at its save is bolstered.

Speed 30 feet

◆ **Melee** jaws +9, **Damage** 2d6+3 piercing plus ghast fever and paralysis

◆ **Melee** claw +9 (agile), **Damage** 2d4+3 slashing plus ghast fever and paralysis

◆ **Consume Flesh** As ghoul, but 3d6 HP

Ghast Fever (disease) **Saving Throw** Fortitude DC 15; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 3d8 damage and regains half as many Hit Points from all healing (1 day); **Stage 3** as step 2 (1 day); **Stage 4** 3d8 damage and gains no benefit from healing (1 day); **Stage 5** as step 4 (1 day); **Stage 6** dead, and rises as a ghoul the next midnight.

Paralysis (arcane, necromancy) As ghoul, but DC 14.

◆ **Swift Leap** (move) As ghoul.

GIANT

Giants are massive humanoid creatures who live in remote regions scattered throughout the world. Five of their kind are detailed here.

FIRE GIANT

These towering tyrants stand between 12 and 16 feet tall and are often clad in armor of their own creation. They are

the most rigid and militaristic of giantkind, training and preparing for war every waking moment.

Source: *Pathfinder RPG Bestiary* 148.

FIRE GIANT

CREATURE 10

Evil
Fire
Giant
Humanoid
Large
Lawful

Perception +18; low-light vision
Languages Common, Jotun
Skills Athletics +20; Crafting +18, Intimidation +18
Str +7, **Dex** -1, **Con** +5, **Int** +0, **Wis** +2, **Cha** +0
Items +1 *greatsword*, expert half plate, sack with 5 rocks

AC 28, **TAC** 25; **Fort** +18, **Ref** +14, **Will** +16

HP 165; **Immunities** fire; **Weaknesses** cold 10

◆ **Attack of Opportunity**

◆ **Catch Rock** See the sidebar on page 72.

Speed 25 feet

◆ **Melee** +1 *greatsword* +20 (magical, reach 10 feet, versatile P), **Damage** 2d12+14 slashing

◆ **Melee** gauntlet +20 (agile, reach 10 feet), **Damage** 3d4+14 bludgeoning

◆ **Ranged** rock +18 (range increment 120 feet), **Damage** 2d10+7 bludgeoning plus 1d6 fire

◆◆ **Flaming Strike** (arcane, attack, evocation, fire) The fire giant ignites its blade in flames and makes a *greatsword* Strike at a -2 circumstance penalty against each creature in a 15-foot line. The fire giant makes its attack roll only once and compares it to each creature's AC. This Strike deals an additional 1d6 fire damage and counts as one attack for the giant's multiple attack penalty.

Rock Throwing (fire) A rock thrown by a fire giant deals an additional 1d6 fire damage on a hit. See the sidebar on page 72.

FROST GIANT

Frost giants live in frozen climates, commonly in cave lairs at the tops of frigid mountains. They are fearless combatants and are consumed with a lust for battle.

Source: *Pathfinder RPG Bestiary* 149.

FROST GIANT

CREATURE 9

Chaotic
Cold
Evil
Giant
Humanoid
Large

Perception +16; low-light vision
Languages Common, Jotun
Skills +9; Athletics +18, Crafting +16, Intimidation +16, Stealth +12 (+16 in snow)
Str +6, **Dex** -1, **Con** +5, **Int** +0, **Wis** +2, **Cha** +0
Items expert chain mail, +1 *greataxe*, sack with 5 rocks

AC 26, **TAC** 23; **Fort** +16, **Ref** +13, **Will** +14

HP 170; **Immunities** cold; **Weaknesses** fire 10

◆ **Catch Rock** See the sidebar on page 72.

Speed 30 feet; ice stride

◆ **Melee** +1 *greataxe* (magical, reach 10 feet, sweep) +19, **Damage** 2d12+12 slashing

◆ **Melee** fist +19 (agile, reach 10 feet), **Damage** 2d8+12 bludgeoning

◆ **Ranged** rock +17 (range increment 120 feet), **Damage** 2d10+9 bludgeoning

◆ **Chill Breath** (arcane, cold, evocation) The frost giant breathes

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CATCHING AND THROWING ROCKS

Giants have an inborn ability to catch and hurl rocks. All giants can wrench stones from the ground to throw them, and many carry sacks of rocks to heave at their enemies. The Catch Rocks reaction and the Rock Throwing ability work as follows, and might be modified for each individual giant. The damage from a thrown rock appears in the giant's ranged Strike entry.

◆ Catch Rock

Trigger The giant is targeted with a thrown rock attack, or a rock would fall on the giant.

Effect The giant can attempt a DC 20 Acrobatics or Athletics check. On a success, it safely catches the rock, takes no damage, and is now holding the rock. On a failure, the giant takes half damage. On a critical failure, the giant takes full damage. The giant must have a free hand to catch a rock, but can release anything it's holding in that hand as part of this reaction.

Rock Throwing A giant can pick up a rock or take out one from its sack (if it has one) and throw it using a single Strike action.

out a 15-foot cone of freezing moisture that quickly condenses into a coating of ice crystals. Any creature in the cone must succeed at a DC 23 Reflex save or take 2d6 cold damage (half damage on a success, no damage on a critical success, double damage on a critical failure). A creature that fails its save is also entangled and takes 2d6 cold damage at the end of each of its turns until it gets free (Escape DC 23). The giant can't use Chill Breath again for 1d4 rounds.

Ice Stride A frost giant isn't impeded by difficult terrain caused by snow or ice, nor does it need to make Acrobatics checks to keep from falling on slippery ice.

Rock Throwing See the sidebar above.

◆ **Wide Swing** The giant makes a greataxe Strike and compares the attack roll to the ACs of up to two foes, each of whom must be within its melee reach. The giant rolls damage only once, and applies it to each creature hit. If it critically hits one target and not the other, it rolls the extra critical hit damage separately. A Wide Swing counts as two attacks for the giant's multiple attack penalty.

HILL GIANT

Prone to ambush and raiding, hill giants make their homes in remote hills. Hill giants stand about 10 feet tall and have a less civilized intelligence than many other giants.

Source: *Pathfinder RPG Bestiary* 150.

HILL GIANT

Chaotic
Evil
Giant
Humanoid
Large

Perception +14; low-light vision
Language Common, Jotun
Skills +7; Athletics +15, Intimidation +13
Str +6, **Dex** -1, **Con** +4, **Int** -2, **Wis** +0, **Cha** -2
Items greatclub, hide armor, sack with 5 rocks

CREATURE 7

AC 22, **TAC** 19; **Fort** +14, **Ref** +10, **Will** +8

HP 135

◆ **Catch Rock** See the sidebar.

Speed 35 feet

◆ **Melee** greatclub +17 (backswing, reach 10 feet, shove), **Damage** 3d10+5 bludgeoning

◆ **Melee** fist +17 (reach 10 feet, agile), **Damage** 3d8+5 bludgeoning

◆ **Ranged** rock +15 (range increment 120 feet), **Damage** 2d10+7 bludgeoning

Rock Throwing See the sidebar.

◆ **Wide Swing** The giant makes a greatclub Strike and compares the attack roll to the ACs of up to two foes, each of whom must be within its melee reach. The giant rolls damage only once, and applies it to each creature hit. If it critically hits one target and not the other, it rolls the extra critical hit damage separately. A Wide Swing counts as two attacks for the giant's multiple attack penalty.

RUNE GIANT

Ages ago, ancient wizards made the first rune giants by crossbreeding two other types of giants. Their creations had a powerful physical stature and the ability to control other giants, making them ferocious combatants.

Source: *Pathfinder RPG Bestiary* 2 130.

RUNE GIANT

UNCOMMON CREATURE 16

Evil
Gargantuan
Giant
Humanoid
Lawful

Perception +26; low-light vision
Languages Common, Jotun, Terran
Skills +20; Athletics +30, Craft +32, Society +27
Str +9, **Dex** +2, **Con** +7, **Int** +2, **Wis** +6, **Cha** +4
Items +3 *greatsword*, +2 *splint mail*, three +1 *spears*

AC 38, **TAC** 35; **Fort** +26, **Ref** +22, **Will** +28

HP 330; **Immunities** fire

◆ **Attack of Opportunity**

◆ **Catch Rock** See the sidebar above.

Speed 35 feet; *air walk*

◆ **Melee** +3 *greatsword* +29 (magical, reach 20 feet, versatile piercing), **Damage** 4d12+9

◆ **Melee** fist +29 (agile, reach 20 feet), **Damage** 4d6+9

◆ **Ranged** +1 *spear* +27 (magical, thrown 20 feet), **Damage** 2d6+18 bludgeoning

◆ **Ranged** rock +27 (range increment 120 feet), **Damage** 2d10+9 bludgeoning

Arcane Innate Spells DC 33, **Constant** *air walk*; **8th** *charm, sending*; **6th** *dominate* (×3), *true seeing*; **4th** *sending*; **At Will** *charm* (4th), *suggestion*

◆ **Invoke Rune** (arcane, concentrate, electricity, evocation) The rune giant invokes one of the runes on its body, causing the rune to spray forth a 30-foot cone of sparks that deals 6d12 electricity damage to all creatures in the cone (Reflex DC 34 half, no damage on a critical success).

A glowing copy of the invoked rune appears on a single weapon the giant holds, granting the weapon one effect listed below of the giant's choice. The giant can't use Invoke Rune again for 1d4 rounds. The effect on the weapon lasts for 1 minute. If the giant places a new rune on a weapon, any previous rune on it wears off immediately.

- **Rune of Destruction** The weapon gains the deadly trait with three dice of the same die size as the weapon, and any armor worn by a creature hit with the weapon takes 1 Dent (a second Dent causes it to become broken) unless the creature succeeds at a DC 32 Fortitude save.
- **Rune of Flames** The weapon deals an additional 2d6 fire damage on all attacks.
- **Rune of Smiting** When the weapon hits, the giant pushes the target back 10 feet.

Command Giants When a rune giant casts a mental spell against a giant, the rune giant gains a +4 circumstance bonus to the spell roll or spell DC.

◆ **Demand** (arcane, enchantment, mental) When a rune giant casts its innate *sending*, it can also send a *suggestion* to the recipient of the message (with the normal DC).

◆ **Flashing Rune** (arcane, evocation, light)

Trigger The rune giant uses an arcane ability or casts an arcane spell.

Effect The runes on the giant's body flash as they produce magical energy. Each creature within a 10-foot aura must succeed at a DC 32 Fortitude save or become blinded for 1 round. On a success, the creature is dazzled for 1 round (or unaffected on a critical success).

Rock Throwing See the sidebar on page 72.

STONE GIANT

Highly skilled at throwing rocks, stone giants make their homes in remote mountains where they gather into clans. Their stonelike skin grants natural camouflage, allowing them to hide among rocky slopes while standing still.

Source: *Pathfinder RPG Bestiary* 151.

STONE GIANT

CREATURE 8

Earth
Giant
Humanoid
Large

Perception +15; darkvision
Languages Common, Giant
Skills +8; Acrobatics +15, Athletics +17, Intimidation +15, Stealth +13 (+17 in rocky terrain)

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

Items expert greatclub, sack with 5 rocks

AC 26, **TAC** 23; **Fort** +15, **Ref** +11, **Will** +13

HP 115

◆ **Catch Rock** See the sidebar on page 72.

Speed 35 feet

◆ **Melee** greatclub +18 (backswing, reach 10 feet, shove), **Damage** 2d10+12 bludgeoning

◆ **Melee** fist +18 (agile, reach 10 feet), **Damage** 2d8+9 bludgeoning

◆ **Ranged** rock +16 (range increment 120 feet), **Damage** 2d10+6 bludgeoning

◆◆ **Big Swing** The giant makes a greatclub Strike. The target is knocked back up to 10 feet if the Strike hits, or up to 20 feet on a critical hit. If the target collides with a solid object or lands on the ground, it takes bludgeoning damage as though it had fallen the distance it moved.

Rock Throwing See the sidebar on page 72.

GNOLL

These vicious, hyena-like humanoids form bands in warm plains or desert regions, where they hunt in packs and raid nearby humanoid settlements. Gnolls are lazy creatures, and they scavenge or raid when they get the opportunity, rather than hunt.

Source: *Pathfinder RPG Bestiary* 155.

GNOLL WARRIOR

CREATURE 2

Chaotic
Evil
Gnoll
Humanoid
Medium

Perception +7; darkvision
Skills +0; Acrobatics +3, Athletics +5, Stealth +5, Survival +7
Languages Gnoll
Str +3, **Dex** +1, **Con** +1, **Int** -1, **Wis** +0, **Cha** -1

Items battleaxe, leather armor, shortbow with 20 arrows

AC 16, **TAC** 15; **Fort** +6, **Ref** +7, **Will** +4

HP 29

Speed 25 feet

◆ **Melee** battleaxe (sweep) +8, **Damage** 1d8+3 slashing

◆ **Melee** bite (agile) +7, **Damage** 1d4+3 piercing

◆ **Ranged** shortbow +7 (deadly 1d10), **Damage** 1d6 piercing

Pack Attack The gnoll's Strikes deal 1d4 extra damage to creatures within reach of at least two of the gnoll's allies.

Rugged Travel A gnoll ignores the first square of difficult terrain it moves into each time it Steps or Strides.

GNOLL SERGEANT

CREATURE 4

Chaotic
Evil
Gnoll
Humanoid
Medium

Perception +10; darkvision
Skills +3; Athletics +9, Intimidation +11, Stealth +9, Survival +9
Languages Common, Gnoll
Str +4, **Dex** +3, **Con** +2, **Int** +1, **Wis** +2, **Cha** +1

Items composite shortbow with 20 arrows, hide armor, scimitar

AC 19, **TAC** 16; **Fort** +7, **Ref** +10, **Will** +9

HP 65

◆ **Attack of Opportunity**

Speed 25 feet

◆ **Melee** scimitar (forceful, sweep) +11, **Damage** 2d6+4 slashing

◆ **Melee** bite (agile) +10, **Damage** 1d4+4 piercing

◆ **Ranged** composite shortbow +10 (deadly 1d10), **Damage** 2d6+2 piercing

◆ **Bark Orders** (auditory, lingual) The sergeant issues a command to reposition its allies. Any allies who hear and understand this order can use a reaction to Step.

Pack Attack The gnoll's Strikes deal 1d4 extra damage to creatures within reach of at least two of the gnoll's allies.

Rugged Travel A gnoll ignores the first square of difficult terrain it moves into each time it Steps or Strides.

GOBLIN

These small humanoids have green skin and large heads with wide ears. While some goblins are civilized and have worked their way into other humanoid communities, many goblins are wild and vicious creatures that delight in wreaking havoc.

Source: *Pathfinder RPG Bestiary* 156.

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GOBLIN WARRIOR

CREATURE 0

Chaotic Evil Goblin Humanoid Small	Perception +1; darkvision
	Languages Goblin
	Skills -2; Acrobatics +3, Athletics +3, Stealth +5
	Str +0, Dex +3, Con +0, Int +0, Wis -1, Cha +1
	Items dogslicer, leather armor, shortbow with 10 arrows

AC 14, **TAC** 13; **Fort** +1, **Ref** +4, **Will** +0

HP 6

Goblin Scuttle

Trigger A goblin ally ends a move action adjacent to the warrior.

Effect The warrior Steps.

Speed 25 feet

- ◆ **Melee** dogslicer +6 (agile, backstabber), **Damage** 1d6 slashing
- ◆ **Ranged** shortbow +6 (deadly 1d10), **Damage** 1d6 piercing

GOBLIN COMMANDO

CREATURE 1

Chaotic Evil Goblin Humanoid Small	Perception +5; darkvision
	Languages Common, Goblin
	Skills -1; Acrobatics +4, Athletics +4, Stealth +6
	Str +1, Dex +3, Con +2, Int -1, Wis +0, Cha +0
	Items horsechopper, shortbow with 20 arrows, studded leather

AC 15, **TAC** 13; **Fort** +5, **Ref** +5, **Will** +3

HP 18

Goblin Scuttle

Trigger A goblin ally ends a move action adjacent to the commando.

Effect The commando Steps.

Speed 25 feet

- ◆ **Melee** horsechopper +7 (reach 10 feet, trip, versatile P), **Damage** 1d8+1 slashing
- ◆ **Ranged** shortbow +8 (deadly 1d10), **Damage** 1d6 piercing

GOBLIN PYRO

CREATURE 1

Chaotic Evil Goblin Humanoid Small	Perception +2; darkvision
	Languages Common, Goblin
	Skills -1; Fire Lore +6
	Str -1, Dex +2, Con +0, Int +0, Wis -1, Cha +3
	Items club

AC 13, **TAC** 13; **Fort** +3, **Ref** +5, **Will** +1

HP 15

Goblin Scuttle

Trigger A goblin ally ends a move action adjacent to the pyro.

Effect The pyro Steps.

Speed 25 feet

- ◆ **Melee** club +4, **Damage** 1d6-1 bludgeoning
 - ◆ **Ranged** club +6 (thrown 10 feet), **Damage** 1d6-1 bludgeoning
- Arcane Spontaneous Spells** DC 15, attack +6; **1st** (2 slots) *burning hands, grease*; **Cantrips** *light, mage hand, prestidigitation, produce flame, tanglefoot*

GOBLIN WAR CHANTER

CREATURE 1

Chaotic Evil Goblin Humanoid Small	Perception +4; darkvision
	Languages Common, Goblin
	Skills +1; Performance +6, Stealth +4
	Str +0, Dex +2, Con +0, Int +1, Wis +0, Cha +3
	Items dogslicer, leather armor, shortbow with 10 arrows

AC 14, **TAC** 13; **Fort** +3, **Ref** +5, **Will** +4

HP 18

Goblin Scuttle

Trigger A goblin ally ends a move action adjacent to the war chanter.

Effect The war chanter Steps.

Speed 25 feet

- ◆ **Melee** dogslicer +6 (agile, backstabber), **Damage** 1d6 slashing
 - ◆ **Ranged** shortbow +6 (deadly 1d10), **Damage** 1d6 piercing
- Arcane Spontaneous Spells** DC 15; **Cantrips** *inspire courage*

GOBLIN DOG

Despite their name, goblin dogs are in fact a species of large rodent that some goblins use as mounts. These cowardly beasts are nearly hairless and have dry, flaky skin that irritates most creatures who come in contact with them.

Source: *Pathfinder RPG Bestiary* 157.

GOBLIN DOG

CREATURE 1

Animal Medium	Perception +6; low-light vision, scent
	Languages —

Skills +1; Stealth +6

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

AC 15, **TAC** 14; **Fort** +5, **Ref** +5, **Will** +3

HP 18

Allergenic Dander A creature that hits the goblin dog with an unarmed attack, tries to Grapple it, or otherwise touches it is exposed to goblin pox.

Juke

Requirement A creature must be mounted on the goblin dog.

Trigger The rider issues a command to the goblin dog.

Effect The goblin dog Steps before following the command.

Speed 40 feet

- ◆ **Melee** jaws +7, **Damage** 1d6+2 piercing plus allergenic dander
- ◆ **Scratch** (manipulate) The goblin dog vigorously scratches itself, exposing all creatures within 5 feet of it to allergenic dander.

Goblin Pox (disease) Goblins and goblin dogs are immune. **Saving Throw** Fortitude DC 15; **Stage 1** sick 1 (1 round); **Stage 2** sick 1 and slowed 1 (1 round); **Stage 3** sick 1 and can't reduce its sick value below 1 (1 day).

GOLEM

Golems are magically created, mindless automatons that typically guard wizard's laboratories, dangerous dungeons, and crumbling ruins.

ADAMANTINE GOLEM

This hulking construct fashioned from durable black metal has forge-like stacks that burn above its head and back.

Source: *Pathfinder RPG Bestiary* 2 134.

ADAMANTINE GOLEM

RARE CREATURE 18

Construct Golem Huge Mindless	Perception +22; darkvision
	Languages —
	Skills +16; Athletics +32
	Str +8, Dex -1, Con +9, Int -5, Wis +0, Cha -5

AC 41, **TAC** 36; **Fort** +33, **Ref** +22, **Will** +23

HP 255, repair mode; **Immunities** asleep, bleed, death effects, disease, enervated, enfeebled, fire, healing, magic (see below), mental, necromancy, nonlethal attacks, paralyzed, poison, stunned; **Resistances** physical 20 (except *vorpal* adamantine)

Immunity to Magic The adamantine golem is immune to spells and magical abilities other than its own, though certain spells bypass this immunity.

- **Harmed by Acid** Any acid magic that targets the adamantine golem causes it to take 10d10 damage instead of the usual effect. If the golem starts its turn in the area of acid magic, it takes 3d10 damage.
- **Healed by Fire** Any fire magic that targets the golem makes the golem lose the slowed condition and gain HP equal to half the fire damage the spell would have dealt. If the golem starts its turn in the area of fire magic, it regains 2d10 HP.
- **Slowed by Electricity** Any electricity magic that targets the adamantine golem causes it to be slowed 1 for 2d6 rounds instead of the usual effect. If the golem starts its turn in the area of electricity magic, it's slowed 1 for that round.
- **Vulnerable to Dispelling** The golem can be targeted by *disjunction* and *dispel magic*. If targeted by such a spell of 9th level or higher, the golem has its resistance to physical damage lowered to 15 and is slowed 1 (or slowed 2 if in repair mode) for 1d4 rounds. During this time, if the golem is reduced to 0 HP while already in repair mode, it is destroyed.

Repair Mode When the adamantine golem is at 0 HP, it isn't destroyed. Instead, it enters repair mode, during which it is slowed 1, can't take reactions, and can take only the Self-Repair action. Once it has more than 30 HP again, it can use any type of action and can use reactions, though it remains slowed 1 until the start of its next turn. If a critical hit with an adamantine *vorpal* weapon reduces the golem to 0 HP, or hits it while it's already at 0 HP, the golem is destroyed.

Speed 30 feet

◆ **Melee** fist +31 (reach 15 feet), **Damage** 3d10+16 bludgeoning plus destructive strike

Destructive Strike An adamantine golem's Strike both damages the target and dents the target's armor. If the target has a shield raised, the shield takes the Dent instead of the armor. On a critical hit, the armor or shield takes 2 Dents instead.

◆ **Inexorable March** The adamantine golem Strides up to its Speed, pushing back and damaging each creature whose space it moves into. A creature can bar the way by succeeding at a Fortitude save against the adamantine golem's Athletics DC (42). Regardless of success or failure, the creature is damaged and its armor is dented as if hit by the adamantine golem's fist (though on a critical success, the creature takes no damage and its armor takes no Dent).

◆ **Self-Repair** (manipulate) The adamantine golem repairs itself, regaining 30 Hit Points.

◆◆ **Vent** (fire) The golem vents a 30-foot cone of superheated steam from its internal forge. This deals 19d6 fire damage to all creatures in the cone (Reflex DC 34 half, no damage on critical success). The forge can't be vented again for 1d6 rounds.

CLAY GOLEM

These golems are sculpted in various forms, often matching the cultures of their creators. Their attacks carry with them a curse that makes the wounds they deliver difficult to heal.

Source: *Pathfinder RPG Bestiary* 159.

CLAY GOLEM

UNCOMMON CREATURE 10

Construct	Perception +18; darkvision
Golem	Languages —
Large	Skills +8; Athletics +20
Mindless	Str +6, Dex -1, Con +4, Int -5, Wis +0, Cha -5

AC 26, **TAC** 23; **Fort** +18, **Ref** +13, **Will** +13

HP 174; **Immunities** acid, asleep, bleed, death effects, disease, enervated, enfeebled, healing, magic (see below), mental, necromancy, nonlethal attacks, paralysis, poison, stun; **Resistance** physical 10 (except adamantine)

Berserk A severely damaged clay golem has a chance of going berserk at the start of its turn. If it has 50 or fewer Hit Points, it must succeed at a DC 5 flat check or go berserk. A berserk golem wildly attacks the nearest living creature, or the nearest object if no creatures are nearby.

Immunity to Magic The clay golem is immune to spells and magical abilities other than its own, though certain spells bypass this immunity.

- **Harmed by Cold and Water** Any cold or water magic that targets the golem causes it to take 5d12 damage instead of the usual effect. If the clay golem starts its turn in the area of cold or water magic, it takes 3d6 damage.
- **Healed by Acid** Any acid magic that targets the golem makes the golem lose the slowed condition and gain HP equal to half the acid damage the spell would have dealt. If the clay golem starts its turn in the area of acid magic, it regains 2d6 HP.
- **Slowed by Earth** Any earth magic that targets the golem causes it to be slowed 1 for 2d6 rounds instead of the usual effect. If the golem starts its turn in the area of earth magic, it's slowed 1 for that round.
- **Vulnerable to Disintegrate** A *disintegrate* spell affects the golem but deals half the normal amount of damage and causes the clay golem to become slowed 2 for 1 round.

◆ **Quicken** (arcane, transmutation)

Frequency Once per day

Trigger The clay golem's turn begins. It can't trigger this reaction on the first turn of combat.

Effect The clay golem becomes quick for 1 minute.

Speed 20 feet

◆ **Melee** fist +20 (reach 10 feet), **Damage** 2d10+12 bludgeoning plus cursed wound

◆ **Berserk Slam**

Requirement The golem is berserk.

Effect The clay golem Strikes with its fist at a -1 circumstance penalty to the attack roll. If it hits, the clay golem deals an additional 1d8 damage and knocks the target prone.

Cursed Wound (arcane, curse, necromancy) A creature hit by the clay golem's fist must succeed at a DC 27 Fortitude save or suffer the effects of a cursed wound. This curse lasts until the

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cursed creature is healed to its maximum HP. The creature can't regain HP except via magic, and anyone casting a spell to heal the creature must succeed at a DC 25 spell roll or the healing has no effect.

FLESH GOLEM

Stitched together from various body parts, flesh golems have a tendency to go berserk when in combat.

Source: *Pathfinder RPG Bestiary* 160.

FLESH GOLEM

UNCOMMON CREATURE 8

Construct
Golem
Large
Mindless

Perception +14; darkvision

Languages —

Skill +6; Athletics +17

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

AC 24, **TAC** 22; **Fort** +15, **Ref** +10, **Will** +10

HP 143; **Immunities** asleep, bleed, disease, death effects, electricity, enervated, enfeebled, healing, magic (see below), mental, necromancy, nonlethal attacks, paralysis, poison, stun; **Resistance** physical 5 (except adamantine)

Berserk A severely damaged flesh golem has a chance of going berserk at the start of its turn. If a flesh golem has 40 or fewer Hit Points, it must succeed at a DC 5 flat check or go berserk. A berserk golem wildly attacks the nearest living creature, or the nearest object if no creatures are nearby.

Immunity to Magic The golem is immune to spells and magical abilities other than its own, though certain spells bypass this immunity.

- **Harmed by Fire** Any fire magic that targets the flesh golem causes it to take 6d8 damage instead of the usual effect. If the golem starts its turn in the area of fire magic, it takes 3d4 damage.
- **Healed by Electricity** Any electricity magic that targets the flesh golem makes the golem lose the slowed condition and gain HP equal to half the electricity damage the spell would have dealt. If the flesh golem starts its turn in the area of electricity magic, it regains 2d4 HP.
- **Slowed by Cold** Any cold magic that targets the golem causes it to be slowed 1 for 2d6 rounds instead of the usual effect. If the golem starts its turn in the area of cold magic, it's slowed 1 for that round.
- **Vulnerable to Flesh to Stone** Casting a *flesh to stone* spell on the iron golem affects the golem normally.

Speed 25 feet

◆ **Melee** fist +18 (reach 10 feet), **Damage** 2d12+5 bludgeoning

◆ **Berserk Slam**

Requirement The flesh golem is berserk.

Effect The flesh golem makes a fist Strike against a target at a -1 circumstance penalty to the attack roll. If it hits, it deals 1d6 extra damage and knocks the target prone.

IRON GOLEM

Iron golems have been specifically crafted to excel as armored warriors, making them favored choices as guardians and protectors.

Source: *Pathfinder RPG Bestiary* 162.

IRON GOLEM

UNCOMMON CREATURE 13

Construct
Golem
Large
Mindless

Perception +22; darkvision

Languages —

Skills +11; Athletics +26

Str +8, **Dex** -1, **Con** +4, **Int** -5, **Wis** +0, **Cha** -5

AC 33, **TAC** 29; **Fort** +24, **Ref** +17, **Will** +18

HP 190; **Immunities** asleep, bleed, death effects, disease, enervated, enfeebled, fire, healing, magic (see below), mental, necromancy, nonlethal attacks, paralysis, poison, stun; **Resistance** physical 15 (except adamantine)

Immunity to Magic The iron golem is immune to spells and magical abilities other than its own, though certain spells bypass this immunity.

- **Harmed by Acid** Any acid magic that targets the iron golem causes it to take 6d12 damage instead of the usual effect. If the golem starts its turn in the area of acid magic, it takes 3d8 damage.
- **Healed by Fire** Any fire magic that targets the iron golem makes the golem lose the slowed condition and gain HP equal to half the fire damage the spell would have dealt. If the iron golem starts its turn in the area of fire magic, it regains 2d8 HP.
- **Harmed by Rust** Magical rusting effects, like a rust monster's antennae, affect the iron golem normally.
- **Slowed by Electricity** Any electricity magic that targets the iron golem causes it to be slowed 1 for 2d6 rounds instead of the usual effect. If the iron golem starts its turn in the area of electricity magic, it's slowed 1 for that round.
- **Vulnerable to Neutralize Poison** Casting *neutralize poison* on the golem deactivates its Breath Weapon for 1 minute.

Speed 20 feet

◆ **Melee** fist +25 (reach 10 feet), **Damage** 2d10+16 bludgeoning

◆◆ **Breath Weapon** (arcane, necromancy, poison) The iron golem exhales poisonous gas in a 10-foot radius centered on the corner of one of the iron golem's squares. The gas persists for 1 round. Any creature in the area (or that later enters the area) is exposed to the iron golem's poison. The golem can't use Breath Weapon again for 1d4 rounds.

◆ **Inexorable March** The iron golem Strides up to its Speed, pushing back and damaging each creature whose space it moves into. A creature can bar the way by succeeding at a Fortitude save against the iron golem's Athletics DC (36). Regardless of success or failure, the creature is damaged as if hit by the golem's fist (though on a critical success, the creature takes no damage).

Iron Golem Poison (poison) Any drained value from this poison is reduced by 1 every hour. **Saving Throw** Fortitude DC 31; **Maximum Duration** 4 rounds; **Stage 1** 6d6 poison and drained 1 (1 round); **Stage 2** 8d6 poison and drained 2 (1 round); **Stage 3** 10d6 poison and drained 3 (1 round).

Powerful Blows If an iron golem hits with an attack and rolls a natural 19 on the d20 roll, the attack is a critical hit, even if the result isn't 10 higher than the target's AC.

STONE GOLEM

Chiseled from durable stone, these golems have the ability

to hinder creatures that fight against them by slowing their actions.

Source: *Pathfinder RPG Bestiary* 163.

STONE GOLEM

UNCOMMON CREATURE 11

Construct
Golem
Large
Mindless

Perception +18; darkvision

Languages —

Skills +9; Athletics +22

Str +7, **Dex** -1, **Con** +4, **Int** -5, **Wis** +0, **Cha** -5

AC 29, **TAC** 25; **Fort** +20, **Ref** +15, **Will** +14

HP 165; **Immunities** acid, asleep, bleed, death effects, disease, enervated, enfeebled, healing, magic (see below), mental, necromancy, nonlethal attacks, paralysis, poison, stun; **Resistances** physical 10 (except adamantine)

Immunity to Magic The stone golem is immune to spells and magical abilities other than its own, though certain spells bypass this immunity.

- **Harmed by Cold and Water** Any cold or water magic that targets the stone golem causes it to take 6d10 damage instead of the usual effect. If the stone golem starts its turn in the area of cold or water magic, it takes 3d8 damage.
- **Healed by Acid** Any acid magic that targets the golem makes it lose the slowed condition and gain HP equal to half the acid damage the spell would have dealt. If the golem starts its turn in the area of acid magic, it regains 2d8 HP.
- **Slowed by Earth** Any earth magic that targets the golem causes it to be slowed 1 for 2d6 rounds instead of the usual effect. If the golem starts its turn in the area of earth magic, it's slowed 1 for that round.
- **Vulnerable to Stone to Flesh** A *stone to flesh* spell negates the golem's immunity to magic and its resistance to physical damage for 1 round. A *flesh to stone* spell reverses this effect immediately.

Speed 20 feet

◆ **Melee** fist +22 (reach 10 feet), **Damage** 2d10+14

◆ **Impose Paralysis**

Trigger The stone golem hits a slowed creature.

Effect The creature must succeed at a DC 26 Will save or become paralyzed for 1 round.

◆ **Inexorable March** The stone golem Strides up to its Speed, pushing back and damaging each creature whose space it moves into. A creature can bar the way by succeeding at a Fortitude save against the stone golem's Athletics DC (32). Regardless of success or failure, the creature is damaged as if hit by the golem's fist (though on a critical success, the creature takes no damage).

◆ **Slowing Pulse** (arcane, concentrate, transmutation) Each creature in a 10-foot aura must succeed at a DC 25 Will save or be affected by the *slow* spell. After using this ability, the golem can't use it again for 1d4 rounds.

GRAY OOZE

Believed to be the result of a failed alchemical or magical experiment, these transparent creatures are difficult to detect as they slink through dungeons and cold swamps.

Source: *Pathfinder RPG Bestiary* 166.

GRAY OOZE

CREATURE 2

Medium
Mindless
Ooze

Perception +0; blindsight 60 feet

Languages —

Skills +0

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

Transparent A gray ooze usually lies in an inert puddle that's difficult to discern from its surroundings. A creature that is actively searching notices it with a DC 17 Perception check. Anyone who walks into the gray ooze is automatically hit by its pseudopod, and then combat begins.

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

HP 60; **Immunities** asleep, cold, critical hits, fire, mental, paralysis, poison, polymorph, precision, stun, visual

Speed 10 feet

- ◆ **Melee** pseudopod +8, **Damage** 1d6+3 plus 1d6 acid plus Grab
- ◆ **Constrict** 4 bludgeoning and 3 acid

GRENDEL

This reaver of the cold marsh is not just a monster; he is a force of nature. Where there is peace and prosperity in the world, Grendel strikes, eager to prove that tranquility is transitory and death is the only constant.

Source: *Pathfinder RPG Bestiary* 4 145.

GRENDEL

UNIQUE CREATURE 19

Beast
Chaotic
Evil
Large

Perception +35; darkvision, peerless hearing

Languages Common

Skills +24; Acrobatics +31, Athletics +35, Intimidation +33, Stealth +33

Str +10, **Dex** +5, **Con** +9, **Int** +2, **Wis** +5, **Cha** +3

Peerless Hearing Grendel's hearing grants him auditory blindsense to a range of 100 feet. He can hear the movement of any creature within 1 mile unless that creature is Sneaking, though he can only pinpoint their location to within 20 feet.

AC 43, **TAC** 40; **Fort** +34, **Ref** +32, **Will** +28

HP 300, regeneration 40 (deactivated by unarmed attacks);

Resistances all damage 20 (except unarmed attacks)

◆ **Ferocity**

Trigger Grendel is reduced to 0 or fewer Hit Points.

Effect Grendel continues to stand and has 1 Hit Point.

Unstoppable At the beginning of Grendel's turn, he decreases the durations of detrimental spells, conditions, and other effects affecting him by 1 round, and reduces the condition value of any detrimental condition by 1. If a detrimental effect allows subsequent saves to recover, Grendel automatically succeeds on these saves.

Speed 60 feet

- ◆ **Melee** jaws +34 (reach 10 feet), **Damage** 4d10+20 piercing
- ◆ **Melee** claw +34 (agile, reach 10 feet), **Damage** 3d10+20 slashing plus Grab
- ◆ **Gruesome Dismemberment** Grendel deals 20 slashing damage and 3d6 persistent bleed damage to a creature that is grabbed by him. He also tears off one of the creature's arms or legs unless the victim succeeds at a DC 40 Fortitude save. A creature

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missing one or more arms can't use the missing arms. A creature with only one leg is permanently hampered 15, and a character with no legs can't take Stride actions.

