

APPENDIX 1: ANIMAL COMPANIONS

This section presents an assortment of suitable druid and ranger animal companions at various effective druid levels. All of the druids and rangers in Chapter 1 are built with the nature bond (domain) or hunter's bond (companions) class abilities, so it is a simple matter to replace those abilities with an animal companion of the appropriate level. For druids, ignore the bonus spells and granted powers listed in the stat block; for rangers, ignore the hunter's bond ability (which otherwise does not affect the ranger's statistics in any way).

An asterisk (*) after an animal companion's name indicates that only druids can select that type of companion.

DINOSAUR*	Effective Druid Level
N Small animal	1

Init +3; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)

hp 15 (2d8+6)

Fort +6, **Ref** +6, **Will** +1

OFFENSE

Speed 60 ft.

Melee bite +2 (1d4), 2 talons +2 (1d6)

STATISTICS

Str 11, **Dex** 17, **Con** 17, **Int** 2, **Wis** 12, **Cha** 14

Base Atk +1; **CMB** +0; **CMD** 13

Feats Skill Focus (Perception)

Skills Acrobatics +7 (+19 when jumping), Perception +8

SQ tricks (attack, come, defend, down, fetch, guard, seek)

PONY	Effective Druid Level
N Medium animal	1

Init +1; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)

hp 11 (2d8+2)

Fort +4, **Ref** +4, **Will** +0

OFFENSE

Speed 40 ft.

Melee 2 hooves +2 (1d3+1)

STATISTICS

Str 13, **Dex** 13, **Con** 12, **Int** 2, **Wis** 11, **Cha** 4

Base Atk +1; **CMB** +2; **CMD** 13 (17 vs. trip)

Feats Skill Focus (Perception)

Skills Perception +8

SQ tricks (attack, come, defend, down, guard, heel, work)

SMALL CAT	Effective Druid Level
N Small animal	1

Init +5; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 17, touch 16, flat-footed 12 (+5 Dex, +1 natural, +1 size)

hp 11 (2d8+2)

Fort +4, **Ref** +8, **Will** +1

OFFENSE

Speed 50 ft.

Melee bite +7 (1d4+1 plus trip), 2 claws +7 (1d2+1)

STATISTICS

Str 12, **Dex** 21, **Con** 13, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +1; **CMD** 16 (20 vs. trip)

Feats Weapon Finesse

Skills Perception +5, Stealth +13

SQ tricks (attack [all creatures], come, defend, down, guard, heel)

BIRD	Effective Druid Level
N Small animal	2

Init +2; **Senses** low-light vision; Perception +7

DEFENSE

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)

hp 16 (3d8+3)

Fort +4, **Ref** +5, **Will** +3

OFFENSE

Speed 10 ft., fly 80 ft. (average)

Melee bite +5 (1d4), 2 talons +6 (1d4)

STATISTICS

Str 10, **Dex** 15, **Con** 12, **Int** 2, **Wis** 14, **Cha** 6

Base Atk +2; **CMB** +1; **CMD** 13

Feats Weapon Finesse, Weapon Focus (talons)

Skills Fly +8, Perception +7

SQ tricks (attack, come, down, fetch, heel, seek, stay)

BOAR*	Effective Druid Level
N Small animal	2

Init +1; **Senses** low-light vision, scent; Perception +10

DEFENSE

AC 18, touch 12, flat-footed 17 (+1 Dex, +6 natural, +1 size)

hp 22 (3d8+9)

Fort +5, **Ref** +4, **Will** +2

OFFENSE

Speed 40 ft.

Melee gore +4 (1d6+1)

STATISTICS

Str 13, **Dex** 12, **Con** 15, **Int** 2, **Wis** 13, **Cha** 4

Base Atk +2; **CMB** +2; **CMD** 13 (17 vs. trip)

Feats Skill Focus (Perception), Toughness

Skills Perception +10

SQ tricks (attack, come, defend, guard, heel, perform, stay)

CONSTRUCTOR SNAKE	Effective Druid Level
N Medium animal	2

Init +3; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 19 (3d8+6)

Fort +4, **Ref** +6, **Will** +2

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +4 (1d3+3 plus grab)

STATISTICS

Str 15, **Dex** 17, **Con** 13, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +2; **CMB** +4 (+8 grapple); **CMD** 17 (can't be tripped)

Feats Skill Focus (Perception), Toughness

Skills Acrobatics +7 (+3 when jumping), Climb +10, Perception +8, Stealth +7, Swim +10

BEAR*	Effective Druid Level
N Small animal	3

Init +3; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 18, touch 14, flat-footed 15 (+3 Dex, +4 natural, +1 size)

hp 16 (3d8+3)

Fort +4, **Ref** +6, **Will** +2

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee bite +6 (1d4+3), 2 claws +6 (1d3+3)

STATISTICS

Str 16, **Dex** 16, **Con** 13, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +4; **CMD** 17 (21 vs. trip)

Feats Endurance, Run

Skills Perception +5, Survival +2, Swim +7

SQ tricks (attack, come, defend, down, guard, heel, perform, stay)

CAMEL	Effective Druid Level
N Large animal	3

Init +3; **Senses** low-light vision, scent; Perception +6

DEFENSE

AC 15, touch 12, flat-footed 12 (+3 Dex, +3 natural, -1 size)

hp 19 (3d8+6)

Fort +5, **Ref** +6, **Will** +1

Defensive Abilities evasion

OFFENSE

Speed 50 ft.

Melee bite +6 (1d4+6)

Ranged spit +4 ranged touch (sickened for 1d4 rounds)

Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 19, **Dex** 17, **Con** 14, **Int** 2, **Wis** 11, **Cha** 4

Base Atk +2; **CMB** +7; **CMD** 20 (24 vs. trip)

Feats Endurance, Weapon Focus (bite)

Skills Perception +6

SQ tricks (attack, come, down, fetch, guard, heel, stay, work)

DOG	Effective Druid Level
N Small animal	3

Init +4; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 19, touch 15, flat-footed 15 (+4 Dex, +4 natural, +1 size)

hp 19 (3d8+6)

Fort +5, **Ref** +7, **Will** +2

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee bite +6 (1d4+3)

STATISTICS

Str 14, **Dex** 18, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +3; **CMD** 17 (21 vs. trip)

Feats Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +8, Survival +3

SQ tricks (attack, come, defend, fetch, guard, heel, stay, track)

BADGER	Effective Druid Level
N Medium animal	4

Init +3; **Senses** low-light vision, scent; Perception +8

DEFENSE



AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

hp 34 (4d8+16)

Fort +7, **Ref** +7, **Will** +2

Defensive Abilities evasion

OFFENSE

Speed 30 ft., burrow 10 ft., climb 10 ft.

Melee bite +7 (1d6+3), 2 claws +6 (1d4+3)

Special Attacks rage (as barbarian for 6 rounds per day)

STATISTICS

Str 16, **Dex** 16, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +6; **CMD** 19 (23 vs. trip)

Feats Toughness, Weapon Focus (bite)

Skills Climb +11, Perception +8

SQ tricks (attack [all creatures], come, defend, fetch, guard, heel, stay)

Note: The badger's stat block does not include the adjustments from its rage ability.

SHARK	Effective Druid Level
N Medium animal	4

Init +2; **Senses** blindsense, low-light vision, scent; Perception +8

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 34 (4d8+16)

Fort +10, **Ref** +6, **Will** +2

Defensive Abilities evasion

OFFENSE

Speed 0 ft., swim 60 ft.

Melee bite +8 (1d6+6)

STATISTICS

Str 18, **Dex** 14, **Con** 18, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +3; **CMB** +7; **CMD** 19

Feats Great Fortitude, Weapon Focus (bite)

Skills Perception +8, Swim +12

SQ tricks (attack [any creature], guard, seek, track)

VIPER SNAKE	Effective Druid Level
N Medium animal	4

Init +3; **Senses** low-light vision, scent; Perception +9

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

hp 22 (4d8+4)

Fort +5, **Ref** +7, **Will** +2

Defensive Abilities evasion

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +6 (1d4+3 plus poison)

STATISTICS

Str 14, **Dex** 16, **Con** 13, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +3; **CMB** +5; **CMD** 18 (can't be tripped)

Feats Skill Focus (Perception), Weapon Finesse

Skills Acrobatics +7 (+3 when jumping), Climb +10, Perception +9, Stealth +7, Swim +10

SQ tricks (attack [any creature], come, defend, down)

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1 Con; *cure* 1 save.

