



UNCOMMON

LN

LARGE

AEON

MONITOR

Perception +30; darkvision**Languages** envisioning**Skills** Athletics +32, Arcana +29, Deception +25, Intimidation+25, Nature +30, Occultism +29, Religion +30, Stealth +26**Str** +8, **Dex** +4, **Con** +5, **Int** +7, **Wis** +8, **Cha** +5**Envisioning** When a bythos conveys information, it does so wordlessly through psychic projections. This acts as telepathy with a range of 100 feet but is understandable to all creatures regardless of whether they have a language. The meaning to non-aeons can be vague and is often mysterious. A bythos can use this ability to communicate flawlessly with any other aeon on the same plane.**AC** 39; **Fort** +25, **Ref** +26, **Will** +30; +1 status to all saves vs. magic**HP** 245, regeneration 15 (deactivated by chaotic); **Weaknesses** chaotic 15**Confusing Gaze** (aura, divine, emotion, enchantment, incapacitation, mental, visual) 30 feet. A creature that ends its turn in the aura must attempt a DC 34 Will save. If it fails, it's confused for 1 round (or 1d4 rounds on a critical failure).**Temporal Reversion**  (fortune) **Trigger** The bythos fails or critically fails a check; **Frequency** once per day; **Effect** The bythos rerolls the triggering check and takes the better result.**Speed** fly 35 feet**Melee**  fist +32 (lawful, magical, reach 10 feet), **Damage** 2d8+16 bludgeoning plus 2d8 cold and 2d8 lawful**Divine Innate Spells** DC 37; **8th** *augury* (at will), *teleport*; **7th** *dimensional anchor*, *dimensional lock*, *haste*, *plane shift*; **6th** *slow*; **4th** *dimensional anchor* (at will)**Rituals** DC 37; *imprisonment* (temporal stasis only)
(Continued on card 2)

(Aeon, bythos; continued from card 1)

Aging Strikes ♦♦ (divine, necromancy) The bythos make two fist Strikes against a single target. If both Strikes hit, the target attempts a DC 37 Fortitude save. Creatures that don't get weaker with age or don't age are immune (GM's discretion). If a creature becomes clumsy 4, drained 4, and enfeebled 4 due to Aging Strikes, it dies of old age.

Success The creature is unaffected.

Failure The creature becomes clumsy 1, drained 1, and enfeebled 1, or increases each of these conditions by 1. This effect is cumulative with other aging strikes from bythoses, to a maximum of clumsy 4, drained 4, and enfeebled 4.

Critical Failure As failure, but the creature becomes clumsy 2, drained 2, and enfeebled 2, or increases these conditions by 2.

Focused Gaze ♦ (concentrate) The bythos focuses its gaze on a creature it can see within 30 feet. The target must attempt a save against the bythos's confusing gaze. A bythos can't use this ability against the same creature more than once per turn.

Temporal Flurry ♦♦ The bythos makes four fist Strikes. Its multiple attack penalty increases normally with each attack.

Temporal Strike ♦♦ (divine, conjuration, incapacitation, teleportation) The bythos touches a creature or object to displace it from time. The target attempts a DC 37 Fortitude save.

Critical Success The target is unaffected.

Success Time flows around the target; the target is slowed 1 for 1 round.

Failure The target disappears from the present moment and reappears in the same location 1d4 rounds later as if no time had passed for it. If a creature or object occupies that space when the target returns, the target appears in the closest available space to its original location.

Critical Failure As failure, but the target is slowed 1 for an extra 1d4 rounds after it returns.

LN **LARGE** **AEON** **INEVITABLE** **MONITOR**

Perception +26; darkvision, *true seeing*

Languages Celestial, Infernal, Utopian; truespeech

Skills Athletics +31, Axis Lore +22, Diplomacy +27, Intimidation +29, Religion +26, Survival +28

Str +8, **Dex** +4, **Con** +6, **Int** +1, **Wis** +5, **Cha** +6

Truespeech A marut can speak with and understand any creature with a language.

AC 37; **Fort** +27, **Ref** +25, **Will** +26; +2 status to all saves vs. magic

HP 230, regeneration 15 (deactivated by chaotic); **Immunities** death effects, disease, emotion, poison, unconscious; **Weaknesses** chaotic 15

Attack of Opportunity ↻

Speed 25 feet; *air walk*

Melee ♦ fist +30 (lawful, magical, reach 10 feet), **Damage** 3d8+11 bludgeoning plus 1d6 lawful and fists of thunder and lightning

Divine Innate Spells DC 37; **8th** *chain lightning, dispel magic, earthquake, harm*; **7th** *fear, plane shift, wall of force*; **5th** *command, locate*; **4th** *dimension door* (at will); **Constant (8th)** *air walk, true seeing*

Rituals DC 36; *geas*

Final End The marut is anathema to beings that unnaturally extend their existence, including undead. Its fists bypass such creatures' resistances to damage and apply the creatures' highest weakness to damage. If a marut kills a creature that rejuvenates, like a lich or ghost, it always knows that the creature isn't fully defeated.

Fists of Thunder and Lightning (divine, evocation, incapacitation) Each time the marut makes a fist Strike, it chooses either lightning or thunder. If it chooses lightning, the attack deals an additional 2d12 electricity damage and the target must succeed at a DC 33 Fortitude save or be blinded for 1 minute. If it chooses thunder, the attack deals an additional 3d8 sonic damage and the target must succeed at a DC 36 Fortitude save or be deafened for 1 minute.

LN **MEDIUM** **AEON** **MONITOR**

Perception +18; darkvision

Languages envisioning

Skills Arcana +16, Intimidation +16, Religion +18, Stealth +15

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

Envisioning When a theletos conveys information, it does so wordlessly through psychic projections. This acts as telepathy with a range of 100 feet but is understandable to all creatures regardless of whether they have a language. The meaning to non-aeons can be vague and is often mysterious. A theletos can use this ability to communicate flawlessly with any other aeon on the same plane.

AC 25; **Fort** +16, **Ref** +13, **Will** +18; +1 status to all saves vs. magic

HP 125; **Weaknesses** chaotic 5

Speed 25 feet, fly 25 feet

Melee ✦ fist +17 (lawful, magical), **Damage** 2d10+4 bludgeoning plus 1d6 lawful

Melee ✦ tentacle +17 (agile, lawful, magical), **Damage** 2d8+4 slashing plus 1d6 lawful and fate drain

Divine Innate Spells DC 25, attack +17; **4th** *augury* (at will), *charm*, *dispel magic*, *enthrall*, *outcast's curse*, *remove curse*, *suggestion*, *touch of idiocy*

Rituals DC 25; *geas*

Fate Drain (curse, divine, mental) A creature damaged by the theletos's tentacle must succeed at a DC 22 Will save or become stupefied 1. As long as the creature is stupefied, it can no longer benefit from fortune effects. If the target fails additional saves against this ability, the condition value increases by 1 (to a maximum of stupefied 4). This condition value decreases by 1 every 24 hours.

Wrath of Fate ✦✦ (curse, divine, mental, misfortune) The theletos releases a 60-foot cone of energy. Creatures in the cone are overwhelmed with the various fates destiny has in store. They must succeed at a DC 26 Will save or be slowed 1 indefinitely. An affected creature can choose to roll twice when it attempts an attack, saving throw, or skill check and use the lower result; regardless of the outcome, it is no longer slowed after that roll. The theletos can't use Wrath of Fate again for 1d4 rounds.

LN **LARGE** **AEON** **INEVITABLE** **MONITOR**

Perception +21; darkvision, *true seeing*

Languages Celestial, Infernal, Utopian; truespeech

Skills Acrobatics +18, Athletics +21, Axis Lore +15, Diplomacy +16, Survival +21 (+23 when tracking)

Str +6, **Dex** +5, **Con** +4, **Int** +0, **Wis** +3, **Cha** +3

Truespeech A zelekhut can speak with and understand any creature with a language.


AC 28; **Fort** +17, **Ref** +20, **Will** +18; +1 status to all saves vs. magic

HP 160; **Immunities** death effects, disease, emotion, poison, unconscious;

Weaknesses chaotic 10


Attack of Opportunity 

Speed 40 feet, fly 40 feet

Melee  chain +21 (lawful, magical, reach 10 feet), **Damage** 2d10+6 slashing plus 2d6 electricity and 1d6 lawful plus Knockdown

Divine Innate Spells DC 28; **5th** *locate*; **4th** *clairaudience*, *clairvoyance*, *dimensional anchor*, *dispel magic*, *paralyze* (×3); **Constant** (6th) *true seeing*

Rituals DC 32; *geas*

Double Attack  The zelekhut makes two chain Strikes, each targeting a different creature. Each Strike counts toward the zelekhut's multiple attack penalty, but the penalty doesn't increase until after it has made both attacks. If the zelekhut subsequently uses the Knockdown action, it affects all creatures it hit with Double Attack.

AHUIZOTL

CREATURE 6

UNCOMMON

NE

LARGE

AMPHIBIOUS

BEAST

Perception +13; darkvision

Languages Aklo, Common

Skills Athletics +15, Deception +15 (+19 when using Voice Imitation), Stealth +15

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

Voice Imitation An ahuizotl can mimic the sounds of a person in distress by attempting a Deception check to Lie. The ahuizotl has a +4 circumstance bonus to this check.

AC 23; **Fort** +17, **Ref** +13, **Will** +13

HP 105

Speed 25 feet, swim 35 feet

Melee ♦ jaws +17, **Damage** 2d8+8 piercing

Melee ♦ claw +17 (agile), **Damage** 2d6+8 slashing

Melee ♦ tail claw +17 (agile, reach 10 feet), **Damage** 2d4+8 slashing plus Improved Grab

Tail Drag ♦ **Requirements** The ahuizotl has a Medium or smaller creature grabbed with its tail claw; **Effect** The ahuizotl attempts an Athletics check against the creature's Fortitude DC.

Critical Success If the creature is 10 feet away from the ahuizotl, it is dragged into a square adjacent to the ahuizotl. The ahuizotl can make a jaws Strike against the creature.

Success If the creature is 10 feet away from the ahuizotl, it is dragged into a square adjacent to the ahuizotl.

Failure The creature is not dragged.

Critical Failure The creature is not dragged and the ahuizotl no longer has the creature grabbed.

RARE

N

MEDIUM

ABERRATION

Perception +6; darkvision, no hearing, scent (imprecise) 30 feet

Skills Acrobatics +7, Athletics +7, Stealth +7

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

Hibernation After 3 or more days without eating, an akata can secrete resin that encases it in a noqual cocoon. The cocoon has Hardness 9, 40 HP, and a Broken Threshold of 18. It has resistance 5 to damage from magical sources. As long as the cocoon remains intact, the akata can't be harmed, and it doesn't need to eat or drink. While inside the cocoon, the akata gains lifesense 30 feet. The akata remains in a state of hibernation until it is exposed to extreme heat or senses a living creature, at which point it can burst free of its cocoon in 1d4 minutes.

No Hearing An akata has no auditory senses. It is immune to auditory effects, automatically critically fails Perception checks that require it to hear, and takes a -2 status penalty to Perception checks (but not initiative rolls) that involve sound but also rely on other senses.


AC 16; **Fort** +9, **Ref** +5, **Will** +6

HP 15; **Immunities** disease; **Weaknesses** salt water 5; **Resistances** fire 5, poison 5

No Breath An akata doesn't breathe and is immune to effects that require breathing (such as an inhaled poison).

Salt Water Vulnerability Salt water acts as an extremely strong acid to an akata. Full immersion in salt water deals 4d6 acid damage per round.

Speed 30 feet, climb 15 feet

Melee  jaws +9 (agile), **Damage** 1d6+4 piercing plus void death

Void Death (disease) An akata implants its parasitic larval young into any creature it bites, but only Medium or Small humanoids make suitable hosts; all other creatures are immune to this disease; **Saving Throw** DC 17 Fortitude; **Stage 1** carrier with no ill effect 1 (1 day); **Stage 2** drained 1 (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** drained 2 and fatigued (1 day); **Stage 5** as stage 4 (1 day); **Stage 6** dead and corpse rises as a void zombie (see *Pathfinder Bestiary 2* page 288) or Void Zombie on card 363) in 2d4 hours

NG

MEDIUM

ANGEL

CELESTIAL

Perception +25; darkvision**Skills** Arcana +25, Diplomacy +24, Intimidation +22, Occultism +20, Religion +25, Survival +22**Languages** Celestial, Draconic, Infernal; *tongues***Str** +7, **Dex** +4, **Con** +5, **Int** +4, **Wis** +4, **Cha** +5**Items** +1 *striking mace***AC** 33; **Fort** +24, **Ref** +21, **Will** +20; +1 to all saves vs. magic**HP** 245; **Immunities** death effects; **Weaknesses** evil 10**Spiritual Warden** (abjuration, aura, divine) 20 feet. Allies in the aura gain a +2 status bonus to saving throws against death effects and effects that target or manipulate their souls.**Speed** 30 feet, fly 60 feet**Melee** ♦ *holy mace* +28 (good, magical, shove), **Damage** 2d6+15 bludgeoning plus 1d6 force and 1d6 good plus solid blow**Divine Innate Spells** DC 31; **6th** *divine wrath*, *heal*, *paralyze*, *remove curse*, *remove disease*; **5th** *creation*, *remove fear*; **4th** *charm*; **2nd** *invisibility* (at will, self only); **1st** *detect alignment* (at will, evil only);**Constant (5th)** *tongues***Rituals** DC 32; *angelic messenger***Holy Armaments** (divine, evocation) Any weapon gains the effect of a *holy* property rune while a monadic deva wields it.**Rebuke Soul** ♦ (auditory, divine, enchantment, good, incapacitation) The monadic deva speaks a word to cause a creature's soul to recoil at its sins or an undead creature to recoil at its lack of a soul. One non-good living or undead target within 40 feet takes 5d10 good damage and must attempt a DC 32 Fortitude save. Regardless of the outcome, the target is then temporarily immune for 10 minutes.**Critical Success** The target is unaffected.**Success** The target takes half damage and is stunned 1.**Failure** The target takes full damage and is stunned 2.**Critical Failure** The target takes double damage and is stunned 4.**Solid Blow** (divine, evocation, force) When a monadic deva hits a target a second time on its turn with its mace, it deals 2d12 extra force damage.

NG

MEDIUM

ANGEL

CELESTIAL

Perception +22; darkvision**Skills** Athletics +20, Diplomacy +22, Intimidation +22, Nature +22, Religion +19, Stealth +17, Survival +17**Languages** Celestial, Draconic, Infernal; *tongues***Str** +6, **Dex** +4, **Con** +4, **Int** +4, **Wis** +5, **Cha** +5**Items** +1 *striking bastard sword***AC** 30; **Fort** +21, **Ref** +17, **Will** +19; +1 to all saves vs. magic**HP** 195; **Immunities** negative; **Weaknesses** evil 10**Aura of Vitality** (abjuration, aura, divine) 20 feet. Allies in the movanic deva's aura gain a +1 status bonus to all saving throws, resistance 10 to positive and negative damage, and are unharmed by the effects of a plane's positive and negative traits. Animals in the aura of 12th level or lower don't attack the movanic deva or the deva's allies unless they are controlled or otherwise forced to attack.**Speed** 30 feet, fly 40 feet**Melee** ♦ *flaming bastard sword* +23 (good, magical, two-hand d12),
Damage 2d8+9 slashing plus 1d6 fire and 1d6 good**Divine Innate Spells** DC 29; **5th** *divine wrath*, *remove curse*, *remove disease*, *remove fear*; **4th** *create food*, *heal* (×3); **2nd** *invisibility* (at will, self only); **1st** *detect alignment* (at will, evil only); **Constant (5th)** *tongues***Rituals** DC 29; *angelic messenger*, *awaken animal***Dispelling Field** ♦♦ (divine, transmutation) **Frequency** once per day;
Effect The movanic deva attempts to unravel unwelcome magic effects on allies within its aura of vitality to protect them from malevolent forces. The movanic deva attempts a counteract check against as many spell effects affecting allies in the area as it wishes with a +19 counteract modifier and a counteract level of 4, rolling once for the selected effects.**Flaming Armaments** (divine, transmutation) When a movanic deva wields a weapon, that weapon gains the effect of a *flaming* rune.

UNCOMMON

NG

LARGE

ANGEL

CELESTIAL

Perception +28 (+32 to detect illusions); darkvision, *true seeing***Skills** Athletics +32, Intimidation +32, Religion +32**Languages** Celestial, Draconic, Infernal; *tongues***Str** +8, **Dex** +3, **Con** +6, **Int** +5, **Wis** +6, **Cha** +6**Items** +2 *greater striking greatsword***AC** 39; **Fort** +28, **Ref** +25, **Will** +28; +1 status to all saves vs. magic**HP** 300, regeneration 15 (deactivated by evil); **Weaknesses** evil 15**Aura of Righteousness** (aura, divine, evocation) 20 feet. Allies in the planetar's aura gain a +2 status bonus to AC against evil creatures and a +2 status bonus to damage rolls against evil creatures. The area in the aura is difficult terrain for evil creatures.**Speed** 25 feet, fly 60 feet**Melee** ♦ *holy greatsword* +32 (good, magical, versatile P), **Damage** 3d12+16 slashing plus 1d6 good**Divine Innate Spells** DC 37, attack +29; **8th** *dispel magic*, *divine wrath*, *earthquake*, *heal*, *power word stun*, *sunburst*; **7th** *charm*, *plane shift*, *power word blind*, *remove fear* (at will); **6th** *blade barrier*, *dispel magic* (at will); **5th** *breath of life*, *death ward*, *freedom of movement*, *restoration* (×3); **2nd** *invisibility* (at will, self only), *remove paralysis*; **Constant (5th)** *detect alignment* (evil only), *tongues*, *true seeing***Rituals** DC 37; *angelic messenger*, *call spirit*, *resurrect***Blade of Justice** ♦♦ The planetar makes a greatsword Strike against a target it detects as evil. If the target is evil, the Strike deals three extra weapon damage dice and deals 1d6 persistent good damage to the target. The planetar can convert all the physical damage from the attack into good damage.**Change Shape** ♦ (concentrate, divine, polymorph, transmutation) The planetar can take on the appearance of any Small or Medium humanoid. This doesn't change their Speed or Strikes.**Holy Armaments** (divine, evocation) Any weapon gains the effect of a *holy* property rune while a planetar wields it.

RARE

NG

LARGE

ANGEL

CELESTIAL

Perception +40; darkvision, *true seeing***Skills** Arcana +38, Athletics +43, Diplomacy +43, Religion +43, Stealth +36, Survival +46**Languages** Celestial, Draconic, Infernal; *tongues***Str** +10, **Dex** +6, **Con** +8, **Int** +5, **Wis** +9, **Cha** +10**Items** +3 *major striking greatsword*, +3 *major striking longbow***AC** 49; **Fort** +40, **Ref** +34, **Will** +37; +1 status to all saves vs. magic**HP** 500, regeneration 20 (deactivated by evil); **Weaknesses** evil 25**Aura of Protection** (abjuration, aura, divine) 20 feet. Allies in the solar's aura gain a +2 status bonus to AC against evil creatures and a +2 status bonus to saves against effects from evil creatures. The bonus increases to +4 against control by evil creatures and attacks by evil summoned creatures. When the solar or an ally is hit by an attack from a creature in the aura, that foe must succeed at a DC 43 Will save or be blinded for 1 minute (this is an incapacitation effect). It's then temporarily immune for 1 minute.**Speed** 35 feet, fly 100 feet**Melee** ♦ *holy greatsword* +44 (good, magical, versatile P), **Damage** 4d12+22 slashing plus 2d6 good**Ranged** ♦ *holy longbow* +40 (deadly d10, good, magical, propulsive, range increment 100 feet, volley 30 feet), **Damage** 4d8+17 piercing plus 2d6 good and arrow of mortality**Divine Innate Spells** DC 46, spell attack +38; **10th** *charm*, *power word stun*, *remove curse*, *remove disease*, *revival*; **9th** *dispel magic* (at will), *heal*, *overwhelming presence*, *power word blind*, *power word kill*, *sunburst*; **7th** *plane shift*, *remove fear* (at will); **6th** *restoration* (at will); **5th** *breath of life*, *death ward*; **4th** *dimensional anchor* (at will); **2nd** *invisibility* (at will, self only); **Constant (10th)** *detect alignment* (evil only), *tongues*, *true seeing***Rituals** DC 46; *angelic messenger*, *animate objects*, *call spirit*, *freedom*, *imprisonment*, *resurrect*

(Continued on card 12)

(Angel, solar; continued from card 11)

Animate Weapon ➤ **Trigger** The solar hits with a melee weapon Strike while Animate Weapon is not already in effect; **Effect** The solar's weapon leaps into the air and moves with the solar as if held with both hands. The weapon gains the effects of the *dancing* weapon rune for 1 minute.

Arrow of Mortality The solar doesn't need to provide ammunition for their bow. When they draw their bow, they create a magical arrow of light that sheds bright light in a 20-foot radius until the end of the solar's next turn. On a critical hit with the arrow, if the target has 75 or fewer Hit Points after taking the damage, it drops to 0 Hit Points and becomes dying 1 (or, if it was already dying, increases its dying value by 3).

Change Shape ♦ (concentrate, divine, polymorph, transmutation) The solar can take on the appearance of any Small or Medium humanoid. This doesn't change their Speed or Strikes.

Holy Armaments (divine, evocation) Any weapon gains the effect of a *holy* property rune while a solar wields it.

UNCOMMON

NE

MEDIUM

DREAM

INCORPOREAL

Perception +14, darkvision**Languages** telepathy 100 feet**Skills** Acrobatics +14, Deception +18, Intimidation +18, Occultism +12, Stealth +18**Str** -5, **Dex** +4, **Con** +3, **Int** +0, **Wis** +2, **Cha** +6**AC** 24; **Fort** +15, **Ref** +18, **Will** +14; +1 status to all saves vs. magic**HP** 110; **Immunities** disease, paralyzed, poison, precision, sleep;**Resistances** all 5 (except force, *ghost touch*, or negative; double resistance vs. non-magical)**Speed** fly 40 feet**Melee** ♦ nightmare tendril +20 (agile, finesse), **Damage** 4d8 negative plus endless nightmare**Occult Innate Spells** DC 26; **4th** *confusion, dimension door* (at will), *nightmare, phantasmal killer, sleep*; **3rd** *fear***Endless Nightmare** (curse, emotion, enchantment, fear, mental, occult) An animate dream's touch fills the victim's mind with terrifying visions; **Saving Throw** DC 26 Fortitude; **Stage 1** fatigued (1 day); **Stage 2** fatigued and stupefied 1 (1 day); **Stage 3** The victim falls asleep and can't be awakened as long as they remain at this stage (1 day)

LE LARGE FEY

Perception +25; lifesense 120 feet, low-light vision

Languages Aklo, Common, Sylvan (can't speak any language); telepathy 100 feet

Skills Acrobatics +28, Bluff +25, Intimidation +27, Nature +22, Stealth +28

Str +7, **Dex** +8, **Con** +4, **Int** +2, **Wis** +2, **Cha** +5

AC 36; **Fort** +23, **Ref** +28, **Will** +24

HP 280; **Weaknesses** cold iron 10

Speed fly 75 feet

Melee ✦ claw +29 (agile, cold iron), **Damage** 3d6+15 slashing

Melee ✦ wing +29 (cold iron, reach 10 feet), **Damage** 2d6+15 piercing plus 2d6 persistent bleed

Primal Innate Spells DC 34, attack +26; **8th** *discern location*; **7th** *prismatic spray*, *teleport*; **6th** *true seeing*; **4th** *darkness* (at will), *dimensional anchor*; **2nd** *silence*; **1st** *ray of enfeeblement*

Shadow Doubles ✦ to ✦✦✦ (illusion, occult, shadow) **Frequency** once per day; **Effect** For each action spent to use this ability, the ankou creates one shadowy duplicate of themselves anywhere within 60 feet of themselves. Shadow doubles have the same statistics as an ankou, but they have the summoned trait, have 84 Hit Points, can't use Shadow Doubles or innate spells, and have an attack bonus of +25 for their Strikes. A shadow double that attempts a saving throw against a light effect can't get a result better than failure. Each double remains for 1 round, until it's reduced to 0 Hit Points, or until it moves further than 120 feet from the ankou, whichever comes first. Each round thereafter, the ankou can spend a single action that has the concentrate trait to extend the duration of surviving duplicates by 1 round, to a maximum duration of 1 minute. The ankou can see through the eyes of all of the shadow doubles at once. A character who Seeks can identify an ankou as real or a shadow double with a successful DC 39 Perception check.

Sneak Attack An ankou's Strikes deal an additional 2d6 precision damage to flat-footed creatures.

ANT, ARMY ANT SWARM

CREATURE 5

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


Perception +11; darkvision, scent (imprecise) 30 feet

Skills Athletics +7


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

AC 21; **Fort** +13, **Ref** +11, **Will** +9

HP 55; **Immunities** precision, swarm mind; **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 2, piercing 5, slashing 5

Cling  **Trigger** A creature leaves the swarm's space; **Effect** The swarm takes 1d6 damage as ants cling to the creature and continue biting, dealing 3d6 persistent piercing damage. High winds or immersion in water reduces the DC of the flat check to end this persistent damage to 5. Any area damage dealt to the creature destroys these clinging ants.

Speed 30 feet, climb 30 feet

Swarming Bites  Each enemy in the swarm's space takes 3d6 piercing damage (DC 21 basic Fortitude save). A creature that fails its save against Swarming Bites becomes clumsy 1 for 1 round. If the creature attempts a concentrate or manipulate action while affected, it must succeed at a DC 5 flat check or the action is lost; roll the check after spending the action, but before any effects are applied.

N

MEDIUM

ANIMAL

Perception +7; darkvision, scent (imprecise) 30 feet

Skills Athletics +8, Survival +7

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

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

HP 30

Speed 40 feet, climb 20 feet

Melee ♦ mandibles +11, **Damage** 1d8+4 slashing plus Grab

Melee ♦ stinger +11 (agile), **Damage** 1d6+4 piercing plus giant ant venom

Giant Ant Venom (poison) **Saving Throw** DC 18 Fortitude; **Maximum**

Duration 4 rounds; **Stage 1** 1d8 poison and enfeebled 1 (1 round);

Stage 2 1d10 poison and enfeebled 2 (1 round); **Stage 3** 1d12 poison and enfeebled 3 (1 round)

Haul Away ♦ **Requirements** The giant ant has a Large or smaller creature grabbed; **Effect** The giant ant Strides up to its full Speed, carrying the grabbed creature with it. It is encumbered if the grabbed creature is Medium or larger.

RARE

N

GARGANTUAN

CONSTRUCT

Perception +33; low-light vision, flawless hearing

Skills Athletics +35

Str +9, **Dex** +4, **Con** +8, **Int** -4, **Wis** +6, **Cha** +3

Flawless Hearing An aolaz has an incredible sense of hearing. It can hear any sound made within 1,000 feet as though it were only 5 feet away from the source of the sound, and any sound within 1 mile as though it were only 30 feet away from the source of the sound. An aolaz's hearing is a precise sense.

AC 42; **Fort** +35, **Ref** +27, **Will** +31

HP 255; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, sonic, unconscious; **Resistances** physical 15 (except adamantite)

Speed 50 feet; *air walk, water walk*

Melee ♦ trunk +35 (magical, reach 20 feet, sweep, trip), **Damage** 5d10+17 bludgeoning plus Grab

Melee ♦ foot +33 (magical, reach 10 feet), **Damage** 5d8+15 bludgeoning

Arcane Innate Spells DC 40; **Constant (9th)** *air walk, water walk*

Roll ♦ The aolaz tucks its head down and rolls up into an armored sphere. While Rolling, an aolaz has AC 44, Fort +37, Ref +29, Will +33, and Speed 100 feet, but it can't use its trunk Strikes or its Ultrasonic Blast. It can make foot Strikes while rolling, but only as part of a Trample. The aolaz can use this action again to unroll and resume its standing form.

Trample ♦♦ Huge or smaller, foot, DC 40

Ultrasonic Blast ♦ (arcane, evocation, sonic) The aolaz releases a tremendous blast of sonic energy from its trunk in a 150-foot line, dealing 12d10 sonic damage. The frequency of this sound is such that it is completely imperceptible to humanoids, but the damage it wreaks is all too evident. Each creature in the area must attempt a DC 40 Fortitude save. The aolaz can't use Ultrasonic Blast again for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature takes half damage and is stunned 1.

Failure The creature takes full damage and is stunned 2.

Critical Failure The creature takes double damage and is stunned 3.

RARE

LG

HUGE

ARCHON

CELESTIAL

Perception +37; darkvision, *true seeing*

Languages Celestial, Draconic, Infernal; *tongues*

Skills Athletics +38, Diplomacy +34, Intimidation +34, Religion +32


Str +10, **Dex** +7, **Con** +10, **Int** +6, **Wis** +8, **Cha** +6

AC 47; **Fort** +38, **Ref** +31, **Will** +34; +1 status to all saves vs. magic


HP 280, fast healing 30; **Weaknesses** evil 15

Bastion Aura (aura, divine, good, healing, necromancy) 50 feet. All good-aligned creatures in the aura have fast healing 30 for as long as they remain in range, and they gain a +2 status bonus to attack rolls and damage rolls.

Ultimate Sacrifice (divine, good, healing, necromancy) If the bastion archon is slain by an evil creature, it explodes in a geyser of holy light, restoring 140 HP to all good-aligned creatures in a 40-foot emanation. The ground in the affected area is also subjected to a 10th-level *consecrate* ritual, and the ground is consecrated for 10 years (or only 24 hours if the ultimate sacrifice took place in Hell, Abaddon, or the Abyss).

Retributive Strike 

Speed 70 feet; *air walk*

Melee  fist +40 (good, lawful, magical, reach 15 feet), **Damage** 4d8+20 bludgeoning plus 2d6 good

Divine Innate Spells DC 42, attack +34; **10th** *meteor swarm, polar ray, sunburst*; **7th** *prismatic spray, true target (×3), vibrant pattern*; **4th** *dimension door* (at will); **Constant (10th)** *air walk, true seeing, tongues*

Archon's Door Once per day, if an archon sees another creature cast *dimension door*, the archon can use *dimension door* (heightened to 5th level) within 1 round to attempt to follow that creature to the maximum distance of the archon's *dimension door*. If the archon's *dimension door* has enough distance, the archon appears the same distance and direction from the creature as before either creature used *dimension door*.

(Continued on card 19)

(Archon, bastion; continued from card 18)

Blinding Beams ♦ **Trigger** The bastion archon hits a creature with two fist Strikes this turn and can use its Holy Beam; **Effect** The bastion archon fires its Holy Beam at only the creature it hit twice. The creature's save result is one degree of success worse than the result it rolled.

Entrench ♦ The bastion archon locks itself in place, becoming voluntarily immobilized. While Entrenched, the archon can't be forcibly moved or tripped, and it gains a +2 circumstance bonus to AC and Reflex saves. Entrench ends automatically as soon as the bastion archon uses another move action.

Holy Beam ♦♦ (divine, good, incapacitation, light) The bastion archon releases a blinding beam of holy light in a 500-foot line that deals 20d6 good damage to non-archons in the area, with a DC 38 Reflex save. The bastion archon can't use Holy Beam again for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is blinded for 1d4 rounds.

Critical Failure The creature takes double damage and is blinded permanently.

LG MEDIUM ARCHON CELESTIAL

Perception +13; darkvision

Languages Celestial, Draconic, Infernal; *tongues*

Skills Athletics +12, Intimidation +10, Religion +9, Stealth +10

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

Items full plate, greatsword

AC 22; **Fort** +14, **Ref** +8, **Will** +11; +1 status to all saves vs. magic

HP 70; **Weaknesses** evil 5

Retributive Strike ➤

Speed 35 feet

Melee ➤ greatsword +14 (good, magical, versatile P), **Damage** 1d12+6 slashing plus 1d6 good

Melee ➤ jaws +14 (agile, good, magical), **Damage** 1d6+6 piercing plus 1d6 good

Divine Innate Spells DC 19; **4th** *dimension door*; **Cantrips (2nd)** *message*; **Constant (5th)** *tongues*

Archon's Door Once per day, if an archon sees another creature cast *dimension door*, the archon can use *dimension door* (heightened to 5th level) within 1 round to attempt to follow that creature to the maximum distance of the archon's *dimension door*. If the archon's *dimension door* has enough distance, the archon appears the same distance and direction from the creature as before either creature used *dimension door*.

Change Shape ➤ (concentrate, divine, polymorph, transmutation) A hound archon can take the appearance of any canid animal of Small to Large size. This doesn't change their Speed or the attack and damage bonuses for their Strikes, but if the canid's bite attack has the Knockdown ability, then the hound archon's bite attack gains that ability while they are in that form.

Diligent Assault ➤➤ The hound archon carefully makes one greatsword Strike and one jaws Strike in any order. These attacks count toward the hound archon's multiple attack penalty, but the multiple attack penalty doesn't increase until after all the attacks.

LG
MEDIUM
ARCHON
CELESTIAL

Perception +35; darkvision, *true seeing*

Languages Celestial, Draconic, Infernal; *tongues*

Skills Acrobatics +31, Arcana +33, Athletics +37, Diplomacy +33, Intimidation +33, Occultism +33, Religion +37, Society +33, Warfare Lore +39

Str +8, **Dex** +9, **Con** +6, **Int** +9, **Wis** +9, **Cha** +6

Items +2 *greater resilient full plate*, +2 *greater striking returning starknife*

AC 43; **Fort** +31, **Ref** +34, **Will** +34; +1 status to all saves vs. magic

HP 400; **Resistances** fire 15; **Weaknesses** evil 15

Blinding Soul (divine, evocation, light, visual) Whenever the star archon takes slashing damage, bright light pours from their wounds. Non-archons within 10 feet must attempt a DC 38 Fortitude save. On a failure, a creature is dazzled for 1 round. On a critical failure, the creature is blinded for 1d4 rounds instead. The creature is then temporarily immune for 1 round.

Explosive Rebirth (death, divine, evocation, fire, good) When killed, the star archon explodes in a blinding flash of holy energy that deals 12d6 fire damage and 12d6 good damage to anything in a 100-foot emanation, with a DC 40 basic Reflex save. A non-archon creature that sees the explosion and critically fails its save is permanently blinded as well. The slain star archon reincarnates 1d4 rounds later as a shield archon (*Bestiary* 29).

Retributive Strike ➤ A star archon can also make a Retributive Strike by throwing its starknife, and the enemy and ally can be within 60 feet instead of 15 feet.

Speed 35 feet, fly 75 feet

Melee ➤ *returning starknife* +38 (agile, deadly 1d8, finesse, good, magical, reach 10 feet, versatile S), **Damage** 3d4+16 piercing plus 2d6 good and 3d6 fire

Ranged ➤ *starknife* +38 (agile, deadly 1d8, good, magical, thrown 60 feet, versatile S), **Damage** 3d4+16 piercing plus 2d6 good and 3d6 fire
(Continued on card 22)

(Archon, star; continued from card 21)

Divine Innate Spells DC 43; **9th** *blindness, implosion, sunburst*; **7th** *heal, prismatic spray*; **5th** *sending*; **4th** *dimension door* (at will); **Constant (6th)** *true seeing*; **(5th)** *tongues*

Archon's Door Once per day, if an archon sees another creature cast *dimension door*, the archon can use *dimension door* (heightened to 5th level) within 1 round to attempt to follow that creature to the maximum distance of the archon's *dimension door*. If the archon's *dimension door* has enough distance, the archon appears the same distance and direction from the creature as before either creature used *dimension door*.

Prudent Asterism ♦♦ The star archon calculates a celestial constellation and sends their starknife flying along that path from one foe to the next. It makes a starknife Strike against a target within 60 feet. If the Strike hits, it can make another Strike at a different target within 60 feet of the first target, and so on, until it misses with a Strike or runs out of targets it hasn't attacked within range of the most recent target. The star archon can attack a given target only once per use of this ability. These attacks don't apply any range increment penalty, and the star archon resolves all the attacks before increasing the multiple attack penalty.

LG

MEDIUM

ARCHON

CELESTIAL

Perception +26; darkvision

Languages Celestial, Draconic, Infernal; *tongues*

Skills Acrobatics +25, Diplomacy +29, Intimidation +28, Nature +23, Religion +23, Performance +31, Stealth +25

Str +7, **Dex** +5, **Con** +5, **Int** +3, **Wis** +6, **Cha** +8

Items +2 *striking bastard sword*, +1 *resilient full plate*, virtuoso trumpet

AC 36; **Fort** +24, **Ref** +24, **Will** +27; +1 status to all saves vs. magic

HP 285; **Resistances** sonic 15; **Weaknesses** evil 15

Retributive Strike ➤

Speed 35 feet, fly 60 feet

Melee ♦ *bastard sword* +29 (good, magical, versatile P), **Damage** 2d12+13 slashing plus 2d6 sonic and 1d6 good

Divine Innate Spells DC 34; **7th** *heal* (×2), *sound burst*; **6th** *heroism*, *zealous conviction*; **5th** *banishment*, *breath of life*; **4th** *dimension door* (at will); **3rd** *circle of protection* (against evil only; ×2); **Cantrips (6th)** *message*; **Constant (5th)** *tongues*

Archon's Door Once per day, if an archon sees another creature cast *dimension door*, the archon can use *dimension door* (heightened to 5th level) within 1 round to attempt to follow that creature to the maximum distance of the archon's *dimension door*. If the archon's *dimension door* has enough distance, the archon appears the same distance and direction from the creature as before either creature used *dimension door*.

Kind Word ♦ (auditory, divine, emotion, enchantment, linguistic, mental) The trumpet archon offers an ally praise or encouragement. The archon attempts to counteract one emotion effect on the ally (with a counteract modifier of +24), and the archon and the ally both gain a +1 status bonus to attack rolls and saving throws for 1 round.

Trumpet Blast ♦ (auditory, divine, emotion, enchantment, mental) The trumpet archon blows mightily on their horn, creating a tone of such grandeur that those who hear it are paralyzed in awe. Non-archons within 100 feet must attempt a DC 34 Fortitude save. They are temporarily immune for 10 minutes.

Critical Success The creature is unaffected.

Success The creature is flat-footed.

Failure The creature is stunned 1 and flat-footed as long as it's stunned.

Critical Failure The creature is paralyzed for 1 round.

ASSASSIN VINE

CREATURE 3

N**LARGE****MINDLESS****PLANT**

Perception +10; tremorsense 30 feet, low-light vision

Skills Athletics +9, Stealth +9 (+11 in forests or grasslands)

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

Camouflage The assassin vine can Hide in natural environments even if it doesn't have cover.

AC 18; **Fort** +10, **Ref** +7, **Will** +8

HP 68; **Weaknesses** fire 5, slashing 5

Grasping Foliage 🐉 (primal, transmutation) **Trigger** The assassin vine detects a creature within 20 feet via tremorsense; **Effect** The assassin vine causes vegetation within a 20-foot emanation to writhe for 1 round, turning this area into difficult terrain. When a creature starts its turn in this area, it must attempt a DC 20 Reflex save. On a failure, it takes a -10-foot circumstance penalty to its Speeds until it leaves the area, and on a critical failure it is also immobilized for 1 round. A creature can attempt to Escape to remove these effects. Assassin vines are immune to Grasping Foliage.

Speed 5 feet

Melee 🎲 vine +12 (reach 10 feet), **Damage** 1d8+6 bludgeoning plus Grab

Constrict 🎲 1d8+4 bludgeoning, DC 20

CE

HUGE

GIANT

HUMANOID

Perception +22; darkvision**Languages** Jotun**Skills** Athletics +25, Intimidation +21**Str** +7, **Dex** +3, **Con** +7, **Int** -1, **Wis** +4, **Cha** +3**AC** 33; **Fort** +25, **Ref** +20, **Will** +21**HP** 250; **Weaknesses** cold iron 10

Attack of Opportunity ➤ An athach gains an extra reaction at the start of each of its turns that it can use only to make an Attack of Opportunity with its claw. It can't use more than one Attack of Opportunity triggered by the same action.

Catch Rock ➤**Speed** 40 feet**Melee** ➤ fist +25 (reach 10 feet), **Damage** 3d12+13 bludgeoning**Melee** ➤ jaws +25, **Damage** 3d8+13 piercing plus athach venom**Melee** ➤ claw +25 (agile), **Damage** 3d8+13 slashing**Ranged** ➤ rock +25 (brutal, range increment 120 feet), **Damage** 3d8+13 bludgeoning

Athach Venom (poison) **Saving Throw** DC 32 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and enfeebled 1; **Stage 2** 2d6 poison damage and enfeebled 2; **Stage 3** 2d6 poison damage and enfeebled 3

Swift Claw ➤ **Trigger** The athach hits a creature with two fist Strikes; **Effect** The athach makes a claw Strike with no multiple attack penalty against the creature it hit with its fist Strikes. This claw attack does not increase the athach's multiple attack penalty.

Throw Rock ➤

NE

SMALL

UNDEAD

Perception +10; darkvision**Languages** Common, Necril**Skills** Deception +11, Society +10, Stealth +13**Str** +0, **Dex** +5, **Con** +0, **Int** +2, **Wis** +4, **Cha** +3**AC** 21; **Fort** +8, **Ref** +13, **Will** +12**HP** 60, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious**Aura of Sobs** (auditory, aura, emotion, enchantment, mental, occult) 10 feet.

An attic whisperer enshrouds itself in a tapestry of stolen voices. Each living creature that enters or starts their turn in the aura must succeed at a DC 19 Will save or the unnerving, bitter sobs render them distraught and they become stupefied 1 for as long as they remain within the aura. A creature that succeeds is temporarily immune for 1 hour. The attic whisperer can activate or deactivate the aura with a single free action, which has the concentrate trait.

Whispered Despair ➤ **Trigger** A creature with an active emotion effect enters an attic whisperer's aura of sobs; **Effect** The attic whisperer attempts to counteract the emotion effect, with a counteract modifier of +13.

Speed 20 feet**Melee** ♦ jaws +15 (agile, finesse), **Damage** 2d8 piercing plus steal breath**Melee** ♦ bony hand (agile) +13, **Damage** 2d10 negative plus steal voice

Steal Breath (curse, incapacitation, necromancy, occult) The attic whisperer siphons the breath from living creatures, sapping their strength. A living creature hit by a jaws Strike must attempt a DC 21 Fortitude save.

Critical Success The target is unaffected.

Success The target is enfeebled 1 for 1 round.

Failure The target is enfeebled 1 for 24 hours and fatigued.

Critical Failure The target is enfeebled 1 for 24 hours, is fatigued, and falls unconscious.

(Continued on card 27)

(Attic whisperer; continued from card 26)

Steal Voice (curse, necromancy, occult) When an attic whisperer hits a living creature with a bony hand Strike, it tries to pull the victim's voice into its aura. The victim must attempt a DC 21 Will save.

Critical Success The target is unaffected.

Success The target's voice is weak for 1 minute. Anytime it attempts an action with the auditory trait, it must succeed at a DC 5 flat check or the action is lost.

Failure The target loses the ability to speak for 1 hour, until the curse is removed, or until the attic whisperer is destroyed, whichever comes first. During this time, the attic whisperer can perfectly mimic the target's voice, and the target takes a -2 circumstance penalty to saving throws against that attic whisperer's aura of sobs.

Critical Failure As failure, but the effects lasts until the attic whisperer is destroyed or the curse is removed.

AURUMVORAX

CREATURE 9

N**SMALL****ANIMAL**

Perception +18; darkvision, scent (imprecise) 30 feet

Skills Athletics +20 (+6 to Swim), Stealth +18

Str +6, **Dex** +2, **Con** +4, **Int** -4, **Wis** +3, **Cha** +0


AC 28; **Fort** +19, **Ref** +17, **Will** +16


HP 170

Tenacious Stance An aurumvorax gains a +4 circumstance bonus to its Fortitude or Reflex DC against Shove and Trip attempts, and to its Athletics DC against attempts to escape its Grab.


Ferocity


Speed 35 feet, burrow 10 feet

Melee  jaws +21, **Damage** 2d10+12 piercing plus Grab

Melee  claw +21 (agile), **Damage** 2d8+12 slashing plus Grab

Bleeding Critical When an aurumvorax scores a critical hit, the target takes 1d6 persistent bleed damage.

Gnaw Metal  The aurumvorax makes a jaws Strike against a creature it has grabbed. If the attack hits, the target is knocked prone if it is Medium or smaller. In addition, if the target is wearing armor with Hardness 10 or lower, the armor becomes broken. If this Strike breaks a creature's armor or damages a creature that is unarmored or wearing broken armor, the target also takes 1d6 persistent bleed damage. This Strike doesn't further damage armor that's already broken.

Rapid Rake  The aurumvorax makes four claw Strikes against a creature it has grabbed. Each attack counts toward the aurumvorax's multiple attack penalty, and the multiple attack penalty increases with each attack.

CG

MEDIUM

AZATA

CELESTIAL

Perception +14; darkvision**Languages** Celestial, Draconic, Infernal; *tongues***Skills** Acrobatics +13, Deception +15, Diplomacy +15, Games Lore +14, Stealth +15**Str** +5, **Dex** +5, **Con** +3, **Int** +2, **Wis** +4, **Cha** +5**Items** +1 *composite longbow*, scimitar**AC** 24; **Fort** +13, **Ref** +17, **Will** +12**HP** 120; **Weaknesses** cold iron 5, evil 5; **Resistances** electricity 10**Speed** 30 feet, fly 80 feet**Melee** ♦ scimitar +16 (forceful, sweep), **Damage** 1d6+8 slashing plus 2d6 electricity and 1d6 good**Ranged** ♦ *composite longbow* +18 (deadly 1d10, reload 0, volley 30 feet), **Damage** 1d8+6 plus 1d6 electricity and 1d6 good**Divine Innate Spells** DC 24; **4th** *gaseous form* (at will); **3rd** *heal*, *lightning bolt*, *wall of wind*; **2nd** *calm emotions*; **1st** *gust of wind* (at will); **Constant (5th)** *tongues*

Fair Competition (divine, enchantment, mental) Once per day, a bralani can spend 1 minute to bless willing creatures within 100 feet who are about to participate in a contest. This blessing lasts 24 hours. If a blessed creature cheats or uses the contest to harm another, the creature grows visibly ill, becoming sickened 1 and unable to remove this condition for the duration or until they withdraw from the competition. At the end of the contest, participants who competed fairly find it easier to negotiate and understand their opponent's perspective. For 1 hour, they gain a +2 status bonus to Diplomacy checks and Recall Knowledge checks that directly pertain to their opponents.

Whirlwind Blast ♦♦ (air, divine, evocation) The bralani generates a 20-foot line of scouring wind that deals 7d6 bludgeoning damage (DC 24 basic Reflex save). It can't use this ability again for 1d4 rounds.

Wind Form A bralani flies at full Speed in *gaseous form*.

CG

MEDIUM

AZATA

CELESTIAL

Perception +38; darkvision, tremorsense (imprecise) 120 feet

Languages Celestial, Draconic, Infernal; *spek with animals, speak with plants, tongues*

Skills Athletics +34, Deception +36, Diplomacy +38, Elysium Lore +36, Intimidation +36, Medicine +36, Nature +34, Survival +38

Str +8, **Dex** +6, **Con** +8, **Int** +6, **Wis** +10, **Cha** +8

Items +3 *greater striking sickle*

AC 45; **Fort** +36, **Ref** +34, **Will** +38

HP 475; **Weaknesses** cold iron 20, evil 20; **Resistances** fire 20, cold 20

Speed 40 feet, fly 40 feet

Melee ♦ *sickle* +39 (agile, finesse, trip), **Damage** 3d4+16 slashing plus 4d6 cold and 1d6 good

Melee ♦ *vine* +39 (reach 20 feet) **Damage** 4d12+16 bludgeoning plus 1d6 good and Improved Grab

Divine Innate Spells DC 42, attack +32; **10th** *cataclysm, primal phenomenon* (once per year), *revival*; **9th** *nature's enmity, regenerate* (×3), *storm of vengeance, tree stride* (at will); **8th** *polar ray* (at will), *sunburst* (at will), **6th** *baleful polymorph* (at will), *tangling creepers* (at will); **Constant (9th)** *endure elements, speak with animals, speak with plants, tongues*

Rituals DC 42; *awaken animal, blight, commune with nature, consecrate, plant growth, primal call, reincarnate*

Alter Weather ♦♦♦ **Frequency** three times per day; **Effect** The veranallia dramatically alters weather patterns in the surrounding area, producing any of the results of a successful 9th-level *control weather* ritual.

Rebirth (divine, necromancy) **Frequency** once per day; **Effect** The veranallia spends a minute to encase a creature that has been dead for no more than a year in a cocoon. After 24 hours, the creature is restored to life, and the cocoon explodes in a shower of colorful blossoms. If the veranallia's chooses, Rebirth can change the creature's ancestry or heritage, typically into an aasimar.

BADGER

CREATURE 0

N**SMALL****ANIMAL**

Perception +6; low-light vision, scent (imprecise) 30 feet

Skills Athletics +4, Stealth +6


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


AC 16; **Fort** +8, **Ref** +5, **Will** +6

HP 15

Ferocity 

Speed 25 feet, burrow 10 feet

Melee  jaws +8, **Damage** 1d8 piercing

Melee  claw +8 (agile), **Damage** 1d6 slashing

BADGER, GIANT

CREATURE 2

N**MEDIUM****ANIMAL**

Perception +8; low-light vision, scent (imprecise) 30 feet

Skills Athletics +8, Stealth +7

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


AC 18; **Fort** +10, **Ref** +6, **Will** +8


HP 30

Ferocity 

Speed 25 feet, burrow 10 feet

Melee  jaws +11, **Damage** 1d8+4 piercing

Melee  claw +11 (agile), **Damage** 1d6+4 slashing

Badger Rage  (concentrate, emotion, mental) The giant badger enters a state of pure rage that lasts for 1 minute, until there are no enemies it can perceive, or until it falls unconscious, whichever comes first. While raging, the giant badger has AC 17, its jaws Strike deals 1d8+8 damage, and its claw Strike deals 1d6+6 damage. While raging, the giant badger also can't use actions that have the concentrate trait except for Seek. After it has stopped raging, a giant badger can't use Badger Rage again for 1 minute.

UNCOMMON

CE

MEDIUM

FEY

Perception +12; low-light vision**Languages** Aklo, Common, Sylvan**Skills** Acrobatics +15, Deception +15, Nature +12, Performance +15 (+17 when dancing), Stealth +15**Str** +3, **Dex** +5, **Con** +2, **Int** +2, **Wis** +2, **Cha** +5**AC** 24; **Fort** +12, **Ref** +17, **Will** +14**HP** 105; **Weaknesses** cold iron 5**Speed** 25 feet**Melee** ✦ claw +17 (agile, finesse), **Damage** 2d6+6 slashing and 1d6 persistent bleed**Primal Innate Spells** DC 24; **3rd** *mind reading* (at will)**Captivating Dance** ✦✦ (enchantment, incapacitation, mental, primal, visual) The baobhan sith sways rhythmically and Strides up to their Speed. Each creature within 30 feet of the baobhan sith at the end of their movement must attempt a DC 25 Will save.**Critical Success** The creature is unaffected and is temporarily immune to Captivating Dance for 24 hours.**Success** The creature is slowed 1 for 1 round and is temporarily immune to Captivating Dance for 24 hours.**Failure** The creature is fascinated, and it must spend at least 1 of its actions on each of its turns to move closer to the baobhan sith as expediently as possible, while avoiding obvious dangers. If the creature ends its movement or turn adjacent to the fey, it is slowed 1 until the end of its next turn.**Critical Failure** As failure, but the creature must spend each of its actions moving closer to the baobhan sith, and if it ends its movement or turn adjacent to the fey, it is paralyzed until the end of its next turn.**Change Shape** ✦ (concentrate, polymorph, primal, transmutation) The baobhan sith can transform into a large raven, with the effects from the bird option in the *aerial form* spell (*Core Rulebook* 316).

(Continued on card 34)

(Baobhan sith; continued from card 33)

Drink Blood ➤ **Requirements** A bleeding creature is within the baobhan sith's reach; **Effect** The baobhan sith tries to Drink the Blood from the bleeding creature's wounds. The baobhan sith attempts an Athletics check against the victim's Fortitude DC. On a success, the victim becomes drained 1 and the baobhan sith regains 10 HP, gaining any Hit Points in excess of their maximum Hit Points as temporary Hit Points. Drinking Blood from a victim that's already drained doesn't restore any Hit Points to the baobhan sith but increases the victim's drained value by 1. A victim's drained condition decreases by 1 per week. A blood transfusion, which requires 10 minutes, a successful DC 20 Medicine check, and sufficient blood or a blood donor, reduces the drained value by 1.

N

MEDIUM

FUNGUS

MINDLESS

Perception +8; low-light vision, tremorsense (imprecise) 30 feet

Skills Athletics +13, Stealth +13

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

AC 22; **Fort** +13, **Ref** +11, **Will** +12

HP 80; **Immunities** cold, mental; **Weaknesses** slashing 5

Cold Lethargy Although a basidironond is immune to cold damage, any effect that deals cold damage causes it to become slowed 1 for 1d4 rounds. During this time, it can't use Hallucinogenic Cloud or basidironond spores.

Speed 20 feet

Melee ♦ frond +15, **Damage** 2d8+6 bludgeoning plus basidironond spores

Basidironond Spores (disease) **Saving Throw** DC 22 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d8 poison damage and enfeebled 1 (1 round); **Stage 2** 1d10 poison damage and enfeebled 1 (1 round); **Stage 3** 1d12 poison damage and enfeebled 2 (1 round)

Hallucinogenic Cloud ♦♦ The basidironond releases invisible spores in a 20-foot emanation. Each creature in the area must succeed at a DC 22 Fortitude save or hallucinate as long as it remains in the cloud, plus 1d4 rounds after leaving the area. A creature must attempt a new save each round it remains within the area. The cloud persists for 5 rounds unless dispersed by a strong wind. Each hallucinating creature rolls 1d6 each round to determine what it hallucinates that round.