◆ **Incredible Leap** (move) Grendel leaps up to 100 feet. He must end his movement next to a creature that attacked him last turn and is within his auditory blindsense. If Grendel leaps vertically, he remains in the air until the end of his turn, at which point he falls and takes no damage. If, at this time, he has an airborne creature grabbed, it falls as well and takes Grendel's claw damage instead of falling damage.

Brutal Grappler Whenever Grendel Grabs a creature, he counteracts any *freedom of movement* on that creature (counteract level 9, bonus +28).

GRIM REAPER

The personification of violent death, the grim reaper is more akin to a force of nature than an individual being.

Source: *Pathfinder RPG Bestiary 5* 134.

GRIM REAPER

UNIQUE CREATURE 21

Evil
Medium
Undead

Perception +38; darkvision, *see invisibility*, status sight, *true seeing*

Languages Common, Necril

Skills +26; Acrobatics +38, Athletics +36, Deception +38, Intimidation +38, Religion +36, Society +36, Stealth +40

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

Items legendary scythe

Aura of Misfortune (aura, divination, divine, misfortune) 20 feet.

Living creatures in the aura must roll twice on all d20 rolls and take the lower result.

Death's Grace The grim reaper can choose not to count as undead for effects that affect undead differently. Even if it does, the grim reaper still never counts as a living creature.

Status Sight The grim reaper automatically knows the Hit Points and emotions of all creatures it can see, as well as all conditions and afflictions affecting those creatures.

AC 45, **TAC** 44; **Fort** +34, **Ref** +35, **Will** +36, +1 conditional to saves vs. magic

HP 350; **Immunities** asleep, death effects, disease, paralysis, poison; **Resistances** all damage 10

◆ **Lurking Death** (attack, teleportation)

Trigger A creature within 100 feet uses an action with the concentrate, manipulate, or move trait, or makes a ranged attack.

Effect The grim reaper teleports to a square adjacent to the triggering creature and makes a melee Strike against it with a -2 penalty. If the Strike hits, the grim reaper disrupts the triggering action.

Speed 50 feet, fly 75 feet

◆ **Melee** +5 *keen scythe* +37 (agile, deadly 3d10, magical, reach 10 feet, trip), **Damage** 6d10+8 slashing plus death strike and energy drain

Innate Divine Spells DC 42, attack +37; **Constant** *haste*, *true seeing* (6th); **10th** *finger of death* (x4); **7th** *plane shift*

Death Strike (death) Any creature critically hit by any of the grim reaper's attacks or spells must succeed at a DC 44 Fortitude save or die.

Energy Drain When the grim reaper hits with its scythe, it regains 20 Hit Points and the target must succeed at a DC 40 Fortitude save or become enervated 2. On a critical failure, this condition is permanent.

Final Death Any creature killed by the grim reaper can't be brought back to life by any means short of divine intervention.

Infuse Weapon (divine, evocation) Any scythe a grim reaper wields is treated as a +5 *keen scythe*, has the agile trait, and can't be disarmed. If it Strikes a creature with a weakness to any specific type of damage, the scythe's damage counts as that type of damage, in addition to slashing.

HAG

Malevolent crones who lurk at the edges of civilization, these creatures have deceptive, magical abilities and prey upon humanoids, manipulating and corrupting them. Though a number of different types of hags exist in the world, this document details only the green hag and the night hag.

GREEN HAG

These hags typically lurk in swamps and dark forests, far from polite society. They have the ability to change their appearance to lure travelers into their clutches.

Source: *Pathfinder RPG Bestiary* 167.

GREEN HAG

CREATURE 4

Chaotic
Evil
Hag
Humanoid
Medium

Perception +10; darkvision

Languages Aklo, Common, Giant; *tongues*

Skills +4; Arcana +11, Athletics +9, Deception +11, Stealth +11

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

Coven A green hag adds *entangle*, *outcast's curse*, and *wall of thorns* to her coven's spells.

Sound Imitation A green hag can mimic the sounds of any animal found near her lair. To do so, she must succeed at a Deception check with a +4 circumstance bonus.

AC 18, **TAC** 17; **Fort** +7, **Ref** +8, **Will** +9, +1 conditional to saves vs. magic

HP 75; **Weaknesses** cold iron 3

Speed 25 feet, swim 25 feet

◆ **Melee** claw +11 (agile), **Damage** 1d8+6 slashing plus enfeeblement

Arcane Innate Spells DC 18, attack +9; **Constant** *tongues*; **At Will** *invisibility*, *pass without trace*, *water breathing*; **Cantrips** (2nd) *acid splash*, *dancing lights*, *ghost sound*

◆ **Betraying Touch** The hag touches a creature that doesn't realize she's an enemy, exposing the creature to enfeeblement. The betrayed creature takes a -4 circumstance penalty to its save against enfeeblement.

◆ **Change Shape** (arcane, concentrate, polymorph, transmutation) A green hag can take on the appearance of any Medium female humanoid. This doesn't change her Speed or her attack and damage bonuses with her Strikes, but might change the damage type her Strikes deal (typically to bludgeoning, if her new form lacks claws).

Enfeeblement (arcane, necromancy) A creature damaged by a

hag's claw must succeed at a DC 19 Fortitude save or become enfeebled 1 for 1 day. On a critical failure, or if the creature is hit again and fails a second time, the creature is instead enfeebled 2 for 1 day.

◆◆ **Enfeebling Blight** (arcane, necromancy) The hag unleashes a foul miasma. Each living creature in a 15-foot cone is affected by her enfeeblement ability (attempting a save as normal). She can't use Enfeebling Blight again for 1d4 rounds.

NIGHT HAG

These terrifying hags make their homes on the Ethereal Plane, where they attempt to pilfer souls on their way to the afterlife. Night hags prey upon mortals in their dreams, debilitating them as they rest; many victims die unaware that a night hag had them in her clutches.

Source: *Pathfinder RPG Bestiary* 215.

NIGHT HAG

UNCOMMON CREATURE 9

Evil Fiend Hag Humanoid Medium	<p>Perception +16; darkvision</p> <p>Languages Abyssal, Celestial, Common, Infernal</p> <p>Skills +10; Arcana +18, Deception +19, Diplomacy +18, Religion +17</p> <p>Str +5, Dex +4, Con +5, Int +4, Wis +3, Cha +3</p>
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Items *heartstone*

Coven A night hag adds *dominate*, *nightmare*, *screaming*, and *spellwrack* to her coven's spells.

Nightmare Rider When a night hag rides a nightmare (see page 90), the nightmare also gains the night hag's conditional bonus to saves against magic, and both the hag and rider benefit when the night hag uses her *etherealness* innate spell.

AC 26, **TAC** 25; **Fort** +15, **Ref** +14, **Will** +16, +2 conditional to saves vs. magic, -2 to saves if *heartstone* is missing

HP 180; **Immunities** asleep, emotion; **Resistances** mental 10; **Weaknesses** cold iron 8

Speed 25 feet

◆ **Melee** jaws +19, **Damage** 2d8+10 piercing plus abyssal plague

◆ **Melee** claw +19 (agile), **Damage** 2d6+10 slashing

Arcane Innate Spells DC 23; **Constant** *detect alignment* (2nd, all alignments simultaneously), *detect magic* (3rd); **8th** *dream council*, **5th** *nightmare*, *shadow blast* (x2, from *heartstone*); **At Will** *dream message*, *etherealness* (from *heartstone*), *invisibility*, *magic missile* (3rd), *ray of enfeeblement*, *sleep*, *soul bind* (from *heartstone*)

◆ **Change Shape** (arcane, concentrate, polymorph, transmutation) A night hag can take on the appearance of any Medium female humanoid. This doesn't change her Speed or her attack and damage bonuses with her Strikes, but might change the damage type her Strikes deal (typically to bludgeoning, if her new form lacks claws).

Abyssal Plague (disease) A creature can't recover from drained until abyssal plague is cured. **Saving Throw** Fortitude DC 23; **Stage 1** drained 1 (1 day); **Stage 2** drained increases by 2 (1 day).

Dream Haunting (arcane, enchantment, mental) If a night hag is ethereal and hovering over a sleeping creature that is chaotic or evil, she can ride the victim's back until dawn. The creature endures tormenting dreams as the hag casts *nightmare* on

it, and the creature is also exposed to abyssal plague. Any drained condition caused by dream haunting is cumulative. Only an ethereal being can confront a night hag and stop her dream haunting.

Spell Ambush A creature flat-footed to the night hag takes a -2 circumstance penalty to all checks and DCs to defend against her spells.

HEARTSTONE

A night hag draws a great deal of magical power from a magic item called a *heartstone*.

HEARTSTONE

RARE ITEM 9

Abjuration Arcane Invested	<p>Price 600 gp (200 gp when nonmagical)</p> <p>Method of Use worn; Bulk -</p> <p>Activation ◆ Command Activation</p>
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This gemstone grants a +2 item bonus to all saving throws. You can activate the *heartstone* while touching it to counteract one disease affecting you (counteract level 5, spell bonus +13).

Each *heartstone* is powered by the spirit of a specific night hag. If a *heartstone* is separated from the night hag whose spirit powers it for 24 hours (or she's been dead for 24 hours), it becomes a nonmagical gemstone. Her *heartstone* allows the hag to use additional arcane innate spells: *etherealness* and *soul bind* at will and *shadow blast* twice per day.

Craft Requirements You must be a night hag.

HARPY

Harpies appear as feral humanoids with sharp talons and filthy, tattered wings. Harpies have the ability to fascinate other creatures, luring them near so that the harpies can tear their prey to shreds and feast on their victims' flesh.

Source: *Pathfinder RPG Bestiary* 172.

HARPY

CREATURE 5

Chaotic Evil Humanoid Medium	<p>Perception +12; darkvision</p> <p>Languages Common</p> <p>Skills +5; Acrobatics +12, Athletics +9, Deception +10, Performance +12 (+14 singing)</p>
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Str +2, **Dex** +2, **Con** +0, **Int** -2, **Wis** +1, **Cha** +3

Items expert morningstar, leather armor

AC 20, **TAC** 19; **Fort** +10, **Ref** +12, **Will** +9

HP 68

Speed 20 feet, fly 70 feet

◆ **Melee** morningstar +13 (versatile P), **Damage** 2d8+4 bludgeoning

◆ **Melee** talon +13 (agile), **Damage** 2d6+4 slashing

◆ **Captivating Song** (arcane, auditory, concentrate, enchantment, mental) Non-harpy creatures within a 300-foot aura must succeed at DC 16 Will saves or become captivated by the harpy's song. The effect lasts for 1 round, but if the harpy uses this ability again on subsequent rounds, it extends the duration by 1 round for any affected creature. Once a creature succeeds at any save against Captivating Song, that creature is bolstered.

Failure The creature is fascinated, and it must spend each of its actions to move closer to the harpy as expediently as

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possible, while avoiding obvious dangers. If a captivated creature is adjacent to the harpy, it stays still and doesn't act. If attacked by the harpy, the creature is freed from captivity at the end of the harpy's turn.

Critical Failure As failure, but if attacked, the creature can attempt a new save at the start of its next turn, rather than being freed at the end of the harpy's turn.

HELL HOUND

Relentless hunters from the fires of Hell, these canine creatures appear as black dogs wreathed in flames and have the ability to breathe fire.

Source: *Pathfinder RPG Bestiary* 173.

HELL HOUND

CREATURE 3

Beast
Evil
Fiend
Fire
Lawful
Medium

Perception +8; darkvision, scent
Languages Infernal (can't speak)
Skills +3; Athletics +7, Acrobatics +7, Stealth +9
Str +1, **Dex** +1, **Con** +2, **Int** -2, **Wis** +0, **Cha** -2
AC 18, **TAC** 17; **Fort** +7, **Ref** +6, **Will** +5
HP 50; **Immunities** fire; **Weaknesses** cold 5

◆ Flame Overflow

Trigger The hell hound is hit with a fire attack or effect.

Effect The hell hound's breath recharges. It can immediately use its Breath Weapon as part of this reaction.

Speed 40 feet

◆ **Melee** jaws +9, **Damage** 1d8+4 piercing plus 1d6 fire

◆ **Breath Weapon** (arcane, evocation, fire) The hell hound breathes flames that deal 4d6 fire damage to all creatures in a 15-foot cone (Reflex DC 17 half, no damage on critical success, double damage on a critical failure). The Breath Weapon can't be used again for 1d4 rounds.

HOBGOBLIN

The more warlike and organized cousins of goblins, hobgoblins stand as tall as a human and have gray, ashen skin. Hobgoblins require little provocation to declare war, as they were born for battle.

Source: *Pathfinder RPG Bestiary* 175.

HOBGOBLIN SOLDIER

CREATURE 1

Evil
Goblin
Humanoid
Lawful
Medium

Perception +4; darkvision
Languages Common, Goblin
Skills +1; Athletics +4, Stealth +6
Str +2, **Dex** +2, **Con** +2, **Int** +0, **Wis** +1, **Cha** -1
Items heavy wooden shield (Hardness 3), longsword, shortbow with 10 arrows

AC 15 (17 with shield raised), **TAC** 13 (15 with shield raised); **Fort** +5, **Ref** +4, **Will** +3

HP 20

◆ Attack of Opportunity

Formation When it's adjacent to at least two other allies, the hobgoblin gains a +1 circumstance bonus to AC and saving throws. This bonus increases to +2 on Reflex saves against area effects.

◆ Shield Block

Speed 15 feet

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◆ **Melee** longsword +7 (versatile P), **Damage** 1d8+2 slashing

◆ **Ranged** shortbow +7 (deadly 1d10, range increment 60 feet), **Damage** 1d6 piercing

HOBGOBLIN SNIPER

CREATURE 4

Evil
Goblin
Humanoid
Lawful
Medium

Perception +10; darkvision
Languages Common, Goblin
Skills +4; Acrobatics +9, Athletics +8, Stealth +11
Str +2, **Dex** +4, **Con** +2, **Int** +0, **Wis** +3, **Cha** -1
Items expert composite longbow with 20 arrows, scale mail, shortsword

AC 19, **TAC** 17; **Fort** +7, **Ref** +10, **Will** +8

HP 56

Formation When it's adjacent to at least two other allies, the hobgoblin gains a +1 circumstance bonus to AC and saving throws. This bonus increases to +2 for Reflex saves against area effects.

Speed 20 feet

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

◆ **Ranged** composite longbow +12 (deadly 1d10, range increment 100 feet, volley 50 feet), **Damage** 2d8+1 piercing plus critical specialization

Bow Critical Specialization If the target of a critical hit with the hobgoblin's composite longbow is adjacent to a surface, it that creature is pinned to that surface by the missile. The target is immobile and must spend an Interact action to attempt a DC 10 Athletics check to pull the missile free before it can move from its space. The creature doesn't become stuck if it's incorporeal, liquid (like a water elemental or some oozes), or could otherwise free itself without effort.

Perfect Aim The hobgoblin sniper ignores the concealed condition. When the hobgoblin sniper attacks a creature, that creature doesn't benefit from being screened, and it reduces the AC bonus it gets from cover by 2 against that attack.

HOMUNCULUS

Wizards and alchemists create homunculi to serve them as assistants, spies, messengers, and scouts. A homunculus is weak in battle, but is often one of the first constructs built by an aspiring creator.

Source: *Pathfinder RPG Bestiary* 176.

HOMUNCULUS

CREATURE 0

Construct
Tiny

Perception +2; darkvision
Languages Common (can't speak); master link

Skills -1; Acrobatics +5, Stealth +5

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

Master Link (arcane, divination, mental) A homunculus can't speak, but it is telepathically linked to its creator. It can share information back and forth, including its master's knowledge and everything the homunculus hears. The range of this link is 1,500 feet.

The homunculus adopts the same alignment as its creator, and is utterly faithful. If the homunculus is destroyed, the master takes 2d10 mental damage. If the master is slain, the homunculus becomes mindless, claims its current location as its lair, and instinctively attacks anyone who comes near.

AC 14, **TAC** 13; **Fort** +0, **Ref** +3, **Will** +1
HP 6; **Immunities** asleep, bleed, disease, death effects, enervated, enfeebled, healing, necromancy, nonlethal attacks, paralysis, poison, stun

Speed 15 feet, fly 40 feet

◆ **Melee** jaws +6, **Damage** 1d4-1 piercing plus homunculus poison
Homunculus Poison (poison) A homunculus can hold one dose of poison in a reservoir in its head. The homunculus can generate a new dose of poison to refill its reservoir using an Interact action. **Saving Throw** Fortitude DC 13; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and enfeebled 1 (1 round).

HORSE

Horses are bred and trained for various uses, and have served as mounts and beasts of burden for ages.

Source: *Pathfinder RPG Bestiary* 177.

RIDING PONY

CREATURE 0

Animal Medium	Perception +4; low-light vision, scent Languages –
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Skills -2; Acrobatics +2, Athletics +3
Str +1, **Dex** +2, **Con** +2, **Int** -4, **Wis** +0, **Cha** +0
AC 12, **TAC** 11; **Fort** +4, **Ref** +1, **Will** +0
HP 10
◆ **Buck** The riding pony won't use this reaction against a creature in control of it, that domesticated it, or that trained it.
Trigger A creature Mounts the riding pony or gives it a Command while riding upon it.
Effect The rider must succeed at a DC 14 Acrobatics check to Maintain its Balance or fall off the riding pony.
Speed 35 feet
◆ **Melee** hoof +4, **Damage** 1d4+1 bludgeoning
◆◆ **Gallop** The riding pony Strides twice. It's accelerated 10 during these Strides.

RIDING HORSE

CREATURE 1

Animal Large	Perception +5; low-light vision, scent Languages –
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Skills -1; Acrobatics +3, Athletics +5
Str +2, **Dex** +2, **Con** +3, **Int** -4, **Wis** +0, **Cha** -1
AC 14, **TAC** 13; **Fort** +5, **Ref** +3, **Will** +2
HP 25
◆ **Buck** The horse won't use this reaction against a creature in control of it or that domesticated or trained it.
Trigger A creature Mounts the horse or gives it a Command while riding upon it.
Effect The rider must succeed at a DC 16 Acrobatics check to Maintain its Balance or fall off.
Speed 40 feet
◆ **Melee** hoof +5, **Damage** 1d6+2 bludgeoning
◆◆ **Gallop** The horse Strides twice. It's accelerated 10 during these Strides.

WAR PONY

CREATURE 1

Animal Medium	Perception +5; low-light vision, scent Languages –
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Skills -1; Acrobatics +3, Athletics +4
Str +2, **Dex** +2, **Con** +2, **Int** -4, **Wis** +0, **Cha** +0

AC 15, **TAC** 14; **Fort** +5, **Ref** +3, **Will** +2
HP 20

◆ **Buck** The war pony won't use this reaction against a creature in control of it, that domesticated it, or that trained it.
Trigger A creature Mounts the war pony or gives it a Command while riding upon it.
Effect The rider must succeed at a DC 16 Acrobatics check to Maintain its Balance or fall off the war pony.

Speed 35 feet

◆ **Melee** hoof +6, **Damage** 1d6+2 bludgeoning
◆◆ **Gallop** The war pony Strides twice. It's accelerated 10 during these Strides.

WAR HORSE

CREATURE 2

Animal Large	Perception +7; low-light vision, scent Languages –
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Skills +0; Acrobatics +4, Athletics +6
Str +3, **Dex** +2, **Con** +4, **Int** -4, **Wis** +1, **Cha** -2
AC 16, **TAC** 14; **Fort** +7, **Ref** +4, **Will** +3
HP 33
◆ **Buck** The war horse won't use this reaction against a creature in control of it, that domesticated it, or that trained it.
Trigger A creature Mounts the war horse or gives it a Command while riding upon it.
Effect The rider must succeed at a DC 17 Acrobatics check to Maintain its Balance or fall off the war horse.
Speed 40 feet
◆ **Melee** hoof +7, **Damage** 1d8+3 bludgeoning
◆◆ **Gallop** The war horse Strides twice. It's accelerated 10 during these Strides.

HYDRA

The hydra is a multiheaded, serpentine creature that often inhabits swampland and is known for its regenerative abilities. When one of the hydra's heads is severed, two grow in its place.

Source: *Pathfinder RPG Bestiary* 178.

HYDRA

CREATURE 6

Beast Huge	Perception +11; all-around vision, low-light vision, scent Languages –
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Skills +4; Athletics +14
Str +6, **Dex** +3, **Con** +5, **Int** -4, **Wis** +0, **Cha** -1
AC 20, **TAC** 16, all-around vision; **Fort** +13, **Ref** +10, **Will** +8
HP (body) 150, hydra regeneration
HP (head) 15, head severing; **Immune** area damage; **Weaknesses** slashing 5
All-Around Vision As long as it has at least two heads, a hydra can't be flanked.
◆ **Attack of Opportunity**
Head Regrowth The hydra ordinarily has five heads. A creature can attempt to sever one of the hydra's heads by specifically attacking it and dealing damage equal to the head's HP value.

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A head that is not completely severed returns to full HP at the end of any creature's turn.

Once the hydra's head has been severed, the hydra can regrow it using hydra regeneration. A creature can prevent this regrowth by dealing any acid or fire damage to the remaining stump, cauterizing it. Single-target acid or fire attacks need to be directed at a stump, but splash damage and areas covering the hydra's whole space cauterize all stumps if they deal acid or fire damage. If the attack that severs a head deals any acid or fire damage, the stump is cauterized instantly.

Hydra Regeneration The hydra has regeneration equal to 5 per head it has. If a hydra's head is severed and the remaining stump is not cauterized, the hydra attempts a DC 27 Fortitude save after it regains its HP from regeneration. On a success, one uncauterized stump regrows into two heads; on a critical success, two uncauterized stumps regrow into two heads each. The hydra can never grow more than double the number of heads it ordinarily has. The hydra's regeneration only fully deactivates if all its heads are severed and all stumps are cauterized.

Multiple Opportunities The hydra gains an extra reaction per round for each of its heads beyond the first, which it can use only to make Attacks of Opportunity. It can't use more than one reaction on the same triggering action, even if a creature leaves several squares in its reach, and the hydra must use a different head for each Attack of Opportunity. Whenever one of the hydra's heads is severed, the hydra loses one of its extra reactions per round.

Speed 25 feet, swim 25 feet

❖ **Melee** fangs +15 (reach 10 feet), **Damage** 2d6+6 piercing

❖❖ **Focused Assault** The hydra attacks a single target with its heads, overwhelming it with multiple attacks and leaving almost nowhere to dodge. The hydra Strikes with its fangs. On a successful attack, the hydra deals the damage from its fangs Strike to the target, plus an additional 1d6 damage for every head beyond the first. Even on a failed attack, the hydra deals the damage from one fangs Strike to the target creature, though it still misses completely on a critical failure. This counts toward the hydra's multiple attack penalty as a number of attacks equal to the number of heads the hydra has.

❖❖ **Storm of Jaws** The hydra makes a Strike with each of its heads, each against a different target. These attacks count toward the hydra's multiple attack penalty, and the multiple attack penalty doesn't increase until after the hydra makes all its attacks.

HYENA

Hyenas are quick, crafty, and powerfully built animals with tan fur marked by black and brown stripes and dots. They prefer to scavenge, but will fight alongside one another when hunting.

Source: *Pathfinder RPG Bestiary* 179.

HYENA

CREATURE 1

Animal
Medium

Perception +5; low-light vision, scent
Languages –

Skills –1; Acrobatics +4, Athletics +6, Stealth +6

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

AC 15, **TAC** 13; **Fort** +4, **Ref** +4, **Will** +2

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HP 21

Speed 40 feet

❖ **Melee** jaws +7, **Damage** 1d6+2 piercing plus Knockdown

❖ **Drag** (attack, move) The hyena attempts a jaws Strike against a prone enemy. If it hits, in addition to dealing damage, the hyena Strides up to 10 feet, dragging the enemy along. Its movement doesn't trigger reactions from the creature being dragged.

Pack Attack The hyena's Strikes deal 1d4 extra damage to creatures within reach of at least two of the hyena's allies.

HYAENODON

CREATURE 3

Animal
Large

Perception +8; low-light vision, scent
Languages –

Skills +1; Acrobatics +7, Athletics +9, Stealth +9

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

AC 18, **TAC** 16; **Fort** +7, **Ref** +7, **Will** +5

HP 47

Speed 40 feet

❖ **Melee** jaws +9, **Damage** 1d10+5 piercing plus Knockdown

❖ **Drag** (attack, move) The hyaenodon attempts a jaws Strike against a prone enemy. If it hits, in addition to dealing damage, the hyaenodon Strides up to 10 feet, dragging the enemy along. The hyaenodon's movement doesn't trigger reactions from the creature being dragged.

Pack Attack The hyaenodon's Strikes deal 1d6 extra damage to any creature that's within the reach of at least two of the hyaenodon's allies.

JABBERWOCK

This bizarre, dragon-like creature is a beast of legend, and a subject of poetry, song, and myth in many cultures. The jabberwock hails from the fey realm of the First World, and is part of a group of powerful, First World creatures referred to as the Tane.

Source: *Pathfinder RPG Bestiary* 2 168.

JABBERWOCK

UNIQUE CREATURE 23

Chaotic
Evil
Huge
Tane

Perception +42; blindsight (sound) 120 feet, darkvision, scent, *true seeing*

Languages Aklo, Common, Draconic, Gnomish, Sylvan
Skills +32; Acrobatics +42, Arcana 42, Athletics +42,

Intimidation +44, Nature +42, Survival +42

Str +10, **Dex** +7, **Con** +10, **Int** +4, **Wis** +9, **Cha** +8

Planar Acclimation Like all Tane, jabberwocks are always considered to be on their home plane.

AC 49, **TAC** 46; **Fort** +42, **Ref** +37, **Will** +38, +1 conditional to saves vs. spells

HP 500, regeneration 50 (deactivated by *vorpals* weapons); **Immunities** asleep, paralysis; **Resistances** fire 20; **Weaknesses** *vorpals* weapons 25, *vorpals* fear

Burbling (auditory, aura, mental) 100 feet. The jabberwock constantly burbles nonsense in languages both known and unknown. Any creature that starts its turn in the aura must succeed at a DC 44 Will save or become confused for 1 round (or 1 minute on a critical failure).

Whiffing (aura) 100 feet. Whenever the jabberwock Flies or makes a wing Strike, whiffing begins until the start of its next turn, raising severe winds around the jabberwock. Any creature that approaches must succeed at a DC 44 Athletics check to move closer to the jabberwock. On a critical failure, the creature is blown directly away until it exits the aura, at which point it falls prone. Physical ranged attacks shot through the whiffing take a -4 circumstance penalty.

◆ Claws That Catch

Trigger A creature moves into the reach of the jabberwock's claw.

Effect The jabberwock makes a claws Strike against the triggering creature. If the Strike hits, the jabberwock disrupts the triggering action.

Vorpal Fear A jabberwock damaged by a *vorpal* weapon becomes frightened 1. Even if the jabberwock succeeds at its save against the critical hit Activation of a *vorpal* weapon, it is still slowed 1 for 1 round.

Speed 50 feet, fly 80 feet; tugley wood

- ◆ **Melee** jaws +40 (agile, deadly 3d12, reach 30 feet), **Damage** 5d12+20 piercing
- ◆ **Melee** claw +40 (agile, reach 20 feet), **Damage** 5d12+20 slashing plus Improved Grab
- ◆ **Melee** tail +40 (agile, reach 40 feet), **Damage** 5d10+20 bludgeoning
- ◆ **Melee** wing +40 (agile, reach 30 feet), **Damage** 5d8+20 bludgeoning
- ◆ **Ranged** eyes of flame +38 touch (range 500 feet), **Damage** 12d6 fire plus 8d6 persistent fire

Primal Innate Spells DC 44; **Constant** *haste, true seeing*

Jaws That Bite A jabberwock's jaws score a critical hit on a natural 18, 19, or 20 as long as the attack would hit on that result.

◆◆ **Manxome Burble** (evocation, primal, sonic) The jabberwock's burbling deals 25d6 sonic damage to all creatures in the aura (Fortitude DC 46 half, double damage on a critical failure, no damage on a critical success). The jabberwock can't use this ability again for 1d4 rounds.

Tugley Wood A jabberwock ignores difficult terrain from forest vegetation.

KOBOLD

Kobolds are small, reptilian humanoids who make their lairs underground or in deep, ancient forests where the sun fails to penetrate the thick canopy. Although they claim to be scions of dragonkind, kobolds are actually cowardly creatures who scheme against each other when they aren't plotting against their enemies.

Source: *Pathfinder RPG Bestiary* 183.

KOBOLD WARRIOR

CREATURE 0

Evil
Humanoid
Kobold
Lawful
Small

Perception +3; darkvision
Languages Draconic
Skills -1; Acrobatics +4, Stealth +4
Str -1, **Dex** +3, **Con** +0, **Int** +0, **Wis** +2, **Cha** -1
Items leather armor, light pick, sling with 20 bullets

AC 14, **TAC** 13; **Fort** +1, **Ref** +4, **Will** +2

HP 6

Speed 25 feet

- ◆ **Melee** light pick (agile, fatal d8), **Damage** 1d4-1 piercing
- ◆ **Ranged** sling (propulsive), **Damage** 1d6-1 bludgeoning
- ◆ **Hurried Retreat**

Requirement The kobold warrior is adjacent to at least one enemy.

Effect The kobold warrior Strides up to its speed plus 5 feet and gains a +2 circumstance bonus to AC against reactions triggered by this movement. It must end this movement in a space that's not adjacent to any enemy.

Sneak Attack (precision) The kobold warrior deals 1d4 extra precision damage to flat-footed creatures.

KOBOLD SCOUT

CREATURE 1

Evil
Humanoid
Kobold
Lawful
Small

Perception +6; darkvision
Languages Draconic
Skills +2; Crafting +5, Nature +5, Stealth +7, Survival +5
Str -1, **Dex** +4, **Con** +0, **Int** +0, **Wis** +2, **Cha** -1

Items crossbow with 20 bolts, leather armor, shortsword, snare kit

AC 16, **TAC** 14; **Fort** +1, **Ref** +5, **Will** +3

HP 15

Speed 25 feet

- ◆ **Melee** shortsword +7 (agile, versatile S), **Damage** 1d6-1 piercing
- ◆ **Ranged** crossbow +7, **Damage** 1d8 piercing
- ◆ **Kobold Snare** (manipulate) The kobold scout sets a snare trap in its square or an adjacent unoccupied square. A creature that sets foot in that space must succeed at a DC 15 Reflex save or take 1d4 piercing damage and becomes immobile in the trap. The creature trapped in the snare can attempt to Escape (DC 14) or use an action to attempt an Athletics check to break free (DC 14). A snare can be disabled with a successful DC 13 Thievery check. It can be detected with a successful DC 18 Perception check. The kobold scout carries enough supplies to lay four snares.

Sneak Attack (precision) The kobold scout deals 1d6 extra precision damage to flat-footed creatures.

◆ Trapped Retreat

Requirement The kobold scout is adjacent to at least one enemy.

Effect The scout uses Kobold Snare to set a snare in its space, then Strides up to its Speed or attempts to Climb. It must end its move in a space that's not adjacent to any enemies.

KOBOLD DRAGON MAGE

CREATURE 2

Evil
Humanoid
Kobold
Lawful
Small

Perception +4; darkvision
Languages Common, Draconic
Skills +2; Arcana +6, Blue Dragon Lore +8, Deception +7, Diplomacy +7, Stealth +6
Str -2, **Dex** +2, **Con** -1, **Int** +2, **Wis** +0, **Cha** +4

Items staff

AC 16, **TAC** 14; **Fort** +2, **Ref** +6, **Will** +6

HP 22; **Resistances** electricity 5

Speed 25 feet

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- ◆ **Melee** staff +6 (two-hand d8), **Damage** 1d4-2 bludgeoning
- ◆ **Melee** claw +6 (agile), **Damage** 1d4-2 slashing
- Arcane Spontaneous Spells** DC 17, attack +7; **1st** (4 slots) *fear*, *illusory object*, *shocking grasp*; **Cantrips** *detect magic*, *electric arc*, *ghost sound*, *mage hand*
- ◆ **Illusory Retreat** (arcane, illusion, manipulate, move)
 - Requirement** The dragon mage is adjacent to at least one enemy.
 - Effect** The dragon mage spends two Somatic Casting actions to create an illusion of itself in its square and to turn itself invisible (as 2nd-level *invisibility*) for 1d4 rounds. As part of the second Somatic Casting action, the dragon mage can move up to half its Speed, but must end its move in a space that's not adjacent to any enemies.
- Sneak Attack** (precision) The dragon mage deals 1d6 extra precision damage to flat-footed creatures.

KRAKEN

These mythical leviathans from the depths of the sea prey on sailors and others who spend their time on or in the open ocean. A kind of monstrous squid, krakens have eight tentacles and two longer arms.

Source: *Pathfinder RPG Bestiary* 184.

KRAKEN

UNCOMMON CREATURE 18

Aquatic
Beast
Gargantuan

Perception +30; darkvision
Languages Aquan, Common
Skills +22; Athletics +32, Intimidation +30, Nature +32, Stealth +30

Str +9, **Dex** +2, **Con** +7, **Int** +5, **Wis** +5, **Cha** +4

AC 39, **TAC** 36; **Fort** +30, **Ref** +25, **Will** +27 (+2 vs. mental)

HP 360; **Resistances** cold 15, poison 15

Altered Weather (aura, evocation, primal) A kraken reshapes the weather within 2 miles of it. This has the same effects as the *control weather* ritual, but is centered on the kraken and alters the weather depending on the kraken's emotional state. When the kraken's mood shifts, it takes between 30 seconds and 30 minutes for the weather to change. If the kraken dies, the weather returns to normal immediately.

Speed 10 feet, swim 40 feet

- ◆ **Melee** arm +32 (reach 60 feet), **Damage** 4d10+18 bludgeoning plus Grab
- ◆ **Melee** beak +32 (reach 20 feet), **Damage** 3d12+18
- ◆ **Melee** tentacle +32 (agile, reach 40 feet), **Damage** 4d8+18 plus Grab
- ◆ **Ranged** hurled flotsam +30 (range increment 60 feet), **Damage** 3d12+9 bludgeoning
- Primal Innate Spells** DC 36; **9th** *dominate* (target must be an animal); **8th** *punishing winds*; **7th** *resist energy*
- ◆ **Double Attack** (attack) The kraken makes two Strikes with different arms or tentacles as a single action. Each Strike must target a different creature. This counts as two attacks for the kraken's multiple attack penalty, and the penalty doesn't increase until after both attacks. If the kraken subsequently takes the Grab action, it Grabs any number of creatures it hits with this action.

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- ◆ **Ink Cloud** The kraken emits a cloud of black, venomous ink in an 80-foot-radius burst centered on it. This cloud has no effect outside water. Anyone inside the ink cloud is unseen and is exposed to kraken ink poison. The cloud dissipates after 1 minute. After making an ink cloud, a kraken can't use Ink Cloud again for 2d6 rounds.
- ◆ **Jet** The kraken Swims up to 280 feet in a straight line without triggering reactions.
- ◆ **Kraken Constrict** The kraken deals 12 bludgeoning damage to each creature grabbed or restrained by it. Any of those creatures that is holding its breath must succeed at a DC 36 Fortitude save or lose 1d6 actions worth of air.
- Kraken Ink** (poison) Krakens are immune to this poison. **Saving Throw** Fortitude DC 36; **Maximum Duration** 10 rounds; **Stage 1** 2d6 poison and sick 1 (1 round); **Stage 2** 2d6 poison, sick 1, and slowed 1 (1 round).

◆◆ Rend Ship

Requirements A ship of the kraken's size or smaller is within reach of the kraken's arms, and the kraken has four arms free.

Effect The kraken uses four tentacles in an attempt to Grab the ship. To Grab the ship, the kraken must succeed at an DC 28 Athletics check, or the pilot's Sailing Lore DC, whichever is higher. If the kraken succeeds, the ship is grabbed and the kraken slowly compresses and damages it—at the end of each of the kraken's turns while it has the ship grabbed, the ship takes 1 Dent. The ship's captain can attempt a Sailing Lore check against the kraken's Athletics DC (normally 42) to escape the grab. The kraken does not need to continue to use Rend Ship every turn to inflict these Dents on the ship.