BIG CAT*	Effective Druid Level
N Medium animal	5

Init +4; **Senses** low-light vision, scent; Perception +9

DEFENSE

AC 17, touch 14, flat-footed 13 (+4 Dex, +3 natural)

hp 32 (5d8+10)

Fort +6, **Ref** +8, **Will** +3

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee bite +6 (1d6+2), 2 claws +6 (1d4+2)

Special Attacks rake (2 claws +6, 1d4+2)

STATISTICS

Str 14, **Dex** 18, **Con** 14, **Int** 2, **Wis** 15, **Cha** 10

Base Atk +3; **CMB** +5; **CMD** 19 (23 vs. trip)

Feats Skill Focus (Perception), Weapon Focus (bite, claws)

Skills Acrobatics +8 (+12 when jumping), Perception +9, Stealth +9, Swim +6

SQ tricks (attack [any creature], defend, down, guard, heel, seek, stay)

PONY	Effective Druid Level
N Medium animal	5

Init +2; **Senses** low-light vision, scent; Perception +9

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

hp 32 (5d8+10)

Fort +6, **Ref** +6, **Will** +1

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee 2 hooves +6 (1d3+3)

STATISTICS

Str 16, **Dex** 15, **Con** 14, **Int** 2, **Wis** 11, **Cha** 4

Base Atk +3; **CMB** +6; **CMD** 18 (22 vs. trip)

Feats Endurance, Run, Skill Focus (Perception)

Skills Acrobatics +6 (+10 when jumping), Perception +9, Swim +7

SQ combat trained, tricks (attack [all creatures], come, defend, down, guard, heel, work)

WOLF	Effective Druid Level
N Medium animal	5

Init +3; **Senses** low-light vision, scent; Perception +10

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

hp 37 (5d8+15)

Fort +7, **Ref** +7, **Will** +2

Defensive Abilities evasion

OFFENSE

Speed 50 ft.

Melee bite +6 (1d6+3 plus trip)

STATISTICS

Str 14, **Dex** 16, **Con** 16, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +5; **CMD** 18 (22 vs. trip)

Feats Run, Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +10, Survival +3

SQ tricks (attack, come, defend, fetch, guard, heel, stay, track)

APE*	Effective Druid Level
N Large animal	6

Init +3; **Senses** low-light vision, scent; Perception +10

DEFENSE

AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, -1 size)

hp 45 (6d8+18)

Fort +9, **Ref** +8, **Will** +3; +4 on Will saves vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +10 (1d6+7), 2 claws +10 (1d6+7)

Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 24, **Dex** 17, **Con** 14, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +4; **CMB** +12; **CMD** 25

Feats Great Fortitude, Skill Focus (Perception), Toughness

Skills Acrobatics +8, Climb +15, Perception +10, Stealth +3

SQ tricks (attack, come, defend, down, fetch, guard, seek, stay, work)

HORSE	Effective Druid Level
N Large animal	6

Init +3; **Senses** low-light vision, scent; Perception +11

DEFENSE

AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, -1 size)

hp 45 (6d8+18)

Fort +8, **Ref** +8, **Will** +3; +4 on Will saves vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 50 ft.

Melee bite +8 (1d4+5), 2 hooves +3 (1d6+2)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 20, **Dex** 16, **Con** 17, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +4; **CMB** +10; **CMD** 23 (27 vs. trip)

Feats Endurance, Run, Skill Focus (Perception)

Skills Acrobatics +7 (+15 when jumping), Perception +11, Swim +9

SQ combat trained, tricks (attack [all creatures], come, defend, down, guard, heel, stay, work)

CAMEL	Effective Druid Level
N Large animal	7

Init +4; **Senses** low-light vision, scent; Perception +9

DEFENSE

AC 18, touch 13, flat-footed 14 (+4 Dex, +5 natural, -1 size)

hp 45 (6d8+18)

Fort +8, **Ref** +9, **Will** +2; +4 on Will saves vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 50 ft.

Melee bite +10 (1d4+9)

Ranged spit +7 ranged touch (sickened for 1d4 rounds)

Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 23, **Dex** 18, **Con** 16, **Int** 2, **Wis** 11, **Cha** 4

Base Atk +4; **CMB** +11; **CMD** 25 (29 vs. trip)

Feats Endurance, Run, Weapon Focus (bite)

Skills Perception +9

SQ tricks (attack [any creature], come, down, fetch, guard, heel, stay, work)



CROCODILE*	Effective Druid Level
N Medium animal	7

Init +2; **Senses** low-light vision; Perception +9

DEFENSE

AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)

hp 45 (6d8+18)

Fort +8, **Ref** +7, **Will** +3; +4 on Will saves vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 20 ft., swim 30 ft.

Melee bite +10 (1d8+9) or
tail slap +10 (1d12+9)

Special Attacks death roll, grab, sprint

STATISTICS

Str 22, **Dex** 14, **Con** 17, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +4; **CMB** +10 (+14 grapple); **CMD** 22 (26 vs. trip)

Feats Run, Skill Focus (Perception, Stealth)

Skills Perception +9, Stealth +12, Swim +14

SQ hold breath, tricks (attack [any creature], come, defend, guard, seek)

SMALL CAT	Effective Druid Level
N Medium animal	7

Init +6; **Senses** low-light vision, scent; Perception +6

DEFENSE

AC 21, touch 16, flat-footed 15 (+6 Dex, +5 natural)

hp 39 (6d8+12)

Fort +7, **Ref** +11, **Will** +3; +4 on Will saves vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 50 ft.

Melee bite +10 (1d6+4 plus trip), 2 claws +11 (1d3+4)

STATISTICS

Str 18, **Dex** 22, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +4; **CMB** +8; **CMD** 24 (28 vs. trip)

Feats Skill Focus (Stealth), Weapon Finesse, Weapon Focus (claws)

Skills Acrobatics +10 (+18 when jumping), Climb +9, Perception +6, Stealth +13

SQ sprint, tricks (attack [all creatures], come, defend, down, fetch, guard, heel, stay)

BIRD	Effective Druid Level
N Small animal	8

Init +4; **Senses** low-light vision; Perception +10

DEFENSE

AC 21, touch 16, flat-footed 16 (+4 Dex, +1 dodge, +5 natural, +1 size)

hp 45 (7d8+14)

Fort +7, **Ref** +9, **Will** +4; +4 on Will saves vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 10 ft., fly 80 ft. (average)

Melee bite +11 (1d4+2), 2 talons +11 (1d4+2)

STATISTICS

Str 14, **Dex** 18, **Con** 14, **Int** 2, **Wis** 14, **Cha** 6

Base Atk +5; **CMB** +6; **CMD** 21

Feats Dodge, Weapon Finesse, Weapon Focus (bite, talons)

Skills Fly +11, Perception +10

SQ tricks (attack [any creature], come, down, fetch, guard, heel, seek, stay)

CONSTRUCTOR SNAKE	Effective Druid Level
N Large animal	8

Init +3; **Senses** low-light vision, scent; Perception +10

DEFENSE

AC 20, touch 13, flat-footed 16 (+3 Dex, +1 dodge, +7 natural, -1 size)

hp 59 (7d8+28)

Fort +8, **Ref** +8, **Will** +3; +4 on Will saves vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +13 (1d4+12 plus grab)

Space 10 ft.; **Reach** 10 ft.

Special Attacks constrict (1d4+12)

STATISTICS

Str 26, **Dex** 17, **Con** 17, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +5; **CMB** +14 (+18 grapple); **CMD** 28 (can't be tripped)

Feats Dodge, Skill Focus (Perception), Toughness, Weapon Focus (bite)

Skills Acrobatics +7 (+3 when jumping), Climb +20, Perception +10, Stealth +4, Swim +16

SQ tricks (attack [any creature], come, defend, down, guard)

BADGER	Effective Druid Level
N Medium animal	9

Init +4; **Senses** low-light vision, scent; Perception +15

DEFENSE

AC 22, touch 14, flat-footed 18 (+4 Dex, +8 natural)

hp 76 (8d8+40)

Fort +10, **Ref** +10, **Will** +3; +4 on Will saves vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 30 ft., burrow 10 ft., climb 10 ft.