- 1 The target is sinking in quicksand. It falls prone and spends 1 action on its next turn flailing its limbs as if attempting to swim.
- 2 The target is attacked by a swarm of spiders. It spends 2 actions on its next turn attacking the floor with a melee weapon (drawing a weapon if needed). It is flat-footed against all attacks.
- 3 An item the target is holding turns into a viper. The target Releases the item and spends its next turn fleeing from it.
- 4 The target is suffocating. It holds its breath and is stunned 3.
- 5 The target shrinks to 1/10 its normal size. For 1 round it is slowed 2 and enfeebled 4, and takes a -10-foot status penalty to its Speed.
- 6 The target is melting. It drops everything it's holding and becomes slowed 2 and clumsy 4 for 1 round.

UNCOMMON

N

LARGE

BEAST

DRAGON

Perception +18; darkvision, tremorsense (imprecise) 30 feet

Skills Acrobatics +17, Athletics +21, Stealth +17, Survival +20

Str +6, **Dex** +2, **Con** +5, **Int** -3, **Wis** +5, **Cha** +1

AC 28; **Fort** +20, **Ref** +17, **Will** +18

HP 155; **Immunities** paralyzed, petrified, sleep; **Resistances** draconic resistance 10

Draconic Resistance A dracolisk has resistance 10 to the type of damage it produces with its Breath Weapon (see below).

Petrifying Glance ➤ (arcane, aura, transmutation, visual) **Trigger** A creature within 30 feet that the dracolisk can see starts its turn;

Effect The target must attempt a DC 26 Fortitude save. If it fails, it becomes slowed 1 for 1 minute as its body stiffens.

Speed 20 feet, fly 40 feet

Melee ➤ jaws +21, **Damage** 2d12+8 piercing

Melee ➤ claw +21 (agile), **Damage** 2d10+8 slashing

Breath Weapon ➤➤ (arcane, evocation) The dracolisk breathes energy based on its draconic heritage. This breath weapon deals 6d10 damage of the appropriate type, with a DC 28 basic save indicated in parenthesis below. The dracolisk can't use Breath Weapon again for 1d4 rounds.

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

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

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

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

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

Petrifying Gaze ➤➤ (arcane, concentrate, incapacitation, transmutation, visual) The dracolisk stares at a creature it can see within 30 feet. That creature must attempt a DC 28 Fortitude save. If it fails and isn't already slowed by Petrifying Glance or this ability, it is slowed 1. If the creature already was slowed by this ability or Petrifying Glance, a failed save causes the creature to be petrified permanently. See *Bestiary* 2 page 34.

Savage Jaws ➤➤ The dracolisk makes a single Strike with its jaws. If the attack hits, it deals 4d12+16 piercing damage (versatile S). This counts as two attacks for its multiple attack penalty.

BEAR, BLACK

CREATURE 2

N**LARGE****ANIMAL**

Perception +8; low-light vision, scent (imprecise) 30 feet

Skills Athletics +9, Survival +7

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

AC 18; **Fort** +11, **Ref** +8, **Will** +5

HP 32

Speed 35 feet

Melee ♦ jaws +9, **Damage** 1d8+5 piercing

Melee ♦ claw +9 (agile), **Damage** 1d6+5 slashing plus Grab

Mauler The black bear gains +1 circumstance bonus to damage rolls against creatures it has grabbed.

BEAR, POLAR

CREATURE 5

N**LARGE****ANIMAL**

Perception +12; low-light vision, scent (imprecise) 60 feet

Skills Athletics +14, Stealth +10 (+14 in icy or snowy areas), Survival +10

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

AC 22; **Fort** +14, **Ref** +10, **Will** +10

HP 73

Speed 35 feet, swim 15 feet

Melee ♦ jaws +15, **Damage** 2d8+7 piercing

Melee ♦ claw +15 (agile), **Damage** 2d6+7 slashing plus Grab

Sneak Attack The polar bear's Strikes deal an additional 1d6 precision damage to flat-footed creatures.

Mauler The polar bear gains a +3 circumstance bonus to damage rolls against creatures it has grabbed.

CE

HUGE

BEAST

FIEND

Perception +21; darkvision, scent demons 60 feet, scent (imprecise) 30 feet

Languages Abyssal (can't speak any language); telepathy 100 feet

Skills Acrobatics +19, Athletics +23, Intimidation +21, Stealth +19

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

Scent Demons A bebilith can smell demons as a precise sense.

AC 30; **Fort** +22, **Ref** +19, **Will** +19

HP 200; **Weaknesses** good 10

Attack of Opportunity ➤

Speed 35 feet, climb 15 feet

Melee ➤ jaws +23 (magical, reach 10 feet), **Damage** 2d10+13 piercing plus Abyssal rot

Melee ➤ claw +23 (agile, magical, reach 15 feet), **Damage** 2d8+13 slashing

Ranged ➤ web +23 (range increment 60 feet), **Effect** dimensional tether

Divine Innate Spells DC 29; **7th plane shift** (self only)

Abyssal Rot (disease, necromancy) The drained condition from Abyssal rot is cumulative, to a maximum of drained 4; **Saving Throw** DC 29 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 3d6 negative damage (1 round); **Stage 2** 3d6 negative damage and drained 1 (1 round); **Stage 3** 3d6 negative damage and drained 2 (1 round)

Dimensional Tether A creature hit by the bebilith's web Strike is restrained and tethered to the bebilith, preventing it from moving further away from the bebilith. The restrained creature is also under the effects of a *dimensional anchor* spell (DC 29) with a duration that lasts as long as the creature remains tethered. The bebilith can have only one creature tethered at a time. The DC to Escape or Force Open the tether is 29. The tether can be severed with a Strike (AC 20, Hardness 2, HP 20); this ends the *dimensional anchor* effect but does not free the restrained creature.

Penetrating Strike Against demons, a bebilith's Strikes count as cold iron and good.

N

HUGE

BEAST

ELECTRICITY

Perception +17; darkvision**Languages** Draconic**Skills** Acrobatics +16, Athletics +19, Intimidation +18, Stealth +18, Survival +15**Str** +7, **Dex** +4, **Con** +5, **Int** -2, **Wis** +3, **Cha** +4**AC** 27; **Fort** +19, **Ref** +16, **Will** +15**HP** 140; **Immunities** electricity**Speed** 30 feet, climb 15 feet**Melee** ♦ jaws +18 (reach 15 feet), **Damage** 2d12+10 piercing plus Grab**Melee** ♦ claw +18 (agile), **Damage** 2d6+10 slashing**Breath Weapon** ♦♦ (electricity, evocation, primal) The behir breathes lightning that deals 9d6 electricity damage in an 60-foot line (DC 27 basic Reflex save). It can't use Breath Weapon again for 1d4 rounds.**Claw Storm** ♦♦♦ The behir Strides up to its Speed, during which it can walk on air as if it were solid ground, ascending or descending at up to a 45-degree angle. It can make up to four claw Strikes at any point during this movement, each against a different target within reach, and it deals an extra 1d6 electricity damage with each Strike. These attacks count toward the behir's multiple attack penalty, but the multiple attack penalty doesn't increase until after the behir makes all of its attacks. If the behir moves half its Speed or less during a Claw Storm, that movement doesn't trigger reactions. The behir can't use Claw Storm if it has a creature wrapped in its coils. At the end of Claw Storm, it drifts downward up to 60 feet to the ground, landing softly and taking no damage from the fall. If it descends further than 60 feet, it takes damage normally from the remaining fall.**Constrict** ♦ 2d6+7 bludgeoning, DC 27**Swallow Whole** ♦ (attack) Large, 2d12+7 bludgeoning, Rupture 21**Wrap in Coils** ♦ **Requirements** The behir has a creature either restrained or grabbed in its jaws; **Effect** The behir moves the creature into its coils, freeing its jaws. The creature remains grabbed and takes 1d6+6 slashing damage. The behir's coils can hold as many creatures as will fit in its space.

BLINDHEIM

CREATURE 2

N**SMALL****ANIMAL**

Perception +9; darkvision

Skills Acrobatics +7, Athletics +6 (+9 to Leap or Swim), Stealth +7

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

AC 18; **Fort** +9, **Ref** +9, **Will** +5

HP 27; **Immunities** blinded, light

Speed 25 feet, climb 15 feet, swim 15 feet

Melee ✦ jaws +10, **Damage** 1d12+2 piercing

Melee ✦ claw +11 (agile, finesse), **Damage** 1d8+2 slashing

Spotlight ✦ (concentrate, light) Bright light shines from the blindheim's eyes in a 30-foot emanation (also creating dim light to 60 feet). Each creature in the bright light when the blindheim uses this action, or who enters it while the light continues, must attempt a DC 18 Fortitude save. It is then temporarily immune for 1 hour. This light remains until the blindheim dims its eyes by using this action again.

Critical Success The creature is unaffected.

Success The creature is dazzled for 1 round.

Failure The creature is blinded for 1d4 rounds.

Critical Failure The creature is blinded for 1 hour.

BLINK DOG

CREATURE 2

UNCOMMON

LG

MEDIUM

BEAST

Perception +8; darkvision, scent (imprecise) 30 feet

Languages Sylvan

Skills Acrobatics +8, Stealth +8, Survival +8

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

AC 18, **Fort** +8, **Ref** +10, **Will** +11

HP 30

Speed 35 feet

Melee ♦ jaws (agile, finesse) +11, **Damage** 1d6+3 piercing

Occult Innate Spells DC 18, **4th** *dimension door*; **Constant (4th)** *blink*

Pack Attack The blink dog's Strikes deal an additional 1d4 damage to creatures within the reach of at least two of the blink dog's allies.

UNCOMMON

CN

MEDIUM

FEY

PLANT

Perception +14; low-light vision

Languages Aklo, Common, Sylvan; *speaks with plants*

Skills Acrobatics +15, Diplomacy +15, Nature +13, Performance +15, Stealth +13 (+17 in grasslands), Survival +11

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

Items +1 sling

Wild Empathy The blodeuwedd can use Diplomacy to Make an Impression on and make very simple Requests of animals.

AC 24; **Fort** +12, **Ref** +17, **Will** +14

HP 105; **Weaknesses** cold iron 5

Allergen Aura (aura, primal) A blodeuwedd exudes a 30-foot aura of pollen and irritating allergens. A non-plant living creature that begins its turn in the aura must succeed at a DC 22 Fortitude save or become sickened 2. A creature that succeeds at its save is then temporarily immune to the allergen aura for 24 hours. A blodeuwedd can suppress this aura or activate it again as a free action.

Speed 25 feet

Melee ♦ claw +14 (agile), **Damage** 2d8+7 slashing

Ranged ♦ sling +17 (propulsive, range increment 50 feet), **Damage** 2d6+4 bludgeoning

Primal Innate Spells DC 25; **4th** *hallucinatory terrain*, *modify memory*, *sleep*; **3rd** *wall of thorns*; **2nd** *entangle* (×3); **Cantrips (4th)** *dancing lights*, *tanglefoot*; **Constant (4th)** *speaks with plants*

Change Shape ♦♦ (concentrate, polymorph, primal, transmutation) Unique humanoid or prairie owl. In humanoid form: no claw attack. In owl form: **Size** Small; **Speed** fly 60 feet; **Melee** ♦ talons +15, **Damage** 1d3+1. A blodeuwedd can return to their normal form as a free action.

Living Footsteps See *Pathfinder Bestiary* 2 page 41.

Nature's Infusion ♦♦ **Frequency** once per day; **Effect** While surrounded by any field or fertile plain, a blodeuwedd can infuse themselves with borrowed life energy from nearby plants and nutrients in the ground. The blodeuwedd gains 15 temporary Hit Points that last for 1 hour.

UNCOMMON

CE

MEDIUM

UNDEAD

Perception +17; darkvision, lifesense 60 feet**Languages** Abyssal, Common**Skills** Acrobatics +18, Athletics +15, Intimidation +19, Stealth +18**Str** +3, **Dex** +4, **Con** +1, **Int** -2, **Wis** +5, **Cha** +5**AC** 27; **Fort** +13, **Ref** +16, **Will** +19**HP** 160, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** good 10**Sunlight Vulnerability** If exposed to direct sunlight, the bodak can't use actions with the death trait and it becomes slowed 1. The slowed value increases by 1 each time the bodak ends its turn in sunlight. If the bodak loses all its actions this way, it is destroyed.**Draining Glance** ➤ (aura, death, necromancy, occult, visual) **Trigger** A living creature within 30 feet that the bodak can perceive with its lifesense starts its turn; **Effect** The target must attempt a DC 23 Fortitude save. If it fails, the bodak regains 5 Hit Points and the target becomes drained 1.**Speed** 20 feet**Melee** ➤ fist +18 (agile, finesse), **Damage** 2d6+6 bludgeoning plus 1d6 negative**Bodak Spawn** (necromancy, occult) Any humanoid who dies while drained or doomed by a bodak rises as an autonomous bodak 24 hours after its death.**Death Gaze** ➤➤ (death, necromancy, occult, visual) The bodak stares at a living creature within 30 feet that it can sense with its lifesense. That creature must attempt a DC 26 Fortitude save. If the target becomes drained, the bodak gains a number of temporary Hit Points equal to 5 times the value of the drained condition the target gained. Multiple exposures to this ability can increase a creature's drained condition to a maximum of 4. If the bodak is destroyed, any doomed condition a creature has gained from Death Gaze are removed.**Critical Success** The creature is unaffected.**Success** The creature is drained 1.**Failure** The creature is doomed 1 and drained 2.**Critical Failure** The creature is doomed 1 and drained 4.

BOG STRIDER

CREATURE 2

UNCOMMON

N

MEDIUM

ABERRATION

Perception +8; darkvision, wavesense 120 feet

Languages Aquan

Skills Athletics +8 (+10 to Leap while Water Striding or Swimming), Stealth +8, Survival +8

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

Items net, spear

Deep Breath A bog strider can hold their breath for 2 hours.

AC 18; **Fort** +8, **Ref** +10, **Will** +8

HP 30

Speed 25 feet, swim 20 feet

Melee ✦ spear +8, **Damage** 1d6+4 piercing

Melee ✦ mandibles +8 (agile), **Damage** 1d6+4 piercing

Ranged ✦ spear +10 (thrown 20 feet), **Damage** 1d6+3 piercing

Hurl Net ✦ **Requirements** The bog strider is holding a net in two hands; **Effect** The bog strider hurls their net to hamper a foe. They make a ranged Strike (with a +10 modifier) against a Medium or smaller creature within 20 feet. On a hit, the target is flat-footed and takes a -10-foot circumstance penalty to its Speeds. On a critical hit, the creature is instead restrained. The DC to Escape the net is 16. A creature adjacent to the target can Interact with the net to remove it from the target.

Water Sprint ✦✦✦ The bog strider Strides up to three times in a straight line across smooth water. They can make a single Strike against a creature at the end of this movement.

Water Stride The bog strider can stand and move on the surface of water or other liquids without falling through. The bog strider can go underwater if they wish, but they must Swim to do so.

BROWNIE

CREATURE 1

N**TINY****FEY**

Perception +7; low-light vision

Languages Common, Elven, Gnomish, Sylvan

Skills Acrobatics +7, Crafting +5, Deception +6, Stealth +9


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

Items shortsword

AC 16; **Fort** +4, **Ref** +9, **Will** +9



HP 25; **Weaknesses** cold iron 3

Speed 20 feet

Melee  shortsword +7 (agile, finesse), **Damage** 1d6 P (versatile S)

Primal Innate Spells DC 17; **4th** *dimension door* (self only); **3rd** *mending*;

1st *ventriloquism*; **Cantrips (4th)** *dancing lights*, *prestidigitation*

Baffling Bluff   (emotion, enchantment, mental, primal) The brownie's antics can confuse and disorient a creature. When the brownie uses Baffling Bluff, it targets a single creature within 30 feet; that creature must attempt a DC 17 Will save. The target is temporarily immune to Baffling Bluff for 1 minute.

Critical Success The target is unaffected.

Success The target is fooled momentarily and is flat-footed against the next melee Strike the brownie makes against it before the end of the brownie's next turn.

Failure The target is confused for 1 round.

Critical Failure The target is confused for 1 minute. It can attempt a new save at the end of each of its turns to end the confused condition.

CALATHGAR

CREATURE 4

N**SMALL****COLD****PLANT**

Perception +10; darkvision, scent 30 feet

Languages Sylvan (can't speak)

Skills Stealth +13, Survival +10

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

AC 21; **Fort** +10, **Ref** +13, **Will** +10

HP 75; **Immunities** cold; **Weaknesses** fire 5, slashing 5

Cold Healing Calathgars are healed by cold. Anytime a calathgar would take cold damage, it instead regains 1d6 Hit Points (regardless of the amount of damage the cold effect would have caused). In severe cold or colder environments (*Core Rulebook* 518), calathgars gain fast healing 1.

Mold Mulch When a calathgar is reduced to 0 Hit Points, it immediately decays and dies, transforming into a 5-foot patch of mold (or a 10-foot patch of mold if it was killed by fire damage). This patch of mold persists for 1 minute, during which time it deals 3d6 cold damage to any creature that begins its turn in this area, or 1d6 cold damage to any creature that begins its turn in an adjacent square. The mold patch decays away after an hour, but it can be destroyed before then (treat each 5-foot square as an object with Hardness 0, 10 Hit Points, BT 5, immunity to cold, piercing, and slashing damage; the mold deals half its regular cold damage once it's broken).

Speed 20 feet, climb 20 feet

Melee ♦ flower +13 (finesse), **Damage** 2d6+4 bludgeoning plus 1d6 cold

Melee ♦ tendril +13 (agile, finesse), **Damage** 2d4+4 slashing plus 1d4 cold

Seed Spray ♦♦ (cold, evocation, primal) The calathgar expels thorny, frozen seeds in a 15-foot cone, dealing 1d6 piercing and 4d6 cold damage (DC 20 basic Reflex save). In mild cold or colder environments (*Core Rulebook* 518), these seeds cling to living creatures they strike, dealing 1d4 persistent cold damage. The calathgar can't use Seed Spray again for 1d4 rounds.

CALIGNI SLAYER

CREATURE 3

UNCOMMON

CE

SMALL

CALIGNI

HUMANOID

Perception +8, greater darkvision

Languages Caligni, Undercommon

Skills Acrobatics +9, Arcana +10, Athletics +7, Occultism +10, Stealth +10

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

Items black smear poison (2 doses; see below), kukri

Light Blindness

AC 19; **Fort** +9, **Ref** +12, **Will** +6

HP 45; death implosion

Death Implosion (sonic) When the caligni slayer dies, their body implodes violently into nothingness, dealing 3d10 sonic damage to creatures in a 10-foot burst. Each creature in the area must attempt a DC 20 Fortitude save. The slayer's gear and treasure are unaffected by the implosion and are left in a pile where they died.


Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is deafened for 1 minute.



Critical Failure The creature takes double damage and is deafened for 24 hours.

Speed 25 feet

Melee  kukri +11 (agile, finesse, trip), **Damage** 1d6+3 slashing plus black smear poison

Occult Innate Spells DC 20, attack +12; **2nd** *darkness* (at will), *death knell*, *phantom pain*, *spectral hand*; **Cantrips (2nd)** *chill touch*, *daze*, *detect magic*, *shield*

Black Smear Poison (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and enfeebled 1 (1 round); **Stage 2** As stage 1; **Stage 3** 1d6 poison damage and enfeebled 2 (1 round). See *Pathfinder Bestiary* 51 for full details on this alchemical poison.

Call to Blood   (enchantment, mental, occult) Each caligni within 30 feet gains a +2 status bonus to attack rolls against flat-footed creatures. This bonus lasts for 1 minute.

Soul Harvest (necromancy) The caligni slayer deals an additional 2d6 negative damage to flat-footed creatures.

CARBUNCLE

CREATURE 1

RARE**N****TINY****BEAST**

Perception +7; darkvision

Languages carbuncle empathy 30 feet

Skills Stealth +3 (+7 in grass or undergrowth), Survival +6


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

Carbuncle Empathy The carbuncle can telepathically send mild feelings and sensations to nearby creatures. It can't use this ability to communicate in language or hinder a target, but it might convey a feeling of dread or the scent of food cooking nearby.


AC 16; **Fort** +8, **Ref** +3, **Will** +6

HP 20

Easy to Influence Any mental spell can affect a carbuncle, regardless of creature type limitations. Against a *suggestion* spell, a carbuncle always gets an outcome one degree of success worse than it rolled on its saving throw.

Fatal Faker  (arcane, conjuration, teleportation) **Trigger** The carbuncle takes damage; **Effect** The carbuncle feigns death by teleporting away and leaving a replica of its corpse behind, creating a colorful flash of light and a croaking sound. The real carbuncle transports to a clear space within 30 feet that it can see, and a hollow shell remains behind. The fake body appears solid until it is touched, at which point it crumbles to dust.

Speed 15 feet

Melee  jaws +5 (finesse), **Damage** 1d6 piercing

Primal Innate Spells DC 18; **3rd** *levitate* (at will, self only); **1st** *jump* (at will); **Cantrips (1st)** *daze*

(Continued on card 50)

(Carbuncle; continued from card 49)

Specious Suggestion ◆◆ (enchantment, incapacitation, mental)

Frequency three times per day; **Effect** The carbuncle concentrates on a creature it can see and tries to manipulate that creature. The target must attempt a DC 18 Will save. The target then becomes temporarily immune for 24 hours.

Critical Success The attempt backfires and bolsters the target's mind instead, granting it a +1 status bonus to Will saving throws for 1 hour.

Success The target briefly experiences an unusual but harmless sensation like an unexpected flavor or scent, an urge to eat something strange, or an amusing half-forgotten memory.









Failure The target is compelled to spend all of its actions on its next turn performing harmless, pointless, and usually embarrassing actions.

Critical Failure As failure, but the compulsion persists for 1 minute. The target can attempt a new save at the end of its turn each round to end the effect.

CE

LARGE

BEAST

Perception +22; darkvision**Languages** Aklo**Skills** Athletics +25, Intimidation +20, Stealth +22 (+24 in swamps), Survival +20**Str** +7, **Dex** +4, **Con** +6, **Int** -2, **Wis** +4, **Cha** +2**Stench** (aura, olfactory) 30 feet. A creature entering the aura or starting its turn in the aura must succeed at a DC 30 Fortitude save or become sickened 1 (plus slowed 1 for as long as it's sickened on a critical failure). While within the aura, affected creatures take a -2 circumstance penalty to saves against disease and to recover from the sickened condition. A creature that succeeds at its save is temporarily immune for 1 minute.**AC** 33; **Fort** +24, **Ref** +20, **Will** +22**HP** 215; **Immunities** disease, poison, olfactory**Ferocity** **Speed** 35 feet, swim 20 feet**Melee**  jaws +25 (magical, reach 10 feet), **Damage** 3d10+13 piercing**Melee**  antler +25 (magical, reach 15 feet), **Damage** 3d12+13 piercing**Melee**  hoof +23 (magical), **Damage** 3d10+11 bludgeoning**Breath Weapon**   (necromancy, poison, primal) The catoblepas breathes a 60-foot cone of horrid fumes, dealing 13d6 poison damage (DC 32 basic Fortitude save). The area of this cone is reduced to 30 feet underwater. Targets that fail their saving throw also become sickened 1 (sickened 2 on a critical failure). The catoblepas can't use its Breath Weapon again for 1d4 rounds.**Trample**    Medium or smaller, hoof, DC 32

CAVE FISHER

CREATURE 2

N**MEDIUM****ANIMAL**

Perception +7; darkvision

Skills Athletics +10, Stealth +9

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

AC 18; **Fort** +9, **Ref** +9, **Will** +7

HP 30

Speed 15 feet, climb 15 feet

Melee ✦ claw +10, **Damage** 1d10+6 slashing

Ranged ✦ filament +11 (range 60 feet), **Effect** sticky filament

Pull Filament ✦ The cave fisher pulls a creature grabbed by its filament toward itself, even suspending the target vertically if necessary. The cave fisher attempts an Athletics check against the creature's Fortitude DC. On a success, the cave fisher pulls the creature 15 feet closer to it (30 feet closer on a critical success).

Sticky Filament Any creature hit by the cave fisher's sticky filament is grabbed. The cave fisher can move while it has a creature grabbed with its filament, but it automatically releases the creature if the cave fisher moves beyond the filament's 60-foot length. The cave fisher can use only one filament at a time, and it can sever the filament and release any creature grabbed by it as a free action. The filament can be severed by a Strike that deals at least 10 slashing damage to it. This doesn't deal any damage to the cave fisher itself. The filament has AC 17, and its Escape DC is 19.

CENTIPEDE, GIANT WHIPTAIL

CREATURE 3

N**HUGE****ANIMAL**


Perception +9; darkvision

Skills Acrobatics +8, Athletics +10, Stealth +8


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


AC 19; **Fort** +11, **Ref** +9, **Will** +7


HP 45

Attack of Opportunity  Tail only.

Speed 30 feet, climb 30 feet

Melee  mandibles +11 (reach 10 feet), **Damage** 1d10+6 piercing plus whiptail centipede venom

Melee  tail +11 (agile, reach 15 feet), **Damage** 1d6+6 bludgeoning plus Knockdown

Undulate  The giant whiptail centipede Strides or Steps. During this movement, it can pass through spaces as narrow as 5 feet without Squeezing.

Whiptail Centipede Venom (poison) **Saving Throw** DC 19 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d10 poison damage and clumsy 1 (1 round); **Stage 2** 2d10 poison damage and clumsy 1 (1 round); **Stage 3** 2d10 poison damage and clumsy 2 (1 round)

CENTIPEDE, TITAN

CREATURE 9

N**GARGANTUAN****ANIMAL**

Perception +18; darkvision


Skills Acrobatics +16, Athletics +21


Str +8, **Dex** +1, **Con** +5, **Int** -5, **Wis** +5, **Cha** -4

AC 28; **Fort** +20, **Ref** +16, **Will** +18

HP 155




Speed 50 feet, climb 50 feet


Melee  mandibles +21 (reach 20 feet), **Damage** 2d10+12 piercing plus titan centipede venom

Melee  foot +19, **Damage** 2d8+10 bludgeoning

Impaling Critical When a titan centipede scores a critical hit with its mandibles, the target is painfully pierced with barbed spines and bristles, taking 1d6 persistent bleed damage and becoming flat-footed as long as the bleed damage continues.

Titan Centipede Venom (poison) **Saving Throw** DC 28 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and clumsy 2 (1 round); **Stage 2** 2d8 poison damage, clumsy 2, and slowed 1 (1 round); **Stage 3** 2d10 poison damage, clumsy 2, and slowed 2 (1 round)

Trample    Huge or smaller, foot, DC 28

Undulate  The titan centipede Strides up to its Speed or Steps. During this movement, it can pass through spaces as narrow as 10 feet without Squeezing.

CHOKER

CREATURE 2

CE**SMALL****ABERRATION**

Perception +7; darkvision


Languages Aklo, Undercommon

Skills Athletics +9 (+11 to Grapple), Stealth +9

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


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


HP 28

Yank  (manipulate) **Trigger** An enemy targets the choker with an attack; **Effect** The choker tries to pull a creature it has grabbed or restrained into the path of the attack. The choker attempts an Athletics check, including its bonus to Grapple. If it succeeds against the grabbed or restrained creature's Fortitude DC, the choker redirects the attack to that creature, and the attacker compares its attack roll result against the new target's AC.

The choker must move the creature into a space adjacent to itself. The creature must also be moved within the attacker's reach against a melee attack or into a space between itself and the attacker against a ranged attack. The choker can't use this ability to make the attacker target itself, even if it's grabbing or restraining the attacker.

Speed 20 feet, climb 15 feet

Melee  arm +11 (reach 10 feet), **Damage** 1d6+3 bludgeoning plus strangling fingers

Constrict  1d6+3 bludgeoning, DC 19

Hidden Movement If the choker starts its turn hidden from or undetected by a creature, that creature is flat-footed against the choker's attacks until the end of the turn.

Strangling Fingers Any creature hit by a choker's arm Strike is automatically grabbed, and the choker begins to strangle the target. The creature is suffocating and can't speak as long as it's strangled. This prevents it from casting spells with a verbal component or activating items with a command component.

CHUPACABRA

CREATURE 3

N**SMALL****BEAST**

Perception +9; darkvision

Languages Aklo (can't speak any language)

Skills Acrobatics +9 (+11 to Leap), Stealth +9 (+11 in undergrowth or rocky areas)

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

AC 20; **Fort** +9, **Ref** +11, **Will** +7

HP 45

Speed 25 feet

Melee ♦ jaws +11 (finesse), **Damage** 1d10+5 piercing plus Grab

Melee ♦ claw +11 (agile, finesse), **Damage** 1d6+5 slashing

Chupar ♦ **Requirements** The chupacabra has a creature grabbed;

Effect The chupacabra sucks blood from the grabbed creature. The chupacabra gains the quickened condition for 1 minute and can use the extra action only for Strike and Stride actions. A chupacabra can't use Chupar again while it is quickened in this way. A creature that has its blood drained by a chupacabra is drained 1 until it receives healing (of any kind or amount).

Pounce ♦ The chupacabra Strides and makes a Strike at the end of that movement. If the chupacabra began this action hidden, it remains hidden until after this ability's Strike.

COCKROACH, GIANT

CREATURE 1

N**SMALL****ANIMAL**


Perception +6; darkvision, scent (imprecise) 60 feet

Skills Acrobatics +6, Stealth +8

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


AC 16; **Fort** +6, **Ref** +8, **Will** +4

HP 20

Scurry  **Trigger** The giant cockroach is targeted by a melee attack;

Effect The giant cockroach gains a +2 circumstance bonus to AC against the triggering attack. After the attack resolves, the cockroach Strides, Climbs, or Flies up to 10 feet.

Speed 25 feet, climb 25 feet, fly 15 feet

Melee  mandibles +8 (agile, finesse), **Damage** 1d6+1 piercing

COCKROACH SWARM

CREATURE 2

N**SMALL****ANIMAL****SWARM**

Perception +6; darkvision, scent (imprecise) 60 feet

Skills Acrobatics +8, Stealth +8

Str +2, **Dex** +4, **Con** +3, **Int** -5, **Wis** +0, **Cha** -4

AC 18; **Fort** +9, **Ref** +10, **Will** +6

HP 20; **Immunities** precision, swarm mind; **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 2, piercing 5, slashing 5

Speed 20 feet, climb 20 feet, fly 15 feet

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

UNCOMMON

LG

LARGE

BEAST

COUATL

Perception +21; darkvision, *detect alignment***Languages** Celestial, Common, Draconic; telepathy 100 feet**Skills** Acrobatics +16, Arcana +19, Diplomacy +22, Nature +22, Occultism +19, Religion +22, Survival +16**Str** +7, **Dex** +3, **Con** +5, **Int** +6, **Wis** +5, **Cha** +5**AC** 30; **Fort** +19, **Ref** +19, **Will** +21**HP** 175**Speed** 15 feet, fly 50 feet**Melee** ♦ jaws +23 (magical), **Damage** 2d10+13 piercing plus quetz couatl venom and Grab**Divine Innate Spells** DC 29; **7th** *ethereal jaunt* (at will), *plane shift* (self only); **5th** *breath of life*, *divine wrath*; **4th** *charm*, *gaseous form*; **3rd** *mind reading* (at will); **2nd** *invisibility* (self only, at will); **Cantrips** (**5th**) *disrupt undead*, *light*, *mage hand*; **Constant** (**5th**) *detect alignment* (all alignments simultaneously)**Greater Constrict** ♦ 2d10+7 bludgeoning, DC 29**Quetz Couatl Venom** (poison) This venom deals good damage rather than poison damage to fiends; **Saving Throw** DC 29 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and enfeebled 1 (1 round); **Stage 2** 2d8 poison damage, enfeebled 1, and flat-footed (1 round); **Stage 3** 2d10 poison damage, enfeebled 2, and flat-footed (1 round)**Radiant Wings** ♦♦ (divine, enchantment, incapacitation, mental, visual) The quetz couatl spreads its multicolored wings and radiant plumage. Each enemy within 30 feet must attempt a DC 29 Will save.**Critical Success** The creature is unaffected and is temporarily immune to Radiant Wings for 24 hours.**Success** The creature is dazzled for 1 round.**Failure** The creature is dazzled for 1 minute.**Critical Failure** As failure, but if the creature is evil, it is also stunned 3.**Wrap in Coils** ♦ **Requirements** The quetz couatl has a Medium or smaller creature grabbed or restrained in its jaws; **Effect** The quetz couatl moves the creature into its coils, freeing its fangs to make attacks, then uses Greater Constrict against the creature. The quetz couatl can hold as many creatures in its coils as will fit in its space.

CRAB, GIANT

CREATURE 2

N**MEDIUM****ANIMAL****AQUATIC**

Perception +8; darkvision

Skills Acrobatics +7, Athletics +8, Stealth +7

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

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

HP 24; **Resistances** physical 3 (except bludgeoning)

Vulnerable to Prone If a creature critically succeeds on a check to Trip the giant crab, the crab is flipped over onto its back in addition to the usual effects. A giant crab that is flipped onto its back has a particularly hard time defending itself; instead of taking the normal -2 circumstance penalty to AC for being flat-footed, it takes a -4 circumstance penalty to AC.

Scuttle ➤ **Trigger** A creature that the giant crab can see targets the crab with an attack; **Effect** The giant crab scuttles to the side and gains a +2 circumstance bonus to AC against the triggering attack. After the attack resolves, the crab can Stride up to its speed in a straight line as part of the reaction.

Speed 25 feet, swim 15 feet

Melee ➤ claw +10, **Damage** 1d10+4 slashing plus Grab

Constrict ➤ 1d6+4 bludgeoning, DC 18

CRAWLING HAND

CREATURE -1

NE**TINY****UNDEAD**

Perception +5; lifesense 30 feet, tremorsense (imprecise) 30 feet

Skills Athletics +5, Stealth +6, Survival +2


Languages Common (can't speak any language)

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

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

HP 8, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious, visual

Speed 30 feet, climb 30 feet

Melee  claw +7 (agile, finesse), **Damage** 1d4+1 slashing plus Grab

Grip Throat A Medium or smaller creature that is grabbed by the crawling hand has difficulty speaking and must spend an extra action to perform any action with the verbal trait.

Mark Quarry A crawling hand can be assigned a quarry by anointing the hand with a drop of the intended quarry's blood. If the hand ever has no quarry, it automatically gains the next creature it damages as its quarry. The hand gains a +1 circumstance bonus to Perception checks when it Seeks its quarry, to Survival checks when it Tracks its quarry, and damage rolls when it Strikes its quarry.

CRAWLING HAND, GIANT

CREATURE 5

NE**MEDIUM****UNDEAD**

Perception +12; lifesense 30 feet, tremorsense (imprecise) 30 feet

Skills Athletics +13, Stealth +11, Survival +12

Languages Common (can't speak any language)

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

AC 22; **Fort** +13, **Ref** +11, **Will** +10

HP 75, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious, visual

Pus Burst ➤ **Trigger** The giant crawling hand takes piercing or slashing damage; **Effect** A random creature adjacent to the giant crawling hand is sprayed with vile pus that deals 4d6 negative damage. The affected creature must attempt a DC 21 Reflex save.

Critical Success The creature takes no damage.

Success The creature takes half damage and becomes sickened 1.

Failure The creature takes full damage and becomes sickened 2.

Critical Failure The creature takes double damage and becomes sickened 3.

Speed 20 feet

Melee ♦ claw +15, **Damage** 2d6+7 slashing plus Grab

Mark Quarry A crawling hand can be assigned a quarry by anointing the hand with a drop of the intended quarry's blood. If the hand ever has no quarry, it automatically gains the next creature it damages as its quarry. The hand gains a +1 circumstance bonus to Perception checks when it Seeks its quarry, to Survival checks when it Tracks its quarry, and to damage rolls when it Strikes its quarry.

CULDEWEN

CREATURE 7

CE**SMALL****AMPHIBIOUS****FEY**

Perception +15, low-light vision

Languages Aquan, Common, Sylvan

Skills Athletics +16, Deception +16, Intimidation +14, Nature +12, Sailing Lore +14, Stealth +15, Survival +16

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

Items fish hook, oar (functions as mace)

Culdewen's Curse (curse, enchantment, primal) A culdewen that captures a creature is compelled to immediately retreat to a secluded place to eat, typically journeying by boat. The travel to the secluded place always takes at least 1 day. Their captive is cursed to vanish on the journey—typically being lost in the water or consumed by aquatic creatures—and can be recovered only by a *wish* spell or similarly powerful magic.

AC 25; **Fort** +14, **Ref** +18, **Will** +13; -2 status to all saves vs. curses

HP 105; **Weaknesses** cold iron 5

Speed 40 feet, swim 40 feet

Melee ♦ fish hook +17 (trip), **Damage** 2d10+7 piercing plus hooked

Melee ♦ oar +17 (shove), **Damage** 2d6+7 bludgeoning

Ranged ♦ fish hook +18 (thrown 30 feet), **Damage** 2d10+7 piercing plus hooked

Hooked A creature struck by the culdewen's fish hook is skewered, taking 1d4 persistent bleed damage as long as the hook remains stuck in it. The fish hook can be removed only if a creature spends an Interact action and succeeds at a DC 25 Athletics check to pull it free.

Land the Fish ♦ **Requirements** A creature is hooked by the culdewen's fish hook and adjacent to the culdewen; **Effect** The culdewen hoists the creature over their shoulder, as though it weighs no more than a fish. Unless the creature is unable to act, the culdewen must attempt an Athletics check against the creature's Fortitude DC. On a success, the creature is restrained by the culdewen. While hoisting a creature, the culdewen gains a +20-foot status bonus to their Speeds and is compelled to escape with it (see culdewen's curse above).

(Continued on card 64)

(Culdewen; continued from card 63)

Reel In ♦♦ (manipulate) The culdewen pulls the rope attached to their hook. If they have no creature hooked, the fish hook returns to the culdewen's hand. If a creature is hooked, the culdewen attempts an Athletics check against the creature's Fortitude DC, pulling it up to 30 feet closer on a success (60 feet on a critical success).

Swear ♦♦ (auditory, curse, enchantment, primal) The culdewen unleashes a string of invectives. Each creature that hears them must attempt a DC 25 Will save, with the effects of *mariner's curse*, and is then temporarily immune for 24 hours. Even on a failed save, the curse ends automatically after 1 day.

Perception +10; darkvision

Languages D'ziriak, Shadowtongue; telepathy 100 feet

Skills Arcana +8, Athletics +6, Occultism +10, Stealth +10, Survival +8


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

AC 19; **Fort** +6, **Ref** +12, **Will** +10


HP 45

Glow (aura, light) 20 feet. The colorful runes that decorate a d'ziriak's body create dim light. The natural bioluminescence is specially adapted to the Shadow Plane, able to overcome magical darkness as if it were magical light of the d'ziriak's level.

Speed 25 feet

Melee  claw +12 (agile, finesse), **Damage** 1d10+4 piercing

Occult Innate Spells DC 19; **7th plane shift** (self only, to Shadow Plane only)


Dazzling Burst  (light, visual) The d'ziriak causes its body to flare with intense colorful light. Non-d'ziriaks in a 20-foot emanation must attempt a DC 20 Fortitude save. After using this ability, the d'ziriak loses its glow for 24 hours; during this time it can't use Dazzling Burst again. A creature that attempts this save is immune to all Dazzling Bursts for 1 minute.

Critical Success The creature is unaffected.

Success The creature is dazzled for 1 round.

Failure The creature is dazzled for 1 minute.

Critical Failure The creature is blinded for 1 round and dazzled for 1 minute.

Double Claw  **Frequency** once per round; **Effect** The d'ziriak makes two claw Strikes. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses. This counts as two attacks for the d'ziriak's multiple attack penalty, and the penalty doesn't increase until after both attacks.

NE LARGE DAEMON FIEND

Perception +24; darkvision, scent (imprecise) 60 feet

Languages Common, Daemonic; telepathy 100 feet

Skills Acrobatics +22, Athletics +25, Intimidation +24, Stealth +24

Str +7, **Dex** +6, **Con** +5, **Int** +1, **Wis** +6, **Cha** +6

AC 33; **Fort** +21, **Ref** +24, **Will** +22; +1 status to all saves vs. magic

HP 240; **Immunities** confusion, death effects, swarm attacks; **Weaknesses** good 10

Speed 35 feet

Melee ♦ claw +25 (deadly 1d12, evil, magical, reach 10 feet), **Damage** 3d8+10 slashing plus 1d6 evil

Ranged ♦ swarm spit +25 (evil, magical, range 60 feet), **Damage** 2d6+13 piercing plus 1d6 evil

Divine Innate Spells DC 32; **6th** *blade barrier*, *feeblemind* (×3); **5th** *dimension door*; **4th** *dimension door* (at will); **1st** *detect alignment* (good only; at will)

Derghodaemon's Stare ♦ (divine, emotion, enchantment, incapacitation, mental, visual) A non-evil target must succeed at a DC 32 Will save or become confused for 1 round, or 1 minute on a critical failure. It is temporarily immune for 10 minutes.

Rend ♦ claw

Savage Assault ♦♦ The derghodaemon makes up to five claw Strikes, each against a different target. These attacks count toward its multiple attack penalty, but the penalty doesn't increase until after all the attacks.

Swarming Infestation ♦♦ The derghodaemon spews a large swarm, making a swarm spit Strike against up to two adjacent targets within range. Each must attempt a DC 31 Reflex save (at a -2 circumstance penalty if it was actually hit by the swarm spit). Persistent damage caused by the swarming infestation ends as soon as the creature takes any amount of damage from an area effect. The derghodaemon can't use this ability for 1d4 rounds.

Critical Success The swarm disperses once it deals swarm spit Strike damage.

Success The swarm infests the target, dealing 1d6 persistent piercing damage.

Failure The swarm clings to the target and infests it, dealing 2d6 persistent piercing damage.

Critical Failure As failure, but the hissing sounds caused by the infestation also cause the target to become confused for 1 round; this additional effect has the auditory, emotion, and mental traits.

NE LARGE DAEMON FIEND

Perception +21; darkvision, lifesense (imprecise) 30 feet

Languages Common, Daemonic; telepathy 100 feet


Skills Acrobatics +20, Deception +23, Intimidation +23, Religion +20, Stealth +23, Survival +19

Str +7, **Dex** +5, **Con** +6, **Int** +3, **Wis** +4, **Cha** +6


AC 31; **Fort** +23, **Ref** +20, **Will** +19; +1 status to all saves vs. magic


HP 225; **Immunities** death effects; **Weaknesses** good 10

Consumptive Aura (aura, divine) 20 feet. A meladaemon emanates an aura of intense hunger. Each round a creature begins its turn in the aura, it must attempt a DC 27 Fortitude save. On a failure, the creature takes 1d6 negative damage (2d6 on a critical failure) and becomes fatigued. This fatigue ends as soon as the creature eats any food.

Withering Opportunity  **Trigger** The meladaemon is attacked by an adjacent creature and the attack misses; **Effect** The meladaemon swipes at the triggering creature, which must immediately attempt a save against the meladaemon's withering touch.

Speed 25 feet, fly 50 feet

Melee  bite +24 (evil, magical, reach 10 feet), **Damage** 2d12+13 plus 1d6 evil and daemonic famine

Melee  claw +24 (agile, evil, magical, reach 10 feet), **Damage** 2d8+13 slashing plus 1d6 evil, Grab, and withering touch

Divine Innate Spells DC 31; **6th** *phantom pain*; **5th** *dimension door*, *fear*, *magic missile* (at will); **4th** *dimension door* (at will); **1st** *detect alignment* (good only; at will)

Rituals DC 31; *blight*

Daemonic Famine (disease) **Saving Throw** DC 29 Fortitude; **Stage 1** carrier (1 day); **Stage 2** enfeebled 1 (1 day); **Stage 3** enfeebled 2 (1 day); **Stage 4** as stage 3; **Stage 5** enfeebled 3 (1 week); **Stage 6** dead

Withering Touch (divine, evil, necromancy) When the meladaemon hits with a claw Strike or a creature begins its turn grabbed by the meladaemon, the creature must attempt a DC 30 Fortitude save. On a failure, the creature takes 1d6 negative damage and becomes fatigued. This fatigue ends when the creature drinks.

NE **GARGANTUAN** **DAEMON** **FIEND**

Perception +33; darkvision, tremorsense (imprecise) 120 feet, *true seeing*

Languages Common, Daemonic; telepathy 100 feet

Skills Athletics +40, Intimidation +38, Religion +34

Str +10, **Dex** +6, **Con** +7, **Int** +2, **Wis** +6, **Cha** +8

Items soul gem (4)

AC 44; **Fort** +35, **Ref** +32, **Will** +34; +1 status to all saves vs. magic

HP 450; **Immunities** death effects; **Weaknesses** good 20

Aura of Doom (aura, death, divine) 60 feet. Any creature that begins its turn in the aura is doomed 1 for as long as it remains in the aura and for 1 hour thereafter.

Speed 35 feet, burrow 35 feet, fly 40 feet

Melee ♦ jaws +38 (evil, magical, reach 10 feet), **Damage** 4d12+17 piercing plus 1d6 evil and Grab

Melee ♦ claw +38 (agile, evil, magical, reach 15 feet), **Damage** 4d8+17 slashing plus 1d6 evil and Grab

Divine Innate Spells DC 42, attack +34; **10th** *cataclysm, massacre*; **9th** *disintegrate* (×3), *disjunction, wail of the banshee*; **5th** *dimension door*; **4th** *dimension door* (at will); **1st** *detect alignment* (good only; at will); **Constant** (10th) *true seeing*

Rituals DC 42; *control weather* (9th)

Apocalypse Breath ♦♦ or ♦♦♦ (divine, negative) The daemon expels a shrieking black cloud of smoke from its mouth in a 120-foot line or a 60-foot cone (or both a line and a cone in the same direction if it spends 3 actions). Living creatures in the area take 24d6 negative damage (DC 45 basic Reflex save). The olethrodaemon can't use Apocalypse Breath again for 1d4 rounds.

Soul Crush ♦♦ (manipulate) **Requirement** The olethrodaemon has a soul gem; **Effect** The olethrodaemon crushes the soul gem in one hand and regains the use of Apocalypse Breath or any one of its innate spells.

Swallow Whole ♦ (attack) Huge, 4d10+10 bludgeoning and drained 2, Rupture 43. An olethrodaemon has numerous stomachs connected by labyrinthine digestive organs. Swallowed creatures cannot Escape, but can attempt to cut their way out with a 1d6 roll. On a roll of 1–3, the creature cuts into yet another stomach. On a roll of 4–6, the creature manages to cut its way out of the olethrodaemon.

NE MEDIUM AMPHIBIOUS DAEMON FIEND

Perception +19; darkvision, *see invisibility*

Languages Common, Daemonic; telepathy 100 feet

Skills Athletics +22, Intimidation +19, Medicine +17, Stealth +22, Survival +19

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

AC 28; **Fort** +22, **Ref** +16, **Will** +19; +1 status to all saves vs. magic

HP 200; **Immunities** death effects, poison; **Weaknesses** good 10

Attack of Opportunity ⤴

Enhance Venom ⤴ (divine, misfortune, necromancy, poison) **Trigger** A creature within 30 feet attempts a saving throw against piscovenom;

Effect The creature takes an additional 2d8 poison damage even if it succeeds at its save.

Speed 25 feet, swim 40 feet

Melee ⚔ claw +23 (evil, magical), **Damage** 2d10+12 slashing plus 1d6 evil and Grab

Melee ⚔ tentacle +23 (agile, evil, magical), **Damage** 2d6+12 bludgeoning plus 1d6 evil and piscovenom

Divine Innate Spells DC 29; **5th dimension door**; **4th dimension door** (at will), *stinking cloud* (×3); **1st detect alignment** (at will; good only), *detect poison* (at will); **Constant (2nd)** *see invisibility*

Constrict ⚔ 2d10+6 bludgeoning, DC 30

Gory Rend ⚔⚔ The piscodaemon makes two claw Strikes against the same creature. If both hit, the creature takes 2d10 persistent bleed damage and is exposed to piscovenom.

Piscovenom (poison) **Saving Throw** DC 30 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d8 poison and enfeebled 1 (1 round); **Stage 2** 2d8 poison and enfeebled 1 (1 round); **Stage 3** 4d8 poison and enfeebled 2 (1 round)

NE

LARGE

DAEMON

FIEND

Perception +33; darkvision, *true seeing*

Languages Common, Daemonic; telepathy 100 feet

Skills Athletics +37, Intimidation +35, Religion +30, Stealth +34, Survival +33, Warfare Lore +32

Str +9, **Dex** +6, **Con** +7, **Int** +4, **Wis** +7, **Cha** +7

Items +2 *greater striking glaive*, soul gem (2), steeped weapon (7-10)

AC 43; **Fort** +33, **Ref** +30, **Will** +29; +1 status to all saves vs. magic

HP 335; **Immunities** bleed, death effects; **Weaknesses** good 15;

Resistances piercing 15

Speed 25 feet, fly 50 feet

Melee ♦ *glaive* +37 (deadly d8, evil, forceful, magical, reach 15 feet),

Damage 3d8+17 slashing plus 2d6 evil and 4d6 persistent bleed

Ranged ♦ hurled weapon +35 (deadly 1d10, evil, magical, propulsive, range 120 feet), **Damage** 2d10+12 piercing plus 1d6 evil and 4d6 persistent bleed

Divine Innate Spells DC 37; **9th** *bind soul*, *blade barrier*, *chain lightning*; **7th** *flame strike*, *teleport*; **5th** *dimension door*; **4th** *dimension door* (at will); **1st** *detect alignment* (good only; at will); **Constant (6th)** *true seeing*

Hurl Weapon ♦ (divine, evocation) The purrodaemon causes a weapon that has steeped in their flesh (see Steep Weapon) to telekinetically launch from their flesh. The purrodaemon makes a hurled weapon Strike without using their hands.

Recall Weapon ♦ (evocation) **Requirements** A steeped weapon that's no longer sheathed in the purrodaemon's body is within 120 feet of the daemon; **Effect** The steeped weapon swiftly flies through the air to resheath itself in the purrodaemon's body. If a creature is along this flight path, the purrodaemon can make a hurled weapon Strike against the target; if it hits, the weapon drops to the ground in a square adjacent to the creature.

(Continued on card 71)

(Daemon, purrodaemon; continued from card 70)

Steep Weapon ♦ (manipulate) The purrodaemon sheathes a weapon in their own flesh. This deals no damage to the purrodaemon, which can have up to 10 weapons sheathed in their body at a time. A steeped weapon must be one that deals piercing or slashing damage.

If a purrodaemon Interacts to crush a soul gem, one weapon of their choice sheathed in their flesh becomes enchanted with the daemon's fiendish power and becomes a +2 *greater striking weapon* that can be used in place of their glaive or hurled at targets (with a +2 item bonus to the hurled weapon's attack modifier and an extra d10 of damage). This magical quality fades 24 hours after it ceases being sheathed in the daemon's living body. A steeped weapon can be Disarmed.

Twist the Blade ↻ **Requirements** The purrodaemon has fewer than 10 weapons sheathed in their body; **Trigger** The purrodaemon is hit with a weapon that deals piercing damage; **Effect** The purrodaemon seizes the triggering weapon. The weapon's wielder must attempt a DC 40 Reflex save. On a failure, the weapon is disarmed and falls to an adjacent square. On a critical failure, the weapon is sheathed in the purrodaemon's body as though the daemon had used Steep Weapon.

NE MEDIUM DAEMON FIEND

Perception +26; darkvision, *true seeing*

Languages Common, Daemonic; telepathy 100 feet

Skills Arcana +22, Deception +26, Intimidation +26, Religion +22, Styx Lore +24

Str +6, **Dex** +6, **Con** +4, **Int** +3, **Wis** +5, **Cha** +7

Items +1 striking *bo staff*, soul gem (2)

AC 34; **Fort** +21, **Ref** +23, **Will** +26; +1 status to all saves vs. magic

HP 270; **Immunities** death effects; **Weaknesses** good 10

Terrifying Gaze (aura, divine, emotion, enchantment, fear, mental, visual) 30 feet. When a creature ends its turn in the aura, it must attempt a DC 30 Will save. If the creature fails, it becomes frightened 2. The creature is then temporarily immune to terrifying gaze (but not Focus Gaze) for 24 hours.

Speed 25 feet; *air walk*

Melee ♦ *bo staff* +28 (evil, magical, parry, reach 10 feet, trip), **Damage** 3d8+14 bludgeoning plus 1d6 negative, 1d6 evil, and draining strike

Melee ♦ *claw* +27 (agile, evil, finesse, magical), **Damage** 3d6+14 slashing plus 1d6 evil and draining strike

Divine Innate Spells DC 34; **7th** *finger of death*, *plane shift* (at will; self plus skiff and passengers only; Astral, Ethereal, and evil planes only), *teleport*; **6th** *slow*, *vampiric exsanguination* (×2); **5th** *dimension door*; **4th** *dimension door* (at will); **1st** *detect alignment* (good only; at will); **Constant (7th)** *air walk*, *true seeing*

Rituals DC 34; *animate dead*

Draining Strike (divine, necromancy) When a thanadaemon damages a living creature with a melee Strike, the creature must succeed at a DC 33 Fortitude save or become drained 1. Further damage dealt by the thanadaemon increases the condition value by 1 on a failed save (maximum drained 4).

Focus Gaze ♦ (concentrate, divine, fear, visual) The thanadaemon glares at a single creature they can see within 30 feet. The target must immediately attempt a DC 33 Will save against the thanadaemon's terrifying gaze. If the target was already frightened, a failed save causes it to become fleeing for 1d4 rounds. After attempting its save, the creature is temporarily immune to this ability until the start of the thanadaemon's next turn.

Soul Crush ♦♦ (manipulate) **Requirements** The thanadaemon has a soul gem; **Effect** The thanadaemon crushes the soul gem in one hand and gains fast healing 15 for 1 minute.