- ◆ **Reposition** The kraken moves a creature it's grabbing or restraining up to 20 feet to another position within the grabbing appendage's reach. If the creature is within reach of the kraken's beak after this movement, the kraken can make a beak Strike against it as part of this action.

LENG SPIDER

The bloated, purple spiders of Leng dwell on a strange plane where they war with the native inhabitants, but they visit the Material Plane from time to time to hunt prey.

Source: *Pathfinder RPG Bestiary* 2 176.

LENG SPIDER

UNCOMMON CREATURE 13

Beast
Chaotic
Evil
Huge

Perception +21; darkvision, *detect magic*, websense 60 feet

Languages Aklo; *tongues*

Skills +16; Acrobatics +23, Athletics +26, Crafting +23, Lore (any one) +23, Occultism +23

Str +6, **Dex** +7, **Con** +6, **Int** +5, **Wis** +3, **Cha** +5

Websense While touching its webs, the Leng spider can detect other creatures touching its web, as tremorsense.

AC 33, **TAC** 30; **Fort** +22, **Ref** +23, **Will** +20, +1 conditional to saves vs. magic

HP 190, fast healing 15; **Immunities** confused; **Resistances** cold 10, poison 15

Speed 40 feet, climb 40 feet; *air walk*, *freedom of movement*, web descent 120 feet

- ◆ **Melee** web war flail +24 (disarm, reach 15 feet, sweep, trip), **Damage** 3d10+12 bludgeoning
 - ◆ **Melee** fangs +24 (reach 10 feet), **Damage** 2d12+12 plus Leng spider venom
 - ◆ **Melee** leg +24 (agile, reach 15 feet), **Damage** 2d8+12 plus Knockdown
 - ◆ **Ranged** web bolas +25 (range increment 30 feet), **Damage** 4d6+6 bludgeoning plus entangling bolas
- Occult Innate Spells** DC 30; **Constant** *air walk, detect magic, freedom of movement, tongues*; **7th** *illusory disguise, illusory scene, warp mind*; **4th** *charm* (4th); **At Will** *dispel magic* (5th), *invisibility*
- ◆ **Create Web Weaponry** (manipulate) The Leng spider creates a weapon by applying a cord of webbing to heavy objects, such as rocks, chunks of metal, or skulls—either attaching two heavy objects together to create a bolas, or fastening one to its leg to create a war flail.
- Entangling Bolas** The Leng spider's bolas wraps around its target, causing it to become it entangled (Escape DC 28).
- ◆ **Lay Web Trap** (manipulate) The Leng spider spins a web within 20 feet of itself to create a 10-foot-by-10-foot web trap. This trap stays viable for 1 week, after which it decays into uselessness. A Leng spider can create four web traps per day. When a creature enters a square of the web trap, the trap uses a reaction with the following effect: The creature must succeed at a DC 30 Reflex save or become grabbed by the web. The DC to Escape is equal to the Leng spider's Crafting DC at the time the trap was created (typically 33). The trap is destroyed if it takes 25 fire damage.
- Leng Spider Venom** (poison) **Saving Throw** Fortitude DC 30; **Maximum Duration** 6 rounds; **Stage 1** drained 1 (1 round); **Stage 2** drained 1 and confused for 1 round (1 round).
- ◆ **Descend on a Web** (move) The Leng spider Descends on a Web up to 120 feet straight down. It can hang from the web or drop off. The distance it Descends on the Web doesn't count for calculating falling damage. If a creature succeeds at an attack against the web, the creature can sever the web (AC 20, TAC 17, 15 hardness).

LICH

A lich is a powerful spellcaster that has pursued immortality by subjecting itself to undeath. Most liches undergo this transformation so that they can continue their esoteric research or complete some sadistic, long-term plan.

Source: *Pathfinder RPG Bestiary* 188.

LICH UNCOMMON CREATURE 12

Evil Medium Undead	Perception +20; darkvision; <i>see invisibility</i> Languages Abyssal, Aklo, Common, Draconic, Elven, Infernal, Necril, Undercommon
Skills +14; Arcana +25, Crafting +21 (can craft magic items), Diplomacy +21, Religion +21, Stealth +21 Str +0, Dex +2, Con +0, Int +6, Wis +2 Cha +3 Items <i>greater staff of fire, potion of invisibility, scroll of dominate, scroll of teleport</i>	

AC 29, **TAC** 28; **Fort** +17, **Ref** +16, **Will** +22, +1 conditional to saves vs. positive

HP 140 plus 12 temporary, negative healing, rejuvenation;
Immunities asleep, death effects, disease, paralysis, poison;
Resistances cold 20, physical 15 (except magic bludgeoning)

Frightful Presence (aura, emotion, fear, mental) 60 feet, DC 26

◆ Counterspell

Trigger A creature casts a spell the lich has prepared.

Effect The lich expends a prepared spell to counter the triggering creature's casting of that same spell. It can then attempt to dispel the triggering spell.

Rejuvenation (arcane, necromancy) When a lich is destroyed, its soul immediately transfers to its phylactery. A lich can be permanently destroyed only if its phylactery is found and destroyed.

Speed 25 feet

- ◆ **Melee** hand +21 touch, **Damage** 4d8 negative plus paralyzing touch

Arcane Prepared Spells DC 29, attack +22; **6th** *chain lightning, dominate, vampiric exsanguination*; **5th** *cloudkill, cone of cold* (×2), *wall of ice*; **4th** *dimension door, enervation, fire shield, fly*; **3rd** *blindness, dispel magic, magic missile, vampiric touch*; **2nd** *false life* (already cast), *mirror image, resist energy, see invisibility* (already cast); **1st** *fleet step, ray of enfeeblement* (×2), *true strike*; **Cantrips** *detect magic, mage hand, message, ray of frost, shield*

Paralyzing Touch (arcane, curse, necromancy) A creature damaged by the lich's touch must attempt a DC 28 Fortitude save. On a success, the creature is slowed 1 for 1 round. On a failure, the creature is paralyzed for 1 round; on a critical failure, the creature is paralyzed permanently, falls prone, and appears to be dead, though a creature who succeeds at a DC 25 Medicine check recognizes the victim is alive.

- ◆ **Phylactery Bond** Once per day, a lich can tap into its phylactery's power to cast any arcane spell of 6th level or lower from the *Pathfinder Playtest Rulebook*, even if it's not one of its normal arcane spells. If it does so and is destroyed on the same day, its body takes 1d10+2 days to rebuild instead of 1d10 days. The phylactery doesn't need to be present for the lich to use this ability.

Steady Spellcasting A lich's spells are disrupted by reactions only it takes 25 or more damage.

PHYLACTERY

A lich's phylactery allows it to rise from the dead.

LICH'S PHYLACTERY UNCOMMON ITEM 12

Arcane Necromancy Negative	Price 1,500 gp Method of Use held, 1 hand; Bulk – This item is crafted by a spellcaster who wishes to become a lich, and serves to return the lich to unlife if the lich is slain. When a lich's soul flees to its phylactery, the phylactery rebuilds the lich's undead body over the course of 1d10 days. Then, the lich returns fully healed in its new body (but lacking any gear it had on its old body). If the body is destroyed, the phylactery just starts the process anew. The phylactery must be destroyed to prevent a lich from returning.
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A typical phylactery is a sealed metal box containing strips of parchment on which magical phrases have been transcribed. This box has a hardness of at least 30, but some liches devise even more impregnable or unattainable phylacteries. A lich may also craft its phylactery from a ring, amulet, or similar item.

DEMILICH

The floating skull called a demilich forms from the degenerate remains of a lich. This happens after a lich's phylactery has been destroyed or has failed in some other way, but the lich is too complacent after vast centuries of undeath to create a new one. Without the phylactery to sustain it, the lich wastes away in body and mind. As the lich loses its autonomy, its magic items become part of it and its knowledge of spells twists. The curse of undeath overwhelms all the former lich's higher ideals. Over time, negative energy is drawn to the powerful undead, crystallizing into black gemstones of blight quartz that form its teeth. A demilich lies in torpor most of the time, but when the living draw near, an aching hunger for souls rouses the creature.

DEMILICH

RARE CREATURE 15

Evil
Tiny
Undead

Perception +24; darkvision, *true seeing*
Languages Abyssal, Aklo, Common, Draconic, Elven, Infernal, Necril, Undercommon

Skills +19; Acrobatics +28, Arcana +30, Deception +26, Occultism +26, Religion +24, Stealth +26

Str -3, **Dex** +4, **Con** +0, **Int** +7, **Wis** -2, **Cha** +5

Items two *eye gems*

Torpor Typically, a demilich is inert when encountered and doesn't act until its *contingency* reaction has been triggered.

AC 36, **TAC** 35; **Fort** +20, **Ref** +24, **Will** +27; +1 conditional to saves vs. positive

HP 220, negative healing; **Immunities** asleep, disease, paralysis, poison, polymorph; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Telekinetic Storm (arcane, aura, evocation) 20 feet. This aura activates when the demilich leaves its torpor; telekinetically whipping loose debris into a whirling storm. This obscures vision, causing any creature in the area to become concealed, and causing creatures in the area to treat all creatures as concealed. Any creature other than the demilich that enters or begins its turn in the telekinetic storm takes 2d12 bludgeoning damage.

◆ **Contingency** A demilich has one permanent 8th-level *contingency* spell in effect with one of its other innate spells as the companion spell—typically *dimension door*.

Trigger While the lich is in torpor, a creature disturbs the demilich's remains, disturbs its treasure, casts a spell that targets the demilich, or would cause the demilich to come into the area of a spell.

Effect The demilich leaves its torpor, rolls initiative, and gains the benefit of its *contingency*'s companion spell.

◆ **Countermeasures**

Trigger The demilich's turn begins.

Effect The demilich casts *blink*, *fly*, *spell turning*, or *true seeing*

on itself. It usually chooses *spell turning* unless it already has that spell in effect.

Speed fly 30 feet (from fly)

◆ **Melee** jaws +26 (reach 0 feet), **Damage** 1d6-3 piercing plus 2d6 negative

Arcane Innate Spells DC 32, attack +28; **Constant** *fly*, *true seeing*; **9th** *wail of the banshee*; **At Will** *blink*, *dimension door*, *spell turning*, *telekinetic maneuver*; **Cantrips** (8th) *mage hand*, *telekinetic projectile*

◆ **Devour Soul** (arcane, necromancy, negative)

Requirement A soul has been trapped in one of the demilich's blight quartz gems for 24 hours.

Effect The demilich consumes the soul. The soul is utterly destroyed, and the demilich regains HP equal to double the creature's level.

Joined Items (arcane) As a lich becomes a demilich, some of its magic items bleed over into the substance of the creature itself. A demilich has 20 Resonance Points, which it can use to Activate these items (and to Trap Souls). It recovers all spent points after 8 hours spent in torpor. Many of the specific item abilities vary from demilich to demilich.

- **Eye Gems** (arcane) A demilich has *eye gems* that glow when the demilich is active. It can Activate an *eye gem* by spending Focus Activation actions equal to the number of spellcasting actions the spell requires. Each *eye gem* contains an 8th-level spell that targets one creature. Usually, one *eye gem* has *maze* and the other has *polar ray*. When the demilich casts a spell from an *eye gem*, that *eye gem* stops glowing for 1d4 rounds, during which time that *eye gem*'s spell can't be used. Occasionally, one or both of the two *eye gems* can be harvested from a destroyed demilich as magic items.

- **Staff Gems** A demilich absorbs the spells from a single staff into gemstone nodules across its head, with larger nodules representing higher-level spells. It can cast any of the spells at a cost of 1 Resonance Point as though it were activating the staff and expending a spell slot of the appropriate level. A typical demilich has the spells from a *staff of necromancy*, but it could have those from another staff of 13th level or lower.

Mental Magic A demilich can replace Material and Somatic Casting actions with Verbal Casting, and can replace Operate Activation actions with Focus Activation. It does so by manipulating the magical parts of its skull, so any such Verbal Casting or Focus Activation actions also gain the manipulate trait.

◆ **Trap Soul** Ten black blight quartz gemstones on the demilich's skull can trap the souls of the living. The demilich can Activate each gem once per day with a Focus action to cast *bind soul*. This *bind soul* can target and affect a dying creature instead of a corpse. If it does, the dying creature must attempt a DC 32 Fortitude save. If it succeeds, it is enervated 2 instead of dying and having its soul trapped; if it critically succeeds, it is unaffected. The body of a creature whose soul is trapped rapidly turns to dust.

The gemstones function as the black sapphire used in *bind soul*, except they can hold creatures of up to level 17 despite having a value of 200 gp apiece. The demilich can Devour a Soul it has trapped for at least 24 hours.

EYE GEMS

A demilich's *eye gems* are magic items.

EYE GEM

RARE ITEM 15

Arcane

Price 3,000 gp (can't be crafted)

Method of Use held 1 hand; **Bulk** –

Activation ♦ Operate Activation or more

This glowing gem harvested from a demilich has an 8th-level spell magically bonded to it. Once per day, you can cast that spell by spending a number of Operate actions equal to the number of actions normally required to cast the spell. Once the spell is cast, the gem's glow goes out. After 24 hours, the gem's glow returns, and the spell can be used once again.

This item has the traits of the spell bonded to it.

Craft Requirements Demilich *eye gems* can't be crafted

LIZARDFOLK

These reptilian humanoids gather in tribes in temperate swamplands around the world. They are typically neutral, territorial, and standoffish, leading other humanoids to avoid them lest they raise the ire of the lizardfolk.

Source: *Pathfinder RPG Bestiary* 195.

LIZARDFOLK WARRIOR

CREATURE 1

Humanoid
Lizardfolk
Medium

Perception +4

Languages Draconic

Skills +1; Acrobatics +5, Athletics +6, Survival +4

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

Items 3 javelins, light wooden shield (Hardness 3), spiked club (as morningstar)

AC 15 (16 with shield raised), **TAC** 14 (15 with shield raised); **Fort** +5, **Ref** +4, **Will** +3

HP 19; **Weaknesses** cold-blooded

♦ **Attack of Opportunity**

Cold-Blooded If the lizardfolk warrior takes cold damage, it's slowed 1 for 1 round.

♦ **Shield Block**

Speed 25 feet, swim 15 feet

♦ **Melee** spiked club +7 (versatile P), **Damage** 1d6+2 bludgeoning

♦ **Melee** jaws +5, **Damage** 2d4+2 piercing

♦ **Melee** claw +7 (agile), **Damage** 1d4+2 slashing

♦ **Ranged** javelin +5 (thrown 30 feet), **Damage** 1d6+2 piercing

Deep Breath If the lizardfolk warrior takes the Breathe Deep action, the lizardfolk warrior can hold its breath for 240 actions.

Terrain Advantage Creatures in difficult terrain, or that are in water and lack a Swim speed, are flat-footed to lizardfolk. Terrain advantage can't be used on other lizardfolk.

LIZARDFOLK SCOUT

CREATURE 1

Humanoid
Lizardfolk
Medium

Perception +6

Languages Draconic

Skills +1; Athletics +4, Nature +6, Stealth +6,

Survival +6

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

Items blowgun with 10 darts

AC 15, **TAC** 14; **Fort** +3, **Ref** +5, **Will** +4

HP 16; **Weaknesses** cold-blooded

Cold-Blooded If the scout takes cold damage, it's slowed 1 for 1 round.

Speed 25 feet, swim 15 feet

♦ **Melee** claw +7 (agile), **Damage** 1d4 slashing

♦ **Melee** jaws +5, **Damage** 2d4 piercing

♦ **Ranged** blowgun +7 (agile, nonlethal, range increment 20 feet), **Damage** 1 piercing plus giant centipede venom

Giant Centipede Venom (poison) **Saving Throw** Fortitude DC 14; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison (1 round); **Stage 2** 1d6 poison and flat-footed (1 round); **Stage 3** 1d8 poison, flat-footed, and sluggish 1 (1 round).

Deep Breath If the lizardfolk scout takes the Breathe Deep action, the scout can hold its breath for 200 actions.

Hidden Movement If the lizardfolk scout starts its turn unseen by a creature or merely sensed by it, that creature is flat-footed against the scout's attacks until the end of the turn.

Sneak Attack (precision) The lizardfolk scout deals 1d6 extra precision damage to flat-footed creatures.

Terrain Advantage Creatures in difficult terrain or that are in water and lack a Swim speed are flat-footed to lizardfolk. Terrain advantage can't be used on other lizardfolk.

LIZARDFOLK DRUID

CREATURE 2

Humanoid
Lizardfolk
Medium

Perception +6

Languages Draconic, Druidic

Skills +2; Nature +7, Stealth +4, Survival +6

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

Wild Empathy The druid can attempt a Diplomacy check to Make an Impression on animals and to make very simple requests of them.

AC 15, **TAC** 14; **Fort** +5, **Ref** +4, **Will** +7

HP 26; **Weaknesses** cold-blooded

Cold-Blooded If the druid takes cold damage, it's slowed 1 for 1 round.

Speed 25 feet, swim 15 feet

♦ **Melee** claw +8 (agile), **Damage** 1d4+2 slashing

♦ **Melee** jaws +6, **Damage** 2d4+2 piercing

Primal Prepared Spells DC 16, attack +8; **1st** *heal, heal animal* (×3), *magic fang, summon nature's ally*; **Cantrips** *dancing lights, know direction, produce flame, stabilize*

Deep Breath If it takes the Breathe Deep action, the lizardfolk druid can hold its breath for 240 actions.

Terrain Advantage Creatures in difficult terrain or that are in water and lack a Swim speed are flat-footed to lizardfolk. Terrain advantage can't be used on other lizardfolk.

MANTICORE

Cruel and prone to violence, manticores are dangerous beasts that have the body of a lion, a humanoid head, tattered batlike wings, and a spiked tail that they use to attack their enemies from the safety of the air.

Source: *Pathfinder RPG Bestiary* 199.

MANTICORE

CREATURE 6

Beast
Evil
Large
Lawful

Perception +13; darkvision, scent

Languages Common

Skills +5; Acrobatics +9, Athletics +11, Intimidation +11, Survival +13

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

AC 20, **TAC** 18; **Fort** +13, **Ref** +10, **Will** +7

HP 95

Speed 25 feet, fly 40 feet

- ◆ **Melee** jaws +15, **Damage** 2d8+7 piercing
- ◆ **Melee** claw +15 (agile), **Damage** 2d6+7 slashing
- ◆ **Ranged** spike +12 (range 40 feet), **Damage** 1d10+5 piercing
- ◆ **Spike Volley** The manticore flings up to two spikes from its tail. If the manticore targets multiple creatures, these creatures must be within 20 feet of one another and the manticore makes a separate Strike against each; this counts as one Strike for the manticore's multiple attack penalty, and the penalty doesn't increase until after both attacks. If the manticore fires both spikes at the same creature, it makes a single Strike. If the attack hits, it deals the damage of a single spike, but the second spike pins the target in place, rendering it immobile. A creature who succeeds a DC 18 Athletics check can pull the spike free.

A manticore can fire no more than 12 spikes in 24 hours.

MEDUSA

Medusas dwell in swamps and underground ruins, typically accompanied by dozens of statues of their victims, as medusas have the ability to turn creatures into stone. The head of a medusa is a mass of writhing snakes.

Source: *Pathfinder RPG Bestiary* 201.

MEDUSA

CREATURE 7

Evil
Humanoid
Lawful
Medium

Perception +14; darkvision

Languages Common

Skills +7; Deception +15, Diplomacy +15, Stealth +13

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

Items +1 composite shortbow with 60 arrows, expert shortsword

AC 23, **TAC** 22, all-around vision; **Fort** +12, **Ref** +13, **Will** +11

HP 105

Petrifying Gaze (arcane, aura, transmutation, visual) 30 feet.

When a creature ends its turn in the aura, it must attempt a DC 21 Fortitude save. If it fails, it's slowed 1 for 1 minute. A creature can avert its gaze by spending an action (this action has the concentrate trait). This grants the creature a +2 circumstance bonus to saves against Petrifying Gaze and Focus Gaze for 1 round.

All-Around Vision A medusa can't be flanked.

◆ Biting Snakes

Trigger A creature ends its turn adjacent to the medusa.

Effect The medusa makes a snake fangs Strike against the triggering creature. The multiple attack penalty doesn't apply to this attack.

Speed 25 feet

- ◆ **Melee** shortsword +17 (agile, versatile S), **Damage** 2d6+4 piercing
- ◆ **Melee** snake fangs +15 (agile), **Damage** 2d8+2 piercing plus serpent venom
- ◆ **Ranged** +1 shortsword +17 (deadly 1d10, magical, range 60 feet), **Damage** 3d6+1 piercing plus serpent venom
- ◆ **Focus Gaze** (arcane, concentrate, transmutation, visual) The medusa stares at a creature she can see within 30 feet,

who must immediately attempt a save against her petrifying gaze. If the creature was already slowed by her petrifying gaze before attempting its save, a failed save causes it to be petrified permanently. A medusa can't use Focus Gaze on the same creature more than once per round.

Serpent Venom (poison) **Saving Throw** Fortitude DC 21; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and enfeebled 1 (1 round); **Stage 2** 2d6 poison and enfeebled 2 (1 round).

MIMIC

Thought to be the result of a failed experiment meant to animate objects, mimics are clever creatures able to take the form of common, manufactured objects. They remain disguised until unsuspecting adventurers happen by, then lash out in ambush.

Source: *Pathfinder RPG Bestiary* 205.

MIMIC

CREATURE 4

Aberration
Medium

Perception +8; darkvision

Languages Common

Skills +4; Acrobatics +7, Athletics +10, Dwelling Lore (applies only to the dungeon it lives in) +11

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

AC 18, **TAC** 15; **Fort** +7, **Ref** +7, **Will** +7

HP 79

Adhesive The mimic is coated in an adhesive slime. Any creature that hits the mimic, is hit by the mimic, or otherwise touches the mimic must succeed at a DC 19 Reflex save or becomes grabbed. A weapon that hits the mimic is stuck to the mimic, and can be removed with a successful DC 21 Athletics check. To free itself, a grabbed creature must successfully Escape (DC 21) or Break Grapple (DC 21). A mimic can have any number of objects or creatures stuck to it at a time. The mimic can release a stuck creature or object with an action, and the adhesive dissolves 1d10 rounds after the mimic dies.

◆ Object Lesson

Trigger A creature touches or physically interacts with the mimic while it is disguised.

Effect The triggering creature is automatically affected by the mimic's adhesive, and then the mimic makes a pseudopod Strike against any creature adjacent to the mimic. This reaction can't be used again until the mimic escapes and takes on a new disguise.

Speed 10 feet

- ◆ **Melee** pseudopod +11, **Damage** 2d8+4 bludgeoning plus adhesive
- ◆ **Mimic Object** (concentrate, polymorph) The mimic assumes the shape of any Medium object. It has an automatic result of 28 on Deception checks to Impersonate that object until it decides to act. This doesn't change the mimic's texture or overall size, but can alter its coloration and visual appearance.

MINOTAUR

These broad-shouldered, bull-headed humanoids hunt and stalk creatures that trespass in dungeons and labyrinths. Minotaurs are said to be the profane creations

of the demon lord Baphomet, and they can sometimes be found in the employ of more powerful creatures.

Source: *Pathfinder RPG Bestiary 206*.

MINOTAUR

CREATURE 4

Chaotic
Evil
Humanoid
Large

Perception +10; darkvision
Languages Jotun
Skills +2; Acrobatics +6, Athletics +11, Intimidation +10, Survival +13 (natural cunning)

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

Items greataxe

Natural Cunning A minotaur automatically critically succeeds at Survival checks to avoid becoming lost or to find its way, including those resulting from the *maze* spell.

AC 18, **TAC** 15; **Fort** +10, **Ref** +6, **Will** +7

HP 70

Speed 25 feet

- ◆ **Melee** greataxe +11 (reach 10 feet, sweep), **Damage** 1d12+7 slashing
- ◆ **Melee** gore +11 (agile), **Damage** 1d8+5 piercing
- ◆◆ **Powerful Charge** The minotaur Strides up to double its Speed in a straight line and makes a gore Strike. As long as the minotaur moved at least 20 feet, the Strike's damage is increased to 2d8+10.

MU SPORE

Tentacles and eyes cover these floating, fungoid monsters. Mu spores are massive creatures that cough dangerous spores, entrap foes in grasping tendrils, and devour victims in gaping maws resembling toothy caverns.

Source: *Pathfinder RPG Bestiary 2 195*.

MU SPORE

CREATURE 21

Chaotic
Fungus
Gargantuan

Perception +38; blindsight (air tremors) 240 feet, low-light vision
Languages Aklo, Common, Terran, Undercommon

Skills +28; Nature +37

Str +10, **Dex** +3, **Con** +9, **Int** +5, **Wis** +9, **Cha** +9

AC 45, **TAC** 42; **Fort** +36, **Ref** +30, **Will** +32

HP 360, regeneration 50 (deactivated by sonic); **Resistances** acid 20, all (except sonic) 10

Spores (aura) 60 feet. A living creature that enters the aura or ends its turn within it becomes corrupted by spores. It must succeed at a DC 40 Fortitude save or become enfeebled 1, slowed 1, and sluggish 1 for 1 round. Creatures with the plant or fungus trait are immune.

- ◆ **Grasping Tendrils** Sticky tendrils cover a mu spore's body.
Trigger A creature within 10 feet of the mu spore attacks the mu spore or moves.
Effect The spore automatically Grabs the triggering creature. There is no limit to how many creatures its tendrils can Grab.

Speed 35 feet, fly 40 feet

- ◆ **Melee** jaws +37 (deadly 3d12, reach 30 feet), **Damage** 6d12+10 piercing plus Grab
- ◆ **Melee** tentacle +37 (agile, reach 100 feet), **Damage** 6d8+10 bludgeoning plus Grab
- ◆◆ **Enormous Inhalation** The mu spore breathes in deeply, pulling

all creatures and objects within a 400-foot cone to its maw. Creatures can attempt a DC 42 Athletics check to avoid being inhaled. The mu spore can't use this ability again for 1d4 rounds.

Success The creature is pulled adjacent to the mu spore and falls prone.

Critical Success The creature can choose to stay in place or move to any space directly closer to the mu spore.

Failure The creature is pulled to the mu spore's mouth and the mu spore immediately uses Swallow Whole on the creature.

Critical Failure The creature takes damage as if hit by the mu spore's jaws and is automatically Swallowed Whole.

- ◆ **Greater Constrict** 15 bludgeoning, DC 42

Massive Jaws The mu spore still deals 16 piercing damage if its jaws Strike is a failure (but not if the Strike is a critical failure).

- ◆◆ **Spore Cough** The mu spore releases a cloud of burrowing spores in a 400-foot cone. The spores deal 20d8 piercing damage to all creatures, objects, and unliving plant or fungal matter (such as a wooden structure), but not to living plants or fungi or to creatures with the plant or fungus trait (Reflex DC 44 half, no damage on a critical success, double damage on a critical failure). The mu spore can't use this ability again for 1d4 rounds.

- ◆ **Swallow**

Trigger The mu spore Grabs a creature with its jaws.

Effect The spore uses Swallow Whole.

- ◆ **Swallow Whole** (attack) Gargantuan, 20d8 acid, toughness 37

MUMMY

Often wrapped in linen from head to toe, these undead beings are created through a lengthy and precise process so that they can continue to guard tombs. They have the ability to supernaturally frighten their enemies, and they carry with them a potent disease.

Source: *Pathfinder RPG Bestiary 210*.

MUMMY GUARD

CREATURE 2

Evil
Lawful
Medium
Mummy
Undead

Perception +7; darkvision
Languages one ancient language
Skills +0; Acrobatics +2, Athletics +6, Stealth +6
Str +4, **Dex** +0, **Con** +2, **Int** -2, **Wis** +1, **Cha** +2
AC 16, **TAC** 13; **Fort** +4, **Ref** +2, **Will** +7

HP 40, negative healing; **Immunities** asleep, death effects, disease, paralysis, poison; **Weaknesses** fire 10

Speed 20 feet

- ◆ **Melee** fist +8, **Damage** 1d8+4 bludgeoning plus lesser mummy rot
- Lesser Mummy Rot** (curse, disease, divine, necromancy) This is both a curse and a disease. The disease can't be healed until the curse is first counteracted. **Saving Throw** Fortitude DC 16; **Stage 1** carrier with no ill effect (1 minute); **Stage 2** -1 conditional penalty to Charisma-based checks and DCs (1 day).

MUMMY RETAINER

CREATURE 6

Evil
Lawful
Medium
Mummy
Undead

Perception +13; darkvision
Languages one ancient language
Skills +6; Acrobatics +8, Stealth +12
Str +5, **Dex** +0, **Con** +2, **Int** -2, **Wis** +2, **Cha** +2
AC 20, **TAC** 17; **Fort** +9, **Ref** +6, **Will** +12

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HP 90, negative healing; **Immunities** asleep, death effects, disease, paralysis, poison; **Weaknesses** fire 8

Despair (aura, divine, emotion, enchantment, fear, mental) 30 feet. Living creatures are frightened 1 as long as they remain in the aura. They can't naturally recover from this fear while in the aura. When a creature first enters the aura, it must succeed at a DC 18 Will save (after taking the penalty from being frightened) or become paralyzed with fear for 1 round. After a creature attempts this save, it's bolstered against the paralyzing effect of the aura.

Speed 20 feet

◆ **Melee** fist +15, **Damage** 3d6+5 bludgeoning plus mummy rot
Mummy Rot (curse, disease, divine, necromancy) This is both a curse and a disease. The disease and any damage from it can't be healed until the curse is first counteracted. A creature killed by mummy rot turns to sand and can't be resurrected except by casting a 7th-level *resurrect* ritual, a *wish* spell, or similarly powerful magic. **Saving Throw** Fortitude DC 18; **Stage 1** carrier with no ill effect (1 minute); **Stage 2** 1d10+10 damage and a -1 conditional penalty to Charisma-based checks and DCs (1 day).

MUMMY PHARAOH **UNCOMMON CREATURE** 9

Evil	Perception +15; darkvision
Lawful	Languages one ancient language, Necril
Medium	Skills +9; Acrobatics +13, Diplomacy +18,
Mummy	Intimidation +16, Occultism +16, Religion +16,
Undead	Stealth +18

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

Items +1 *longspear*

AC 25, **TAC** 22; **Fort** +12, **Ref** +9, **Will** +15, +1 conditional to saves vs. positive

HP 150, negative healing; **Immunities** asleep, death effects, disease, paralysis, poison; **Weaknesses** fire 10

Great Despair (aura, divine, emotion, enchantment, fear, mental) 30 feet. Living creatures are frightened 1 as long as they remain in the aura. They can't naturally recover from this fear while in the aura. When a creature first enters the aura, it must succeed at a DC 21 Will save or become paralyzed with fear for 1d4 rounds. After a creature attempts this save, it's bolstered against the paralyzing effect of the aura.

Undead Mastery (aura, divine, necromancy) 100 feet. Commanded or allied undead in the aura that are of a lower level than the pharaoh gain a +1 circumstance bonus to AC, attack rolls, damage rolls, saves, and skill checks.

◆ **Attack of Opportunity**

Disruptive In addition to its normal triggers, the pharaoh's Attack of Opportunity can also be used when a creature within the pharaoh's reach uses an action with the concentrate trait. Furthermore, the pharaoh doesn't take the normal -2 penalty when it makes an Attack of Opportunity.

Rejuvenation (divine, necromancy) When a mummy pharaoh is destroyed, necromancy rebuilds its body in its tomb over 1d10 days. If the body is destroyed, the process starts anew. A mummy pharaoh can be permanently destroyed with a *consecrate* ritual.

Speed 20 feet

◆ **Melee** +1 *longspear* +19 (magical, reach 10 feet), **Damage** 2d8+5 piercing plus 1d8 negative and insidious mummy rot

◆ **Melee** fist +19 (agile), **Damage** 3d6+5 bludgeoning plus insidious mummy rot

Channel Rot The mummy pharaoh can deliver insidious mummy rot through melee weapons it wields.

Insidious Mummy Rot (curse, disease, divine, necromancy) This is both a curse and a disease. The disease and any damage from it can't be healed until the curse is first counteracted. A creature killed by mummy rot turns to sand and can't be resurrected except by casting a 7th-level *resurrect* ritual, a *wish* spell, or similarly powerful magic. **Saving Throw** Fortitude DC 21; **Stage 1** carrier with no ill effect (1 minute); **Stage 2** 1d10+15 damage and a -2 conditional penalty to Charisma-based checks and DCs (1 day).

◆◆ **Sandstorm Wrath** (concentrate, divine, evocation, fire) The mummy pharaoh exhales a 60-foot cone of superheated sand that deals 5d6 fire and 5d6 slashing damage to all creatures in the area (Reflex DC 23 half, double damage on a critical failure, no damage on a critical success). It can't use Sandstorm Wrath again for 1d4 rounds.

NIGHTMARE

These black horses have eyes that glow like embers, flames flickering from their mouths, and hooves wreathed in fire. They sometimes serve as mounts for other evil creatures, especially night hags.

Source: *Pathfinder RPG Bestiary* 216.

NIGHTMARE **CREATURE** 6

Beast	Perception +11; darkvision
Evil	Languages Abyssal, Infernal
Fiend	Skills +6; Acrobatics +13, Athletics +13, Intimidation
Large	+13, Survival +13

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

Smoke (aura) 15 feet. The nightmare continually exhales black smoke that creates concealment in an aura around it. Nightmares can see through this smoke. A creature that begins its turn in the aura becomes sick 2 (Fortitude DC 18 negates) and is then bolstered against the aura's sick effect. The nightmare, its rider, any creature currently holding its breath (or that does not need to breathe), and any creature immune to poison is immune to the aura's sick effect, but not the concealment.

AC 21, **TAC** 19; **Fort** +12, **Ref** +10, **Will** +9

HP 95; **Resistances** fire 10

Speed 40 feet, fly 80 feet

◆ **Melee** jaws +15, **Damage** 2d10+6 piercing

◆ **Melee** hoof +15 (agile), **Damage** 1d8+6 bludgeoning plus 1d8 fire

Divine Innate Spells DC 19; **7th plane shift** (self and rider only)

◆◆ **Flaming Gallop** (fire) The nightmare Strides or Flies up to triple its Speed. As the nightmare moves, its hooves burst with intense flame, dealing 3d6 fire damage (Reflex DC 22 negates) once to each creature other than the nightmare's rider that the nightmare moved adjacent to during its movement.

NORN

These towering women carry with them golden shears that they use to cut the threads of fate and destiny. Powerful

fey, norns reside in the First World, but sometimes visit the Material Plane when important events arise.

Source: *Pathfinder RPG Bestiary 3* 202.

NORN

RARE CREATURE 18

Fey
Large
Lawful

Perception +27; blindsight 120 feet (reading fate), *detect magic*, low-light vision, *true seeing*

Languages Common, Giant, Sylvan; *tongues*

Skills +23; Crafting +32, Deception +30, Intimidation +32, Medicine +30, Performance +30

Str +4, **Dex** +4, **Con** +6, **Int** +5, **Wis** +7, **Cha** +9

Items expert shears

Lack of Surprise A norn always scores a natural 20 on initiative checks.

AC 39, **TAC** 37; **Fort** +26, **Ref** +25, **Will** +30, +4 conditional to saves vs. death, +1 conditional to saves vs. magic, +4 conditional to saves vs. mental

HP 315, regeneration 15 (deactivated by cold iron); **Immunities** enervated, flat-footed, negative; **Resistances** cold 20;

Weaknesses cold iron 15

Speed 40 feet

◆ **Melee** shears +32 (forceful, keen, magical, reach 10 feet, sweep), **Damage** 6d8+8 slashing plus energy drain

◆ **Melee** hand of fate +32 touch (agile, reach 10 feet), **Effect** energy drain

Occult Innate Spells DC 36; **Constant** *detect magic* (4th), *mind blank*, *tongues*, *true seeing*; **10th** *time stop*; **9th** *power word kill* (2); **8th** *maze*, *wind walk*; **5th** *dimension door* (3); **At Will** (7th) *augury*, *spellwrack*, *dispel magic*

Rituals *geas*, *legend lore*

Energy Drain (necromancy, occult) When a norn hits with her hand of fate or her shears, she regains 10 Hit Points and the target must succeed at a DC 34 Fortitude save or become enervated 1. On a critical failure, this condition cannot be removed normally, but only by magical treatment.