Melee bite +11/+6 (1d6+4), 2 claws +11 (1d4+4)

Special Attacks rage (as barbarian for 6 rounds per day)

STATISTICS

Str 18, **Dex** 18, **Con** 18, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +10; **CMD** 24 (28 vs. trip)

Feats Skill Focus (Perception), Toughness, Weapon Focus (bite), Weapon Focus (claws)

Skills Climb +12, Perception +15

SQ tricks (attack [all creatures], come, defend, down, fetch, guard, heel, seek, stay)

Note: The badger's stat block does not include the adjustments from its rage ability.

PONY	Effective Druid Level
N Medium animal	9

Init +3; **Senses** low-light vision, scent; Perception +11

DEFENSE

AC 21, touch 13, flat-footed 18 (+3 Dex, +8 natural)

hp 52 (8d8+16)

Fort +8, **Ref** +9, **Will** +2; +4 on Will saves vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee hoof +11/+6/+11 (1d3+5)

STATISTICS

Str 20, **Dex** 16, **Con** 14, **Int** 2, **Wis** 11, **Cha** 4

Base Atk +6; **CMB** +11; **CMD** 24 (28 vs. trip)

Feats Endurance, Power Attack, Run, Skill Focus (Perception)

Skills Acrobatics +8 (+12 when jumping), Perception +11, Swim +9

SQ combat trained, tricks (attack [any creature], come, defend, down, guard, heel, seek, stay, work)

DOG	Effective Druid Level
N Medium animal	10–11

Init +4; **Senses** low-light vision, scent; Perception +11

DEFENSE

AC 22, touch 14, flat-footed 18 (+4 Dex, +8 natural)

hp 85 (9d8+45)

Fort +10, **Ref** +10, **Will** +4; +4 on Will saves vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee bite +12/+7 (1d6+7)

STATISTICS

Str 21, **Dex** 18, **Con** 18, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +6; **CMB** +11; **CMD** 25 (29 vs. trip)

Feats Run, Skill Focus (Perception, Survival), Toughness, Weapon Focus (bite)

Skills Perception +11, Survival +8, Swim +9

SQ tricks (attack [any creature], come, defend, down, fetch, guard, heel, stay, track)

HORSE	Effective Druid Level
N Large animal	10–11

Init +3; **Senses** low-light vision, scent; Perception +13

DEFENSE

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size)

hp 67 (9d8+27)

Fort +9, **Ref** +9, **Will** +4; +4 on Will saves vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 50 ft.

Melee bite +11 (1d4+6), 2 hooves +9 (1d6+3)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 22, **Dex** 17, **Con** 17, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +6; **CMB** +13 (+15 overrun); **CMD** 26 (28 vs. overrun, 30 vs. trip)

Feats Endurance, Improved Overrun, Multiattack, Power Attack, Run, Skill Focus (Perception)

Skills Acrobatics +8 (+16 when jumping), Perception +13, Swim +10

SQ combat trained, tricks (attack [any creature], come, defend, down, guard, heel, seek, stay, work)

VIPER SNAKE	Effective Druid Level
N Medium animal	10–11

Init +4; **Senses** low-light vision, scent; Perception +10

DEFENSE

AC 22, touch 14, flat-footed 18 (+4 Dex, +8 natural)

hp 67 (9d8+27)

Fort +8, **Ref** +10, **Will** +4; +4 on Will saves vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +11/+6 (1d6+4 plus poison)

STATISTICS

Str 16, **Dex** 18, **Con** 14, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +6; **CMB** +9; **CMD** 23 (can't be tripped)

Feats Improved Natural Attack (bite), Skill Focus (Perception), Toughness, Weapon Finesse, Weapon Focus (bite)

Skills Acrobatics +9 (+5 when jumping), Climb +15, Perception +10, Stealth +10, Swim +11

SQ tricks (attack [any creature], come, defend, down, guard, seek)

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1 Con; *cure* 1 save.

WOLF	Effective Druid Level
N Medium animal	10–11

Init +3; **Senses** low-light vision, scent; Perception +10

DEFENSE

AC 23, touch 13, flat-footed 19 (+3 Dex, +1 dodge, +10 natural, -1 size)

hp 85 (9d8+45)

Fort +11, **Ref** +9, **Will** +4; +4 on Will saves vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 50 ft.

Melee bite +13/+8 (1d8+10 plus trip)

Space 10 ft.; **Reach** 5 ft.



STATISTICS

Str 25, **Dex** 16, **Con** 20, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +6; **CMB** +14; **CMD** 28 (32 vs. trip)
Feats Blind-Fight, Dodge, Run, Skill Focus (Perception), Weapon Focus (bite)
Skills Perception +10, Stealth +5, Survival +4
SQ tricks (attack [any creature], come, defend, fetch, guard, heel, seek, stay, track)

BOAR*	Effective Druid Level
N Medium animal	12

Init +2; **Senses** low-light vision, scent; Perception +12

DEFENSE

AC 26, touch 12, flat-footed 24 (+2 Dex, +14 natural)
hp 95 (10d8+50)
Fort +11, **Ref** +9, **Will** +4; +4 on Will saves vs. enchantments
Defensive Abilities evasion

OFFENSE

Speed 40 ft.
Melee gore +14/+9 (1d8+9)
Special Attacks ferocity

STATISTICS

Str 22, **Dex** 14, **Con** 18, **Int** 2, **Wis** 13, **Cha** 4
Base Atk +7; **CMB** +13; **CMD** 25 (29 vs. trip)
Feats Improved Bull Rush, Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (gore)

Skills Perception +12, Survival +3, Swim +12
SQ tricks (attack [any creature], come, defend, down, guard, heel, perform, seek, stay, track)

SMALL CAT	Effective Druid Level
N Medium animal	12

Init +7; **Senses** low-light vision, scent; Perception +7

DEFENSE

AC 26, touch 17, flat-footed 19 (+7 Dex, +9 natural)
hp 85 (10d8+40)
Fort +10, **Ref** +14, **Will** +4; +4 on Will saves vs. enchantments
Defensive Abilities evasion

OFFENSE

Speed 50 ft.
Melee bite +14/+9 (1d6+5 plus trip), 2 claws +15 (1d3+5)

STATISTICS

Str 20, **Dex** 24, **Con** 16, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +7; **CMB** +12; **CMD** 29 (33 vs. trip)
Feats Blind-Fight, Skill Focus (Stealth), Toughness, Weapon Finesse, Weapon Focus (claws)
Skills Acrobatics +12 (+20 when jumping), Climb +11, Perception +7, Stealth +15
SQ sprint, tricks (attack [all creatures], come, defend, down, fetch, guard, heel, perform, seek, stay)

BEAR*	Effective Druid Level
N Medium animal	13

Init +3; **Senses** low-light vision, scent; Perception +12

DEFENSE

AC 23, touch 13, flat-footed 20 (+3 Dex, +10 natural)
hp 82 (11d8+33)
Fort +10, **Ref** +10, **Will** +4; +4 on Will saves vs. enchantments
Defensive Abilities evasion

OFFENSE

Speed 40 ft.
Melee bite +15/+10 (1d6+7), 2 claws +15 (1d4+7)

STATISTICS

Str 24, **Dex** 17, **Con** 16, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +8; **CMB** +15; **CMD** 28 (32 vs. trip)
Feats Endurance, Improved Bull Rush, Power Attack, Run, Skill Focus (Perception, Survival)
Skills Climb +11, Perception +12, Survival +6, Swim +13
SQ tricks (attack [any creature], come, defend, down, guard, heel, perform, seek, stay, track)

CAMEL	Effective Druid Level
N Large animal	13

Init +5; **Senses** low-light vision, scent; Perception +14

DEFENSE

AC 23, touch 14, flat-footed 18 (+5 Dex, +9 natural, -1 size)



hp 93 (11d8+44)

Fort +10, **Ref** +12, **Will** +3; +4 on Will saves vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 50 ft.

Melee bite +16/+11 (1d4+12)

Ranged spit +12 ranged touch (sickened for 1d4 rounds)

Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 26, **Dex** 20, **Con** 16, **Int** 2, **Wis** 11, **Cha** 4

Base Atk +8; **CMB** +17; **CMD** 32 (36 vs. trip)

Feats Blind-Fight, Endurance, Power Attack, Run, Toughness, Weapon Focus (bite)

Skills Perception +14

SQ tricks (attack [all creatures], come, defend, down, fetch, guard, heel, perform, stay, work)

BADGER	Effective Druid Level
N Medium animal	14

Init +4; **Senses** low-light vision, scent; Perception +22

DEFENSE

AC 25, touch 15, flat-footed 20 (+4 Dex, +1 dodge, +10 natural)

hp 114 (12d8+60)

Fort +12, **Ref** +12, **Will** +5; +4 on Will saves vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 30 ft., burrow 10 ft., climb 10 ft.