CE

MEDIUM

DEMON

FIEND

Perception +13; darkvision, *see invisibility*

Languages Abyssal, Celestial, Draconic; telepathy 100 feet

Skills Acrobatics +12, Athletics +13, Intimidation +14, Religion +10, Stealth +16, Thievery +14


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

Items +1 *longspear*

AC 24; **Fort** +14, **Ref** +16, **Will** +11; +1 to all saves vs. magic

HP 130; **Weaknesses** cold iron 5, good 5; **Resistances** acid 10

Mercy Vulnerability Babaus revel in gore, and when wounds are healed, they recoil in pain. When a creature heals from damage that the babau dealt on their last turn with Grievous Strike, sneak attack, or a critical hit, the demon takes 4d6 mental damage. The babau can take this mental damage only once per round.

Reactive Slime  **Trigger** A creature within the babau's reach successfully hits the babau with a Strike; **Effect** The babau excretes a gout of acidic, bloodlike slime against the attacker and its weapon. The attacker must attempt a DC 24 Reflex save.


Critical Success The attacker is unaffected.

Success The attacker takes 1d6 acid damage.


Failure The attacker takes 2d6 acid damage.

Critical Failure As failure, except the weapon used to Strike the babau becomes broken, unless the weapon is made of a material that is immune to acid.

Speed 25 feet

Melee  *longspear* +17 (evil, magical, reach 10 feet), **Damage** 1d8+7 piercing plus 1d6 evil

Melee  jaws +16 (evil, magical), **Damage** 1d10+7 piercing plus 1d6 evil



Melee  claw +16 (agile, evil, magical), **Damage** 1d4+7 slashing plus 1d6 evil

Divine Innate Spells DC 24; **5th** *dimension door*; **4th** *dimension door* (at will); **2nd** *darkness*; **Constant (5th)** *see invisibility*

Rituals DC 24; *Abyssal pact*

(Continued on card 74)

(Demon, babau; continued from card 73)

Grievous Strike   The babau attacks with the intent of creating a particularly horrific and gory wound. The babau makes a melee Strike. This counts as two attacks when calculating the daemon's multiple attack penalty. If this Strike hits, the babau deals an additional 2d6 damage of the same damage type, and the creature struck is frightened 2.

Sneak Attack The babau's Strikes deal an extra 2d6 precision damage to flat-footed creatures.

CE

LARGE

AMPHIBIOUS

DEMON

FIEND

Perception +21; darkvision

Languages Abyssal, Celestial, Draconic; telepathy 100 feet

Skills Athletics +24, Arcana +21, Intimidation +23, Stealth +20 (+24 in swamps)

Str +7, **Dex** +3, **Con** +6, **Int** +4, **Wis** +5, **Cha** +4

AC 31; **Fort** +23, **Ref** +18, **Will** +22; +1 to all saves vs. magic

HP 245; **Weaknesses** cold iron 10, good 10

Purity Vulnerability A hezrou revels in the foulness it exudes and becomes distraught when contaminations are purified. The first time in a round when a contamination is purified (such as via *purify food and drink*) or a toxin is neutralized (such as via *neutralize poison*) within 30 feet of a hezrou, the demon takes 6d6 mental damage.

Stench (aura, olfactory) 30 feet. A creature entering the aura or starting its turn in the aura must succeed at a DC 27 Fortitude save or become sickened 1 (plus slowed 1 for as long as it's sickened on a critical failure). While within the aura, affected creatures take a -2 circumstance penalty to saves against disease and to recover from the sickened condition. A creature that succeeds at its save is temporarily immune for 1 minute.

Speed 30 feet, swim 30 feet

Melee ♦ jaws (evil, magical, reach 10 feet) +24, **Damage** 2d12+13 piercing plus 1d6 evil and Grab

Melee ♦ claw (agile, evil, magical, reach 10 feet) +24, **Damage** 2d8+13 slashing plus 1d6 evil

Divine Innate Spells DC 27; **6th** *divine wrath, paranoia*; **5th** *Abyssal plague, dimension door*; **4th** *dimension door* (at will), *divine wrath* (at will), *gaseous form*

Rituals DC 27; *Abyssal pact, blight*

Poisonous Pustules ♦ (poison) **Requirement** The hezrou is grappling a creature; **Effect** Toxic fluids spurt from burst boils and weeping wens on the hezrou's body. A creature grabbed or restrained by the hezrou takes 2d12+6 poison damage (DC 30 basic Fortitude save).

CE MEDIUM DEMON FIEND INCORPOREAL

Perception +15; darkvision

Languages Abyssal, Common; telepathy 100 feet

Skills Acrobatics +15, Deception +18, Religion +13, Society +15, Stealth +17

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

AC 22; **Fort** +15, **Ref** +16, **Will** +13; +1 to all saves vs. magic

HP 90; **Immunities** disease, poison, precision; **Weaknesses** cold iron 5, good 5; **Resistances** all 5 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Exorcism Vulnerability If an invidiak attempts to possess a creature and the creature rolls a critical success on its saving throw to resist *possession*, or if an invidiak's *possession* of a creature is ended prematurely, such as via a successful *dispel magic*, the invidiak takes 6d6 mental damage and cannot use *possession* for 24 hours.

Speed fly 30 feet

Melee ♦ claw +13 (agile, evil, finesse, magical), **Damage** 2d8 cold plus 2d6 evil

Divine Innate Spells DC 26; **7th** *possession* (range touch); **5th** *dimension door*, *shadow blast*; **4th** *darkness*, *dimension door* (at will); **3rd** *fear*; **Cantrips (4th)** *telekinetic projectile*

Rituals DC 26; *Abyssal pact*

Favored Host Each invidiak has a particular type of creature they prefer possessing, chosen from the following list: aberration, animal, beast, or any humanoid (such as dwarf)—in most cases, the favored type of target is human. When an invidiak uses *possession* against a favored host, the duration of *possession* increases to unlimited, and the effect lasts until dispelled or until the invidiak dismisses it.

Shadow Blend ♦♦ (divine, illusion) The invidiak Strides up to twice their speed. If the invidiak ends their movement in an area of dim light, they become hidden as long as they don't move and the lighting in the area they're in doesn't grow brighter than dim light.

Unbodied Possession An invidiak leaves no body behind when using *possession*.

DEMON, NABASU

CREATURE 8

CE**MEDIUM****DEMON****FIEND**

Perception +17; darkvision

Languages Abyssal, Celestial, Draconic; telepathy 100 feet

Skills Acrobatics +18, Arcana +16, Religion +16, Stealth +18, Survival +17

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

AC 27; **Fort** +19, **Ref** +16, **Will** +16; +1 to all saves vs. magic

HP 165; **Weaknesses** cold iron 5, good 5

Death-Stealing Gaze (aura, divine, necromancy, visual) 30 feet. When a non-demon ends its turn in the aura, it must attempt a DC 23 Fortitude save. If it fails, it becomes drained 1.

Starvation Vulnerability A nabasu denied food suffers painful backlash as their demonic nature feeds on their own corrupted spirituality. If a nabasu's Consume Death is disrupted (such as by a fighter using Disruptive Stance) or a creature resists the effect with a critical success, the nabasu takes 4d6 mental damage.

Speed 25 feet, fly 50 feet

Melee ♦ jaws +20 (evil, magical), **Damage** 2d12+9 piercing plus 1d6 evil

Melee ♦ claw +20 (agile, evil, magical), **Damage** 2d8+9 slashing plus 1d6 evil

Divine Innate Spells DC 26; **5th dimension door**; **4th dimension door** (at will), *grim tendrils*, *paralyze*, *vampiric touch*

Rituals DC 26; *Abyssal pact*

(Continued on card 78)

(Demon, nabasu; continued from card 77)

Consume Death ♦♦ (concentrate, divine, necromancy, visual) The nabasu focuses their death-stealing gaze upon a single target they can see within 30 feet. The target must immediately attempt a Fortitude save against death-stealing gaze.

Critical Success The creature is unaffected and the nabasu suffers starvation vulnerability.

Success The creature is unaffected.

Failure The creature is affected by death-stealing gaze and becomes drained 1. If the creature was already drained 1 by the death-stealing gaze before attempting the save, a failed save increases the value of the drained condition by 1, to a maximum of drained 4. The nabasu gains 10 temporary Hit Points, and the drained creature is temporarily immune until the start of the nabasu's next turn.

Critical Failure As failure, but the creature increases the drained value by 2.

Stolen Death A creature that dies while suffering drain from a nabasu's death-stealing gaze rises as a ghoul (*Pathfinder Bestiary* 168) the next midnight.

CE

HUGE

DEMON

FIEND

Perception +25; darkvision, *true seeing*

Languages Abyssal, Celestial, Draconic; telepathy 100 feet


Skills Abyss Lore +25, Arcana +25, Athletics +28, Deception +26, Diplomacy +24, Intimidation +28, Religion +25

Str +8, **Dex** +2, **Con** +8, **Int** +5, **Wis** +5, **Cha** +4


AC 34; **Fort** +28, **Ref** +22, **Will** +23; +1 status to all saves vs. magic


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

Forfeiture Aversion A nalfeshnee's greed is such that losing possessions causes them harm. If an item is stolen from a nalfeshnee, the demon takes 3d6+10 mental damage.

Greedy Grab  **Trigger** A creature critically fails a weapon Strike against the nalfeshnee; **Effect** The nalfeshnee attempts to Disarm the weapon used in the triggering Strike at a -2 circumstance penalty. On a success, the nalfeshnee steals the weapon.


Speed 30 feet, fly 40 feet

Melee  jaws +29 (magical, reach 15 feet), **Damage** 3d12+14 piercing

Melee  claw +29 (agile, magical, reach 15 feet), **Damage** 3d8+14 slashing

Divine Innate Spells DC 34; **6th** *dispel magic* (at will), *divine wrath* (at will); **5th** *dimension door*, *illusory object* (at will); **4th** *dimension door* (at will); **Constant (6th)** *true seeing*

Rituals DC 34; *Abyssal pact*

Claim Wealth  (conjunction, divine, extradimensional) The nalfeshnee steals all unattended items glowing with its Light of Avarice into an extradimensional space. The demon can Interact to regurgitate any number of these items into their hand or onto the ground. If the demon dies, is affected by a teleportation effect, or consumes an extradimensional space (such as a *bag of holding*), they vomit up all the items.

(Continued on card 80)

(Demon, nalfeshnee; continued from card 79)

Light of Avarice ♦♦ (divine, enchantment, light, mental) **Frequency** once per hour; **Effect** Beams of unholy light shoot from the nalfeshnee toward four items within 60 feet. If someone is holding or wearing a targeted item, they can keep it from being affected with a successful DC 34 Reflex save. For 1 minute, the affected items glow in nauseating colors. Any non-demon is sickened 2 and slowed 1 as long as it holds, wears, or touches a glowing item. Recovering from the sickness requires a successful DC 29 Will save instead of a Fortitude save. Ending the sickness this way ends the slowed condition and makes the creature temporarily immune to Light of Avarice for 24 hours. If the creature removes or drops the item, both conditions end immediately but the creature doesn't become immune to Light of Avarice.

UNCOMMON

CE

LARGE

DEMON

FIEND

Perception +33; darkvision, *true seeing*

Languages Abyssal, Celestial, Draconic, Necril; telepathy 100 feet

Skills Acrobatics +37, Arcana +33, Deception +35, Intimidation +37, Religion +33, Stealth +33, Survival +33

Str +8, **Dex** +6, **Con** +9, **Int** +6, **Wis** +6, **Cha** +8

AC 44; **Fort** +34, **Ref** +31, **Will** +31; +1 to all saves vs. magic

HP 375; **Immunities** death effects; **Weaknesses** cold iron 15, good 15

Death-Stealing Gaze (aura, divine, necromancy, visual) 30 feet. When a non-demon ends its turn in the aura, it must attempt a DC 38 Fortitude save. If it fails, it becomes drained 1.

Speed 35 feet, fly 50 feet

Melee ♦ jaws +38 (evil, magical, reach 10 feet), **Damage** 4d12+16 piercing plus 1d6 evil

Melee ♦ black flame knife +38 (agile, chaotic, evil, magical), **Damage** 3d4+16 piercing plus 2d6 negative plus 1d6 evil

Melee ♦ stinger +38 (evil, magical, reach 15 feet), **Damage** 4d8+16 piercing plus 1d6 evil plus mindwarping

Divine Innate Spells DC 43; **9th** *massacre*, *power word kill*, *vampiric exsanguination*; **7th** *paralyze*, *regenerate*; **5th** *dimension door* (at will); **Constant** *true seeing*

Rituals DC 43; *Abyssal pact*

Black Flame Knives A vrolikai can manifest a dagger-shaped blade of what looks like crystallized black flame in each of their four hands. These weapons function as +2 *greater striking daggers*, although they fade away into nothingness 1 minute after a vrolikai no longer carries them.

Consume Death ♦ (concentrate, divine, necromancy, visual) The vrolikai focuses their death-stealing gaze upon a single target they can see within 30 feet. The target must immediately attempt a Fortitude save against death-stealing gaze.

(Continued on card 82)

(Demon, vrolikai; continued from card 81)

Critical Success The creature is unaffected.

Success The creature is unaffected.

Failure The creature is affected by death-stealing gaze and becomes drained 1. If the creature was already drained 1 by death-stealing gaze before attempting the save, a failed save increases the value of the drained condition by 1, to a maximum of drained 4. The vrolikai gains 10 temporary Hit Points, and the drained creature is temporarily immune until the start of the vrolikai's next turn.

Critical Failure As failure, but the creature increases the drained value by 2.

Focused Flames ➤➤ The vrolikai attacks a single target with all of its black flame knives. The demon makes a black flame knife Strike. On a successful attack, the vrolikai deals the damage from a black flame knife Strike to the target, plus an additional 2d6 negative damage for every black flame knife they wield beyond the first (typically 6d6 extra damage). Even on a failed attack, the vrolikai deals the damage from one black flame knife to the target, though they still miss completely on a critical failure. On a critical hit, the victim becomes drained 2 as the focused attack drains pure life essence as well as HP. This counts toward the vrolikai's multiple attack penalty as a number of attacks equal to the number of black flame knives the demon wields.

Mindwarping (emotion, enchantment, mental) The sting of a vrolikai is mind-warping. A creature struck must attempt a DC 44 Will save.

Critical Success The creature is unaffected.

Success The creature becomes stupefied 1 for 1 minute.

Failure The creature becomes stupefied 1. Further failed saves against mindwarping increase the condition value by 1, to a maximum of stupefied 4.

Critical Failure As failure, but the creature also becomes confused for 1 minute.

Stolen Death A creature that dies while suffering drain from a vrolikai's death-stealing gaze rises as a ghoul (*Pathfinder Bestiary* 168) the next midnight.

CE

MEDIUM

ABERRATION

DREAM

Perception +17; darkvision**Languages** Aklo; *tongues***Skills** Acrobatics +15, Athletics +15, Deception +19, Occultism +18, Sailing Lore +20, Stealth +17, Thievery +17**Str** +3, **Dex** +3, **Con** +4, **Int** +6, **Wis** +3, **Cha** +5**Items** +1 *striking kukri*, Leng ruby worth 30 gp (2)**AC** 27; **Fort** +16, **Ref** +19, **Will** +17**HP** 100, planar fast healing 5; **Immunities** cold; **Resistances** critical hits 10, precision 10**No Breath** Denizens of Leng don't need to breathe.**Planar Fast Healing** A denizen of Leng maintains a connection to Leng at all times, and when away from Leng, they have fast healing 5. They lose this ability on Leng or in areas where planar connections do not function. If killed, their body dissolves into nothingness in 1d4 rounds, leaving behind their equipment. A slain denizen reforms in Leng; they can be permanently killed only when their planar fast healing doesn't function.**Speed** 30 feet**Melee** ♦ *kukri* +18 (agile, finesse, magical, trip), **Damage** 2d6+6 slashing plus 1d6 persistent bleed**Melee** ♦ *jaws* +17 (agile, finesse), **Damage** 2d10+6 piercing plus debilitating bite**Occult Innate Spells** DC 27, attack +19; **4th** *outcast's curse*, *phantom pain*, *suggestion*; **3rd** *hypnotic pattern*, *levitate*, *locate*, *mind reading*; **2nd** *mirror image*; **Cantrips (4th)** *chill touch*, *detect magic*, *mage hand*, *message*, *read aura*; **Constant (4th)** *tongues***Debilitating Bite** (curse, occult) A creature that takes damage from a denizen's bite must succeed at a DC 27 Fortitude save or become clumsy 1. Each time a target fails an additional save against this ability, the condition value increases by 1 (to a maximum of clumsy 4). This condition value decreases by 1 every 24 hours.**Leng Ruby** See *Pathfinder Bestiary 2* page 70.

DESTRACHAN

CREATURE 8

CE**LARGE****ABERRATION**

Perception +20; echolocation 120 feet, no vision

Languages Destrachan, Undercommon (can speak only Destrachan)

Skills Athletics +18, Stealth +15, Survival +18


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


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



AC 27; **Fort** +16, **Ref** +13, **Will** +18; +4 status bonus to all saves vs. sonic



HP 135; **Immunities** blinded, visual; **Resistances** sonic 15

Speed 25 feet

Melee  jaws +20, **Damage** 2d8+10 piercing plus 1d8 sonic

Melee  claw +20 (agile), **Damage** 2d8+10 slashing

Destructive Harmonics   (auditory, evocation, occult, sonic) The destrachan emits a harsh sonic cry that deals 9d6 sonic damage (DC 26 basic Reflex save) in either a 60-foot cone or a 30-foot burst. It can't use Destructive Harmonics again for 1d4 rounds.



Painful Harmonics   (auditory, evocation, incapacitation, occult) The destrachan emits a sonic cry in either a 60-foot cone or a 30-foot burst. This discordant ululation resonates along the nerves and bones of living creatures in the area, manifesting as waves of incapacitating pain washing over the victims. Each living creature in the area must attempt a DC 26 Fortitude save. The destrachan can't use Painful Harmonics again for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature is sickened 1 for 1 round.

Failure The creature is deafened for 3 rounds and stunned 2.

Critical Failure The creature is deafened for 1 minute and stunned 3.

Shattering Harmonics   (evocation, occult, sonic) The destrachan focuses its harmonics against a single item within 60 feet that is made of crystal, metal, stone, or wood. The target object takes 7d8 sonic damage. If the item is attended, its bearer can attempt a DC 26 basic Reflex save for the item. The destrachan can't use Shattering Harmonics again for 1d4 rounds.

LE

LARGE

DEVIL

FIEND

Perception +28; greater darkvision**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 feet**Skills** Acrobatics +28, Athletics +32, Intimidation +30, Religion +28, Stealth +26, Warfare Lore +30**Str** +8, **Dex** +6, **Con** +7, **Int** +4, **Wis** +6, **Cha** +6**Items** +2 greater striking unholy spiked chain**AC** 38; **Fort** +31, **Ref** +26, **Will** +26; +1 status to all saves vs. magic**HP** 300; **Immunities** fire; **Weaknesses** good 15; **Resistances** physical 15 (except silver), poison 15**Circle of Protection** (abjuration, aura, divine, evil) 10 feet. A constant circle of protection against good is centered on the cornugon.**Commander's Aura** (aura, divine, enchantment) 100 feet. Allied evil creatures in the aura of a level lower than the devil's 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 34**Attack of Opportunity** ➤**Speed** 25 feet, fly 50 feet**Melee** ➤ *spiked chain* +34 (disarm, evil, finesse, magical, reach 10 feet, trip), **Damage** 3d8+16 slashing plus 2d6 evil and stunning chain**Melee** ➤ *claw* +32 (agile, magical, reach 10 feet), **Damage** 3d10+14 slashing plus 1d6 evil**Melee** ➤ *tail* +32 (magical, reach 10 feet), **Damage** 3d8+14 slashing plus 1d6 evil and infernal wound**Divine Innate Spells** DC 36; **7th** *dispel magic*, *fireball* (×2), *lightning bolt* (×2); **5th** *dimension door*; **4th** *dimension door* (at will)**Rituals** DC 36; *infernal pact***Chain of Malebolge** ➤ **Requirements** The cornugon's last action was a success with a *spiked chain* Strike; **Effect** The devil pulls the creature 5 feet closer and grabs it with the spiked chain (Escape DC 42). The creature is automatically freed if the devil makes another *spiked chain* attack or moves away.





(Continued on card 86)

(Devil, cornugon; continued from card 85)

Infernal Wound (divine, necromancy) A cornugon's tail Strike deals 4d6 persistent bleed damage. The DC of the flat check to stop the bleeding starts at 20 and is reduced to 15 only if someone successfully assists. The DC to Administer First Aid to a creature with an infernal wound increases by 10. A spellcaster or item using healing magic on an infernally wounded creature must succeed at a DC 34 counteract check or the magic fails to heal the creature.

Stunning Chain (incapacitation) If the cornugon critically hits with its *spiked chain* Strike, the target must succeed at a DC 34 Fortitude save or be stunned for 1 round (1d4 rounds on a critical failure).

LE MEDIUM DEVIL FIEND

Perception +28; greater darkvision, *true seeing***Languages** Celestial, Common, Draconic, Infernal; telepathy 100 feet**Skills** Acrobatics +27, Athletics +28, Arcana +25, Deception +30, Diplomacy +28, Religion +26, Stealth +27**Str** +4, **Dex** +7, **Con** +4, **Int** +5, **Wis** +6, **Cha** +8**AC** 36; **Fort** +22, **Ref** +25, **Will** +28; +1 status to all saves vs. magic**HP** 240; **Immunities** fire; **Weaknesses** good 10; **Resistances** physical 10 (except silver)**Reflexive Grab**  **Trigger** A creature leaves a square within the gylou's reach using a move action or attempts a melee Strike against the gylou; **Effect** The gylou lashes out with a tentacle, attempting to Grapple the triggering creature. If the triggering Strike was with a melee weapon, the attacking creature can Release the weapon to cause the gylou to automatically fail the Athletics check.**Speed** 35 feet, climb 35 feet**Melee**  claw +30 (agile, evil, finesse, magical), **Damage** 3d8+12 slashing plus 1d6 evil**Melee**  tentacle +30 (evil, magical, reach 10 feet), **Damage** 3d12+12 bludgeoning plus Grab**Divine Innate Spells** DC 36, attack +28; **7th** *dispel magic*, *dominate*; **5th** *black tentacles*, *dimension door*, *illusory object* (at will); **4th** *charm* (×3), *dimension door* (at will), *enthrall* (at will); **Constant (7th)** *true seeing***Rituals** DC 36; *infernal pact***Change Shape**  (concentrate, divine, polymorph, transmutation) The gylou adopts the appearance of any Small or Medium humanoid. This doesn't change their Speed or the attack and damage modifiers of their Strikes, but it might change the damage type their Strikes deal (typically to bludgeoning).

(Continued on card 88)

(Devil, gylou; continued from card 87)

Indispensable Savvy ➤ **Frequency** once per day; **Trigger** The gylou attempts a skill check but hasn't rolled yet; **Effect** The gylou demonstrates a preternatural ability for the task at hand. They use their Deception modifier for the triggering check and for all skill checks using the same skill thereafter until the next time the gylou uses this ability or until 24 hours have passed, whichever happens first.

Tentacle Encage ♦ (attack) **Requirements** The gylou has a Medium or smaller creature grabbed; **Effect** The gylou transfers the grabbed creature into their lower body's net of encaging tentacles, freeing their limbs and tentacles to make Strikes. This has the same effects as Swallow Whole (Medium, 2d12+12 bludgeoning, Rupture 30), except the encaged creature is not at risk of suffocation, and the gylou can bring the encaged creature with them when they cast *dimension door*. A gylou can have only one creature encaged at a time.

LE

MEDIUM

DEVIL

FIEND

Perception +24; greater darkvision**Languages** Celestial, Draconic, Infernal; telepathy 100 feet**Skills** Acrobatics +23, Arcana +18, Intimidation +21, Religion +20, Stealth +23, Survival +22**Str** +7, **Dex** +6, **Con** +5, **Int** +1, **Wis** +5, **Cha** +4**AC** 31; **Fort** +23, **Ref** +20, **Will** +20; +1 status to all saves vs. magic**HP** 165; **Immunities** fire; **Weaknesses** good 10; **Resistances** physical 10 (except silver), poison 10**Attack of Opportunity** ➤ Barb only. A hamatula gains an extra reaction at the start of each of its turns that it can use only for Attack of Opportunity. A hamatula can use Attack of Opportunity against a creature that touches it or an adjacent creature that Strikes it.**Speed** 25 feet, fly 30 feet**Melee** ➤ barb +24 (evil, magical), **Damage** 3d8+13 piercing plus 1d6 evil and bloodletting**Ranged** ➤ hurled barb +23 (evil, magical, range increment 60 feet), **Damage** 2d8+13 piercing plus 1d6 evil and bloodletting**Divine Innate Spells** DC 27, attack +21; **5th** *dimension door*, *glyph of warding* (at will); **4th** *dimension door* (at will); **3rd** *harm*, *paralyze* (×2); **Cantrips (5th)** *produce flame***Rituals** DC 27; *infernal pact***Bloodletting** On a critical hit, the hamatula's barbs deal 3d6 persistent bleed damage.**Frightful Strike** ⬠ (divine, emotion, enchantment, fear, mental) **Trigger** The hamatula hits a creature with a barb Strike; **Effect** The creature struck must succeed at a DC 27 Will save or become frightened 2 (or frightened 3 on a critical failure). Regardless of the result of its saving throw, the creature is then temporarily immune to Frightful Strike for 24 hours.**Impaling Barb** ➤➤ The hamatula makes a barb Strike, then Strides up to half its Speed without triggering reactions. If it hits, the hamatula impales the target and snaps the barb free as it moves away. This deals an extra 2d8 piercing damage and pins the target to an adjacent surface, rendering it immobilized (Escape DC 29).**Warden of Erebus** See *Pathfinder Bestiary* 2 page 74.

LE

LARGE

DEVIL

FIEND

Perception +21; greater darkvision**Languages** Celestial, Draconic, Infernal; telepathy 100 feet**Skills** Arcana +18, Deception +19, Intimidation +21, Religion +17, Stealth +20**Str** +5, **Dex** +5, **Con** +4, **Int** +3, **Wis** +4, **Cha** +4**AC** 28; **Fort** +17, **Ref** +18, **Will** +17; +1 status to all saves vs. magic**HP** 135; **Immunities** fire; **Weaknesses** good 10; **Resistances** physical 10 (except silver), poison 10**Speed** 35 feet, fly 30 feet**Melee** ✦ jaws +21 (evil, magical), **Damage** 2d10+11 piercing plus 1d6 evil**Melee** ✦ claw +21 (agile, evil, magical, reach 10 feet), **Damage** 2d6+11 slashing plus 1d6 evil**Melee** ✦ stinger +21 (evil, magical, reach 15 feet), **Damage** 1d10+11 piercing plus 1d6 evil and osyluth venom**Ranged** ✦ bone shard +21 (evil, magical, range increment 30 feet), **Damage** 2d6+8 piercing**Divine Innate Spells** DC 25; **5th** *dimension door*, *phantom pain*; **4th** *dimension door* (at will), *dimensional anchor* (×2), *discern lies*, *zone of truth*; **2nd** *invisibility* (at will; self only)**Rituals** DC 25; *infernal pact***Osyluth Venom** (poison) **Saving Throw** DC 25 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and enfeebled 1 (1 round); **Stage 2** 3d6 poison damage and enfeebled 1 (1 round); **Stage 3** 3d6 poison damage and enfeebled 2 (1 round). Once a creature reaches stage 3, it takes a –4 status penalty to Will saves against attempts to Coerce it for 1 hour (this is a mental effect).**Quick Invisibility** The osyluth can cast innate *invisibility* using only 1 action.**Sadistic Strike** An osyluth deals an extra 2d6 damage whenever they Strike an enfeebled, frightened, or prone creature.**Stygian Inquisitor** ✦ (linguistic, mental) The osyluth telepathically questions a creature affected by *zone of truth*. After 1 round, if the creature intentionally refuses to answer the question, it takes 2d6 mental damage.**Tail Sweep** ✦ The osyluth sweeps their tail in a 15-foot cone. Each creature in the cone must succeed at a DC 26 Reflex save or be knocked prone.

LE

LARGE

AMPHIBIOUS

DEVIL

FIEND

Perception +18; greater darkvision, *see invisibility***Languages** Celestial, Infernal; telepathy 100 feet**Skills** Arcana +14, Athletics +18, Deception +15, Diplomacy +15, Intimidation +17, Stealth +15**Str** +6, **Dex** +3, **Con** +4, **Int** +2, **Wis** +4, **Cha** +3**AC** 27; **Fort** +18, **Ref** +13, **Will** +16; +1 status to all saves vs. magic**HP** 120; **Immunities** fire; **Weaknesses** good 5; **Resistances** physical 5 (except silver), poison 10**Heavy Aura** (aura, divine, incapacitation, transmutation) 10 feet. A creature that enters the heavy aura must attempt a DC 23 Will save. It is then temporarily immune for 10 minutes.**Success** The creature is unaffected.**Failure** The creature is encumbered while it remains in the area. If the creature is already encumbered, it is immobilized while it remains within the aura.**Critical Failure** As failure, but the effect persists for 3 rounds after leaving the aura.**Stygian Guardian** ➤ **Trigger** A creature or object within the sarglagon's reach is targeted by an attack; **Effect** The sarglagon interposes itself, giving the creature or object standard cover against the attack (+2 circumstance bonus to AC), or greater cover (+4 circumstance bonus to AC) if the sarglagon was already granting it lesser cover.**Speed** 25 feet, fly 25 feet, swim 30 feet**Melee** ♦ fangs +20 (evil, magical), **Damage** 2d12+9 piercing plus 1d6 evil**Melee** ♦ tentacle arm +20 (agile, evil, magical), **Damage** 2d8+9 bludgeoning plus 1d6 evil and sarglagon venom**Divine Innate Spells** DC 23, attack +18; **5th** *control water, dimension door; 4th* *dimension door* (at will), *freedom of movement, hydraulic torrent;***Constant (2nd)** *see invisibility***Rituals** DC 23; *infernal pact*

(Continued on card 92)

(Devil, sarglagon; continued from card 91)

Drown ♦♦ (conjuraton, divine, incapacitation) The sarglagon conjures murky water to fill the lungs of a creature that can't breathe water within 30 feet. The target must attempt a DC 26 Fortitude save.

Critical Success The target is unaffected.

Success The target coughs up water and is sickened 1.

Failure The target is holding its breath (*Core Rulebook* 478). The only action it can take is to attempt a Fortitude save against Drown to expel the water, which is a single action.

Critical Failure The target falls unconscious and begins suffocating. If the target succeeds at its Fortitude save while suffocating, it coughs up the water and can breathe again.

Sarglagon Venom (poison) **Saving Throw** DC 26 Fortitude; **Maximum**

Duration 6 rounds; **Stage 1** 2d6 poison damage and clumsy 1 (1 round);

Stage 2 3d6 poison damage and clumsy 2 (1 round)

LE	SMALL	DEVIL	FIEND
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Perception +12; greater darkvision

Languages Celestial, Draconic, Infernal; telepathy 100 feet

Skills Acrobatics +10, Arcana +7, Deception +8, Religion +9, Stealth +10

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

AC 20: **Fort** +8, **Ref** +10, **Will** +8; +1 status to all saves vs. magic

HP 30; **Immunities** fire; **Weaknesses** good 5; **Resistances** physical 5 (except silver), poison 5

Speed 15 feet, fly 50 feet

Melee ♦ mandibles +12 (evil, finesse, magical), **Damage** 1d10+3 piercing plus 1d6 evil and Cocytan filth

Divine Innate Spells DC 17; **5th dimension door**; **4th dimension door** (at will); **2nd invisibility** (at will, self only), *summon animal* (swarm creatures only); **Cantrips (2nd)** *message*

Rituals DC 17; *infernal pact*

Cocytan Filth (disease, virulent) **Saving Throw** DC 18 Fortitude; **Onset** 1d4 days; **Stage 1** enfeebled 1 (1 day); **Stage 2** enfeebled 2 (1 day); **Stage 3** enfeebled 3 (1 day)

Infernal Eye ♦♦♦ (divine, divination) The zebub records everything they see, and though they don't remember all observations, they can pass them along to another creature. The zebub replays 10 minutes of witnessed events to a touched willing creature, which receives the memories in a flash of information. By remaining in contact, the zebub can spend additional 3-action activities to replay more information. After relaying their visions to another, the zebub can't ever recall those events again.

Sneak Attack The zebub's Strikes deal an additional 1d6 precision damage to flat-footed creatures.

UNCOMMON

NE

LARGE

UNDEAD

Perception +22; darkvision

Languages Abyssal, Celestial, Common, Infernal, Necril

Skills Arcana +21, Deception +21, Intimidation +23, Occultism +23, Stealth +19

Str +7, **Dex** +3, **Con** +5, **Int** +5, **Wis** +4, **Cha** +5

AC 31; **Fort** +20, **Ref** +18, **Will** +24; +1 status to all saves vs. magic

HP 175, negative healing; **Immunities** death effects, disease, paralyzed, poison, spell deflection, unconscious

Spell Deflection (abjuration, divine) A spellcaster who targets a devourer with a mental spell, *banishment*, *bind soul*, *divine decree*, *divine wrath*, *possession*, *spirit blast*, or *spirit song* can attempt a counteract check to free a soul the devourer has trapped with Devour Soul. If this counteract attempt succeeds, the trapped soul is released (though the creature remains dead), and the devourer can't use any soul charges from that creature. Devourers are otherwise immune to these spells.

Speed 30 feet, fly 30 feet

Melee ♦ claw +24 (agile, reach 10 feet), **Damage** 2d10+13 slashing plus drain life

Occult Innate Spells DC 31, see soul spells on card 95; **6th** *feeblemind*, *true seeing*; **4th** *confusion*, *suggestion*; **3rd** *bind undead*, *paralyze*; **2nd** *death knell*; **1st** *harm*

Rituals DC 31; *create undead*

(Continued on card 95)

(Devourer; continued from card 94)

Devour Soul ♦♦ (death, divine, necromancy) The devourer touches a creature within reach, dealing 8d6 negative damage (DC 31 basic Fortitude save). If a creature is slain by this attack, its soul becomes trapped within the devourer. While its soul is trapped, a creature can't be resurrected except by powerful magic such as a *wish* spell. Destroying the devourer or successfully counteracting Devour Soul (see Spell Deflection on card 94) releases the soul. The devourer can hold only one soul at a time. A soul has 5 soul charges per level of the originating creature (see Soul Spells below). The devourer can expend these charges to cast spells. If the soul is freed and the creature returns to life, the creature is drained 1 for every 5 soul charges expended. If reduced to 0 soul charges, the soul is consumed and can be restored to life only by powerful magic such as *wish*.

Drain Life (divine, necromancy) When the devourer damages a living creature with its claw Strike, the devourer gains 10 temporary Hit Points and the creature must succeed at a DC 24 Fortitude save or become drained 1. Further damage dealt by the devourer increases the condition value by 1 on a failed save, to a maximum of drained 4.

Soul Spells A devourer casts occult innate spells, but to do so it must expend a number of soul charges equal to the spell's level (similar to casting a spell using charges from a staff). It can heighten any spell to a maximum of 6th level by expending more charges as it Casts the Spell. When encountered, a devourer typically has one trapped soul with 10 soul charges.

N

SMALL

CONSTRUCT

MINDLESS

Perception +9; darkvision, tremorsense (imprecise) 30 feet

Skills Acrobatics +12, Athletics +9 (+12 to Leap or Climb), Stealth +14, Thievery +15

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

Infiltration Tools A dig-widget's face consists of a set of infiltrator thieves' tools. They can be salvaged from a destroyed dig-widget with a successful DC 20 Crafting check. On a failed check, the tools are destroyed.

AC 23; **Fort** +10, **Ref** +14, **Will** +7

HP 65; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Mechanical Vulnerability A creature with expert proficiency in Thievery can attempt a check to Disable a Device to damage a dig-widget. The DC is 22, and each success deals 20 damage.

Speed 30 feet, burrow 15 feet

Melee ✦ drill +14 (fatal d10, finesse), **Damage** 2d6+4 piercing plus 1d6 persistent bleed

Melee ✦ corkscrew +14 (finesse), **Damage** 2d8+4 piercing

Fastening Leap ✦ The dig-widget Leaps up 20 feet onto a creature or object and attempts a corkscrew Strike against it. If the Strike damages the target, the dig-widget attaches to the target (typically to the back of a creature). This is similar to Grabbing the creature, but the dig-widget moves with that creature rather than holding it in place. While attached, the dig-widget can't use its corkscrew. The dig-widget can be Shoved off, or it can detach itself with an Interact action.

Sneak Attack A dig-widget's Strikes deal an additional 1d6 precision damage to flat-footed creatures.

DINOSAUR, COMPSOGNATHUS

CREATURE -1

N

TINY

ANIMAL

DINOSAUR

Perception +5; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +6, Stealth +6

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

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

HP 8

Speed 30 feet, swim 15 feet

Melee ♦ jaws +7 (agile, finesse), **Damage** 1d6 piercing plus compsognathus venom

Compsognathus Venom (poison) **Saving Throw** DC 16 Fortitude;

Maximum Duration 4 rounds; **Stage 1** 1d6 poison damage and enfeebled 1 (1 round); **Stage 2** 1d8 poison damage and enfeebled 1 (1 round)

DINOSAUR, HADROSAURID

CREATURE 4

N**HUGE****ANIMAL****DINOSAUR**

Perception +13, low-light vision, scent (imprecise) 30 feet

Skills Athletics +12, Stealth +10

Str +6, **Dex** +2, **Con** +3, **Int** -4, **Wis** +1, **Cha** +0

AC 21; **Fort** +12, **Ref** +10, **Will** +11

HP 60

Speed 30 feet

Melee tail +14 (reach 15 feet), **Damage** 2d6+8 bludgeoning

Melee foot +12 (reach 15 feet), **Damage** 2d4+8 bludgeoning

Sprint **◆◆** **Frequency** once per minute; **Effect** The hadrosaurid Strides twice. It has a +20-foot circumstance bonus to its Speed during these Strides.

Trample **◆◆◆** Large or smaller, foot, DC 21

DINOSAUR, IGUANODON

CREATURE 6

N**HUGE****ANIMAL****DINOSAUR**

Perception +14; low-light vision, scent (imprecise) 30 feet


Skills Athletics +15


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


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

HP 95

Speed 25 feet

Melee  thumb spike +17 (deadly d10, reach 10 feet), **Damage** 2d8+9
piercing

Melee  tail +15 (reach 15 feet), **Damage** 2d10+9 bludgeoning

Gouging Lunge  The iguanodon makes a thumb spike Strike at an adjacent foe and then Strides up to 15 feet, dragging its thumb spike across the foe to gouge out a brutal wound. If this Strike hits, it deals an extra 1d8 points of slashing damage and the following Stride does not trigger reactions from the creature struck. This thumb spike Strike counts as two attacks when calculating the iguanodon's multiple attack penalty.

DINOSAUR, PACHYCEPHALOSAURUS

CREATURE 3

N**LARGE****ANIMAL****DINOSAUR**

Perception +10; low-light vision, scent (imprecise) 30 feet


Skills Athletics +11, Intimidation +7


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


AC 19; **Fort** +12, **Ref** +11, **Will** +7

HP 65

Speed 35 feet

Melee  skull +11 (forceful, reach 10 feet), **Damage** 1d10+6 bludgeoning

Clobbering Charge  The pachycephalosaurus Strides up to its Speed. If it ends its movement within melee reach of a target, it can make a skull Strike against that target. If the pachycephalosaurus critically hits with this Strike, the creature hit is stunned 1.

Sudden Shove  (attack) **Trigger** The pachycephalosaurus damages a Medium or smaller foe with its skull Strike; **Effect** The pachycephalosaurus digs in and flings its head up, shoving its foe away. It attempts an Athletics check against the target's Fortitude DC.

Critical Success The pachycephalosaurus pushes the opponent up to 10 feet away from itself and knocks the target prone.

Success The pachycephalosaurus pushes the opponent back 5 feet.

Failure The pachycephalosaurus fails to push the opponent.

Critical Failure As failure, but the failed attempt leaves the pachycephalosaurus flat-footed for 1 round.

DINOSAUR, SPINOSAURUS

CREATURE 11

N**GARGANTUAN****ANIMAL****DINOSAUR**

Perception +21; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +19, Athletics +23 (+25 to Swim)

Str +8, **Dex** +4, **Con** +6, **Int** -4, **Wis** +2, **Cha** +1

Deep Breath A spinosaurus can hold its breath for 2 hours.

AC 30; **Fort** +23, **Ref** +21, **Will** +19

HP 200

Speed 40 feet, swim 30 feet

Melee ♦ bite +23 (deadly d12, reach 20 feet), **Damage** 2d12+14 piercing plus Grab

Melee ♦ claw +23 (agile, reach 15 feet), **Damage** 2d8+14 slashing

Rip and Tear ♦ **Requirements** The spinosaurus has a creature grabbed in its jaws; **Effect** The spinosaurus reaches up and slashes with its claws at the creature it has grabbed, dealing 4d8 slashing damage (DC 30 basic Reflex save) and 1d6 persistent bleed damage.

Staggering Sail ♦♦ (incapacitation) **Requirements** The spinosaurus is swimming on the surface of water; **Effect** With a powerful lunge to the side, the spinosaurus uses its sail to slap the surface of the water, creating a crushing wave of water that deals 6d6 bludgeoning damage in a 30-foot cone. Each creature in the water in the area must attempt a DC 30 Reflex save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is slowed 1 until the end of its next turn.

Critical Failure The creature takes double damage and is stunned 3.

Swallow Whole ♦ (attack) Medium, 2d12+12 bludgeoning, Rupture 19

DOLPHIN, BOTTLENOSE

CREATURE 0

N**MEDIUM****ANIMAL**

Perception +7; aquatic echolocation 120 feet, low-light vision

Skills Athletics +6

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

Aquatic Echolocation A bottlenose dolphin can use its hearing as a precise sense at the listed range, but only underwater.

Deep Breath A bottlenose dolphin can hold its breath for 2 hours.

AC 15; **Fort** +6, **Ref** +7, **Will** +5

HP 16

Speed swim 60 feet

Melee ♦ snout +6, **Damage** 1d6+2 bludgeoning

Melee ♦ jaws +6, **Damage** 1d6+2 piercing

Ramming Speed ♦♦ The bottlenose dolphin Swims twice and then makes a snout Strike. As long as it moved at least 20 feet, it gains a +1 circumstance bonus to its attack roll. A Large or smaller creature hit by this attack must succeed at a DC 16 Fortitude save or be slowed 1 for 1 round.

DOLPHIN, ORCA

CREATURE 5

N**HUGE****ANIMAL**

Perception +12; aquatic echolocation 120 feet, low-light vision

Skills Athletics +14, Stealth +13

Str +7, **Dex** +2, **Con** +5, **Int** -4, **Wis** +3, **Cha** +0

Aquatic Echolocation An orca can use its hearing as a precise sense at the listed range, but only underwater.

Deep Breath An orca can hold its breath for 2 hours.

AC 21; **Fort** +14, **Ref** +11, **Will** +12

HP 75

Speed swim 60 feet

Melee ♦ jaws +13, **Damage** 2d8+9 piercing plus Grab

Aquatic Ambush ♦ 30 feet. An orca can travel no further than 5 feet onto land as part of an Aquatic Ambush. After it does so, it is prone until it Crawls to return to the water.

Breach ♦♦ The orca Swims up to its swim Speed, then Leaps vertically out of the water up to 25 feet in the air, making a Strike against a creature at any point during the jump (this lets it attack a creature within 30 feet of the water's surface). After the Strike, the orca splashes back down into the water.

NE

MEDIUM

ABERRATION

Perception +22; darkvision, *see invisibility***Languages** Aklo, Common, Undercommon**Skills** Acrobatics +26, Athletics +30, Intimidation +22, Stealth +24**Str** +8, **Dex** +6, **Con** +7, **Int** +1, **Wis** +4, **Cha** +2**AC** 36; **Fort** +27, **Ref** +28, **Will** +24; +2 status to all saves vs. fear**HP** 260, regeneration 20 (deactivated by cold); **Immunities** enfeebled (while wearing its mask), slowed (while wearing its mask);**Resistances** fire 15**Mask of Power** *See Pathfinder Bestiary 2 page 85.***Volcanic Veins** (fire) Fiery magma runs through the doprillu's veins. A creature that starts its turn grabbed by the doprillu takes 7d6 fire damage.**Deflect Arrow** ➤ **Trigger** The doprillu is the target of a physical ranged attack; **Requirements** The doprillu is aware of the attack, isn't flat-footed against it, and has a hand free; **Effect** The doprillu gains a +4 circumstance bonus to its AC against the triggering attack.**Speed** 40 feet, climb 40 feet**Melee** ♦ fist +30 (agile, magical), **Damage** 3d8+16 plus 2d6 fire and Improved Grab**Occult Innate Spells** DC 28; **Constant (6th)** *see invisibility***Body Strike** ♦ **Requirements** The doprillu has a creature grabbed; **Effect** The doprillu swings the grabbed creature as a weapon. This Strike has a +30 attack modifier and deals 3d8+16 bludgeoning damage. The Strike is magical and has a reach of 10 feet. On a hit, the grabbed creature takes half the damage dealt to the target.**Whirlwind Throw** ♦♦ **Requirements** The doprillu has a creature grabbed; **Effect** The doprillu whirls the grabbed creature about, making a Body Strike against each creature in reach. After that Strike, the doprillu can hurl the grabbed creature up to 50 feet as a ranged Strike. This Strike has the same attack modifier and damage as Body Strike, but has the thrown 20 feet weapon trait.

UNCOMMON

LN

HUGE

AMPHIBIOUS

DRAGON

ELEMENTAL

WATER

Perception +23; darkvision, scent (imprecise) 60 feet

Languages Aquan, Common, Draconic, Sylvan

Skills Acrobatics +20, Athletics +25, Deception +24, Intimidation +24, Nature +21, Society +21, Survival +21

Str +7, **Dex** +2, **Con** +5, **Int** +3, **Wis** +5, **Cha** +6

AC 33; **Fort** +25, **Ref** +20, **Will** +21; +1 status to all saves vs. magic

HP 222; **Immunities** acid, paralyzed, sleep

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 30

Brine Spit ➤ **Trigger** A creature the brine dragon observes within 30 feet uses a concentrate action; **Effect** The dragon spits a glob of caustic salt water at the creature. The creature takes 5d6 acid damage (DC 30 basic Reflex save). On a failure, the concentrate action is disrupted.

Speed 40 feet, fly 120 feet, swim 60 feet

Melee ➤ jaws +26 (acid, magical, reach 15 feet), **Damage** 3d10+12 piercing plus 3d4 acid

Melee ➤ claw +26 (agile, magical, reach 10 feet), **Damage** 3d8+12 slashing

Melee ➤ tail +24 (magical, reach 20 feet), **Damage** 3d12+12 bludgeoning

Melee ➤ wing +24 (magical, reach 15 feet), **Damage** 1d12+12 piercing

Primal Innate Spells DC 32, attack +24; **4th** *hydraulic torrent*; **3rd** *hydraulic push* (×3); **2nd** *obscuring mist*

Breath Weapon ➤➤ (acid, evocation, primal) The dragon breathes a spray of acidic salt water that deals 13d6 acid damage in a 100-foot line (DC 32 basic Reflex save). They can't use their Breath Weapon again for 1d4 rounds.

Draconic Frenzy ➤➤ Two claw Strikes and one wing Strike in any order.

Draconic Momentum Breath Weapon recharges on a critical hit on a Strike.

Desiccating Bite ➤➤ The dragon makes a jaws Strike. On a hit, the target takes 4d6 persistent acid damage and is sickened 2 from the pain of salt and brine in its wounds.

UNCOMMON

N

HUGE

AIR

DRAGON

ELEMENTAL

Perception +28; darkvision, mist vision, scent (imprecise) 60 feet

Languages Auran, Common, Draconic, Jotun

Skills Acrobatics +23, Athletics +28, Deception +26, Diplomacy +26, Intimidation +28, Nature +24, Stealth +23, Survival +26


Str +7, **Dex** +3, **Con** +5, **Int** +4, **Wis** +6, **Cha** +6

Mist Vision Cloud dragons ignore the concealed condition from fog or mist.

AC 36; **Fort** +26, **Ref** +23, **Will** +26; +1 status to all saves vs. magic

HP 254; **Immunities** electricity, paralyzed, sleep


Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 32


Deflecting Cloud  **Trigger** The dragon is the target of a ranged attack;


Requirements The dragon is aware of the attack and has a free wing;


Effect The cloud dragon flexes a wing and creates a cloud of mist. Against the triggering attack, the dragon is hidden and gains a +4 circumstance bonus to AC.

Speed 50 feet, fly 160 feet; cloud walk


Melee  jaws +29 (electricity, magical, reach 15 feet), **Damage** 3d10+15 piercing plus 2d12 electricity


Melee  claw +29 (agile, magical, reach 10 feet), **Damage** 3d10+15 slashing

Melee  tail +27 (magical, reach 20 feet), **Damage** 3d12+15 bludgeoning


Melee  horn +27 (deadly d10, magical, reach 15 feet), **Damage** 2d12+13 piercing

Primal Innate Spells DC 36; **3rd** *wall of wind*; **2nd** *gust of wind* (at will), *obscuring mist*

Breath Weapon  (electricity, evocation, primal) The dragon breathes a thundercloud dealing 15d6 electricity damage in a 50-foot cone (DC 35 basic Reflex save). They can't use Breath Weapon again for 1d4 rounds.

Cloud Form  (polymorph, primal, transmutation) The cloud dragon's body becomes vaporous and misty. They gain the effects of *gaseous form*, except their fly Speed remains unchanged. The cloud dragon can use this action again to return to physical form.

Cloud Walk Cloud dragons can tread on clouds or fog as solid ground.

Draconic Frenzy  Two claw Strikes and one wing Strike in any order.

Draconic Momentum Breath Weapon recharges on a critical hit on a Strike.

UNCOMMON

NG

HUGE

DRAGON

EARTH

ELEMENTAL

Perception +20; darkvision, scent (imprecise) 60 feet, tremorsense (imprecise) 30 feet

Languages Common, Draconic, Terran, Undercommon

Skills Acrobatics +19, Athletics +24, Deception +22, Intimidation +22, Nature +19, Stealth +21, Survival +20

Str +7, **Dex** +2, **Con** +5, **Int** +2, **Wis** +3, **Cha** +5

AC 33; **Fort** +24, **Ref** +19, **Will** +20; +1 status to all saves vs. magic

HP 185; **Immunities** paralyzed, sleep; **Weaknesses** sonic 10

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 30

Twisting Tail ➤ See *Pathfinder Bestiary 2* page 92.

Speed 50 feet, burrow 35 feet, fly 120 feet

Melee ♦ jaws +24 (sonic, reach 15 feet), **Damage** 2d8+13 slashing plus 3d6 piercing

Melee ♦ claw +24 (agile, magical, reach 10 feet), **Damage** 2d8+13 slashing

Melee ♦ tail +22 (magical, reach 20 feet), **Damage** 1d10+13 slashing

Primal Innate Spells DC 30; **3rd** *color spray* (×3), *glitterdust*, *hypnotic pattern*; **Cantrips (5th)** *dancing lights*

Breath Weapon ♦♦ (evocation, primal) The dragon breathes a flurry of piercing crystals that deal 12d6 piercing damage in a 40-foot cone (DC 30 basic Reflex save). They can't use Breath Weapon again for 1d4 rounds.

Crystallize Flesh ♦ (primal, transmutation) **Trigger** The crystal dragon damages a creature made of flesh with a jaws Strike; **Frequency** once per day; **Effect** The dragon embeds transformative crystals in the creature's flesh. The creature must attempt a DC 30 Fortitude save.

Critical Success The target is unaffected.

Success The target is slowed 1 for 1 round as its flesh turns crystalline.

Failure The target is slowed 1 and must attempt a Fortitude save at the end of each of its turns; this ongoing save has the incapacitation trait. On a failed save, the slowed condition value increases by 1 (or by 2 on a critical failure). A successful save reduces the slowed condition value by 1. See *Pathfinder Bestiary 2* page 92.

Critical Failure As failure, but the target is initially slowed 2.

Draconic Frenzy ♦♦ Two claw Strikes and one wing Strike in any order.

Draconic Momentum Breath Weapon recharges on a critical hit on a Strike.

UNCOMMON

CN

HUGE

DRAGON

ELEMENTAL

FIRE

Perception +23; darkvision, scent (imprecise) 60 feet

Languages Common, Draconic, Ignan, Terran

Skills Acrobatics +21, Athletics +27, Deception +19, Intimidation +25, Nature +21, Stealth +21, Survival +23

Str +8, **Dex** +2, **Con** +5, **Int** +2, **Wis** +4, **Cha** +4

AC 34; **Fort** +26, **Ref** +21, **Will** +23; +1 status to all saves vs. magic

HP 270; **Immunities** fire, paralyzed, sleep; **Weaknesses** cold 15

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 30

Wing Deflection ➤ **Trigger** The dragon is targeted with an attack; **Effect** The dragon raises a wing, gaining a +2 circumstance bonus to AC against the triggering attack. If the dragon is Flying, they descend 10 feet after the attack.

Speed 40 feet, fly 140 feet; magma swim 40 feet

Melee ♦ jaws +27 (fire, magical, reach 15 feet), **Damage** 3d10+12 piercing plus 3d6 fire

Melee ♦ claw +27 (agile, magical, reach 10 feet), **Damage** 3d10+12 slashing

Melee ♦ tail +25 (magical, reach 20 feet), **Damage** 3d12+12 bludgeoning

Melee ♦ horns +25 (magical, reach 15 feet), **Damage** 2d10+12 piercing

Primal Innate Spells DC 31, attack +23; **6th** *burning hands* (at will), *wall of fire* (at will); **Cantrips (6th)** *produce flame*

Breath Weapon ♦♦ (evocation, fire, primal) The dragon breathes a blast of magma that deals 9d6 fire damage and 4d12 bludgeoning damage in a 40-foot cone (DC 33 basic Reflex save). They can't use Breath Weapon again for 1d4 rounds.