Fated When a creature is subject to a fortune or misfortune effect from a norn and a misfortune or fortune effect from a non-norn, the norn's effect automatically counteracts the other effect and then takes place normally, rather than the two effects canceling each other out. If both the fortune and misfortune effect are from a norn, then the two cancel each other out as normal. At the GM's discretion, powerful entities related to fate or luck, like Desna or Pharasma, may count as a norn for the purpose of this ability.

Shears (evocation, occult) Shears wielded by a norn function as a +5 keen mithral scimitar. They're expert quality and nonmagical when wielded by other creatures. ◆ **Shift Fate** (divination, fortune, misfortune, occult)

Trigger A creature within 120 feet rolls a saving throw. The norn can use this ability after the results of the saving throw are revealed.

Effect The creature rerolls the saving throw. If the creature is rerolling a successful saving throw, this is a misfortune effect. If the creature rerolls a failed saving throw, this is a fortune effect.

◆◆ **Snip Thread** (death, manipulate, necromancy, occult)

Frequency Three times per day

Effect The norn produces a golden thread linked to a creature's fate, then attempts to snip it short with her shears. The target must be within 120 feet. The target takes 100 damage (Fortitude DC 36 half, no damage on a critical success, double damage on a critical failure) and becomes bolstered. If the creature is reduced to 0 HP from this damage, the norn snips through the thread—the creature dies immediately and can't be restored to life except by *miracle* or similarly powerful magic, or by divine intervention. The norn can't use Snip Thread again for 1d4 rounds.

OCHRE JELLY

Ochre jellies are animate masses of protoplasm hued a sickly combination of yellow, orange, and brown. Their acidic bodies dissolve flesh but leave other materials intact.

Source: *Pathfinder RPG Bestiary* 218.

OCHRE JELLY

CREATURE 5

Large
Mindless
Ooze

Perception +1; blindsight (tremors) 60 feet

Languages –

Skills +3; Athletics +12

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

AC 4, **TAC** 4; **Fort** +13, **Ref** +5, **Will** +5

HP 150; **Immunities** asleep, critical hits, electricity, mental, piercing, precision, slashing, visual

Split Whenever the jelly is hit by an attack or effect that would deal slashing, piercing, or electricity damage, if the jelly has at least 10 HP, the jelly splits into two identical jellies with half the original's Hit Points. One jelly is in the same space and the other appears in an adjacent unoccupied space. If no adjacent space is unoccupied, it automatically pushes creatures out of the way to fill a space.

Speed 10 feet, climb 10 feet

◆ **Melee** pseudopod +13, **Damage** 1d12+4 bludgeoning plus 2d4 acid and Grab

◆ **Constrict** 5 bludgeoning plus 2 acid

Ochre Acid An ochre jelly's acid damages only flesh—not bone, stone, wood, or other materials.

OGRE

Lumbering brutes who take pleasure in other creatures' suffering and misery, ogres can be found throughout the world, most often on the fringes of civilization where they gather in terrible tribes.

Source: *Pathfinder RPG Bestiary* 220.

OGRE

CREATURE 3

Chaotic
Evil
Giant
Humanoid
Large

Perception +5; darkvision

Languages Giant

Skills +1; Acrobatics +4, Athletics +9

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

Items hide armor, javelin (6), ogre hook

AC 16, **TAC** 14; **Fort** +8, **Ref** +3, **Will** +5

HP 60

Speed 25 feet

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- ◆ **Melee** ogre hook +10 (deadly 1d10, reach 10 feet, trip), **Damage** 1d10+7 piercing
- ◆ **Ranged** javelin +8 (thrown 30 feet), **Damage** 1d6+7

ONI

Oni are malicious spirits that manifest physical bodies based on the shapes and desires of humanoid mortals. Most oni seek to attain positions of leadership and power, often in the guise of normal humanoids, in order to secure a never-ending supply of sensory experiences.

Sources: *Pathfinder RPG Bestiary 3* 206, 207, 212; *Pathfinder RPG Bestiary* 221.

FIRE YAI

UNCOMMON CREATURE 14

Evil	Perception +24; darkvision
Fire	Languages Common, Giant, Senzar
Giant	Skills +17; Acrobatics +23, Arcana +22, Crafting +24, Deception +27, Intimidation +24, Nature +24
Humanoid	Str +7, Dex +3, Con +6, Int +2, Wis +3, Cha +2
Large	Items +2 katana
Oni	

AC 34, **TAC** 31; **Fort** +25, **Ref** +20, **Will** +20, +1 conditional to saves vs. magic

HP 245, regeneration 15 (deactivated by acid or cold); **Immunities** fire; **Weaknesses** cold 10

◆ **Attack of Opportunity**

Speed 40 feet, fly 30 feet

- ◆ **Melee** +2 katana +26 (magical, reach 10 feet, versatile P), **Damage** 3d8+14 slashing
- ◆ **Melee** fist +26 (agile, reach 10 feet), **Damage** 1d10+7 bludgeoning plus 2d6 fire and 1d8 persistent fire
- ◆ **Ranged** fiery missile +26 touch (range increment 60 feet), **Damage** 4d8+4 fire plus 2d8 persistent fire

Primal Innate Spells DC 31; **Constant** fly; **7th** fireball, fire shield, wall of fire; **4th** charm (3); **At Will** darkness, fireball (5th), invisibility (self only)

- ◆ **Change Shape** (concentrate, polymorph, primal, transmutation) The fire yai can take on the appearance of any Small, Medium, or Large humanoid. This doesn't change its Speed or attack and damage bonuses with its Strikes, but might change the damage type its Strikes deal (typically to bludgeoning, if its new form lacks claws).

◆ **Impaling Push** (move)

Requirement The fire yai must have hit with a piercing katana attack on its previous action.

Effect The fire yai deals 2d8 persistent bleed damage to the creature it hit on its previous action, then moves up to half its Speed in the direction of the creature, pushing the creature in the same direction. At the end of the movement, the fire yai can either withdraw its blade or leave its blade in the target to make the target grabbed. If it leaves its blade in the target, it is unable to attack with its katana while the target remains grabbed.

- ◆ **Smoke Form** (concentrate, primal, transmutation) The fire yai turns into a cloud of smoke. This functions as *gaseous form*, except any creature within the smoke must succeed at a DC 30 Fortitude save or become sick 2. After a creature has attempted this save, the creature is bolstered.

- ◆ **Swipe** The fire yai makes a melee attack against two foes that are adjacent to each other and within its reach. The fire yai rolls one attack roll and applies the result to each foe. If the roll is a critical success against both foes, the fire yai applies the critical to only one foe of its choice. This attack counts as one attack toward the fire yai's multiple attack penalty.

ICE YAI

UNCOMMON CREATURE 13

Chaotic	Perception +23; darkvision
Cold	Languages Common, Giant, Senzar
Evil	Skills +15; Acrobatics +23, Arcana +20, Deception +26, Intimidation +23, Nature +21, Stealth +20 (+23 in snow)
Giant	Str +6, Dex +6, Con +5, Int +1, Wis +2, Cha +4
Humanoid	
Large	
Oni	

AC 33, **TAC** 31; **Fort** +22, **Ref** +23, **Will** +19, +1 conditional to saves vs. magic

HP 225, regeneration 15 (deactivated by acid or fire); **Immunities** cold; **Weaknesses** fire 10

◆ **Icy Deflection** (cold)

Trigger The ice yai is targeted by a ranged attack that does not have the fire trait.

Effect The ice yai creates a reflective blockade of ice, gaining a +4 circumstance bonus to AC against the triggering attack. If the attack misses, the ice yai redirects the attack to another creature within 20 feet of the yai. The attacker rerolls the attack against the new target.

Speed 40 feet, fly 30 feet

- ◆ **Melee** fist +25 (agile, reach 10 feet), **Damage** 1d10+6 bludgeoning plus 2d6 cold and frost strike
- ◆ **Ranged** icy missile +25 touch (range increment 60 feet), **Damage** 2d8+8 cold and frost strike

Primal Innate Spells DC 30; **Constant** fly; **4th** charm (3), *gaseous form*, *solid fog*; **At Will** cone of cold, darkness, invisibility (self only)

- ◆ **Change Shape** (concentrate, polymorph, primal, transmutation) The ice yai can take on the appearance of any Small, Medium, or Large humanoid. This doesn't change its Speed or attack and damage bonuses with its Strikes, but might change the damage type its Strikes deal (typically to bludgeoning, if its new form lacks claws).

- ◆ **Double Punch** The ice yai makes two fist Strikes.

Frost Strike (cold) When the ice yai damages a creature twice in the same turn with fist Strikes, or once with its icy missile Strike, the creature must attempt a DC 30 Fortitude save or become slowed 1 for 1 round (slowed 2 on a critical failure). If the ice yai scores a critical hit with a fist or icy missile, the target must attempt the Fortitude save and is instead slowed 1 on a success, slowed 2 on a failure, or slowed 3 on a critical failure.

OGRE MAGE

CREATURE 8

Evil	Perception +14; darkvision
Giant	Languages Common, Giant, Senzar
Humanoid	Skills +8; Acrobatics +13, Arcana +15, Athletics +15, Deception +15, Intimidation +15, Nature +16
Large	Str +5, Dex +2, Con +5, Int +2, Wis +1, Cha +2
Lawful	Items expert composite shortbow with 20 arrows,
Oni	expert falchion

AC 24, **TAC** 21; **Fort** +14, **Ref** +13, **Will** +12
HP 115, regeneration 10 (deactivated by acid or fire)

◆ **Attack of Opportunity**

Speed 30 feet, fly 30 feet

◆ **Melee** falchion +18 (forceful, reach 10 feet, sweep), **Damage** 2d10+7 slashing

◆ **Ranged** composite shortbow +16 (deadly 1d10), **Damage** 2d6+5 piercing

Primal Innate Spells DC 22; **Constant** *fly*; **5th** *cone of cold*; **4th** *charm, gaseous form*; **3rd** *darkness, fear, sleep*; **At Will** *invisibility* (2nd)

◆ **Change Shape** (concentrate, polymorph, primal, transmutation) The ogre mage can take on the appearance of any Small, Medium, or Large humanoid. This doesn't change its Speed or attack and damage bonuses with its Strikes, but might change the damage type its Strikes deal (typically to bludgeoning, if its new form lacks claws).

WATER YAI

UNCOMMON CREATURE 17

Chaotic Electricity Evil Giant Huge Humanoid Oni Water	Perception +28; darkvision Languages Common, Giant, Senzar Skills +21; Acrobatics +29, Athletics +29 (+33 to Swim), Arcana +29, Deception +31, Intimidation +31, Nature +30, Performance +29 Str +7, Dex +4, Con +5, Int +3, Wis +5, Cha +7 Items +3 <i>longspear</i>
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AC 38, **TAC** 36; **Fort** +28, **Ref** +25, **Will** +26, +1 conditional to saves vs. magic

HP 285, regeneration 20 (deactivated by acid and fire); **Immunity** electricity

Speed 40 feet, fly 30 feet, swim 50 feet; *water walk*

◆ **Melee** +3 *longspear* +30 (magical, reach 20 feet), **Damage** 5d8+14 piercing

◆ **Melee** kimono +30 touch, **Damage** 10 electricity and envelop

◆ **Melee** fist +30 (agile, reach 15 feet), **Damage** 2d10+14 bludgeoning plus 1d6 electricity

◆ **Ranged** electric missile +29 touch (range increment 60 feet), **Damage** 3d8+14 electricity plus flat-footed for 1 round

◆ **Shocking Douse**

Trigger A creature within 100 feet casts a fire spell.

Effect The water yai attempts to dispel the spell before it comes into effect, as if with an 8th-level *dispel magic* spell. Any actions spent to cast the triggering spell are still used. If the dispel attempt is successful, the triggering creatures takes 4d6 electricity damage.

Primal Innate Spells DC 34; **Constant** *fly, freedom of movement, water breathing, water walk*; **9th**—*horrid wilting*; **4th** *charm* (3); **At Will** *chain lightning* (6th), *control water, create water, darkness, invisibility* (4th, self only)

◆ **Change Shape** (concentrate, polymorph, primal, transmutation) The water yai can take on the appearance of any Small, Medium, or Large humanoid. This doesn't change its Speed or its Strikes' attack and damage bonuses, but might change the damage type its Strikes deal (typically to bludgeoning, if its new form lacks claws).

◆ **Envelop** The water yai wears a silk kimono infused with

magical rainwater and crackling lightning. It can extend a loose sash or sleeve to envelop a creature within 15 feet. A creature hit by the water yai's kimono is entangled and takes 10 electricity damage at the end of its turn as long as it remains entangled. Creatures can attempt to get free of the kimono as if they were grabbed, with a DC of 36. The water yai can have up to three creatures entangled at a time. If it moves beyond 15 feet from an entangled creature, that creature is automatically released.

◆ **Liquid Form** (concentrate, primal, transmutation) The water yai turns into a puddle of water that occasionally lets off a spark. This functions as *gaseous form*, except the yai can't fly. It has its normal land Speed in this form and doubles its swim Speed.

ORC

These green-skinned brutes are violent and aggressive, often banding together to raid and pillage other humanoid settlements.

Source: *Pathfinder RPG Bestiary* 222.

ORC BRUTE

CREATURE 0

Chaotic Evil Humanoid Medium Orc	Perception +0; darkvision Languages Orc Skills -2; Acrobatics +2, Athletics +3 Str +2; Dex +1, Con +2, Int -2, Wis -1, Cha -1 Items poor breastplate, 3 javelins, 2 orc knuckle daggers
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AC 13, **TAC** 11; **Fort** +3, **Ref** +1, **Will** -1, +1 conditional to Will saves against magic

HP 6

◆ **Ferocity**

Trigger The orc is reduced to 0 or fewer Hit Points.

Effect The orc continues to stand and has 1 Hit Point.

Speed 20 feet

◆ **Melee** orc knuckle dagger +5 (agile, disarm), **Damage** 1d6+2 piercing

◆ **Ranged** javelin +4 (thrown 30 feet), **Damage** 1d6+2 piercing

ORC WARRIOR

CREATURE 1

Chaotic Evil Humanoid Medium Orc	Perception +3; darkvision Languages Orc Skills -1; Acrobatics +3, Athletics +6 Str +2; Dex +1, Con +2, Int -2, Wis -1, Cha -1 Items breastplate, 4 javelins, 2 orc necksplitters
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AC 15, **TAC** 13; **Fort** +4, **Ref** +3, **Will** +1, +1 conditional to Will saves against magic

HP 13

◆ **Attack of Opportunity**

◆ **Ferocity**

Trigger The orc is reduced to 0 or fewer Hit Points.

Effect The orc continues to stand and has 1 Hit Point.

Speed 20 feet

◆ **Melee** orc necksplitter +7 (forceful, versatile P), **Damage** 1d8+2 slashing

◆ **Ranged** javelin +6 (thrown 30 feet), **Damage** 1d6+2 piercing

◆ **Rend** orc necksplitter

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ORC WARCHIEF

CREATURE 2

Chaotic
Evil
Humanoid
Medium
Orc

Perception +6; darkvision
Languages Common, Orc
Skills +1; Acrobatics +4, Athletics +7, Intimidation +5
Str +4, **Dex** +1, **Con** +4, **Int** -1, **Wis** +0, **Cha** +1,
+1 conditional to Will saves against magic

Items falchion, hide armor, 6 javelins

AC 16, **TAC** 13; **Fort** +7, **Ref** +5, **Will** +4

HP 25

◆ Ferocity

Trigger The orc is reduced to 0 or fewer Hit Points.

Effect The orc continues to stand and has 1 Hit Point.

Speed 25 feet

- ◆ **Melee** falchion +8 (forceful, sweep), **Damage** 1d10+4 slashing
- ◆ **Ranged** javelin +6 (thrown 30 feet), **Damage** 1d6+4 piercing
- ◆ **Battle Cry** (auditory, concentrate) The warchief gives itself and all orc allies within 60 feet a +1 conditional bonus to attack and damage rolls until the start of its next turn.

OTYUGH

This odd creature stands on three stumpy legs and has three tentacles, two with raspy barbs that it uses to grab objects and a third, sensory tentacle topped with a multitude of eyes. Otyughs live in sewers and underground areas full of fetid water, scouring their domains for food.

Source: *Pathfinder RPG Bestiary* 223.

OTYUGH

CREATURE 4

Aberration
Large

Perception +8; darkvision, scent 30 feet
Languages Common

Skills +3; Acrobatics +7, Athletics +11, Stealth +9 (+12 in lair)

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

AC 19, **TAC** 16; **Fort** +10, **Ref** +5, **Will** +8

HP 65 **Immunities** disease

Stench (aura, olfactory) 40 feet. A creature entering the aura must succeed at a DC 16 Fortitude save or become sick 1 until the end of its next turn (plus slowed 1 on a critical failure for the same duration). While within the aura, creatures take a -2 circumstance penalty to saves against disease. A creature that saves is bolstered against the sick and slowed effects. An otyugh's stench is due to the offal and refuse that it wallows in, so thoroughly cleaning the creature (such as with *create water* and copious scrubbing) deactivates the aura.

Speed 20 feet

- ◆ **Melee** jaws +11 (reach 10 feet), **Damage** 2d8+4 piercing plus filth fever
- ◆ **Melee** tentacle +11 (agile, reach 10 feet), **Damage** 2d6+2 bludgeoning and Grab
- ◆ **Constrict** 7 bludgeoning
- ◆ **Reposition**

Requirement The otyugh has one or two creatures grabbed in its tentacles.

Effect The otyugh attempts to reposition one or both grabbed creatures to other spaces within reach, rolling an Athletics check against their Fortitude DC. On a failure, the creature

doesn't move but remains in place, and on a critical failure, the creature is no longer grabbed.

Filth Fever (disease) Sickness and unconsciousness from filth fever can't be recovered from naturally. **Saving Throw** Fortitude DC 17; **Stage 1** carrier with no ill effect (1d4 hours), **Stage 2** sick 1 (1 day), **Stage 3** sick 1 and slowed 1 as long as it remains sick (1 day), **Stage 4** unconscious (1 day), **Stage 5** dead.

OWLBEAR

Thought to be the result of a wizard tinkering with nature, this ferocious creature resembles a mix between a bear and an owl, with sharp claws, tufts of feathers that poke through brown fur, and an owl head with a flesh-rending beak.

Source: *Pathfinder RPG Bestiary* 223.

OWLBEAR

CREATURE 4

Animal
Chaotic
Large

Perception +10; low-light vision, scent
Languages -
Skills +2; Acrobatics +9, Athletics +11

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

AC 18, **TAC** 16; **Fort** +10, **Ref** +5, **Will** +6

HP 70

Speed 25 feet

- ◆ **Melee** beak +10, **Damage** 2d10+4 piercing
- ◆ **Melee** talon +10 (agile), **Damage** 2d6+4 piercing plus Grab
- ◆ **Bloodcurdling Screech** (auditory, emotion, fear, mental) The owlbear unleashes a loud screech that strikes fear into its prey. All creatures in an 80-foot radius must succeed at a DC 16 Will save. On a failure, the creature is frightened 2; on a critical failure, it's frightened 2 and fleeing for 1 round; on a success, it's frightened 1; and on a critical success, it's unaffected. If the creature damages the owlbear, it is immediately no longer frightened due to this ability. All creatures in the area become bolstered.
- ◆ **Gnaw** The owlbear can chew on a creature it has grabbed in an attempt to disembowel it so it can later feed its young by regurgitating its victim's guts. It makes a beak Strike against the creature. If it succeeds, the creature must also succeed at a DC 18 Will save or become sick 1 and slowed 1 until it's no longer sick. If it succeeds at the save, it's sick 1, and on a critical success it's unaffected.
- ◆ **Screeching Advance** (auditory, emotion, fear, mental) The owlbear charges forward, screeching. It makes a Bloodcurdling screech and Strides up to twice its Speed. All creatures within 80 feet of the owlbear at any point during its movement are within the area of its Bloodcurdling Screech.

PACK ANIMAL

People throughout the world have domesticated animals to serve as beasts of burden.

DONKEY

CREATURE 0

Animal
Medium

Perception +1; low-light vision, scent 30 feet
Languages -

Skills -2; Acrobatics +2, Athletics +3

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

AC 11, **TAC** 10; **Fort** +4, **Ref** +1, **Will** +0

HP 11

Speed 30 feet

◆ **Melee** hoof +2, **Damage** 1d4+1 bludgeoning

OX

CREATURE 0

Animal
Large

Perception +1; low-light vision, scent 30 feet
Languages –

Skills –2; Acrobatics +0, Athletics +4

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

AC 10, **TAC** 9; **Fort** +5, **Ref** –1, **Will** +0

HP 13

Speed 20 feet

◆ **Melee** hoof +1, **Damage** 1d4+2 bludgeoning

PHOENIX

Legendary symbols of rebirth, phoenixes live in remote deserts and have a reputation as knowledgeable scholars and loremasters. These benevolent creatures protect good folk and drive back evil when given the chance.

Source: *Pathfinder RPG Bestiary* 227.

PHOENIX

RARE CREATURE 15

Beast
Fire
Gargantuan
Good

Perception +24; darkvision, *detect magic*, *see invisibility*

Languages Auran, Celestial, Common, Ignan

Skills +18; Acrobatics +28, Athletics +26, Diplomacy +26, Intimidation +26, Nature +28

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

AC 35, **TAC** 35; **Fort** +23, **Ref** +26, **Will** +22, +1 conditional to saves vs. magic

HP 305, regeneration 20 (deactivated by cold or evil), self-resurrection; **Immunities** fire; **Weaknesses** cold 10, evil 10

Shroud of Flame (aura, evocation, fire, primal) 20 feet. A creature that enters or ends its turn in the aura takes 4d6 fire damage. A creature can take this damage only once per round. While this aura is active, any adjacent creature who hits the phoenix with a melee attack takes 2d6 fire damage. The phoenix can activate or deactivate the aura by using an action (this action has the concentrate trait).

Self-Resurrection (healing, necromancy, primal)

Frequency Once per year

Effect When a phoenix dies, it collapses into a pile of smoldering ashes, returning to life fully healed as if brought back by a 7th-level *resurrection* 1d4 rounds later. Self-Resurrection can be used only if there are some remains to resurrect; for instance, a phoenix killed by a *disintegrate* spell can't return. A phoenix whose remains rest within an area devoted to an evil deity by *consecrate* can't resurrect itself until its remains are no longer in that area.

Speed 25 feet, fly 65 feet

◆ **Melee** beak +28 (reach 20 feet), **Damage** 2d12+12 piercing plus 2d6 fire and 2d6 persistent fire

◆ **Melee** talon +28 (agile, reach 20 feet), **Damage** 2d8+12 piercing plus 2d6 fire and 2d6 persistent fire

◆ **Ranged** flame jet +28 touch (range increment 40 feet), **Damage** 4d6+12 fire and 2d6 persistent fire

Primal Innate Spells DC 32; **Constant** *detect magic* (8th), *see invisibility*; **8th** *dispel magic* (×3), *flame strike*, *heal* (×3), *remove curse* (8th), *wall of fire* (×3); **6th** *restoration* (×3); **At Will** *dispel magic* (7th); **Cantrips** (8th) *light*

◆ **Flaming Strafe** (fire) The phoenix blazes with superheated flame and Flies up to its Speed. It deals 4d6 fire damage to each creature that it passes within 20 feet of while moving (Reflex DC 32 Reflex half, no damage on a critical success).

POLTERGEIST

Sometimes when a person dies, their spirit is unable to leave the site of their death, resulting in an angry and unquiet presence. These incorporeal spirits rage against the living, throwing objects about in a flurry of telekinetic activity.

Source: *Pathfinder RPG Bestiary* 2 211.

POLTERGEIST

CREATURE 5

Evil
Ghost
Incorporeal
Lawful
Medium
Undead

Perception +8; darkvision

Languages typically Common

Skills +5; Acrobatics +12, Intimidation +12, Stealth +10

Str –5, **Dex** +4, **Con** +0, **Int** –1, **Wis** +2, **Cha** +3

Site Bound A poltergeist is tied to a location and can't travel more than 120 feet from the place where it was created or formed. Some poltergeists are instead bound to a specific room, building, or similar area.

AC 19, **TAC** 19; **Fort** +8, **Ref** +10, **Will** +11

HP 55, rejuvenation; **Immunities** asleep, death effects, disease, nonmagical attacks, paralysis, poison, precision; **Resistances** all damage 5 (except force, ghost touch, or good)

Natural Invisibility A poltergeist is naturally invisible. It can become visible only when using its frighten ability.

Rejuvenation (necromancy, occult) When a poltergeist is destroyed, it re-forms where it was destroyed—fully healed—after 2d4 days. A poltergeist can be permanently destroyed only if someone determines the reason for its existence and sets right whatever prevents the spirit from resting.

◆ **Telekinetic Defense**

Trigger A creature approaches within 10 feet of the poltergeist.

Effect The poltergeist makes a telekinetic object Strike against the triggering creature.

Speed fly 20 feet

◆ **Ranged** telekinetic object +13 (evocation, occult, range increment 60 feet), **Damage** 2d12

Occult Innate Spells DC 19; **At Will** *telekinetic maneuver*; **Cantrips** (3rd) *mage hand*

◆ **Frighten** (concentrate, emotion, fear, mental)

Requirement The poltergeist must be invisible.

Effect The poltergeist becomes visible, appearing as a skeletal, ghostlike humanoid. Each creature within 30 feet must attempt a DC 19 Will save. On a success, the creature is bolstered. On a failure, the creature becomes frightened 2. On a critical failure, the creature is fleeing as long as it's frightened.

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◆◆ Telekinetic Storm (attack, concentrate, evocation, occult)

The poltergeist telekinetically throws numerous small objects, such as dozens of pieces of silverware, either spreading them out among multiple foes or directing them at one target.

When spread out among multiple foes, the poltergeist makes a telekinetic object Strike at a -2 penalty against each creature within 30 feet. These count as one attack for the multiple attack penalty, and the penalty doesn't increase until after all the attacks.

When Telekinetic Storm is directed at a single target, the poltergeist makes a telekinetic object Strike against the target, with the damage increased to 4d6+4. It deals 8 damage even on a failure, but misses completely on a critical failure.

◆◆ Vanish (concentrate)

Requirement The poltergeist is visible.

Effect The poltergeist becomes invisible.

PTEROSAUR

These prehistoric animals managed to survive into the current day, soaring high in the air on leathery wings.

PTERANODON

CREATURE 2

Animal
Large

Perception +6; low-light vision, scent 30 feet

Languages –

Skills +0; Athletics +5, Acrobatics +8

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

AC 14, **TAC** 13; **Fort** +3, **Ref** +6, **Will** +2

HP 20

Speed 10 feet, fly 40 feet

◆◆ **Melee** beak +7, **Damage** 1d10+2 piercing

◆◆ **Swoop** The pteranodon flies up to its Speed and makes one beak Strike at any point during that movement.

QUETZALCOATLUS

CREATURE 7

Animal
Huge

Perception +13; low-light vision, scent 30 feet

Languages –

Skills +5; Athletics +15, Acrobatics +15

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

AC 22, **TAC** 20; **Fort** +10, **Ref** +14, **Will** +9

HP 125

Speed 10 feet, fly 40 feet

◆◆ **Melee** beak +17 (deadly 1d12), **Damage** 2d10+9 piercing plus 1d6 persistent bleed

◆◆ **Melee** talon +17, **Damage** 2d6+9 piercing plus Grab

Snatch A quetzalcoatlus can move at half Speed while it has a single creature grabbed or restrained in both its talons.

PURPLE WORM

These immense creatures are covered in purple chitinous plates and have mouths filled with enormous, sharp teeth and deadly stingers that deliver a virulent poison. Purple worms live deep beneath the ground where they burrow through the earth, but they sometimes tunnel up to the surface where they attempt to eat other creatures whole.

Source: *Pathfinder RPG Bestiary* 230.

PURPLE WORM

UNCOMMON CREATURE 13

Animal
Gargantuan

Perception +19; darkvision, tremorsense 100 feet

Languages –

Skills +16; Acrobatics +20, Athletics +28

Str +10, **Dex** -2, **Con** +7, **Int** -5, **Wis** +0, **Cha** -3

AC 30, **TAC** 26; **Fort** +26, **Ref** +16, **Will** +18

HP 350; **Immunities** inexorable

Inexorable A purple worm automatically recovers from any paralyzed, slowed, and stunned conditions at the end of its turn. It's also immune to being hampered or immobilized and ignores difficult terrain. Once per day, when a spell or ability causes the purple worm to be affected by a condition or become afflicted by some other negative effect (such as *baleful polymorph*), it can negate the effects to itself as a reaction. This doesn't cancel any hit point damage or prevent the spell or ability from affecting other creatures or the environment around it, nor does it prevent an ongoing effect from inflicting conditions on it later. This ability does not apply against effects from artifacts, deities, or a similarly powerful source.

Speed 40 feet, burrow 30 feet, swim 20 feet

◆◆ **Melee** jaws +25 (deadly 2d12, reach 15 feet), **Damage** 3d12+14 piercing plus Grab

◆◆ **Melee** stinger +25 (agile, reach 15 feet), **Damage** 3d8+14 piercing plus purple worm venom

◆◆ **Melee** body +24 (reach 15 feet), **Damage** 3d8+14 bludgeoning

◆◆ **Ranged** regurgitate +21, **Damage** varies (see below)

◆ **Fast Swallow**

Trigger The purple worm Grabs a creature.

Effect The worm uses Swallow Whole.

Regurgitate A purple worm can violently regurgitate a creature or boulder it has swallowed to make a ranged Strike. The range increment and damage depend on the size of the creature or boulder. A creature regurgitated in this way takes falling damage from the height of the target or from 20 feet, whichever is greater. Boulders occupy space in a purple worm's stomach as a creature of equivalent size, and purple worms often have several boulders swallowed to assist with digestion and to use for this attack. Purple worms can spend an action to swallow a chunk of rock of a desired size from the ground.

Huge 4d8+14, 20 feet

Large 3d8+14, 40 feet

Medium 2d8+14, 80 feet

Small 2d6+14, 80 feet

Tiny or smaller 1d6+14, 80 feet

◆◆ **Swallow Whole** Huge, 2d10+7 bludgeoning, toughness 24

◆◆ **Thrash** The purple worm Strikes once against each creature in its reach. It can Strike up to once with its jaws, Strike up to once with its stinger, and Strike any number of times with its body. Each attack takes a -2 circumstance penalty and counts toward the worm's multiple attack penalty, but the multiple attack penalty doesn't increase until after all the attacks.

Purple Worm Venom (poison) **Saving Throw** Fortitude DC 30, **Maximum Duration** 6 rounds; **Stage 1** 3d6 poison and enfeebled 2 (1 round), **Stage 2** 4d6 poison, and enfeebled 2 (1 round); **Stage 3** 6d6 poison and enfeebled 2 (1 round).

RAKSHASA

Rakshasas are evil spirits that cloak themselves in the guises of humanoid creatures, that they might walk unseen among their prey. They embody what is taboo among most societies, and in the shape of those they seek to defile, rakshasas gorge themselves on these hideous acts. Rakshasas are humanoid in shape, but they have a tiger's head and backward-bending fingers on their hands.

Source: *Pathfinder RPG Bestiary* 231.

RAKSHASA UNCOMMON CREATURE 10

Evil Fiend Lawful Medium Rakshasa	Perception +17; darkvision Languages Common, Infernal, Undercommon Skills +11; Arcana +18, Deception +20, Diplomacy +20, Intimidation +18, Performance +18, Stealth +20 Items +1 <i>kukri</i>
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Str +3, **Dex** +5, **Con** +4, **Int** +2, **Wis** +1, **Cha** +5
AC 27, **TAC** 26; **Fort** +14, **Ref** +18, **Will** +16, +2 conditional to saves vs. magic, +3 conditional to saves vs. divine magic
HP 160; **Resistances** bludgeoning 10, slashing 10; **Weaknesses** good 5

◆ Scoff at the Divine

Trigger A creature within 30 feet casts a divine spell or uses a divine ability. The rakshasa must have a spell slot that can be used to cast *dispel magic* remaining.

Effect The rakshasa expends a *dispel magic* spell and attempts to dispel the triggering spell or counteract the triggering ability. The rakshasa can't Scoff at the Divine for 1d4 rounds.

Speed 35 feet

◆ **Melee** +1 *kukri* +19 (agile, magical, trip), **Damage** 3d6+6 slashing

◆ **Melee** fangs +19, **Damage** 3d8+6 piercing

◆ **Melee** claw +19 (agile), **Damage** 3d6+6 slashing

Arcane Spontaneous Spells DC 25, **5th** (3 slots) *cone of cold*, *dispel magic*, *hallucination*; **4th** (4 slots) *clairvoyance*, *dispel magic*, *fly*, *suggestion*; **3rd** (4 slots) *clairaudience*, *dispel magic*, *lightning bolt*, *nondetection*; **2nd** (4 slots) *blur*, *hideous laughter*, *invisibility*; **1st** (4 slots) *charm*, *illusory object*, *item facade*; **Cantrips** *detect magic*, *ghost sound*, *mage hand*, *sigil*

Arcane Innate Spells DC 25, **At Will** *mind reading*

◆ **Change Shape** (arcane, concentrate, polymorph, transmutation) The rakshasa takes on the appearance of any Medium humanoid. This doesn't change the rakshasa's Speed or its attack and damage bonuses with its Strikes, but might change the damage type its Strikes deal (typically to bludgeoning). It typically loses its fangs Strike unless the humanoid form has fangs or a similar unarmed attack.

◆ **Disturbing Vision** (arcane, concentrate, enchantment,

mental) The rakshasa's eyes flash green as it projects a telepathic wave in a 30-foot aura. All creatures in the aura are assailed by a vision of evil decadence from one of the rakshasa's past lives. While the visions last, the rakshasa and all evil creatures in the aura gain a +1 conditional bonus to all d20 rolls. All nonevil creatures in the area must succeed at a DC 25 Will save or become sick 1 (and slowed 1 on a critical end).

The visions last 2d4 rounds, and the rakshasa can use this ability again once the previous visions end.

RAT

Scurrying through sewers and being nuisances in barns and food stores, rats are ubiquitous in the world. Especially large specimens can even be dangerous to humanoids, and when common rats band together in large enough numbers, their destruction can be deadly.

Source: *Pathfinder RPG Bestiary* 232.

GIANT RAT CREATURE 0

Animal Small	Perception +4; low-light vision, scent 30 feet Languages – Skills +1; Athletics +2 (+5 to Climb or Swim), Acrobatics +4, Stealth +4 Str +0, Dex +2, Con +2, Int –4, Wis +1, Cha –3 AC 13, TAC 13; Fort +3, Ref +3, Will +1 HP 8
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Speed 30 feet, climb 10 feet

◆ **Melee** jaws +6 (agile), **Damage** 1d4 piercing plus filth fever
Filth Fever (disease) Sickness and unconsciousness from filth fever can't be reduced or recovered from naturally. Fort DC 13. **Stage 1** carrier with no ill effect (1d4 hours), **Stage 2** sick 1 (1 day), **Stage 3** sick 1 and slowed 1 as long as it remains sick (1 day), **Stage 4** unconscious (1 day), **Stage 5** dead.