Melee bite +15/+10 (1d6+5), 2 claws +15 (1d4+5)

Special Attacks rage (as barbarian for 6 rounds per day)

STATISTICS

Str 20, **Dex** 19, **Con** 18, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +9; **CMB** +14; **CMD** 29 (33 vs. trip)

Feats Blind-Fight, Dodge, Skill Focus (Perception), Toughness, Weapon Focus (bite, claws)

Skills Climb +13, Perception +22

SQ tricks (attack [any creature], come, defend, down, fetch, guard, heel, seek, stay, work)

Note: The badger's stat block does not include the adjustments from its rage ability.

BIRD	Effective Druid Level
N Small animal	14

Init +5; **Senses** low-light vision; Perception +14

DEFENSE

AC 26, touch 17, flat-footed 20 (+5 Dex, +1 dodge, +9 natural, +1 size)

hp 90 (12d8+36)

Fort +10, **Ref** +13, **Will** +6; +4 on Will saves vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 10 ft., fly 80 ft. (average)

Melee bite +16/+11 (1d4+4), 2 talons +16 (1d4+4)

STATISTICS

Str 18, **Dex** 20, **Con** 14, **Int** 2, **Wis** 14, **Cha** 6

Base Atk +9; **CMB** +12; **CMD** 28

Feats Dodge, Power Attack, Toughness, Weapon Finesse, Weapon Focus (talons, bite)

Skills Fly +13, Perception +14

SQ tricks (attack [all creatures], come, defend, down, fetch, guard, heel, perform, seek, stay)

CROCODILE*	Effective Druid Level
N Medium animal	14

Init +3; **Senses** low-light vision; Perception +15

DEFENSE

AC 26, touch 14, flat-footed 22 (+3 Dex, +1 dodge, +12 natural)

hp 102 (12d8+48)

Fort +12, **Ref** +11, **Will** +5; +4 on Will saves vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 20 ft., swim 30 ft.

Melee bite +16/+11 (2d6+10) or tail slap +16 (1d12+10)

Special Attacks death roll, grab, sprint

STATISTICS

Str 25, **Dex** 16, **Con** 18, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +9; **CMB** +16 (+20 grapple); **CMD** 30 (34 vs. trip)

Feats Dodge, Improved Natural Attack (bite), Power Attack, Run, Skill Focus (Perception, Stealth)

Skills Perception +15, Stealth +13, Swim +15

SQ hold breath, tricks (attack [any creature], come, defend, down, guard, seek, stay)

DOG	Effective Druid Level
N Medium animal	15

Init +5; **Senses** low-light vision, scent; Perception +12

DEFENSE

AC 27, touch 15, flat-footed 22 (+5 Dex, +12 natural)

hp 114 (12d8+60)

Fort +12, **Ref** +13, **Will** +5; +4 on Will saves vs. enchantments

Defensive Abilities improved evasion

OFFENSE

Speed 40 ft.

Melee bite +17/+12 (1d6+10)

STATISTICS

Str 24, **Dex** 20, **Con** 18, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +9; **CMB** +16; **CMD** 31 (35 vs. trip)

Feats Intimidating Prowess, Run, Skill Focus (Perception, Survival), Toughness, Weapon Focus (bite)

Skills Intimidate +6, Perception +12, Survival +9, Swim +11

SQ tricks (attack [all creatures], come, defend, down, fetch, guard, heel, seek, stay, track, work)



SHARK	Effective Druid Level
N Medium animal	15

Init +4; **Senses** blindsense, low-light vision, scent; Perception +22

DEFENSE

AC 29, touch 15, flat-footed 24 (+4 Dex, +1 dodge, +14 natural)

hp 102 (12d8+48)

Fort +14, **Ref** +14, **Will** +5; +4 on Will saves vs. enchantments

Defensive Abilities improved evasion

OFFENSE

Speed 0 ft., swim 60 ft.

Melee bite +17/+12 (1d8+10)

STATISTICS

Str 24, **Dex** 18, **Con** 18, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +9; **CMB** +16; **CMD** 31

Feats Dodge, Great Fortitude, Improved Natural Attack (bite), Lightning Reflexes, Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +22, Swim +15

SQ tricks (attack [any creature], defend, down, guard, heel, seek, stay, track)

BIG CAT*	Effective Druid Level
N Large animal	16

Init +5; **Senses** low-light vision, scent; Perception +12

DEFENSE

AC 28, touch 15, flat-footed 22 (+5 Dex, +1 dodge, +13 natural, -1 size)

hp 110 (13d8+52)

Fort +12, **Ref** +13, **Will** +6; +4 on Will saves vs. enchantments

Defensive Abilities improved evasion

OFFENSE

Speed 40 ft.

Melee bite +18/+13 (1d8+9), 2 claws +18 (1d6+9)

Space 10 ft.; **Reach** 5 ft.

Special Attacks grab, pounce, rake (2 claws +18, 1d6+9)

STATISTICS

Str 28, **Dex** 20, **Con** 18, **Int** 2, **Wis** 15, **Cha** 10

Base Atk +9; **CMB** +19; **CMD** 35 (39 vs. trip)

Feats Dodge, Power Attack, Run, Skill Focus (Perception, Stealth), Weapon Focus (bite, claws)

Skills Acrobatics +9 (+13 when jumping), Perception +12, Stealth +13, Swim +14

SQ tricks (attack [any creature], come, defend, down, fetch, guard, heel, perform, seek, stay, track)

HORSE	Effective Druid Level
N Large animal	16

Init +5; **Senses** low-light vision, scent; Perception +15

DEFENSE

AC 29, touch 15, flat-footed 23 (+5 Dex, +1 dodge, +14 natural, -1 size)

hp 110 (13d8+52)

Fort +11, **Ref** +13, **Will** +5; +4 on Will saves vs. enchantments

Defensive Abilities improved evasion

OFFENSE

Speed 50 ft.

Melee bite +15 (1d4+7), 2 hooves +13 (1d6+3)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 24, **Dex** 20, **Con** 17, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +9; **CMB** +17 (+19 overrun); **CMD** 33 (35 vs. overrun, 37 vs. trip)

Feats Dodge, Endurance, Improved Overrun, Multiattack^B, Power Attack, Run, Skill Focus (Perception), Toughness

Skills Acrobatics +12 (+20 when jumping), Perception +15, Swim +11

SQ combat trained, tricks (attack [all creatures], come, defend, down, fetch, guard, heel, perform, seek, stay, work)

CONSTRUCTOR SNAKE	Effective Druid Level
N Large animal	17

Init +5; **Senses** low-light vision, scent; Perception +13

DEFENSE

AC 28, touch 15, flat-footed 22 (+5 Dex, +1 dodge, +13 natural, -1 size)

hp 133 (14d8+70)

Fort +13, **Ref** +14, **Will** +5; +4 on Will saves vs. enchantments

Defensive Abilities improved evasion

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +20/+15 (1d6+15 plus grab)

Space 10 ft.; **Reach** 10 ft.

Special Attacks constrict (1d4+15)

STATISTICS

Str 30, **Dex** 20, **Con** 18, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +10; **CMB** +21 (+25 grapple); **CMD** 37 (can't be tripped)

Feats Blind-Fight, Diehard, Dodge, Improved Natural Attack (bite), Skill Focus (Perception), Toughness, Weapon Focus (bite)

Skills Acrobatics +9 (+5 when jumping), Climb +22, Perception +13, Stealth +10, Swim +18

SQ tricks (attack [any creature], come, defend, down, guard, heel, seek, stay)

DINOSAUR*	Effective Druid Level
N Medium animal	18–19

Init +6; **Senses** low-light vision, scent; Perception +13

DEFENSE

AC 32, touch 17, flat-footed 25 (+6 Dex, +1 dodge, +15 natural)

hp 142 (15d8+75)

Fort +14, **Ref** +15, **Will** +6; +4 on Will saves vs. enchantments

Defensive Abilities improved evasion

OFFENSE

Speed 60 ft.