Draconic Frenzy ♦♦ Two claw Strikes and one wing Strike in any order.

Draconic Momentum Breath Weapon recharges on a critical hit on a Strike.

Magma Swim A magma dragon's swim Speed functions only when the dragon is Swimming through magma or molten lava.

Volcanic Purge ♦ If the next action the dragon uses is Breath Weapon, the magma clings to those it damages. Each creature that fails its save against the Breath Weapon takes 4d6 persistent fire damage, and as long as it has this persistent fire damage, it also takes a -10-foot status penalty to its Speeds.

UNCOMMON

NE

HUGE

DRAGON

SHADOW

Perception +29; greater darkvision, scent (imprecise) 60 feet

Languages Common, Draconic, Necril, Shadowtongue


Skills Acrobatics +25, Athletics +31, Deception +28, Intimidation +28, Nature +25, Stealth +27, Survival +28

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


AC 37; **Fort** +27, **Ref** +25, **Will** +27; +1 status to all saves vs. magic


HP 275; **Immunities** negative, paralyzed, sleep


Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 34


Attack of Opportunity  Jaws only.

Speed 50 feet, fly 180 feet



Melee  jaws +30 (negative, reach 15 feet), **Damage** 3d10+14 piercing plus 3d6 negative

Melee  claw +30 (agile, magical, reach 10 feet), **Damage** 3d10+14 slashing

Melee  tail +28 (magical, reach 20 feet), **Damage** 3d12+14 slashing

Melee  wing +28 (agile, magical, reach 15 feet), **Damage** 2d10+14 slashing

Primal Innate Spells DC 36; **7th** darkness (at will), shadow walk, vampiric exsanguination; **Cantrips (7th)** detect magic

Breath Weapon   The umbral dragon breathes in one of two ways. They can't use Breath Weapon again for 1d4 rounds.


- **Negative** (necromancy, negative, primal) The dragon breathes a blast of darkness in a 40-foot cone that deals 16d6 negative damage (DC 36 basic Reflex save). Undead creatures instead take 19d6 force damage.
- **Shadows** (necromancy, primal, shadow) The dragon breathes a blast of shadows in a 40-foot cone. Each creature within the cone must attempt a DC 36 Fortitude save.

Critical Success The creature is unaffected.

Success The creature is enfeebled 2 for 1 round.

Failure The creature is enfeebled 2 for 1 minute.

Critical Failure The creature is enfeebled 2 for 1 minute and blinded for 1 round.

Draconic Frenzy   Two claw Strikes and one wing Strike in any order.

Draconic Momentum Breath Weapon recharges on a critical hit on a Strike.

Ghost Bane An umbral dragon's Strikes affect incorporeal creatures with the effects of a *ghost touch* property rune, and an umbral dragon's jaws deal an additional 6d6 force damage to undead.

RARE

LN

GARGANTUAN

AMPHIBIOUS

DRAGON

ELEMENTAL

WATER

Perception +32; darkvision, scent (imprecise) 60 feet

Languages Aquan, Common, Draconic, Sylvan, Utopian

Skills Acrobatics +28, Athletics +32, Deception +32, Intimidation +34, Nature +30, Society +30, Survival +29

Str +9, **Dex** +5, **Con** +6, **Int** +5, **Wis** +5, **Cha** +6

AC 40; **Fort** +31, **Ref** +30, **Will** +30; +1 status to all saves vs. magic

HP 330; **Immunities** acid, paralyzed, sleep

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 36

Brine Spit ➤ **Trigger** A creature the brine dragon observes within 30 feet uses a concentrate action; **Effect** The dragon spits a glob of caustic salt water at the creature. The creature takes 7d6 acid damage (DC 36 basic Reflex save). On a failure, the concentrate action is disrupted.

Speed 50 feet, fly 140 feet, swim 70 feet

Melee ➤ jaws +34 (acid, magical, reach 20 feet), **Damage** 3d10+17 piercing plus 5d4 acid

Melee ➤ claw +34 (agile, magical, reach 15 feet), **Damage** 3d10+17 slashing

Melee ➤ tail +32 (magical, reach 25 feet), **Damage** 3d12+17 bludgeoning

Melee ➤ wing +32 (magical, reach 20 feet), **Damage** 2d12+17 piercing

Primal Innate Spells DC 38, attack +30; **6th** *hydraulic torrent*; **5th** *control water* (×3), *mariner's curse*; **4th** *hydraulic push* (at will), *obscuring mist* (at will)

Breath Weapon ➤➤ (acid, evocation, primal) The dragon breathes a spray of acidic salt water that deals 18d6 acid damage in a 120-foot line (DC 38 basic Reflex save). They can't use Breath Weapon again for 1d4 rounds.

Capsize ➤ (attack) See *Pathfinder Bestiary 2* page 88.

Desiccating Bite ➤➤ The dragon makes a jaws Strike. On a hit, the target takes 6d6 persistent acid damage and is sickened 3 from the pain.

Draconic Frenzy ➤➤ Two claw Strikes and one wing Strike in any order.

Draconic Momentum Breath Weapon recharges on a critical hit on a Strike.

Painful Strikes (acid) A brine dragon's body is encrusted with salty, acidic crystals. When a target takes damage from the dragon's melee Strikes, it must succeed at a DC 38 Fortitude Save or be stunned 1 (stunned 3 on a critical failure). The target is then temporarily immune for 1 minute.

RARE

N

GARGANTUAN

AIR

DRAGON

ELEMENTAL

Perception +34; darkvision, mist vision, scent (imprecise) 60 feet

Languages Auran, Common, Draconic, Jotun, Sylvan

Skills Acrobatics +35, Athletics +38, Deception +34, Diplomacy +34, Intimidation +36, Nature +32, Stealth +35, Survival +36

Str +9, **Dex** +5, **Con** +7, **Int** +5, **Wis** +7, **Cha** +7

Mist Vision Cloud dragons ignore the concealed condition from fog or mist.

AC 44; **Fort** +36, **Ref** +32, **Will** +34; +1 status to all saves vs. magic

HP 355; **Immunities** electricity, paralyzed, sleep

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 40

Deflecting Cloud ➤ **Trigger** The dragon is the target of a ranged attack;

Requirements The dragon is aware of the attack and has a free wing; **Effect**

The dragon flexes a wing and creates a cloud of mist. Against the triggering attack, the dragon is hidden and gains a +4 circumstance bonus to AC.

Speed 60 feet, fly 160 feet; cloud walk

Melee ➤ jaws +36 (electricity, magical, reach 20 feet, sonic), **Damage** 3d10+17 piercing plus 2d12 electricity, 4d6 sonic, and thundering bite

Melee ➤ claw +36 (agile, magical, reach 15 feet), **Damage** 4d10+17 slashing

Melee ➤ tail +34 (magical, reach 25 feet), **Damage** 4d12+17 bludgeoning

Melee ➤ horn +34 (deadly d12, magical, reach 20 feet), **Damage** 3d12+17 piercing

Primal Innate Spells DC 42; **8th** *wind walk*; **5th** *cloudkill*; **4th** *gust of wind* (at will), *solid fog*, *wall of wind* (at will)

Breath Weapon ➤➤ (electricity, evocation, primal) A thundercloud deals 20d6 electricity damage in a 60-foot cone (DC 41 basic Reflex save). This cloud remains for 1d4 rounds with the effects of *obscuring mist*. A creature ending its turn in the area takes 10d6 electricity damage (DC 41 basic Reflex save). The dragon can't use Breath Weapon for 1d4 rounds.

Cloud Form ➤ See *Pathfinder Bestiary 2* page 90.

Cloud Walk Cloud dragons can tread on clouds or fog as solid ground.

Draconic Frenzy ➤➤ Two claw Strikes and one wing Strike in any order.

Draconic Momentum Breath Weapon recharges on a critical hit on a Strike.

Thundering Bite An ancient cloud dragon's jaws Strike creates a deafening clap of thunder when it damages a foe. A creature damaged by the jaws Strike must succeed at a DC 41 Fortitude save or be deafened for 1 minute (permanently on a critical failure).

RARE

NG

GARGANTUAN

DRAGON

EARTH

ELEMENTAL

Perception +28; darkvision, scent (imprecise) 60 feet, tremorsense (imprecise) 60 feet

Languages Celestial, Common, Draconic, Terran, Undercommon

Skills Acrobatics +22, Athletics +33, Deception +29, Intimidation +29, Nature +27, Stealth +28, Survival +26

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

AC 42; **Fort** +30, **Ref** +27, **Will** +29; +1 status to all saves vs. magic


HP 275; **Immunities** paralyzed, sleep; **Weaknesses** sonic 15


Extra Reaction The dragon gains 2 reactions at the start of each of their turns.

Fightful Presence (aura, emotion, fear, mental) 90 feet, DC 37

Scintillating Aura (aura, evocation, incapacitation, primal, visual) 30 feet.

A swirling vortex of reflected color and light shimmers around the crystal dragon. Creatures in this aura's emanation are dazzled. Each creature that ends its turn in the emanation must succeed at a DC 34 Will saving throw or be stunned 1 (or stunned 3 on a critical failure). Once a creature succeeds at this save, it is temporarily immune to the stunning effect for 1 minute. The crystal dragon can turn this aura on or off using a single action, which has the concentrate trait, and it can choose not to affect allies.

Reflect Spell  **Trigger** The crystal dragon is targeted by a ranged spell attack roll; **Effect** The crystal dragon adjusts a wing to try to reflect the spell and gains a +4 circumstance bonus to AC against the triggering attack. If the attack misses, the spell is reflected back at the caster, who must roll a second ranged spell attack roll against their own AC to determine if the spell hits them instead.

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 60 feet, burrow 40 feet, fly 140 feet

(Continued on card 113)

(Dragon, ancient crystal; continued from card 112)

Melee ♦ jaws +33 (magical, reach 20 feet), **Damage** 3d8+17 slashing plus 4d6 piercing

Melee ♦ claw +33 (agile, magical, reach 15 feet), **Damage** 3d8+17 slashing

Melee ♦ tail +31 (magical, reach 25 feet), **Damage** 2d10+17 slashing

Primal Innate Spells DC 37; **7th** *prismatic spray*; **5th** *color spray* (at will), *glitterdust* (at will), *hypnotic pattern* (at will); **Cantrips (7th)** *dancing lights*

Breath Weapon ♦♦ (sonic, evocation, primal) The dragon breathes a flurry of piercing crystals that deals 17d6 piercing damage in a 50-foot cone (DC 38 basic Reflex save). They can't use Breath Weapon again for 1d4 rounds.

Crystallize Flesh ♦ (primal, transmutation) **Trigger** The crystal dragon damages a creature made of flesh with a jaws Strike; **Frequency** three times per day; **Effect** The dragon embeds transformative crystals in the creature's flesh. The creature must attempt a DC 37 Fortitude save.

Critical Success The target is unaffected.

Success The target is slowed 1 for 1 round as its flesh turns crystalline.

Failure The target is slowed 1 and must attempt a Fortitude save at the end of each of its turns; this ongoing save has the incapacitation trait. On a failed save, the slowed condition value increases by 1 (or by 2 on a critical failure). A successful save reduces the slowed condition value by 1. A creature unable to act due to the slowed condition from Crystallize Flesh is petrified permanently, transforming into a crystalline statue. The effect ends if the creature is petrified or the slowed condition is removed.

Draconic Frenzy ♦♦ The dragon makes two claw Strikes and one wing Strike in any order.

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

RARE

CN

GARGANTUAN

DRAGON

ELEMENTAL

FIRE

Perception +33; darkvision, scent (imprecise) 60 feet

Languages Common, Draconic, Ignan, Terran, Undercommon

Skills Acrobatics +28, Athletics +36, Deception +28, Intimidation +34, Nature +28, Stealth +28, Survival +29

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

AC 42; **Fort** +34, **Ref** +30, **Will** +31; +1 status to all saves vs. magic

HP 390; **Immunities** fire, paralyzed, sleep; **Weaknesses** cold 15

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 37

Wing Deflection ➤ **Trigger** The dragon is targeted with an attack; **Effect** The dragon raises a wing to gain a +2 circumstance bonus to AC against the triggering attack. If they are Flying, they descend 10 feet after the attack.

Speed 50 feet, fly 200 feet; magma swim 50 feet

Melee ♦ jaws +36 (magical, reach 20 feet), **Damage** 3d10+16 piercing plus 4d6 fire

Melee ♦ claw +36 (agile, magical, reach 15 feet), **Damage** 3d10+16 slashing

Melee ♦ tail +34 (magical, reach 25 feet), **Damage** 3d12+16 bludgeoning

Melee ♦ horns +34 (magical, reach 20 feet), **Damage** 3d10+16 piercing

Primal Innate Spells DC 40, attack +32; **8th burning hands** (at will), **fireball**, **wall of fire** (at will); **Cantrips (8th) produce flame**; **Constant (4th) fire shield**

Breath Weapon ♦♦ (evocation, fire, primal) The dragon breathes a blast of magma that deals 10d6 fire damage and 5d12 bludgeoning damage in a 60-foot cone (DC 40 basic Reflex save). They can't use Breath Weapon again for 1d4 rounds.

Draconic Frenzy ♦♦ Two claw Strikes and one wing Strike in any order.

Draconic Momentum Breath Weapon recharges on a critical hit on a Strike.

Magma Swim See *Pathfinder Bestiary 2* page 95.

Magma Tomb ♦♦ Once per day, the dragon can spit a molten boulder at a target within 120 feet. This deals 12d6 fire damage and 5d12 bludgeoning damage (DC 42 basic Reflex save). If the target fails, it's encased in rock with Hardness 10, HP 40, and BT 20. The encased creature can't breathe and is restrained (Escape DC 42).

Volcanic Purge ♦ If the next action the dragon uses is Breath Weapon, the magma clings to those it damages. A creature that fails its save against the Breath Weapon takes 5d6 persistent fire damage, and as long as it has this persistent fire damage, it also takes a -10-foot status penalty to its Speeds.

DRAGON, ANCIENT UMBRAL

CREATURE 20

RARE**NE****GARGANTUAN****DRAGON****SHADOW**

Perception +36; greater darkvision, scent (imprecise) 60 feet, tremorsense (imprecise) 60 feet

Languages Common, Daemonic, Draconic, Necril, Shadowtongue

Skills Acrobatics +33, Athletics +38, Deception +34, Intimidation +36, Nature +34, Stealth +35, Survival +34

Str +10, **Dex** +5, **Con** +7, **Int** +6, **Wis** +8, **Cha** +6

AC 45; **Fort** +35, **Ref** +33, **Will** +38; +1 status to all saves vs. magic

HP 375; **Immunities** negative, paralyzed, sleep

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 40

Attack of Opportunity ➤ Jaws only.

Speed 60 feet, fly 200 feet

Melee ♦ jaws +38 (magical, negative, reach 20 feet), **Damage** 4d10+18 piercing plus 4d6 negative and drain vigor

Melee ♦ claw +38 (agile, magical, reach 15 feet), **Damage** 4d10+18 slashing

Melee ♦ tail +36 (magical, reach 25 feet), **Damage** 4d12+18 slashing

Melee ♦ wing +36 (agile, magical, reach 20 feet), **Damage** 3d10+18 slashing

Primal Innate Spells DC 42; **10th** *massacre*; **9th** *darkness* (at will), *finger of death*; **8th** *vampiric exsanguination* (at will); **Cantrips (10th)** *detect magic*

Rituals DC 42; *create undead* (shadows only)

Breath Weapon ♦♦ The umbral dragon breathes a 50-foot cone in one of two ways. They can't use Breath Weapon again for 1d4 rounds.

- **Negative** (necromancy, negative, primal) The dragon emits a blast of darkness that deals 21d6 negative damage (DC 42 basic Reflex save). Undead creatures instead take 25d6 force damage.
- **Shadows** (necromancy, primal, shadow) Each creature within this cone of pure shadow must attempt a DC 42 Fortitude save.

Critical Success The creature is unaffected.

Success The creature is enfeebled 3 for 1 round.

Failure The creature is enfeebled 3 for 1 minute.

Critical Failure Enfeebled 3 for 1 minute and blinded for 1 round.

Draconic Frenzy ♦♦ Two claw Strikes and one wing Strike in any order.

Draconic Momentum Breath Weapon recharges on a critical hit on a Strike.

Drain Vigor See *Pathfinder Bestiary 2* page 97.

Ghost Bane The dragon's Strikes have the effects of a *ghost touch* property rune, and their jaws deal an extra 8d6 force damage to undead.

DRAGON, YOUNG BRINE

CREATURE 8

UNCOMMON

LN

LARGE

AMPHIBIOUS

DRAGON

ELEMENTAL

WATER

Perception +16; darkvision, scent (imprecise) 60 feet

Languages Aquan, Common, Draconic

Skills Acrobatics +14, Athletics +18, Deception +18, Intimidation +18, Nature +16, Society +16, Survival +14

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

AC 27; **Fort** +18, **Ref** +16, **Will** +16

HP 142; **Immunities** acid, paralyzed, sleep

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 24

Brine Spit ➤ **Trigger** A creature the brine dragon observes within 30 feet uses a concentrate action; **Effect** The dragon spits a glob of caustic salt water at the creature. The creature takes 3d6 acid damage (DC 26 basic Reflex save). On a failure, the concentrate action is disrupted.

Speed 30 feet, fly 100 feet, swim 50 feet

Melee ➤ jaws +20 (acid, reach 10 feet), **Damage** 2d10+8 piercing plus 2d4 acid

Melee ➤ claw +20 (agile), **Damage** 2d8+8 slashing

Melee ➤ tail +18 (reach 15 feet), **Damage** 2d12+8 bludgeoning

Melee ➤ wing +18 (agile, reach 10 feet), **Damage** 1d12+8 piercing

Primal Innate Spells DC 26, attack +18; **2nd** *obscuring mist*; **1st** *hydraulic push* (×2)

Breath Weapon ➤➤ (acid, evocation, primal) The dragon breathes a spray of acidic salt water that deals 9d6 acid damage in an 80-foot line (DC 26 basic Reflex save). They 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 The dragon recharges their Breath Weapon whenever they score a critical hit with a Strike.

UNCOMMON

N

LARGE

AIR

DRAGON

ELEMENTAL

Perception +22; darkvision, mist vision, scent (imprecise) 60 feet

Languages Auran, Common, Draconic

Skills Acrobatics +20, Athletics +21, Deception +20, Diplomacy +18, Intimidation +22, Nature +18, Stealth +18, Survival +16

Str +7, **Dex** +2, **Con** +5, **Int** +2, **Wis** +4, **Cha** +4

Mist Vision Fog and mist don't impair a cloud dragon's vision; they ignore the concealed condition from fog and mist.

AC 30; **Fort** +21, **Ref** +18, **Will** +20

HP 175; **Immunities** electricity, paralyzed, sleep

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 26

Deflecting Cloud ➤ **Trigger** The dragon is the target of a ranged attack; **Requirements** The dragon is aware of the attack and has a free wing; **Effect** The cloud dragon flexes a wing and creates a billowing cloud of mist. The dragon is treated as if they were hidden for the purposes of resolving the triggering attack, so normally the attacker must succeed at a DC 11 flat check to target them. The dragon also gains a +4 circumstance bonus to AC against the triggering attack.

Speed 40 feet, fly 140 feet; cloud walk

Melee ➤ jaws +23 (electricity, reach 10 feet), **Damage** 2d10+13 piercing plus 1d12 electricity

Melee ➤ claw +23 (agile), **Damage** 2d8+13 slashing

Melee ➤ tail +21 (reach 15 feet), **Damage** 2d12+13 bludgeoning

Melee ➤ horn +21 (deadly d8, reach 10 feet), **Damage** 1d12+11 piercing

Primal Innate Spells DC 29; **2nd** *obscuring mist*; **1st** *gust of wind* (at will)

Breath Weapon ➤➤ (electricity, evocation, primal) The dragon breathes a thundercloud that deals 11d6 electricity damage in a 40-foot cone (DC 29 basic Reflex save). They can't use Breath Weapon again for 1d4 rounds.

Cloud Walk The cloud dragon can tread on clouds or fog as though on solid ground.

Draconic Frenzy ➤➤ The dragon makes two claw Strikes and one horn Strike in any order.

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

UNCOMMON

NG

LARGE

DRAGON

EARTH

ELEMENTAL

Perception +15; darkvision, scent (imprecise) 60 feet, tremorsense (imprecise) 30 feet

Languages Common, Draconic, Terran

Skills Acrobatics +14, Athletics +16, Deception +15, Intimidation +15, Nature +15, Stealth +18, Survival +15

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

AC 27; **Fort** +16, **Ref** +14, **Will** +15

HP 105; **Immunities** paralyzed, sleep; **Weaknesses** sonic 5

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 25

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, burrow 30 feet, fly 100 feet

Melee ➤ jaws +18 (sonic, reach 10 feet), **Damage** 2d8+8 slashing plus 2d6 piercing

Melee ➤ claw +18 (agile), **Damage** 2d6+8 slashing

Melee ➤ tail +16 (reach 15 feet), **Damage** 1d10+8 slashing

Primal Innate Spells DC 25; **3rd** *color spray*; **Cantrips (3rd)** *dancing lights*

Breath Weapon ➤➤ (evocation, primal) The dragon breathes a flurry of piercing crystals that deal 8d6 piercing damage in a 30-foot cone (DC 25 basic Reflex save). They 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 The dragon recharges their Breath Weapon whenever they critically hit with a Strike.

UNCOMMON

CN

LARGE

DRAGON

ELEMENTAL

FIRE

Perception +18; darkvision, scent (imprecise) 60 feet

Languages Common, Draconic, Ignan


Skills Acrobatics +16, Athletics +19, Deception +14, Intimidation +18, Nature +15, Stealth +16, Survival +18

Str +6, **Dex** +1, **Con** +4, **Int** +0, **Wis** +3, **Cha** +3

AC 28; **Fort** +19, **Ref** +16, **Will** +18


HP 175; **Immunities** fire, paralyzed, sleep; **Weaknesses** cold 10


Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 24


Wing Deflection  **Trigger** The dragon is targeted with an attack;


Effect The dragon raises a wing, gaining a +2 circumstance bonus to AC against the triggering attack. If the dragon is Flying, they descend 10 feet after the attack.

Speed 30 feet, fly 100 feet, swim 30 feet; magma swim

Melee  jaws +21 (fire, reach 10 feet), **Damage** 2d10+10 piercing plus 2d6 fire



Melee  claw +21 (agile), **Damage** 2d10+10 slashing



Melee  tail +19 (reach 15 feet), **Damage** 2d12+10 bludgeoning

Melee  horns +19 (reach 10 feet), **Damage** 1d10+10 piercing

Primal Innate Spells DC 26, attack +18; **4th** *burning hands* (at will);

Cantrips (4th) *produce flame*

Breath Weapon   (evocation, fire, primal) The dragon breathes a blast of magma that deals 5d6 fire damage and 3d12 bludgeoning damage in a 30-foot cone (DC 28 basic Reflex save). They 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 The dragon recharges their Breath Weapon whenever they score a critical hit with a Strike.

Magma Swim A magma dragon's swim Speed functions only when the dragon is Swimming through magma or molten lava.

UNCOMMON

NE

LARGE

DRAGON

SHADOW

Perception +22; greater darkvision, scent (imprecise) 60 feet

Languages Common, Draconic, Shadowtongue

Skills Acrobatics +18, Athletics +22, Deception +22, Intimidation +22, Nature +20, Stealth +20, Survival +22

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

AC 31; **Fort** +22, **Ref** +20, **Will** +22

HP 195; **Immunities** negative, paralyzed, sleep

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 26

Attack of Opportunity ➤ Jaws only.

Speed 40 feet, fly 140 feet

Melee ♦ jaws +24 (negative, reach 10 feet), **Damage** 2d10+13 piercing plus 2d6 negative

Melee ♦ claw +24 (agile), **Damage** 2d10+13 slashing

Melee ♦ tail +22 (reach 15 feet), **Damage** 2d12+13 slashing

Melee ♦ wing +22 (reach 10 feet), **Damage** 1d10+13 slashing

Primal Innate Spells DC 30; **4th** darkness (×3); **Cantrips (4th)** *detect magic*

Breath Weapon ♦♦ (necromancy, negative, primal) The dragon breathes a blast of darkness that deals 12d6 negative energy damage in a 30-foot cone (DC 30 basic Reflex save). They can't use Breath Weapon again for 1d4 rounds. Undead creatures take 14d6 force damage instead of the negative damage.

Draconic Frenzy ♦♦ The dragon makes two claw Strikes and one wing Strike in any order.

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

Ghost Bane An umbral dragon's Strikes affect incorporeal creatures with the effects of a *ghost touch* property rune, and an umbral dragon's jaws deal an additional 4d6 force damage to undead.

DRAGONFLY, GIANT

CREATURE 4

N**MEDIUM****ANIMAL**

Perception +11; darkvision, wavesense (imprecise) 30 feet

Skills Acrobatics +10 (+12 to Maneuver in Flight), Athletics +12, Stealth +12

Str +4, **Dex** +4, **Con** +2, **Int** -5, **Wis** +3, **Cha** +0

AC 21; **Fort** +12, **Ref** +14, **Will** +9

HP 60

Speed 20 feet, fly 60 feet

Melee ♦ mandibles +14, **Damage** 1d12+7 piercing plus Grab

Clutch ♦ **Requirements** The giant dragonfly has a Medium or smaller creature grabbed in its mandibles; **Effect** The dragonfly tries to transfer the grabbed creature to be clutched by its legs. The giant dragonfly attempts an Athletics check against the creature's Reflex DC. On a success, it transfers the creature (which remains grabbed) to its legs, freeing its mandibles to attack. The dragonfly can have only one creature clutched at a time.

Snatch The giant dragonfly can Fly at half Speed while it has a creature grabbed or restrained by Clutch, carrying that creature along with it.

Swoop ♦♦ The giant dragonfly Flies up to its Speed and makes one mandible Strike at any point during that movement.

DRAGONFLY, GIANT NYMPH

CREATURE 3

N**SMALL****ANIMAL****AQUATIC**

Perception +8; low-light vision, wavesense (imprecise) 30 feet

Skills Athletics +10, Stealth +9 (+11 in water)

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

AC 19; **Fort** +11, **Ref** +9, **Will** +6

HP 46

Speed 10 feet, swim 30 feet

Melee ♦ mandibles +12 (agile), **Damage** 1d10+6 piercing

Extend Mandibles ♦ The giant dragonfly nymph extends its jaws to a surprising distance. The dragonfly nymph makes a mandibles Strike with a reach of 10 feet, but the mandibles lose the agile trait for this Strike.

DRAINBERRY BUSH

CREATURE 7

N**LARGE****PLANT**

Perception +16; lifesense 120 feet

Languages Aklo, Common, Sylvan (can't speak any language); telepathy 100 feet

Skills Acrobatics +11, Athletics +17, Diplomacy +13, Nature +17, Stealth +11 (+15 to appear as a bush)

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

Nature Empathy A drainberry bush can use Diplomacy to make very simple Requests of and Make an Impression on animals and plant creatures.

AC 23; **Fort** +17, **Ref** +13, **Will** +13

HP 135; **Weaknesses** fire 5; **Resistances** negative 10

Speed 25 feet, climb 20 feet

Melee ♦ vine +17 (reach 20 feet), **Damage** 2d8+10 bludgeoning plus Improved Grab

Blood Berries The drainberry bush drains blood from living creatures to grow bright red berries among its branches. Each cluster of berries lasts for 1 day, and a drainberry bush typically has 1d6+3 clusters when encountered. When consumed, a cluster restores 2d8+10 Hit Points. This effect has the healing, necromancy, and primal traits.

A creature can pluck a cluster of berries with a successful unarmed melee attack or Thievery check against the bush's AC.

Consume Berries ♦ (healing, necromancy, positive, primal) The bush draws nourishment from one cluster of blood berries, regaining 2d8+10 HP. That berry cluster wrinkles and dies.

Drain Blood ♦ **Requirements** The drainberry bush has at least one living creature grabbed with one of its vines; **Effect** The bush's hollow thorns siphon blood from creatures it has grabbed. Each creature must succeed at a DC 25 Fortitude save or take 2d8+10 damage and become drained 1 (double damage and drained 2 on a critical failure). For every creature damaged this way, a cluster of blood berries (see above) immediately grows along the bush's branches.

Storm of Vines ♦♦ The drainberry bush makes up to four vine Strikes, each against a different target. These attacks count toward the bush's multiple attack penalty, but the multiple attack penalty doesn't increase until after the bush makes all these attacks.

NE	LARGE	AMPHIBIOUS	DRAGON	WATER
----	-------	------------	--------	-------

Perception +14; darkvision, scent (imprecise) 30 feet

Languages Draconic

Skills Acrobatics +14, Athletics +16, Stealth +12

Str +6, **Dex** +2, **Con** +4, **Int** -1, **Wis** +2, **Cha** +0

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

HP 95; **Immunities** electricity, paralyzed, sleep

Electrified Blood ➡ (electricity) **Trigger** An adjacent creature deals piercing or slashing damage to the sea drake; **Effect** An arc of electricity courses through the sea drake's blood. The triggering creature takes 1d6 electricity damage.

Speed 15 feet, fly 40 feet, swim 50 feet

Melee ♦ jaws +17, **Damage** 2d8+9 piercing plus briny wound

Melee ♦ tail +17 (agile, reach 10 feet), **Damage** 2d6+9 bludgeoning

Ball Lightning Breath ♦♦ (arcane, electricity, evocation) The sea drake spews a ball of electricity that strikes a primary target within 100 feet, dealing 7d6 electricity damage (DC 24 basic Reflex save). The lightning then arcs to up to three secondary targets within 30 feet of the primary target, striking the closest available targets first. The secondary bolts each strike one secondary target and deal the same rolled damage value as the primary bolt (DC 22 basic Reflex save). The sea drake can't use Ball Lightning Breath again for 1d6 rounds.

Briny Wound A sea drake's saliva carries a large quantity of salt, making its bite wounds quite painful. When a creature takes damage from a sea drake's jaws Strike, the creature must attempt a DC 24 Fortitude save; the creature is then temporarily immune to briny wound for 1 minute.

Critical Success The creature is unaffected.

Success The creature is sickened 1.

Failure The creature is sickened 2.

Critical Failure The creature is sickened 2 and slowed 1 while sickened.

Capsize ♦ See *Pathfinder Bestiary 2* page 101.

Draconic Frenzy ♦♦ One jaws Strike and two tail Strikes, in any order.

Speed Surge ♦ **Frequency** three times per day; **Effect** The sea drake Strides, Flies, or Swims twice.

CE **TINY** **DRAGON** **SHADOW**

Perception +6; darkvision, scent (imprecise) 30 feet

Languages Draconic

Skills Acrobatics +8, Stealth +8, Thievery +8

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

Light Blindness

Shadow Blend The shadow drake's form shifts and blends reflexively with surrounding shadows. A shadow drake gains an additional reaction each round, but it can use this reaction only for Shadow Evade.

Shadow Evade ➤ **Trigger** A creature attacks the shadow drake while it is in an area of dim light; **Effect** The shadow drake further obscures its position. The attacker must succeed at a DC 11 flat check in order to affect the shadow drake, as if the drake were Hidden for the triggering attack.

AC 17; **Fort** +7, **Ref** +10, **Will** +6

HP 28; **Immunities** paralyzed, sleep; **Weaknesses** fire 5

Speed 15 feet, fly 60 feet

Melee ➤ jaws +11 (finesse), **Damage** 1d10+3 piercing

Melee ➤ tail +11 (agile, finesse), **Damage** 1d8+3 bludgeoning

Draconic Frenzy ➤➤ The shadow drake makes one bite Strike and two tail Strikes in any order.

Shadow Breath ➤➤ (arcane, cold, evocation, shadow) A shadow drake spits a ball of black liquid that explodes into a cloud of frigid black shadow. This attack has a range of 40 feet and explodes in a 5-foot-radius burst.

DRAUGR

CREATURE 2

CE

MEDIUM

UNDEAD

WATER

Perception +7; darkvision

Languages Common (can't speak any language)

Skills Athletics +10, Stealth +8

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

Items greataxe, leather armor

AC 17; **Fort** +11, **Ref** +6, **Will** +7

HP 35; negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** positive 5; **Resistances** fire 3

The Sea's Revenge (curse, divine, necromancy) A creature that slays a draugr is subjected to a *mariner's curse* spell with a save DC of 17. The curse ends if the draugr is buried in a calm sea or after 1 week passes.

Speed 25 feet, swim 25 feet

Melee ♦ greataxe +10 (sweep), **Damage** 1d12+4 slashing plus grotesque gift

Melee ♦ fist +10 (agile), **Damage** 1d4+4 slashing plus grotesque gift

Grotesque Gift (olfactory) A draugr's attacks spatter their targets with rancid flesh and rotting seaweed. A creature damaged by a draugr's Strike must succeed at a DC 15 Fortitude save or become sickened 1 (sickened 2 on a critical failure).

Swipe ♦♦ The draugr makes a melee Strike and compares the attack roll result 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. A Swipe counts as two attacks for the draugr's multiple attack penalty.

UNCOMMON

CN

MEDIUM

BEAST

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

Languages Common, Sylvan

Skills Acrobatics +17, Arcana +16, Nature +15, Stealth +17, Survival +15

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

AC 25; **Fort** +12, **Ref** +17, **Will** +17; +1 status to all saves vs. magic

HP 100

Alter Dweomer ➤ (abjuration, arcane) **Trigger** The dweomercat is targeted by a spell or is within the area of a spell as it is cast; **Effect** The dweomercat gains an effect related to the school of the triggering spell. This effect occurs before the dweomercat is affected by the triggering spell. The effect lasts for 1 minute, until the dweomercat uses this ability again, or until the dweomercat Dismisses the effect, whichever comes first.

Abjuration The dweomercat gains a +1 status bonus to AC.

Conjuration A cloud of fog appears in a 5-foot burst centered on a corner of the dweomercat's space. Anything in the cloud is concealed.

Divination The dweomercat gains a +1 status bonus to all skill checks.

Enchantment The dweomercat gains a +1 status bonus to all saves.

Evocation Magical feedback deals 4d6 force damage to the triggering spellcaster (DC 22 basic Reflex save).

Illusion The dweomercat becomes invisible. This effect ends if the dweomercat uses a hostile action, in addition to the normal end conditions.

Necromancy The dweomercat gains 10 temporary HP.

Transmutation The dweomercat gains a +1 status bonus to all attack rolls.

Speed 35 feet

Melee ➤ jaws +17 (magical), **Damage** 2d10+7 piercing plus Grab

Melee ➤ claw +17 (agile, magical), **Damage** 2d8+7 slashing

Arcane Innate Spells DC 26; **4th** *dimension door* (×3), *dispel magic* (at will), *globe of invulnerability*; **Constant (4th)** *detect magic*

(Continued on card 128)

(Dweomercat; continued from card 127)

Dweomer Leap ♦♦ (arcane, conjuration, teleportation) **Prerequisites** The dweomercat has at least one *dimension door* spell remaining; **Effect** The dweomercat casts *dimension door*, then can make a melee Strike against one creature adjacent to it at the end of its teleport. If the dweomercat ends its teleport adjacent to a creature under an ongoing spell effect or who Cast a Spell since the dweomercat's last turn, this does not expend a casting of *dimension door*.

Pounce ♦ The dweomercat Strides and makes a Strike at the end of that movement. If the dweomercat began this action hidden, it remains hidden until after this ability's Strike.

ELASMOSAURUS

CREATURE 7

N**HUGE****ANIMAL**

Perception +16; low-light vision, scent (imprecise) 30 feet

Skills Athletics +17

Str +6, **Dex** +4, **Con** +6, **Int** -4, **Wis** +5, **Cha** -1

Deep Breath The elasmosaurus can hold its breath for 2 hours.

AC 25; **Fort** +17, **Ref** +13, **Will** +16

HP 125

Long Neck An elasmosaurus's long neck allows it to interact with the surface while its body remains submerged underwater. While submerged no deeper than 15 feet underwater, an elasmosaurus can still stick its head up to breathe. An elasmosaurus gains cover against attacks made against creatures who are above the water's surface while it is underwater, even if its head is above the surface.

Attack of Opportunity 🔄 Jaws only.

Speed 5 feet, swim 35 feet

Melee 🎯 jaws +17 (reach 15 feet), **Damage** 2d12+10 piercing plus Grab

Melee 🎯 paddle +17, **Damage** 2d6+10 bludgeoning

Drag Below 🎯 (attack) The elasmosaurus attempts an Athletics check against a grabbed foe's Fortitude DC. If the elasmosaurus succeeds, the foe is forcibly moved 5 feet toward the elasmosaurus's body. If the elasmosaurus critically succeeds, the foe is moved 10 feet towards the elasmosaurus's body.

Thrashing Retreat 🏹🏹 A swimming elasmosaurus thrashes the area around it as it attempts to flee. It makes two paddle Strikes, each of which must be against separate targets, and each of which takes the normal multiple attack penalty. It then Swims up to its swim Speed. This Swim does not trigger reactions based on movement.

ELEMENTAL, BELKER

CREATURE 6

NE**LARGE****AIR****ELEMENTAL**

Perception +14; darkvision, smoke vision

Skills Acrobatics +15, Stealth +15 (+17 in smoke)

Languages Auran

Str +2, **Dex** +5, **Con** +3, **Int** -2, **Wis** +4, **Cha** +0

Smoke Vision The belker ignores the concealed condition from smoke.

AC 25; **Fort** +13, **Ref** +17, **Will** +12

HP 78; **Immunities** bleed, paralyzed, poison, precision, sleep

Smoke Form The belker can occupy the same space as other creatures.

Speed 25 feet, fly 40 feet

Melee ♦ claw +17 (agile, finesse), **Damage** 2d10+5 slashing

Melee ♦ wing +17 (agile, finesse, reach 10 feet), **Damage** 2d8+5 bludgeoning

Noxious Fumes ♦♦ **Requirements** The belker occupies the same space as a Medium or smaller creature; **Effect** The belker attempts to flow into the creature's lungs; the creature must attempt a DC 23 Fortitude save. On a failure, the creature partially inhales the belker and is immobilized by the pain of the smoke rasping in its throat and lungs. The creature can attempt to exhale the belker by spending an action coughing and succeeding at a DC 23 Fortitude save. Most of the belker remains outside the creature, so the belker can still act normally. If the belker moves out of the creature's space or uses Noxious Fumes again, the creature automatically exhales it.

Smoke Slash ♦ **Requirements** The belker is partially inhaled by a creature; **Effect** The belker automatically deals its claw damage to the inhaling creature by forming a claw to slash and scrape the creature from within.

ELEMENTAL, BLIZZARDBORN

CREATURE 6

N **MEDIUM** **COLD** **ELEMENTAL** **WATER**

Perception +14; darkvision, snow vision

Languages Aquan

Skills Athletics +15, Stealth +14 (+16 in ice or snow)

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

Snow Vision The blizzardborn ignores the concealed condition from falling snow.

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

HP 105; **Immunities** bleed, cold, paralyzed, poison, sleep; **Weaknesses** fire 5

Shattering Ice ➤ **Trigger** An enemy hits the blizzardborn with an attack that deals physical damage; **Effect** A portion of the blizzardborn's body shatters into an explosion of razor sharp ice crystals and blinding snow that deals 2d6 piercing damage to opponents in a 5-foot emanation (DC 24 basic Reflex save). Anyone who fails is also blinded for 1 round (or 3 rounds on a critical failure).

Speed 25 feet, ice burrow 20 feet

Melee ➤ ice claw +17 (versatile bludgeoning), **Damage** 2d6+8 slashing plus 1d6 persistent cold

Ice Burrow The blizzardborn can Burrow through ice or snow with a Speed of 20 feet. It moves at its full burrow Speed, leaving no tunnels or signs of its passing.

ELEMENTAL, DUST MEPHIT

CREATURE 1

UNCOMMON

N

SMALL

AIR

EARTH

ELEMENTAL

Perception +3; darkvision

Languages Auran, Terran

Skills Acrobatics +7, Stealth +7

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

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

HP 16, fast healing 2 (in dust or sand); **Immunities** bleed, paralyzed, poison, sleep

Speed 20 feet, fly 35 feet

Melee ✦ claw +9 (agile, finesse), **Damage** 1d6+1 slashing

Arcane Innate Spells DC 17; **2nd** *glitterdust*

Breath Weapon ✦✦ (air, arcane, earth) The dust mephit breathes a cloud of dust in a 15-foot cone that deals 2d6 slashing damage to each creature within the area (DC 17 basic Reflex save). The dust mephit can't use Breath Weapon again for 1d4 rounds.

ELEMENTAL, EARTHEN DESTRIER

CREATURE 4

N**LARGE****EARTH****ELEMENTAL**

Perception +10; darkvision, tremorsense (imprecise) 60 feet

Skills Athletics +12


Languages Terran


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

AC 20; **Fort** +14, **Ref** +9, **Will** +10

HP 72; **Immunities** bleed, paralyzed, poison, sleep


Speed 50 feet, burrow 30 feet; earth glide

Melee  lance arm +14 (deadly d8, reach 10 feet), **Damage** 2d8+6 piercing and lancing charge




Melee  hoof +14, **Damage** 2d6+6 bludgeoning

Earth Glide An earthen destrier can Burrow through earthen matter, including rock. When it does so, it moves at its full burrow Speed, leaving no tunnels or signs of its passing.

Lancing Charge If the destrier moved at least 10 feet directly before its lance arm Strike, it gains a +2 circumstance bonus to its damage roll.

Tilting Strike  **Trigger** The earthen destrier tramples a creature;

Effect The earthen destrier makes a lance arm Strike against the creature it's trampling at a -5 penalty.

Trample    Medium or smaller, hoof, DC 20

NG

SMALL

ELEMENTAL

FIRE

Perception +8; darkvision**Languages** Ignan (can't speak any language)**Skills** Acrobatics +8, Athletics +5, Stealth +8**Str** +1, **Dex** +4, **Con** +2, **Int** -2, **Wis** +2, **Cha** +1**AC** 18; **Fort** +6, **Ref** +10, **Will** +8**HP** 35; **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 5**Cloak in Embers** ➤ **Trigger** An adjacent ally is targeted by an effect that deals fire damage; **Effect** The ember fox drapes itself across its ally, granting the ally fire resistance 10 against the incoming attack.**Speed** 30 feet**Melee** ♦ jaws +10 (agile, finesse), **Damage** 1d4+3 piercing plus 1d4 persistent fire

NE

MEDIUM

ELEMENTAL

FIRE

Perception +11; darkvision, smoke vision

Languages Ignan (can't speak any language)

Skills Acrobatics +13, Athletics +9

Str +1, **Dex** +5, **Con** +4, **Int** -2, **Wis** +3, **Cha** +0

Smoke Vision The filth fire ignores the concealed condition from smoke.

AC 21; **Fort** +12, **Ref** +13, **Will** +9

HP 70; **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 5

Speed 25 feet

Melee ♦ burning lash +13 (finesse), **Damage** 2d6+3 bludgeoning plus 1d6 persistent fire

Ranged ♦ ember ball +13 (fire, range increment 20 feet), **Damage** 1d6+3 bludgeoning plus 1d6 persistent fire

Noxious Burst ♦♦ Toxic materials and churning rubbish within the filth fire's body explode in one of three ways. The filth fire chooses the effect, but it can't make the same choice twice in a row.

- **Fiery Beam** (evocation, fire, primal) The filth fire expels a 30-foot line of flame that deals 3d6 fire damage with a DC 21 basic Reflex save.
- **Shrapnel Blast** (evocation, primal) The filth fire shoots jagged rubbish out in a 5-foot emanation that deals 2d12 piercing damage with a DC 21 basic Reflex save.
- **Toxic Fumes** (evocation, poison, primal) The filth fire belches a 15-foot cone of toxic smoke that deals 2d6 poison damage (DC 21 basic Fortitude save). A creature that fails is also sickened 1 (or sickened 2 on a critical failure).

N

LARGE

EARTH

ELEMENTAL

Perception +17; darkvision, tremorsense (imprecise) 90 feet**Skills** Athletics +18**Str** +6, **Dex** +1, **Con** +6, **Int** +0, **Wis** +5, **Cha** +0**AC** 28; **Fort** +18, **Ref** +13, **Will** +17**HP** 145; **Immunities** bleed, paralyzed, poison, sleep**Speed** 30 feet, burrow 20 feet; earth glide**Melee** ✦ tail +20 (forceful, reach 10 feet, versatile piercing), **Damage** 2d12+9 bludgeoning plus calcification**Calcification** (incapacitation, primal, transmutation) A blow from a granite glyptodont's tail hardens the flesh of the creature struck. The target must succeed at a DC 26 Fortitude saving throw or become slowed 1 (or slowed 2 on a critical failure). Further failed saves against calcification increase the value of the slowed condition. Once a creature's actions are reduced to 0 by calcification, that creature becomes petrified. If the creature isn't petrified, the slowed conditions end once 1 minute passes without the creature failing a save against calcification.

Every 24 hours after it was petrified, the creature can attempt a DC 26 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.

Earth Glide A granite glyptodont can Burrow through earthen matter, including rock. When it does so, it moves at its full burrow Speed, leaving no tunnels or signs of its passing.

ELEMENTAL, ICE MEPHIT

CREATURE 1

UNCOMMON

N

SMALL

AIR

ELEMENTAL

WATER

Perception +3; darkvision

Languages Aquan, Auran

Skills Acrobatics +7, Intimidation +5

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

AC 17; **Fort** +5, **Ref** +9, **Will** +3

HP 18, fast healing 2 (while touching ice or snow); **Immunities** bleed, cold, paralyzed, poison, sleep; **Weaknesses** fire 3

Speed 20 feet, fly 25 feet

Melee ➤ claw +9 (agile, finesse), **Damage** 1d4 slashing and 1d4 cold

Arcane Innate Spells DC 17, attack +9; **Cantrips (1st)** *chill touch*, *ray of frost*

Breath Weapon ➤➤ (arcane, cold) The ice mephit breathes shards of ice in a 15-foot cone that deals 1d6 cold damage and 1d6 piercing damage to each creature within the area (DC 17 basic Reflex save). The ice mephit can't use Breath Weapon again for 1d4 rounds.

ELEMENTAL, ICEWYRM

CREATURE 10

N**HUGE****AMPHIBIOUS****COLD****ELEMENTAL****WATER**

Perception +19; darkvision

Languages Aquan

Skills Athletics +21

Str +7, **Dex** +7, **Con** +5, **Int** -1, **Wis** +5, **Cha** +3

AC 30; **Fort** +20, **Ref** +21, **Will** +17

HP 185; **Immunities** bleed, cold, paralyzed, poison, sleep; **Weaknesses** fire 10

Explosion (cold) When the icewyrm dies, it explodes, dealing 8d6 cold damage to each creature in a 10-foot emanation (DC 27 basic Reflex save).

Speed 25 feet, ice burrow 20 feet, swim 60 feet

Melee ✦ jaws +23 (reach 15 feet), **Damage** 2d12+13 piercing

Melee ✦ tail +23 (agile, reach 15 feet), **Damage** 2d6+13 slashing plus 1d6 persistent cold

Ranged ✦ ice shard +23 (range increment 60 feet), **Damage** 1d6+13 piercing plus 1d6 persistent cold

Breath Weapon ✦✦ (cold, evocation, primal) The icewyrm breathes a 60-foot line of freezing shards of razor-sharp ice, dealing 3d12 cold damage and 3d12 piercing damage to every creature in the line (DC 29 basic Reflex save). The icewyrm can't use Breath Weapon again for 1d4 rounds.

Ice Burrow The icewyrm can Burrow through ice or snow with a Speed of 20 feet. It moves at its full burrow Speed, leaving no tunnels or signs of its passing.

ELEMENTAL, ICICLE SNAKE

CREATURE 2

N**SMALL****COLD****ELEMENTAL****WATER**

Perception +7; darkvision

Skills Athletics +7, Stealth +7

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

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

HP 35; **Immunities** bleed, cold, paralyzed, poison, sleep; **Weaknesses** fire 5

Speed 25 feet, climb 20 feet

Melee ♦ jaws +9 (finesse), **Damage** 1d6+1 piercing plus 1d6 persistent cold

Ice ♦ (concentrate) Until the next time it acts, the icicle snake appears to be an unassuming icicle. It has an automatic result of 27 on Deception checks and DCs to pass as an icicle.

ELEMENTAL, LIVING BOULDER

CREATURE 2

N**SMALL****EARTH****ELEMENTAL**

Perception +6; darkvision, tremorsense 30 feet

Skills Athletics +8, Stealth +5 (+7 in rocky areas)

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

AC 17; **Fort** +10, **Ref** +5, **Will** +8

HP 36; **Immunities** bleed, paralyzed, poison, sleep

Speed 20 feet, burrow 20 feet; earth glide

Melee ♦ jaws +10, **Damage** 1d8+6 piercing

Earth Glide A living boulder can Burrow through earthen matter, including rock. When it does so, it moves at its full burrow Speed, leaving no tunnels or signs of its passing.

Rolling Charge ♦♦ The living boulder Strides twice, and can then make a Strike with its jaws. This jaws Strike gains Knockdown.

N

MEDIUM

AIR

ELEMENTAL

Perception +9; darkvision**Skills** Acrobatics +12, Stealth +12**Languages** Auran**Str** +3, **Dex** +4, **Con** +2, **Int** -3, **Wis** +1, **Cha** +0**AC** 22; **Fort** +10, **Ref** +12, **Will** +9**HP** 50; **Immunities** bleed, paralyzed, poison, sleep, sonic**Speed** fly 50 feet; swift**Melee** ♦ gust +14 (agile, finesse), **Damage** 2d6+6 bludgeoning plus Push 5 feet**Ranged** ♦ lightning bolt +14 (electricity, range increment 50 feet), **Damage** 2d12 electricity**Swift** The living thunderclap doesn't trigger reactions when it moves.**Thunderbolt** ♦♦ (electricity, evocation, primal, sonic) The living thunderclap emits a bolt of lightning that crashes with deafening thunder. The living thunderclap makes a lightning bolt Strike that deals 1d12 electricity damage. If it hits, the target and any creatures within a 15-foot emanation around the target take 2d6 sonic damage and must attempt a DC 18 basic Fortitude save. Any creature that fails its save is also deafened for 1d4 rounds.

ELEMENTAL, MAGMA SCORPION

CREATURE 8

N**LARGE****ELEMENTAL****FIRE**

Perception +18; darkvision, smoke vision

Skills Athletics +18

Str +6, **Dex** +3, **Con** +5, **Int** -4, **Wis** +4, **Cha** +0

Smoke Vision The magma scorpion ignores the concealed condition from smoke.

AC 28; **Fort** +19, **Ref** +14, **Will** +16

HP 155; **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 10

Speed 40 feet, climb 30 feet

Melee ♦ pincer +20 (agile, reach 10 feet), **Damage** 2d6+9 bludgeoning plus 1d6 persistent fire and Grab

Melee ♦ tail sting +20 (reach 10 feet), **Damage** 1d10+9 piercing plus 1d6 persistent fire and magma scorpion venom

Ranged ♦ magma spit +17 (fire, range increment 40 feet), **Damage** 1d6+9 fire plus 1d6 persistent fire

Magma Scorpion Venom (fire, injury, poison) **Saving Throw** DC 26 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 fire damage (1 round) and enfeebled 1; **Stage 2** 3d6 fire damage and enfeebled 2 (1 round)

N

HUGE

AIR

ELEMENTAL

Perception +21; darkvision


Skills Acrobatics +22, Performance +22, Stealth +22


Languages Auran

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


AC 30; **Fort** +16, **Ref** +22, **Will** +19


HP 170; **Immunities** bleed, paralyzed, poison, sleep


Hostile Duet  **Trigger** A hostile creature within 30 feet creates an effect with the auditory trait that provides bonuses to itself or its allies; **Effect** The melody on the wind recreates the auditory effect, gaining the bonuses for itself and its allies as long as the original effect persists.

Retune  **Trigger** The melody on the wind is targeted by a spell with the auditory trait; **Effect** The melody on the wind attempts to counteract the spell. If it succeeds, the spell effect is caught in a blast of wind that sweeps it back to its origin, affecting the caster. Targets of the triggering effect other than the melody on the wind are still affected normally.

Speed fly 100 feet; swiftness

Melee  wind gust +23 (agile, finesse), **Damage** 2d10+10 bludgeoning plus Push

Ranged  solid refrain +23 (range increment 70 feet), **Damage** 2d8+10 sonic

Mesmerizing Melody  (auditory, concentrate, enchantment, mental, primal) The melody on the wind sings in a sonorous chorus. Any creature in a 30-foot emanation must attempt a DC 30 Will save to resist becoming fascinated by the melody on the wind. A creature that succeeds at its save is temporarily immune for 24 hours.

Critical Success The creature is unaffected.

Success The creature is fascinated for 1 round.

Failure The creature is fascinated for 1d4 rounds.

Swiftness The melody on the wind's movement doesn't trigger reactions.

ELEMENTAL, MIST STALKER

CREATURE 4

N**MEDIUM****AMPHIBIOUS****ELEMENTAL****WATER**

Perception +13; darkvision, mist vision

Languages Aquan

Skills Athletics +11, Stealth +12

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

Mist Cloud (aura, conjuration, primal, water) 15 feet. The mist stalker is surrounded by mist. Creatures in the aura are concealed. If wind disperses the aura, it returns automatically at the start of the mist stalker's turn. This cloud is suppressed in water.

Mist Vision The mist stalker ignores the concealed condition from mist and fog.