RAT SWARM CREATURE 1

Animal Large Swarm	Perception +6; low-light vision, scent Languages – Skills –1; Athletics +4, Acrobatics +4, Stealth +6 Str –2, Dex +2, Con +1, Int –4, Wis +0, Cha –3 AC 13, TAC 13; Fort +1, Ref +5, Will +0 HP 15; Immunities precision, targeted effects; Resistances bludgeoning 3, piercing 6, slashing 6; Weaknesses area damage 5 Speed 25 feet, climb 5 feet
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Str –2, **Dex** +2, **Con** +1, **Int** –4, **Wis** +0, **Cha** –3

AC 13, **TAC** 13; **Fort** +1, **Ref** +5, **Will** +0
HP 15; **Immunities** precision, targeted effects; **Resistances** bludgeoning 3, piercing 6, slashing 6; **Weaknesses** area damage 5

Speed 25 feet, climb 5 feet

◆ **Swarming Bites** Each enemy in the swarm's space takes 1d6 piercing damage and is exposed to filth fever. A DC 15 Reflex save halves the damage and negates the exposure to filth fever (no damage on a critical success, double damage on a critical failure).

Filth Fever (disease) Sickness and unconsciousness from filth fever can't be reduced or recovered from naturally until the disease is cured. **Saving Throw** Fort DC 14. **Stage 1** carrier with no ill effect (1d4 hours), **Stage 2** sick 1 (1 day), **Stage 3** sick 1 and slowed 1 as long as it remains sick (1 day), **Stage 4** unconscious (1 day), **Stage 5** dead.

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REDCAP

These sadistic fey are identified by the red hats they soak in the blood of their enemies. Small in stature, redcaps wield scythes and wear iron boots.

Source: *Pathfinder RPG Bestiary 2* 233.

REDCAP

CREATURE 5

Evil
Fey
Small

Perception +10; low-light vision

Languages Aklo, Common, Jotun, Sylvan

Skills +5; Acrobatics +12, Athletics +12,

Deception +12, Intimidation +10, Nature +10, Stealth +12

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

Items expert Medium scythe, iron boots, red cap

Red Cap (necromancy, primal) A redcap's woolen hat is dyed with the blood of its victims. If the redcap loses its cap, it no longer benefits from fast healing and takes a -4 conditional penalty to its damage rolls. It can create a new cap in 10 minutes, but that cap doesn't grant its powers until the redcap has turned it red with Blood Soak. A redcap's hat has no benefit for creatures other than redcaps.

AC 20, **TAC** 19; **Fort** +8, **Ref** +11, **Will** +9

HP 55, fast healing 10; **Weaknesses** cold iron 5, irreligious

Sacrilegious (emotion, fear, mental) If a redcap sees a creature brandish a holy symbol of a good deity or use one for the Material Casting of a divine spell, the redcap must attempt a DC 17 Will save. On a failure, the redcap is frightened 4 and fleeing for 1 round; on a success, it's frightened 2; on a critical success, it's unaffected. To brandish a holy symbol, a creature must Interact while holding it in hand to brandish it for 1 round. Once a redcap has to attempt a save against a brandished holy symbol, it is bolstered to brandished holy symbols for the next 10 minutes.

Speed 50 feet

- ◆ **Melee** scythe +13 (deadly 1d10, trip), **Damage** 2d10+4 slashing
- ◆ **Melee** boot +13 (agile, versatile B), **Damage** 2d4+8 piercing
- ◆ **Blood Soak** (manipulate) The redcap dips its cap in the blood of a slain foe. The foe must have died in the last minute, and the redcap must have helped kill it. The redcap gains a +4 conditional bonus to damage rolls for 1 minute.

◆ **Deadly Cleave**

Trigger The redcap drops a creature to 0 Hit Points with a scythe Strike.

Effect The redcap makes another scythe Strike against a different creature, using the same multiple attack penalty as the scythe Strike that triggered this reaction. This counts toward its multiple attack penalty.

- ◆ **Stomp** The redcap Strides up to half its Speed and makes a boot Strike at any point during that movement. If the boot Strike hits a prone creature, it deals 2d6 extra persistent bleed damage.

REEFCLAW

These creatures appear to be a monstrous lobster with the tail of an eel. Often mistaken for a common animal, reefclaws are surprisingly intelligent and make for vicious predators.

Source: *Pathfinder RPG Bestiary 2* 234.

REEFCLAW

CREATURE 1

Aberration
Aquatic
Chaotic
Small

Perception +6; darkvision

Languages Common; can't speak

Skills +0; Acrobatics +4, Athletics +6

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

AC 16, **TAC** 14; **Fort** +4, **Ref** +3, **Will** +3

HP 17

◆ **Death Strike**

Trigger The reefclaw is reduced to 0 Hit Points.

Effect The reefclaw makes a claw Strike before being knocked out.

Speed 5 feet, swim 40 feet

- ◆ **Melee** claw +7, **Damage** 1d6+2 plus reefclaw venom and Grab
- ◆ **Constrict** 3 bludgeoning

Reefclaw Venom (poison) **Saving Throw** Fortitude DC 15; **Maximum Duration** 4 rounds; **Stage 1** 1d6 poison and enfeebled 1 (1 round), **Stage 2** 1d6 poison and enfeebled 2 (1 round).

ROC

These legendary birds are known to carry off elephants in their deadly talons. They soar high in the air and make their nests on the peaks of mountains.

Source: *Pathfinder RPG Bestiary 2* 236.

ROC

CREATURE 9

Animal
Gargantuan

Perception +16; low-light vision

Languages -

Skills +7; Acrobatics +16, Athletics +19

Str +8, **Dex** +2, **Con** +3, **Int** -4, **Wis** +1, **Cha** +0

AC 25, **TAC** 23; **Fort** +16, **Ref** +13, **Will** +11

HP 180

◆ **Wing Rebuff**

Trigger A creature moves from beyond the reach of the roc's wing to within the reach of the roc's wing.

Effect The roc makes a wing Strike against the creature. If the roc Pushes the creature, it disrupts the triggering move action.

Speed 20 feet, fly 60 feet

- ◆ **Melee** talon +19 (agile, reach 15 feet), **Damage** 2d6+12 piercing plus Improved Grab
- ◆ **Melee** beak +19 (reach 15 feet), **Damage** 2d10+12 piercing
- ◆ **Melee** wing +19 (agile, reach 20 feet), **Damage** 2d6+8 bludgeoning plus Push 10 feet
- ◆ **Flying Strafe** The roc Flies up to its Speed and makes two talon Strikes at any point during that movement. Each Strike must target a different creature. The attacks take the normal multiple attack penalty, which increases between the first attack and the second.

Snack A roc gains a +2 circumstance bonus to hit with its beak Strike if the target is grabbed or restrained in its talon.

Snatch A roc can Fly at half Speed while it has a creature grabbed or restrained in either or both of its talons, carrying that creature along with it.

ROPER

Ropers lurk in the depths of the earth, patiently waiting

for prey to wander by. Upon casual observation, a roper appears to be a stalagmite, but it breaks this disguise when it opens its solitary red eye or its toothy mouth, sending out fibrous strands to capture its prey.

Source: *Pathfinder RPG Bestiary 237.*

ROPER

UNCOMMON CREATURE 10

Aberration
Chaotic
Evil
Large

Perception +18; darkvision

Languages Aklo, Undercommon

Skills +11; Athletics +20, Dungeon Lore +22, Religion +20, Stealth +18 (+22 in stony or icy areas)

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

AC 27, **TAC** 24; **Fort** +15, **Ref** +12, **Will** +17, +2 conditional to saves vs. magic

HP 215; **Resistances** cold 10, electricity 15; **Weaknesses** fire 15

◆ Reactive Lash

Trigger A creature within reach of the roper's strand leaves a square during a move action it's taking.

Effect The roper makes a strand Strike at a -2 penalty against the triggering creature. This Strike doesn't count toward its multiple attack penalty, and its multiple attack penalty doesn't apply to this Strike.

Speed 10 feet

◆ **Melee** jaws +20, **Damage** 2d12+12 piercing

◆ **Melee** strand +20 touch (reach 50 feet), **Effect** sticky strand

◆ **Extend Strands** A roper extends six thin, sticky tendrils from its body, or retracts them back into its body. While they're extended, the roper takes a -4 circumstance penalty to Stealth checks, and while they're retracted, it can't use its strand Strikes.

◆◆ **Flurry of Strands** The roper makes a strand Strike with each of its strands (except those that are entangling creatures). Each attack must be against a different target. These attacks count toward the roper's multiple attack penalty, but its multiple attack penalty doesn't increase until after all the attacks.

◆ **Pull the Strands** The roper pulls every creature entangled by its strands toward itself. The roper attempts a single Athletics check against each entangled creature's Fortitude DC. On a success, the creature is pulled 25 feet closer to the roper; on a critical success, it's pulled 50 feet closer; on a failure, it's pulled 10 feet closer, and on a critical failure it's not pulled at all.

Sticky Strand Any creature hit by a roper's strand is enfeebled 1 and entangled. A creature entangled by a roper can't move beyond the reach of the roper's strand. Each additional hit from a roper's strand increases the amount of enfeeblement by 1 (to a maximum of enfeebled 4). The enfeebled value from the roper's strands decreases by 1 every 8 hours.

Entangling a creature occupies one of the roper's strands. It can choose not to entangle a creature it hits, and can release an entangled creature as a free action triggered when the roper is about to act or ends its turn. A creature entangled in a roper's strand can attempt to Escape as though freeing itself from a grab. A creature can sever a strand by hitting AC 25 (TAC 24), and dealing at least 18 points of slashing damage. This doesn't deal any damage to the roper itself, though it can no longer attack with a severed strand.

RUSALKA

Rusalkas are cruel and bitter fey who inhabit waterways near humanoid settlements. They are fond of keeping a few charmed monsters or powerful humanoids nearby to aid in their defense or for other forms of cruel and humiliating entertainment.

Source: *Pathfinder RPG Bestiary 3 232.*

RUSALKA

CREATURE 12

Amphibious
Aquatic
Evil
Fey
Medium

Perception +21; low-light vision

Languages Common, Sylvan

Skills +14; Acrobatics +21, Deception +23, Diplomacy +21, Nature +21, Performance +21 (+23 to sing), Stealth +23

Str +5, **Dex** +6, **Con** +3, **Int** +1, **Wis** +2, **Cha** +6

AC 29, **TAC** 28; **Fort** +16, **Ref** +22, **Will** +20, +1 conditional to saves vs. magic

HP 235; **Resistances** fire 10; **Weaknesses** cold iron 10

◆ Charming Tresses (enchantment, mental, primal)

Trigger A creature grabbed in the rusalka's tresses of hair makes an attack against the rusalka.

Effect The creature must succeed at a DC 28 Will save or its attack is disrupted.

Speed 25 feet, swim 50 feet, *water walk*

◆ **Melee** hair +23 (agile, reach 15 feet), **Damage** 3d6+10 slashing plus tangle

◆ **Melee** hand +23 touch (agile), **Effect** shameful touch

Primal Innate Spells DC 28; **Constant** (6th) *blur*, *water walk*; **7th** *summon monster* (major water elemental only); **5th** *charm* (×3), *control water* (×3); **At Will** (2nd) *invisibility*, *obscuring mist*

◆ **Beckoning Call** (auditory, concentrate, enchantment, mental, primal) Non-fey creatures within a 300-foot aura must succeed at a DC 27 Will save or become captivated by the rusalka's song. A creature that fails is fascinated, and it must spend each of its actions to move closer to the rusalka as expediently as possible, while avoiding obvious dangers. If a beckoned creature is adjacent to the rusalka, it stays still and doesn't act. The effect lasts for 1 round, but if the rusalka uses Beckoning Call again on subsequent rounds, she extends the duration by 1 round for any affected creature.

If the rusalka attacks a beckoned creature, that creature is freed from the call at the end of the turn. A creature that critically failed its initial save isn't automatically freed when attacked, but it can attempt a new save at the start of its turn if the rusalka attacked it that round.

Once a creature succeeds at any of these saves, it's bolstered.

◆ **Constrict and Charm** The rusalka deals 10 bludgeoning damage to any number of creatures grabbed or restrained in her hair. In addition, she can target one creature tangled in her hair with *charm*. This expends one of her innate *charm* spells.

Shameful Touch (emotion, enchantment, mental, primal) When the rusalka hits with her hand, the target is filled with overwhelming feelings of desire and shame. The target is sick 2 and must attempt a DC 28 Will save. If it fails, it's slowed 2 for 1 round; if it succeeds, it's slowed 1 for 1 round; if it critically succeeds, it isn't slowed.

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◆ **Tangle**

Requirement The rusalka hit a creature with her hair on her most recent action this turn.

Effect The rusalka automatically grabs the creature she hit. A creature grabbed in the rusalka's hair can attempt to escape as normal. A rusalka can have up to eight creatures grabbed in her hair.

◆ **Whipping Hair** The rusalka makes two hair Strikes, each against a different creature.

RUST MONSTER

Each of these insectile monsters has four legs, a strange propeller-shaped protrusion at the end of its tail, and two long, feathery antennae. Feared by adventurers for their ability to turn precious arms and armor to dust, rust monsters inhabit underground caverns and abandoned dungeons, searching out rich deposits of iron to eat.

Source: *Pathfinder RPG Bestiary 238*.

RUST MONSTER

CREATURE 3

Aberration
Medium

Perception +8; darkvision, metal scent 30 feet
Languages –

Skills +1; Athletics +7

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

Metal Scent A rust monster has the scent ability, but it can smell only metals using it.

AC 18, **TAC** 15; **Fort** +6, **Ref** +7, **Will** +5

HP 41

◆ **Tail Trip**

Trigger A creature carrying a metal item moves out of a square the rust monster threatens.

Effect The rust monster makes a tail Strike against the triggering creature.

Speed 35 feet, climb 10 feet

◆ **Melee** antenna +8 touch, **Effect** rust

◆ **Melee** mandibles +8, **Damage** 2d8 piercing

◆ **Melee** tail +7 (agile), **Damage** 2d4 plus Improved Knockdown

◆ **Antenna Disarm** The rust monster can make an antenna Strike against a creature's Reflex DC to attempt to disarm a metal item that creature is holding. If the attack is a critical hit, the rust monster drops the item on the ground in its own space (in addition to rusting the item).

Rust A rust monster's antenna causes metal to rapidly rust and corrode. If it hits a creature with an antenna attack, the rust monster can rust a metal item the creature is holding or wearing (including metal armor). If it hits an unattended metal item, it rusts the item. The rust dents the item (or deals two Dents on a critical hit). If a creature uses the Shield Block reaction against an antenna attack, the shield is automatically dented if it's made of metal, but it protects the creature's other items. The rust monster can dent an unattended item within reach with an antenna Strike.

SAHUAGIN

Terrors of the sea, sahuagin are ravenous and cruel marauders of the oceans. They gather in cities on the

ocean floor and raid passing ships and coastal settlements to slake their thirst for blood.

Source: *Pathfinder RPG Bestiary 239*.

SAHUAGIN WARRIOR

CREATURE 2

Amphibious
Aquatic
Evil
Humanoid
Lawful
Medium
Sahuagin

Perception +4; darkvision, tremorsense 30 feet

Languages Aquan; shark commune 150 feet

Skills +2; Acrobatics +6, Athletics +7, Stealth +5, Survival +7

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

Items heavy crossbow with 20 bolts, trident

Shark Commune (mental, telepathy) The sahuagin can communicate telepathically with sharks in the listed range. It can communicate only simple concepts like "come," "guard," or "attack."

AC 16, **TAC** 14; **Fort** +7, **Ref** +6, **Will** +5

HP 28

◆ **Attack of Opportunity**

Speed 25 feet, swim 50 feet

◆ **Melee** trident +8, **Damage** 1d8+4 piercing

◆ **Melee** claw +8 (agile), **Damage** 1d4+4 slashing

◆ **Melee** jaws +8, **Damage** 1d6+4 piercing

◆ **Ranged** heavy crossbow +7, **Damage** 1d10 piercing

◆ **Ranged** trident +7 (thrown 20 feet), **Damage** 1d8+4 piercing

◆ **Blood Frenzy**

Requirement The sahuagin is not fatigued or already in a frenzy.

Trigger The sahuagin deals bleed damage to a living creature.

Effect The sahuagin flies into a frenzy that lasts 1 minute.

While frenzied, the sahuagin gains a +1 conditional bonus to attack rolls with its claws and jaws, gains a +4 conditional bonus to damage rolls with its claws and jaws, gains 7 temporary HP until the end of the frenzy, and takes a –2 conditional penalty to AC.

Bloodletting When the sahuagin deals piercing or slashing damage, it also deals 1d4 persistent bleed damage if the target was flat-footed or if the attack was a critical hit.

SAHUAGIN MUTANT

CREATURE 4

Amphibious
Aquatic
Evil
Humanoid
Lawful
Medium
Mutant
Sahuagin

Perception +8; darkvision, tremorsense 30 feet

Languages Aquan; shark commune 150 feet

Skills +4; Acrobatics +9, Athletics +11, Stealth +9, Survival +11

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

Items heavy crossbow with 20 bolts, trident

Shark Commune (mental, telepathy) As sahuagin warrior

AC 19, **TAC** 17; **Fort** +10, **Ref** +7, **Will** +6

HP 58

◆ **Attack of Opportunity**

Speed 25 feet, swim 55 feet

◆ **Melee** trident +11, **Damage** 2d8+6 piercing

◆ **Melee** claw +11 (agile), **Damage** 2d4+6 slashing

◆ **Melee** jaws +11, **Damage** 2d6+6 piercing

◆ **Ranged** heavy crossbow +8, **Damage** 1d10 piercing

◆ **Ranged** trident +8 (thrown 20 feet), **Damage** 2d8+6 piercing

◆ **Blood Frenzy** As sahuagin warrior, but 9 temporary HP

❖❖ **Claw Whirl** The sahuagin mutant makes a claw Strike against each creature within reach. The sahuagin's multiple attack penalty doesn't increase until after all these attacks.

Bloodletting When the sahuagin deals piercing or slashing damage, it also deals 1d4 persistent bleed damage if the target was flat-footed or if the attack was a critical hit.

SALAMANDER

Natives to the Plane of Fire, salamanders are snake-bodied humanoids wreathed in crackling flame. They are regarded as fierce warriors and expert metalworkers—two traits that sometimes push stronger elemental fire races to enslave them.

Source: *Pathfinder RPG Bestiary* 240.

SALAMANDER

CREATURE 6

Chaotic
Elemental
Evil
Fire
Medium

Perception +12; darkvision

Languages Ignan

Skills +6; Acrobatics +12, Athletics +13, Crafting +11 (+15 for blacksmithing), Deception +11, Intimidation +11, Society +11, Stealth +11

Items expert ranseur

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

AC 21, **TAC** 19; **Fort** +13, **Ref** +8, **Will** +9

HP 106; **Immunities** fire; **Weaknesses** cold 7

❖ **Attack of Opportunity**

❖ **Ignite** (fire)

Trigger A creature adjacent to the salamander touches it or hits it with a physical attack.

Effect The triggering creature takes 1d6 persistent fire damage (DC 19 Reflex save to negate) or 2d6 persistent fire damage (DC 21) if the salamander's Armor of Flames is active.

Speed 30 feet

❖ **Melee** ranseur +15 (disarm, reach 10 feet), **Damage** 1d10+6 piercing plus 1d6 fire

❖ **Melee** tail +15 (agile, reach 10 feet), **Damage** 1d10+3 bludgeoning plus 1d6 fire and Grab

❖ **Armor of Flames** The salamander stokes the flames from within its scales, empowering its defenses. It gains a +2 circumstance bonus to AC for 1 round, and its Ignite improves.

❖ **Constrict** 4 bludgeoning plus 3 fire

SANDPOINT DEVIL

This mangy, horselike beast walks perversely upright. Wings, a dragon's tail, and a fanged mouth complete its vile appearance. The legendary Sandpoint Devil has haunted the lands around its namesake town for years, commonly appearing on misty, moonless nights.

Source: *Pathfinder Campaign Setting: Inner Sea World Guide* 311.

SANDPOINT DEVIL

UNIQUE CREATURE 8

Beast
Evil
Fiend
Large

Perception +15; darkvision, scent

Languages Abyssal, Varisian

Skills +8; Acrobatics +15, Athletics +17, Deception +15, Intimidation +17, Stealth +17, Survival +17

Str +6, **Dex** +4, **Con** +5, **Int** -1, **Wis** +3, **Cha** +3

AC 25, **TAC** 22; **Fort** +15, **Ref** +11, **Will** +14

HP 135

❖ **Opportune Hoof** As Attack of Opportunity, but only with the Sandpoint Devil's hooves.

Speed 35 feet, fly 50 feet

❖ **Melee** jaws +18, **Damage** 3d10+6 piercing

❖ **Melee** hoof +18 (agile), **Damage** 3d8+6 bludgeoning

Occult Innate Spells DC 21, **4th** *phantasmal killer* (×3); **At Will** *dimension door*, *gust of wind*, *obscuring mist*

❖❖ **Accursed Breath** (evocation, fire, occult)

Frequency Once per minute

Effect The Sandpoint Devil breathes a 30-foot cone of fire. Creatures in the cone take 8d6 fire damage (Reflex DC 22 half, no damage on a critical success). If a creature critically fails its save, it is cursed by the flame for one month, appearing horribly burned and suffering a -2 conditional penalty on all attack rolls, saving throws, Perception checks, and skill checks. Healing never alters the appearance of the burns while the curse remains. This critical failure effect is a curse effect.

❖ **Bay** (auditory, emotion, enchantment, fear, mental, occult) The Sandpoint Devil screams. Other creatures within 300 feet must succeed at a DC 22 Will save or become frightened 3; on a critical failure, the creature is also fleeing for 1 round. On a successful save, a creature is frightened 1, and on a critical success, it's unaffected. No matter the result of its save, the creature is bolstered.

❖❖❖ **Trample** Medium or smaller, hoof, DC 22

SAXRA

These undead spirits of bones and wind make their homes high atop remote mountains. Legends claim that saxras can call forth amazing insights from latent memories stored in the very bones that make up their forms.

Source: *Pathfinder RPG Bestiary* 5 220.

SAXRA

UNCOMMON CREATURE 18

Evil
Huge
Undead

Perception +30; darkvision, *true seeing*

Languages Necril; Skeletal Lore languages

Skills +22; Acrobatics +32, Intimidation +32, Religion +30, Skeletal Lore +34, Stealth +32

Str +8, **Dex** +6, **Con** +6, **Int** +2, **Wis** +6, **Cha** +7

Skeletal Lore (divination, divine) A saxra taps into the memories of the creatures whose bones make up its body. This gives it the Skeletal Lore skill, which it can use to Recall Knowledge of any kind, and lets it speak all the languages known by the creatures whose bones make up its body (typically including Common and the regional language of the saxra's home region). The saxra can use Skeletal Lore as the primary skill check for the *legend lore* ritual, and it can cast *legend lore* without secondary casters.

AC 40, **TAC** 37; **Fort** +27, **Ref** +29, **Will** +26, +1 conditional to saves vs. positive

HP 300; **Immunities** asleep, death effects, disease, paralysis, poison; **Resistances** piercing 15, slashing 15

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Shard Storm (air, aura, divine, necromancy) 10 feet. A whirling cloud of bone shards surrounds a saxra. When a creature moves into the aura or begins its turn there, the aura attempts to dispel any *death ward* effect on the creature (counteract level 8), and then deals the creature 5d6 slashing damage and 5d6 negative damage (Reflex DC 34 for half damage, no damage on a critical success, double damage on a critical failure).

◆ **Rebuffing Gale** (air, conjuration, divine)

Trigger A creature approaches within 100 feet of the saxra.

Effect The saxra hurls a blast of wind at the triggering creature with. The creature must succeed at a DC 36 Fortitude save or be pushed 20 feet in a direction of the saxra's choice (30 feet on a critical failure). If the creature is pushed, its action ends.

Speed 30 feet, fly 60 feet

◆ **Melee** jaws +32 (deadly 2d12, reach 10 feet), **Damage** 4d10+8 piercing plus 2d6 negative and energy drain

◆ **Melee** claw +32 (agile, deadly 2d12, reach 15 feet), **Damage** 4d6+8 slashing plus 2d6 negative and energy drain

◆ **Ranged** bone javelin +30 (range increment 100 feet), **Damage** 3d10+4 piercing plus 2d6 negative

Divine Innate Spells DC 36; **Constant** *true seeing*; **8th** *finger of death* (×2), *horrid wilting* (×2), *punishing winds* (×2); **At Will** *enervation*

Rituals *legend lore*

Bonetaker (divine, necromancy) Whenever a creature dies within 60 feet of a saxra, the saxra draws a small fragment of the creature's bones into its aura. The creature must succeed at a DC 36 Will save or rise as a skeletal champion (see page 106) in 1d4 rounds. Creatures raised as skeletal champions are overcome with the desire to slay living creatures, but the saxra has no special control over them.

Energy Drain (divine, necromancy) When a saxra hits with a melee Strike, the target must succeed at a DC 35 Fortitude save or become enervated 2. On a critical failure, this condition cannot be removed normally, but only by magical treatment.

◆ **Splintered Ground** The saxra causes splintered bones to erupt from all solid surfaces in a 100-foot aura, except for surfaces of worked stone. Any creature moving through the bones takes 10 piercing damage and 10 negative damage for every 5 feet of movement. The first time each round a creature takes piercing damage from these splintered bones, it must succeed at a Reflex save or be hampered 10 for 10 minutes, or hampered 15 for 24 hours on a critical failure. Once hampered, the creature is bolstered until it recovers from the condition. The bones remain in place until the saxra uses this action again, or the bones are manually removed, which takes 10 minutes for each 5-foot square.

SCORPION

These creatures make their homes in arid climates, where they prey upon whatever they come across. They are no different from their smaller cousins, except that they are nearly 16 feet long.

Source: *Pathfinder RPG Bestiary* 242.

GIANT SCORPION

CREATURE 3

Animal **Perception** +8; darkvision, tremorsense 60 feet
Large **Languages** –

Skills +1; Acrobatics +7, Athletics +9, Stealth +7

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

AC 18, **TAC** 14; **Fort** +8, **Ref** +6, **Will** +4

HP 45

◆ **Scorpion Sting**

Trigger A creature moves from out of the scorpion's reach into the scorpion's reach.

Effect The scorpion makes a stinger Strike against the triggering creature. The scorpion's multiple attack penalty is not applied to this attack.

Speed 40 feet

◆ **Melee** pincer +9 (agile, reach 10 feet), **Damage** 2d4+4 slashing plus Grab

◆ **Melee** stinger +7 (reach 10 feet), **Damage** 1d12+4 plus giant scorpion venom

◆ **Constrict** 5 bludgeoning

Giant Scorpion Venom (poison) **Saving Throw** Fortitude DC 17; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison and enfeebled 1 (1 round); **Stage 2** 1d4 poison and enfeebled 2 (1 round).

SEA SERPENT

Dangerous threats to sailors crossing seas or oceans, these elusive beasts can capsize a boat with ease.

Source: *Pathfinder RPG Bestiary* 244.

SEA SERPENT

UNCOMMON CREATURE 12

Animal **Perception** +22; darkvision
Aquatic **Languages** –

Gargantuan **Skills** +12; Acrobatics +23, Athletics +23 (+25 to Swim), Stealth +25

Str +8, **Dex** +4, **Con** +6, **Int** –4, **Wis** +2, **Cha** +0

Undetectable A sea serpent automatically tries to counteract any detection, revelation, or scrying divination attempted against it, using a Stealth check. This has a counteract level of 7.

AC 31, **TAC** 28; **Fort** +22, **Ref** +19, **Will** +16

HP 215; **Resistances** cold 15, fire 10

Speed 20 feet, swim 90 feet

◆ **Melee** jaws +23 (reach 20 feet), **Damage** 2d12+16 piercing plus Grab

◆ **Melee** tail +23 (agile, reach 30 feet), **Damage** 2d6+16 bludgeoning plus Grab

◆ **Ranged** water spout +22 touch (range increment 100 feet, water), **Damage** 2d6+8 bludgeoning plus sea serpent algae

◆ **Capsize** (attack, move) The sea serpent attempts to capsize an aquatic vessel of its size or smaller that it's adjacent to. It must succeed at an Athletics check with a DC of 28 or the pilot's Sailing Lore DC, whichever is higher.

◆ **Constrict** 15 bludgeoning

Sea Serpent Algae (poison) The water in the ballast organs around the sea serpent's neck is full of psychotropic algae. **Saving Throw** Fortitude DC 28; **Maximum Duration** 6 rounds; **Stage 1** confused and, if flying, descends 20 feet (1 round); **Stage 2**

confused and, if flying, descends to the ground or water below (1 round).

◆ **Spine Rake** (move) The sea serpent extends the spines along its back and Swims or Strides. Each creature the serpent is adjacent to at any point during its movement takes 4d6+8 slashing damage (DC 28 Reflex save for half, or no damage on a critical success).

◆ **Swallow Whole** (attack) Huge, 2d6+8 bludgeoning, toughness 18

SERPENTFOLK

These ancient creatures are covered in green scales and have a snake's head and tail. They once ruled the surface world through their vast knowledge and skill with magic, but they have since retreated belowground.

Source: *Pathfinder RPG Bestiary 2* 242.

SERPENTFOLK

UNCOMMON CREATURE 2

Evil Humanoid Medium Serpentfolk	Perception +6; darkvision, scent Languages Aklo, Common, Draconic, Undercommon; telepathy 100 feet Skills +2; Acrobatics +7, Arcana +7, Deception +9, Occultism +7, Society +7
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Items dagger, shortbow with 30 arrows

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

AC 15, **TAC** 14; **Fort** +5, **Ref** +6, **Will** +7, +1 conditional to saves vs. magic, +4 conditional to saves vs. mental

HP 24; **Resistances** poison 5

Speed 25 feet

◆ **Melee** dagger +8 (agile, versatile S), **Damage** 1d4-1 piercing plus serpentfolk venom

◆ **Melee** fangs +8, **Damage** 2d6-1 piercing plus serpentfolk venom

◆ **Ranged** shortbow +8 (deadly 1d10, range increment 60 feet), **Damage** 1d6 piercing plus serpentfolk venom

◆ **Ranged** dagger +8 (agile, thrown 10 feet, versatile S), **Damage** 1d4-1 piercing plus serpentfolk venom

Occult Innate Spells DC 16; **4th** *suggestion*; **At Will** *blur*, *illusory disguise*, *mirror image*, *ventriloquism*

Serpentfolk Venom (poison) **Saving Throw** Fortitude DC 16; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison and enfeebled 1 (1 round); **Stage 2** 2d4 poison and enfeebled 1 (1 round).

DEGENERATE SERPENTFOLK UNCOMMON CREATURE 3

Evil Humanoid Medium Serpentfolk	Perception +8; darkvision, scent Languages Aklo, Undercommon Skills +2; Acrobatics +9, Athletics +9 Items falchion
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Str +4, **Dex** +1, **Con** +3, **Int** -3, **Wis** +0, **Cha** -1

AC 18, **TAC** 16; **Fort** +8, **Ref** +5, **Will** +3, +1 conditional to saves vs. magic, +4 conditional to saves vs. mental

HP 60; **Resistances** poison 5

◆ **Attack of Opportunity**

Speed 25 feet

◆ **Melee** falchion +9 (forceful, sweep), **Damage** 1d10+6 slashing

◆ **Melee** fangs +9, **Damage** 1d8+6 piercing plus serpentfolk venom

Serpentfolk Venom (poison) As serpentfolk, but DC 18

SEWER OOZE

These amorphous masses of sewage and other detritus make their way through filthy culverts beneath cities large and small.

SEWER OOZE

CREATURE 1

Medium Mindless Ooze	Perception +1; blindsight (tremors) 60 feet
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Languages -

Skills -1; Stealth -3 (+6 in sewers)

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

AC 5, **TAC** 5; **Fort** +5, **Ref** +1, **Will** +1

HP 40; **Immunities** acid, asleep, critical hits, mental, precision, visual

Speed 10 feet

◆ **Melee** pseudopod +7, **Damage** 1d6+1 bludgeoning plus 1d4 acid

◆ **Filth Wave**

Frequency Once per minute

Effect The sewer ooze unleashes a wave of filth and slime, hitting all creatures within a 20-foot aura. Creatures in the area take 1d4 acid damage and are hampered 10 feet for 1 minute unless they succeed at a DC 15 Reflex save (no damage or hampered on a success, and a character additionally falls prone on a critical failure). An affected creature can clean off the muck as an Interact action, reducing the hampered condition by 5 feet with each action.

SHADOW

These sinister undead creatures appear as flitting silhouettes that are typically attracted to dark places, as they are vulnerable to light. A shadow can snatch away its victim's own shadow, weakening the target and allowing the shadow to create more of its kind.

Source: *Pathfinder RPG Bestiary* 245.

SHADOW

CREATURE 4

Chaotic Evil Incorporeal Medium Shade Undead	Perception +8; darkvision
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Languages Necril

Skills +3; Acrobatics +11, Stealth +13

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

AC 17, **TAC** 17; **Fort** +7, **Ref** +7, **Will** +8

HP 42; **Immunities** asleep, death effects, disease, nonmagical attacks, paralysis, poison, precision; **Resistances** all 5 (except force, ghost touch, or positive); **Weaknesses** light vulnerability

Light Vulnerability An object shedding magical light (such as from the *light* spell) is treated as magical for the purpose of bypassing the shadow's immunity to nonmagical attacks.

Speed fly 30 feet

◆ **Melee** shadow hand +10 touch, **Damage** 2d6 negative

◆ **Cast Shadow** (arcane, concentrate, darkness, evocation) The shadow fills its square with magical darkness that moves with the shadow and persists for 1d4 rounds. The shadow can't Cast a Shadow again until the magical darkness expires.

Shadow Spawn When a creature's shadow is pulled free by Steal Shadow, it becomes a shadow spawn under the command of

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the shadow that created it. This shadow spawn doesn't have Steal Shadow, and is perpetually and incurably enervated 2. If the creature the shadow spawn was pulled from dies, the shadow spawn becomes a full, autonomous shadow. A creature separated from its shadow recovers from Steal Shadow's enfeeblement half as quickly. If it recovers entirely, its shadow returns to it and the shadow spawn is extinguished.

◆ **Slink in Shadows**

Requirement The shadow is hiding in darkness.

Effect The shadow Sneaks up to its Speed and doesn't need to stop hiding if it ends its movement in darkness.

◆ **Steal Shadow** (divine, necromancy)

Requirement The shadow hit a living creature with a shadow hand Strike on its previous action.

Effect The shadow pulls at the target's shadow, making the creature enfeebled 1 (or enfeebled 2 if the previous action was a critical hit). This is cumulative with other enfeebled conditions from shadows. If this increases a creature's enfeebled value to 3 or more, the shadow tears the target's shadow free from its body (see shadow spawn). The enfeebled condition from Steal Shadow reduces by 1 every 8 hours, ending once it hits enfeebled 0. The recovery speed is halved if the shadow is separated from the creature's body.

GREATER SHADOW

CREATURE 7

Chaotic
Evil
Incorporeal
Medium
Shade
Undead

Perception +12; darkvision

Languages Necril

Skills +7; Acrobatics +15, Stealth +17

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

AC 22, **TAC** 22; **Fort** +11, **Ref** +11, **Will** +12

HP 91; **Immunities** asleep, death effects, disease, nonmagical attacks, paralysis, poison, precision; **Resistances** all 8 (except force, ghost touch, or positive); **Weaknesses** light vulnerability

Light Vulnerability An object shedding magical light (such as from the *light* spell) is treated as magical for the purposes of bypassing the shadow's immunity to nonmagical attacks.

Speed fly 30 feet

◆ **Melee** shadow hand +16 touch, **Damage** 3d6 negative

Divine Innate Spells DC 20, **At Will** *darkness*

Shadow Spawn As shadow, but the spawn isn't enervated.

◆ **Steal Shadow** (divine, necromancy) As shadow, but causes enfeebled 2 (or enfeebled 3 on a critical hit).

◆ **Leap through Shadows** (action, conjuration, divine, move, teleportation)

Requirement The greater shadow is hiding in darkness.

Effect The greater shadow instantly teleports from one area of darkness to another within 30 feet and remains hidden.

◆ **Slink in Shadows** As shadow

SHAMBLER (SHAMBLING MOUND)

These creatures appear to be a tangled mass of wet vines, twisted branches, clumps of moss, and other plant matter. They live in deep forests and vast marshes where they stealthily hunt their prey.

Source: *Pathfinder RPG Bestiary* 246.