Melee bite +17/+12 (1d6+6), 2 claws +17 (1d4+6), 2 talons +18 (2d6+6)

Special Attacks pounce

STATISTICS

Str 22, **Dex** 22, **Con** 20, **Int** 2, **Wis** 12, **Cha** 14

Base Atk +11; **CMB** +17; **CMD** 34

Feats Diehard, Dodge, Endurance, Improved Natural Attack (talons), Mobility, Run, Skill Focus (Perception), Weapon Focus (talons)

Skills Acrobatics +14 (+26 when jumping), Perception +13, Stealth +13

SQ tricks (attack [any creature], come, defend, down, fetch, guard, heel, perform, seek, stay, track, work)

VIPER SNAKE	Effective Druid Level
N Medium animal	18–19

Init +5; **Senses** low-light vision, scent; Perception +13

DEFENSE

AC 30, touch 16, flat-footed 24 (+5 Dex, +1 dodge, +14 natural)

hp 112 (15d8+45)

Fort +11, **Ref** +14, **Will** +6; +4 on Will saves vs. enchantments

Defensive Abilities improved evasion

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +17/+12 (1d6+7 plus poison)

STATISTICS

Str 20, **Dex** 21, **Con** 14, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +11; **CMB** +16; **CMD** 32 (can't be tripped)

Feats Dodge, Improved Natural Attack (bite), Mobility, Skill Focus (Perception), Skill Focus (Stealth), Toughness, Weapon Finesse, Weapon Focus (bite)

Skills Acrobatics +10 (+6 when jumping), Climb +17, Perception +13, Stealth +17, Swim +13

SQ tricks (attack [any creature], come, defend, down, fetch, guard, heel, seek, stay)

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1 Con; *cure* 1 save.

WOLF	Effective Druid Level
N Large animal	18–19

Init +5; **Senses** low-light vision, scent; Perception +13

DEFENSE

AC 31, touch 15, flat-footed 25 (+5 Dex, +1 dodge, +16 natural, -1 size)

hp 157 (15d8+90)

Fort +14, **Ref** +14, **Will** +6; +4 on Will saves vs. enchantments

Defensive Abilities improved evasion

OFFENSE

Speed 50 ft.

Melee bite +20/+15 (2d6+13 plus trip)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 28, **Dex** 20, **Con** 20, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +11; **CMB** +21; **CMD** 37 (41 vs. trip)

Feats Blind-Fight, Dodge, Improved Natural Attack (bite), Mobility, Run, Skill Focus (Perception), Toughness, Weapon Focus (bite)

Skills Perception +13, Stealth +10, Survival +4

SQ tricks (attack [any creature], come, defend, down, fetch, guard, heel, perform, seek, stay, track, work)

APE*	Effective Druid Level
N Large animal	20

Init +6; **Senses** low-light vision, scent; Perception +12

DEFENSE

AC 30, touch 15, flat-footed 24 (+6 Dex, +15 natural, -1 size)

hp 120 (16d8+48)

Fort +14, **Ref** +16, **Will** +6; +4 on Will saves vs. enchantments

Defensive Abilities improved evasion

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +22/+17 (1d6+10), 2 claws +22 (1d6+10)

Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 30, **Dex** 22, **Con** 14, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +12; **CMB** +23; **CMD** 39

Feats Blind-Fight, Combat Reflexes, Great Fortitude, Improved Bull Rush, Skill Focus (Perception), Toughness, Weapon Focus (bite, claws)

Skills Acrobatics +14, Climb +18, Perception +12, Stealth +11

SQ tricks (attack [any creature], come, defend, down, fetch, guard, heel, perform, seek, stay, track, work)

SMALL CAT	Effective Druid Level
N Medium animal	20

Init +8; **Senses** low-light vision, scent; Perception +13

DEFENSE

AC 32, touch 19, flat-footed 23 (+8 Dex, +1 dodge, +13 natural)

hp 136 (16d8+64)

Fort +13, **Ref** +18, **Will** +6; +4 on Will saves vs. enchantments

Defensive Abilities improved evasion

OFFENSE

Speed 50 ft.

Melee bite +21/+16 (1d6+7 plus trip), 2 claws +21 (1d3+7)

STATISTICS

Str 24, **Dex** 26, **Con** 16, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +12; **CMB** +19; **CMD** 38 (42 vs. trip)

Feats Blind-Fight, Dodge, Mobility, Skill Focus (Stealth), Toughness, Weapon Finesse, Weapon Focus (bite, claws)

Skills Acrobatics +13 (+21 when jumping), Climb +13, Perception +13, Stealth +16

SQ sprint, tricks (attack [all creatures], come, defend, down, fetch, guard, heel, perform, seek, stay, track, work)



APPENDIX 2: ENCOUNTER GROUPS

By following the guidelines for building adventures and encounters in the *Pathfinder RPG Core Rulebook* (see pages 396–401), you can use the NPCs presented in this book to create a number of diverse and challenging encounters. If you're in a hurry, this appendix provides a number of thematic encounters using the NPCs in this book. Every theme is split into low-level, mid-level, and high-level encounters, each with its Challenge Rating. These are followed by the NPCs in the encounters, along with their races, classes, and levels, as well as the page where you can find each NPC.

ARCANE WARRIORS

Not all masters of the arcane arts are wizened scholars poring over books of esoteric formulae. Some possess formidable powers forged in the heat of battle.

Low-Level (CR 3)

These two mages are not afraid to dive into melee when the need arises.

1 battle mage (elf wizard 3)	Page 179
1 gem sorcerer (dwarf sorcerer 2)	Page 160

Mid-Level (CR 8)

This wandering pair doesn't look for trouble, but doesn't shrink from it either.

1 queen of staves (elf fighter 2/ abjurer 5/eldritch knight 2)	Page 220
1 storm prophet (dwarf sorcerer 7/ dragon disciple 2)	Page 212

High-Level (CR 22)

Tricky and dangerous, these arcane warriors stalk the land looking for challenges to overcome and evil to work.

1 chaos arrow (gnome rogue 6/sorcerer 4/ arcane archer 10)	Page 203
1 god stealer (elf rogue 3/enchanter 7/ arcane trickster 10)	Page 207
1 ice maiden (elf sorcerer 10/dragon disciple 10)	Page 215

ARCHER BANDS

Many warriors know that the best kind of offense is the kind made from a distance. These warriors deal death before their enemies can approach.

Low-Level (CR 3)

These stealthy archers fire off shots from hiding.

2 novice scouts (half-elf rangers 1)	Page 128
1 skilled sniper (half-elf rogue 3)	Page 145

Mid-Level (CR 11)

These woodland scouts mix archery with magic and melee might.

1 fastidious sharpshooter (gnome fighter 8)	Page 83
3 forest guardians (elf barbarians 6)	Page 12
1 green warden (elf fighter 5/conjurer 2/ arcane archer 2)	Page 200

High-Level (CR 18)

These archers hunt down undead, but can also handle anyone else who gets in their way.

1 undead bane (ranger 9/sorcerer 1/ arcane archer 7)	Page 202
2 undead slayers (rangers 16)	Page 139

ARISTOCRATIC COURTS

Though aristocrats often shun battle or get others to do their dirty work, they present different kinds of challenges to overcome—particularly social ones.

Low-Level (CR 4)

A princess and her paladin guard pass out coins to the poor.

6 beggars (half-elf commoners 1)	Page 256
1 callous rake (human paladin of Iomedae 1)	Page 112
1 princess (human aristocrat 2)	Page 250

Mid-Level (CR 11)

The local mayor is constantly surrounded by a group of lawyers and merchants vying for his favor. He is also protected by a pair of personal bodyguards.

3 cutthroat lawyers (half-elf experts 9)	Page 264
2 expert bodyguards (human warriors 7)	Page 269
1 mayor (human aristocrat 7)	Page 253
2 successful merchants (human experts 7)	Page 263

High-Level (CR 18)

A cadre of paladins and a court historian serve in the retinue of this young king.

1 king (human aristocrat 10)	Page 255
1 master historian (dwarf bard 10/loremaster 7)	Page 226
1 mounted paragon (human paladin 16)	Page 123
4 pious guards (human paladins of Iomedae 10)	Page 117

BARBARIAN WARBANDS

Barbarian warriors are the scourge of wilderness and the high seas; their actions are hard to predict and overcome.

Low-Level (CR 3)

These sea-going mercenaries can be found in a small boat or raiding a coastal settlement.