AC 20; **Fort** +10, **Ref** +12, **Will** +11

HP 58; **Immunities** bleed, paralyzed, poison, sleep

Speed 20 feet, climb 20 feet, swim 30 feet

Melee ♦ tentacle +14 (finesse, sweep, reach 10 feet), **Damage** 2d8+4 bludgeoning plus Grab

Constrict ♦ 1d8+4 bludgeoning, DC 21

Solidify Mist ♦ (primal, transmutation, water) The mist stalker makes its mist cloud congeal, causing the aura to be difficult terrain until the start of the mist stalker's next turn. In addition, the mist stalker can make the mist even thicker around a single Medium or smaller creature within the cloud. The creature must succeed at a DC 20 Reflex save or become immobilized until it Escapes or it is no longer in the mist cloud's emanation.

ELEMENTAL, OOZE MEPHIT

CREATURE 1

UNCOMMON

N

SMALL

AMPHIBIOUS

EARTH

ELEMENTAL

WATER

Perception +3; darkvision

Languages Aquan, Terran

Skills Athletics +6, Diplomacy +7

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

AC 14; **Fort** +7, **Ref** +4, **Will** +3

HP 24, fast healing 2 (while touching mud or slime); **Immunities** bleed, paralyzed, poison, sleep

Speed 20 feet, fly 20 feet

Melee ✦ fist +8, **Damage** 1d6+3 bludgeoning

Arcane Innate Spells DC 17; **1st** *grease*

Breath Weapon ✦✦ (arcane, poison) The ooze mephrit spits toxic slime in a 15-foot cone that deals 2d6 poison damage to each creature within the area (DC 17 basic Reflex save). The ooze mephrit can't use Breath Weapon again for 1d4 rounds.

N

MEDIUM

EARTH

ELEMENTAL

Perception +14; darkvision, tremorsense (imprecise) 60 feet

Skills Acrobatics +14, Stealth +14 (+17 in sand)

Languages Terran

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

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

HP 94; **Immunities** bleed, paralyzed, poison, sleep

Glass Armor When the sand sentry takes fire or lightning damage, its outer layer of sand fuses into sheets of hardened glass for 1 minute. This increases the sand sentry's AC to 26 and grants it resistance 5 to acid, cold, electricity, fire, force, piercing, and slashing damage. A sand sentry can't use earth glide while glass armor is active.

Speed 25 feet, burrow 50 feet; earth glide

Melee ♦ fist +17, **Damage** 2d8+8 bludgeoning plus blinding sand

Blinding Sand When the sand sentry critically hits with a fist Strike, the target is blinded for 1 round.

Earth Glide A sand sentry can Burrow through earthen matter, including rock. When it does so, it moves at its full burrow Speed, leaving no tunnels or signs of its passing.

ELEMENTAL, SPARK BAT

CREATURE 2

N**TINY****AIR****ELEMENTAL**

Perception +7; darkvision

Skills Acrobatics +9, Stealth +9

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

AC 19; **Fort** +5, **Ref** +11, **Will** +7

HP 18; **Immunities** bleed, electricity, paralyzed, poison, sleep

Speed 5 feet, fly 50 feet

Melee ✎ jaws +11 (agile, finesse), **Damage** 1d4+5 electricity

Arc Lightning (move, electricity, primal, transmutation) The spark bat transforms into lightning that arcs to a large piece of metal within 100 feet, such as a suit of metal armor or a metal weapon. The bat then returns to its normal form in a space adjacent to the metal. This movement doesn't trigger reactions.

ELEMENTAL, STEAM MEPHIT

CREATURE 1

UNCOMMON**N****SMALL****ELEMENTAL****FIRE****WATER**

Perception +3; darkvision, steam vision

Languages Aquan, Ignan

Skills Acrobatics +7, Intimidation +6

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

Steam Vision The steam mephit ignores the concealed condition from mist and steam.

AC 16; **Fort** +9, **Ref** +7, **Will** +5

HP 19, fast healing 2 (in boiling water or steam); **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 3

Speed 20 feet, fly 25 feet, swim 25 feet

Melee ♦ claw +7 (agile, finesse), **Damage** 1d6+1 slashing

Arcane Innate Spells DC 17; **2nd** *obscuring mist*

Boiling Rain ♦♦ (arcane, conjuration, fire, water) **Frequency** once per day; **Effect** The steam mephit calls down a rain boiling water that surrounds them in a 10-foot emanation. Creatures in the area take 2d8 fire damage (DC 17 basic Reflex save), and small unattended flames (such as torches) are extinguished.

Breath Weapon ♦♦ (arcane, fire) The steam mephit spits a cloud of steam in a 15-foot cone that deals 2d6 fire damage to each creature within the area (DC 17 basic Reflex save). The steam mephit can't use Breath Weapon again for 1d4 rounds.

CN

MEDIUM

ELEMENTAL

FIRE

Perception +14; darkvision, smoke vision

Languages Ignan

Skills Acrobatics +15, Athletics +12

Str +2, **Dex** +5, **Con** +3, **Int** +0, **Wis** +4, **Cha** +1

Smoke Vision The striding fire ignores the concealed condition from smoke.

AC 24; **Fort** +11, **Ref** +17, **Will** +14

HP 115; **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 10

Speed 50 feet

Melee ♦ fist +17 (agile, finesse), **Damage** 2d8+5 bludgeoning plus 1d6 persistent fire

Burning Rush ♦♦ (evocation, fire, primal) The striding fire Strides up to double its Speed in a straight line. Its movement during this Stride doesn't trigger reactions. Any creature the striding fire was adjacent to at any point during this Stride must attempt a DC 24 basic Reflex save. If it critically fails, it is knocked prone by a wave of heated air. The striding fire can't use Burning Rush for 1d4 rounds.

ELEPHANT, ANANCUS

CREATURE 8

N**HUGE****ANIMAL**

Perception +16; low-light vision, scent (imprecise) 30 feet

Skills Athletics +19, Survival +16

Str +7, **Dex** +0, **Con** +5, **Int** -4, **Wis** +2, **Cha** -2

AC 25; **Fort** +19, **Ref** +14, **Will** +16

HP 170

Speed 40 feet

Melee ♦ tusk +19 (reach 15 feet), **Damage** 2d12+11 piercing

Melee ♦ foot +17 (reach 10 feet), **Damage** 2d10+9 bludgeoning

Critical Success The target is unaffected.

Success The target takes half damage.

Failure The target takes full damage and is knocked prone.

Critical Failure The target takes double damage, is knocked prone, and is pushed 5 feet away from the anancus.

Trample ♦♦♦ Large or smaller, foot, DC 25

Tusk Sweep ♦♦ The anancus sweeps its long tusks back and forth, dealing 4d6 bludgeoning damage to all creatures in a 15-foot cone, who must make a DC 27 basic Reflex save.

ELEPHANT, MASTODON

CREATURE 9

N**HUGE****ANIMAL**

Perception +17; low-light vision, scent (imprecise) 30 feet

Skills Athletics +21, Survival +17

Str +8, **Dex** +0, **Con** +5, **Int** -4, **Wis** +2, **Cha** -2

AC 26; **Fort** +20, **Ref** +13, **Will** +17

HP 175

Speed 45 feet

Melee ♦ tusk +21 (reach 15 feet), **Damage** 3d8+12 piercing

Melee ♦ trunk +21 (reach 15 feet), **Effect** grabbing trunk

Melee ♦ foot +21 (reach 10 feet), **Damage** 2d10+12 bludgeoning

Dual Tusks ♦ The mastodon makes two tusk Strikes, each against a different creature. This counts as one attack for the mastodon's multiple attack penalty, and the penalty doesn't increase until after both attacks.

Grabbing Trunk A Medium or smaller creature hit by the mastodon's trunk is grabbed. If the mastodon moves, it can bring the grabbed creature along with it.

Trample ♦♦♦ Large or smaller, foot, DC 27

N

MEDIUM

FETCHLING

HUMANOID

SHADOW

Perception +5; darkvision

Languages Common, Shadowtongue

Skills Acrobatics +7, Athletics +4, Deception +5, Diplomacy +5, Society +3, Stealth +7, Thievery +7

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

Items chain shirt, dagger

AC 18; **Fort** +5, **Ref** +9, **Will** +5

HP 18

Shadow Blending When the fetchling scout is concealed as a result of dim light, the flat check to target them has a DC of 7, not 5.

Speed 25 feet

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

Ranged ✦ dagger +9 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+1 piercing

Occult Innate Spells DC 15; **1st** *illusory disguise*

Shadow Stride ✦ (illusion, occult, shadow) **Requirement** The fetchling is in dim light; **Effect** The fetchling Strides. They have a +10-foot status bonus to their Speed during this Stride. The DC from shadow blending increases to 11 during this Stride, and the fetchling remains concealed by dim light until the end of the movement, even if they leave dim light during the Stride.

Sneak Attack The fetchling scout's Strikes deal an additional 1d6 precision damage to flat-footed creatures.

CE

LARGE

ABERRATION

Perception +19; darkvision, scent (imprecise) 30 feet**Languages** Undercommon**Skills** Athletics +21, Intimidation +19, Stealth +19**Str** +7, **Dex** +3, **Con** +6, **Int** -2, **Wis** +5, **Cha** +3**AC** 30; **Fort** +22, **Ref** +17, **Will** +19**HP** 175; **Immunities** disease; **Resistances** acid 10

Stench (aura, olfactory) 30 feet. A creature entering the aura or starting its turn in the aura must succeed at a DC 26 Fortitude save or become sickened 1 (plus slowed 1 for as long as it's sickened on a critical failure). While within the aura, affected creatures take a -2 circumstance penalty to saves against disease and to recover from the sickened condition. A creature that succeeds at its save is temporarily immune for 1 minute.

Speed 35 feet

Melee ♦ jaws +23 (reach 10 feet), **Damage** 2d12+10 piercing plus 1d6 persistent acid

Melee ♦ claw +23 (agile, reach 10 feet), **Damage** 2d10+10 slashing

Ranged ♦ vomit +19 (acid, range increment 20 feet), **Damage** 5d6 acid plus fleshgout

Feed ♦ (manipulate) **Requirement** The ghonhatine is adjacent to the corpse of a creature that died within the last hour; **Effect** The ghonhatine devours a chunk of the corpse. For 1 minute, the ghonhatine gains fast healing 5 and a +2 status bonus to damage rolls. It can gain these benefits from any given corpse only once.

Fleshgout (disease) A ghonhatine's vomit carries an awful disease that, over time, can cause a suffering creature's flesh to develop painful boils that eventually slough away, leaving gaping wounds; **Saving Throw** DC 28 Fortitude; **Stage 1** carrier with no ill effect (1d4 hours); **Stage 2** enfeebled 1 and drained 1 (1 day); **Stage 3** enfeebled 2 and drained 2 (1 day); **Stage 4** enfeebled 2 and drained 3 (1 day); **Stage 5** drained 4, enfeebled 2, and unconscious (1 day); **Stage 6** dead

CE

LARGE

ABERRATION

Perception +18; darkvision**Languages** Abyssal, Elven, Undercommon (can't speak any language)**Skills** Athletics +20, Acrobatics +20, Stealth +20**Str** +5, **Dex** +5, **Con** +3, **Int** -2, **Wis** +3, **Cha** +4**AC** 28; **Fort** +20, **Ref** +18, **Will** +16**HP** 152**Attack of Opportunity** ➤**Speed** 15 feet**Melee** ➤ jaws +20 (reach 10 feet), **Damage** 2d12+11 piercing**Melee** ➤ tentacle +20 (agile, reach 20 feet), **Damage** 2d8+11 slashing plus mind lash**Mind Lash** (emotion, enchantment, mental, occult) A non-evil creature hit by an irnakurse's tentacle is overwhelmed with corrupted images of a ruined life and must succeed at a DC 28 Will save or be stunned 2 (stunned 4 on a critical failure). After attempting this save, a creature is temporarily immune to Mind Lash for 24 hours.**Rend** ➤ tentacle**Soul Scream** ➤➤ (auditory, concentrate, emotion, enchantment, mental, occult) **Frequency** once per day; **Effect** The irnakurse unleashes an alien shriek. All non-evil creatures within a 10-foot emanation must attempt a DC 28 Will save. The irnakurse can Sustain Soul Scream for up to 6 rounds; each time it does, it repeats the effect.**Critical Success** The creature is unaffected, and is temporarily immune to Soul Scream for 24 hours.**Success** The creature is stupefied 1 for 1 round.**Failure** The creature is stupefied 1. Further failed saves against Soul Scream increase the condition value by 1, to a maximum of stupefied 4. Each time the character gets a full night's rest, the stupefied condition gained from Soul Scream decreases by 1.**Critical Failure** As failure, except the stupefied value increases by 2.**Storm of Tentacles** ➤➤ The irnakurse makes up to four tentacle Strikes, each against a different target. The multiple attack penalty doesn't increase until after it makes all of its attacks.

FLY, GIANT

CREATURE 1

N**MEDIUM****ANIMAL**

Perception +8; darkvision, tremorsense (imprecise) 30 feet

Skills Acrobatics +7, Athletics +6

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

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

HP 20

Avoid the Swat ➤ **Trigger** The giant fly is targeted with a melee or ranged attack by an attacker it can see; **Effect** The giant fly gains a +2 circumstance bonus against the triggering attack. If the attack misses, the giant insect can Fly up to its fly Speed.

Speed 20 feet, climb 20 feet, fly 40 feet

Melee ♦ mandibles +8, **Damage** 1d6+3 piercing plus fly pox

Fly Pox (disease, virulent) A giant fly could carry any disease, but most transmit a virulent but not fatal infection called fly pox with their bite; **Saving Throw** DC 16 Fortitude; **Onset** 1 day; **Stage 1** enfeebled 1 (1 day); **Stage 2** as stage 1 (1 day); **Stage 3** enfeebled 2 (1 day); **Stage 4** as stage 3; **Stage 5** enfeebled 2 and fatigued (1 day)

FLY, GIANT MAGGOT

CREATURE 0

N**MEDIUM****ANIMAL**

Perception +3; no vision, tremorsense 30 feet

Skills Athletics +4

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

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

HP 18; **Immune** visual

Regurgitation ➤ **Trigger** The giant maggot takes damage; **Effect** The giant maggot regurgitates its rancid, foul meal. All creatures in a 5-foot emanation must succeed at a DC 16 Fortitude save or become sickened 1 (or sickened 2 on a critical failure). The giant maggot can't use Regurgitation again until it spends at least an hour feeding on a corpse.

Speed 10 feet

Melee ♦ mandibles +6, **Damage** 1d8+2 piercing plus Grab

Gnaw Flesh ♦ **Requirement** The giant maggot has Grabbed a creature; **Effect** The giant maggot deals 1d8+2 slashing damage to the grabbed creature as it chews the creature's flesh (DC 19 basic Reflex save).

FROG, GIANT

CREATURE 1

N**MEDIUM****ANIMAL**

Perception +7; low-light vision

Skills Acrobatics +5, Athletics +6 (+10 to High Jump or Long Jump), Stealth +7

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

AC 15; **Fort** +8, **Ref** +7, **Will** +5

HP 30

Speed 25 feet, swim 25 feet

Melee ♦ jaws +8, **Damage** 1d6+3 piercing plus Grab

Melee ♦ tongue +8 (reach 15 feet), **Effect** tongue grab

Sticky Feet Giant frogs are not flat-footed when Balancing on a narrow surface, and they gain a +4 bonus to Reflex saves to avoid falling.

Tongue Grab A creature hit by the giant frog's tongue becomes grabbed by the giant frog. The creature isn't immobilized, but it can't move beyond the reach of the frog's tongue. A creature can sever the tongue with a Strike against AC 13 that deals at least 2 slashing damage. This deals no damage to the frog but prevents it from using its tongue Strike until it regrows its tongue, which takes a week.

FROG, SPEAR

CREATURE 0

N**TINY****ANIMAL**

Perception +6; low-light vision

Skills Acrobatics +5, Athletics +0 (+6 to Climb, High Jump, Long Jump, and Swim)

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

AC 14; **Fort** +5, **Ref** +7, **Will** +6

HP 12

Toxic Skin Anytime a creature touches the spear frog or an adjacent creature Strikes the spear frog with a melee attack, that creature is exposed to spear frog venom.

Speed 20 feet, climb 20 feet, swim 20 feet

Melee ♦ jaws +7 (agile, finesse), **Damage** 1d6 piercing plus spear frog venom

Spear Frog Venom (poison) **Saving Throw** DC 15 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage (1 round); **Stage 2** 1d6 poison damage and enfeebled 1 (1 round)

Sticky Feet Spear frogs are not flat-footed when Balancing on a narrow surface, and they gain a +4 bonus to Reflex saves to avoid falling.

UNCOMMON

N

HUGE

ABERRATION

AMPHIBIOUS

Perception +25; darkvision, otherworldly vision 30 feet

Skills Acrobatics +23, Athletics +27, Stealth +27 (+30 in swamps)

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

Otherworldly Vision See *Pathfinder Bestiary 2* page 122.

AC 32, all-around vision; **Fort** +26, **Ref** +21, **Will** +23

HP 285; **Immunities** electricity

Electric Torpor A froghemoth is slowed 1 for 1 round whenever it would take electricity damage.

Speed 20 feet, swim 30 feet

Melee ♦ jaws +27 (reach 10 feet), **Damage** 3d12+14 piercing plus Improved Grab

Melee ♦ tentacle +27 (agile, reach 15 feet), **Damage** 3d8+14 bludgeoning plus Improved Grab

Melee ♦ tongue +27 (agile, reach 30 feet), **Damage** 2d10+14 piercing plus barbed tongue

Aquatic Ambush ♦

Barbed Tongue A creature hit by the froghemoth's tongue is grabbed. The creature isn't immobilized, but it can't move beyond the reach of the froghemoth's tongue. A creature can sever the tongue with a successful Strike against AC 31 that deals at least 15 slashing damage. This deals no damage to the froghemoth but prevents it from using its tongue Strike until it regrows its tongue, which takes 1 minute.

Flailing Tentacles ♦♦ The froghemoth makes up to four tentacle Strikes, each against a different target. These count toward the froghemoth's multiple attack penalty, but the multiple attack penalty doesn't increase until after all the attacks.

Greater Constrict ♦ 3d6+12, DC 33

Retract Tongue ♦♦ The froghemoth pulls a creature grabbed by its tongue toward itself, rolling an Athletics check against the creature's Fortitude DC. On a success, the froghemoth pulls the creature into an adjacent space, and if it critically succeeds it can also make a bite Strike against the creature after the pull.

Swallow Whole ♦ (attack) Large, 3d6+9 bludgeoning, Rupture 24

N

HUGE

ANIMAL

COLD

Perception +22; darkvision

Skills Athletics +25, Stealth +20 (+24 in ice and snow)

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

AC 33; **Fort** +24, **Ref** +22, **Will** +20

HP 225; **Immunities** cold; **Weaknesses** fire 15

Death Throes (cold, evocation, primal) When a frost worm dies, it explodes in a 100-foot burst of searing cold blood. All creatures and objects in range take 10d8 cold damage (DC 29 basic Reflex save).

Worm Chill (aura, cold, evocation, primal) 5 feet. A creature that enters or begins its turn in the emanation takes 3d6 cold damage (DC 29 basic Reflex save).

Freezing Blood ➤ (cold) **Trigger** The frost worm takes piercing or slashing damage; **Effect** The frost worm's freezing blood sprays out on a random creature within 10 feet of the frost worm. That creature takes 7d6 cold damage (DC 29 basic Reflex save).

Speed 25 feet, burrow 10 feet

Melee ➤ jaws +25, **Damage** 3d8+10 piercing plus 2d6 persistent cold

Breath Weapon ➤➤ (cold, evocation, primal) The frost worm exhales a blast of frost, dealing 13d6 cold damage to creatures in a 50-foot cone (DC 32 basic Reflex save). It can't use Breath Weapon again for 1d4 rounds.

Worm Trill ➤ (auditory, concentrate, enchantment, mental, primal) The frost worm emits a hypnotic trill. Each non-frost worm creature within 100 feet must attempt a DC 32 Will save. The effects of Worm Trill last for 1 round, but if the frost worm uses this ability again on subsequent rounds, it extends this duration by 1 round for any creature already affected.

Success The creature is unaffected and is immune to Worm Trill for 24 hours.

Failure The creature is fascinated by the frost worm.

Critical Failure As failure, but the fascinated condition doesn't end if the frost worm uses hostile actions against the creature.

GIANT, MARSH

CREATURE 8

CE

LARGE

AMPHIBIOUS

GIANT

HUMANOID

Perception +16; low-light vision

Languages Aklo, Common, Jotun

Skills Athletics +18, Intimidation +15, Religion +17

Str +6, **Dex** +3, **Con** +4, **Int** +0, **Wis** +3, **Cha** +1

Items +1 *striking gaff*, sack with 5 rocks

AC 27; **Fort** +18, **Ref** +13, **Will** +17

HP 150

Catch Rock ➤

Speed 35 feet, swim 20 feet

Melee ➤ *gaff* +20 (magical, reach 10 feet, trip, versatile P), **Damage** 2d6+14 bludgeoning

Melee ➤ fist +20 (agile, reach 10 feet), **Damage** 2d6+14 bludgeoning

Ranged ➤ rock +20 (brutal, range increment 120 feet), **Damage** 2d6+14 bludgeoning

Occult Innate Spells DC 23; **5th** *mariner's curse*; **2nd** *augury*, *obscuring mist*

Hook Shake ➤ **Requirements** A creature adjacent to the marsh giant is prone in water at least 1 foot deep; **Effect** The marsh giant uses its gaff to shake the creature back and forth and hold it underwater. The giant attempts an Athletics check against the target's Fortitude DC.

Critical Success The target takes 6d6+14 piercing damage and loses 5 rounds' worth of air if they were holding their breath.

Success The target takes 3d6+14 piercing damage and loses 3 rounds' worth of air if they were holding their breath.

Failure The target is unaffected.

Critical Failure As failure, but the giant drops its gaff as well.

Throw Rock ➤

Twist the Hook ➤➤ The marsh giant makes a melee Strike with its gaff. If it hits, it twists and yanks the gaff to create an awful wound, dealing 3d6 persistent bleed damage to the creature.

LE

LARGE

GIANT

HUMANOID

SHADOW

Perception +20; darkvision**Languages** Common, Jotun, Shadowtongue**Skills** Athletics +27, Intimidation +22, Stealth +21 (+23 to Hide in dim light)**Str** +8, **Dex** +2, **Con** +5, **Int** +0, **Wis** +1, **Cha** +3**Items** +1 *resilient breastplate*, sack with 5 rocks, +1 *striking spiked chain***AC** 33; **Fort** +25, **Ref** +20, **Will** +23**HP** 275**Attack of Opportunity** ↻**Catch Rock** ↻**Speed** 35 feet**Melee** ♦ *spiked chain* +27 (disarm, reach 10 feet, trip), **Damage** 3d8+18 slashing plus pall of shadow**Melee** ♦ fist +26 (agile, reach 10 feet), **Damage** 3d8+18 bludgeoning plus pall of shadow**Ranged** ♦ rock +26 (brutal, range increment 120 feet), **Damage** 2d8+18 bludgeoning**Pall of Shadow** (divine, necromancy, shadow) When a shadow giant hits with a melee Strike, the target must succeed at a DC 30 Fortitude save or become drained 1 and take a -1 status penalty to Perception checks involving sight as long as they remain drained. On a critical failure, this condition doesn't heal naturally and can be removed only with magic.**Shadowcloak** ♦ (divine, illusion, shadow) The shadow giant becomes shrouded in shadows and becomes concealed. As the nature of this effect leaves the giant's location obvious, it can't use this concealment to Hide or Sneak. This effect lasts for 1 minute or until it is exposed to direct sunlight, whichever comes first.**Throw Rock** ♦

CN

HUGE

GIANT

HUMANOID

Perception +23; low-light vision, see invisibility**Languages** Common, Jotun**Skills** Athletics +22, Genealogy Lore +16, Religion +20, Stealth +10 (+22 in undergrowth), Survival +25**Str** +7, **Dex** +1, **Con** +5, **Int** +1, **Wis** +4, **Cha** +2**Items** +1 *striking longspear*, sack with 5 rocks**See Invisibility** A taiga giant can see invisible creatures and objects as translucent shapes, and they are concealed to the taiga giant.**AC** 32; **Fort** +25, **Ref** +20, **Will** +22; +2 status to all saves vs. enchantment and illusion effects**HP** 230; **Immunities** controlled**Catch Rock** 🌀**Guardian Spirit** 🌀 **Trigger** The taiga giant has Ancestral Guardian active and would take energy or mental damage; **Effect** The taiga giant's ancestral spirits intervene and protect the giant from taking up to 20 energy damage or 30 mental damage. The giant takes any remaining damage; if it does, the spirits depart and the giant is no longer protected by the ancestors.**Speed** 30 feet**Melee** 🎲 *longspear* +26 (magical, reach 20 feet), **Damage** 2d8+15 piercing**Melee** 🎲 fist +25 (agile, reach 15 feet), **Damage** 3d6+15 bludgeoning**Ranged** 🎲 rock +25 (brutal, range increment 120 feet), **Damage** 2d10+15 bludgeoning**Ancestral Guardian** 🎲 (concentrate) **Requirements** The taiga giant must be protected by the ancestors; **Effect** The taiga giant calls upon their ancestors' spirits to rise up and protect them, causing a cloak of spectral faces to shimmer and swirl around them. The taiga giant's AC increases to 34 until the start of its next turn.**Protected by the Ancestors** See *Pathfinder Bestiary* 2 page 126.**Throw Rock** 🎲

CG

LARGE

GIANT

HUMANOID

Perception +15; low-light vision**Languages** Common, Jotun, Sylvan; *speak with animals***Skills** Acrobatics +13, Athletics +15, Forest Lore +14, Nature +14, Stealth +13 (+15 in forests), Survival +13**Str** +5, **Dex** +5, **Con** +4, **Int** +2, **Wis** +3, **Cha** +1**Items** hide armor, +1 *composite longbow* (20 arrows), shortsword**AC** 24; **Fort** +17, **Ref** +14, **Will** +13**HP** 120**Catch Rock** ➤**Speed** 35 feet**Melee** ➤ shortsword +17 (agile, reach 10 feet, versatile S), **Damage** 1d8+11 piercing**Melee** ➤ fist +17 (agile, reach 10 feet), **Damage** 1d6+11 bludgeoning**Ranged** ➤ *composite longbow* +18 (deadly d10, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+8 piercing**Ranged** ➤ rock +17 (brutal, range increment 120 feet), **Damage** 2d6+11 bludgeoning**Primal Innate Spells** DC 23; **4th** *speak with plants*; **3rd** *earthbind*; **2nd** *entangle*, *tree shape*; **Constant (2nd)** *pass without trace*, *speak with animals***Piercing Shot** ➤ The wood giant shoots an arrow at a target so that it glances off the first target to strike another target behind the first one. The wood giant chooses two targets in a direct line, one of which must be giving lesser cover to the other, then makes a single ranged Strike with its longbow against both targets. This attack ignores the lesser cover the first target provides to the second. The wood giant rolls damage only once, and applies it to each creature it hits. Piercing Shot counts as two attacks for the wood giant's multiple attack penalty.**Throw Rock** ➤

GOLEM, CARRION

CREATURE 4

UNCOMMON**N****MEDIUM****CONSTRUCT****GOLEM****MINDLESS****Perception** +6; darkvision**Skills** Athletics +14**Str** +4, **Dex** -2, **Con** +3, **Int** -5, **Wis** +0, **Cha** -5**AC** 19; **Fort** +13, **Ref** +8, **Will** +10**HP** 60; **Immunities** bleed, death effects, disease, doomed, drained, electricity, fatigued, healing, magic (see Golem Antimagic below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 5 (except adamantite or slashing)**Golem Antimagic** harmed by fire (4d6, 1d8 from areas or persistent damage); healed by electricity (area 1d6 HP); slowed by cold**Stench** (aura, olfactory) 40 feet. A creature entering the aura or starting its turn in the aura must succeed at a DC 19 Fortitude save or become sickened 1 (plus slowed 1 for as long as it's sickened on a critical failure). While within the aura, affected creatures take a -2 circumstance penalty to saves against disease and to recover from the sickened condition. A creature that succeeds at its save is temporarily immune for 1 minute.**Vulnerable to Gentle Repose** Casting a *gentle repose* spell on a carrion golem causes it to grow stiff. The golem attempts a DC 19 Fortitude save. It's unaffected on a critical success, slowed 1 for 1d4 rounds on a success, and on a failure is immobilized and slowed for 1d4 rounds.**Speed** 25 feet**Melee** ♦ jaws +14 (magical), **Damage** 2d10+4 piercing plus filth fever**Melee** ♦ claw +14 (agile, magical), **Damage** 2d6+4 slashing plus filth fever**Filth Fever** (disease) The sickened and unconscious conditions from filth fever can't end or be reduced until the disease is cured; **Saving Throw** DC 19 Fortitude; **Stage 1** carrier with no ill effect (1d4 hours); **Stage 2** sickened 1 (1 day); **Stage 3** sickened 1 and slowed 1 as long as it remains sickened (1 day); **Stage 4** unconscious (1 day); **Stage 5** dead

UNCOMMON

N

LARGE

CONSTRUCT

GOLEM

MINDLESS

Perception +14; darkvision**Skills** Acrobatics +16, Athletics +19, Stealth +14**Str** +5, **Dex** +4, **Con** +5, **Int** -5, **Wis** +0, **Cha** -5**AC** 26; **Fort** +17, **Ref** +16, **Will** +14**HP** 135; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, magic (see Golem Antimagic below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 10 (except adamantine or bludgeoning)**Golem Antimagic** harmed by sonic (6d6, 2d6 from areas or persistent damage); healed by fire (area 2d6 HP); slowed by cold**Vulnerable to Shatter** A glass golem is affected by the *shatter* spell as though the golem were an unattended object.**Spell Reflection** 🌀 (abjuration, arcane) **Trigger** The glass golem is targeted by a spell; **Effect** The glass golem positions its magical, reflective surfaces to turn the spell back on the caster. It tries to counteract the spell by attempting an Acrobatics check for its counteract check. If it successfully counteract the spell, the effect is turned back on the caster.**Speed** 25 feet**Melee** 🗡️ bladed limb +20 (agile, magical, versatile P), **Damage** 2d6+8 slashing plus 1d6 bleed**Dazzling Brilliance** 🌟🌟 (evocation, light, visual) The glass golem creates waves of scintillating luminosity that cast bright light in a 60-foot emanation (and dim light for the next 60 feet). The light lasts until the start of the glass golem's next turn, after which the glass golem can't use Dazzling Brilliance for 1d4 rounds. A creature within the bright light or that enters the bright light must attempt a DC 23 Will save.**Success** The creature is unaffected.**Failure** The creature is dazzled for 1 round.**Critical Failure** The creature is blinded for 1 round and then dazzled for an additional 4 rounds.

GOLEM, ICE

CREATURE 5

UNCOMMON

N

MEDIUM

COLD

CONSTRUCT

GOLEM

MINDLESS

Perception +9; darkvision

Skills Athletics +15

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

AC 21; **Fort** +15, **Ref** +11, **Will** +9

HP 80; **Immunities** bleed, cold, death effects, disease, doomed, drained, electricity, fatigued, healing, magic (see Golem Antimagic below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious;

Resistances physical 5 (except adamantite and bludgeoning)

Golem Antimagic harmed by fire (4d6, 1d10 from areas or persistent damage); healed by cold (area 1d6 HP); slowed by water

Icy Demise (arcane, cold, evocation) When an ice golem is destroyed, its body explodes in a blast of frigid air and razor-sharp ice, dealing 2d6 slashing damage and 2d6 cold damage to creatures in a 20-foot emanation, with a DC 19 basic Reflex save.

Vulnerable to Endure Elements An ice golem can be targeted with *endure elements* even if it's not willing. If it is targeted, for 1 round it can't use Breath Weapon or benefit from creeping cold, and its fist attack doesn't deal cold damage.

Speed 25 feet

Melee ♦ fist +15 (magical, versatile P), **Damage** 2d6+7 bludgeoning plus 1d6 cold

Breath Weapon ♦♦ (arcane, cold, evocation) The ice golem exhales a blast of freezing mist that deals 6d6 cold damage in a 30-foot cone (DC 22 basic Reflex save). It can't use Breath Weapon again for 1d4 rounds.

Creeping Cold (arcane, cold, evocation) When the ice golem gets a critical hit with a fist Strike, the target also takes 2d6 persistent cold damage and is slowed 1 for 1 round.

GOLEM, WOOD

CREATURE 6

UNCOMMON

N

MEDIUM

CONSTRUCT

GOLEM

MINDLESS

Perception +12; darkvision

Skills Athletics +17

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

AC 23; **Fort** +15, **Ref** +16, **Will** +12

HP 95; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, magic (see Golem Antimagic below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 5 (except adamantine)

Golem Antimagic harmed by fire (4d8, 2d6 from areas or persistent damage); healed by plant (area 2d6 HP); slowed by earth

Vulnerable to Shape Wood A wood golem targeted by *shape wood* takes 2d8 damage per spell level, with a basic Fortitude save against the caster's spell DC. On a critical failure, the golem is also immobilized for 1d4 rounds.

Splinter 🌀 (arcane, transmutation) **Trigger** The wood golem takes physical damage; **Effect** A jagged, sizable splinter of wood lances out at the golem's attacker. The golem makes a splinter Strike against an adjacent creature without triggering reactions.

Speed 25 feet

Melee ✨ fist +17 (magical), **Damage** 2d8+8 bludgeoning

Ranged ✨ splinter +16 (magical, range increment 30 feet), **Damage** 2d4+8 piercing

Splinter Volley ✨🔥 (arcane, evocation) The wood golem makes up to four splinter Strikes, each against a different target. These attacks count toward the wood golem's multiple attack penalty, but the multiple attack penalty doesn't increase until after the wood golem makes all of its attacks.

GORGON

CREATURE 8

UNCOMMON**N****LARGE****BEAST**

Perception +19; darkvision, scent (imprecise) 30 feet

Skills Athletics +19

Str +7, **Dex** +3, **Con** +6, **Int** -4, **Wis** +5, **Cha** +3

AC 28; **Fort** +18, **Ref** +13, **Will** +17

HP 135; **Immunities** petrification

Speed 25 feet

Melee ♦ horn +20, **Damage** 2d12+10 piercing

Melee ♦ hoof +18, **Damage** 2d6+10 bludgeoning

Breath Weapon ♦♦ (earth, incapacitation, primal, transmutation) The gorgon breathes a 60-foot cone of green gas. Each creature in the area must attempt a DC 25 Fortitude save. The gorgon can't use Breath Weapon again for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature's body hardens and stiffens, causing it to become slowed 1 for 1 round.

Failure The creature becomes petrified for 1 minute. It can attempt a new save at the end of each of its turns.

Critical Failure The creature becomes petrified permanently.

Powerful Charge ♦♦ The gorgon Strides twice, then makes a horn Strike. If it moved at least 20 feet from its starting position, the Strike's damage is increased to 3d12+12.

Trample ♦♦♦ Medium or smaller, hoof, DC 26

UNCOMMON

CE

MEDIUM

ABERRATION

Perception +21; darkvision, thoughtsense 60 feet**Languages** Aklo, Common, Undercommon; telepathy 100 feet**Skills** Deception +24, Diplomacy +22, Occultism +23, Society +19, Stealth +23**Str** +3, **Dex** +6, **Con** +3, **Int** +6, **Wis** +5, **Cha** +7**Thoughtsense** (divination, mental, occult) The gosreg senses a creature's mental essence as a precise sense with the listed range; it cannot sense mindless creatures with thoughtsense.**AC** 31; **Fort** +18, **Ref** +23, **Will** +22; +1 status to all saves vs. magic**HP** 195; **Immunities** confused; **Resistances** mental 10**Unsettled Aura** (aura, mental, occult) 30 feet. Gosregs project a field of discordant energy that unsettles the minds of thinking creatures. Any non-mindless creature within 30 feet of a gosreg takes a -1 status penalty to Will saves.**Speed** 25 feet**Melee** ♦ jaws +21 (finesse), **Damage** 2d10+7 piercing plus 1d10 mental**Melee** ♦ claw +21 (agile, finesse), **Damage** 2d8+7 slashing**Occult Innate Spells** DC 30, attack +22; **6th** *phantasmal calamity*, *phantom pain*; **5th** *mind probe*, *sending*, *subconscious suggestion*, *synaptic pulse*; **4th** *nightmare*, *suggestion* (×3); **2nd** *undetectable alignment*; **Cantrips (6th)** *mage hand*, *telekinetic projectile***Change Shape** ♦ (concentrate, occult, polymorph, transmutation) The gosreg takes on the appearance of any Small or Medium humanoid. This doesn't change its Speed or its attack and damage modifiers with its Strikes, but it might change the damage type its Strikes deal (typically to bludgeoning).**Mind Bolt** ♦♦ (illusion, mental, occult) A gosreg concentrates its field of discordant mental energy and projects it into the mind of an enemy within 60 feet. The target takes 6d6 mental damage (DC 30 basic Will save). On a critical failure, the creature is also confused for 1d4 rounds.

GREMLIN, NUGLUB

CREATURE 2

CE**SMALL****FEY****GREMLIN**

Perception +5; darkvision

Languages Undercommon

Skills Acrobatics +8, Crafting +5 (+7 traps), Intimidation +7, Stealth +8

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

AC 18; **Fort** +9, **Ref** +10, **Will** +5

HP 34; **Weaknesses** cold iron 2

Kneecapper ➤ **Trigger** A Medium creature within the nuglub's reach leaves a square during its move action; **Effect** The nuglub lashes out at the triggering creature's knees and tries to knock them prone. The nuglub makes an Acrobatics check against the creature's Reflex DC. On a success, the target falls and lands prone.

Speed 30 feet, climb 20 feet

Melee ♦ bite +11 (finesse), **Damage** 1d8+1 piercing plus Grab

Melee ♦ claw +11 (agile, finesse), **Damage** 1d6+1 slashing

Primal Innate Spells DC 18, attack +8; **2nd** *shatter*; **1st** *grease*, *shocking grasp*; **Cantrips (1st)** *prestidigitation*

Sneak Attack A nuglub's Strikes deal an additional 1d6 precision damage to flat-footed targets, or 1d10 if the target is prone.

GREMLIN, VEXGIT

CREATURE 1

LE TINY FEY GREMLIN

Perception +6; darkvision

Languages Undercommon

Skills Acrobatics +7, Athletics +6, Crafting +6 (+8 traps), Nature +6, Stealth +5 (see clacking exoskeleton), Thievery +7

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

Items maul

Clacking Exoskeleton A creature that can hear gains a +2 circumstance bonus to its Perception DC against a vexgit's attempts to Sneak.

AC 16; **Fort** +5, **Ref** +9, **Will** +6

HP 24; **Weaknesses** cold iron 2

Speed 20 feet, climb 20 feet

Melee ✦ maul +8 (shove), **Damage** 1d12+1 bludgeoning plus Destructive Smash

Melee ✦ bite +11 (agile, finesse), **Damage** 1d6+1 piercing

Primal Innate Spells DC 17; **1st alarm**; **Cantrips (1st)** *prestidigitation*

Destructive Smash A vexgit's maul Strike against an object ignores up to 5 of the object's Hardness.

Gremlin Snare ✦✦✦ (conjuration, primal) **Frequency** once per hour; **Effect** The vexgit creates a snare of their level or lower that normally takes 1 minute to craft at no cost. A single vexgit can maintain one gremlin snare at a time—if they create a new snare, the previously created one vanishes.

Rusting Grasp ✦✦ (primal, transmutation) **Frequency** once per hour; **Effect** The vexgit makes a +9 spell attack against a creature or unattended object. If they succeed, the vexgit deals 1d6 damage (doubled on a critical hit) to a metal item the target is wearing or holding, ignoring its Hardness. If they hit an unattended metal item, the item takes this damage automatically. If a creature uses Shield Block with a metal shield against this attack, the shield is automatically broken, but no other item is rusted on that attack.

Speedy Sabotage When a vexgit succeeds or critically succeeds at a check to Disable a Device, they gain an additional success toward disabling a complex device.

UNIQUE

CE

LARGE

HUMANOID

Perception +35; darkvision, keen hearing 120 feet

Languages Common

Skills Acrobatics +34, Athletics +39, Intimidation +34, Stealth +34, Survival +33


Str +10, **Dex** +5, **Con** +7, **Int** +0, **Wis** +6, **Cha** +5


Keen Hearing Grendel's hearing is a precise sense to a range of 120 feet.


AC 44; **Fort** +36, **Ref** +32, **Will** +31

HP 360; **Resistances** all 15 (except unarmed attacks)


Frightful Presence (aura, emotion, fear, mental) 60 feet, DC 38


Attack of Opportunity  Grendel gains an extra reaction at the start of each of his turns that he can use only to make an Attack of Opportunity with his claw. He can't use more than one Attack of Opportunity triggered by the same action.


Ferocity 

Unstoppable  **Trigger** Grendel would take persistent damage or gain one of the following conditions: blinded, clumsy, confused, controlled, dazzled, deafened, doomed, drained, enfeebled, fascinated, fatigued, fleeing, frightened, paralyzed, petrified, sickened, slowed, stunned, or stupefied; **Effect** The persistent damage or condition from the triggering effect doesn't affect Grendel.

Speed 40 feet

Melee  fist +37 (agile, magical, reach 10 feet), **Damage** 4d8+18 bludgeoning plus Improved Grab

Melee  jaws +37 (magical, reach 10 feet, versatile B), **Damage** 4d10+18 piercing

Ranged  rock +37 (brutal, range increment 150 feet), **Damage** 2d12+18 bludgeoning

Hands of the Murderer Grendel's fist Strikes deal 18 bludgeoning damage on a failure (but no damage on a critical failure).

(Continued on card 174)

(Grendel; continued from card 173)

Throw Rock ♦

Tooth Grind ♦ **Requirements** Grendel is grabbing a creature; **Effect**

Grendel makes a bludgeoning jaws Strike against the creature he's grabbing. On a hit, the creature also takes 2d6 persistent bleed damage and becomes wounded 1, or increases its wounded value by 1 if already wounded. On a critical hit, the creature instead becomes wounded 2, or increases its wounded value by 2 if already wounded. If a creature dies from Tooth Grind, Grendel regains 40 HP; this is a healing effect.

GRIMSTALKER

CREATURE 5

CE**MEDIUM****FEY**

Perception +12; low-light vision

Languages Aklo, Common

Skills Acrobatics +13, Intimidation +13, Nature +11, Stealth +13, Survival +12


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

Camouflage A grimstalker can Hide in natural environments, even if it doesn't have cover.

AC 22; **Fort** +9, **Ref** +15, **Will** +12

HP 60; **Weaknesses** cold iron 5

Speed 40 feet, climb 20 feet; woodland stride

Melee  claw +15 (agile), **Damage** 2d6+7 slashing plus grimstalker sap

Primal Innate Spells DC 22, attack +14; **3rd** *earthbind*, *wall of thorns*;

2nd *entangle*, *pass without trace*, *tree shape*; **Cantrips (3rd)** *tanglefoot*

Grimstalker Sap (poison) **Saving Throw** DC 22 Fortitude; **Maximum**

Duration 6 rounds; **Stage 1** 1d6 poison damage (1 round); **Stage 2** 1d6 poison damage and clumsy 1 (1 round); **Stage 3** 2d6 poison damage and clumsy 2 (1 round)

Woodland Stride A grimstalker can always find a path, almost as if foliage parts before it. A grimstalker ignores difficult terrain caused by plants, such as bushes, vines, and undergrowth. Even plants manipulated by magic don't impede its progress.

GRINDYLOW

CREATURE 0

CE**SMALL****ABERRATION****AMPHIBIOUS**

Perception +5; darkvision

Languages Aquan

Skills Athletics +5, Stealth +7, Survival +5

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

Items spear

AC 15; **Fort** +6, **Ref** +7, **Will** +5

HP 14

Attack of Opportunity ➤ A grindylow gains 1 extra reaction at the start of each of its turns that it can use only to make an Attack of Opportunity with a tentacle. It can't use more than one Attack of Opportunity triggered by the same choice.

Speed 10 feet, swim 25 feet

Melee ♦ bite +7 (finesse), **Damage** 1d6+1 piercing

Melee ♦ tentacle +7 (agile, finesse, trip), **Damage** 1d4+1 bludgeoning plus Grab

Melee ♦ spear +5, **Damage** 1d6+1 piercing

Ranged ♦ spear +7 (thrown 20 feet), **Damage** 1d6+1 piercing

Clinging Suckers When a grindylow Grabs a creature larger than itself, it attaches to that creature. The grabbed creature is not immobilized, but if it moves, the grindylow moves with it. If the creature is Medium or smaller, it takes a -5-foot status penalty to its Speeds while the grindylow is attached. The grindylow is flat-footed while it is attached to a creature.

Jet ♦♦ (move) The grindylow moves up to 60 feet in a straight line through the water without triggering reactions.

CN

MEDIUM

AMPHIBIOUS

BEAST

FEY

WATER

Perception +13; darkvision**Languages** Aquan, Sylvan**Skills** Athletics +13, Nature +13, Survival +11**Str** +4, **Dex** +2, **Con** +4, **Int** +1, **Wis** +2, **Cha** +2**AC** 20; **Fort** +15, **Ref** +9, **Will** +11**HP** 88

Death Flood (conjuration, primal, water) When a grodair dies, its body explodes in a blast of pressurized water that deals 4d6 bludgeoning damage to creatures within a 15-foot emanation (DC 22 basic Reflex save). A creature that fails its save is pushed 5 feet (or 10 feet on a critical failure).

Speed 25 feet, swim 50 feet**Melee** ♦ jaws +15, **Damage** 2d8+7 piercing**Melee** ♦ tentacle +15, **Damage** 1d10+7 bludgeoning plus Knockdown**Ranged** ♦ water jet +13 (range increment 60 feet), **Damage** 3d6 bludgeoning plus Push 10 feet**Primal Innate Spells** DC 22; **5th** *control water*

Muddy Field ♦ (primal, transmutation, water) The grodair transforms all soil, sand, or similar sediment in a 10-foot emanation into mud for 1 round. This mud is difficult terrain for creatures other than grodairs.

Organ of Endless Water ♦ (conjuration, manipulate, primal, water) The grodair causes water to pour from a magical sac on its spine, either a stream of water at a rate of 1 gallon per round, or a fountain in a 5-foot-long stream at a rate of 5 gallons per round. It can stop the flow of water as a single action.

HELLCAT

CREATURE 7

LE**LARGE****BEAST****FIEND**

Perception +16; darkvision, scent (imprecise) 30 feet

Skills Acrobatics +17, Athletics +17, Intimidation +14, Stealth +17, Survival +14

Languages Infernal (can't speak any language); telepathy 100 feet

Str +6, **Dex** +4, **Con** +4, **Int** +0, **Wis** +3, **Cha** +1

AC 25; **Fort** +15, **Ref** +17, **Will** +12; +1 status to all saves vs. magic

HP 110; **Weaknesses** good 5; **Resistances** fire 10, physical 5 (except silver)

Fade into the Light 🌀 (divine, illusion) **Trigger** The hellcat begins its turn in bright light; **Effect** The hellcat becomes invisible until its no longer in bright light. If the hellcat uses a hostile action, the invisibility ends after that hostile action is completed.

Speed 35 feet

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

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

Fearful Attack The hellcat deals an additional 1d6 precision damage to frightened creatures.

Infernal Mindlink 🎲 (concentrate, divine, divination) The hellcat telepathically link its senses to all other hellcats within 100 feet for 10 minutes. It loses this contact with any hellcat that moves out of a 100-foot radius. While linked to at least one ally, the hellcat can't be flanked and gains a +2 status bonus to Will saving throws.

Menacing Growl 🎲🎲 (auditory, emotion, fear, mental) The hellcat produces a low growl to disorient and frighten foes. The hellcat can cause this vocalization to originate from somewhere else within 30 feet. Non-fiends in a 15-foot burst must attempt a DC 25 Will save. The hellcat can't issue another Menacing Growl for 1d4 rounds.

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

Success The creature is frightened 1.

Failure The creature is frightened 2.

Critical Failure The creature is frightened 4.

Pounce 🎲 The hellcat Strides and then Strikes. If the hellcat began this action hidden, it remains hidden until after the Strike.

HIPPOCAMPUS

CREATURE 1

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

Perception +6, darkvision, scent (imprecise) 30 feet

Skills Acrobatics +4, Athletics +7

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

AC 16; **Fort** +9, **Ref** +4, **Will** +6

HP 24

Buck 🐾 DC 17

Speed 5 feet, swim 40 feet

Melee 🎲 tail +7 (reach 10 feet), **Damage** 1d6+4 bludgeoning

Sudden Retreat 🎲🎲 The hippocampus makes a tail Strike, then Swims with a +10-foot circumstance bonus to its swim Speed. It gains a +2 circumstance bonus to AC against reactions triggered by this movement.

HIPPOCAMPUS, GIANT

CREATURE 8

UNCOMMON

N

HUGE

ANIMAL

AQUATIC

Perception +16, darkvision, scent (imprecise) 30 feet

Skills Acrobatics +14, Athletics +20

Str +6, **Dex** +4, **Con** +7, **Int** -4, **Wis** +4, **Cha** +1

AC 27; **Fort** +18, **Ref** +16, **Will** +14

HP 170

Buck 🐾 DC 28

Speed 10 feet, swim 80 feet

Melee 🎯 tail +18 (reach 15 feet), **Damage** 2d6+10 bludgeoning

Sudden Retreat 🎯🎯 The giant hippocampus makes a tail Strike, then Swims with a +10-foot circumstance bonus to its swim Speed. It gains a +2 circumstance bonus to AC against reactions triggered by this movement.

HIPPOGRIFF

CREATURE 2

N**LARGE****ANIMAL**

Perception +8; darkvision, scent (imprecise) 30 feet

Skills Acrobatics +7, Athletics +7, Survival +6

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

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

HP 32

Buck 🐾 DC 17

Speed 30 feet, fly 65 feet

Melee 🎯 beak +9, **Damage** 1d10+3 piercing

Melee 🎯 talon +9 (agile), **Damage** 1d6+3 slashing

Melee 🎯 wing +9 (reach 10 feet), **Damage** 1d6+3 bludgeoning

Flying Strafe 🎯🎯 The hippogriff Flies up to its fly 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.

HIPPOPOTAMUS

CREATURE 5

N**LARGE****ANIMAL**

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

Skills Athletics +13, Stealth +11 (+13 in water), Survival +11

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

Deep Breath The hippopotamus can hold its breath for 5 minutes.

AC 21; **Fort** +15, **Ref** +9, **Will** +11

HP 85

Speed 25 feet, swim 20 feet

Melee ♦ jaws +15 (deadly d10), **Damage** 2d8+8 piercing

Melee ♦ foot +13, **Damage** 1d10+8 bludgeoning

Aquatic Ambush ♦ 30 feet

Capsize ♦ (attack) The hippopotamus tries to capsize an adjacent aquatic vessel of its size or smaller. The hippopotamus must succeed at an Athletics check with a DC of 25 (reduced by 5 for each size smaller the vessel is than the hippo) or the pilot's Sailing Lore DC, whichever is higher.

Trample ♦♦♦ Medium or smaller, foot, DC 23

HIPPOPOTAMUS, BEHEMOTH

CREATURE 10

N**HUGE****ANIMAL**

Perception +19; low-light vision, scent (imprecise) 30 feet

Skills Athletics +23, Stealth +18 (+20 in water), Survival +17

Str +7, **Dex** +4, **Con** +7, **Int** -4, **Wis** +5, **Cha** -2

Deep Breath The behemoth hippopotamus can hold its breath for 1 hour.

AC 29; **Fort** +22, **Ref** +17, **Will** +19

HP 190

Speed 35 feet, swim 35 feet

Melee ♦ jaws +23 (deadly d12, reach 10 feet), **Damage** 2d12+10 piercing plus Grab

Melee ♦ foot +21, **Damage** 2d8+9 bludgeoning

Aquatic Ambush ♦ 40 feet

Capsize ♦ (attack) The hippopotamus tries to capsize an adjacent aquatic vessel of its size or smaller. The hippopotamus must succeed at an Athletics check with a DC of 30 (reduced by 5 for each size smaller the vessel is than the hippo) or the pilot's Sailing Lore DC, whichever is higher.

Double Chomp ♦ The behemoth hippo makes a jaws Strike targeting two creatures adjacent to each other. Roll the attack and damage once, and apply it to each creature separately. A Double Chomp counts as two attacks for the multiple attack penalty.

Swallow Whole ♦ Medium, 2d12+10 bludgeoning, Rupture 26.

Trample ♦♦♦ Large or smaller, foot, DC 29

UNCOMMON

N

LARGE

BEAST

Perception +14; darkvision, scent (imprecise) 30 feet

Languages Common (can't speak any language)


Skills Athletics +15, Stealth +14 (+16 in forests), Survival +12

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

Trackless A hodag sweeps the ground behind it with its tail as it moves, obscuring its tracks. The DCs of checks to Track a hodag are increased by 10.


AC 24; **Fort** +17, **Ref** +14, **Will** +12


HP 90


Ferocity 


Speed 25 feet, burrow 15 feet

Melee  jaws +17, **Damage** 2d8+8 piercing

Melee  claw +17 (agile), **Damage** 2d6+8 slashing

Melee  spiked tail +17 (reach 10 feet, versatile P), **Damage** 2d6+8 bludgeoning plus Knockdown

Rip and Tear  The hodag makes two claw Strikes and one jaws Strike in any order.

Toss  The hodag Strides, then makes a Strike against a target in reach. If it moves at least 20 feet and succeeds at its Strike, the hodag deals damage normally and then attempts an Athletics check against the creature's Fortitude DC to toss the enemy into the air. On a success, the tossed creature is thrown 10 feet in a straight line in the direction of the hodag's choice and then lands prone. If the creature is knocked into a solid object, it takes 1d6 bludgeoning damage as well before landing prone. The hodag can instead toss a creature straight up in the air. The creature lands in the same square where it started, takes 1d6 bludgeoning damage, and lands prone.