SHAMBLER

CREATURE 6

Large
Plant

Perception +12; darkvision

Languages Common or Elven, Sylvan; can't speak

Skills +5; Athletics +13, Stealth +11 (+14 in forests or swamps)

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

AC 19, **TAC** 17; **Fort** +13, **Ref** +8, **Will** +10

HP 126; **Immunities** electricity; **Resistances** fire 8

◆ **Shamble**

Requirements The shambler is in mound form.

Trigger A creature that's unaware the mound is a creature comes within 10 feet.

Effect The shambler makes a Strike against the creature. Combat begins after this attack.

Electric Surge Whenever the shambler would take electricity damage or is targeted with an electricity effect, it gains 12 temporary HP and is quick for 1 round, able to Stride, Strike, or Swim with the extra action.

Speed 20 feet, swim 20 feet

◆ **Melee** vine +15 (reach 10 feet), **Damage** 2d10+7 bludgeoning plus Grab

◆◆ **Vine Lash** The shambler makes a vine Strike against each creature within its reach. Increase its multiple attack penalty only after all the attacks.

Mound When it's not in danger, the shambler spends 1 minute settling into a pile that looks like a lump of loose vegetation. In this form, creatures must actively search and succeed at a DC 24 Perception check (DC 27 in forests or swamps) to detect its true nature.

SHARK

Powerful predators of the sea, sharks constantly swim in search of prey. The world's oceans hold a variety of sharks, all of which are dangerous to any creatures in the water.

Sources: *Pathfinder RPG Bestiary* 247; *Pathfinder RPG Bestiary* 4 241.

BLUE SHARK

CREATURE 2

Animal
Aquatic
Large

Perception +7; shark scent 100 feet, tremorsense 30 feet

Languages -

Skills +1; Athletics +8, Stealth +6

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

Shark Scent The shark can smell blood in the water from up to a mile away.

AC 16, **TAC** 14; **Fort** +7, **Ref** +4, **Will** +3

HP 34

Speed swim 50 feet

◆ **Melee** jaws +7, **Damage** 2d6+3 piercing

◆ **Chomp** (Attack)

Trigger The shark is adjacent to a creature and moves away during a move action.

Effect The shark makes a jaws Strike against the creature it's moving away from. This Strike deals 1d6+1 damage instead of the normal amount.

GREAT WHITE SHARK**CREATURE 4**Animal
Aquatic
Huge**Perception** +11; shark scent, tremorsense 30 feet**Languages** –**Skills** +2; Athletics +11, Stealth +9**Str** +6, **Dex** +2, **Con** +4, **Int** –4, **Wis** +1, **Cha** –4**Shark Scent** The shark can smell blood in the water from up to a mile away.**AC** 19, **TAC** 17; **Fort** +10, **Ref** +6, **Will** +5**HP** 60**Speed** swim 60 feet◆ **Melee** jaws +11, **Damage** 2d8+6 piercing◆◆ **Breach** The shark swims up to its speed, then leaps vertically out of the water up to 10 feet high, making a Strike against a creature at the apex of the jump (this lets it attack a creature within 15 feet of the water's surface). After the Strike, the shark splashes back down.◆ **Chomp** (attack)**Trigger** The shark is adjacent to a creature and moves away during a move action.**Effect** The shark makes a jaws Strike against the creature it's moving away from. This Strike deals 1d8+3 damage instead of the normal amount.◆ **Savage****Requirement** The shark hit with a jaws Strike on its most recent action this turn.**Effect** The target takes 7 slashing damage.**MEGALODON****UNCOMMON CREATURE 9**Animal
Aquatic
Gargantuan**Perception** +17; shark scent, tremorsense 30 feet**Languages** –**Skills** +7; Athletics +18, Stealth +16**Str** +8, **Dex** +2, **Con** +5, **Int** –5, **Wis** +1, **Cha** –2**Shark Scent** The shark can smell blood in the water from up to a mile away.**AC** 25, **TAC** 22; **Fort** +17, **Ref** +13, **Will** +11**HP** 181**Speed** swim 80 feet◆ **Melee** jaws +19 (reach 10 feet), **Damage** 3d10+8 piercing plus Grab◆ **Melee** tail +19 (agile, reach 15 feet), **Damage** 3d10+4 plus Push 15 feet◆◆ **Breach** The shark swims up to its speed, then leaps vertically out of the water up to 25 feet high, making a Strike against a creature at the apex of the jump (this lets it attack a creature within 30 feet of the water's surface). After the Strike, the shark splashes back down.◆ **Savage****Requirement** The shark hit with a jaws Strike on its most recent action this turn.**Effect** The target takes 12 slashing damage.◆ **Swallow Whole** (attack) Large, 2d6+5 bludgeoning, toughness 18**SHOGGOTH**

Covered in hundreds of eyes and mouths, shoggoths are massive creatures of black slime. Said to be created eons

ago, long before the first gods turned their attention to the Material Plane, these beings are surrounded by a cacophony of hundreds of voices and unspeakable sounds that can drive listeners mad.

Source: *Pathfinder RPG Bestiary* 249.**SHOGGOTH****RARE CREATURE 18**Amphibious
Aquatic
Chaotic
Huge
Ooze**Perception** +30; darkvision, scent, tremorsense 60 feet**Languages** Aklo**Skills** +21; Athletics +32, Intimidation +30**Str** +8, **Dex** +6, **Con** +7, **Int** –3, **Wis** +6, **Cha** +1**AC** 37, **TAC** 34, all-around vision; **Fort** +30, **Ref** +22, **Will** +27**HP** 275, fast healing 20; **Immunities** asleep, critical hits, precision; **Resistances** acid 20, cold 20, electricity 20, fire 20, sonic 20**Maddening Cacophony** (auditory, aura, mental) 60 feet. A shoggoth constantly voices sounds and words that mortal life was not meant to hear. A creature entering the aura or starting its turn in the aura must succeed at a DC 34 Will save or become confused for 1 round (2d4 rounds on a critical failure). A creature that successfully saves is bolstered.**All-Around Vision** A shoggoth can't be flanked.**Speed** 40 feet, climb 25 feet, swim 50 feet◆ **Melee** pseudopod +32 (reach 30 feet), **Damage** 4d12+16 bludgeoning plus Grab◆ **Constrict** 21 bludgeoning**Eat Away** A creature that begins its turn inside the shoggoth takes 4d10 acid damage.◆◆ **Engulf** DC 34, 2d6+8 acid, escape DC 42, toughness 23**SINSPAWN**

Sinspawn are the corrupted products of magic used by spellcasters in a past era as shock troops for their armies. The embodiment of sin made flesh, they are sentient abominations of distilled ectoplasm imprinted with the soul-image of slain creatures that committed an abundance of a particular sin. Sinspawn come in many forms, often reflecting the sin they are most attuned to.

Source: *Pathfinder RPG Bestiary* 2 246.**SINSPAWN****CREATURE 2**Aberration
Evil
Medium**Perception** +7; darkvision, sin scent 30 feet**Languages** Thassilonian**Skills** +2; Athletics +5, Stealth +7, Survival +7**Str** +4, **Dex** +2, **Con** +2, **Int** +0, **Wis** +1, **Cha** +1**Items** ranseur**Sin Scent** A sinspawn can smell creatures that reflect its sin, as the scent ability. The GM determines which creatures are appropriately sinful.**AC** 16, **TAC** 15; **Fort** +6, **Ref** +4, **Will** +7, +1 conditional to saves vs. magic, +4 conditional to saves vs. mental**HP** 30◆ **Attack of Opportunity****Speed** 25 feet◆ **Melee** jaws +8, **Damage** 1d8+4 piercing plus sinful bite

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The statistics here function for basic sinspawn, but some sinspawn gain skills and abilities based on their sins, often filling a role similar to a character class. The most common adjustments follow.

- **Envyspawn** are short and thin, often filling the role of scouts. They typically have Dex +3, Wis +3, Cha -1 and carry composite longbows.
- **Gluttonspawn** are obese and hardy, fighting on the front lines. They typically have Dex +0, Con +4, and carry backup weapons, such as javelins and shortswords.
- **Greedspawn** have gold-tinged veins, stand over 7 feet tall, and are skilled thieves. They typically have Str +2, Dex +4, Int +1, and carry one finesse weapon and one agile weapon.
- **Lustspawn** have beautiful bodies while retaining their grotesque faces and claws. They typically have Str +2, Wis +0, and Cha +4, and know a small number of spontaneous arcane spells, primarily of the enchantment school.
- **Pridespawn** are gaunt with long manes of styled hair. They typically have Str +1, Int +4, Wis -2, and know a small number of prepared arcane spells.
- **Slothspawn** hang heavy with dense rolls of excess skin. They typically have Dex +0, Wis +3, and know a small number of prepared divine spells.
- **Wrathspawn** are muscular and pale. Their ability scores don't change, but some of them carry high-damage weapons like greataxes.

◆ **Melee** ranseur +8 (disarm, reach 10 feet), **Damage** 1d10+4 piercing plus weapon mastery

◆ **Melee** claw +8 (agile), **Damage** 1d6+4 slashing

Sinful Bite (mental) A creature hit by the jaws Strike of a sinspawn must attempt a DC 15 Will save as it is assailed by sinful thoughts.

Success Sick 1.

Critical Success Unaffected.

Failure Sick 2.

Critical Failure Sick 2 and slowed 1 as long as it remains sick.

Sin A sinspawn gains one or more skills and a special ability based on its sin. The skills and abilities of the most common sins are found below.

- **Envy** Survival +7. A creature struck by the envyspawn's jaws suffers the effects of a *paranoia* spell (DC 16), then is bolstered.
- **Gluttony** Survival +7. Increase the damage of a gluttonspawn's bite to 1d10+4. On critical hit with a bite Strike, the gluttonspawn regains 2d6 Hit Points.
- **Greed** Thievery +7. The greedspawn has the Pickpocket skill feat and counts as having master proficiency rank for it.
- **Lust** Diplomacy +7. The lustspawn can cast *charm* as an arcane innate spell at will (DC 15).
- **Pride** Performance +7, Society +7. The first time each round the pridespawn hits a creature, it gains 4 temporary Hit Points (8 on a critical hit). If it doesn't hit at all during a

round of combat, the pridespawn takes a -1 circumstance penalty to AC and saving throws for 1 round.

- **Sloth** Deception +7. A creature struck by a slothspawn's jaws suffers the effects of a *slow* spell (DC 16), then is bolstered.
- **Wrath** Athletics +7, Intimidation +7. The wrathspawn can cast *weapon surge* as an innate arcane spell (DC 15). A wrathspawn can't cast the spell again for 1d4 rounds.

Weapon Mastery Sinspawn are masters of armaments, and gain the critical specialization benefit for any weapons they wield. For example, if a sinspawn scores a critical hit with a ranseur, the target is moved 5 feet in a direction of the sinspawn's choice.

SKELETON

Skeletons are often found in forgotten dungeons and underground caverns, or serving as guardians of a necromancer's stronghold.

Source: *Pathfinder RPG Bestiary* 250.

SKELETON GUARD

CREATURE 0

Evil	Perception +0; darkvision
Medium	Languages –
Mindless	Skills –3; Acrobatics +3, Athletics +3
Skeleton	Str +0, Dex +4, Con +0, Int –5, Wis +0, Cha +0
Undead	Items scimitar

AC 14, **TAC** 12; **Fort** +1, **Ref** +3, **Will** +1

HP 6, negative healing; **Immunities** asleep, disease, mental, paralysis, poison; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 25 feet

◆ **Melee** scimitar +6 (forceful, sweep), **Damage** 1d6 slashing

◆ **Melee** claw +6 (agile), **Damage** 1d4 slashing

◆ **Ranged** shortbow +6 (deadly 1d10, range increment 60 feet), **Damage** 1d6 piercing

SKELETAL CHAMPION

CREATURE 2

Evil	Perception +3; darkvision
Medium	Languages Common, Necril
Skeleton	Skills +2; Acrobatics +5, Athletics +7, Intimidation +5
Undead	Str +3, Dex +1, Con +2, Int –1, Wis +0, Cha +1

Items chain mail, heavy steel shield (Hardness 5), longsword

AC 16 (18 with shield raised), **TAC** 13 (15 with shield raised); **Fort** +5, **Ref** +3, **Will** +4, +1 conditional to saves vs. positive

HP 28, negative healing; **Immunities** asleep, death effects, disease, paralysis, poison; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

◆ **Attack of Opportunity**

◆ **Shield Block**

Speed 20 feet

◆ **Melee** longsword +8 (versatile P), **Damage** 1d8+3 slashing

◆ **Melee** claw +8 (agile), **Damage** 1d6+3 slashing

SNAKE

Snakes come in an array of several varieties, from jungle-dwelling constrictors that wrap around their prey to venomous vipers that can fell creatures much larger than themselves with a single bite.

Source: *Pathfinder RPG Bestiary* 133, 255; *Pathfinder RPG Bestiary* 2 252.

VIPER

CREATURE 0

Animal
Tiny

Perception +3; low-light vision, scent
Languages –

Skills –2; Acrobatics +5, Athletics +3, Stealth +5, Survival +3

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

AC 15, **TAC** 15; **Fort** +0, **Ref** +4, **Will** +1

HP 5

◆ Slink (move)

Trigger A foe ends its movement adjacent to the viper or within the viper's square.

Effect The viper Strides, Climbs, or Swims up to 10 feet (or up to the relevant Speed, if that Speed is less than 10 feet). It must end its movement in a location that isn't within 5 feet of a foe. This movement doesn't trigger reactions.

Speed 20 feet, climb 20 feet, swim 20 feet

◆ Melee fangs +6 (agile), **Damage** 1 piercing plus poison

Viper Venom (poison) **Saving Throw** Fortitude DC 14; **Maximum Duration** 4 rounds; **Stage 1** 1d4 poison (1 round)

BALL PYTHON

CREATURE 1

Animal
Medium

Perception +4; low-light vision, scent
Languages –

Skills –1; Acrobatics +5, Athletics +6, Stealth +6, Survival +4

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

AC 14, **TAC** 13; **Fort** +5, **Ref** +5, **Will** +2

HP 25

◆ Tighten Coils

Trigger A creature grabbed or restrained by the ball python attempts an Acrobatics check to Escape or an Athletics check to Break Grapple.

Effect The DC for the triggering roll is increased by 2.

Speed 20 feet, climb 20 feet, swim 20 feet

◆ Melee jaws +7, **Damage** 1d6+3 piercing plus Grab

◆ Constrict 3 bludgeoning

◆ Wrap in Coils

Requirement A Medium or smaller creature is grabbed or restrained in the ball python's jaws.

Effect The ball python moves the creature into its coils, freeing its mouth to make attacks, then uses Constrict against the creature. The ball python's coils can hold one creature.

GIANT VIPER

CREATURE 2

Animal
Medium

Perception +6; low-light vision, scent
Languages –

Skills +0; Acrobatics +7, Athletics +7, Stealth +6, Survival +5

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

AC 16, **TAC** 14; **Fort** +6, **Ref** +6, **Will** +4

HP 30

◆ Coiled Opportunity As Attack of Opportunity, but the snake can use this reaction only if it's Coiled.

Speed 20 feet, climb 20 feet, swim 20 feet

◆ Melee fangs +8, **Damage** 1d8+3 piercing plus poison

◆ Coil The giant viper takes an action to coil itself, increasing

its reach with its fangs from 5 to 10 feet. After the giant viper Strikes with its fangs, it becomes uncoiled.

Giant Viper Venom (poison) **Saving Throw** Fortitude DC 16; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison (1 round); **Stage 2** 1d6 poison and drained 1.

GIANT ANACONDA

CREATURE 8

Animal
Huge

Perception +15; low-light vision, scent
Languages –

Skills +6; Acrobatics +15, Athletics +18, Stealth +15, Survival +15

Str +7, **Dex** +3, **Con** +6, **Int** –4, **Wis** +2, **Cha** –2

AC 23, **TAC** 21; **Fort** +16, **Ref** +12, **Will** +10

HP 180

◆ Tighten Coils

Trigger A creature grabbed or restrained by the ball python attempts an Acrobatics check to Escape or an Athletics check to Break Grapple.

Effect The DC for the triggering roll is increased by 2.

Speed 30 feet, climb 30 feet, swim 30 feet

◆ Melee jaws +18 (reach 10 feet), **Damage** 3d10+7 piercing plus Grab

◆ Melee tail +18 (agile, reach 15 feet), **Damage** 3d10+3 bludgeoning plus Push 10 feet

◆ Greater Constrict 11 bludgeoning, DC 21

◆ Slither The giant anaconda Strides, Climbs, or Swims up to half its Speed, pulling any creatures it has grabbed with it.

◆ Swallow Whole (attack) Large, 1d10+7 bludgeoning, toughness 21

◆ Wrap in Coils

Requirement A Large or smaller creature is grabbed or restrained in the giant anaconda's jaws.

Effect The giant anaconda moves the creature into its coils, freeing its mouth to make attacks, then uses Greater Constrict against the creature. The giant anaconda's coils can hold as many creatures as will fit in its space.

SPIDER

While their smaller cousins hardly pose a threat to humanoids, there are some massive spiders that hunt and kill all they encounter.

Source: *Pathfinder RPG Bestiary* 258; *Pathfinder RPG Bestiary* 4 252.

HUNTING SPIDER

CREATURE 1

Animal
Medium

Perception +4; darkvision, tremorsense 40 feet
Languages –

Skills –1; Athletics +4, Acrobatics +3, Stealth +6

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

Tremorsense The hunting spider's tremorsense applies only against creatures touching its web.

AC 15, **TAC** 14; **Fort** +4, **Ref** +5, **Will** +3

HP 20

◆ Spring Upon Prey

Requirements Initiative has not yet been rolled.

Trigger A creature touches the hunting spider's web while the spider is lying in wait within the web.

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Effect The hunting spider automatically notices the creature and Strides, Climbs, or Descends on a Web before it rolls initiative.

Speed 25 feet, climb 25 feet; Descend on a Web 40 feet

- ◆ **Melee** fangs +7, **Damage** 2d4 piercing plus hunting spider venom
- ◆ **Ranged** web +6 touch (range increment 30 feet), **Effect** web trap
- ◆ **Descend on a Web** (move) The hunting spider Descends on a Web up to 40 feet straight down. It can hang from the web or drop off. The distance it Descends on the Web doesn't count for calculating falling damage. If a creature succeeds at an attack against the web, it can sever it (AC 20, TAC 17, 5 hardness).

Hunting Spider Venom (poison) **Saving Throw** Fortitude DC 15; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and flat-footed (1 round); **Stage 2** 1d6 poison, flat-footed, and sluggish 1 (1 round)

Web Trap A creature hit by the hunting spider's web attack is immobilized and stuck by the web to the nearest surface until it succeeds at an Acrobatics check to Escape (DC 15).

SPIDER SWARM

CREATURE 0

Animal
Large
Swarm

Perception +1; darkvision, tremorsense 30 feet

Languages –

Skills –2; Acrobatics +4, Athletics +4, Stealth +4

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

Tremorsense The spider swarm's tremorsense only applies against creatures touching its web.

AC 13, **TAC** 12; **Fort** +1, **Ref** +4, **Will** +1

HP 8; **Immunities** precision, targeted effects; **Resistances** bludgeoning 5, piercing 5, slashing 2; **Weaknesses** area damage 4, splash damage 4

- ◆ **Swarming Bites** Each enemy in the spider swarm's space takes 1 piercing damage and is exposed to spider swarm venom. A DC 13 Reflex save negates the damage (double damage on a critical failure).

Spider Swarm Venom (poison) **Saving Throw** Fortitude DC 13; **Maximum Duration** 4 rounds; **Stage 1** 1 poison and enfeebled 1 (1 round); **Stage 2** 2 poison and enfeebled 1 (1 round)

GOLIATH SPIDER

CREATURE 11

Animal
Gargantuan

Perception +18; darkvision, tremorsense 120 feet

Languages –

Skills +9; Acrobatics +19, Athletics +21, Stealth +19

Str +8, **Dex** +7, **Con** +7, **Int** –5, **Wis** +1, **Cha** –4

Tremorsense The spider's tremorsense applies against only creatures touching its web.

AC 28, **TAC** 25; **Fort** +20, **Ref** +15, **Will** +14

HP 228

- ◆ **Spring Upon Prey**

Requirements This reaction can be used only before initiative has been rolled.

Trigger A creature touches the spider's web while the spider is lying in wait within the web.

Effect The goliath spider automatically notices the creature and can Stride, Climb, or Descends on a Web before rolling initiative.

Speed 45 feet, climb 30 feet, web descent 120 feet

- ◆ **Melee** fangs +22 (reach 10 feet), **Damage** 3d10+8 piercing plus goliath spider venom

- ◆ **Melee** leg +22 (agile, reach 15 feet), **Damage** 3d8+8 bludgeoning
- ◆ **Ranged** web +20 touch (range increment 60 feet), **Effect** web tether

- ◆ **Descend on a Web** (move) The goliath spider Descends on a Web up to 120 feet straight down. It can hang from the web or drop off. The distance it Descends on the Web doesn't count for calculating falling damage. If a creature succeeds at an attack against the web, it can sever it (AC 20, TAC 17, 20 hardness).

Goliath Spider Venom (poison) **Saving Throw** Fortitude DC 26; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison and slowed 1 (1 round); **Stage 2** 2d6 poison and slowed 2 (1 round); **Stage 3** paralyzed for 2d4 hours

- ◆ **Leg Strikes** (attack) The spider makes two leg Strikes, each against a different creature. The two attacks use the same multiple attack penalty and count as one attack for calculating the spider's multiple attack penalty.

- ◆ **Web Reel** (manipulate)

Requirements A creature is tethered to the goliath spider's web tether.

Effect If the goliath spider succeeds at an Athletics check against the creature's Fortitude DC, it pulls that creature 20 feet closer to it (double distance on a critical success, half distance on a failure, no distance on a critical failure).

Web Tether A creature hit by the spider's web Strike is entangled and tethered to the spider, preventing it from moving farther away from the spider. The trapped creature or an adjacent creature can attempt a DC 28 Athletics check to Break Open the entangling web. Severing the tether requires attacking it and breaking it (AC 20, TAC 17, Hardness 20).

STAR-SPAWN OF CTHULHU

Of all the strange and malefic denizens of the void between the stars, few evoke the same terror as a star-spawn of Cthulhu. Humanoid in shape, a star-spawn's immense body has rubbery flesh that wriggles and seethes like a half-solidified ooze.

Source: *Pathfinder RPG Bestiary 4* 254.

STAR-SPAWN OF CTHULHU

RARE CREATURE 20

Aberration
Chaotic
Evil
Huge

Perception +35; blindsight (sentient creatures) 30 feet, darkvision

Languages Aklo; telepathy 300 feet

Skills +26; Acrobatics +32, Arcana +35, Athletics +35 (+37 to Swim), Intimidation +35, Occultism +37, Religion +35, Society +35, Stealth +35

Str +10, **Dex** +4, **Con** +9, **Int** +6, **Wis** +9, **Cha** +6

AC 44, **TAC** 40; **Fort** +32, **Ref** +29, **Will** +34 (+4 conditional vs. mental), +3 conditional to saves vs. magic

HP 335, regeneration 40 (deactivated by fire); **Resistances** cold 15, poison 15

Frightful Presence (aura, emotion, fear, mental) 150 feet, DC 38

Mental Dominance (aura, mental) 150 feet. The star-spawn of Cthulhu projects its mental presence in an aura around it, preventing its foes from concentrating. A foe attempting a concentrate action in the area must succeed at a DC 36 Will save or the action fails.

Immortality The star-spawn of Cthulhu doesn't age, nor does it need to eat or breathe. It can die only as a result of violence.

◆ **Overwhelming Mind** (mental)

Trigger The star-spawn of Cthulhu makes mental contact with a creature either using its own abilities (including telepathy) or the creature's divination or mental effect.

Effect The creature must succeed at a DC 40 Will save or be stunned for 1d4 rounds. On a success, the creature is slowed 1 for 1 round; on a critical success, the creature is unaffected; on a critical failure, the creature is stunned for 1d4 rounds and permanently confused, as per the effects of a critical failure when casting *warp mind*. Regardless of the save result, the creature becomes bolstered.

Speed 35 feet, fly 50 feet, swim 35 feet; starflight

◆ **Melee** claw +35 (agile, reach 15 feet), **Damage** 6d6+15 slashing

◆ **Melee** tentacle +35 (reach 15 feet), **Damage** 6d6+15 bludgeoning plus Grab

Occult Innate Spells DC 40, **Constant** (10th) *mind blank*; **10th gate**;

At Will (10th) *dream message, nightmare, sending, warp mind*

◆◆ **Focused Assault** (attack) The star-spawn of Cthulhu attacks a single target with all six of its face tentacles, overwhelming it with multiple attacks and leaving almost nowhere to dodge. On a successful attack, the star-spawn of Cthulhu deals damage from one tentacle to the target, plus an additional 1d6 damage for every tentacle beyond the first (normally 5d6 unless a tentacle is severed or occupied). Even on a failed attack, the star-spawn deals the damage from one tentacle to the target. It can't Grab a creature on a failed attack and still misses completely on a critical failure. This counts toward the star-spawn's multiple attack penalty as a number of attacks equal to the number of tentacles it uses.

◆ **Greater Constrict** 18 bludgeoning, DC 40

◆◆ **Tangle of Tentacles** The star-spawn of Cthulhu makes up to six tentacle Strikes at a -2 penalty, each against a different target in a 15-foot cone. If it follows this by using a Grab action, it can Grab any number of creatures it hit instead of just one. These attacks count toward the star-spawn's multiple attack penalty, and the multiple attack penalty doesn't increase until after it makes all its attacks.

Starflight A star-spawn of Cthulhu can use its fly Speed to fly in outer space despite the lack of atmosphere.

TITAN

Titans are gargantuan, armor-clad humanoids that wield massive weapons. Said to be the first children of the gods, the titans waged war upon their creators. Thanatotic titans were banished to the Abyss as punishment for their hubris.

Source: *Pathfinder RPG Bestiary 2* 267.

THANATOTIC TITAN

RARE CREATURE 22

Chaotic
Evil
Gargantuan
Titan

Perception +40; darkvision, *true seeing*

Languages Abyssal, Celestial; telepathy 300 feet, *tongues*

Skills +29; Acrobatics +38, Arcana +42, Athletics +40, Crafting +42, Deception +40, Diplomacy +40, Intimidation +40, Performance +40, Religion +38, Stealth +36

Str +10, **Dex** +4, **Con** +10, **Int** +8, **Wis** +5, **Cha** +8

Items full plate, titanic halberd

AC 47, **TAC** 42; **Fort** +34, **Ref** +32, **Will** +34, +3 conditional to saves vs. mental, +2 conditional to saves vs. divine

HP 380; **Immunities** death effects, disease; **Resistances** all 20 (except lawful orichalcum)

Aura of Blasphemy (aura, divine) 100 feet. The thanatotic titan's aura attempts to dispel all divine spells cast within the aura. This is a 10th-level *dispel magic* spell with a spell roll of +34.

◆ **Attack of Opportunity**

Disruptive In addition to its normal triggers, the thanatotic titan's Attack of Opportunity can also be used when a creature within the thanatotic titan's reach uses an action with the concentrate trait. Furthermore, the thanatotic titan doesn't take the normal -2 penalty when it makes an Attack of Opportunity.

Speed 50 feet; *air walk*

◆ **Melee** titanic halberd +38 (reach 60 feet, versatile S), **Damage** 5d10+20 piercing

◆ **Melee** foot +38 (agile, reach 30 feet), **Damage** 4d10+20 bludgeoning

◆ **Ranged** rock +36 (thrown 500 feet), **Damage** 6d6+10 variable plus primordial rock

Divine Innate Spells DC 44, attack +36; **Constant** (10th) *air walk, foresight, haste, mind blank, spell turning, tongues, true seeing*; **10th meteor swarm**; **At Will** (10th) *augury, disintegrate, dispel magic, heal, read omens, scrying, sending, spiritual epidemic, suggestion*

Rituals *planar ally, resurrection*

◆ **Change Shape** (concentrate, divine, polymorph) A thanatotic titan can take the shape of any humanoid of any size. In humanoid shape, it can Trample only creatures of its new size or smaller and its reach decreases to match its new size. If a titan is Huge, the reach of its halberd decreases to 40 feet, while the reach of its foot decreases to 20 feet (20 feet [halberd] and 10 feet [foot] if Large; and as normal for both Strikes if the titan is smaller).

◆ **Godslayer** (divine)

Trigger The thanatotic titan damages a creature that can cast divine spells or use divine abilities.

Effect The damaged creature must succeed at a DC 44 Will save or become unable to use any of its divine spells and abilities for 1 day and become frightened 2 for as long as this restriction lasts. A success reduces the duration to 1 round, a critical success negates the effect, and a critical failure causes the damaged creature to lose its divine spells and abilities forever.

Primordial Rock (divine) A thanatotic titan can shape creatures and objects alike from the primordial nature of the universe. When it creates a rock to throw, the titan imbues it with that nature, choosing any damage type for it to deal. After a rock Strike, the rock explodes in the square of its target, even on a miss (though not on a critical failure). This deals 10d6 damage of the chosen type to all creatures in a 20-foot burst (Reflex DC 44 half, no damage on a critical success, double damage on a critical failure).

◆◆◆ **Trample** Gargantuan or smaller, foot, DC 44

◆ **Vicious Arc** The titan swings its halberd in a wide arc, making a Strike at a -2 penalty against every creature in a cone with a

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length equal to the reach of its titanic halberd (a 60-foot cone when the titan is Gargantuan). These Strikes deal slashing damage, and—even on a failure—deal minimum damage (typically 25, no damage on a critical failure). These attacks count as one attack toward the titan's multiple attack penalty, and the penalty increases only after all the attacks have been made.

TREANT

Guardians of the forest, treants are huge animated trees, each with a humanoid visage in its ancient bark. They are found in old forests that they steadfastly protect, crushing those who cut down the trees they cherish and see as kin.

Source: *Pathfinder RPG Bestiary* 266.

TREANT

CREATURE 8

Good
Huge
Plant

Perception +15; low-light vision

Languages Common, Sylvan, Treant; *speaks with plants*

Skills +8; Athletics +18, Diplomacy +15, Intimidation +15, Nature +15, Stealth +7 (+19 in forests)

Str +7, **Dex** -1, **Con** +6, **Int** +1, **Wis** +3, **Cha** +1

AC 25, **TAC** 21; **Fort** +15, **Ref** +9, **Will** +12

HP 145; **Resistances** bludgeoning 5, piercing 5; **Weaknesses** axe vulnerability, fire 10

Axe Vulnerability A treant takes 5 additional damage from axes.

Speed 25 feet

◆ **Melee** branch +18 (reach 15 feet), **Damage** 2d12+7 bludgeoning

◆ **Melee** foot +18, **Damage** 2d8+7 bludgeoning

◆ **Ranged** rock +16 (range increment 120 feet), **Damage** 2d10+7 bludgeoning

Primal Innate Spells DC 15; **Constant** *speaks with plants*

◆◆ **Animate Tree** The treant causes a tree within 180 feet to uproot itself and fight as a minion using the statistics for an animated tree. A treant can control up to two animated trees at a time, and it can issue commands to both trees with one action (this action has the auditory trait).

Rock Throwing A treant can pick up and throw a rock with a single Strike action.

Sunder Objects Anytime a treant damages an item or structure, it deals an additional Dent.

ANIMATED TREE

CREATURE 6

Huge
Minion
Plant

Perception +15; low-light vision

Languages -

Skills +4; Athletics +14, Stealth +3 (+15 in forests)

Str +6, **Dex** -1, **Con** +6, **Int** -5, **Wis** +3, **Cha** +0

AC 21, **TAC** 17; **Fort** +14, **Ref** +6, **Will** +9

HP 90; **Resistances** bludgeoning 5, piercing 5; **Weaknesses** axe vulnerability, fire 10

Axe Vulnerability An animated tree takes 5 additional damage from axes.

Speed 15 feet

◆ **Melee** branch +15 (reach 15 feet), **Damage** 2d10+6 bludgeoning

◆ **Melee** foot +15, **Damage** 2d6+6 bludgeoning

◆ **Ranged** rock +13 (range increment 120 feet), **Damage** 2d10+6 bludgeoning

Rock Throwing An animated tree can pick up and throw a rock with a single Strike action.

Sunder Objects Anytime an animated tree damages an item or structure, it deals an additional Dent.

TROLL

Trolls are large, bestial giants with tusks, an underbite, and powerful claws. They have the ability to regenerate wounds that would kill lesser creatures outright.

Source: *Pathfinder RPG Bestiary* 268.

TROLL

CREATURE 5

Chaotic
Evil
Giant
Large
Troll

Perception +11; darkvision

Languages Jotun

Skills +4; Athletics +12, Intimidation +12

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

AC 18, **TAC** 16; **Fort** +13, **Ref** +8, **Will** +5

HP 115, regeneration 20 (deactivated by acid or fire); **Weaknesses** fire 10

◆ **Attack of Opportunity**

Speed 30 feet

◆ **Melee** jaws +13 (reach 10 feet), **Damage** 2d10+5 piercing

◆ **Melee** claw +13 (agile, reach 10 feet), **Damage** 2d8+5 slashing

◆ **Rend** claw

UNSEEN SERVANT

Unseen servants are invisible servants conjured by spellcasters that help their masters complete tasks.

UNSEEN SERVANT

CREATURE 0

Medium
Mindless

Perception +0; darkvision

Languages - (understands its creator)

Skills -2; Stealth +8

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

Invisible An unseen servant is invisible, though it normally doesn't Sneak, allowing it to be sensed.

AC 13, **TAC** 13; **Fort** +0, **Ref** +4, **Will** +0

HP 4; **Immunities** asleep, disease, mental, nonmagical attacks, paralysis, poison, precision; **Resistances** all 5 (except force or ghost touch)

Speed fly 30 feet

Force Body An unseen servant's physical body is made of force, and it can't make attack actions. It can move and use Interact actions to do things such as fetch objects, open unstuck or unlocked doors, hold chairs, and clean. It can't pass through solid objects.

VALKYRIE

Valkyries are outsiders who scour the battlefields of the Material Plane for warriors of great prowess and legendary renown. Valkyries are always female, and appear as strong and beautiful human, dwarven, or elven women.

Source: *Pathfinder RPG Bestiary* 3 277.

VALKYRIE

UNCOMMON CREATURE 12

Chaotic
Medium

Perception +21; darkvision, lifesense 60 feet

Languages Celestial, Common; ravenspeaker, *tongues*

Skills +14; Acrobatics +21, Athletics +23, Intimidation +21, Medicine +23, Nature +23, Religion +21

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

Items breastplate, *valkyrie's spear*

Lifesense (arcane, divination) Lifesense is a blindsense that senses living creatures based on their life force.

Ravenspeaker (divination, divine) Valkyries use ravens as servants and spies. They can speak with ravens, and they can command up to three normal ravens at will. Valkyries can constantly observe whatever their commanded ravens sense.

Valkyrie's Spear (conjunction, divine) This spear is a +2 *returning spear*. In the valkyrie's hands, the spear has reach 10 feet.

AC 31, **TAC** 29; **Fort** +21, **Ref** +18, **Will** +21, +1 conditional to saves vs. magic

HP 185; **Resistances** all 10 (except cold iron); **Weaknesses** lawful 10

◆ **Attack of Opportunity**

Speed 25 feet, fly 80 feet

◆ **Melee** *valkyrie's spear* +23 (magical, reach 10 feet), **Damage** 4d8+12 piercing

◆ **Ranged** *valkyrie's spear* +21 (magical, thrown 20 feet), **Damage** 4d8+6 piercing

Divine Innate Spells DC 27, attack +21; **Constant** *death ward, tongues* (5th); **7th** *plane shift* (self and mount only); **6th** *heal* (×3); **5th** *breath of life, death ward* (×3); **At Will** *gentle repose; Cantrips* (5th) *electric arc*

◆ **Choose the Slain** (concentrate, manipulate) The valkyrie can draw a soul from a newly dead body into her spear for transport to the afterlife, but only if the dead creature's soul is willing.