1 sail master (human druid 2)	Page 62
2 savage mercenaries (human barbarians 1)	Page 10

Mid-Level (CR 10)

Dwarven barbarians sometimes recruit the aid of gnome spellcasters to empower their bands.

1 cave stalker (dwarf rogue 6)	Page 146
2 sundering axes (dwarf barbarians 7)	Page 13
1 trickster mage (gnome sorcerer 8)	Page 165

High-Level (CR 16)

Charismatic tribal leaders are able to coax hidden powers from some of their tribe members.

1 acid terror (human sorcerer 9/dragon disciple 4)	Page 213
2 savage riders (human barbarians 13)	Page 18
1 tribal leader (human bard 13)	Page 36

BARDIC TROUPES

Often these groups are content with entertaining the masses. Other times they have clandestine motivations.

Low-Level (CR 2)

Bards sometimes hire sorcerers or wizards to supplement their performances with flashy magic.

1 mercenary magician (human sorcerer 1)	Page 160
2 tavern singers (half-elf bards 1)	Page 26

Mid-Level (CR 11)

Sometimes bards ply their trade while a thief skulks about, pickpocketing members of the crowd.

1 freelance thieves (human rogue 7)	Page 147
1 seance medium (human bard 10)	Page 33
1 street artist (elf bard 8)	Page 31

High-Level (CR 16)

The wandering troupes of circus performers who dazzle and entertain crowds also have many dangerous talents.

1 courtesan (human bard 12)	Page 35
1 lion tamer (gnome bard 15)	Page 38
2 poisonous performers (human monks 11)	Page 102
1 prankster illusionist (gnome illusionist 10)	Page 185

BURGLARS

These skilled thieves and adventurers are adept at breaking, entering, and larceny.

Low-Level (CR 3)

While the street performer distracts a crowd outside a building, two cutpurses pilfer the loot within.

2 cutpurses (human rogues 1)	Page 144
1 street performer (human bard 2)	Page 26

Mid-Level (CR 11)

A pair of gnomes is backed up by a bit of muscle and a drunken cleric who is just along for the new experience.

1 blackstrike (human fighter 7/shadowdancer 2)	Page 236
1 carousing champion (halfling cleric of Cayden Cailean 6)	Page 47
2 trapsmiths (gnome rogues 8)	Page 147

High-Level (CR 19)

A wealth of academic knowledge and a good sword arm can be useful during break-ins.

1 graceful slayer (elf barbarian 17)	Page 22
1 master historian (dwarf bard 10/loremaster 7)	Page 226
1 vaultbreaker (human rogue 6/transmuter 4/arcane trickster 7)	Page 206

CARAVAN DEFENDERS

Tasked with making sure that traders and their goods reach their desired destination, many caravan defenders leap into action when danger approaches—though those who fight for gold may flee if death seems likely.

Low-Level (CR 7)

A daring merchant and a somewhat reluctant carpenter come to the aid of the caravan guards.

4 guards (human warriors 3)	Page 267
1 journeyman carpenter (half-orc expert 4)	Page 261
1 successful merchant (human expert 7)	Page 263

Mid-Level (CR 12)

A well-defended diplomat is traveling with this caravan. When threatened, she and her entourage take up the caravan's defense.

4 cavalry soldiers (half-elf warriors 9)	Page 270
1 diplomat (half-elf aristocrat 8)	Page 253
1 griffon rider (elf fighter 10)	Page 85

High-Level (CR 18)

Traveling though the dangerous high desert, this rich caravan is defended by stalkers and spellcasters.

4 desert stalkers (half-orc rangers 14)	Page 137
1 fury of flame (human druid 14)	Page 73
1 natural arcanist (halfling sorcerer 16)	Page 173

CITY DEFENDERS

Civil peace and prosperity must often be defended with force of arms. These men and women defend the people of their settlement.

Low-Level (CR 4)

A veteran guard leads a cadre of raw recruits on a patrol through lower-class sections of the city to show them the ropes and toughen them up for future challenges.

1 guard (human warrior 3)	Page 267
6 recruits (dwarf warriors 1)	Page 266

Mid-Level (CR 11)

A paladin leads a group of cavalry soldiers patrolling the lands just outside the city walls.

4 cavalry soldiers (half-elf warriors 9)	Page 270
1 saintly knight (half-orc paladin of Iomedae 9)	Page 116



High-Level (CR 20)

When a city is threatened, its paladins rally to defend it.

1 mithral master (half-elf paladin of Abadar 19)	Page 126
4 mounted paragons (human paladins 16)	Page 123

DIVINE CRUSADERS

Religious missionaries, driven by their fervor, often treat any resistance to their cause as heresy.

Low-Level (CR 4)

Dangers to the faithful can bring crusaders of different religious mind-sets together to fight for a common purpose.

1 haughty avenger (half-elf paladin 3)	Page 113
1 initiate of flame (dwarf druid 1)	Page 62
1 war priest (dwarf cleric of Gorum 2)	Page 44

Mid-Level (CR 9)

Not all religions help people. Some calls to divine action bring only slaughter.

4 axe warriors (half-orc barbarians 3)	Page 11
1 axe dancer (half-orc monk 8)	Page 99
1 wrath priest (half-orc cleric of Rovagug 8)	Page 49

High-Level (CR 20)

When dwarven holds are threatened, their holy defenders can rally truly awesome divine responses.

1 axe lord (dwarf paladin of Torag 17)	Page 124
2 dwarven arbalesters (dwarf fighters 16)	Page 91
1 holy battle mage (dwarf cleric of Torag 5/ wizard 5/mystic theurge 10)	Page 231

DRACONIC RAVAGERS

Draconic blood often breeds arrogance and an intolerance for those seen as lesser creatures.

Low-Level (CR 4)

With a majesty to match her arrogance, this sorcerer always keeps her monastic bodyguard nearby.

1 vigilant bodyguard (human monk 3)	Page 97
1 whiteclaw sorcerer (elf sorcerer 3)	Page 161

Mid-Level (CR 14)

These blackscale sorcerers revere their acid terror leader as a deity.

1 acid terror (human sorcerer 9/dragon disciple 4)	Page 213
3 blackscale sorcerers (half-orc sorcerers 10)	Page 167

High-Level (CR 19)

In times of great danger, dragon chieftains rally the most powerful warriors from their tribes.

1 dragon chieftain (half-orc bard 10/dragon disciple 7)	Page 214
4 undead hunters (half-orc barbarians 16)	Page 21

DRUID CIRCLES

Protectors of sacred wilderness sites, these priests and their allies respond to threats with the wild savagery of nature.

Low-Level (CR 7)

Even druid circles filled with small folk can be deadly when roused.

1 evasive slip (halfling druid 6)	Page 65
2 sylvan protectors (gnome druids 3)	Page 63
1 town watcher (halfling ranger 2)	Page 128

Mid-Level (CR 12)

Being stranded on a remote island necessitates strange druidic fellowships with the indigenous population.

1 castaway (half-orc druid 12)	Page 71
2 mud shamans (human druids 9)	Page 68

High-Level (CR 18)

Lone and dangerous druids often select champions from local barbarian tribes to serve them.

1 hateful scourge (half-elf druid 17)	Page 76
2 life stealers (human barbarians 15)	Page 20

GUILD ASSOCIATIONS

Larger cities give rise to many guilds. Each is filled with specialists more interested in profit and their own self-interest than the well-being of others.

Low-Level (CR 3)

Human apprentice jewelers are lucky when they can learn the craft from a dwarven master.

3 apprentice jewelers (human experts 1)	Page 260
1 gem sorcerer (dwarf sorcerer 2)	Page 160

Mid-Level (CR 11)

Members of the Solicitors' Guild sometimes seek out academics to assist with important cases.

1 cruel instructor (human bard 9)	Page 32
4 cutthroat lawyers (half-elf experts 9)	Page 264

High-Level (CR 19)

The Drama and Actors' Guild hires a few adventurers to act in plays. Typically, a master storyteller teaches them how to convert their talents into drama.

1 improvised hurler (dwarf monk 15)	Page 106
1 masked lord (human rogue 17)	Page 156
1 master storyteller (half-elf sorcerer 10/ Pathfinder chronicler 7)	Page 234
1 spellsword (elf bard 16)	Page 39

LOCAL ADVENTURERS

Most settlements support their own bands of adventurers who don't look kindly on any form of competition.

Low-Level (CR 5)

This group of misfits scours the countryside looking for threats to overcome and treasure to accumulate.