HOUND OF TINDALOS

CREATURE 7

RARE**NE****MEDIUM****ABERRATION****TIME**

Perception +17, greater darkvision

Languages Aklo

Skills Acrobatics +17, Athletics +15, Occultism +17, Stealth +17, Survival +13 (+17 to Track)

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

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

HP 90; **Immunities** controlled, emotion; **Resistances** mental 10, poison 10, physical 10

Otherworldly Mind (mental) Whenever a creature targets the hound with a mental effect, that creature takes 4d6 mental damage (DC 25 basic Will save). On a critical failure, it also becomes confused for 1d4 rounds.

Ripping Gaze (aura, evocation, occult, visual) 30 feet. The hound of Tindalos's eyes glow balefully, causing painful but bloodless wounds to rip open in the body of a creature that meets its awful gaze. When a creature ends its turn in the aura's emanation, it takes 4d6 slashing damage (DC 25 basic Fortitude save). A creature that critically succeeds at its save is temporarily immune for 24 hours.

Vulnerable to Curved Space When a hound of Tindalos is not adjacent to a structural angle of 90° (or more acute), its resistance to physical damage is suppressed and it becomes sickened 1. It can't recover from this sickened condition, but the condition ends automatically once the hound is again adjacent to a suitable angle.

Speed 30 feet, fly 30 feet

Melee ✦ jaws +17, **Damage** 2d10+7 piercing

Melee ✦ claw +17 (agile), **Damage** 2d8+7 slashing

Occult Innate Spells DC 21; **8th** *discern location*; **4th** *dimensional anchor*; **3rd** *haste, slow*; **2nd** *invisibility* (self only)

Angled Entry ✦ The hound of Tindalos casts a 4th-level *dimension door* spell, but it must transport itself into a space adjacent to an angle of 90° (or more acute) in the structure or environment around it. Once per day, the hound can use this ability to *plane shift* to or from the Dimension of Time, with the same restrictions on what angles it can appear next to.

INTELLECT DEVOURER

CREATURE 8

UNCOMMON**CE****SMALL****ABERRATION**

Perception +16, darkvision, lifesense 60 feet

Languages Aklo, Common, Undercommon (can't speak any languages); telepathy 100 feet

Skills Athletics +14, Deception +20, Diplomacy +16, Occultism +17, Society +17, Stealth +18

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

AC 26; **Fort** +14, **Ref** +16, **Will** +18

HP 130; **Immunities** blinded, controlled, emotion, possession

Speed 35 feet

Melee ♦ talon +18 (agile, finesse), **Damage** 2d10+5 slashing

Occult Innate Spells DC 27; **4th** *confusion*, *globe of invulnerability*; **3rd** *soothe* (×3); **2nd** *gentle repose*, *invisibility* (at will, self only), *paranoia* (at will); **Cantrips (4th)** *daze*, *detect magic*, *read aura*

Body Thief ♦♦♦♦ (manipulate, necromancy, occult, possession) The intellect devourer reduces in size and burrows into the brain of a creature dead for no longer than 1 day. At the start of the intellect devourer's next turn, the body revives at its maximum Hit Points, controlled by the devourer. The intellect devourer is conscious and can sense everything the possessed body could. Any effect that ends the possession kills the host body with the same effects as *Exit Body*. The intellect devourer can't use any of the host creature's spells with *Body Thief* but can use its own spells. The host body slowly decays while inhabited by the intellect devourer, becoming uninhabitable after 7 days unless preserved with *gentle repose* or a similar effect.

Exit Body ♦ (move) **Requirements** The intellect devourer is controlling a body with *Body Thief*; **Effect** The intellect devourer leaves its host body, which dies instantly and is no longer a suitable host for any *Body Thief* ability. The intellect devourer appears at full size in an adjacent space.

Ravage ♦♦♦♦ The intellect devourer makes two talon Strikes against a paralyzed, restrained, or unconscious creature, using its highest attack modifier. These Strikes gain the death trait. If *Ravage* kills the target, the intellect devourer can use *Body Thief* as a free action.



Stolen Identity See *Pathfinder Bestiary 2* page 147.



NE

LARGE

ABERRATION

EARTH

Perception +24, darkvision**Languages** Aklo, Common, Jotun, Terran**Skills** Acrobatics +25, Athletics +26, Deception +23, Stealth +27, Survival +22**Str** +7, **Dex** +8, **Con** +5, **Int** +4, **Wis** +5, **Cha** +4**AC** 34; **Fort** +22, **Ref** +25, **Will** +24**HP** 265; **Immunities** acid; **Weaknesses** bludgeoning 10**Speed** 30 feet, climb 30 feet; stone step**Melee**  jaws +26, **Damage** 3d8+13 piercing plus 2d6 acid**Melee**  legs +26 (agile), **Damage** 3d10+13 bludgeoning**Primal Innate Spells** DC 31; **6th** *stone tell*; **4th** *meld into stone* (at will), *shape stone* (at will)

Regurgitate Gastrolith   (acid, evocation, primal) The irlgaunt violently regurgitates a melon-sized clot of brittle stone supernaturally infused with digestive enzymes. The stone and acid explode on impact within a range of 30 feet, dealing 7d6 piercing damage and 7d6 acid damage to creatures in a 20-foot burst (DC 33 basic Reflex save). The irlgaunt can't Regurgitate Gastroliths for 1d4 rounds.

Stone Step The irlgaunt ignores difficult terrain composed of rocks and stone.

UNCOMMON

NE

MEDIUM

ABERRATION

AMPHIBIOUS

Perception +24, greater darkvision, host scent 30 feet**Languages** Aklo**Skills** Acrobatics +22, Athletics +24, Nature +22, Survival +22**Str** +7, **Dex** +5, **Con** +7, **Int** +3, **Wis** +7, **Cha** +5**Host Scent** An isqulug can precisely sense any creature infected with isqulugia within 30 feet, and knows the current stage of the disease.**AC** 31, all-around vision; **Fort** +24, **Ref** +20, **Will** +18**HP** 230, regeneration 10 (deactivated by cold); **Immunities** swarm mind; **Weaknesses** cold 10; **Resistances** fire 10**Speed** 25 feet, swim 25 feet; swamp stride**Melee** ♦ tentacle +22 (agile, reach 10 feet), **Damage** 2d12+11 bludgeoning plus isqulugia**Primal Innate Spells** DC 30, attack +22; **6th** *tangling creepers*; **5th** *control water*, *entangle* (at will), *hallucinatory terrain*, *obscuring mist* (at will); **4th** *fly*; **Cantrips (5th)** *dancing lights*; **Constant (1st)** *pass without trace***Expel Infestation** ♦♦ The isqulug expels larvae from the hivemind in its head in a 30-foot cone. Creatures in this area take 6d10 piercing damage as the swarm feeds on their flesh (DC 30 basic Reflex save). Any creature that takes damage is exposed to isqulugia. The isqulug becomes stupefied 1 for 1d4 rounds, during which it can't Expel Infestation.**Isqulugia** (disease, incapacitation, primal, transmutation, virulent) Isqulugia's sickened, slowed, and paralyzed conditions can't be removed until this affliction is removed; **Saving Throw** DC 30 Fortitude; **Stage 1** sickened 1 (1 hour); **Stage 2** fatigued and sickened 2 (1 day); **Stage 3** fatigued and slowed 1 (1 day); **Stage 4** paralyzed (1 day); **Stage 5** the creature dies, and its body violently transforms into a new isqulug. *Wish*, similar magic, or a 9th-level *resurrect* ritual can return the victim to life. The new isqulug remains even if the victim is brought back to life.**Malleability** The isqulug can Squeeze through tight spaces as if it were a Small creature. While Squeezing, it can move at its full Speed. The isqulug can even Squeeze through spaces that typically fit only a Tiny creature, but does so at the standard speed for Squeezing.**Swamp Stride** An isqulug ignores difficult terrain from swamps.

RARE

CE

HUGE

DRAGON

TANE

Perception +40; darkvision, scent 120 feet, *true seeing*

Languages Aklo, Common, Draconic, Gnomish, Sylvan

Skills Acrobatics +40, Athletics +44, Intimidation +41, Nature +38, Survival +40

Str +11, **Dex** +7, **Con** +10, **Int** +4, **Wis** +9, **Cha** +8

Planar Acclimation The jabberwock always treats the plane it is currently located on as its home plane.


AC 49; **Fort** +39, **Ref** +37, **Will** +40

HP 500, regeneration 25 (deactivated by *vorpals* weapons); **Immunities** paralyzed, sleep; **Weaknesses** *vorpals* weapons 20, *vorpals* fear;


Resistances fire 20


Frightful Presence (aura, emotion, fear, mental) 100 feet, DC 43


Vorpals Fear A jabberwock damaged by a *vorpals* weapon becomes frightened 2 (or frightened 4 on a critical hit).


Claws That Catch  **Trigger** A creature within the jabberwock's reach uses a manipulate action or a move action, leaves a square during a move action, makes a ranged attack, or uses a concentrate action; **Effect** The jabberwock makes a claw Strike against the triggering creature. If the Strike hits, the jabberwock disrupts the triggering action.


Speed 35 feet, fly 60 feet

Melee  jaws +42 (deadly 2d12, magical, reach 15 feet), **Damage** 4d12+19 piercing

Melee  claw +42 (agile, magical, reach 15 feet), **Damage** 4d8+19 slashing plus Improved Grab

Melee  tail +42 (magical, reach 15 feet), **Damage** 4d10+19 bludgeoning plus Improved Knockdown

Melee  wing +40 (magical, agile, reach 15 feet), **Damage** 4d8+19 bludgeoning

Ranged  eyes of flame +42 (fire, magical, range increment 60 feet), **Damage** 10d6 fire plus 4d6 persistent fire

Primal Innate Spells DC 43; **Constant (10th)** *true seeing*

(Continued on card 190)

(Jabberwock; continued from card 189)

Burble ➤➤ The jabberwock creates a blast of strange noises and shouted nonsense in the various languages it knows (and invariably some languages it doesn't know), creating one of two effects. The jabberwock can't Burble again for 1d4 rounds.

- **Confusion** (aura, emotion, enchantment, mental, primal) 60 feet. Each creature in the emanation must succeed at a DC 46 Will save or become confused for 1d4 rounds.
- **Sonic Beam** (evocation, primal, sonic) The jabberwock focuses its Burbling into a 60-foot line of sonic energy that deals 24d6 sonic damage to creatures in the area (DC 46 basic Reflex save).

Jaws That Bite If the jabberwock makes a jaws attack and rolls a natural 19 on the d20 roll, the attack is a critical hit. This has no effect if the 19 would be a failure.

Whiffing 🌀 (aura) **Trigger** The jabberwock Flies or makes a wing Strike; **Effect** The jabberwock's wings whiffle, creating severe winds within a 30-foot emanation. These winds move outward from the jabberwock, and they persist until the start of the jabberwock's next turn. During this time, flight of any kind in the emanation requires a successful DC 43 Acrobatics check to Maneuver in Flight, and creatures flying toward the jabberwock are moving through greater difficult terrain. Creatures on the ground in the emanation must succeed at a DC 43 Athletics check to approach the jabberwock.

JELLYFISH, FIRE JELLYFISH SWARM

CREATURE 6

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

Perception +10; low-light vision

Skills Acrobatics +15

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

AC 13; **Fort** +16, **Ref** +15, **Will** +10

HP 155; **Immunities** mental, precision, swarm mind; **Weaknesses** area damage 7, splash damage 7; **Resistances** bludgeoning 9, piercing 9, poison 10, slashing 5

Speed swim 20 feet

Agile Swimmer Fire jellyfish swarms use Acrobatics to Swim.

Burning Swarm ♦ (poison) Each enemy in the swarm's space takes 3d8 poison damage (DC 24 basic Reflex save) and is exposed to fire jelly venom.

Fire Jelly Venom (poison) **Saving Throw** DC 24 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** clumsy 1 (1 round); **Stage 2** clumsy 2 (1 round); **Stage 3** clumsy 3 (1 round)

JELLYFISH, GIANT

CREATURE 7

N**LARGE****ANIMAL****AQUATIC****MINDLESS**

Perception +12; darkvision

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

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

AC 15; **Fort** +17, **Ref** +15, **Will** +1

HP 165; **Immunities** mental, precision; **Weaknesses** piercing 5, slashing 5; **Resistances** bludgeoning 10, poison 10

Speed swim 20 feet

Melee ♦ tentacle +18 (agile, reach 20 feet), **Damage** 2d8+8 bludgeoning plus jellyfish venom

Jellyfish Venom (poison) **Saving Throw** DC 25 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d8 poison damage and clumsy 1 (1 round); **Stage 2** 3d6 poison damage and clumsy 2 (1 round); **Stage 3** 2d10 poison damage and paralyzed (1 round)

Squeeze A giant jellyfish can fit into tight spaces as if it were a Medium creature. It can move at its full Speed while Squeezing.

N

MEDIUM

FIRE

HUMANOID

POSITIVE

Perception +21; darkvision**Languages** Common, Jyoti**Skills** Acrobatics +20, Intimidation +18, Occultism +20, Society +18**Str** +3, **Dex** +5, **Con** +4, **Int** +5, **Wis** +6, **Cha** +3**Items** +1 *striking longspear***AC** 28; **Fort** +15, **Ref** +18, **Will** +21; +1 status to all saves vs. magic (+2 vs. divine magic)**HP** 155; **Immunities** death effects, disease, poison; **Resistances** fire 10, negative 10**Positive Energy Affinity** Positive healing effects always heal the jyoti for the maximum amount. It doesn't gain the automatic Hit Points or temporary Hit Points from being on a plane with the positive planar essence.**Speed** 25 feet, fly 60 feet**Melee** ♦ *flaming ghost touch longspear* +20 (magical, reach 10 feet), **Damage** 2d8+6 piercing plus 1d6 fire**Melee** ♦ beak +21 (finesse), **Damage** 2d12+6 piercing plus 1d6 fire**Melee** ♦ talon +21 (agile, finesse), **Damage** 2d8+6 slashing plus 1d6 fire**Occult Innate Spells** DC 28, attack +20; **5th** *banishment*, *breath of life*; **4th** *dimension door*, *heal*, *searing light*; **3rd** *heal* (×3); **2nd** *restoration* (×3); **Cantrips (5th)** *disrupt undead*, *light***Breath Weapon** (evocation, fire, occult) The jyoti breathes a blast of searing flame infused with positive energy in a 40-foot cone that deals 8d6 fire damage plus 4d6 positive damage to creatures in the area (DC 28 basic Reflex save). The jyoti can't use Breath Weapon again for 1d4 rounds.**Infuse Weapons** (occult, evocation) Any weapon a jyoti wields becomes a *flaming ghost touch* weapon while the jyoti holds it.

KELPIE

CREATURE 4

NE**LARGE****AMPHIBIOUS****FEY**

Perception +11; low-light vision

Languages Aquan, Common, Sylvan

Skills Athletics +11, Deception +14, Stealth +10

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

AC 21; **Fort** +11, **Ref** +12, **Will** +14

HP 60; **Weaknesses** cold iron 5; **Resistances** fire 5

Speed 35 feet, swim 35 feet

Melee ♦ jaws +13, **Damage** 2d6+7 bludgeoning plus Grab

Captivating Lure ♦♦ (concentrate, emotion, enchantment, incapacitation, mental, primal) The kelpie instills an overwhelming attraction to itself within the mind of a single creature within 60 feet. The target perceives the kelpie as a desirable person (if the kelpie is in humanoid form) or a valuable steed (if the kelpie is in equine form) and must attempt a DC 23 Will saving throw.

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

Success The creature is stupefied 1 for 1 round and is then temporarily immune to Captivating Lure for 24 hours.

Failure The creature is fascinated, and it must spend each of its actions to move closer to the kelpie as expediently as possible while avoiding obvious dangers. If a captivated creature is adjacent to the kelpie, it either attempts to mount the kelpie (if the kelpie is in equine form) or stays still and doesn't act. If the creature is attacked by the kelpie, or if it can't breathe water and enters an area of water, the creature is freed from captivation at the end of the kelpie's turn.

Critical Failure As failure, but the target doesn't consider water a danger and will enter an area of water even if it can't swim or breathe water. If it is attacked by the kelpie or starts to drown, it can attempt a new save at the start of its next turn, but it isn't freed automatically.

Change Shape ♦ (concentrate, polymorph, primal, transmutation) The kelpie can take on the appearance of any Medium or Large animal of an equine nature, or any Small or Medium humanoid. This doesn't change its Speeds or the attack and damage modifiers of its Strikes.

UNCOMMON

CN

SMALL

FEY

Perception +12; low-light vision**Languages** Common, Sylvan**Skills** Acrobatics +11, Crafting +11, Deception +13, Performance +13, Stealth +11**Str** +4, **Dex** +3, **Con** +2, **Int** +1, **Wis** +2, **Cha** +5**Items** club, pouch with 5 rocks**AC** 21; **Fort** +10, **Ref** +13, **Will** +10; +1 status to all saves vs. magic**HP** 65; **Weaknesses** cold iron 5

Animated Hair (aura, primal, transmutation) 5 feet. The korred's long, animated hair reaches out and interferes with creatures in the area. The korred can select which targets are affected by their animated hair. An affected creature that ends its turn in the emanation must succeed at a DC 18 Reflex save or become clumsy 1 (clumsy 2 on a critical failure) as long as it remains in the aura.

Speed 25 feet**Melee** ♦ club +14, **Damage** 2d6+7 bludgeoning**Ranged** ♦ rock +14 (brutal, range increment 20 feet), **Damage** 1d6+7 bludgeoning**Ranged** ♦ club +14 (thrown 10 feet), **Damage** 2d6+7 bludgeoning**Primal Innate Spells** DC 21; **6th** *stone tell*; **4th** *shape stone* (at will), *shatter* (at will)

Hair Snare ♦ (incapacitation, primal, transmutation) The korred causes a long, tangled length of their hair to detach from their body and snake out to coil around an adjacent creature. The creature must attempt a DC 21 Reflex save. The korred cannot use Hair Snare again for 1d4 rounds.

Success The creature is unaffected.

Failure The hair wraps around the creature. The creature takes a -10-foot circumstance penalty to all of its Speeds until it Escapes (DC 21) or until the korred uses Hair Snare again (at which point the previous snare drops to the ground, no longer animated).

Critical Failure The creature is immobilized until it Escapes (DC 21) or the korred uses Hair Snare again.

(Continued on card 196)

(Korred; continued from card 195)

Otherworldly Laugh ♦♦ (auditory, evocation, incapacitation, primal, sonic) **Frequency** three times per day; **Effect** The korred unleashes an otherworldly laugh. Each non-fey creature within a 30-foot burst must attempt a DC 21 Fortitude save. On a failure, the creature is slowed 1 for 1 round (or stunned 1 on a critical failure).

Stone Stride ♦♦ (conjunction, earth, primal, teleportation) The korred steps into a block of stone large enough for them to fit inside and instantly teleports to any other stone within 30 feet that has the same minimum size. Once the korred enters the stone, they instantly know the rough locations of other sufficiently large stones within 30 feet. They can exit from the original stone, if they prefer. They can't carry extradimensional spaces with them when they Stone Stride; if the korred attempts to do so, Stone Stride fails.

Throw Rock ♦

LEECH, BROOD LEECH SWARM

CREATURE 4

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

Perception +9; tremorsense 30 feet

Skills Athletics +8, Stealth +11

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

AC 19; **Fort** +12, **Ref** +11, **Will** +9

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

Speed 5 feet, swim 20 feet

Blood Draining Bites ➤ Each enemy in the swarm's space takes 2d6 bleed damage and is exposed to brood leech swarm venom.

Brood Leech Swarm Venom (poison) **Saving Throw** DC 21 Fortitude;

Maximum Duration 6 rounds; **Stage 1** clumsy 1, sickened 1, and -5-foot status penalty to Speed (1 round); **Stage 2** clumsy 1, sickened 1, and -10-foot status penalty to Speed (1 round)

LEECH, GIANT

CREATURE 2

N**MEDIUM****AMPHIBIOUS****ANIMAL**

Perception +5; tremorsense 30 feet

Skills Athletics +8, Stealth +7

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

AC 17; **Fort** +9, **Ref** +7, **Will** +5

HP 32; **Weaknesses** salt 5

Speed 5 feet, swim 20 feet

Melee ♦ mouth +10, **Damage** 1d4+6 piercing plus Grab

Blood Drain ♦ **Requirements** The giant leech has a creature grabbed or restrained; **Effect** The giant leech drains blood from the creature it has grabbed. This deals 2d4 damage. A creature that has its blood drained by a giant leech is drained 1 until it receives any kind or amount of healing.

UNCOMMON

CE

HUGE

ABERRATION

DREAM

Perception +24; darkvision, *detect magic*, greater web sense**Languages** Aklo; *tongues***Skills** Acrobatics +24, Athletics +27, Crafting +22 (+26 to make traps), Deception +22, Religion +24, Occultism +26, Stealth +26**Str** +6, **Dex** +7, **Con** +5, **Int** +7, **Wis** +5, **Cha** +5**Greater Web Sense** While touching its webs, the Leng spider has precise tremorsense to detect the vibrations of creatures touching its web.**AC** 34; **Fort** +22, **Ref** +26, **Will** +24; +1 status to all saves vs. magic**HP** 235, fast healing 10; **Immunities** cold, confused; **Resistances** poison 15, sonic 15**Speed** 40 feet, climb 40 feet; *air walk***Melee** ♦ web war flail +27 (disarm, magical, reach 15 feet, sweep, trip), **Damage** 3d10+14 bludgeoning**Melee** ♦ fangs +27 (reach 10 feet), **Damage** 3d12+14 piercing plus Leng spider venom**Melee** ♦ leg +27 (agile, reach 10 feet), **Damage** 3d8+14 slashing**Ranged** ♦ web bola +28 (magical, nonlethal, ranged trip, thrown 20 feet), **Damage** 2d6+14 bludgeoning**Occult Innate Spells** DC 33; **7th** *dispel magic*, *veil*, *warp mind*; **6th** *illusory scene*, *mislead*; **4th** *charm* (×3), *freedom of movement*; **Cantrips (7th)** *detect magic*; **Constant (7th)** *air walk*, *tongues***Create Web Weaponry** ♦ (manipulate) The Leng spider creates a weapon by applying a cord of webbing to heavy objects, such as rocks or chunks of metal, either attaching two heavy objects together to create a web bola or fastening one to its leg to create a web war flail.**Descend on a Web** ♦ (move) The Leng spider moves straight down up to 120 feet, suspended by a web line. It can hang from the web or drop off. The distance it Descends on a Web doesn't count when calculating falling damage. The web can be severed by a Strike that deals slashing damage (AC 30, Hardness 15, 25 HP), causing the Leng spider to fall.

(Continued on card 200)

(Leng spider; continued from card 199)

Lay Web Trap ♦ (manipulate) **Frequency** three times per day; **Effect** The Leng spider spins a web within 20 feet of itself to create a grasping snare, stunning snare, or warning snare. The Leng spider's web provides all the raw materials it needs. All save and Escape DCs associated with web traps use the Leng spider's Crafting DC for traps (DC 36). A web trap decays after 24 hours.

Leng Spider Venom (poison) **Saving Throw** DC 33 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and drained 1 (1 round); **Stage 2** 2d6 poison damage, confused, and drained 2 (1 round); the confused effect has the emotion and mental traits.

Ranged Trip A Leng spider can use a web bola to Trip a target with the Athletics skill. The skill check takes a -2 circumstance penalty. A web bola deals no damage when used to Trip.

LEPRECHAUN

CREATURE 2

CN SMALL FEY

Perception +11; low-light vision

Languages Common, Sylvan

Skills Acrobatics +8, Deception +9, Gold Lore +7, Nature +7, Performance +9, Thievery +8

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

AC 18; **Fort** +8, **Ref** +11, **Will** +10

HP 25

Speed 30 feet

Melee ➤ club +7, **Damage** 1d6+3 bludgeoning

Primal Innate Spells DC 18, attack +10; **2nd** *illusory creature, illusory object, invisibility* (self only); **1st** *color spray, shillelagh, ventriloquism*; **Cantrips (2nd)** *dancing lights, ghost sound, mage hand, prestidigitation, telekinetic projectile*

Create Object ➤➤ (conjuration, manipulate, primal) **Frequency** three times per day; **Effect** The leprechaun produces an item out of their hat, from behind their jacket, from within a hole in a tree stump, or from any other unexpected location. This conjured item must be no more than 1 Bulk and must be made of relatively commonplace material (such as cloth, wood, stone, or even low-value metal like iron or lead). It can't rely on intricate artistry or complex moving parts, never fulfills a Cost or the like, and can't be made of precious materials or materials with a rarity of uncommon or higher. The created object is temporary and lasts for 1 hour or until the leprechaun creates a new item, whichever comes first.

Leprechaun Magic When a leprechaun uses their innate spells to deceive, trick, or humiliate a creature, the spell DC increases to 20 and the attack modifier to +11.

NE

GARGANTUAN

EARTH

ELEMENTAL

FIRE

Perception +35; low-light vision**Languages** Common, Ignan, Jotun, Terran**Skills** Athletics +41, Crafting +33, Intimidation +35, Religion +36, Survival +38**Str** +10, **Dex** +5, **Con** +7, **Int** +2, **Wis** +7, **Cha** +4**Items** +3 *greater striking warhammer***AC** 46; **Fort** +38, **Ref** +34, **Will** +36**HP** 490; **Immunities** fire, paralyzed, poison, sleep; **Weaknesses** cold 20;**Resistances** piercing 20, slashing 20**Tenacious Flames** (aura, evocation, fire, primal) 100 feet. Creatures in the emanation cannot recover from persistent fire damage.**Attack of Opportunity** ↻**Speed** 50 feet**Melee** ♦ *warhammer* +40 (magical, reach 25 feet, shove), **Damage** 4d12+18 bludgeoning plus 2d6 persistent fire damage**Melee** ♦ *jaws* +39 (agile, reach 25 feet), **Damage** 4d10+18 piercing plus 2d6 persistent fire damage**Ranged** ♦ *rock* +39 (brutal, range increment 120 feet), **Damage** 4d6+18 bludgeoning plus 2d6 persistent fire**Primal Innate Spells** DC 46; **10th** *cataclysm*; **9th** *fireball*, *meteor swarm*; **8th** *earthquake*; **7th** *plane shift* (to the Material Plane, Plane of Fire, or Plane of Earth only); **Cantrips (10th)** *produce flame***Throw Rock** ♦ A lerritan can break stony scales off its body to throw; these scales reform at the end of each round, so the lerritan is never without a supply of rocks to hurl.

(Continued on card 203)

(Lerritan; continued from card 202)

Volcanic Eruption ♦♦ (earth, evocation, fire, primal) The volcano on the lerritan's back erupts and sends lava bombs raining down in a 30-foot emanation, dealing 12d12 fire damage. Each creature in the area must attempt a DC 46 Reflex saving throw. The lava globules quickly cool into heavy stones, transforming the area into greater difficult terrain for non-lerritans. The lerritan can't use Volcanic Eruption for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature takes half damage and is encumbered for 1 round.

Failure The creature takes full damage and is immobilized (Escape DC 46).

Critical Failure The creature takes double damage and is encased in a rocky crust with lava on the inside. The creature is restrained (Escape DC 46), can't breathe, takes 3d12 persistent fire damage, and can't recover from this persistent fire damage until freed.

N

SMALL

LESHY

PLANT

Perception +11; darkvision


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

Skills Athletics +12, Nature +10, Stealth +12

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


AC 20; **Fort** +9, **Ref** +12, **Will** +13


HP 72; **Resistances** acid 5


Attack of Opportunity 

Verdant Burst (healing) As sunflower leshy (card 205), except plants regain 3d6 Hit Points and the area sprouts flytraps instead of sunflowers.


Speed 25 feet


Melee  flytrap mouth +13 (versatile S), **Damage** 1d8+6 piercing plus 1d6 acid and flytrap toxin

Melee  flytrap hand +13 (agile, versatile S), **Damage** 1d6+6 piercing plus 1d6 acid and flytrap toxin

Ranged  spittle +11 (acid, range increment 10 feet), **Damage** 1d6+6 acid plus flytrap toxin

Primal Innate Spells DC 21; **4th** *speaks with plants*; **2nd** *pass without trace*

Amalgam  (polymorph, primal, transmutation) A flytrap leshy can combine itself with an adjacent and willing flytrap leshy that is not currently affected by Amalgam. The leshy using Amalgam physically merges with the target, restoring 3d8 Hit Points to the target. The leshy can Sustain a Spell to continue Amalgam, but once they stop, the target leshy takes 3d8 damage. If the target leshy dies, Amalgam ends at once and the original leshy gains the dying condition or increases their dying condition value by 1 if they were already dying. As long as Amalgam is sustained, the target leshy gains a +1 status bonus to attack rolls and saving throws, its AC increases to 21, and it gains an additional reaction at the start of each turn.

Change Shape  (concentrate, polymorph, primal, transmutation) Small flytrap using the effects of *tree shape*.

Flytrap Toxin (poison) **Saving Throw** DC 19 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** sickened 1 (1 round), **Stage 2** sickened 2 (1 round)

LESHY, SUNFLOWER

CREATURE 1

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

Perception +7; darkvision

Languages Common, Druidic, Sylvan; *speak with plants* (sunflowers only)

Skills Acrobatics +6, Diplomacy +8, Nature +5, Stealth +7 (+9 in plains)

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

AC 16; **Fort** +4, **Ref** +10, **Will** +7

HP 20

Heliotrope ◆ (aura, evocation, light, primal) 20 feet; **Requirements** The sunflower leshy begins its turn in an area of bright light; **Effect** The sunflower leshy reflects the sun or another source of bright light from their face. Each creature that ends its turn in the emanation must attempt a DC 16 Will save.

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

Failure The creature is distracted by the light, becoming flat-footed for 1 round.

Critical Failure As failure, but the creature is also dazzled for 1 round.

Verdant Burst (healing) When a sunflower leshy dies, a burst of primal energy explodes from its body, restoring 1d8 Hit Points to each plant creature in a 30-foot emanation. This area immediately fills with sunflowers, becoming difficult terrain. If the terrain is not a viable environment for these sunflowers, they wither after 24 hours.

Speed 25 feet

Melee ◆ tendril +6 (agile, finesse), **Damage** 1d8 bludgeoning

Ranged ◆ seed +6 (range increment 20 feet), **Damage** 1d6 bludgeoning

Primal Innate Spells DC 17; **4th** *speak with plants*

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

Seed Spray ◆◆ (conjuration, primal) The sunflower leshy launches a deluge of seeds from their head in a 15-foot cone, dealing 2d6 bludgeoning damage to creatures within the area (DC 16 basic Reflex save). It gains a +2 status bonus to this damage against dazzled creatures. The sunflower leshy can't use Seed Spray again for 1d4 rounds.

CE

LARGE

BEAST

Perception +11; darkvision, scent (imprecise) 30 feet

Languages Common, one additional language (usually Gnoll)

Skills Athletics +13, Deception +13, Stealth +11

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

Language Adaptation A leucrotta can learn any language it hears spoken for at least 10 minutes, adding it to its languages known and replacing the language it previously learned using this ability. Typically, a leucrotta knows Gnoll as the language granted by this ability.

AC 21; **Fort** +15, **Ref** +9, **Will** +11

HP 85

Speed 50 feet, climb 25 feet

Melee ♦ jagged jaws +15 (fatal d10), **Damage** 2d8+8 slashing

Melee ♦ hoof +13 (agile), **Damage** 2d4+8 bludgeoning

Luring Cry ♦♦ (aura, enchantment, incapacitation, linguistic, mental, primal) 60 feet; **Requirements** The leucrotta's last action was Sound Mimicry; **Effect** The leucrotta utters a plaintive cry to draw its prey closer. Each creature within the emanation that was deceived by Sound Mimicry must succeed at a DC 19 Will save or become fascinated and compelled to move toward the sound of the leucrotta's voice on their turn. Fascinated creatures are also flat-footed. If the leucrotta attacks, the fascinated condition ends only for the creature that is attacked. If the leucrotta speaks a creature's name while using its Luring Cry, that creature takes a -2 circumstance penalty to their saving throw to resist the ability. On a successful save, a creature is temporarily immune to Luring Cry for 24 hours.

Sound Mimicry ♦ The leucrotta perfectly imitates voices and speech and attempts a Deception check against listeners' Will DC to fool them. The leucrotta gains a +4 bonus to this Deception check if it has listened to the creature it's imitating for at least 10 minutes at any point in the last 24 hours. The leucrotta can't duplicate voice-based abilities or spells, though it can perfectly mimic the sound of verbal spellcasting and can attempt to deceive constructs or undead that respond to voice commands. The leucrotta can't imitate speech in languages it doesn't know.

UNCOMMON

NE

LARGE

BEAST

Perception +30; darkvision, magic sense (imprecise) 60 feet

Languages Aklo


Skills Acrobatics +32, Athletics + 33, Deception +28, Intimidation +28, Stealth +32, Survival +30

Str +8, **Dex** +7, **Con** +9, **Int** -3, **Wis** +5, **Cha** +5


Magic Sense (primal) The leydroth detects the source and school of each source of magic within 60 feet as an imprecise sense.


AC 40, or 36 vs. non-magical; **Fort** +32, **Ref** +30, **Will** +28; +2 status to all saves vs. magic


HP 315; **Resistances** all 15 (except non-magical)

Menace to Magic  (abjuration, primal) **Trigger** A creature within 60 feet Casts a Spell; **Effect** The leydroth attempts an Intimidation check to counteract the triggering spell.



Speed 50 feet


Melee  jaws +33 (magical, reach 10 feet), **Damage** 3d10+16 piercing plus 1d10 persistent bleed

Melee  claw +33 (agile, magical, reach 10 feet), **Damage** 3d10+16 slashing

Melee  horn sweep +33 (magical, reach 10 feet, sweep, versatile P), **Damage** 3d12+16 bludgeoning

Primal Innate Spells DC 38; **9th** *disjunction* (×2); **7th** *dispel magic* (at will)

Dispelling Roar   (abjuration, auditory, emotion, fear, mental, primal) The leydroth unleashes a bestial roar in a 30-foot emanation. It rolls an Intimidation check and compares the result to the Will DC of each creature in the area, with the effects of Demoralize. It also uses this result to attempt to counteract each spell or magical effect in the area, plus one item or effect on each creature in the area, with the effects of *dispel magic*. The leydroth can't use Dispelling Roar again for 1d4 rounds.

Dispelling Strike  (abjuration, primal) **Frequency** once per round; **Trigger** The leydroth hits with a Strike; **Effect** The leydroth casts its innate *dispel magic*, targeting one effect on the creature struck.

Spell Feedback (primal) Any time a leydroth counteracts a spell or item, the spell's caster or the creature holding the item takes 8d6 mental damage (DC 38 basic Will save).

UNCOMMON

CE

GARGANTUAN

DRAGON

Perception +30; darkvision, scent (imprecise) 60 feet, *true seeing*

Languages Aklo, Draconic, Sylvan


Skills Acrobatics +32, Athletics +35

Str +9, **Dex** +6, **Con** +8, **Int** -2, **Wis** +6, **Cha** +7


AC 43; **Fort** +34, **Ref** +30, **Will** +26; +1 status to all saves vs. magic


HP 360, regeneration 15 (deactivated by cold iron); **Immunities** acid, curse, paralyzed, sleep; **Weaknesses** cold iron 15


Curse of the Crooked Cane (curse, primal) When a creature slays a cairn linnorm, it must succeed at a DC 44 Will save or become permanently enfeebled 2. In addition, the victim ages at an accelerated rate, aging 1 year every day, eventually causing it to die of old age if the curse is left untended.

Attack of Opportunity  Tail only.



Speed 35 feet, climb 40 feet, fly 100 feet, swim 40 feet; *freedom of movement*

Melee  jaws +35 (magical, reach 25 feet), **Damage** 3d12+17 piercing plus cairn linnorm venom

Melee  claw +35 (agile, magical, reach 25 feet), **Damage** 3d8+17 slashing

Melee  tail +35 (agile, magical, reach 25 feet), **Damage** 3d10+17 bludgeoning plus Improved Grab

Primal Innate Spells DC 40; **Constant (8th)** *freedom of movement*; **(7th)** *true seeing*

Breath Weapon   (acid, evocation, primal) The cairn linnorm expels a 60-foot cone of negative energy-infused acid, dealing 19d6 acid damage to creatures in the area (DC 40 basic Reflex save). The acid also saps the life out of affected creatures. At the beginning of the linnorm's next turn, each creature that failed the Reflex save must succeed at a DC 40 Fortitude save or become drained 1 (drained 2 on a critical failure). The cairn linnorm can't use Breath Weapon again for 1d4 rounds.

Cairn Linnorm Venom (acid, poison) **Saving Throw** DC 41 Fortitude; **Maximum Duration** 10 rounds; **Stage 1** 6d6 acid damage and drained 1 (1 round); **Stage 2** 8d6 acid damage and drained 2 (1 round)

UNCOMMON

CE

GARGANTUAN

AMPHIBIOUS

DRAGON

Perception +28; darkvision, scent (imprecise) 60 feet, *true seeing*

Languages Aklo, Draconic, Sylvan


Skills Acrobatics +27, Athletics +33, Stealth +29

Str +9, **Dex** +5, **Con** +8, **Int** -3, **Wis** +6, **Cha** +7


AC 40; **Fort** +30, **Ref** +28, **Will** +24; +1 status to all saves vs. magic


HP 315, regeneration 10 (deactivated by cold iron); **Immunities** cold, curse, paralyzed, sleep; **Weaknesses** cold iron 15


Curse of Stolen Breath (curse, primal, water) When a creature slays a fjord linnorm, it must succeed at a DC 41 Will save or become unable to ever breathe underwater (either via a natural ability or a spell such as *water breathing*). In addition, the victim can hold its breath only half as long as normal, and whenever it holds its breath it becomes sickened 2.

Attack of Opportunity  Tail only.



Speed 35 feet, fly 75 feet, swim 50 feet; *freedom of movement*

Melee  jaws +33 (magical, reach 20 feet), **Damage** 3d12+17 piercing plus fjord linnorm venom

Melee  claw +33 (agile, magical, reach 20 feet), **Damage** 3d10+17 slashing

Melee  tail +33 (agile, magical, reach 25 feet), **Damage** 3d6+15 bludgeoning plus Improved Grab

Primal Innate Spells DC 37; **Constant (7th)** *freedom of movement*; **(6th)** *true seeing*

Breath Weapon   (cold, evocation, primal) The fjord linnorm expels a 120-foot line of icy bile, dealing 17d6 cold damage to creatures within the area (DC 37 basic Reflex save). Any creature that fails its save is covered by the ice, which freezes and fuses with the creature's skin, giving it a -10-foot penalty to Speed. A creature can Escape or Force Open the ice (DC 34) to free itself; otherwise, the ice remains for 1 minute. The fjord linnorm can't use Breath Weapon again for 1d4 rounds.

Fjord Linnorm Venom (cold, poison) **Saving Throw** DC 37 Fortitude; **Maximum Duration** 10 rounds; **Stage 1** 4d6 cold damage and clumsy 1 (1 round); **Stage 2** 6d6 cold damage and clumsy 2 (1 round)

UNCOMMON

CE

GARGANTUAN

AMPHIBIOUS

DRAGON

Perception +27; darkvision, scent (imprecise) 60 feet, *true seeing*

Languages Aklo, Draconic, Sylvan


Skills Acrobatics +28, Athletics +31, Stealth +28

Str +8, **Dex** +5, **Con** +7, **Int** -3, **Wis** +6, **Cha** +7


AC 38; **Fort** +29, **Ref** +25, **Will** +22; +1 status to all saves vs. magic


HP 295, regeneration 10 (deactivated by cold iron); **Immunities** curse, fire, paralyzed, sleep; **Weaknesses** cold iron 10


Curse of Drowning (curse, primal, water) When a creature slays a shoal linnorm, it must succeed at a DC 38 Will save or become cursed. As long as the curse persists, the character must spend 3 actions to drink any liquid. Attempting to drink liquid faster causes the victim to begin drowning, immediately running out of air and falling unconscious.

Attack of Opportunity  Tail only.


Speed 35 feet, fly 100 feet, swim 100 feet; *freedom of movement*

Melee  jaws +31 (magical, reach 20 feet), **Damage** 3d12+16 piercing plus shoal linnorm venom

Melee  claw +31 (agile, magical, reach 15 feet), **Damage** 3d8+16 slashing

Melee  tail +31 (magical, reach 25 feet), **Damage** 4d6+16 bludgeoning plus Improved Grab

Primal Innate Spells DC 36; **Constant (7th)** *freedom of movement*; **(6th)** *true seeing*

Breath Weapon  (evocation, fire, primal, water) The linnorm exhales scalding steam that deals 12d8 fire damage in a 60-foot cone (DC 36 basic Reflex save). The steam lingers until the end of the linnorm's next turn; anyone who enters the area or begins their turn in the area takes 6d8 fire damage (DC 36 Reflex save negates). During this time, the steam is so thick that it impedes movement as well as sight, turning the area into difficult terrain. All creatures in the steam become concealed, and all creatures outside the steam become concealed to creatures within it. The shoal linnorm can't use Breath Weapon again for 1d4 rounds.

Shoal Linnorm Venom (fire, poison) **Saving Throw** DC 36 Fortitude; **Maximum Duration** 10 rounds; **Stage 1** 4d6 fire damage and enfeebled 1 (1 round); **Stage 2** 6d6 fire damage and enfeebled 2 (1 round)

UNCOMMON

CE

GARGANTUAN

DRAGON

Perception +33; darkvision, scent (imprecise) 60 feet, *true seeing*

Languages Aklo, Draconic, Sylvan

Skills Acrobatics +33, Athletics +37, Stealth +35


Str +10, **Dex** +6, **Con** +8, **Int** -2, **Wis** +6, **Cha** +7

AC 44; **Fort** +35, **Ref** +31, **Will** +29; +1 status to all saves vs. magic


HP 385, regeneration 15 (deactivated by cold iron); **Immunities** curse, electricity, paralyzed, sleep; **Weaknesses** cold iron 15


Curse of Endless Storms (curse, electricity, primal) When a creature slays a taiga linnorm, it must succeed at a DC 46 Will save or permanently gain weakness 20 to electricity.


Spines Any creature that makes a melee attack against a taiga linnorm is stabbed by the taiga linnorm's spines and takes 1d6 piercing damage per attack. A melee weapon with reach protects the user against these spines.

Attack of Opportunity  Tail only.


Speed 40 feet, fly 100 feet, swim 50 feet; *freedom of movement*

Melee  jaws +37 (magical, reach 25 feet), **Damage** 4d12+18 piercing plus taiga linnorm venom

Melee  claw +37 (agile, magical, reach 25 feet), **Damage** 4d8+18 slashing

Melee  tail +37 (agile, magical, reach 30 feet), **Damage** 5d6+18 bludgeoning plus Improved Grab

Primal Innate Spells DC 41; **Constant (9th)** *freedom of movement*; **(8th)** *true seeing*

Breath Weapon  (electricity, evocation, primal) The taiga linnorm breathes a 60-foot cone of electrified vapor, dealing 20d6 electricity damage to creatures in the area (DC 41 basic Reflex save). The electrified mist persists for 1d4 rounds, dealing 6d6 electricity damage (DC 41 basic Reflex save) to each creature that ends its turn in the mist. The taiga linnorm can't use Breath Weapon again for 1d4 rounds.

Taiga Linnorm Venom (electricity, poison) **Saving Throw** DC 42 Fortitude; **Maximum Duration** 10 rounds; **Stage 1** 7d6 electricity damage and drained 1 (1 round); **Stage 2** 10d6 electricity damage and drained 2 (1 round)

LIZARD, GIANT CHAMELEON

CREATURE 3

N**LARGE****ANIMAL**

Perception +10; low-light vision

Skills Athletics +10, Stealth +10 (+13 to Hide)

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

Camouflage The giant chameleon can change its coloration to match its surroundings. It doesn't need cover to attempt to Hide with a Stealth check.

AC 18, all-around vision; **Fort** +8, **Ref** +12, **Will** +8

HP 60

Speed 30 feet, climb 20 feet

Melee jaws +12 (reach 10 feet), **Damage** 1d10+7 piercing

Melee tongue +12 (agile, reach 15 feet), **Effect** tongue grab

Tongue Grab If the giant chameleon hits a creature with a tongue Strike, that creature becomes grabbed by the giant chameleon. The target isn't immobilized, but it can't move beyond the reach of the giant chameleon's tongue. A creature can sever the tongue with an attack that hits AC 15 and deals at least 4 slashing damage. Though this doesn't deal any damage to the giant chameleon, it prevents it from using its tongue Strike until it regrows its tongue, which takes a week.

LIZARD, MEGALANIA

CREATURE 7

N**HUGE****ANIMAL**

Perception +15; low-light vision, scent (imprecise) 60 feet

Skills Athletics +18, Stealth +15 (+17 in undergrowth)

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

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

HP 125

Speed 25 feet, swim 25 feet

Melee jaws +18 (reach 10 feet), **Damage** 2d10+9 piercing plus Grab and megalania venom

Megalania Venom (poison) **Saving Throw** DC 25 Fortitude; **Maximum**

Duration 6 rounds; **Stage 1** 1d6 poison damage and clumsy 1 (1 round);

Stage 2 2d6 poison damage, clumsy 2, and flat-footed (1 round);

Stage 3 2d6 poison damage, clumsy 3, and flat-footed (1 round)

Swallow Whole (attack) Large, 2d10+7 bludgeoning, Rupture 16

LURKER IN LIGHT

CREATURE 5

NE

SMALL

FEY

Perception +13; low-light vision

Languages Aklo, Common, Sylvan

Skills Acrobatics +14, Nature +11, Occultism +11, Stealth +14, Survival +13

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

AC 22; **Fort** +9, **Ref** +14, **Will** +13

HP 72; **Immunities** blinded; **Weaknesses** cold iron 5

Speed 25 feet, fly 25 feet

Melee ✦ claw +14 (agile, finesse), **Damage** 2d6+2 slashing

Ranged ✦ mote of light +14 (agile, magical, range increment 10 feet),
Damage 2d4+2 force plus lurker's glow

Primal Innate Spells DC 22, attack +14; **4th dimension door** (only when in bright light, and only to an area in bright light), *summon fey*; **3rd blindness**, *searing light*, *summon fey*; **Cantrips (3rd)** *dancing lights*, *ghost sound*, *light*, *mage hand*

Blend with Light ➤ **Trigger** The lurker in light uses a move action;
Requirements The lurker in light is in an area of bright light; **Effect** The lurker in light becomes invisible until it enters an area of dim light or darkness, or until it uses a hostile action.

Lurker's Glow (evocation, light, primal) A creature that takes damage from a lurker in light's mote of light must attempt a DC 22 Will save.

Success The creature is unaffected and is temporarily immune to lurker's glow for 24 hours.

Failure The creature is lined in golden light for 1 minute and can't be concealed during this time. If the creature becomes invisible, it is concealed rather than being undetected.

Critical Failure As failure, but the creature sheds bright light in a 20-foot emanation for the duration of the effect. In addition, the creature is dazzled on its first turn after failing this save.

(Continued on card 215)

(Lurker in light; continued from card 214)

Ritual Gate ◆ (conjuration, primal) **Requirements** The lurker in light has reduced a living creature to 0 Hit Points on this turn or its previous turn and has a *summon fey* innate spell available; **Effect** The lurker in light casts *summon fey* with only a verbal component, using the act of slaughter to replace the normal material and somatic components for the spell. If the fey creature summoned has the same alignment as the lurker in light, the lurker in light can sustain the *summon fey* spell for up to 1 hour instead of 1 minute.

Sneak Attack A lurker in light's Strikes deal an additional 2d6 precision damage to flat-footed creatures.

MANDRAGORA

CREATURE 4

CE**SMALL****PLANT**

Perception +11; blood scent, low-light vision

Languages Abyssal, Common

Skills Acrobatics +10, Athletics +10, Stealth +12 (+20 in vegetation)

Str +2, **Dex** +5, **Con** +3, **Int** -1, **Wis** +2, **Cha** +0

Blood Scent A mandragora can smell creatures with blood as an imprecise sense at a range of 30 feet, and it can smell demons, fey, and sorcerers with blood as a precise sense at a range of 30 feet.

AC 21; **Fort** +11, **Ref** +13, **Will** +8

HP 60; **Weaknesses** fire 5; **Resistances** bludgeoning 5, electricity 5

Vulnerability to Supernatural Darkness Whenever a mandragora begins its turn in an area of magical darkness, it is slowed 1 on that turn.

Speed 30 feet, burrow 10 feet, climb 30 feet

Melee ♦ jaws +14 (finesse), **Damage** 2d8+4 piercing plus Grab

Melee ♦ thorny vine +14 (agile, finesse, reach 10 feet), **Damage** 2d4+4 slashing plus mandragora venom

Blood Drain ♦ **Requirements** The mandragora has a creature grabbed; **Effect** The mandragora drains blood from the creature it has grabbed, dealing 2d6 damage. If the creature is a demon, fey, or sorcerer, the mandragora gains temporary Hit Points equal to the damage dealt. A creature that has its blood drained by a mandragora is drained 1 until it receives healing of any kind or amount.

Mandragora Venom (poison) **Saving Throw** DC 21 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and stupefied 1 (1 round); **Stage 2** 1d6 poison damage, confused, and stupefied 1 (1 round); **Stage 3** 2d6 poison damage, confused, and stupefied 1 (1 round)

Piercing Shriek ♦ (auditory, evocation, mental, primal) **Frequency** once per day; **Effect** The mandragora emits an unsettling shriek. Each non-mandragora within 30 feet must attempt a DC 25 Will save.

Critical Success The creature is unaffected.

Success The creature is sickened 1.

Failure The creature is sickened 2.

Critical Failure The creature is sickened 2, and it is slowed 1 for as long as it remains sickened.

NE

MEDIUM

FEY

FIRE

Perception +27; low-light vision**Languages** Common, Elven, Sylvan**Skills** Acrobatics +25, Athletics +25, Deception +30, Intimidation +30, Nature +30, Stealth +27, Survival +27**Str** +6, **Dex** +4, **Con** +8, **Int** +4, **Wis** +6, **Cha** +8**AC** 37; **Fort** +29, **Ref** +25, **Will** +27**HP** 280; **Immunities** fire; **Weaknesses** cold iron 15; **Resistances** physical 10 (except slashing)**Fascination of Flame** (aura, emotion, enchantment, mental, primal) 30 feet. A creature that enters or begins its turn in this aura's emanation must attempt a DC 33 Will save. Regardless of the result of the saving throw, the creature is temporarily immune for 1 minute.**Critical Success** The creature is unaffected.**Success** The creature loses any resistance to fire for 1 round.**Failure** The creature loses any resistance to fire for 1 hour.**Critical Failure** The creature loses any resistance to fire for 1 hour and gains weakness 15 to fire for the same duration.**Absorb Flame** ➤ **Trigger** The marmora is targeted by a fire spell or effect, or is in the area of a fire effect; **Effect** The marmora is healed by the fire damage, regaining Hit Points equal to half the damage the fire effect would have dealt.**Speed** 30 feet, fly 30 feet**Melee** ♦ claw +29, **Damage** 3d6+14 slashing plus 3d6 fire and 1d6 persistent fire**Ranged** ♦ flame jet +29 (fire, range increment 40 feet), **Damage** 6d6 fire plus 2d6 persistent fire**Primal Innate Spells** DC 36, attack +28; **8th** *fire shield*, *fireball*; **7th** *elemental form* (fire elemental only), *volcanic eruption*, *wall of fire*; **6th** *fire shield* (×3), *fireball* (×3), *tree shape* (at will; appears as a burnt, dead tree); **Cantrips** (8th) *produce flame***Igniting Assault** ♦ **Requirements** The marmora is not under the effect of *fire shield*; **Effect** The marmora makes a claw Strike. On a hit, it can immediately cast one of its available *fire shield* spells as a free action.

CE

MEDIUM

UNDEAD

Perception +17; darkvision

Languages Common, Necril

Skills Acrobatics +16, Athletics +18, Intimidation +19, Society +15, Stealth +18

Str +6, **Dex** +4, **Con** +4, **Int** +1, **Wis** +3, **Cha** +5

AC 28; **Fort** +18, **Ref** +16, **Will** +13

HP 120, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** piercing 10, slashing 5

Mohrg Spawn (occult, necromancy) A living creature slain by a mohrg that had a lower level than the mohrg rises as a mohrg spawn after 1d4 rounds, on its turn. This mohrg spawn is under the command of the mohrg that created it. If the creator of the mohrg spawn is destroyed, the mohrg spawn is destroyed as well, immediately collapsing into a pile of decayed flesh and bones.

Speed 25 feet

Melee ✦ claw +20, **Damage** 2d10+9 slashing plus Grab

Melee ✦ tongue +20 (agile), **Effect** paralysis

Paralysis (occult, incapacitation, necromancy) A living creature hit by a mohrg's tongue Strike must succeed at a DC 26 Fortitude save or become paralyzed. The creature can attempt a new save at the end of each of its turns, and the DC cumulatively decreases by 1 on each attempt.

MOONFLOWER

CREATURE 8

UNCOMMON**N****HUGE****PLANT**

Perception +16; darkvision

Languages telepathy 1 mile (other moonflowers only)

Skills Athletics +19 (can't Jump or Swim), Stealth +14 (+18 in thick vegetation)

Str +7, **Dex** +0, **Con** +4, **Int** -2, **Wis** +4, **Cha** +3

AC 24; **Fort** +18, **Ref** +10, **Will** +16

HP 120, fast healing 10; **Immunities** electricity; **Weaknesses** fire 10;

Resistances physical 10 (except slashing)

Speed 20 feet

Melee ✦ bite +20 (reach 15 feet), **Damage** 2d10+10 piercing plus Grab

Melee ✦ root +20 (agile, reach 15 feet), **Damage** 2d8+10 bludgeoning

Light Pulse ✦✦ (evocation, light, primal, visual) 50 feet. The moonflower releases a pulse of bright light. Each non-moonflower creature in the emanation must attempt a DC 23 Fortitude save. The moonflower can't use Light Pulse again for 1d4 rounds.