◆◆ **Lightning Sweep** (attack, electricity) The valkyrie can call lightning onto her spear and then sweep it in a circle, damaging all foes within her reach. Each affected creature must succeed at a Reflex save or take the damage from the valkyrie's spear plus 3d12 electricity damage (half damage on a successful save, no damage on a critical success, double damage on a critical failure). The valkyrie can't make another Lightning Sweep for 1d4 rounds.

Ride The valkyrie can use Command an Animal to control her mount without needing to use Handle an Animal first.

VAMPIRE (MOROI)

Vampires are undead creatures that drink the blood of the living. The most common vampire is the moroi. Although the rules here include a template to convert the statistics for a living creature into those of a moroi vampire, the vampires presented below don't exactly match what you would get if you used the template. It is best to build a vampire from scratch—creating its statistics as you see fit and then adding the special abilities below—but if you don't have the time, simply apply the template. A creature should be at least level 3 before being converted to a vampire.

CREATING VAMPIRES

You can turn an existing, living creature into a moroi vampire by completing the following steps.

First, increase the creature's level by 1 and change its statistics as follows.

- Increase its AC, attack bonuses, DCs, saving throws, and skill modifiers by 1.
- Increase its damage with Strikes and other offensive abilities by 1. If the vampire is limited in how often it can use an ability (such as a breath weapon), increase the damage by 2 instead.
- The creature gains fast healing and resistance to physical damage (except silver) roughly equal to the amount shown on the table.
- Reduce its HP by roughly the amount shown on the table. This lower HP compensates for the creature's fast healing.

Starting Level	Fast Healing/Resistance	HP Decrease
3-4	5	-10
5-7	7	-15
8-14	10	-30
15+	15	-55

Vampire Abilities

A vampire gains the undead and vampire traits, and its alignment is usually adjusted to evil. All vampires gain the following abilities. If the base creature has any abilities that come from it being a living creature, it loses them. It also loses any traits that represented its life as a living creature, such as human and humanoid. You might also need to adjust some abilities that conflict with the theme of a vampire (such as abilities with the good trait).

The vampire master gains additional abilities, as described below.

Coffin Restoration (divine, necromancy, negative) Unlike other undead, a vampire isn't destroyed if reduced to 0 HP. Instead, it falls unconscious. If the vampire's body is placed in its coffin for 1 hour, the vampire is restored to 1 HP, after which its fast healing begins to function normally.

Negative Healing

Immunities asleep, death effects, disease, paralysis, poison

Vampire Weaknesses A moroi vampire has several weaknesses specific to its kind. A vampire's coffin can bring it back to unlife from 0 Hit Points, but wooden stakes and sunlight can be used to permanently slay it.

- **Compulsions** Vampires are creatures of strange and unknowable compulsions. A typical moroi vampire can't voluntarily cross running water unless the vampire is in its coffin, or enter a private home or dwelling unless invited by someone with the authority to do so, though other vampires might have different compulsions. The vampire can still be forced to do these things, and might be able to overcome its compulsion just as it does its revulsion (see below).
- **Revulsion** A vampire can't voluntarily come within 10 feet of garlic or a brandished holy symbol of a non-evil deity. A creature can use an Interact action to brandish a holy symbol for 1 round (similar to Raising a Shield). If the vampire involuntarily comes within 10 feet of an object of its revulsion, it gains the fleeing condition until it ends an action beyond 10 feet from the object. After 1 round of being exposed to the object of its revulsion, a vampire can take an action to attempt a DC 26 Will save (this action has the

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concentrate trait). On a success, it overcomes its revulsions for 1d6 rounds (or 1 hour on a critical success).

- **Stakes** A wooden stake driven through the vampire's heart reduces the vampire to 0 HP and prevents it from healing above 0 HP, even in its coffin. Staking a vampire requires three actions and can be done only if the vampire is unconscious. If the vampire's head is severed and anointed with holy water while the stake is in place, the vampire is destroyed. If the stake is removed, the vampire can heal again and, if the vampire is in its coffin, its 1-hour rest period begins.
- **Sunlight** If exposed to direct sunlight, a vampire becomes slowed 1 immediately. The slowed value increases by 1 each time the vampire ends its turn in sunlight. If the vampire loses all its actions in this way, it's destroyed. Antithetical to light by their very nature, vampires don't cast shadows or show a reflection in mirrors.

Climb Speed The creature gains a climb Speed equal to its land Speed.

Claws If the creature had hands, it gains a claw Strike (an agile unarmed attack that deals slashing damage). If the monster had any agile attacks, the damage amount should be roughly the same. If it had only non-agile attacks, use that damage reduced by 25%.

◆ **Drink Blood** (divine, necromancy)

Requirements An asleep, grabbed, paralyzed, restrained, or unconscious creature is within the vampire's reach.

Effect The vampire sinks its fangs into that creature to drink its blood. If the creature is grabbed, this requires the vampire to attempt an Athletics check against the victim creature's Fortitude DC, but Drink Blood is automatic for any of the other conditions. The creature becomes drained 1 and the vampire regains a set amount of HP, gaining any excess as temporary HP. When you create a vampire, decide how much HP it regains (this amount should be between 10% and 20% of its maximum HP). Drinking blood from a creature that's already drained doesn't restore any HP but does increase the victim's drained condition by 1. A vampire can drink blood that has been already removed from a creature, but gains no HP.

A victim's drained condition reduces by 1 every week. A creature who succeeds at a DC 18 Medicine check (requiring sufficient blood or blood donors) can perform a blood transfusion to reduce this condition by 1 after 10 minutes.

Grab The creature gains Grab and can Grab with its claw attacks, or with equivalent unarmed attacks if it doesn't have claws.

Vampire Master Abilities

Powerful vampires that can create and control vampire spawn also get these abilities. To make a good vampire master, a creature should be at least level 5.

Children of the Night (divine, enchantment, mental) A vampire master's presence beckons creatures of the night that do its bidding. These typically include rat swarms, bat swarms, wolves, or other creatures. The vampire master can give orders to these creatures, but they can't communicate back.

Resistance Overcoming a vampire's resistance requires magical silver.

Create Progeny (divine, downtime, necromancy) If a creature dies after being reduced to 0 HP by Drink Blood, the vampire can turn this victim into a vampire spawn or vampire master by

pouring some of its own blood into the victim and burying the victim's coffin in earth for three nights. If the new vampire is a lower level than its creator, it is under the creator's control. If a vampire controls too many progeny at once (as determined by the GM), a strong-willed progeny can attempt a Will save against its master's Will DC to break free.

◆ **Mist Escape**

Trigger The vampire is reduced to 0 HP.

Effect The vampire uses *turn to mist* (see below). It can still take actions even though it's at 0 HP, but the only actions it can take are move actions to move toward its coffin. While at 0 HP in this form, it's unaffected by further damage. It automatically returns to its corporeal form, unconscious, if it reaches its coffin or after 2 hours, whichever comes first.

◆ **Change Shape** (concentrate, divine, polymorph, transmutation)

The vampire can transform into one or more animal forms. This is a bat for most moroi, but could be a different creature modeled after the options in the *animal form* and *aerial form* spells.

- **Bat** The vampire can change in size to Tiny, Small, or Large. It gains echolocation 40 feet and has a land Speed of 20 feet and a fly Speed of 30 feet. It gains two Strikes at the same attack bonus as its highest melee attack: a fangs Strike that deals 25% more damage than its claws (and is piercing instead of slashing) and an agile wing Strike that deals the same damage as its claws (but is bludgeoning).

◆◆ **Dominate** The vampire can cast *dominate* at will as an innate divine spell; its Somatic Casting gains the visual trait and includes staring into the target's eyes. The DC is 2 lower than the standard DC for the vampire's level, and a creature that succeeds is bolstered. Slaying the vampire ends the domination, but reducing the vampire to 0 HP is insufficient to break the spell.

Drink Blood The victim creature becomes drained 2 instead of 1.

◆ **Turn to Mist** (concentrate, divine, transmutation) The vampire turns into a cloud of vapor, as the *gaseous form* spell, or back to its normal form. The vampire loses fast healing while in gaseous form. The vampire can remain in this form indefinitely.

VAMPIRE STATISTICS

These stat blocks represent typical vampires that were once human.

VAMPIRE COUNT

UNCOMMON CREATURE 6

Evil Medium Undead Vampire	Perception +11; darkvision
	Languages Common, Necril, regional language
	Skills +6; Acrobatics +11, Athletics +13, Deception +13, Diplomacy +11, Intimidation +13, Society +11, Stealth +13
	Str +5, Dex +3, Con +2, Int +2, Wis +2, Cha +4
Items expert rapier, leather armor	
Children of the Night (divine, enchantment, mental)	
AC 21, TAC 20; Fort +9, Ref +10, Will +13, +1 conditional vs. positive	
HP 55, coffin restoration, fast healing 7, negative healing;	
Immunities asleep, death effects, disease, paralysis, poison;	
Resistances physical 7 (except magical silver); Weaknesses vampire weaknesses	
◆ Mist Escape	

Vampire Weaknesses

Speed 25 feet, climb 25 feet

- ◆ **Melee** rapier +15 (deadly 1d8, disarm), **Damage** 3d6+5 piercing
- ◆ **Melee** claw +15 (agile), **Damage** 2d8+5 slashing plus Grab
- ◆ **Change Shape** (concentrate, divine, polymorph, transmutation) fangs +15 for 2d10+5 piercing, wing (agile) +15 for 2d6+5 bludgeoning.

Create Spawn (divine, downtime, necromancy)

- ◆◆ **Dominate** (divine, enchantment, mental, visual) DC 18
- ◆ **Drink Blood** (divine, necromancy) When Drinking Blood, the vampire regains 10 HP.
- ◆ **Turn to Mist** (concentrate, divine, transmutation)

VAMPIRE SPAWN ROGUE

CREATURE 4

Evil
Medium
Undead
Vampire

Perception +9; darkvision

Languages Common, regional language

Skills +5; Acrobatics +11, Athletics +9, Intimidation +11, Society +9, Stealth +11

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

AC 19, **TAC** 18; **Fort** +6, **Ref** +10, **Will** +7, +1 conditional vs. positive

HP 35, coffin restoration, fast healing 5, negative healing; **Immunities** asleep, death effects, disease, paralysis, poison; **Resistances** physical 5 (except silver); **Weaknesses** vampire weaknesses

Speed 25 feet, climb 25 feet

- ◆ **Melee** claw +11 (agile), **Damage** 1d8+4 slashing plus Grab
- ◆ **Drink Blood** (divine, necromancy) When Drinking Blood, the spawn regains 4 HP

Sneak Attack (precision) The vampire spawn deals an additional 1d6 precision damage to flat-footed creatures.

VAMPIRE WIZARD

UNCOMMON CREATURE 9

Evil
Medium
Undead
Vampire

Perception +14; darkvision

Languages Common, Draconic, Necril, regional language

Skills +9; Acrobatics +16, Arcana +18, Athletics +18, Deception +16, Diplomacy +16, Intimidation +14, Society +16, Stealth +16

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

Children of the Night (divine, enchantment, mental)

AC 25, **TAC** 24; **Fort** +14, **Ref** +12, **Will** +16, +1 conditional vs. positive

HP 105, coffin restoration, fast healing 10, negative healing;

Immunities asleep, death effects, disease, paralysis, poison;

Resistances physical 10 (except magical silver); **Weaknesses** vampire weaknesses

◆ **Mist Escape**

Vampire Weaknesses

Speed 25 feet, climb 25 feet

- ◆ **Melee** claw +18 (agile), **Damage** 2d8+6 slashing plus Grab
- Arcane Prepared Spells** DC 23, attack +18; **4th** *fire shield, phantasmal killer, veil, wall of fire*; **3rd** *dispel magic, fireball, haste, lightning bolt*; **2nd** *flaming sphere, invisibility, mirror image, touch of idiocy*; **1st** *color spray (x2), fleet step, ray of enfeeblement*; **Cantrips** *detect magic, mage hand, message, ray of frost*
- ◆ **Change Shape** (concentrate, divine, polymorph, transmutation)

fangs +18 for 3d10+6 piercing, wing (agile) +18 for 3d6+6 bludgeoning.

Create Spawn (divine, downtime, necromancy)

- ◆◆ **Dominate** (divine, enchantment, mental, visual) DC 21
- ◆ **Drain Arcane Focus** (arcane, wizard)

Frequency Once per day for each spell level

Trigger The vampire's turn begins.

Effect The vampire expends the magical power stored in its arcane focus. This gives the vampire the ability to cast one spell it prepared today and previously cast, without spending a spell slot to do so. It must still complete the required spellcasting actions and any other of the spell's requirements to cast this spell.

- ◆ **Drink Blood** (divine, necromancy) When Drinking Blood, the vampire regains 10 HP.
- ◆ **Turn to Mist** (concentrate, divine, transmutation)

Steady Spellcasting A vampire wizard's spells are disrupted only by reactions that result in the vampire taking 18 damage or more, even if the reaction normally disrupts manipulate actions automatically.

VARGOUILLE

Vargouilles are hideous monsters, little more than fiendish heads that fly upon leathery bat wings. They are known for tormenting living creatures and can often be found haunting graveyards, ancient battlefields, or anywhere that has been transformed by the touch of massive death. Their kiss can transform victims into vargouilles.

Source: *Pathfinder RPG Bestiary* 272.

VARGOUILLE

UNCOMMON CREATURE 2

Beast
Evil
Fiend
Small

Perception +5; darkvision

Languages Infernal

Skills +1; Acrobatics +7, Stealth +7

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

AC 16, **TAC** 15; **Fort** +7, **Ref** +5, **Will** +4

HP 26

Speed fly 25 feet

- ◆ **Melee** fangs +8, **Damage** 1d8+2 piercing plus vargouille venom
- ◆ **Kiss** The vargouille kisses an adjacent creature that's asleep, paralyzed, or unconscious, exposing it to the vargouille transformation disease.
- ◆◆ **Shriek** (auditory, concentrate, visual) The vargouille's shriek paralyzes all non-vargouilles in a 60-foot aura for 3 rounds (Fortitude DC 14 negates). The effect ends early for a creature if the vargouille moves out of sight, moves farther than 60 feet from the creature, or attacks the creature with its fangs. After attempting its save, a creature is bolstered.

Vargouille Transformation (disease) Exposing the victim to sunlight or any light spell of 3rd level or higher pauses the progress of the disease until the victim is no longer in light.

Saving Throw Fortitude DC 17; **Stage 1** carrier with no effect (1d6 hours); **Stage 2** victim's hair falls out (1d6 hours); **Stage 3** ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs (1 day); **Stage 4** victim's mind regresses to a vicious and unintelligent shell of its

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former self (1d6 hours); **Stage 5** victim's head breaks free of the body (which dies) and becomes a new vargouille.

Vargouille Venom (poison) **Saving Throw** Fortitude DC 15; **Stage 1** Damage the victim has taken from vargouille fangs can't be healed magically. Once all vargouille fang damage has been healed nonmagically, the poison ends.

WARG

These beasts appear to be large and powerful wolves, but their eyes show an intelligence beyond that of a common animal. Some of these creatures serve evil goblins as mounts. Their larger cousins, known as winter wolves, inhabit colder climates and have the supernatural ability to breathe a cone of freezing energy.

Source: *Pathfinder RPG Bestiary* 280.

WARG

CREATURE 2

Beast
Evil
Medium

Perception +7; darkvision, scent
Languages Common, Goblin
Skills +2; Deception +5, Stealth +8, Survival +8

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

AC 16, **TAC** 14; **Fort** +7, **Ref** +5, **Will** +4

HP 38

Guardian Bite

Trigger A creature within the warg's reach attacks one of the warg's allies.

Effect The warg makes a jaws Strike against the triggering creature.

Speed 40 feet

◆ **Melee** jaws +8; **Damage** 1d8+3 piercing plus Knockdown

Pack Attack The warg's Strikes deal 1d4 extra damage to creatures within the reach of at least two of the warg's allies.

WINTER WOLF

CREATURE 5

Beast
Evil
Large

Perception +12; darkvision, scent
Languages Common, Jotun
Skills +5; Deception +9, Stealth +11 (+14 in snow),

Survival +10

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

AC 20, **TAC** 18; **Fort** +11, **Ref** +9, **Will** +9

HP 88; **Immunities** cold; **Weaknesses** fire 5

Guardian Bite

Trigger A creature within the winter wolf's reach attacks one of the winter wolf's allies.

Effect The winter wolf makes a jaws Strike against the triggering creature.

Speed 40 feet

◆ **Melee** jaws +13, **Damage** 1d10+4 piercing plus 1d6 cold and Knockdown

◆ **Breath Weapon** (arcane, cold, evocation) The winter wolf breathes a cloud of frost that deals 7d6 cold damage to all creatures in a 15-foot cone (Reflex DC 19 half, double damage on a critical failure, no damage on a critical success). It can't use Breath Weapon again for 1d4 rounds.

Pack Attack The winter wolf's Strikes deal 1d6 extra damage to creatures within the reach of at least two of the winter wolf's allies.

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WARSWORN

The animate masses of armed and armored corpses known as warsworn are enormous undead amalgams formed by gods and goddesses of undeath or war. These creatures exist to spread the ravages of war and carnage of battle.

Source: *Pathfinder RPG Bestiary* 4 272.

WARSWORN

UNCOMMON CREATURE 16

Evil
Gargantuan
Undead

Perception +27; darkvision
Languages Common; can't speak
Skills +20; Athletics +30

Str +9, **Dex** +3, **Con** +7, **Int** -1, **Wis** +3, **Cha** +5

Animated Weapons (divine, evocation) The warsworn automatically assumes control of unattended weapons within 100 feet, drawing them to levitate by its side. The warsworn can telekinetically wield these weapons to make melee Strikes with a reach of 100 feet.

AC 37, **TAC** 33; **Fort** +28, **Ref** +20, **Will** +24; +1 conditional to saves vs. positive

HP 345; **Immunities** asleep, death effects, disease, paralysis, poison

Frightful Presence (aura, emotion, fear, mental) 100 feet. DC 32

Speed 40 feet

◆ **Melee** corpse wave +29, **Damage** 4d12+9 bludgeoning plus energy drain

◆ **Melee** animated weapon +29 (agile, reach 100 feet, versatile B, versatile P), **Damage** 4d8+9 slashing

◆ **Ranged** scrap ball +28 (range increment 100 feet, versatile P, versatile S), **Damage** 10d6 bludgeoning plus plummet

◆ **Absorb** (death, divine, necromancy)

Trigger The warsworn moves into a dying creature's space.

Effect The warsworn absorbs the dying creature into itself, instantly killing the creature and healing the warsworn for a number of Hit Points equal to the creature's level. Creatures can't be resurrected except by *miracle* or a similarly powerful effect while the warsworn that absorbed them still exists.

◆◆◆ **Trample** Huge or smaller, wave, DC 34

Energy Drain (divine, necromancy) When a warsworn hits with a corpse wave Strike or damages a creature with Trample, the target must succeed at a DC 33 Fortitude save or become enervated 1. On a critical failure, this condition cannot be removed normally, only by magical treatment.

Plummet A creature hit by a warsworn's scrap ball Strike must attempt a Reflex save. On a failure, an airborne creature falls up to 120 feet; if it hits the ground, it takes damage from the fall and falls prone. On a critical failure, the target is knocked prone (even if it didn't take falling damage) and restrained under a pile of scrap (DC 34 to Escape or Break Grapple).

WENDIGO

Beings of ancient evil, wendigos haunt the minds of mortals, driving them to desperation and, ultimately, into a cannibalistic frenzy. Wendigos are encountered in frozen climates, be it an icy tundra or the tops of snowcapped mountains.

Source: *Pathfinder RPG Bestiary* 281.

WENDIGO

UNCOMMON CREATURE 17

Beast
Chaotic
Cold
Evil
Fiend
Large

Perception +27; darkvision, heatsight 60 feet
Languages Aklo, Common, Jotun; telepathy 1 mile
Skills +21; Acrobatics +31, Arcana +29, Deception +29, Intimidation +31, Nature +29, Religion +29, Stealth +29, Survival +29
Str +7, **Dex** +7, **Con** +8, **Int** +6, **Wis** +4, **Cha** +6

Heatsight (divination, primal) Heatsight is a blindsight that sees heat signatures.

AC 39, **TAC** 37; **Fort** +29, **Ref** +27, **Will** +23, +1 conditional to saves vs. magic

HP 310, regeneration 30 (deactivated by fire); **Immunities** cold, fear; **Weaknesses** fire 10, magic cold iron 10

Speed fly 100 feet

◆ **Melee** jaws +30 (reach 10 feet), **Damage** 2d10+7 piercing plus 4d6 cold and cannibal feast

◆ **Melee** claw +30 (agile, reach 10 feet), **Damage** 2d10+7 slashing plus 4d6 cold and Grab

Primal Innate Spells DC 35; **4th** *nightmare* (see dream haunting)

Rituals *control weather*

Cannibal Feast (healing, necromancy, primal) If the wendigo deals bite damage to a creature it's grabbing or restraining, it devours the victim's flesh. The wendigo gains temporary HP equal to half the damage dealt and gains a +1 conditional bonus to all d20 rolls for 1 round. The victim takes 2d10 persistent bleed damage.

Dream Haunting When the wendigo casts *nightmare*, a target that fails at its save is exposed to wendigo torment.

◆◆ **Howl** (auditory, concentrate, enchantment, fear, mental, primal) The wendigo unleashes a forlorn howl that can be heard up to 1 mile away. Any creature that hears the howl must succeed at a DC 35 Will save or be frightened 1. Any creature that critically fails and is within 120 feet of the wendigo is instead frightened 3, and also flees for 1d4 rounds (or until it's no longer frightened, whichever comes first). A creature frightened by a wendigo's howl still naturally recovers from its fright but can't reduce it below frightened 1 in this way until 1 hour has passed or magic is used. Whether it succeeds or fails, a creature is bolstered.

◆ **Ride the Wind** (concentrate, primal, transmutation) The wendigo turns into vapor (as *gaseous form*) and flies through the air. While in this form, it can spend an action to ride the wind rapidly, moving 200 feet in a straight line (this action has the move trait). The wendigo can spend an action to return to its normal form (this action has the concentrate trait). If the effect ends while the wendigo is airborne, the wendigo benefits from *feather fall*.

If the wendigo has a creature grabbed or restrained when it Rides the Wind, it can attempt to turn the grabbed creature into wind and carry it along as part of the action. The creature can attempt a DC 35 Will save to prevent being transformed. If the creature succeeds, the wendigo still transforms, automatically releasing the victim. A creature forced to Ride the Wind along with the wendigo is exposed to wendigo torment. The creature can attempt a new Will save each round to return to normal, though it immediately turns corporeal and begins falling if it succeeds.

Wendigo Torment (curse, mental, necromancy, primal) A creature affected by wendigo torment can't recover beyond stage 1 until brought to full HP. **Saving Throw** Will DC 35; **Stage 1** Stupefied 4

(1 day); **Stage 2** As stage 1 (1 day); **Stage 3** The creature searches for an individual of its own race to kill and devour. If the creature succeeds, it then runs off at full speed, and after 1d4 rounds sprints into the sky so fast that its feet burn away into jagged stumps. As the creature rides the wind into the sky, it turns into a new wendigo over 2d6 minutes. The victim is replaced by a new wendigo, and only *alter reality*, *miracle*, *primal phenomenon*, *wish*, or a 9th-level *resurrection* spell can return it to life. The new wendigo remains even if the victim is resurrected.

WERECREATURE

These shapechanging creatures are the result of a curse transmitted through a bite, and they have the ability to transform from normal humanoids into animals, as well as hybrids. There are many types of wercreatures, and wererats and werewolves (here presented in their hybrid form) are the most common.

Source: *Pathfinder RPG Bestiary* 196.

WERERAT ROGUE

CREATURE 2

Beast
Evil
Human
Humanoid
Lawful
Medium
Werecreature

Perception +6; low-light vision, scent
Languages Common; rat empathy
Skills +2; Acrobatics +8, Athletics +6, Deception +7, Society +6, Stealth +8
Str +2, **Dex** +3, **Con** +2, **Int** +0, **Wis** +2, **Cha** -2
Items crossbow with 20 bolts, leather armor, shortsword

Rat Empathy (divination, primal) A wererat can communicate with rodents

AC 17, **TAC** 16; **Fort** +4, **Ref** +7, **Will** +6

HP 41; **Weaknesses** silver 7

◆ **Nimble Dodge**

Trigger The wererat is targeted with a melee or ranged attack by an attacker it can see.

Effect The wererat gains a +2 circumstance bonus to AC against the triggering attack.

Speed 25 feet

◆ **Melee** shortsword +9 (agile, versatile S), **Damage** 1d6+2 piercing

◆ **Melee** jaws +9, **Damage** 1d4+2 piercing plus curse of the wererat

◆ **Melee** claw +9 (agile), **Damage** 1d4+2 slashing

◆ **Ranged** crossbow +9 (range increment 120 feet), **Damage** 1d8 piercing

◆ **Change Shape** (concentrate, polymorph, primal, transmutation) The wererat changes into its human, hybrid, or giant rat shape. Each of the wererat's shapes has a specific, persistent appearance. In human shape, the wererat loses its jaws and claw Strikes and gains a fist Strike that deals 1d4+2 bludgeoning damage. In rat shape, its Speed increases to 40 feet, its Size changes to Small, and it loses its shortsword and crossbow Strikes.

Curse of the Wererat (curse, necromancy, primal) This curse affects only humanoids. **Saving Throw** Fortitude DC 15. On each full moon, the cursed creature must succeed at another Fortitude save or turn into a wererat and go on a rampage. During the rampage, the creature is under the GM's control. Once the rampage ends, she falls unconscious until dawn, at which time she reverts to normal.

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Moon Frenzy (primal, transmutation) When a full moon rises in the night sky, the wererat must enter hybrid form. Until the full moon sets, the wererat can't leave hybrid form, is affected by an *enlarge* spell, and has the damage of its jaws increased by 1d4. At daybreak, the wererat returns to human or giant rat form and is fatigued for 2d4 hours.

Sneak Attack (precision) The wererat deals 1d6 extra precision damage to flat-footed creatures.

WEREWOLF FIGHTER

CREATURE 3

Beast
Chaotic
Evil
Human
Humanoid
Medium
Werecreature

Perception +7; low-light vision, scent

Languages Common; wolf empathy

Skills +3; Acrobatics +7, Athletics +9, Survival +8

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

Items battle axe, composite shortbow with 20 arrows, studded leather

Wolf Empathy (divination, primal) A werewolf can communicate with canines.

AC 18, **TAC** 16; **Fort** +8, **Ref** +5, **Will** +6

HP 75; **Weaknesses** silver 10

◆ **Attack of Opportunity**

Speed 25 feet

◆ **Melee** battle axe +9 (sweep), **Damage** 1d8+4 slashing

◆ **Melee** jaws +9, **Damage** 1d4+4 piercing plus curse of the werewolf

◆ **Melee** claw +9 (agile), **Damage** 1d4+4 slashing

◆ **Ranged** composite shortbow +7 (deadly 1d10, range increment 60 feet), **Damage** 1d6+2 piercing

◆ **Change Shape** (concentrate, polymorph, primal, transmutation) The werewolf changes into its human, hybrid, or wolf shape. Each of the werewolf's shapes has a specific, persistent appearance. In human shape, the werewolf loses its jaws and claw Strikes and gains a fist Strike dealing 1d4+4 bludgeoning damage. In wolf shape, its Speed increases to 40 feet, it loses its battle axe and shortbow Strikes, and its jaws gain Knockdown.

Curse of the Werewolf (curse, necromancy, primal) This curse affects only humanoids. **Saving Throw** Fortitude DC 16. On each full moon, the cursed creature must succeed at another Fortitude save or turn into a werewolf and go on a rampage. During the rampage, the creature is under the GM's control. Once the rampage ends, she falls unconscious until dawn, at which time she reverts to normal.

Moon Frenzy (primal, transmutation) When a full moon rises in the night sky, the werewolf must enter hybrid form. Until the full moon sets, the werewolf can't leave hybrid form, is affected by an *enlarge* spell, and has the damage of its jaws increased by 1d4. At daybreak, the werewolf returns to human or wolf form and is fatigued for 2d4 hours.

Pack Attack The werewolf's Strikes deal 1d6 extra damage to creatures within the reach of at least two of the werewolf's allies.

WIGHT

Wights are humanoids who rise as undead due to necromancy, a violent death, or an extremely malevolent personality. When encountered, wights appear as they did in life, but with rotting flesh hanging from their gaunt frames and their eyes glowing with menacing red light.

Source: *Pathfinder RPG Bestiary* 276.

WIGHT

CREATURE 3

Evil
Lawful
Medium
Undead

Perception +8; darkvision

Languages Common, Necril

Skills +3; Athletics +9, Intimidation +7, Religion +9, Stealth +7

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

AC 18, **TAC** 15; **Fort** +8, **Ref** +5, **Will** +7

HP 45, negative healing; **Immunities** asleep, death effects, disease, paralysis, poison

◆ **Final Spite**

Trigger The wight is reduced to 0 Hit Points.

Effect The wight makes a Strike before being destroyed. It doesn't regain HP from energy drain on this Strike.

Speed 25 feet

◆ **Melee** fist +9, **Damage** 2d8+3 bludgeoning plus energy drain

Create Spawn (arcane, necromancy) A living humanoid slain by a wight becomes a wight itself after 1d4 rounds. When it rises, it is under the command of the wight that created it, can't create spawn, and becomes perpetually and incurably enervated 2. If the creator dies, the servant wight becomes a full wight. It regains its free will, loses its enervated condition, and gains create spawn.

Energy Drain (arcane, necromancy) When a wight hits with its fist, it regains 3 Hit Points and the target must succeed at a DC 15 Fortitude save or become enervated 1. On a critical failure, this condition cannot be removed normally, but only by magical treatment.

WILL-O'-WISP

Will-o'-wisp are malevolent aberrations that appear as globes of light, haunting swamplands. They feed off of the fear of other creatures, so they delight in frightening and harrying those who pass through their domain.

Source: *Pathfinder RPG Bestiary* 277.

WILL-O'-WISP

CREATURE 6

Aberration
Air
Chaotic
Evil
Small

Perception +12; darkvision

Languages Aklo, Common

Skills +6; Acrobatics +14, Deception +11, Stealth +13

Str -5, **Dex** +6, **Con** +0, **Int** +2, **Wis** +3, **Cha** +2

AC 25, **TAC** 25; **Fort** +7, **Ref** +14, **Will** +8

HP 40; **Immunities** magic

Glow (aura, light) 20 feet. A will-o'-wisp is itself naturally invisible, but glows with a colored light, casting bright light in the aura and making it visible.

Magic Immunity A will-o'-wisp is immune to all spells except *magic missile* and *maze*.

Speed fly 50 feet

◆ **Melee** shock +15 touch, **Damage** 3d8 electricity

◆ **Feed on Fear** (concentrate)

Requirement An enemy is under a fear effect or dying within 15 feet of the will-o'-wisp.

Effect The will-o'-wisp feeds on the creature's terror. It regains 2d4 Hit Points, and if it was invisible, its natural

glow reignites. A will-o'-wisp can take this action only once per round.

- ◆ **Go Dark** (concentrate) The will-o'-wisp extinguishes its natural glow, becoming invisible. It can end this effect with another action (this action has the concentrate trait). If it uses its shock attack while invisible, the arc of electricity lets any observer determine its location, making it sensed by the observer until it moves.

WOLF

Wolves roam the forests of the world, often hunting in packs where they surround their prey to take it down.

Source: *Pathfinder RPG Bestiary* 278.

WOLF

CREATURE 1

Animal
Medium

Perception +5; low-light vision, scent
Languages –

Skills –1; Acrobatics +6, Stealth +6

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

AC 15, **TAC** 14; **Fort** +3, **Ref** +5, **Will** +3

HP 22

Speed 40 feet

- ◆ **Melee** jaws +7, **Damage** 1d6+1 plus Knockdown

Pack Attack The wolf's Strikes deal 1d6 extra damage to creatures within the reach of at least two of the wolf's allies.

WRAITH

Wraiths are undead creatures born of evil and darkness. They loathe the light and living things, as they have lost much of their connection to their former lives. These incorporeal undead often attack their enemies after passing through walls or other barriers.

Source: *Pathfinder RPG Bestiary* 281.

WRAITH

CREATURE 6

Evil
Lawful
Incorporeal
Medium
Shade
Undead

Perception +12; darkvision, lifesense 60 feet

Languages Common, Necril

Skills +6; Acrobatics +13, Intimidation +13, Stealth +13

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

Lifesense (divination, divine) This blindsense detects living creatures based on their life force.

AC 20, **TAC** 20; **Fort** +7, **Ref** +10, **Will** +11, +1 conditional vs. positive
HP 65, negative healing; **Immunities** asleep, death effects, disease, nonmagical attacks, paralysis, poison, precision; **Resistances** all 5 (except force, ghost touch, or positive)

Speed fly 50 feet

- ◆ **Melee** spectral hand +14 touch, **Damage** 2d8+5 negative plus drain life

- ◆ **Attack of Opportunity**

Drain Life (divine, necromancy) When the wraith damages a living creature with a touch attack, the wraith gains 5 temporary Hit Points. A living creature damaged by a wraith's touch must also succeed at a DC 19 Fortitude save or become drained 1. Further damage dealt by the wraith increases the amount of drain by 1 on a failed save.

Wraithspawn (divine, necromancy) A living humanoid slain by a wraith's touch rises as a wraith after 1d4 rounds. It's under the

command of the wraith that killed it, can't create spawn, and becomes perpetually and incurably enervated 2. If the creator dies, the wraithspawn becomes a full wraith. It regains its free will, loses its enervated condition, and gains create spawn.

DREAD WRAITH

CREATURE 9

Evil
Incorporeal
Large
Lawful
Shade
Undead

Perception +15; darkvision, lifesense 60 feet

Languages Common, Necril

Skills +9; Acrobatics +18, Intimidation +18, Stealth +16

Str –5, **Dex** +7, **Con** +0, **Int** +3, **Wis** +4, **Cha** +7

Lifesense (divination, divine) This blindsense detects living creatures based on their life force.

AC 25, **TAC** 25; **Fort** +11, **Ref** +13, **Will** +14, +2 conditional vs. positive
HP 95, negative healing; **Immunities** asleep, death effects, disease, nonmagical attacks, paralysis, poison, precision; **Resistances** all 10 (except force, ghost touch, or positive)

Draining Presence (aura, negative) 10 feet. A creature entering the aura becomes temporarily drained 1 (Fortitude DC 20 negates). It recovers after it has been out of the aura for 1 minute. This drain is cumulative with that of drain life, but not with multiple draining presence auras. A creature that succeeds at its save is bolstered to the same dread wraith's draining presence, but not to the draining effect of its touch.

- ◆ **Attack of Opportunity**

Speed fly 60 feet

- ◆ **Melee** spectral hand +18 touch (reach 10 feet), **Damage** 2d10+7 negative plus drain life

Drain Life (divine, necromancy) When the wraith damages a living creature with a touch attack, the wraith gains 10 temporary Hit Points. A living creature damaged by a wraith's touch must succeed at a DC 22 Fortitude save or become drained 1. Further damage dealt by the wraith increases the amount of drain by 1 on a failed save.

Wraithspawn (divine, necromancy) A living humanoid slain by a dread wraith's touch rises as a wraith after 1d4 rounds. It's under the command of the dread wraith that killed it. If the creator dies, the spawn becomes a free-willed wraith.

XULGATH (TROGLODYTE)

These savage reptilian humanoids have scaly skin like that of cave lizards. Xulgaths gather in small bands in caverns beneath the earth, where it is said they have vast cities.

Source: *Pathfinder RPG Bestiary* 267.

XULGATH WARRIOR

CREATURE 1

Chaotic
Evil
Humanoid
Medium
Xulgath

Perception +3; darkvision

Languages Draconic

Skills +0; Athletics +4, Stealth +6

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

Items club, 3 javelins

Stench (aura, olfactory) 30 feet. A creature entering the aura must attempt a DC 13 Fortitude save. On a failure, the creature is sick 1, and on a critical failure is also slowed 1 for 1 round. While within the aura, the creature takes a –2 circumstance penalty on saves to recover from the sick condition. A creature that succeeds at its save is bolstered.