1 daring bravo (gnome fighter 2)	Page 80
1 skilled sniper (half-elf rogue 3)	Page 145
1 street magician (gnome enchanter 2)	Page 178
1 war priest (dwarf cleric of Gorum 2)	Page 44

Mid-Level (CR 9)

Having adventured with each other for a number of seasons, the members of this group fight well together and have a few tricks up their collective sleeves.

1 adventuring blacksmith (half-elf fighter 6)	Page 82
1 carousing champion (halfling cleric of Cayden Cailean 6)	Page 47
1 freelance thief (human rogue 7)	Page 147
1 thunder wizard (halfling evoker 7)	Page 182

High-Level (CR 18)

These local champions are very protective of their community, and know each other's tactics like the backs of their hands.

1 cruel conjurer (human conjurer 15)	Page 190
1 dwarven arbalester (dwarf fighter 16)	Page 91
1 elemental priest (halfling cleric of Gozreh 16)	Page 57
1 mage slayer (half-orc rogue 16)	Page 155

MONASTIC BAND

Bands of monks roam the areas around their monastery to protect the people in their charge or to further their esoteric philosophies.

Low-Level (CR 5)

A cruel master shows initiates how to strike hard and go for the kill.

3 careful initiates (human monks 1)	Page 96
1 cruel devotee (human monk 5)	Page 98

Mid-Level (CR 10)

These monks protect their sacred charge.

1 sacred sorcerer (human sorcerer 9)	Page 166
3 sly ambushers (gnome monks 4)	Page 97
1 steadfast defender (dwarf monk 9)	Page 100

High-Level (CR 18)

These strange fellows defend a cave sacred to their order.

2 improvised hurlers (dwarf monks 15)	Page 106
1 warren chief (gnome monk 17)	Page 108

MYSTERIOUS ADVENTURERS

Keeping their goals and motivations to themselves, these adventurers can serve as a foil to other groups, threatening to steal the PCs' glory.

Low-Level (CR 3)

Just recently formed, this group is still learning how to work together effectively.

1 initiate of flame (dwarf druid 1)	Page 62
1 mercenary magician (human sorcerer 1)	Page 160
1 novice scout (half-elf ranger 1)	Page 128
1 tavern singer (half-elf bard 1)	Page 26

Mid-Level (CR 8)

These ragtag adventurers care only about accumulating treasure, though they claim loftier goals when asked.

1 bramble sorcerer (half-elf sorcerer 5)	Page 162
1 cavern defender (half-elf druid 5)	Page 64
1 gambler (dwarf bard 7)	Page 30
1 mounted archer (human ranger 5)	Page 130

High-Level (CR 13)

Searching for a group of artifacts for a mysterious master, this group goes to great lengths to guard its secrets.

1 blackscale sorcerer (half-orc sorcerer 10)	Page 167
1 chameleon (half-orc bard 11)	Page 34
1 giant killer (gnome ranger 11)	Page 134
1 mistress of high places (half-elf druid 11)	Page 70

PIRATE CREWS

Roaming the open sea and river networks, these raiders care for little besides gold and their own preservation.

Low-Level (CR 4)

This small crew of novice pirates raids settlements nestled along riverbanks.

1 old sailor (elf expert 2)	Page 260
1 sail master (human druid 2)	Page 62
3 superstitious mercenaries (human fighters 1)	Page 80

Mid-Level (CR 10)

The terror of coastal communities, this crew is led by a daring woman who has claimed the rank of pirate queen.

1 bloodfire sorcerer (half-orc sorcerer 7)	Page 164
1 pirate queen (human ranger 10)	Page 133
6 veteran buccaneers (human warriors 4)	Page 267

High-Level (CR 17)

Raiding ships on the high seas, this seasoned crew is supported by a fire mage.

1 life stealer (human barbarian 15)	Page 20
1 pirate king (half-elf fighter 15)	Page 90
1 pyromaniac mage (human evoker 13)	Page 188
4 scheming fencers (human fighters 11)	Page 86

QUESTING PALADINS

Unyielding in their goals, a group of paladins on a sacred mission can be frustrating adversaries.





Low-Level (CR 7)

This group's unorthodox tactics surprise the enemies of law and good.

1 holy archer (elf paladin of Erastil 6)	Page 114
2 skirmishing crusaders (gnome paladins of Erastil 4)	Page 113

Mid-Level (CR 10)

A cadre of clerics follow around a paladin they consider a living saint.

4 noble crusaders (human clerics of Iomedae 5)	Page 46
1 saintly knight (half-orc paladin of Iomedae 9)	Page 116

High-Level (CR 20)

This group is on a quest to purge the world of both demons and undead.

1 demon hunter (human paladin 20)	Page 127
3 undead slayers (human rangers 16)	Page 139

SAGE CIRCLE

Purveyors of knowledge are good at keeping secrets unless they are paid to share them. They may lord their magical abilities over their communities, or reside in hidden hermitages.

Low-Level (CR 7)

This sage has taken on a wizard who is too afraid to go adventuring, and is plagued by the endless pessimism-laced questions of the local doom prophet.

1 cautious mage (human wizard 1)	Page 178
1 doom prophet (half-orc adept 4)	Page 245
1 wise sage (human expert 8)	Page 263

Mid-Level (CR 10)

These sages are usually found in the back of one smoky tavern or another, arguing about minutiae and eager to acquire rare books from adventurers.

1 aloof scholar (elf bard 7/Pathfinder chronicler 2)	Page 232
1 divine loremaster (halfling cleric of Abadar 7/ loremaster 2)	Page 224
1 wise sage (human expert 8)	Page 263

High-Level (CR 18)

Masters of dwarven lore, these sages share their vast knowledge only in return for payment made in fine gems, mithral items, and platinum coins.

1 deep marshal (dwarf abjurer 16)	Page 191
1 master historian (dwarf bard 10/loremaster 7)	Page 226
1 tunnel drummer (dwarf bard 14)	Page 37

SELLSWORDS

Those plagued by pesky adventurers often hire skilled mercenaries to defend them.

Low-Level (CR 6)

Brigands often team up with rogues to bring down foes with deadly efficiency.

2 skulking brutes (half-orc rogues 2)	Page 144
3 traitorous brigands (half-orc fighters 3)	Page 81

Mid-Level (CR 12)

This fencer keeps a couple of slingers to watch his back during a fight.

2 halfling slingers (halfling fighters 9)	Page 84
1 scheming fencer (human fighter 11)	Page 86

High-Level (CR 19)

This unconventional duo defeats its foes with bold, even ostentatious flourishes.

1 failed disciple (half-orc fighter 18)	Page 93
1 sword savant (elf monk 19)	Page 110

SLAYERS

When adventurers thwart their plans, governments, churches, and criminals have all been known to send hired killers out to take care of the problem, either quickly and quietly or in a spectacular show designed to stop any future rebellion.

Low-Level (CR 3)

This group specializes in bringing down marks in a fast and bloody fashion.

2 savage mercenaries (human barbarians 1)	Page 10
1 skulking brute (half-orc rogue 2)	Page 144

Mid-Level (CR 11)

With unholy purpose, this group stalks its prey and leaves no one standing.

2 spell hunters (dwarf fighters 7)	Page 83
1 death priest (human cleric of Urgathoa 9)	Page 50
1 sacred killer (half-orc cleric of Norgorber 1/ rogue 6/assassin 2)	Page 208

High-Level (CR 23)

This fellowship of despicable villains will eventually turn on one another, but until then they are a danger to all they encounter.

1 fatal axe (dwarf rogue 10/assassin 10)	Page 211
1 fire diabolist (human cleric of Asmodeus 20)	Page 61
1 infernal champion (human fighter 20)	Page 95
1 mithral wizard (human fighter 2/evoker 8/ eldritch knight 10)	Page 223

SMALL ROVERS

Never judge a book by its cover, and never underestimate enemies because of their diminutive stature. These halfling combatants take on full-sized foes with ease.



Low-Level (CR 6)

Patrolling the areas around hidden settlements, these protective wardens make sure their communities stay secret and safe.

1 dog rider (halfling barbarian 4)	Page 11
1 sylvan protector (gnome druid 3)	Page 63
3 town watchers (halfling rangers 2)	Page 128

Mid-Level (CR 12)

These small raiders wander the coasts and rivers, looking for easy prey.