Success The creature is unaffected.

Failure The creature is dazzled for 1d4 rounds.

Critical Failure The creature is blinded for 1d4 rounds.

Pod Prison ➤ **Trigger** The moonflower has swallowed a creature; **Effect** The swallowed creature is wrapped in a tight cocoon and extruded from the moonflower's body into an adjacent square. The creature continues to be Swallowed Whole. It can't use Acrobatics to Escape a pod, but other creatures can attempt to Rupture the pod. The cocooned creature takes half damage from any damage dealt to the cocoon. Once the cocoon is Ruptured, it deflates and decays.

Pod Spawn Should a Small or larger creature die within a pod prison, the pod transforms into an adult moonflower with full Hit Points after 1d4 hours of growth. The newly formed moonflower has its own consciousness, but some aspect of its trunk or blossoms resembles the creature that died within. The dead creature's equipment remains inside the new moonflower and can be retrieved if the moonflower is slain.

Swallow Whole ✦ (attack) Large, 2d10+10 bludgeoning and 2d6 acid, Rupture 21

MORLOCK

CREATURE 2

CE**MEDIUM****HUMANOID****MORLOCK**

Perception +7; darkvision

Languages Undercommon

Skills Acrobatics +7, Athletics +8 (+11 Climbing), Crafting +8 (Repair only), Stealth +9


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


Items club


Light Blindness



AC 17; **Fort** +7, **Ref** +11, **Will** +9; +2 status to all saves vs. disease and poison
HP 38

Speed 30 feet, climb 20 feet

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

Melee  jaws +9 (agile), **Damage** 1d4+4 piercing



Ranged  club +8 (range increment 10 feet), **Damage** 1d6+4 bludgeoning

Instinctual Tinker   The morlock tinkers with an adjacent construct or mechanical hazard. They attempt a Crafting check against the construct's or hazard's Fortitude DC. The morlock can't succeed if the target's level is more than double the morlock's.

Critical Success The target gains 4d6 HP and a +1 circumstance bonus to attack rolls for 1 minute.

Success The target gains 2d6 HP.

Critical Failure The morlock injures itself, taking 2d6 damage (typically bludgeoning, piercing, or slashing, but potentially a different type at the GM's discretion).

Leap Attack   The morlock Strides up to twice its Speed, during which it attempts a High Jump or a Long Jump. At any point during its movement, the morlock can make a melee Strike against an enemy in its reach. The morlock then can't use Leap Attack for 1 round.

Sneak Attack A morlock's Strikes deal an extra 1d6 precision damage to flat-footed creatures.

Swarming Stance A morlock can share the same space as another morlock, but no more than two morlocks can occupy the same space. When morlocks share the same space, they gain a +1 circumstance bonus to attack rolls.

MOSQUITO, FEN MOSQUITO SWARM

CREATURE 3

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

Perception +8; darkvision

Skills Acrobatics +6, Stealth +8

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

AC 19; **Fort** +8, **Ref** +11, **Will** +5

HP 25; **Immunities** precision, swarm mind; **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 2, piercing 5, slashing 5

Speed 5 feet, fly 25 feet

Pyrexia Malaria (disease) The victim can't reduce its sickened condition while it's affected by pyrexia malaria; **Saving Throw** DC 20 Fortitude;

Onset 4 days; **Stage 1** sickened 1 (1 day); **Stage 2** enfeebled 1 and sickened 1 (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** unconscious (1 day); **Stage 5** dead

Swarming Bites ♦ Each enemy in the swarm's space takes 1d6 piercing damage (DC 20 basic Reflex save) and is exposed to pyrexia malaria. Creatures that fail the saving throw also take 1d4 persistent bleed damage.

MOSQUITO, GIANT

CREATURE 6

N**MEDIUM****ANIMAL**

Perception +17; darkvision, scent (imprecise) 60 feet

Skills Acrobatics +13, Stealth +13

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

AC 24; **Fort** +14, **Ref** +17, **Will** +12

HP 80

Speed 20 feet, fly 50 feet

Melee ♦ proboscis +17 (finesse), **Damage** 2d10+7 piercing plus Grab and septic malaria

Blood Drain ♦ **Requirements** The giant mosquito has a creature grabbed; **Effect** The giant mosquito uses its proboscis to drain blood from the grabbed creature. This deals 3d6 damage, and the giant mosquito gains temporary Hit Points equal to the damage dealt. A creature that has its blood drained by a giant mosquito is drained 1 until it receives healing of any kind or amount.

Septic Malaria (disease) The victim can't reduce its sickened condition while it's affected by septic malaria; **Saving Throw** DC 24 Fortitude; **Onset** 1 day; **Stage 1** sickened 1 (1 day); **Stage 2** drained 1 and sickened 1 (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** unconscious (1 day); **Stage 5** dead

MUDWRETCH

CREATURE 2

N**MEDIUM****EARTH****ELEMENTAL****WATER**

Perception +9; darkvision

Languages Terran

Skills Athletics +8, Stealth +6

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

Muddy Field (aura) 10 feet. The ground in the area is difficult terrain for all non-mudwretch creatures.

AC 16; **Fort** +11, **Ref** +4, **Will** +9

HP 40; **Immunities** bleed, critical hits, paralyzed, poison, sleep;

Weaknesses fire 5; **Resistances** acid 3, physical 3 (except bludgeoning)

Susceptible to Desiccation If a mudwretch takes damage from *horrid wilting* or a similar effect, takes 10 or more fire damage from a single effect, or spends more than 24 hours outside of a source of sufficient hydration (such as a swamp, river, well, or recent rainfall), it becomes dehydrated. While dehydrated, the mudwretch can't Spew Mud and is sickened 2 and slowed 1 until it either fully immerses in water, spends 1 minute in the rain, or rehydrates another way (such as via Gory Hydration).

Speed 20 feet, swim 20 feet

Melee ♦ fist +10 (agile), **Damage** 1d8+4 bludgeoning plus Grab

Constrict ♦ 1d8+2 bludgeoning, DC 18

Gory Hydration ↻ **Requirements** The mudwretch is dehydrated;

Trigger The mudwretch deals Constrict damage to a living creature that has blood; **Effect** The mudwretch squeezes harder, dealing 1d6 persistent bleed damage to the target. The mudwretch absorbs this blood, removing any penalties it had as a result of being dehydrated.

Mud Puddle ♦ (concentrate) Until it next acts, the mudwretch appears to be an ordinary puddle of mud. It has an automatic result of 20 on Deception checks to pass as a mud puddle and can make a fist Strike against a creature that walks onto the mud puddle as a reaction.


Spew Mud ♦♦ (conjunction, primal) The mudwretch spews a 20-foot line of pressurized mud that deals 2d10 bludgeoning damage (DC 18 basic Reflex save). On a critical failure, a creature also takes a -10-foot status penalty to its Speeds for 1 round. The mudwretch can't Spew Mud again for 1d4 rounds.

LE

MEDIUM

MUMMY

UNDEAD

Perception +12; darkvision, tremorsense (imprecise) 30 feet**Languages** Common, Necril**Skills** Athletics +12, Stealth +11 (+13 while buried in a bog)**Str** +5, **Dex** +2, **Con** +0, **Int** +0, **Wis** +1, **Cha** +0**AC** 21; **Fort** +13, **Ref** +9, **Will** +14**HP** 85, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** cold 5; **Resistances** fire 5**Breath of the Bog** (aura, divine, enchantment, mental) 30 feet. A creature that begins its turn within the area feels as if its lungs were filling with water and must succeed at a DC 19 Fortitude save or be unable to speak or breathe. The creature can still hold its breath and can attempt a new saving throw at the end of its turn. A creature that succeeds is temporarily immune to breath of the bog for 24 hours.**Rise Up**  **Trigger** A creature walks on top of a bog mummy that lies buried in the mud or peat below; **Requirements** Initiative has not yet been rolled; **Effect** The bog mummy automatically notices the creature and Burrows before rolling initiative.**Speed** 20 feet; burrow 15 feet**Melee**  fist +14, **Damage** 2d6+5 plus bog rot**Bog Rot** (curse, disease, divine, necromancy, negative) This affliction can't be reduced below stage 1, nor can the damage from it be healed, until it's successfully treated with *remove curse* or a similar effect; the affliction can then be removed as normal for a disease. A creature killed by bog rot melts into a noxious sludge and can't be resurrected except by a 7th-level *resurrect* ritual or similar magic; **Saving Throw** DC 21 Fortitude; **Stage 1** carrier with no ill effect (1 minute); **Stage 2** 3d6 negative damage and clumsy 1 (1 day)

UNCOMMON

N

LARGE

ABERRATION

Perception +16; darkvision**Languages** Aklo, Celestial, Common**Skills** Acrobatics +14, Astronomy Lore +11, Deception +15, Diplomacy +15, Nature +13, Survival +14**Str** +2, **Dex** +4, **Con** +4, **Int** +1, **Wis** +4, **Cha** +3**AC** 24; **Fort** +15, **Ref** +16, **Will** +17**HP** 100**Speed** 25 feet**Melee** ➤ fangs +16 (agile, finesse), **Damage** 2d6+8 piercing plus lunar naga venom**Primal Spontaneous Spells** DC 24, attack +16; **3rd** (4 slots) *heal, lightning bolt, slow*; **2nd** (4 slots) *humanoid form, glitterdust, invisibility, web*; **1st** (4 slots) *charm, fleet step, heal, spider sting*; **Cantrips (3rd)** *dancing lights, daze, detect magic, mage hand, read aura***Hypnosis** ➤➤ (concentrate, enchantment, incapacitation, mental, primal, visual) **Frequency** once per day; **Effect** The lunar naga twists the coils of their serpentine body, causing the starlike motes on their scales to shift and move as they glow brighter, creating a mesmerizing swirl of light and darkness. All creatures within a 30-foot emanation must succeed at a DC 21 Will save or become fascinated until the end of the naga's next turn (on a critical failure, fascinated creatures drop whatever items they are carrying as well). The lunar naga can Sustain a Spell on Hypnosis. If the naga moves, affected creatures are compelled to remain within 30 feet of the naga and must spend each of its actions moving closer to the naga as expediently as possible on its next turn. If a creature is unable to end its turn within 30 feet of the naga, the effect ends for that creature.**Lunar Naga Venom** (poison, sleep) **Saving Throw** DC 24; **Maximum Duration** 6 rounds; **Stage 1** stupefied 1 (1 round); **Stage 2** as stage 1 (1 round); **Stage 3** stupefied 2 (1 round); **Stage 4** unconscious (1 round). Once a creature falls unconscious from lunar naga venom, they remain asleep for 1d8 hours unless woken.

NAGA, SPIRIT

CREATURE 9

UNCOMMON

NE

LARGE

ABERRATION

Perception +18; darkvision

Languages Aklo, Common

Skills Acrobatics +18, Athletics +16, Deception +17, Intimidation +19, Occultism +20, Stealth +20

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

Coven A spirit naga adds *hallucination*, *mind probe*, and *suggestion* to their coven's spells.

AC 28; **Fort** +15, **Ref** +20, **Will** +18

HP 160

Speed 25 feet, swim 15 feet

Melee ♦ fangs +19 (agile, finesse), **Damage** 2d8+9 piercing plus spirit naga venom

Occult Spontaneous Spells DC 28, attack +20; **5th** (3 slots) *black tentacles*, *sending*, *subconscious suggestion*; **4th** (4 slots) *clairvoyance*, *confusion*, *fly*, *modify memory*; **3rd** (4 slots) *dream message*, *mind reading*, *paralyze*, *vampiric touch*; **2nd** (4 slots) *blur*, *humanoid form*, *mirror image*, *telekinetic maneuver*; **1st** (4 slots) *charm*, *command*, *grim tendrils*, *unseen servant*; **Cantrips (5th)** *daze*, *detect magic*, *mage hand*, *read aura*, *sigil*

Rituals DC 28; *inveigle*

Spirit Naga Venom (poison) **Saving Throw** DC 28; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and stupefied 1 (1 round); **Stage 2** 2d6 poison damage and stupefied 2 (1 round)

NECROPHIDIUS

CREATURE 3

N**MEDIUM****CONSTRUCT****MINDLESS**

Perception +9, darkvision


Skills Acrobatics +9, Athletics +10, Stealth +9




Str +3, **Dex** +4, **Con** +0, **Int** -5, **Wis** +2, **Cha** -5

AC 19; **Fort** +7, **Ref** +11, **Will** +9

HP 50; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** bludgeoning 5

Speed 25 feet

Melee  jaws +8 (agile, finesse), **Damage** 1d10+3 piercing plus necrophidic paralysis

Dance of Death    (enchantment, mental, occult, visual) The necrophidius sways, its serpentine form undulating and clattering in a hypnotic rhythm. Each creature that witnesses the dance must attempt a DC 18 Will save.

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

Success The creature is unnerved by the swaying and becomes flat-footed until the end of the necrophidius's next turn.

Failure The creature is distracted by the swaying, becoming stunned 1. After it recovers, it is flat-footed until the end of the necrophidius's next turn.

Critical Failure As failure, but stunned 3.

Necrophidic Paralysis (incapacitation, occult, necromancy) A living creature bitten by a necrophidius must succeed at a DC 20 Fortitude save or become paralyzed. It can attempt a new save at the end of each of its turns, and the DC cumulatively decreases by 1 for each save attempted. A creature that succeeds at this save is temporarily immune to necrophidic paralysis for 24 hours.

UNCOMMON

CE

GARGANTUAN

ABERRATION

Perception +29; greater darkvision, thoughtsense 100 feet**Languages** Aklo, Alghollthu, Undercommon; telepathy 100 feet**Skills** Acrobatics +25, Athletics +28, Deception +29, Diplomacy +27, Intimidation +29, Occultism +29**Str** +9, **Dex** +4, **Con** +6, **Int** +8, **Wis** +6, **Cha** +8**Thoughtsense** (divination, mental, occult) The neothelid uses its mind as a precise sense at the listed range to notice all non-mindless creatures.**AC** 37; **Fort** +27, **Ref** +23, **Will** +29; +1 status to all saves vs. magic**HP** 345; **Immunities** acid; **Weaknesses** cold iron 15; **Resistances** mental 15**Dimensional Wormhole** ➤ (conjuration, occult, teleportation) **Trigger**

A creature the neothelid is aware of uses a teleportation effect;

Effect The neothelid creates an extradimensional wormhole at the triggering creature's initial location that persists for up to 1 minute.

If the neothelid moves into the wormhole's space, the neothelid teleports to the same destination as the triggering creature.

Speed 30 feet, fly 50 feet**Melee** ♦ jaws +28 (reach 15 feet), **Damage** 3d12+13 piercing plus Improved Grab**Melee** ♦ rasping tongue +28 (agile, fatal d10, reach 25 feet), **Damage** 3d8+13 slashing**Occult Innate Spells** DC 38, attack +30; **8th** *charm, suggestion, summon entity*; **7th** *phantasmal calamity, teleport*; **6th** *scrying* (×3), *suggestion* (at will); **5th** *mind probe* (at will), *telekinetic haul* (at will); **Cantrips** (**8th**) *daze, detect magic, mage hand, telekinetic projectile***Rituals** DC 38; *geas, inveigle***Breath Weapon** ♦♦ (acid, evocation, occult) The neothelid breathes a spray of acid that deals 16d6 acid damage in a 60-foot cone (DC 38 basic Reflex save). The neothelid can't use Breath Weapon again for 1d4 rounds.

(Continued on card 229)

(Neothelid; continued from card 228)

Instant Suggestion ➤ **Trigger** A creature fails a Will save against a spell or effect created by the neothelid; **Effect** The neothelid casts a *suggestion* spell it has available on the creature that failed its Will save.

Lashing Tongues ♦♦ The neothelid's four tongues lash out in a frenzy at several targets. It makes up to four rasping tongue Strikes, each against a different target. These attacks count toward the neothelid's multiple attack penalty, but the multiple attack penalty doesn't increase until after the neothelid makes all of its attacks.

Swallow Whole ♦ Large, 2d12 bludgeoning plus 2d12 acid, Rupture 27

CN

MEDIUM

AQUATIC

FEY

WATER

Perception +20; low-light vision**Languages** Aquan, Common, Sylvan**Skills** Athletics +12 (+18 to Swim), Deception +20, Diplomacy +22, Stealth +22**Str** +0, **Dex** +7, **Con** +5, **Int** +3, **Wis** +5, **Cha** +7**AC** 30; **Fort** +16, **Ref** +22, **Will** +18**HP** 175; **Immunities** poison; **Weaknesses** cold iron 10**Watery Transparency** (primal, transmutation, water) When underwater, the nereid's body is invisible. The nereid can dismiss or resume this transparency as an action that has the concentrate trait.**Speed** 25 feet, swim 50 feet**Melee** ♦ poisonous touch +23 (agile, finesse, magical), **Damage** 6d6 poison**Primal Innate Spells** DC 29; **6th** *summon elemental* (water elementals only); **5th** *control water, elemental form* (×3, water only) **4th** *suggestion***Drowning Touch** ♦♦ (conjuration, incapacitation, primal, water) The nereid touches a creature and causes water from its own body to flow into the creature's lungs. If the creature cannot breathe water, it must attempt a DC 29 Fortitude save.**Success** The creature is unaffected and is temporarily immune to Drowning Touch for 24 hours.**Failure** The creature becomes sickened 3 as it chokes on the water.**Critical Failure** The creature chokes on the water and runs out of air. It falls unconscious and starts drowning (*Pathfinder Core Rulebook* 478). If the creature is above water, it recovers from drowning as soon as it succeeds at a saving throw against suffocation.**Manifest Shawl** ♦♦♦ (conjuration, primal) The nereid divests themselves of part of their connection to the First World and imbues this essence into a flowing shawl that enables them to function on land. The nereid can Dismiss this effect as long as they are touching the shawl. As long as the shawl exists, the nereid gains the amphibious trait. A non-nereid who carries the shawl also gains the amphibious trait. If a nereid's shawl is destroyed rather than Dismissed, the nereid can't Manifest a Shawl for 24 hours.

N

SMALL

AQUATIC

FEY

Perception +6; low-light vision

Languages Aquan, Sylvan

Skills Athletics +6, Nature +5, Stealth +8

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

Wild Empathy The nixie can use Diplomacy to Make an Impression on and make very simple Requests of aquatic or amphibious animals.

AC 16; **Fort** +6, **Ref** +10, **Will** +6; +1 status to all saves vs. magic

HP 25; **Weaknesses** cold iron 3

Speed 20 feet, swim 30 feet

Melee ♦ claw +7 (agile, finesse), **Damage** 1d6 slashing

Primal Innate Spells DC 17, attack +9; **2nd** *water breathing*; **1st** *charm* (×3), *hydraulic push*

Grant Desire ♦♦♦ (divination, primal) **Frequency** once per day; **Effect**

The nixie can duplicate any 1st-level spell or produce any effect with a power level in line with a 1st-level spell, but only in response to the request or desire of a non-fey creature. The creature whose desire is granted can never again benefit from that particular nixie's Grant Desire ability.

RARE

LN

LARGE

FEY

Perception +41; *detect magic*, greater darkvision, lifesense 120 feet, *true seeing*

Languages Common, Jotun, Sylvan; *tongues*

Skills Crafting +36, Deception +35, Intimidation +37, Lore (all) +28, Medicine +38, Occultism +34, Performance +31, Religion +34

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

Sense Fate (fortune) A norn automatically rolls a 20 when she rolls initiative.

Triumvirate This functions as the coven ability (*Pathfinder Bestiary* 2 304), except only norns can join a triumvirate, and it functions only as long as exactly three norns are part of the triumvirate. A triumvirate grants the following spells: *alter reality* (once per day), *cataclysm*, *discern location*, *foresight*, and *revival*.

AC 46; **Fort** +34, **Ref** +30, **Will** +38; +1 status to all saves vs. magic

HP 375, regeneration 20 (deactivated by cold iron); **Immunities** flat-footed, negative; **Weaknesses** cold iron 20

Speed 35 feet, fly 35 feet

Melee ♦ norn shears +38 (deadly 2d12, magical, reach 10 feet, versatile P), **Damage** 4d6+15 slashing plus 5d6 negative and sever fate

Melee ♦ hand of fate +38 (agile, magical, reach 10 feet), **Damage** 4d10+15 negative plus sever fate

Occult Innate Spells DC 42; **10th** *time stop*; **9th** *power word kill*, *retroognition*, *weird*; **8th** *maze*, *wind walk*; **7th** *dispel magic* (at will), *read omens* (at will), *spellwrack* (at will); **Constant (10th)** *detect magic*, *mind blank*, *tongues*, *true seeing*


Rituals DC 42; *geas*, *legend lore*


(Continued on card 233)

(Norn; continued from card 232)

Fated When a creature is subject to a fortune effect from a norn and a misfortune effect from any source other than a norn (or vice versa), 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, Magdh, or Pharasma, count as a norn for the purpose of this ability.

Sever Fate (necromancy, occult) When a norn deals negative damage with a Strike, she regains 10 Hit Points. The target must succeed at a DC 39 Fortitude save or become drained 1 (drained 2 on a critical failure). Further negative damage dealt by the norn increases the drained condition value by 1 on a failed save (or by 2 on a critical failure), to a maximum of drained 4.

Shift Fate  (divination, occult) **Trigger** A creature within 120 feet attempts a saving throw; **Effect** The creature rolls the saving throw twice, and then the norn decides which result applies. If the norn chooses the lower roll, this is a misfortune effect; if she chooses the higher roll, it's a fortune effect; if they're the same, she decides which trait to apply.

Snip Thread  (death, manipulate, necromancy, occult) **Frequency** three times per day; **Effect** The norn produces a golden thread linked to the fate of a creature within 100 feet of her, then snips it short with her shears. The target takes 100 negative damage (DC 42 basic Fortitude save). If the target is reduced to 0 Hit Points from this damage, the thread is completely severed and the creature dies immediately. A creature slain by Snip Thread can't be restored to life except by *miracle*, *wish*, or similarly powerful magic; or by divine intervention. Regardless of the outcome of their saving throw, a creature targeted by Snip Thread then becomes temporarily immune for 24 hours. The norn can't use Snip Thread again for 1d4 rounds.

NUCKELAVEE

CREATURE 9

NE**LARGE****AMPHIBIOUS****FEY**

Perception +16; low-light vision

Languages Aklo, Common, Sylvan

Skills Athletics +19, Intimidation +19, Nature +16, Stealth +18, Survival +16

Str +6, **Dex** +3, **Con** +4, **Int** +1, **Wis** +3, **Cha** +4

Items +1 *striking bastard sword*

AC 28; **Fort** +19, **Ref** +16, **Will** +20

HP 190; **Immunities** disease, poison; **Weaknesses** cold iron 10

Frightful Presence (aura, emotion, fear, mental) 30 feet, DC 25

Purity Vulnerability Unpolluted fresh water burns a nuckelavee like acid, dealing 1d6 damage to it and causing it to be sickened 2. A nuckelavee can't heal from damage when it's in an area that isn't polluted (subject to GM discretion).

Attack of Opportunity 🔄

Speed 40 feet, swim 40 feet

Melee 🎲 *bastard sword* +21 (magical, reach 10 feet, two-hand d12),
Damage 2d8+12 slashing plus 1d6 poison and mortasheen

Melee 🎲 jaws +20 (agile), **Damage** 2d8+12 piercing plus 1d6 poison and mortasheen

Melee 🎲 hoof +20, **Damage** 2d6+12 bludgeoning plus mortasheen

Primal Innate Spells DC 28; **5th** *control water*; **3rd** *stinking cloud*

Rituals DC 28; *blight*

Breath Weapon 🎲🎲 (disease, necromancy, poison, primal) The nuckelavee breathes a 30-foot cone of foulness, dealing 8d6 negative damage (DC 28 basic Fortitude save) to living creatures in the area. A creature that fails also takes 2d6 persistent bleed damage. The nuckelavee can't use Breath Weapon again for 1d4 rounds.

Mortasheen (disease) The target can't recover from the fatigued condition caused by mortasheen until the disease is cured. Mortasheen gains the virulent trait against animals and plants; **Saving Throw** DC 28 Fortitude; **Stage 1** Carrier with no ill effect (1 day); **Stage 2** drained 1 and fatigued (1 day); **Stage 3** drained 2 and fatigued (1 day); **Stage 4** dead

Trample 🎲🎲🎲 Medium or smaller, hoof, DC 28

OCTOPUS, BLUE-RINGED

CREATURE 0

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

Perception +6; low-light vision

Skills Athletics +6, Stealth +7

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

AC 16; **Fort** +3, **Ref** +9, **Will** +6

HP 15; **Resistances** cold 2

Speed swim 25 feet

Melee ♦ beak +7 (finesse), **Damage** 1d6 piercing plus blue-ringed octopus venom

Melee ♦ arms +6, **Effect** Grab

Blue-Ringed Octopus Venom (poison) **Saving Throw** DC 17 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage (1 round); **Stage 2** 1d6 poison damage (1 round); **Stage 3** 1d6 poison damage and paralyzed (1 round)

Camouflage The blue-ringed octopus can change the color of its skin to Hide even if it doesn't have cover.

Jet ♦♦ The blue-ringed octopus moves up to 60 feet in a straight line through the water without triggering reactions.

Toxic Bite ♦ **Requirements** The blue-ringed octopus has a creature grabbed; **Effect** The blue-ringed octopus makes a beak Strike against the grabbed creature. If it hits, it injects additional poison, causing its venom to gain the virulent trait.

N

SMALL

ANIMAL

AQUATIC

Perception +7; low-light vision**Skills** Athletics +6, Stealth +9**Str** +1, **Dex** +4, **Con** +1, **Int** -4, **Wis** +1, **Cha** +0**AC** 17; **Fort** +6, **Ref** +9, **Will** +7**HP** 20; **Resistances** cold 3**Speed** 10 feet, swim 30 feet**Melee** ✦ beak +9 (finesse), **Damage** 1d10+1 piercing plus reef octopus venom**Melee** ✦ arm +9 (agile, finesse), **Damage** 1d6+1 bludgeoning plus Grab**Camouflage** The reef octopus can change the color of its skin to Hide even if it doesn't have cover.**Ink Cloud** ✦ The reef octopus emits a cloud of dark-brown ink in a 10-foot emanation. This cloud has no effect outside of water. Creatures inside the cloud are hidden and can't use their sense of smell. The cloud dissipates after 1 minute. The octopus can't use Ink Cloud again for 2d6 rounds.**Jet** ✦✦ The reef octopus moves up to 80 feet in a straight line through the water without triggering reactions.**Reef Octopus Venom** (poison) **Saving Throw** DC 17 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage and flat-footed (1 round); **Stage 2** 1d6 poison damage and flat-footed (1 round); **Stage 3** 1d8 poison damage and flat-footed (1 round)**Writhing Arms** ✦✦ The reef octopus makes up to four arm Strikes with different arms, each against a different target. These attacks count toward the octopus's multiple attack penalty, but the multiple attack penalty doesn't increase until after it makes all of its attacks.

NE LARGE FIEND FIRE GIANT HUMANOID ONI

Perception +26; greater darkvision

Languages Common, Jotun

Skills Acrobatics +23, Arcana +23, Athletics +27, Crafting +25, Deception +27, Intimidation +27, Nature +25

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

Items +1 resilient breastplate, +2 striking katana

AC 36; **Fort** +28, **Ref** +26, **Will** +24; +1 status on all saves vs. magic

HP 250, regeneration 15 (deactivated by acid or cold); **Immunities** fire; **Weaknesses** cold 15

Attack of Opportunity ➤

Speed 40 feet, fly 40 feet

Melee ➤ *katana* +30 (deadly 1d8, magical, reach 10 feet, two-hand d10, versatile P), **Damage** 2d6+16 slashing plus 2d6 fire

Melee ➤ fist +28 (agile, evil, magical, reach 10 feet), **Damage** 2d6+16 bludgeoning plus 2d6 fire and 2d6 persistent fire

Ranged ➤ fire missile +26 (evil, fire, magical, range increment 60 feet), **Damage** 2d10+16 fire plus 2d6 persistent fire

Primal Innate Spells DC 34; **7th** *fireball*, *fiery body*, *flame strike*, *wall of fire*; **6th** *fireball* (×3); **4th** *charm* (×3), *darkness*, *gaseous form*; **2nd** *invisibility* (at will, self only)

Change Shape ➤ (concentrate, polymorph, primal, transmutation)
Fire giant, with no change to Speed or Strike attack and damage.

Impaling Push ➤➤ The fire yai makes a katana Strike. If it hits, the fire yai attempts an Athletics check against the target creature's Fortitude DC.

Critical Success The fire yai Strides or Flies up to half its Speed in any direction. The struck creature takes 4d6 persistent bleed damage and is pushed along with the yai an equal distance. The creature is grabbed until the yai's next turn or until the yai makes a katana Strike.

Success As critical success, but the creature takes 2d6 persistent bleed damage.

Failure The struck creature is pushed back 5 feet.

Critical Failure The struck creature is unaffected.

(Continued on card 238)

(Oni, fire yai; continued from card 237)

Smoke Form ➤➤ (concentrate, primal, transmutation) The fire yai transforms into a cloud of smoke and then Flies up to its fly speed. This movement does not trigger reactions, and the fire yai can move through spaces occupied by other creatures. The fire yai returns to its physical form after this move, and must end the movement in a space in which it can fit. All creatures in spaces through which the fire yai moves with Smoke Form must succeed at a DC 34 Fortitude save or become sickened 3. The fire yai cannot use Smoke Form for 1d4 rounds.

CE	LARGE	COLD	FIEND	GIANT	HUMANOID	ONI
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Perception +26; greater darkvision

Languages Common, Jotun

Skills Acrobatics +24, Arcana +23, Athletics +25, Deception +27, Intimidation +27, Nature +24, Stealth +26

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

AC 34; **Fort** +21, **Ref** +25, **Will** +23; +1 status on all saves vs. magic

HP 230, regeneration 15 (deactivated by acid or fire); **Immunities** cold;

Weaknesses fire 15

Attack of Opportunity ↻

Icy Deflection ↻ **Trigger** The ice yai is targeted by a ranged Strike or spell attack roll that doesn't 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 roll. If the attack misses, the ice yai redirects the attack to another creature within 20 feet of the yai. The attacker rerolls the attack roll against the new target.

Speed 40 feet, fly 40 feet

Melee ♦ fist +27 (agile, evil, magical, reach 10 feet), **Damage** 2d8+16 bludgeoning plus 2d6 cold and frozen strike

Ranged ♦ ice missile +25 (cold, evil, magical, range increment 60 feet), **Damage** 2d10+12 cold and frozen strike

Primal Innate Spells DC 33; **7th** *cone of cold*, *wall of ice*; **6th** *cone of cold* (×3); **4th** *charm* (×3), *darkness*, *gaseous form*, *solid fog*; **2nd** *invisibility* (at will, self only)

Change Shape ♦ (concentrate, polymorph, primal, transmutation) Frost giant, with no change to Speed or Strike attack and damage.

Double Punch ♦ **Frequency** once per round; **Effect** The ice yai makes two fist Strikes.

Frozen Strike On a critical hit with a fist Strike or a hit with an ice missile Strike, the target creature must attempt a DC 33 Fortitude save.

Critical Success The creature is unaffected.

Success The creature is slowed 1 for 1 round.

Failure The creature is slowed 2 for 1 round.

Critical Failure The creature is slowed 3 for 1 round.

LE	LARGE	FIEND	GIANT	HUMANOID	ONI
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Perception +17; darkvision

Languages Common, Jotun


Skills Acrobatics +15, Arcana +13, Athletics +16, Deception +18, Intimidation +18, Nature +17

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


Items breastplate, composite shortbow with 20 arrows, +1 *striking falchion*


AC 27; **Fort** +18, **Ref** +15, **Will** +15; +1 status on all saves vs. magic


HP 125, regeneration 7 (deactivated by acid or fire)

Attack of Opportunity 


Speed 30 feet, fly 30 feet

Melee  *falchion* +21 (forceful, magical, reach 10 feet, sweep), **Damage** 2d10+9 slashing

Melee  fist +20 (agile, evil, magical, reach 10 feet), **Damage** 2d8+9 bludgeoning

Ranged  composite shortbow +17 (deadly 1d10, range increment 100 feet, reload 0), **Damage** 2d6+9 piercing

Primal Innate Spells DC 24; **5th** *cone of cold*; **4th** *charm*, *gaseous form*, *sleep*; **3rd** *fear*; **2nd** *darkness*, *invisibility* (at will, self only)

Change Shape  (concentrate, polymorph, primal, transmutation) The onidoshi takes on the appearance of an ogre. This doesn't change their Speed or Strike attack and damage.

CE HUGE FIEND GIANT HUMANOID ONI WATER

Perception +32; greater darkvision

Languages Common, Jotun

Skills Acrobatics +30, Arcana +29, Athletics +33, Deception +32, Intimidation +32, Nature +29, Performance +33

Str +9, **Dex** +6, **Con** +6, **Int** +5, **Wis** +9, **Cha** +6

Items +2 greater striking longspear

AC 40; **Fort** +27, **Ref** +29, **Will** +34; +1 status on all saves vs. magical

HP 295, regeneration 15 (deactivated by acid and fire); **Immunities** electricity

Attack of Opportunity ➤

Shocking Douse ➤ **Trigger** A creature within 100 feet casts a fire spell; **Effect** The water yai flourishes their kimono and attempts a Performance check to counteract the spell before it comes into effect. If the yai counters the spell, the triggering creature takes 9d6 electricity damage from electrified water that sprays from the kimono (DC 35 basic Reflex save).

Speed 40 feet, fly 40 feet, swim 50 feet; *water walk*

Melee ➤ *longspear* +35 (evil, magical, reach 20 feet), **Damage** 3d8+15 piercing plus 2d6 electricity

Melee ➤ kimono +33 (electricity, evil, magical, reach 15 feet), **Damage** 3d12+12 electricity plus Enveloping Kimono

Melee ➤ fist +33 (agile, evil, magical, reach 15 feet), **Damage** 3d8+15 bludgeoning plus 2d6 electricity

Ranged ➤ electric missile +30 (electricity, evil, magical, range increment 60 feet), **Damage** 3d12+12 electricity plus flat-footed for 1 round

Primal Innate Spells DC 38; **9th** *chain lightning*, *horrid wilting*; **8th** *hydraulic torrent*; **5th** *control water* (at will); **4th** *charm* (×3), *darkness*; **2nd** *invisibility* (at will, self only); **Constant (9th)** *water walk*
(Continued on card 242)

(Oni, water yai; continued from card 241)

Change Shape ♦♦ (concentrate, polymorph, primal, transmutation)

The water yai takes on the appearance of a storm giant. This doesn't change their Speed or Strike attack and damage. The yai can also turn into a puddle of water, with the effects of *gaseous form* except they retain their land Speed, double their swim Speed, and can't fly.

Enveloping Kimono ♦♦ (electricity, manipulate, primal, transmutation, water) **Requirements** The water yai's last action was a successful kimono Strike; **Effect** The water yai extends a portion of their kimono

to attempt to envelop a creature within 15 feet. The water yai must attempt a Performance check against the creature's Reflex DC.

Critical Success The creature takes 20d6 electricity damage and is grabbed until the end of its next turn.

Success As critical success, but only 10d6 electricity damage.

Failure The target takes 5d6 electricity damage but is not grabbed.

Critical Failure The target is unaffected.

OOZE, AMOEBA SWARM

CREATURE 1

N**LARGE****AMPHIBIOUS****MINDLESS****OOZE****SWARM**

Perception +3; motion sense 60 feet, no vision

Skills Stealth +1 (+3 in water)

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

Motion Sense An amoeba swarm can sense nearby creatures through vibration and air or water movement.

AC 9; **Fort** +8, **Ref** +1, **Will** +3

HP 35; **Immunities** acid, critical hits, mental, precision, unconscious, visual; **Weaknesses** area 3, fire 3, splash damage 3; **Resistances** slashing 4, piercing 4

Speed 5 feet, climb 5 feet, swim 10 feet

Swarming Slither ♦ The amoeba swarm slithers over each creature in its space, dealing 1d6 acid damage (DC 14 basic Reflex save). A creature that critically fails is sickened 1.

Weak Acid An amoeba's acid damages only organic material—not metal, stone, or other inorganic substances.

N

GARGANTUAN

MINDLESS

OOZE

Perception +23; motion sense 240 feet, no vision

Skills Athletics +27

Str +8, **Dex** -3, **Con** +6, **Int** -5, **Wis** +0, **Cha** -5

Motion Sense A carnivorous blob can sense nearby creatures through vibration and air or water movement.

AC 20; **Fort** +25, **Ref** +14, **Will** +19

HP 300; **Immunities** acid, critical hits, mental, piercing, precision, slashing, sonic, unconscious, visual

Split When a carnivorous blob that has 10 or more HP is hit by an attack that would deal piercing or slashing damage, it splits into two identical oozes, each with half the original's HP. One ooze is in the same space as the original, and the other is in an adjacent, unoccupied space. If no adjacent space is unoccupied, it automatically pushes creatures and objects out of the way to fill a space (the GM decides if an object or creature is too big or heavy to push).

Reactive Strikes ➤ **Trigger** The carnivorous blob takes damage from any source; **Effect** The blob makes a pseudopod Strike against an adjacent target. If an adjacent creature dealt the triggering damage, that creature is the target of this Reactive Strike.

Speed 20 feet, climb 20 feet, swim 20 feet

Melee ♦ pseudopod +26 (reach 30 feet), **Damage** 2d12+12 bludgeoning plus 2d6 acid and Grab

Carnivorous Blob Acid A carnivorous blob's acid damages only flesh—not bone, stone, wood, or other materials—but is nonetheless devastating. Whenever a creature takes damage from this acid, it must succeed at a DC 33 Fortitude save or become drained 1 (drained 2 on a critical failure). On each subsequent failure, the drained condition value increases by 1 (or by 2 on a critical failure), to a maximum of drained 4.

Constrict ♦ 2d12 bludgeoning plus 2d6 acid, DC 33

Engulf ♦♦ DC 33, 4d10 acid, Escape DC 33, Rupture 20

OOZE, GIANT AMOEBA

CREATURE 1

N**SMALL****AMPHIBIOUS****MINDLESS****OOZE**

Perception +4; motion sense 60 feet, no vision

Skills Athletics +6, Stealth +3


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


Motion Sense A giant amoeba can sense nearby creatures through vibration and air or water movement.




AC 8; **Fort** +7, **Ref** +3, **Will** +5

HP 45; **Immunities** acid, critical hits, mental, precision, unconscious, visual; **Weaknesses** slashing 5

Speed 10 feet, climb 10 feet, swim 10 feet

Melee  pseudopod +8, **Damage** 1d6 acid plus Grab

Constrict  1d4 bludgeoning plus 1d4 acid, DC 17

Envelop    **Requirements** The giant amoeba begins its turn with a target its size or smaller grabbed; **Effect** The giant amoeba maintains the Grab and extends pseudopods to surround the creature and pull it inside the amoeba's body. This thereafter has the same effect as if the amoeba had Engulfed the creature (DC 17, 1d6 acid, Escape DC 17, Rupture 3).

Weak Acid An amoeba's acid damages only organic material—not metal, stone, or other inorganic substances.

OOZE, GRAY

CREATURE 4

N**MEDIUM****MINDLESS****OOZE**

Perception +8; motion sense 60 feet, no vision

Skills Athletics +11, Stealth +10 (+12 in moist environments)

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

Motion Sense A gray ooze can sense nearby creatures through vibration and air or water movement.

Puddled Ambush ➤ **Trigger** A creature enters a space occupied by a gray ooze; **Requirements** Initiative has not yet been rolled; **Effect** The gray ooze automatically notices the creature, then makes a pseudopod Strike against one creature adjacent to itself before rolling initiative.

AC 14; **Fort** +12, **Ref** +10, **Will** +8

HP 60; **Immunities** acid, critical hits, mental, precision, unconscious, visual; **Resistances** slashing 5, piercing 5

Speed 10 feet, climb 10 feet

Melee ♦ pseudopod +13 (agile), **Damage** 1d6+5 bludgeoning plus 1d6 acid and Grab

Constrict ♦ 1d6 bludgeoning plus 1d6 acid, DC 21

Gray Ooze Acid A gray ooze's acid damages only metal and organic materials, not stone.

OOZE, SLIME MOLD

CREATURE 2

N**LARGE****FUNGUS****MINDLESS****OOZE**

Perception +6; motion sense 60 feet, no vision

Skills Athletics +7, Stealth +6 (+8 amid decaying plant matter or fungus)


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

Motion Sense A slime mold can sense nearby creatures through vibration and air or water movement.

AC 12; **Fort** +11, **Ref** +3, **Will** +4

HP 60; **Immunities** critical hits, mental, precision, unconscious, visual

Speed 10 feet, climb 10 feet

Melee  pseudopod +8, **Damage** 1d8+3 bludgeoning plus slime rot

Slime Rot (disease) **Saving Throw** DC 18 Fortitude; **Onset** 1d4 days;

Stage 1 enfeebled 1 and sickened 1 (1 day); **Stage 2** as stage 1 (1 day);

Stage 3 drained 1, enfeebled 2, and sickened 2 (1 day); **Stage 4** as stage 3 (1 day); **Stage 5** drained 2 plus unconscious (no Perception check to wake up) (1 day); **Stage 6** dead, and the body erupts to

release a new slime mold

OOZE, VERDUROUS

CREATURE 6

N**MEDIUM****MINDLESS****OOZE**

Perception +8; motion sense 60 feet, no vision

Skills Athletics +15, Stealth +4 (+10 in tall grass or undergrowth)

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

Motion Sense A verdurous ooze can sense nearby creatures through vibration and air or water movement.

AC 12; **Fort** +17, **Ref** +8, **Will** +10

HP 157; **Immunities** acid, critical hits, mental, piercing, precision, slashing, unconscious, visual

Corrosive Surface A creature that hits a verdurous ooze with a metal weapon or unarmed attack must attempt a DC 21 Reflex save. On a failure, the weapon or creature takes 2d4 acid damage (after dealing damage to the ooze as normal). Thrown weapons take this damage automatically with no save.

Enliven Foliage (aura, primal, transmutation) 20 feet. The verdurous ooze constantly emits supernatural vapors that cause nearby plants to grow rapidly and writhe and grasp at anything and everything within the emanation. This area becomes difficult terrain for non-verdurous ooze creatures. When a creature starts its turn in this aura, it must succeed at a DC 21 Reflex save or take a -10-foot circumstance penalty to its Speeds until it leaves the emanation.

Split When a verdurous ooze that has 10 or more HP is hit by an attack that would deal piercing or slashing damage, it splits into two identical oozes, each with half the original's HP. One ooze is in the same space as the original, and the other is in an adjacent, unoccupied space. If no adjacent space is unoccupied, it automatically pushes creatures and objects out of the way to fill a space (the GM decides if an object or creature is too big or heavy to push).

Speed 15 feet

Melee ♦ pseudopod +15, **Damage** 2d6+7 bludgeoning plus 1d6 acid and Grab

Constrict ♦ 2d6 bludgeoning plus 1d6 acid, DC 24

(Continued on card 249)

(Ooze verdurous; continued from card 248)

Sleep Gas ♦♦ (incapacitation, mental, poison, sleep) The verdurous ooze adjusts its aura of supernatural vapors to affect living creatures within a 20-foot emanation, forcing them to attempt a DC 24 Will save.

Critical Success The creature is unaffected and becomes temporarily immune to Sleep Gas for 24 hours.

Success The creature is stupefied 1 for 1 round.

Failure The creature falls unconscious. If it's still unconscious after 1 minute, it wakes up automatically.

Critical Failure The creature falls unconscious. If it's still unconscious after 1 hour, it wakes up automatically.

Verdurous Ooze Acid A verdurous ooze's acid damages only metal and flesh—not bone, stone, or other materials.

PELUDA

CREATURE 10

LE

LARGE

DRAGON

FIRE

Perception +21; darkvision

Languages Draconic

Skills Athletics +23, Intimidation +19

Str +7, **Dex** +3, **Con** +5, **Int** -2, **Wis** +5, **Cha** +3

AC 30; **Fort** +21, **Ref** +17, **Will** +19; +1 status to all saves vs. magic

HP 170; **Immunities** fire, paralyzed, sleep

Vulnerable Tail If the peluda takes 30 or more slashing damage from a critical hit, the attacker severs the peluda's tail. The peluda takes 2d6 persistent bleed damage and can't make tail attacks until their tail grows back (in about 1 week).

Quill Thrust ➤ **Trigger** A creature within 10 feet attempts a melee Strike against the peluda; **Effect** The peluda shifts their position and makes a quill Strike against the attacking creature. This Strike doesn't count toward the peluda's multiple attack penalty, and the peluda's multiple attack penalty doesn't apply to this Strike.

Speed 30 feet, swim 30 feet

Melee ➤ jaws +23 (reach 10 feet), **Damage** 2d12+13 piercing

Melee ➤ quill +23 (agile, reach 10 feet), **Damage** 2d6 piercing plus peluda venom

Melee ➤ tail +23 (reach 15 feet, versatile piercing), **Damage** 2d6+13 bludgeoning plus Improved Knockdown

Breath Weapon ➤➤ (evocation, fire, primal) The peluda breathes a torrent of flames that deals 7d10 fire damage in a 60-foot line (DC 29 basic Reflex save). They can't use their Breath Weapon again for 1d4 rounds.

Peluda Venom (poison) **Saving Throw** DC 29 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison and flat-footed (1 round); **Stage 2** 2d6 poison, enfeebled 1, and flat-footed (1 round); **Stage 3** 2d6 poison, enfeebled 2, and flat-footed (1 round)

Quill Barrage ➤➤ The peluda bristles their quills and shakes, sending dozens of spear-like barbs in every direction. All creatures within 30 feet take 11d6 piercing damage (DC 29 basic Reflex save) and are exposed to peluda venom if they take any damage. The peluda can't use Quill Barrage again for 1 minute.

PERYTON

CREATURE 4

CE**MEDIUM****BEAST**

Perception +13; darkvision

Languages Common

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

Str +4, **Dex** +3, **Con** +2, **Int** +0, **Wis** +5, **Cha** +3

AC 21; **Fort** +8, **Ref** +11, **Will** +13

HP 60

Speed 25 feet, fly 50 feet

Melee ♦ antler +14 (deadly d8), **Damage** 1d12+7 piercing

Melee ♦ fangs +14 (agile), **Damage** 1d8+7 slashing

Heart Ripper ♦ (attack, emotion, fear, visual) The peryton rips out the heart of an adjacent corpse with their jaws. The creature must have died in the last minute. As the peryton rips the heart free and swallows it whole, they regain 2d6 HP, and any non-peryton that witnesses this event must succeed at a DC 21 Will save or become frightened 1 (or frightened 2 on a critical failure).

Mimic Shadow ♦ (necromancy, occult, shadow) **Requirements** The target must be casting a shadow; **Effect** The peryton Flies, going no higher than 20 feet over the target creature. The target creature must succeed at a DC 21 Will save or the peryton's shadow changes to match that cast by the target creature. With their shadow so transformed, the peryton gains a +2 status bonus to attack and damage rolls against that creature. In addition, each time the peryton successfully Strikes that creature, the creature must succeed at a DC 21 Will save or become frightened 1, or increase its frightened condition by 1 if it's already frightened. This is an emotion and fear effect. The shadow remains transformed for 1 hour or until the peryton Mimics a Shadow again, whichever comes first.

VARIES

MEDIUM

PETITIONER

Perception +7, darkvision

Languages see Planar Incarnation

Skills Athletics +7, Planar Lore +7

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

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

HP 22

Speed 25 feet

Planar Incarnation All petitioners are formed from and personify the nature of the plane on which they manifest, and their statistics are adjusted as summarized below. They also gain any trait associated with creatures from their plane.

Abaddon (the Hunted) The hunted appear as Medium sized versions of themselves from their prior lives, and they exist to be pursued and consumed by daemons; **Alignment** NE; **Language** Daemonic; **Additional Ability** fast healing 5; **Melee** fist +7, **Damage** 1d8+2 bludgeoning

Abyss (the Larvae) The larvae appear as maggot-like grubs with the face the petitioners had in life; **Alignment** CE; **Language** Abyssal; **Additional Ability** immune to disease and poison; **Melee** jaws +7, **Damage** 1d8+2 piercing

Astral Plane (the Untethered) The untethered appear as astrally projected versions of their mortal forms, yet they lack a silver cord; **Alignment** any; **Language** any one spoken in life (such as Common); **Additional Ability** fly Speed 20 feet; **Melee** fist +7, **Damage** 1d8+2 bludgeoning

Axis (the Unmade) The unmade appear as parchment-skinned humanoids covered in lines of close black script; **Alignment** LN; **Language** Utopian; **Additional Ability** immune to emotion and fear; **Melee** fist +7, **Damage** 1d8+2 bludgeoning

(Continued on card 253)

(Petitioner; continued from card 252)

Boneyard (the Dead) The dead appear as animated skeletons of the type of creature they were when they were alive; **Alignment** N; **Language** Requian; **Additional Ability** resist piercing and slashing 3; **Melee** claw +7, **Damage** 1d8+2 slashing

Dead Vault (the Caged) The caged are sent to Rovagug's prison plane, the Dead Vault; they appear as chained versions of their mortal bodies, save that their faces are hideous insectile visages; **Alignment** CE; **Language** Abyssal; **Additional Ability** Rend ♦ bite; **Melee** bite +7, **Damage** 1d8+2 piercing

Dimension of Dreams (the Dreamers) The dreamers appear as their ideal appearance, age, and gender from their mortal bodies; **Alignment** any; **Language** Aklo; **Additional Ability** +1 circumstance bonus on all saving throws; **Melee** fist +7, **Damage** 1d8+2 bludgeoning

Elysium (the Chosen) The chosen appear as idealized versions of their mortal selves with glowing eyes; **Alignment** CG; **Language** Celestial; **Additional Ability** immune to blindness and dazzled; **Melee** fist +7, **Damage** 1d8+2 bludgeoning

Ethereal Plane (the Terrorized) The terrorized appear as sickly, haunted-looking versions of their mortal selves; **Alignment** any; **Language** any one spoken in life (such as Common); **Additional Ability** immune to bleed and death effects; **Melee** fist +7, **Damage** 1d8+2 bludgeoning

Heaven (the Elect) The elect have golden halos and ghostly wings, but they otherwise appear as their mortal forms; **Alignment** LG; **Language** Celestial; **Additional Ability** fly Speed 20 feet; **Melee** wing +7, **Damage** 1d8+2 bludgeoning

Hell (the Damned) The damned look like terribly mutilated versions of their mortal selves; **Alignment** LE; **Language** Infernal; **Additional Ability** immune to fire; **Melee** jaws +7, **Damage** 1d8+2 piercing

Maelstrom (the Shapeless) The shapeless appear as half-melted reflections of their former mortal selves; **Alignment** CN; **Language** Protean; **Additional Ability** immune to critical hits and precision; **Melee** fist +7, **Damage** 1d8+2 bludgeoning

(Continued on card 254)

(Petitioner; continued from card 253)

Material Plane (the Remnants) The remnants are among the rarest of petitioners; they appear as plain, bland versions of the ancestry of their mortal lives; **Alignment** any; **Language** any one spoken in life (such as Common); **Additional Ability** ferocity; **Melee** fist +7, **Damage** 1d8+2 bludgeoning

Nirvana (the Cleansed) The cleansed take on animal forms that match their personalities in life; **Alignment** NG; **Language** Celestial; **Additional Ability** speed 35 feet; **Melee** claw +7, **Damage** 1d8+2 slashing

Plane of Air (the Air Pneuma) Air pneuma appear as versions of their mortal selves composed of air; **Alignment** any; **Language** Auran; **Additional Ability** fly Speed 20 feet; **Melee** gust +7 (air), **Damage** 1d8+2 bludgeoning

Plane of Earth (the Earth Pneuma) Earth pneuma appear as versions of their mortal selves built of earth or stone; **Alignment** any; **Language** Terran; **Additional Ability** burrow Speed 20 feet; **Melee** fist +7 (earth), **Damage** 1d8+2 bludgeoning

Plane of Fire (the Fire Pneuma) Fire pneuma appear as versions of their mortal selves shaped from flame; **Alignment** any; **Language** Ignan; **Additional Ability** immunity to fire; **Melee** cinder +7 (fire), **Damage** 1d8+2 fire

Plane of Water (the Water Pneuma) Water pneuma appear as versions of their mortal selves formed of flowing water; **Alignment** any; **Language** Aquan; **Additional Ability** amphibious, swim Speed 20 feet; **Melee** current +7 (water), **Damage** 1d8+2 bludgeoning

Positive Energy Plane (the Enlightened) The enlightened appear as diaphanous, radiant versions of their mortal selves; **Alignment** any good; **Language** Jyoti; **Additional Ability** fast healing 5; **Melee** glowing touch +7, **Damage** 1d8+2 positive

Shadow Plane (the Mutilated) The mutilated appear as they did in their mortal lives, yet are covered in wounds or partially adorned or wrapped in chains; **Alignment** any evil; **Language** Shadowtongue; **Additional Ability** immune to bleed and fear; **Melee** chain +7, **Damage** 1d8+2 bludgeoning

LE	MEDIUM	HUMAN	HUMANOID	IFRIT
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Perception +3

Languages Common, Ignan

Skills Acrobatics +6, Crafting +6, Intimidation +4, Nature +3, Survival +3, Thievery +6

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

Items alchemist's tools, dagger, flint and steel, formula book, studded leather

Infused Items An ifrit pyrochemist carries the following infused items, which last for 24 hours or until the next time the pyrochemist makes their daily preparations: lesser alchemist's fire (5), lesser elixir of life (2), lesser smokestick.