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AC 15, TAC 13; Fort +6, Ref +1, Will +3

HP 20

Speed 25 feet

- ◆ **Melee** club +7, **Damage** 1d6+2 bludgeoning
- ◆ **Melee** jaws +7, **Damage** 1d6+2 piercing
- ◆ **Melee** claw +7 (agile), **Damage** 1d4+2 slashing
- ◆ **Ranged** javelin +5 (thrown), **Damage** 1d6+2 piercing

YETI

Yetis live atop frigid mountain peaks, banding together into small tribes. Feared but rarely seen by mountaineers, yetis are dangerous to encounter, and they sometimes descend from their mountain homes to raid nearby settlements.

Source: *Pathfinder RPG Bestiary 287*.

YETI

UNCOMMON CREATURE 5

Beast
Large

Perception +12; darkvision, scent
Languages Aklo

Skills +5; Athletics +13, Stealth +11 (+14 in snow), Survival +10

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

Snowblind For the purpose of hiding, the yeti gains concealment from any snow, even if it's not thick enough to provide concealment for other creatures.

AC 18, TAC 16; Fort +10, Ref +7, Will +8, +4 conditional to saves vs. fear and dreams

HP 120; **Immunities** cold; **Weaknesses** fire 10

Nightmare Guardian Yetis defend the world from eldritch portals high in the mountains. They gain a +4 conditional bonus to saves against fear and against spells and abilities that affect dreams. Yetis who fall prey to nightmares lose this ability and become permanently maddened, gaining a +1 conditional bonus to attack and damage rolls but a -1 conditional penalty to AC.

◆ Vanish

Trigger A creature sees or hears the yeti, and the yeti is in a snowy environment. This can't be used if the yeti is already in combat.

Effect The yeti Strides or Climbs up to half its Speed, then Hides. If its new Stealth check result beats the triggering creature's result, the yeti remains hidden.

Speed 35 feet, climb 20 feet

- ◆ **Melee** claw +13, **Damage** 2d6+5 slashing plus 1d8 cold
- ◆ **Grisly Arrival** (emotion, fear, mental)

Trigger The yeti hits a creature in the first round of combat. This must be a creature the yeti was hidden from at the start of combat.

Effect All enemies within 30 feet that witness the attack (including the target of the attack) must attempt a DC 20 Will save. On a failure, the creature is frightened 2; on a critical failure, it's frightened 4 and fleeing for 1 round.

◆ Rend claw

ZOMBIE

These walking corpses are among the most common types of undead. Unthinking and eternally hungry, zombies attack the living with the slightest provocation.

Source: *Pathfinder RPG Bestiary 288*.

ZOMBIE SHAMBLER

CREATURE 0

Evil
Medium
Mindless
Undead
Zombie

Perception -1; darkvision

Languages -

Skills -2; Athletics +4

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

Slow A zombie is permanently slowed 1 and can't use reactions.

AC 11, TAC 8; Fort +5, Ref -1, Will +0

HP 20, negative healing; **Immunities** asleep, disease, paralysis, poison; **Weaknesses** positive 5, slashing 5

Speed 25 feet

- ◆ **Melee** fist +6, **Damage** 1d6+2 bludgeoning plus Grab
- ◆ **Bite**

Requirement The zombie has a creature grabbed or restrained.

Effect The zombie makes a bite unarmed melee Strike against the grabbed or restrained creature with an attack bonus of +6 that deals 2d4+3 piercing damage.

PLAGUE ZOMBIE

CREATURE 1

Evil
Medium
Mindless
Undead
Zombie

Perception +2; darkvision

Languages -

Skills -1; Athletics +5

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

Slow A zombie is permanently slowed 1 and can't use reactions.

AC 13, TAC 10; Fort +6, Ref +1, Will +2

HP 60, negative healing; **Immunities** asleep, disease, paralysis, poison; **Weaknesses** positive 10, slashing 10

Speed 25 feet

- ◆ **Melee** fist +7, **Damage** 1d8+3 bludgeoning plus Grab and zombie rot
- ◆ **Bite**

Requirement The zombie has a creature grabbed or restrained.

Effect The zombie makes a bite unarmed melee Strike against the grabbed or restrained creature with an attack bonus of +7 that deals 2d4+4 piercing damage. A creature damaged by the bite is exposed to zombie rot.

Zombie Rot (disease, necromancy) An infected creature can't heal damage it takes from zombie rot. **Saving Throw** Fortitude DC 15; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 1d6 damage (1 day); **Stage 3** 1d6 damage (1 day); **Stage 4** 1d6 damage (1 day); **Stage 5** dead, and rises as a plague zombie immediately.

ZOMBIE BRUTE

CREATURE 2

Evil
Large
Mindless
Undead
Zombie

Perception +3; darkvision

Languages -

Skills +0; Athletics +7

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

Slow A zombie is permanently slowed 1 and can't use reactions.

AC 14, TAC 11; Fort +8, Ref +2, Will +3

HP 80, negative healing; **Immunities** asleep, disease, paralysis, poison; **Weaknesses** positive 10, slashing 10

Speed 25 feet

- ◆ **Melee** fist +8 (reach 10 feet), **Damage** 1d10+6 bludgeoning plus knockback

NPCS

These creatures work more like player characters than the others in this document. Some of them will refer to rules appearing in the classes from the *Playtest Rulebook*. For instance, several of the spellcasters have Spell Points and powers to spend them on.

HALFLING FOOTPAD

CREATURE 0

Evil Halfling Humanoid Small	Perception +4
	Languages Common, Halfling
	Skills -1; Acrobatics +5, Deception +3, Society +1, Stealth +5, Thievery +5
	Str -1, Dex +4, Con +0, Int +0, Wis +2, Cha +2
	Items dagger, leather armor, sling with 6 bullets
	Distracting Shadows The footpad can use creatures that are at least one size larger than it as cover for the Hide and Sneak actions.
	AC 14, TAC 13; Fort +0, Ref +4, Will +2
	HP 6
	Speed 20 feet
	◆ Melee dagger +6 (agile, versatile S), Damage 1d4-1 piercing
	◆ Ranged sling +6, Damage 1d6-1 bludgeoning
	◆ Ranged dagger +6 (agile, thrown 10 feet, versatile S), Damage 1d4-1 piercing
	Sneak Attack (precision) The footpad deals 1d4 extra precision damage to flat-footed creatures.

CLERIC OF ROVAGUG

CREATURE 3

Chaotic Evil Human Humanoid Medium	Perception +8
	Languages Common, Orcish
	Skills +1; Athletics +7, Intimidation +5, Religion +8
	Str +3, Dex +0, Con +2, Int -1, Wis +4, Cha +1
	Items chain mail, greataxe, heavy crossbow with 10 bolts, <i>scroll of ray of enfeeblement</i>
	AC 18, TAC 15; Fort +7, Ref +5, Will +8
	HP 41
	Speed 20 feet
	◆ Melee greataxe +8 (sweep), Damage 1d12+3 slashing
	◆ Ranged heavy crossbow +5, Damage 1d10 piercing
	Divine Prepared Spells DC 17, attack +9; 2nd <i>harm</i> (x4), <i>sound burst</i> , <i>spiritual weapon</i> ; 1st <i>bane</i> , <i>burning hands</i> (x2); Cantrips (2nd) <i>daze</i> , <i>detect magic</i> , <i>know direction</i> , <i>light</i>
	Cleric Powers 4 Spell Points, DC 17; 2nd <i>destructive cry</i> (1 Spell Point)

MERCENARY SCOUT

CREATURE 3

Evil Human Humanoid	Perception +10
	Languages Common, Gnoll
	Skills +1; Acrobatics +9, Athletics +8, Nature +8, Stealth +9, Survival +9
	Str +2, Dex +4, Con +1, Int +0, Wis +2, Cha +0
	Items expert composite shortbow with 40 arrows, <i>lesser healing potion</i> , hide armor, 2 kukris
	AC 18, TAC 15; Fort +6, Ref +9, Will +7
	HP 45
	Speed 30 feet

- ◆ **Melee** kukri +9 (agile, trip), **Damage** 2d6+2 slashing
 - ◆ **Melee** fist (agile, nonlethal), **Damage** 1d4+4 bludgeoning
 - ◆ **Ranged** composite shortbow +9 (deadly 1d10), **Damage** 2d6+2 piercing
- Perfect Aim** The scout ignores the concealed condition. When he targets a creature, that creature doesn't benefit from being screened; reduce the AC bonus the creature gets from cover by 2 against that attack.

VILE NECROMANCER

CREATURE 3

Chaotic Evil Human Humanoid Medium	Perception +5
	Languages Common, Abyssal, Necril
	Skills +1; Arcana +9, Deception +7, Occultism +9
	Str +0, Dex +3, Con +1, Int +4, Wis +0, Cha +1
	Items <i>bracers of armor</i> (1st), <i>lesser healing potion</i> , <i>scroll of web</i> , expert sickle
	AC 17, TAC 17; Fort +4, Ref +7, Will +6
	HP 32 plus 10 temporary
	Speed 25 feet
	◆ Melee sickle +7 (agile, trip), Damage 2d4 slashing
	◆ Melee fist (agile, nonlethal) +5, Damage 1d4 bludgeoning
	Arcane Prepared Spells DC 17, attack +8; 2nd <i>acid arrow</i> , <i>false life</i> (already cast), <i>invisibility</i> ; 1st <i>fear</i> , <i>grease</i> , <i>grim tendrils</i> , <i>magic missile</i> ; Cantrips (2nd) <i>chill touch</i> , <i>detect magic</i> , <i>light</i> , <i>mage hand</i> , <i>ray of frost</i>
	Wizard Powers 4 Spell Points, DC 17; 2nd <i>call of the grave</i> (1 Spell Point)

DEMONOLOGIST

CREATURE 5

Chaotic Evil Human Humanoid Medium	Perception +8
	Languages Common, Abyssal
	Skills +5; Deception +11, Intimidation +13, Religion +11
	Str +1, Dex +3, Con +3, Int +2, Wis +0, Cha +4
	Items crossbow with 20 bolts, sickle
	AC 19, TAC 19; Fort +10, Ref +10, Will +8
	HP 58
	Speed 25 feet
	◆ Melee sickle +11 (agile, trip), Damage 1d4+1 slashing
	◆ Ranged crossbow +11, Damage 1d8 piercing
	Divine Spontaneous Spells DC 19, attack +11; 3rd (3 slots) <i>crisis of faith</i> , <i>darkness</i> , <i>slow</i> , <i>summon monster</i> , <i>vampiric touch</i> ; 2nd (4 slots) <i>darkness</i> , <i>deafness</i> , <i>resist energy</i> , <i>see invisibility</i> , <i>summon monster</i> ; 1st (4 slots) <i>command</i> , <i>fear</i> , <i>mage armor</i> (already cast), <i>summon monster</i> ; Cantrips (3rd) <i>chill touch</i> , <i>detect magic</i> , <i>light</i> , <i>sigil</i>
	Sorcerer Powers 4 Spell Points, DC 19; 3rd <i>glutton's jaws</i> (1 Spell Point)
	◆ Reach Spell (metamagic)
	Trigger The demonologist starts to cast a spell that has a range and has a maximum of two spellcasting actions.
	Effect The demonologist adds a Somatic Casting action to the casting of the triggering spell to increase its range by 30 feet. If the spell normally has a range of touch, extend its range to 30 feet.
	Steady Spellcasting The demonologist's spells are disrupted by reactions only if they take 10 or more damage.

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ALCHEMICAL RENEGADE

CREATURE 5

Chaotic
Evil
Human
Humanoid
Medium

Perception +10

Languages Common, Dwarven

Skills +5; Acrobatics +13, Crafting +13, Stealth +13

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

Items expert alchemist's tools, 2 infused darkvision elixirs, 2 infused lesser elixirs of life, expert light mace, formula book, 2 infused lesser quicksilver mutagens (one already consumed), studded leather armor, sunrod

AC 19, **TAC** 17; **Fort** +9, **Ref** +12, **Will** +8

HP 68 (10 damage from quicksilver mutagen)

Speed 35 feet

◆ **Melee** light mace +11 (agile, shove), **Damage** 2d4 bludgeoning

◆ **Ranged** empowered bomb +13 (range increment 20 feet, splash), **Damage** by bomb

- **Alchemist's Fire** 2d8 fire plus 2 persistent fire and 1 fire splash damage

- **Liquid Ice** 2d4 cold plus 1 cold splash damage and hampered 10 until the end of its next turn

Alchemical Formulas 6 Resonance Points; **5th** lesser quicksilver mutagen, lesser silvertongue mutagen; **4th** lesser elixir of life; **3rd** bomber's eye elixir, bravo's brew, cat's eye elixir; **2nd** cognition elixir; **1st** alchemist's fire, cheetah's elixir, liquid ice, sunrod, tanglefoot bag

◆ **Quick Alchemy** 1 Resonance Point

Quick Bomber The renegade can draw two bombs with one Interact action, and when using Quick Alchemy can also draw one bomb as part of the action.

CLERIC OF CALISTRIA

CREATURE 7

Chaotic
Elf
Humanoid
Medium

Perception +13; low-light vision

Languages Common, Elven

Skills +7; Athletics +10, Deception +15, Diplomacy +13, Medicine +15, Religion +15

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

Items chain mail, expert light steel shield (Hardness 6), expert whip

AC 23 (24 with shield raised), **TAC** 20 (21 with shield raised); **Fort** +12, **Ref** +11, **Will** +14

HP 90

◆ **Shield Block**

Speed 25 feet

◆ **Melee** whip +16 (disarm, nonlethal, reach 10 feet, trip), **Damage** 3d4 slashing

◆ **Ranged** crossbow +16, **Damage** 2d8 piercing

Divine Prepared Spells DC 21, attack +16; **4th** *enervation, freedom of movement, heal* (×7); **3rd** *dispel magic, heroism, neutralize poison*; **2nd** *enthrall, shield other, undetectable alignment*; **1st** *bless, charm, ventriloquism*; **Cantrips** (4th) *detect magic, message, prestidigitation, read aura*

Cleric Powers 4 Spell Points, DC 21; **4th** *retributive pain* (2 Spell Points), *savor the sting* (1 Spell Point)

Emblazon Symbol The cleric has her religious symbol emblazoned on her shield. She can perform Material Casting and Somatic Casting actions without a free hand.

MASTERFUL ROGUE

CREATURE 10

Human
Humanoid
Medium

Perception +18

Languages Common

Skills +8; Acrobatics +20, Athletics +18, Deception +18, Diplomacy +18, Intimidation +18, Stealth +20, Thievery +20

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

Items +1 *dagger, gallows tooth* (affixed to rapier), 2 *greater healing potions*, +2 *leather armor, potion of flying*, +2 *rapier*

AC 28, **TAC** 27; **Fort** +15, **Ref** +19 (evasion), **Will** +14

HP 155

Deny Advantage The rogue isn't treated as flat-footed by flanking, sensed, or unseen creatures of 10th level or lower.

Evasion When the rogue succeeds at a Reflex save, they treat it as a critical success.

◆ **Sidestep**

Trigger A Strike attack roll against the rogue fails or critically fails.

Effect The rogue redirects the attack to a creature of the rogue's choice that is adjacent to the rogue and within the reach of the triggering attack. The attacker rerolls the Strike's attack roll at the same multiple attack penalty against the new target.

Speed 25 feet, light step, mobility

◆ **Melee** +2 *rapier* +20 (deadly 1d8, disarm, magical), **Damage** 3d6+5 piercing

◆ **Melee** +1 *dagger* +19 (agile, magical, versatile S), **Damage** 2d4+5 piercing

◆ **Melee** fist +18 (agile, nonlethal), **Damage** 1d4+5 bludgeoning

◆ **Ranged** +1 *dagger* +19 (agile, magical, versatile S), **Damage** 2d4+5 piercing

◆ **Debilitating Strike**

Trigger The rogue hits and deals damage to a flat-footed creature with a Strike.

Effect The rogue applies one of the following debilitating, which lasts until the end of the rogue's next turn.

Debilitation The target becomes entangled.

Debilitation The target becomes enfeebled 1.

Light Step When the rogue Strides or Steps, they ignore difficult terrain.

Mobility When the rogue takes a Stride action to move half their Speed or less, that movement does not trigger reactions.

Sneak Attack If the rogue's Strike hits a flat-footed creature, it deals 2d6 extra precision damage.

Surprise Attack On the first round of combat, the rogue treats any creatures that haven't acted yet as if they were flat-footed.

ABILITY GLOSSARY

The following creature abilities are listed here because they are shared by many creatures or are highly complex. The statistics for individual creatures might alter the traits, number of actions, or other rules of these abilities. Anything noted in a specific creature's stat block overrides the general rules for the ability below. In these abilities, "monster" is used for the creature that has the ability, to differentiate it from any other creatures the ability might affect.

At-Will Spells The monster can cast its at-will spells any number of times without using up spell slots. An at-will spell that the monster casts at a higher level than the spell's base level has that level listed in parentheses.

◆ **Attack of Opportunity**

Trigger A creature within the monster's reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using.

Effect The monster attempts a melee Strike against the triggering creature at a -2 penalty. If the attack hits and the trigger was a manipulate action, the monster disrupts that action. This Strike doesn't count toward the monster's multiple attack penalty, and its multiple attack penalty doesn't apply to this Strike.

◆ **Change Shape** (concentrate, polymorph, transmutation) The monster changes its shape indefinitely. It can use this action again to return to its natural shape or adopt a new shape. Unless otherwise noted, a monster cannot use Change Shape to appear as a specific individual. Using Change Shape counts as creating a disguise for the Impersonate use of Deception. The monster's transformation automatically defeats Perception DCs to determine whether the creature is a member of the race into which it transformed, and it gains a +4 conditional bonus to its Deception DC to prevent others from seeing through its disguise.

Change Shape abilities specify what shapes the monster can adopt. The monster doesn't gain any special abilities of the new shape, only its physical form. In each shape, it replaces its normal Speeds and Strikes, and might potentially change its senses or size. Any changes are listed in its stat block.

Constant Spells A constant spell affects the monster without the monster needing to cast it, and its duration is unlimited. If a constant spell gets dispelled, the monster can reactivate it by spending the normal spellcasting actions the spell requires.

Continuous Aura A monster's continuous aura automatically affects everything within a specified radius emanating from that monster. The monster doesn't need to spend actions on a continuous aura; rather, a continuous aura's effects are applied at specific times, such as at the end of each creature's turn or when creatures enter the aura.

◆ **Constrict** The monster automatically deals the listed amount of damage to any number of creatures grabbed or restrained by it.

Coven (arcane, divination, mental) This monster can form a coven with two or more other creatures who also have this ability. This involves performing an 8-hour ceremony with all prospective coven members. After the coven is formed, each of its members

gains elite adjustments (see page 22), adjusting their level accordingly. Coven members can sense other members' locations and conditions by spending an action and can sense what another coven member is sensing with an activity that takes two actions (these both have the concentrate trait).

Covens also grant spells and rituals to their members, but these can be cast only in cooperation between three coven members who are all within 30 feet of one another. A coven member can contribute to a coven spell with a Verbal Casting action. If two coven members have contributed these actions within the last round, a third member can cast a coven spell on her turn by spending the normal spellcasting actions. A coven can cast its coven spells an unlimited number of times, but can cast only one coven spell each round. All covens include the 8th-level *baleful polymorph* spell and all the following spells, which the coven can cast at any level up to 5th: *augury*, *charm*, *clairaudience*, *clairvoyance*, *dream message*, *illusory disguise*, *illusory scene*, *prying eye*, and *talking corpse*. Individual creatures with the coven ability also grant additional spells to any coven they join. A coven can also cast the *control weather* ritual, with a DC of 23 instead of the standard DC.

If a coven member leaves the coven, the coven ends immediately. If the death of a coven member brings the coven below three members, the remaining members keep their elite adjustments for 24 hours, but without enough members to contribute the necessary actions, they can't cast coven spells.

Disease When a creature is exposed to a monster's disease, it attempts a Fortitude save or succumbs to the disease. The disease follows the rules for afflictions found on page 324 of the *Pathfinder Playtest Rulebook*.

◆◆ **Engulf** The monster Strides up to double its Speed and can move through the spaces of any creatures in its path. Any creature of the monster's size or smaller whose space the monster moves through can attempt a Reflex save with the listed DC to avoid being engulfed. A creature unable to act automatically critically fails this save. If a creature succeeds at its save, it chooses to be either pushed aside (out of the monster's path) or pushed in front of the monster to the end of the monster's movement. The monster can't attempt to Engulf the same creature twice in a single action. The monster can contain as many creatures as can fit in its space.

A creature that fails its save is pulled into the monster's body. It is grabbed, is slowed 1, and has to hold its breath or start suffocating. The creature takes the listed amount of damage when first engulfed and at the end of each of its turns while it's engulfed. An engulfed creature can get free by Escaping against the listed escape DC. An engulfed creature can attack the monster engulfing it, but only with unarmed attacks or with weapons of light Bulk or less. These attacks target the monster's TAC. If the monster takes piercing or slashing damage equaling or exceeding the toughness value listed in its Engulf entry, the engulfed creature cuts itself free. A creature that gets free by either method can immediately breathe and exits the swallowing monster's space.

If the monster dies, all engulfed creatures are automatically released as the monster's form loses cohesion.

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Fast Healing A monster with this ability regains the given number of Hit Points each round at the beginning of its turn.

Frightful Presence (aura, emotion, fear, mental) A creature that enters the area must attempt a Will save. It's frightened 1 on a success, unaffected on a critical success, frightened 2 on a failure, or frightened 3 and fleeing for 1 round on a critical failure. After a creature attempts its save, it's bolstered.

◆ Grab

Requirements The monster's last action was a success with an attack that lists Grab in its damage entry, or it has a creature grabbed using this action.

Effect The monster automatically Grabs the target until the end of the monster's next turn. The creature is grabbed by whichever body part the monster attacked with, and that body part can't be used to Strike creatures until the grab is ended.

Using Grab extends the duration of the monster's Grab until the end of its next turn for all creatures grabbed by it.

The grabbed creature can Escape using Acrobatics or Break the Grapple with Athletics, and the Grab ends if the monster moves away.

◆ **Greater Constrict** The monster automatically deals the listed amount of damage to a creature grabbed or restrained by it, and the creature must attempt a Fortitude save at the listed DC or fall unconscious. A creature that succeeds at its save is bolstered against falling unconscious in this way.

◆ **Improved Grab, Improved Knockdown, or Improved Push** The monster can use Grab, Knockdown, or Push (as appropriate) as a free action triggered by a hit with its initial attack. A creature with Improved Grab still needs to spend an action to extend the duration for creatures it already has grabbed.

◆ Knockdown

Requirements The monster's last action was a success with an attack that lists Knockdown in its damage entry.

Effect The monster automatically knocks the target prone.

Poison When a creature is exposed to a monster's poison, it attempts a Fortitude save or becomes poisoned. The poison follows the rules for afflictions found in the *Pathfinder Playtest Rulebook* (page 324).

◆ Push

Requirements The monster's last action was a success with an attack that lists Push in its damage entry.

Effect The monster automatically knocks the target away from the monster. Unless otherwise noted in the ability description, the creature is pushed 5 feet. If the attack was a critical hit, this distance is doubled.

◆ Raise a Shield

Requirements You are wielding a shield.

Effect You position your shield to protect yourself. When you have Raised a Shield, you gain its listed bonuses to AC and TAC as circumstance bonuses and you can use the Shield Block reaction. Your shield remains raised until the start of your next turn.

Regeneration This monster regains the listed number of Hit Points each round at the beginning of its turn. It can't die from damage or the dying condition; its dying condition never increases beyond dying 3 as long as its regeneration is active. If it takes

damage of a type listed in the regeneration entry, however, its regeneration deactivates until the end of its next turn. Deactivate the regeneration before applying the damage, since that damage might kill the monster by bringing it to dying 4.

◆ **Rend** A Rend entry lists a Strike the monster has.

Requirements The monster hit the same enemy with two consecutive Strikes of the listed type in the same round.

Effect The monster automatically deals that Strike's damage again to the enemy.

◆ Shield Block

Trigger While you have your shield raised, you take damage from a physical attack.

Effect You snap your shield into place to deflect a blow. Your shield prevents you from taking an amount of damage up to its Hardness—the shield takes this damage instead, possibly becoming dented or broken.

◆ **Swallow Whole** (attack) The monster attempts to swallow a creature of the listed size or smaller that it has grabbed in its jaws or mouth. If a swallowed creature is of the maximum size listed, the monster can't use Swallow Whole again. If the creature is smaller than the maximum, the monster can usually swallow more creatures; the GM determines the maximum. The monster attempts an Athletics check opposed by the grabbed creature's Reflex DC. If it succeeds, it swallows the creature. The monster's jaws or mouth no longer grabs a creature it has swallowed, so the monster is free to use them to Strike or Grab once again. The monster can't attack creatures it has swallowed.

A swallowed creature is grabbed, slowed 1, and has to hold its breath or start suffocating. The swallowed creature takes the listed amount of damage when first swallowed and at the end of each of its turns while it's swallowed. Escaping this ability's grabbed condition puts the victim back in the monster's mouth. This frees any other creature grabbed in the monster's mouth. A swallowed creature can attack the monster that has swallowed it, but only with unarmed attacks or with weapons of light Bulk or less. These attacks target the monster's TAC. If the monster takes piercing or slashing damage equaling or exceeding the toughness value listed in its Swallow Whole entry, the swallowed creature cuts a large enough opening to exit through. The creature can immediately breathe and exits the swallowing monster's space.

If the monster dies, a swallowed creature can be freed by creatures adjacent to the corpse spending a combined total of 3 actions cutting with a weapon or unarmed attack that deals piercing or slashing damage.

Telepathy (aura, divination, magical) A monster with telepathy in can communicate mentally with any creatures within the listed radius, as long as they have a language. This doesn't give any special access to their thoughts, and communicates no more information than normal speech would.

◆◆ **Trample** The monster Strides up to double its Speed and can move through the spaces of creatures of the listed size, Trampling each creature whose space it enters. A trampled creature takes the damage of the listed Strike, but can attempt a Reflex save at the listed DC (half damage on a success, no damage on a critical success, double damage on a critical failure).

CREATURE AND HAZARD TRAITS

Some of these traits appear in the *Pathfinder Playtest Rulebook*, while others are new to this document.

Aberration Aberrations are creatures from beyond the planes or corruptions of the natural order.

Acid Effects with this trait deal acid damage. An item with 5 or lower Hardness takes 1 extra Dent from acid damage. Creatures with this trait have a magical connection to acid.

Air Effects with the air trait either manipulate or conjure air. Those that manipulate air have no effect in a vacuum or an area without air. Creatures with this trait consist primarily of air or have a magical connection to the element.

Amphibious An amphibious creature can breathe either in water or in air and outside of their preferred environment, usually indefinitely but at least for hours. These creatures often have a swim Speed.

Animal An animal is a creature with a relatively low intelligence. It typically doesn't have an Intelligence ability score over 3, can't speak languages, and can't be trained in Intelligence-based skills.

Aquatic Aquatic creatures are at home underwater. Their bludgeoning and slashing unarmed Strikes don't take the -2 penalty for being underwater. Unless they have amphibious or another trait that says otherwise, aquatic creatures can breathe water but not air.

Beast A creature similar to an animal but with an Intelligence of 4 or higher is usually a beast. Unlike an animal, a beast might be able to speak and reason.

Boggard Boggards are frog-like humanoids. They typically have darkvision, a grabbing tongue, and a horrifying croak.

Caligni Subterranean people with powers to create darkness are called caligni.

Chaotic Chaotic effects often manipulate energy from chaos-aligned Outer Planes and are anathema to lawful divine servants and divine servants of lawful deities. A creature with this trait is chaotic in alignment.

Cold Effects with this trait deal cold damage. Creatures with this trait have a magical connection to cold.

Complex Hazards with this trait roll initiative after their reactions, possibly starting a new encounter, and use actions of their own.

Construct A construct is an artificial creature empowered by a force other than necromancy. Constructs are often mindless; they are immune to disease, paralysis, and poison; and they may have Hardness based on the materials used to construct their bodies. Constructs are not living creatures, nor are they undead. When reduced to 0 Hit Points, a construct creature is destroyed.

Demon A race of fiends, demons hail from or trace their origins to the Abyss. Most are irredeemably chaotic evil. They typically have darkvision and resistances to damage.

Devil A race of fiends from Hell, most devils are irredeemably lawful evil. They typically have greater darkvision, immunity to fire, and telepathy.

Dinosaur These reptiles have survived from prehistoric times.

Dragon Dragons are reptilian creatures, often winged or with the power of flight. Most are able to use a breath weapon and are immune to sleep and paralysis.

Drow Subterranean kin of the elves, drow typically have darkvision and inborn magical abilities.

Earth Effects with the earth trait either manipulate or conjure earth. Those that manipulate earth have no effect in an area without earth. Creatures with this trait consist primarily of earth or have a magical connection to the element.

Electricity Effects with this trait deal electricity damage. A creature with this trait has a magical connection to electricity.

Elemental Elementals are creatures directly tied to an element, and are natives of the Elemental Planes. Elementals don't need to breathe.

Elf A creature with this trait is an elf; these mysterious people have rich traditions of magic and scholarship and typically have low-light vision.

Environmental A hazard with this trait is something dangerous that's part of the natural world, such as quicksand or harmful mold. Skills like Survival are often necessary to overcome them.

Evil Evil effects often manipulate energy from evil-aligned Outer Planes and are anathema to good divine servants and divine servants of good deities. A creature with this trait is evil in alignment.

Fey Creatures of the First World are called the fey.

Fiend Creatures that hail from or have a strong connection to the evil-aligned planes are called fiends. Fiends can survive the basic environmental effects of planes in the Outer Sphere.

Fire Effects with the fire trait deal fire damage or either conjure or manipulate fire. Those that manipulate fire have no effect in an area without fire. Creatures with this trait are primarily constituted of fire or have a magical connection to the element.

Fungus Fungal creatures have the fungus tag. They are distinct from normal fungi.

Gargantuan This creature is Gargantuan in size.

Genie The diverse races of genies hold positions of prominence in the Elemental Planes. They have powerful magical abilities.

Ghost Lost souls that haunt the world as incorporeal undead are called ghosts.

Ghoul Ghouls are vile undead creatures that feast on flesh.

Giant Giants are massive humanoid creatures.

Gnoll Gnolls are humanoids that resemble hyenas.

Goblin Creatures with this trait can be of any of several ancestries, including small and canny goblins, militaristic hobgoblins, and hulking and savage bugbears. They tend to have darkvision.

Golem A golem is a special type of construct. A golem is immune to almost all magic, but most have a weakness to certain spells.

Good Good effects often manipulate energy from good-aligned Outer Planes and are anathema to evil divine servants and divine servants of evil deities. A creature with this trait is good in alignment.

Hag These creatures are spellcasting crones.

Halfling A creature with this trait is a halfling; these small people are considered to be lucky, friendly wanderers.

Haunt A hazard with this trait is a spiritual echo, often of someone with a tragic death. The means to put a haunt to rest varies, and often involves resolving the haunt's unfinished business. A haunt that hasn't been properly put to rest always returns after a time.

Huge This creature is Huge in size.

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Human A creature with this trait is a human; these people are known for their adaptability.

Humanoid Humanoid creatures reason and act much like humans. They typically stand upright and have two arms and two legs.

Incorporeal An incorporeal creature or object has no physical body. It can pass through solid objects, including walls. When inside an object, it can't perceive, attack, or interact with anything outside the object, and it is slowed 1. If it exits an object, it remains slowed until the end of its turn. Corporeal creatures can pass through an incorporeal creature, but can't end their movement in its space.

An incorporeal creature can't attempt Strength-based checks against physical creatures or objects—only against incorporeal ones—unless those objects have the *ghost touch* property rune. Likewise, a corporeal creature can't attempt Strength-based checks against incorporeal creatures or objects.

Incorporeal creatures usually have immunity to nonmagical attacks and other effects or conditions that require a physical body, like disease, poison, and precision damage. They usually resist all damage (except force damage and damage from weapons with the *ghost touch* property rune).

Kobold Kobolds are reptilian humanoids who typically have darkvision.

Large This creature is Large in size.

Lawful Lawful effects often manipulate energy from law-aligned Outer Planes and are anathema to chaotic divine servants and divine servants of chaotic deities. A creature with this trait is lawful in alignment.

Lizardfolk Lizardfolk are a race of reptilian humanoids. They typically have swim speeds.

Magical Like an item with this trait, a magical hazard is imbued with magical energies. It radiates a magic aura infused with its dominant school of magic (abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, or transmutation).

Some items or hazards are closely tied to a particular tradition of magic. In these cases, the item or hazard has the arcane, divine, occult, or primal trait instead of the magical trait. Any of these traits indicates that it is magical.

Mechanical A hazard with this trait—typically a trap—is a constructed physical object.

Medium This creature is Medium in size.

Mindless A mindless creature has either programmed or rudimentary mental attributes. Most, if not all, of their mental ability scores are 1. They are immune to all mental effects.

Minion A creature with this trait can use only 2 actions per turn and can't use reactions. A minion acts on your turn in combat when you spend an action to issue it verbal commands (this action has the concentrate trait). If given no commands, minions use no actions except to defend themselves or to escape obvious harm. If left unattended for at least 1 minute, mindless minions don't act, whereas intelligent ones act as they please.

Mummy A mummy is an undead created from a preserved corpse.

Mutant The monster has mutated or evolved, granting it unusual benefits, drawbacks, or both.

Oni Evil spirits that take humanoid form, oni typically have the ability to change their shape.

Ooze Oozes are creatures with simple anatomies. They tend to be immune to mental effects and precision damage, and tend to have low mental ability scores.

Orc A creature with this trait is an orc. These green-skinned people have a reputation as warmongers and tend to have darkvision.

Plant Vegetable creatures have the plant trait. They are distinct from normal plants. Magical effects with this trait manipulate or conjure plants or plant matter in some way. Those that manipulate plants have no effect in an area with no plants.

Rakshasa Reincarnations of evil souls, rakshasa live on the Material Plane but are fiends.

Sahuagin Ocean-dwelling evil humanoids, sahuagin usually have blindsense and darkvision.

Serpentfolk Serpentfolk are ancient reptilian humanoids who tend to be immune to mental spells.

Shade Most incorporeal undead creatures that feed on the life force of the living belong to the family of shades.

Skeleton This undead is made from a dead creature's animated skeleton.

Small This creature is Small in size.

Swarm A swarm is a mass or cloud of creatures that functions as one monster. Its size trait gives the size of the entire mass, though for most swarms the individual creatures that make up that mass are Tiny. A swarm can occupy the same space as other creatures, and must do so in order to use its damaging action. Swarms are immune to any effects that target a single creature or a specific number of creatures. A swarm typically has weakness to effects that deal damage over an area (like area spells and splash weapons).

Tane The Tane are powerful primeval creatures originally from the First World.

Tiny This creature is Tiny in size.

Titan Ancient creatures formed by the gods, titans are few in number but immensely powerful.

Trap A hazard or item with this trait is purposefully set or constructed to hinder interlopers. Traps usually require Thievery to disable or bypass, though magical means can assist against magical traps.

Troll Trolls are brutish giant creatures and are well known for their ability to regenerate.

Undead Once living, these creatures were infused after death with negative energy and soul-corrupting evil magic. When reduced to 0 Hit Points, an undead creature is destroyed. Undead creatures are damaged by positive energy, are healed by negative energy, and don't benefit from healing effects.

Vampire Undead creatures that thirst for blood, vampires are notoriously versatile and hard to destroy.

Water Effects with the water trait either manipulate or conjure water. Those that manipulate water have no effect in an area without water. Creatures with this trait are primarily constituted of fire or have a magical connection to the element.

Werecreature These shapechanging creatures are either naturally able to shift between animal, humanoid, and hybrid shape or are afflicted with a curse that forces them to shift involuntarily.

Xulgath These subterranean reptilian creatures tend to have darkvision.

Zombie These undead hunger for brains.

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