1 pirate queen (halfling ranger 10)	Page 133
2 halfling slingers (fighters 9)	Page 84
1 sea captain (halfling druid 8)	Page 67

High-Level (CR 17)

Mixing natural magic with natural attacks, these little folk pack a surprisingly hard punch.

2 little fists (halfling monks 14)	Page 105
1 natural arcanist (halfling sorcerer 16)	Page 173

SORCERER FELLOWSHIPS

Sorcerers band together for mutual protection and to increase the amount of carnage they can create on the field of battle.

Low-Level (CR 5)

This pair ruthlessly patrols the land, unfailingly attacking all who trespass.

1 border guard (half-orc ranger 4)	Page 129
1 bramble sorcerer (half-elf sorcerer 5)	Page 162

Mid-Level (CR 11)

A pair of monks wielding large and wicked blades protects this powerful sorcerer.

2 axe dancers (half-orc monks 8)	Page 99
1 blackscale sorcerer (half-orc sorcerer 10)	Page 167

High-Level (CR 15)

With a mix of ice and lightning magic, this fellowship of sorcerers takes on all who threaten its members.

2 azure bolt sorcerers (human sorcerers 13)	Page 170
1 ice mage (half-elf sorcerer 14)	Page 171

SWASHBUCKLERS

With daring and panache, these warriors challenge others to duels just to increase their own reputations.

Low-Level (CR 5)

This pair of bumbling gnome swordfighters has attracted the attention of a poet wishing to lampoon their exploits.

1 court poet (human bard 5)	Page 28
2 daring bravos (gnome fighters 2)	Page 80

Mid-Level (CR 13)

Their courtesan companion spurs on these swashbucklers to greater deeds of daring.

1 contract killer (elf rogue 11)	Page 150
1 courtesan (human bard 12)	Page 35
1 scheming fencer (human fighter 11)	Page 86

High-Level (CR 18)

This celebrated duelist of the dwarven people is supported by elemental might and a driving drumbeat to urge him on.

1 elemental priest (halfling cleric of Gozreh 16)	Page 57
1 iron duelist (dwarf fighter 10/duelist 7)	Page 218
1 tunnel drummer (dwarf bard 14)	Page 37

THIEVES' GUILD BRAVOS

Whether committing crimes or enforcing the will of their guild, these bravos are bold, daring, and not afraid of a fight. Leaving the actual thievery to others, they instead focus on causing distractions and eliminating those who might pose a threat to the guild's livelihood.

Low-Level (CR 5)

A sniper often backs up a guild initiate during the first few missions of his career.

1 guild initiate (halfling rogue 5)	Page 146
1 skilled sniper (half-elf rogue 3)	Page 145

Mid-Level (CR 8)

When a guild needs to make a show of strength, it sends in an impressive bruiser retained for just that purpose, with support from lesser guild members.

1 spell hunter (dwarf fighter 7)	Page 83
3 guild initiates (halfling rogues 5)	Page 146

High-Level (CR 14)

When push comes to shove, guildmasters take matters into their own hands, perhaps with the support of necromancers, to ensure troublemakers stay eternally silent.

2 contract killers (elf rogues 11)	Page 150
1 guildmaster (dwarf rogue 13)	Page 152
1 undead creator (human necromancer 11)	Page 186

UNHOLY PILGRIMS

On nefarious quests for dark gods, these unholy travelers are a danger to all they encounter, caring little whom they sacrifice to their deities' eternal hunger.

Low-Level (CR 6)

A group of initiates follows a doom prophet and his bodyguards to an unholy oracle site.

2 axe warriors (half-orc barbarians 3)	Page 11
1 doom prophet (half-orc adept 4)	Page 245
3 initiates (human adepts 3)	Page 245





Mid-Level (CR 12)

A pair of evil priests and their companions wander the byways spreading death.

1 cautious hunter (half-orc monk 10)	Page 101
1 deadly spy (elf rogue 9)	Page 148
2 death priests (human clerics of Urgathoa 9)	Page 50

High-Level (CR 19)

This deadly group escorts sacred relics to unholy sites with the goal of heralding the world's end.

3 death initiates (human monks 9/assassins 4)	Page 209
1 death master (half-elf cleric of Urgathoa 5/ evoker 5/mystic theurge 7)	Page 230
1 herald of armageddon (human cleric of Rovagug 17)	Page 58

VISITING ADVENTURERS

Entering new lands to make their names, adventurers often come into conflict with established champions.

Low-Level (CR 7)

A local celebrity has thrown in with the new adventuring band in town.

1 battle mage (elf wizard 3)	Page 179
1 charlatan (human rogue 4)	Page 145
1 local celebrity (human bard 3)	Page 27
1 scholar priest (human cleric of Nethys 3)	Page 45
1 traitorous brigand (half-orc fighter 3)	Page 81

Mid-Level (CR 10)

This ambitious group spies on other adventurers and attempts to beat them to adventuring sites.

1 spell hunter (dwarf fighter 7)	Page 83
1 cave stalker (dwarf rogue 6)	Page 146
1 con artist (half-elf bard 6)	Page 29
1 tribal seer (half-orc diviner 6)	Page 181
1 vivisectionist cleric (human cleric of Zon-Kuthon 7)	Page 48

High-Level (CR 21)

Working toward nothing less than overthrow of the status quo, this group attempts to thwart other adventuring groups whenever possible.

1 dagger master (halfling rogue 18)	Page 157
1 failed disciple (half-orc fighter 18)	Page 93
1 grand necromancer (human necromancer 18)	Page 193
1 rival explorer (half-orc bard 18)	Page 41
1 shadow cleric (elf cleric of Norgorber 18)	Page 59

WILDERNESS HUNTERS

Sometimes stalking game, sometimes pursuing those who dare enter their domain, hunters can be more dangerous than monsters.

Low-Level (CR 4)

A poacher takes a trio of apprentice hunters to steal game from the local nobility.

3 novice scouts (half-elf rangers 1)	Page 128
1 poacher (human ranger 3)	Page 129

Mid-Level (CR 11)

Stalking the mire, these hunters do not take kindly to any interference or competition.

1 mud shaman (human druid 9)	Page 68
2 swampwalkers (half-elf rangers 9)	Page 132

High-Level (CR 14)

This unlikely trio stalks the hills and mountains to rid the land of giants and their thralls.

2 giant-killers (gnome rangers 11)	Page 134
1 monastic sniper (elf monk 13)	Page 104

WIZARDS' GUILD AGENTS

Arcane spellcasters are often the masterminds behind seats of power, and defend their positions ruthlessly.

Low-Level (CR 5)

When the guild investigates, it typically sends a pair of battle mages for support.

2 battle mages (elf wizards 3)	Page 179
1 investigator wizard (human diviner 4)	Page 179

Mid-Level (CR 10)

Sometimes guild business requires a subtle hand. These agents find solutions to guild problems with quiet finesse.

1 con artist (half-elf bard 6)	Page 29
1 deadly spy (elf rogue 9)	Page 148
1 seductive enchanter (elf enchanter 8)	Page 183

High-Level (CR 17)

When threatened, a guild is quick to respond with powerful casters and melee support.

1 arcane pretender (halfling fighter 14)	Page 89
1 cruel conjurer (human conjurer 15)	Page 190
2 pyromaniac mages (human evokers 13)	Page 188

APPENDIX 3: CLASS FEATURES

The following table indicates the page in the *Core Rulebook* where each class feature can be located.

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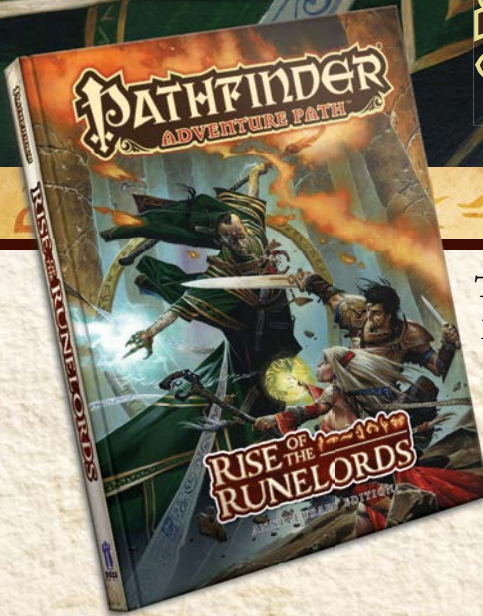
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