AC 18; **Fort** +5, **Ref** +6, **Will** +3

HP 18; **Resistances** fire 1

Speed 25 feet

Melee ♦ dagger +8 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4 piercing

Ranged ♦ lesser alchemist's fire +8 (range increment 30 feet), **Damage** 1d8 fire plus 1 persistent fire damage and 1 fire splash damage

Primal Innate Spells DC 16, attack +8; **Cantrips (1st)** *produce flame*

Quick Bomber ♦ The ifrit pyrochemist draws an alchemical bomb with an Interact action and throws it as a ranged Strike.

LN MEDIUM HUMAN HUMANOID OREAD

Perception +7**Languages** Common, Terran**Skills** Athletics +7, Crafting +3, Medicine +5, Society +3, Survival +5**Str** +4, **Dex** +1, **Con** +2, **Int** +0, **Wis** +2, **Cha** +0**Items** bastard sword, full plate, light hammer, steel shield (Hardness 5, HP 20, BT 10)**AC** 19 (21 with shield raised); **Fort** +7, **Ref** +6, **Will** +5**HP** 20**Attack of Opportunity** 🔄**Shield Block** 🔄**Speed** 20 feet**Melee** 🎲 bastard sword +9 (two-hand d12), **Damage** 1d8+4 slashing**Ranged** 🎲 light hammer +6 (agile, thrown 20 feet), **Damage** 1d6+4 bludgeoning**Power Attack** 🎲🎲 **Frequency** once per round; **Effect** The guard makes a melee Strike. This counts as two attacks when calculating the guard's multiple attack penalty. If this Strike hits, the guard deals an extra die of weapon damage.

N

MEDIUM

HUMAN

HUMANOID

SULI

Perception +5**Languages** Aquan, Auran, Common, Ignan, Terran**Skills** Acrobatics +5, Deception +6, Diplomacy +7, Occultism +4, Performance +7, Society +4**Str** +2, **Dex** +2, **Con** +0, **Int** +1, **Wis** +0, **Cha** +4**Items** scimitar, tambourine**AC** 15; **Fort** +3, **Ref** +5, **Will** +5**HP** 16

Elemental Bulwark ➤ **Trigger** An enemy is about to damage the dune dancer with cold, electricity, or fire, or with a spell that has the air, earth, fire, or water trait; **Effect** The dune dancer gain resistance 2 against the triggering damage.

Speed 25 feet**Melee** ➤ scimitar +7 (forceful, sweep), **Damage** 1d6+2 slashing

Occult Spontaneous Spells DC 17, attack +9; **1st** (2 slots) *color spray*, *soothe*, *true strike*; **Cantrips (1st)** *detect magic*, *guidance*, *inspire courage* (Core Rulebook 386), *mage hand*, *shield*, *telekinetic projectile*

Elemental Assault ➤➤ Elemental magic fills the dune dancer's body or weapon. The dune dancer chooses one element and makes a melee Strike. The Strike deals an additional 1d4 damage of the indicated type and has the trait corresponding to the element: **Air** electricity, **Earth** bludgeoning, **Fire** fire, or **Water** cold.

CG

MEDIUM

HUMAN

HUMANOID

SYLPH

Perception +5**Languages** Auran, Common**Skills** Acrobatics +7, Deception +6, Diplomacy +6, Society +4, Stealth +7, Thievery +7**Str** +0, **Dex** +4, **Con** +1, **Int** +1, **Wis** +0, **Cha** +3**Items** leather armor, starknife**AC** 18; **Fort** +4, **Ref** +9, **Will** +8**HP** 17

Deflecting Gale 🌀 (air, evocation, primal) **Trigger** The sylph sneak is the target of a physical ranged attack; **Requirements** The sylph sneak is aware of the attack; **Effect** A swift gale whips up between the sylph sneak and the source of the ranged attack, giving the sneak a +3 status bonus to AC against the triggering attack. If the attack misses, the wind deflected it. The wind can't deflect unusually large or heavy ranged projectiles (such as boulders or ballista bolts).

Speed 25 feet**Melee** ♦️ starknife +9 (agile, deadly d6, finesse, versatile S), **Damage** 1d4+4**Ranged** ♦️ starknife +9 (agile, deadly d6, thrown 30 feet, versatile S), **Damage** 1d4+1**Sneak Attack** The sylph sneak's Strikes deal 1d6 extra precision damage to flat-footed creatures.**Surprise Attacker** On the first round of combat, creatures that haven't acted yet are flat-footed to the sylph sneak.**Wind's Guidance** When the sylph sneak attacks with a thrown weapon, the range increment increases by 10 feet.

PLANAR SCION, UNDINE HYDROMANCER

CREATURE 1

CG**MEDIUM****AMPHIBIOUS****HUMAN****HUMANOID****UNDINE****Perception** +5**Languages** Aquan, Common**Skills** Arcana +3, Athletics +3, Diplomacy +7, Intimidation +7, Nature +5, Survival +5**Str** +0, **Dex** +2, **Con** +1, **Int** +0, **Wis** +2, **Cha** +4**Items** dagger**AC** 16; **Fort** +4, **Ref** +5, **Will** +7**HP** 15**Speed** 25 feet, swim 25 feet**Melee** ♦ dagger +7 (agile, finesse, versatile S), **Damage** 1d4 piercing**Ranged** ♦ dagger +7 (agile, thrown 10 feet, versatile S), **Damage** 1d4 piercing**Primal Spontaneous Spells** DC 17, attack +9; **1st** *create water, heal, hydraulic push*; **Cantrips (1st)** *acid splash, detect magic, know direction, stabilize, tanglefoot***Sorcerer Bloodline Spells** DC 17, attack +9; **1st** (1 Focus Point) *elemental toss* (Core Rulebook 404)

CN **SMALL** **MONITOR** **PROTEAN**

Perception +8; darkvision, entropy sense (imprecise) 30 feet

Languages Abyssal, Celestial, Protean; telepathy (touch)

Skills Acrobatics +9, Deception +10, Occultism +11, Society +10, Stealth +9, Thievery +9

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

Entropy Sense See *Pathfinder Bestiary 2* page 204.

AC 19; **Fort** +6, **Ref** +11, **Will** +10

HP 42, fast healing 1; **Weaknesses** lawful 3; **Resistances** precision 3, protean anatomy 6

Protean Anatomy See *Pathfinder Bestiary 2* page 204.

Speed 25 feet, fly 25 feet, swim 25 feet; *freedom of movement*

Melee ♦ jaws +12 (chaotic, finesse, magical), **Damage** 2d8+3 piercing plus 1d4 chaotic and garbled thoughts

Melee ♦ tail +12 (chaotic, finesse, magical), **Damage** 2d6+3 bludgeoning plus 1d4 chaotic and Grab

Divine Innate Spells DC 20, attack +12; **3rd** *glyph of warding*, *secret page*; **1st** *detect alignment* (at will, lawful only); **Cantrips (2nd)** *acid splash*, *daze*, *ghost sound*, *mage hand*, *sigil*; **Constant (4th)** *freedom of movement*

Change Shape ♦ (concentrate, divine, polymorph, transmutation) The akizendri takes on the appearance of any Small or smaller creature. This doesn't change its Speed or its attack and damage bonuses with its Strikes, but might change the damage type its Strikes deal.

Constrict ♦ 1d8+3 bludgeoning, DC 20

Garbled Thoughts (divine, emotion, enchantment, mental) A creature hit by the akizendri's bite Strike must attempt a DC 20 Will save.

Success The creature is unaffected.

Failure The creature is stupefied 1 for 1d4 rounds.

Critical Failure As failure, but the creature is also confused for 1 round.

Text Immersion See *Pathfinder Bestiary 2* page 204.

CN **SMALL** **MONITOR** **PROTEAN**

Perception +11; darkvision, entropy sense (imprecise) 30 feet

Languages Abyssal, Celestial, Protean

Skills Acrobatics +11, Arcana +11, Athletics +9, Deception +13, Performance +13, Stealth +13, Survival +11, Thievery +13

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

Entropy Sense See *Pathfinder Bestiary 2* page 206.

AC 22; **Fort** +11, **Ref** +15, **Will** +11; +1 status to all saves vs. magic

HP 75, fast healing 2; **Weaknesses** lawful 5; **Resistances** precision 5, protean anatomy 8

Protean Anatomy See *Pathfinder Bestiary 2* page 206.

Spell Pilfer ➤ **Trigger** A creature with an active spell effect within 30 feet of the azuretzi fails to resist another azuretzi's Mocking Touch; **Effect** The azuretzi attempts to counteract one ongoing spell effect on the target creature with a Thievery check. If it is successful, it transfers the ongoing spell effect to itself. The creature then becomes temporarily immune to Spell Pilfer for 24 hours.

Speed 25 feet, fly 25 feet, swim 25 feet; *freedom of movement*

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

Melee ➤ claw +15 (agile, chaotic, finesse, magical), **Damage** 2d8+4 slashing plus 1d6 chaotic

Melee ➤ tail +13 (chaotic, magical, reach 15 feet), **Damage** 2d12+4 bludgeoning plus 1d6 chaotic and Grab

Divine Innate Spells DC 22; **4th** *dimension door*; **3rd** *crisis of faith*, *dispel magic*, *shatter*; **2nd** *hideous laughter*; **1st** *detect alignment* (at will, lawful only); **Constant (4th)** *freedom of movement*

Constrict ➤ 1d12+4 bludgeoning, DC 22

Mimic Form ➤➤ (concentrate, divine, polymorph, transmutation)
As Change Shape, but an azuretzi can assume the specific form of a Medium or smaller creature it Seeks with a successful DC 25 Perception check. It can return to its true form as a free action. It can retain access to only one exact appearance at a time.

Mocking Touch ➤➤ See *Pathfinder Bestiary 2* page 206.

CN **LARGE** **MONITOR** **PROTEAN**

Perception +19; darkvision, entropy sense (imprecise) 60 feet

Languages Abyssal, Celestial, Protean; *tongues*

Skills Acrobatics +17, Athletics +19, Deception +21, Diplomacy +19, Performance +21, Stealth +21, Thievery +17

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

Entropy Sense See *Pathfinder Bestiary 2* page 207.

AC 30; **Fort** +21, **Ref** +19, **Will** +17; +1 status to all saves vs. magic

HP 175, fast healing 5; **Weaknesses** lawful 10; **Resistances** precision 10, protean anatomy 15

Protean Anatomy See *Pathfinder Bestiary 2* page 207.

Speed 25 feet, fly 25 feet, swim 25 feet; *freedom of movement*

Melee ♦ jaws +23 (chaotic, magical, reach 10 feet), **Damage** 2d10+11 piercing plus 1d6 chaotic and warpwave strike

Melee ♦ claw +23 (agile, chaotic, magical, reach 10 feet), **Damage** 2d6+11 slashing plus 1d6 chaotic

Melee ♦ tail +23 (chaotic, magical, reach 15 feet), **Damage** 2d10+11 bludgeoning plus 1d6 chaotic and Grab

Divine Innate Spells DC 29; **5th** *dimension door*, *dispel magic*, *divine wrath* (chaotic), *sending*; **4th** *creation*, *dimension door* (at will), *shatter*; **3rd** *haste*, *mending*, *shrink item*, *slow*; **1st** *detect alignment* (at will; lawful only); **Constant (5th)** *tongues*; **(4th)** *freedom of movement*

Change Shape ♦ (concentrate, divine, polymorph, transmutation) The imentesh takes the appearance of any Large or smaller creature. This doesn't change its Speed or its attack and damage bonuses with its Strikes, but might change the damage type its Strikes deal.

Constrict ♦ 1d10+11 bludgeoning, DC 29

Inflict Warpwave ♦ (divine, transmutation) An imentesh inflicts a warpwave on a creature within 100 feet (*Pathfinder Bestiary 2* 204; DC 29 Fortitude save to resist).

Sneak Attack An imentesh's Strikes deal an additional 2d6 precision damage to flat-footed targets.

Warpwave Strike (divine, transmutation) Any creature struck and damaged by an imentesh's jaws Strike must succeed at a DC 29 Fortitude save or be subject to a warpwave (*Pathfinder Bestiary 2* 204).

N

MEDIUM

MONITOR

PSYCHOPOMP

Perception +13; darkvision, lifesense 60 feet

Languages Abyssal, Celestial, Infernal, Requian; telepathy 120 feet, *tongues*

Skills Acrobatics +14, Boneyard Lore +11, Diplomacy +14, Intimidation +14, Medicine +12, Occultism +11, Religion +12

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

AC 22; **Fort** +11, **Ref** +12, **Will** +13; +1 status to all saves vs. magic

HP 75; **Immunities** death effects, disease; **Resistances** negative 5, poison 5

Calming Presence (aura, divine, emotion, enchantment, incapacitation) 30 feet. A creature that begins its turn within the area must attempt a DC 18 Will save.

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

Success The creature's attack rolls take a -1 status penalty for 1 round.

Failure Any emotion effects that would affect the creature are suppressed and the creature can't use hostile actions. If the creature is subjected to hostility from any other creature, it ceases to be affected by calming presence and is temporarily immune to calming presence for 24 hours.

Critical Failure As failure, but hostility doesn't end the effect.

Speed 25 feet

Melee ♦ fist +14 (agile, finesse), **Damage** 2d8+2 bludgeoning plus spirit touch

Divine Innate Spells DC 22; **4th** *dimension door*, *talking corpse* (at will); **3rd** *illusory disguise*; **2nd** *invisibility* (at will, self only); **Cantrips (3rd)** *dancing lights*; **Constant (5th)** *tongues*

(Continued on card 264)

(Psychopomp, catrina; continued from card 263)

Compel Condemned ♦ (divine, enchantment, incapacitation, mental) The catrina telepathically compels a creature within 30 feet to approach and allow the catrina to kiss them, in preparation for using Kiss of Death. The target must attempt a DC 22 Will save.

Success The creature is unaffected and is temporarily immune to Compel Condemned for 24 hours.

Failure The creature must spend each of its actions to move closer to the catrina as quickly as possible, while avoiding obvious dangers. If the compelled creature is adjacent to the catrina, it stays still and doesn't act. If the creature takes any damage, the effect ends and the creature is temporarily immune to Compel Condemned for 24 hours. This effect lasts for 1 round, but if the catrina uses this ability again on subsequent rounds, it extend the duration by 1 round for all affected creatures.

Critical Failure As failure, but damage does not end the effect.

Kiss of Death ♦♦ (death, divine, manipulate, necromancy) The catrina gives a long, passionate kiss to an unconscious or willing creature, dealing 3d6 negative damage. Any creature damaged by the same catrina's Kiss of Death for 3 consecutive rounds becomes unconscious and is dying 1.

Spirit Touch A catrina's Strikes affect incorporeal creatures with the effects of a *ghost touch* property rune and deal 1d6 negative damage to living creatures and 1d6 positive damage to undead.

N

MEDIUM

MONITOR

PSYCHOPOMP

Perception +12; darkvision, lifesense 60 feet, scent (imprecise) 60 feet

Languages Abyssal, Celestial, Infernal, Requian

Skills Acrobatics +8, Athletics +10, Intimidation +9, Religion +4, Stealth +8, Survival +10

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

AC 18; **Fort** +11, **Ref** +8, **Will** +8

HP 55; **Immunities** death effects, disease; **Resistances** negative 5, poison 5

Speed 30 feet

Melee ♦ jaws +12 (magical), **Damage** 1d10+3 piercing plus Grab and spirit touch

Melee ♦ claw +12 (agile, magical), **Damage** 1d6+3 slashing plus spirit touch

Divine Innate Spells DC 17; **2nd** *invisibility* (×3; self only)

Pounce ♦ The esobok Strides and then makes a Strike. If it began this action hidden, it remains hidden until after the Strike.

Spirit Touch An esobok's Strikes affect incorporeal creatures with the effects of a *ghost touch* property rune and deal 1d6 negative damage to living creatures and 1d6 positive damage to undead.

Wrench Spirit ♦ (attack, divine, incapacitation, necromancy)

Requirements A creature is grabbed by the esobok's jaws; **Effect** The esobok releases the target but wrenches its spirit free. The creature must attempt a DC 20 Will save. (See *Pathfinder Bestiary 2* page 208.)

Critical Success The creature is unaffected.

Success The target is stunned 1.

Failure The esobok wrenches the target's soul from its body into its jaws. Mindless undead of 2nd level or lower are destroyed, other undead are stunned for 1 round, and all other creatures are paralyzed. At the end of each of its turns, a creature paralyzed by this effect can attempt a new save to end the effect. The paralysis ends automatically if the esobok attempts a jaws Strike or speaks.

Critical Failure As failure, but as long as a creature is stunned or paralyzed, it is also stupefied 2.

N

MEDIUM

MONITOR

PSYCHOPOMP

Perception +15; darkvision, lifesense 60 feet**Languages** Abyssal, Celestial, Infernal, Requian**Skills** Acrobatics +17, Athletics +17, Boneyard Lore +15, Intimidation +15, Occultism +13, Religion +13, Stealth +17**Str** +6, **Dex** +4, **Con** +2, **Int** +2, **Wis** +4, **Cha** +2**Items** +1 scythe**AC** 27; **Fort** +15, **Ref** +13, **Will** +17; +1 status to all saves vs. magic**HP** 105; **Immunities** death effects, disease; **Resistances** negative 10, poison 10**Frightful Presence** (aura, emotion, fear, mental) 20 feet, DC 22**Attack of Opportunity** ⤵**Speed** 25 feet, fly 40 feet**Melee** ♦ scythe +18 (deadly d10, magical, trip), **Damage** 1d10+8 slashing plus spirit touch**Melee** ♦ jaws +17 (agile), **Damage** 1d6+8 slashing plus spirit touch**Divine Innate Spells** DC 22; **5th dimension door**; **4th dimension door** (at will); **3rd locate** (×3), **searing light** (×3); **2nd invisibility** (at will, self only)**Infuse Weapon** See *Pathfinder Bestiary 2* page 210.**Spirit Touch** A vanth's Strikes affect incorporeal creatures with the effects of a *ghost touch* property rune and deal 2d6 negative damage to living creatures and 2d6 positive damage to undead.**Vanth's Curse** ♦♦ (curse, divine, enchantment, misfortune) **Frequency** three times per day; **Effect** The vanth bestows a curse on a creature by touching it with its scythe. The creature must attempt a DC 25 Will save. **Critical Success** The target is unaffected and is temporarily immune to Vanth's Curse for 24 hours.**Success** The target feels a momentary shudder of doom and is stupefied 1 for 1 minute by the distracting sensation.**Failure** The target becomes morose and glum as it accepts the inevitability of its own fate. For 1 hour, the target is stupefied 2. Each time the target gains the dying condition, the stupefied condition value increases by 1, to a maximum value of stupefied 4.**Critical Failure** As failure, but the effect is permanent.

UNCOMMON

N

HUGE

MONITOR

PSYCHOPOMP

Perception +37; darkvision, lifesense 240 feet, *true seeing*

Languages Abyssal, Celestial, Infernal, Requian; telepathy 120 feet, *tongues*

Skills Acrobatics +33, Athletics +36, Boneyard Lore +40, Deception +34, Diplomacy +34, Intimidation +36, Legal Lore +40, Occultism +38, Religion +38, Society +38

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

AC 45; **Fort** +33, **Ref** +31, **Will** +35; +1 status to all saves vs. magic

HP 375, fast healing 20, lightning drinker; **Immunities** death effects, disease, electricity (see lightning drinker); **Resistances** negative 20, poison 20

Frightful Presence (aura, emotion, fear, mental) 60 feet, DC 39

Lightning Drinker Whenever a yamaraj would take electricity damage if not for its immunity, its fast healing increases to 40 on its next turn. During that turn, if it uses its breath weapon, the beetles crackle with electricity and deal 2d12 additional electricity damage.

Speed 35 feet, fly 50 feet, swim 30 feet

Melee ♦ jaws +38 (magical, reach 15 feet), **Damage** 4d8+18 piercing plus Improved Grab and yamaraj venom and spirit touch

Melee ♦ claw +38 (agile, magical, reach 15 feet), **Damage** 4d4+18 slashing plus spirit touch

Melee ♦ tail +38 (magical, reach 20 feet), **Damage** 4d10+18 bludgeoning plus spirit touch

Divine Innate Spells DC 44; **10th** *miracle*, *revival*; **9th** *bind soul*, *harm*, *heal*, *wail of the banshee*; **8th** *chain lightning* (×3), *dispel magic* (×3), *spirit song*, *wall of force*; **5th** *dimension door* (at will), *mind probe* (at will); **Constant (10th)** *true seeing*

Rituals DC 44; *call spirit*, *resurrect*
(Continued on card 268)

(Psychopomp, yamaraj; continued from card 267)

Breath Weapon ♦♦♦ (divine, evocation) The yamaraj breathes a blast of beetles in a 50-foot cone that deals 14d8 slashing damage and 4d8 persistent slashing damage to creatures in the area (DC 42 Reflex save). It can't use Breath Weapon again for 1d4 rounds.

Critical Success The creature takes no damage.

Success The creature takes half damage and is sickened 1.

Failure The creature takes full damage and is sickened 2.

Critical Failure The creature takes double damage and is sickened 3.

Final Judgment A yamaraj's *miracle* spells are used only to pronounce judgment, typically either to restore a dead or destroyed creature to life, bind a creature to the Boneyard, or banish a creature from the Boneyard.

Spirit Touch A yamaraj's Strikes affect incorporeal creatures with the effects of a *ghost touch* property rune and deal 2d6 negative damage to living creatures and 2d6 positive damage to undead.

Yamaraj Venom (poison) While a creature is clumsy from this poison, it is doomed with the same value; **Saving Throw** DC 42 Fortitude; **Maximum Duration** 10 rounds; **Stage 1** 3d8 poison damage and clumsy 1 (1 round); **Stage 2** 5d8 poison damage and clumsy 2 (1 round); **Stage 3** 7d8 poison damage and clumsy 3 (1 round)

UNCOMMON

CE

HUGE

FIEND

QLIPPOTH

Perception +27; greater darkvision, scent (imprecise) 30 feet, *true seeing*

Languages Abyssal; telepathy 100 feet

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

Str +8, **Dex** +5, **Con** +8, **Int** -2, **Wis** +5, **Cha** +4

AC 36; **Fort** +28, **Ref** +23, **Will** +25

HP 225; **Immunities** controlled, fear; **Weaknesses** lawful 15; **Resistances** mental 15, physical 15 (except cold iron)

Speed 40 feet, climb 40 feet, fly 40 feet

Melee ✦ bite +28 (chaotic, magical, reach 10 feet), **Damage** 3d12+14 piercing plus 4d6 persistent bleed, 1d6 chaotic, and rotting curse

Melee ✦ sting +28 (agile, chaotic, magical, finesse, reach 15 feet), **Damage** 3d8+14 slashing plus 4d6 persistent bleed and 1d6 chaotic

Occult Innate Spells DC 31; **5th dimension door** (×3); **Constant (7th)** *true seeing*

Confusing Display ✦✦ (concentrate, emotion, enchantment, fear, incapacitation, mental, occult, visual) The augnagar's writhing limbs and flesh seethe and squirm in a disorienting and unsettling manner. Creatures in a 30-foot emanation must attempt a DC 34 Will save, after which they are temporarily immune to further Confusing Displays for 1 minute.

Critical Success The creature is unaffected.

Success The creature is stupefied 1 for 1 round.

Failure The creature is stupefied 1 and confused for 1 minute.

Critical Failure As failure, but the creature can't attempt a flat check to recover from confusion whenever it takes damage from an attack or spell.

Inhale Vitality ✦✦ (necromancy, occult) **Frequency** once per day; **Effect** The augnagar inhales sharply, drawing life force out of creatures in a 50-foot cone. Creatures in the area take 14d6 negative damage (DC 34 basic Fortitude save, and the creature is fatigued on a failure). The augnagar becomes quickened for 1 round on its next turn, and it can use the extra action only to Stride or Strike.

(Continued on card 270)

(Qlippoth, augnagar; continued from card 269)

Rotting Curse (curse, disease, necromancy, occult) **Saving Throw** DC 34 Fortitude; **Stage 1** drained 1 (1 day); **Stage 2** drained 2 and the creature displays hideous, festering wounds exuding a horrific stench. Any creature within 30 feet of the victim must succeed at a DC 34 Fortitude save or become sickened 1 (plus slowed 1 on a critical failure, for as long as it's sickened). While within the aura, affected creatures take a -2 circumstance penalty to saves against disease and to recover from the sickened condition. A creature that succeeds at its save is temporarily immune for 1 minute. The victim of the disease doesn't roll a save, but takes the failure effects automatically and can't reduce its sickened value below 1 (1 day).

UNCOMMON

CE

LARGE

FIEND

QLIPPOTH

Perception +25; greater darkvision, scent (imprecise) 30 feet

Languages Abyssal; telepathy 100 feet

Skills Acrobatics +22, Athletics +25, Intimidation +25, Occultism +22

Str +7, **Dex** +4, **Con** +5, **Int** +4, **Wis** +7, **Cha** +5

AC 33; **Fort** +23, **Ref** +18, **Will** +25

HP 220; **Immunities** controlled, fear; **Weaknesses** lawful 10;

Resistances mental 10, physical 10 (except cold iron)

Aura of Order's Ruin (aura, necromancy, occult) 30 feet. A lawful or good creature that begins its turn in this aura's emanation must attempt a DC 29 Will save or become sickened 1 (lawful good creatures instead become sickened 2).

Boiled by Light A chernobue takes 2d10 points of fire damage each time it starts its turn in an area of bright light.

Recall Venom ➤ **Trigger** A creature within 30 feet suffers the effects from stage 2 of rupturing venom; **Effect** The chernobue calls out telepathically to the semi-alive toxin, causing it to burst out of the target's body and slither through the air to drain back into one of the chernobue's mouths. The poisoned creature takes 7d6 bludgeoning damage (DC 32 basic Fortitude save) as the venom exits its body, but is thereafter cured of rupturing venom, and the chernobue regains an equal number of Hit Points.

Speed 30 feet; *air walk*

Melee ➤ jaws +26 (chaotic, magical), **Damage** 3d10+13 piercing plus 1d6 chaotic and rupturing venom

Melee ➤ tentacle mouth +26 (agile, chaotic, magical, reach 15 feet), **Damage** 3d6+13 piercing plus 1d6 chaotic

Occult Innate Spells DC 32; **7th plane shift** (self only); **6th phantasmal calamity**, *phantom pain*; **5th subconscious suggestion**; **4th darkness** (at will); **Cantrips (6th)** *daze*, *detect magic*; **Constant (4th)** *air walk*
(Continued on card 272)

(Qlippoth, chernobue; continued from card 271)

Paralyzing Display ♦♦ (concentrate, emotion, enchantment, fear, incapacitation, mental, occult, visual) The chernobue's eye pulses and its lid peels back to reveal mind-bending awfulness. Creatures in a 30-foot emanation must attempt a DC 32 Will save, after which they are temporarily immune to further Paralyzing Displays for 1 minute.

Critical Success The creature is unaffected.

Success The creature is slowed 1 for 1 round.

Failure The creature is paralyzed for 1d4 rounds. It can attempt a new save to end the effect at the end of each of its turns.

Critical Failure As failure, but paralyzed for 1 minute.

Rupturing Venom (poison) The thick, orange venom injected by a chernobue is semi-alive, and as it seethes in a creature's body, it deals poison damage in addition to bludgeoning damage as it ruptures flesh; **Saving Throw** Fortitude DC 32; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison and 2d6 bludgeoning (1 round); **Stage 2** 2d6 poison, 2d6 bludgeoning, and enfeebled 2 (1 round)

UNCOMMON

CE

TINY

FIEND

QLIPPOTH

Perception +5; darkvision

Languages Abyssal; telepathy (touch only)


Skills Acrobatics +6, Occultism +7, Stealth +6

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


AC 16; **Fort** +9, **Ref** +6, **Will** +5

HP 14; **Immunities** controlled, fear; **Weaknesses** lawful 3; **Resistances** mental 3, physical 3 (except cold iron)

Speed 30 feet, fly 40 feet

Melee  bite +8 (agile, chaotic, finesse, magical), **Damage** 1d10+1 piercing plus 1d4 chaotic and tangle spores

Occult Innate Spells DC 17; **4th** *read omens*; **2nd** *detect alignment* (at will, lawful only), *paranoia*; **1st** *phantom pain*; **Cantrips (1st)** *daze*, *detect magic*

Sickening Display  (concentrate, emotion, enchantment, fear, mental, occult, visual) The cythnigot presents its awful appearance fully, and creatures in a 10-foot emanation must attempt a DC 17 Will save. Once a creature attempts this save, it's temporarily immune to further Sickening Displays for 1 minute.

Critical Success The creature is unaffected.

Success The creature is flat-footed until its next turn.

Failure The creature is sickened 1 and flat-footed as long as it's sickened.

Critical Failure The creature is sickened 2 and flat-footed for as long as it's sickened.

Tangle Spores (disease) A creature bitten by a cythnigot becomes afflicted by fast-growing spores that swiftly grow into twitching spikes and hideous pallid growths of hairlike fibers. These growths erupt from the bite wound and writhe and wrap around the creature's limbs. Plant creatures take a -2 circumstance penalty to save against tangle spores; **Saving Throw** DC 17 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** clumsy 1 (1 round); **Stage 2** clumsy 1 and flat-footed (1 round); **Stage 3** clumsy 2, flat-footed, and if you attempt a manipulate action, you must succeed at a DC 5 flat check or it's lost; roll the check after spending the action, but before any effects are applied (1 round).

UNCOMMON

CE

MEDIUM

FIEND

QLIPPOTH

Perception +19; darkvision

Languages Abyssal; telepathy 100 ft.

Skills Acrobatics +21, Athletics +21, Intimidation +19, Occultism +16, Stealth +21

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

AC 29; **Fort** +20, **Ref** +19, **Will** +16

HP 175; **Immunities** acid, controlled, fear; **Weaknesses** lawful 10;

Resistances mental 10, physical 10 (except cold iron)

Caustic Blood ➤ **Trigger** The nyogoth takes piercing or slashing damage; **Effect** The nyogoth sprays its acidic blood on adjacent creatures, dealing 6d6 acid damage (DC 29 basic Reflex save).

Speed 5 feet, fly 25 feet

Melee ➤ jaws +23 (chaotic, magical), **Damage** 2d6+13 piercing plus 2d6 acid, 1d6 chaotic, and Grab

Melee ➤ tentacle mouth +23 (agile, chaotic, magical, reach 10 feet), **Damage** 2d6+13 piercing plus 1d6 acid, 1d6 chaotic, and Grab

Occult Innate Spells DC 26, attack +20; **5th** *cloudkill*; **4th** *acid arrow* (at will), *dimension door*; **3rd** *fear* (at will)

Feeding Frenzy ➤ **Requirement** The nyogoth has grabbed a creature; **Effect** The nyogoth slavers and chews at the grabbed creature, dealing 2d6+7 slashing and 1d6 acid damage (DC 29 basic Fortitude save).

Nauseating Display ➤➤ (concentrate, emotion, enchantment, fear, incapacitation, mental, occult, visual) The nyogoth untangles its tentacles and prolapses its many mouths, turning itself inside out in a truly nauseating display. Creatures in a 30-foot emanation must attempt a DC 29 Will save, after which they are temporarily immune to further Nauseating Displays for 1 minute.

Critical Success The creature is unaffected.

Success The creature is sickened 1.

Failure The creature is stunned 3 and sickened 1.

Critical Failure The creature is stunned 5 and sickened 2.

UNCOMMON

CE

LARGE

AMPHIBIOUS

FIEND

QLIPPOTH

Perception +13; darkvision

Languages Abyssal; telepathy 100 feet

Skills Acrobatics +17, Intimidation +17, Occultism +15, Stealth +15

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

AC 25; **Fort** +16, **Ref** +12, **Will** +14

HP 105; **Immunities** controlled, fear; **Weaknesses** lawful 5;

Resistances mental 5, physical 5 (except cold iron)

Speed 25 feet, swim 25 feet

Melee ♦ bite +18 (chaotic, magical, reach 10 feet), **Damage** 2d12+8 piercing plus 1d6 chaotic

Melee ♦ pincer +18 (agile, chaotic, magical, reach 10 feet, versatile B), **Damage** 2d8+8 slashing plus 1d6 chaotic and Grab

Occult Innate Spells DC 23; **4th** *charm, dimension door*; **2nd** *paranoia*; **1st** *charm* (×3); **Cantrips** (4th) *daze, detect magic*

Braincloud ♦ (attack, enchantment, mental, occult, open) The shoggti caresses a creature with a tentacle and supernaturally erodes the creature's capability for thought as it does so. The target must succeed at a DC 25 Will save or become stupefied 2, with an unlimited duration. The target can attempt the save to remove the stupefied condition again once per day when it makes its daily preparations.

Constrict ♦ 1d10+8 bludgeoning, DC 25

Fascinating Display ♦♦ (concentrate, emotion, enchantment, fear, mental, occult, visual) The shoggti writhes its tentacles and shifts its coloration to put on an unnaturally fascinating hypnotic display. Creatures in a 30-foot emanation must attempt a DC 25 Will save, after which they are temporarily immune to further Fascinating Displays for 1 minute.

Critical Success The creature is unaffected.

Success The creature is sickened 1.

Failure The creature is fascinated for 1 minute. Once the fascination effect ends, the creature is sickened 1.

Critical Failure The creature is fascinated for 1 minute, can't use reactions while fascinated, and is sickened 2 once the fascination ends.

UNCOMMON

CE

LARGE

FIEND

QLIPPOTH

Perception +30; greater darkvision, *true seeing*

Languages Abyssal; telepathy 100 feet

Skills Acrobatics +32, Athletics +35, Occultism +33, Stealth +32

Str +9, **Dex** +6, **Con** +6, **Int** +5, **Wis** +6, **Cha** +9

AC 42; **Fort** +30, **Ref** +28, **Will** +32

HP 305, fast healing 10; **Immunities** controlled, fear; **Weaknesses** lawful 15; **Resistances** mental 15, physical 15 (except cold iron)

Speed 30 feet, climb 30 feet, fly 50 feet; *freedom of movement*

Melee ♦ stinger +35 (reach 10 feet), **Damage** 3d12+17 piercing plus 3d6 mental, 1d6 chaotic, and thulgant venom

Melee ♦ tentacle +35 (agile, reach 10 feet), **Damage** 3d8+17 bludgeoning plus 2d6 acid, 1d6 chaotic, and Grab

Occult Innate Spells DC 40; **9th** flesh to stone (×3), *phantasmal calamity*; **8th** *dispel magic*, *divine aura* (chaotic only), *divine decree* (chaotic only), *phantom pain* (×3); **7th** *plane shift*; **Cantrips (9th)** *daze*, *detect magic*; **Constant (6th)** *true seeing*, **(4th)** *freedom of movement*

Rituals DC 40; *imprisonment* (9th)

Demon Hunter ♦ (divination, occult) The thulgant causes a demon within 30 feet to suffer the effect of its sinful vulnerability.

Greater Constrict ♦ 2d6+17 bludgeoning and 1d6 acid, DC 40

Mind-Rending Sting ♦ **Requirement** The thulgant hits the same enemy with two consecutive sting Strikes in the same round; **Effect** The thulgant deals 3d12+17 mental damage to the enemy. If the enemy is affected by thulgant venom, that poison gains the virulent trait.

(Continued on card 277)

(Qlippoth, thulgant; continued from card 276)

Stunning Display ♦♦ (concentrate, emotion, enchantment, fear, incapacitation, mental, occult, visual) The thulgant rises up on its twitching limbs and presents its numerous tentacles and stingers in a horrifying display of awfulness. Creatures in a 30-foot emanation must attempt a DC 40 Will save, after which they are temporarily immune to further Stunning Displays for 1 minute.

Critical Success The creature is unaffected.

Success The creature is stunned 1.

Failure The creature is stunned 4.

Critical Failure The creature is stunned 8.

Thulgant Venom (poison) **Saving Throw** Fortitude DC 40; **Maximum Duration** 6 rounds; **Stage 1** 3d6 poison damage and the victim gains one of the following at random: clumsy 1, enfeebled 1, or stupefied 1 (1 round); **Stage 2** 6d6 poison damage and the victim gains two of the following at random: clumsy 2, enfeebled 2, or stupefied 2 (1 round); **Stage 3** 9d6 poison damage and the victim gains all three of the following: clumsy 3, enfeebled 3, and stupefied 3 (1 round)

QUICKLING

CREATURE 3

UNCOMMON**CE****SMALL****FEY**

Perception +9; low-light vision

Languages Aklo, Common, Sylvan

Skills Acrobatics +13, Crafting +8, Deception +8, Nature +8, Stealth +11, Survival +6, Thievery +11

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

Items lethargy poison (3 doses), shortsword

AC 22; **Fort** +6, **Ref** +13, **Will** +8

HP 25; **Weaknesses** cold iron 5

Slow Susceptibility The quickling takes a -2 status penalty to saving throws against effects that cause the slowed condition. If the quickling ever becomes slowed, they lose their supernatural speed, can't Fade from View, and become sickened 1 for the duration of the slow. They also can't reduce this sickened condition for the duration of the slowed effect.

Can't Catch Me ➤ **Trigger** The quickling is targeted by a Strike; **Effect** The quickling darts aside, gaining a +2 circumstance bonus to AC, then Strides up to half their Speed after the Strike resolves.

Speed 100 feet

Melee ♦ shortsword +11 (agile, finesse, versatile S), **Damage** 1d6+2 piercing plus lethargy poison

Primal Innate Spells DC 20; **2nd** *shatter*; **1st** *ventriloquism*; **Cantrips** (2nd) *dancing lights*, *prestidigitation*

Fade from View ♦ **Requirements** The quickling used no attack, manipulate, or move actions in the previous round; **Effect** The quickling becomes invisible until it uses an attack, manipulate, or move action. The quickling can't use Fade from View again for 1d4 rounds.

Sneak Attack The quickling's Strikes deal an extra 1d6 precision damage to flat-footed creatures.

Supernatural Speed The quickling's speed, combined with nearly instantaneous acceleration and deceleration, enables them to move in astonishing ways. As long as they have a firm surface to travel across, they can Stride their full movement vertically or horizontally. They can even run across unstable surfaces, such as water, in the same way, although dangerous surfaces (acid, lava, etc.) harm them as normal. They must end their movement on a horizontal surface capable of bearing their weight or else they fall.

NE

LARGE

ABERRATION

AQUATIC

Perception +22; low-light vision**Languages** Aquan**Skills** Acrobatics +23, Athletics +22, Stealth +23**Str** +7, **Dex** +6, **Con** +5, **Int** -2, **Wis** +5, **Cha** +0**AC** 31; **Fort** +22, **Ref** +23, **Will** +18**HP** 195**Attack of Opportunity** ➤ Tentacle only.**Speed** 15 feet, swim 40 feet, water glide 30 feet**Melee** ➤ beak +24 (reach 10 feet), **Damage** 3d8+13 piercing**Melee** ➤ tentacle +24 (agile, reach 15 feet), **Damage** 2d8+13 bludgeoning plus Grab**Melee** ➤ ventral tube +24 (reach 10 feet), **Damage** 2d6+13 slashing plus 1d6 persistent bleed**Ranged** ➤ water jet +23 (range 100 feet, water), **Damage** 2d6+13 bludgeoning plus Push 5 feet

Flooding Thrust ➤➤ **Requirements** The quoppopak's ventral tube is in water; **Effect** The quoppopak uses Tentacle Stab against a creature within reach; if either of these Strikes hits, the creature must attempt a DC 30 Reflex save. On a failed save, the quoppopak shoots water through its tentacles into the creature, dealing 2d6+5 bludgeoning damage and making the creature sickened 1 as its internal organs fill with water (double damage and sickened 2 on a critical failure).

Tentacle Stab ➤ **Frequency** once per round; **Effect** The quoppopak makes two tentacle Strikes against the same creature. These Strikes deal piercing damage instead of bludgeoning, and the quoppopak can't Grab with them. Its multiple attack penalty doesn't increase until after both attacks.

Water Glide The quoppopak can stand and move on the surface of water or other liquids without falling through. It can go underwater if it wishes, but it must Swim to do so.

UNCOMMON

N

GARGANTUAN

CONSTRUCT

Perception +30; darkvision

Language any one ancient language (such as Jistkan)

Skills Arcana +32, Astronomy Lore +36, Athletics +33, Occultism +32

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

AC 40; **Fort** +32, **Ref** +29, **Will** +28

HP 300; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** mental 15, physical 15 (except adamantine)

Gatekeeper Aura (abjuration, aura, occult) 60 feet. A creature that uses a teleportation ability within the aura's emanation or enters it via a teleportation ability must succeed a DC 38 Will save or become sickened 1 and have its destination changed to a point of the radiant warden's choosing within the emanation. On a successful save, the creature arrives as intended but is still sickened 1.

Speed 30 feet, fly 30 feet

Melee ♦ hammer +32 (magical, reach 15 feet, shove), **Damage** 3d12+15 bludgeoning plus radiant blow

Ranged ♦ radiant beam +32 (magical, reach 15 feet), **Damage** 4d10 force

Occult Innate Spells DC 38; **9th** *teleport*; **8th** *collective transposition* (×3), *scintillating pattern*; **7th** *dimensional lock*, *prismatic spray*; **5th** *dimension door* (at will)

Orrery ♦ (concentrate) Until it acts, the radiant warden appears to be an orrery (or similar large mechanical contraption, such as a telescope). It has an automatic result of 53 on Deception checks and DCs to convincingly pass as such a machine.

Radiant Blast ♦♦ (evocation, force, occult) The radiant warden releases a 50-foot cone of bright energy, dealing 10d12 force damage (DC 38 basic Reflex save). The radiant warden can't use Radiant Blast for 1d4 rounds.

Radiant Blow When a creature is hit by the radiant warden's hammer Strike, a flash of radiant energy attempts to anchor the creature in place. The creature must attempt a DC 38 Will save; on a failure, the creature can't use any teleportation effects for 1 minute. On a critical failure, the creature is also permanently blinded.

RAVEN

CREATURE -1

N**TINY****ANIMAL**

Perception +5; low-light vision

Skills Acrobatics +5, Thievery +5

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

Cunning A raven can use simple items as tools, such as poking a stick at an opening to tease out a piece of food. They are also quite adept at stealing objects. A raven can't use Thievery to Palm an Object, Disable a Device, or Pick a Lock, but it can use Thievery to Steal light objects that it can carry in its beak or talons or to accomplish other relatively simple tasks.

AC 15; **Fort** +2, **Ref** +7, **Will** +5

HP 7

Speed 10 feet, fly 40 feet

Melee ♦ beak +7 (finesse), **Damage** 1d6 piercing

RAVEN SWARM

CREATURE 3

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

Perception +9; low-light vision

Skills Acrobatics +10, Thievery +10

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

AC 19; **Fort** +7, **Ref** +12, **Will** +9

HP 30; **Immunities** precision, swarm mind; **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 2, piercing 5, slashing 5

Speed 10 feet, fly 40 feet

Enraged Cunning There are few things as dangerously persistent in the natural world as an angry unkindness of ravens. A raven swarm can hound its prey through most barriers. Simple latches, unsecured chimney flues, loosely shuttered windows, and similar obstacles rarely keep an unkindness away. A raven swarm attempts a Thievery check to bypass many of these simple obstructions, typically against DC 20.

Swarming Beaks ♦♦ The ravens' angry pecking deals 1d8 piercing damage to each enemy in the swarm's space (DC 20 basic Reflex save). A creature that critically fails its save is blinded for 1d4 rounds as the ravens focus their attacks on the target's vulnerable face.

RARE

CE

GARGANTUAN

DRAGON

FIRE

UNDEAD

Perception +37; darkvision, scent (imprecise) 60 feet, smoke vision, soulsense 60 feet

Languages Abyssal, Common, Draconic, Dwarven, Jotun, Necril, Orcish

Skills Acrobatics +32, Arcana +37, Athletics +39, Deception +38, Diplomacy +38, Intimidation +40, Stealth +35

Str +9, **Dex** +5, **Con** +9, **Int** +5, **Wis** +6, **Cha** +8

Smoke Vision The ravener ignores the concealed condition from smoke.

Soulsense See *Pathfinder Bestiary 2* page 222.

AC 47; **Fort** +38, **Ref** +34, **Will** +37; +1 status to all saves vs. magic

HP 500, negative healing; **Immunities** death effects, disease, fire, paralyzed, poison, sleep; **Weaknesses** cold 20, good 20

Cowering Fear (aura, emotion, fear, mental) 90 feet, DC 42. 90 feet, DC 42. As frightful presence, except as long as a creature is frightened 2 or more from this ability, it is also immobilized from fear.

Dragon Heat (arcane, aura, evocation, fire) 10 feet, 4d6 fire damage (DC 41 basic Reflex save)

Soul Ward 200 HP; See *Pathfinder Bestiary 2* page 222.

Attack of Opportunity ➤ Jaws only.

Discorporate ♦ See *Pathfinder Bestiary 2* page 223.

Redirect Fire ➤ (abjuration, arcane) **Trigger** A fire spell comes into effect from a source within 100 feet; **Effect** The ravener makes all the choices to determine the targets, destination, and other effects of the spell, as though they were the caster.

Speed 60 feet, fly 180 feet

Melee ♦ jaws +39 (fire, magical, reach 20 feet), **Damage** 4d10+17 piercing plus 3d6 fire and 2d6 negative

Melee ♦ claw +39 (agile, magical, reach 15 feet), **Damage** 4d8+17 slashing plus 2d6 negative

Melee ♦ tail +37 (magical, reach 25 feet), **Damage** 4d10+15 slashing plus 2d6 negative

Melee ♦ wing +37 (agile, magical, reach 20 feet), **Damage** 3d8+15 slashing plus 2d6 negative

Arcane Innate Spells DC 44; **8th** *wall of fire* (at will); **4th** *suggestion* (at will); **Cantrips (9th)** *detect magic*, *read aura*

(Continued on card 284)

(Ravener, ancient red; continued from card 283)

Consume Soul ♦ (death, divine, necromancy) **Trigger** A living creature within 30 feet of the ravener dies; **Effect** The ravener tears the creature's soul from its body with their maw and gulps it down. The dying creature must attempt a DC 44 Fortitude save.

Critical Success The creature is unaffected.

Success The ravener tears off a small chunk of the creature's soul. If the victim is restored to life, they are drained 1 in addition to any other side effects of returning to life. The ravener adds a number of Hit Points to their soul ward equal to half the creature's level.

Failure As success, but the soul is ravaged. The creature is drained 3 and the ravener adds HP equal to the creature's level to their soul ward.

Critical Failure As failure, but the ravener devours the soul. The victim can't be restored to life as long as the ravener exists except via a 10th-level effect such as *miracle* or *wish*, and the ravener adds a number of Hit Points to their soul ward equal to twice the creature's level.

Manipulate Flames ♦ (arcane, concentrate, transmutation) The ravener attempts to take control of a magical fire or a fire spell within 100 feet. If it succeeds at a counteract check (counteract level 10, counteract modifier +34), the original caster loses control of the spell or magical fire, control is transferred to the ravener, and this action counts as the ravener having Sustained the Spell with the action (if applicable). The ravener can end the spell instead of taking control, if they choose.

Ravenous Breath Weapon ♦♦ (arcane, evocation, fire) The ravener breathes a blast of flame that deals 20d6 fire damage plus 4d6 persistent negative damage (DC 44 basic Reflex save). A creature that fails its save is also drained 1 (or drained 2 on a critical failure). If a creature is drained by the ravener's Ravenous Breath Weapon, the ravener's soul ward gains 5 HP. The ravener can't use Breath Weapon again for 1d4 rounds.

Vicious Criticals The ravener treats an attack roll as a critical hit on a roll of 19 or 20, as long as the attack roll was a success. When the ravener makes a critical hit with a Strike, the target must succeed at a Fortitude save or become drained 1. If the target was already drained, the value instead increases by 1 (maximum drained 4). When the ravener applies the drained condition to a creature in this way, their soul ward gains 5 Hit Points.

RAVENER HUSK

CREATURE 14

RARE

CE

GARGANTUAN

DRAGON

UNDEAD

Perception +26; darkvision, soulsense 60 feet

Skills Acrobatics +22, Athletics +28

Str +8, **Dex** +0, **Con** +6, **Int** -5, **Wis** +4, **Cha** +4

AC 35; **Fort** +28, **Ref** +22, **Will** +26

HP 325, negative healing; **Immunities** death effects, disease, paralyzed, poison, sleep; **Weaknesses** good 10

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 31

Boneshatter ➤ **Trigger** The ravener husk takes any amount of bludgeoning damage; **Effect** The ravener's brittle bones shatter, spraying bone shards everywhere. Every creature within a 10-foot emanation of the ravener husk takes 7d6 piercing damage (DC 31 basic Reflex save).

Speed 60 feet, fly 180 feet

Melee ➤ jaws +30 (magical, reach 15 feet), **Damage** 3d8+16 piercing plus 2d6 negative

Melee ➤ claw +30 (agile, magical, reach 10 feet), **Damage** 3d4+16 slashing plus 2d6 negative

Breath Weapon ➤➤ (divine, evocation, negative) The ravener husk breathes a torrent of negative energy that deals 16d6 negative damage in a 40-foot cone (DC 34 basic Reflex save). They can't use Breath Weapon again for 1d4 rounds.

Ravenous Repast ➤➤➤ (divine, necromancy) **Frequency** once per day; **Effect** The ravener husk makes a jaws Strike against a deceased creature that has been dead no longer than 1 minute, was good aligned, and was at least level 15 in life. The ravener attempts a DC 5 flat check; if successful, they transform back into a ravener with 1 Hit Point in their soul ward.

RAY, MANTA

CREATURE 1

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

Perception +6; electrolocation (imprecise) 30 feet, low-light vision

Skills Athletics +8

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

Electrolocation As stingray.

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

HP 24

Speed swim 40 feet

Melee ♦ tail +8 (agile), **Damage** 1d8+3 bludgeoning

Strafing Rush ♦ The manta ray Swims, making one tail Strike at any point along the way. The Strike deals half damage.

Swift Swimmer ♦♦ The manta ray Swims twice. It has a +10-foot circumstance bonus to its Speed during these actions.

RAY, STINGRAY

CREATURE 0

N**MEDIUM****ANIMAL****AQUATIC**

Perception +6; electrolocation (imprecise) 30 feet, low-light vision

Skills Athletics +5, Stealth +7

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

Electrolocation A stingray in water can use its electrolocation as an imprecise sense at the listed range to detect living creatures that are in the same body of water as itself.

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

HP 15

Speed swim 30 feet

Melee ♦ sting +7 (agile, finesse), **Damage** 1d6+1 piercing plus stingray venom

Stingray Venom (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d4 poison damage (1 round); **Stage 2** 1d6 poison damage and clumsy 1 (1 round)

LN

MEDIUM

UNDEAD

Perception +14; darkvision, sense murderer

Languages any one spoken in life by their murderer (typically Common)

Skills Athletics +15, Intimidation +14

Str +5, **Dex** +3, **Con** +4, **Int** +0, **Wis** +3, **Cha** +2

Sense Murderer (divination, occult, scrying) A revenant knows the direction of their murderer (as long as both are on the same plane), but not the distance.

AC 23; **Fort** +14, **Ref** +13, **Will** +17

HP 115, negative healing; **Immunities** death effects, disease, paralyzed, poison, sleep; **Resistances** physical 5 (except slashing)

Self-Loathing (emotion, mental, visual) If a revenant sees their own reflection or any object that was important to them in life, they must attempt a DC 25 Will save.

Critical Success The revenant is unaffected and can no longer be affected by that reflection or object in this way.

Success The revenant is distracted by self-loathing and becomes slowed 1 for 1 round.

Failure The revenant becomes fascinated by the source that triggered their self-loathing and does everything they can to destroy it until the end of the revenant's next turn.

Critical Failure The revenant becomes immobilized as long as the source of their self-loathing is apparent, until they're attacked, or until they see their murderer.

Undying Vendetta (emotion, necromancy, occult) If the revenant's murderer dies, the revenant is immediately destroyed. A revenant that can't sense their murderer must attempt a DC 11 flat check once every 24 hours to avoid becoming immobilized and prone; they immediately rise again once they can sense their murderer. A murderer who becomes undead does not trigger the revenant's destruction until the murderer is finally destroyed. The revenant gains a +2 status bonus to checks and DCs against their murderer.

(Continued on card 289)

(Revenant; continued from card 288)

Speed ♦ 25 feet

Melee ♦ claw +17 (agile), **Damage** 2d8+5 slashing plus Grab

Baleful Shriek ♦♦ (auditory, emotion, fear, incapacitation, mental)

The revenant wails horribly. Each creature within a 60-foot burst must attempt a DC 23 Will save. Regardless of the outcome of their saving throw, affected creatures are then immune to Baleful Shriek for 1 hour. The revenant's murderer never improves their degree of success due to this ability's incapacitation trait. The revenant can't use Baleful Shriek again for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature is frightened 2.

Failure The creature is frightened 2 and paralyzed for 1 round.

Critical Failure The creature is frightened 3 and paralyzed for 1d4 rounds.

Constrict ♦♦ 2d6+5 bludgeoning, DC 24

RHINOCEROS

CREATURE 4

N**LARGE****ANIMAL**

Perception +9; scent (imprecise) 30 feet

Skills Athletics +12, Survival +10

Str +6, **Dex** +0, **Con** +4, **Int** -4, **Wis** +3, **Cha** -1

AC 22; **Fort** +14, **Ref** +8, **Will** +11

HP 70

Speed 35 feet

Melee ♦ horn +14, **Damage** 2d8+6 piercing

Melee ♦ foot +12, **Damage** 2d6+6 bludgeoning

Rhinoceros Charge ♦♦ The rhinoceros Strides twice, then makes a horn Strike. As long as the rhinoceros moved at least 20 feet, the Strike's damage increases to 3d8+6. A Medium or smaller creature struck by this attack must succeed at a DC 21 Reflex save or be automatically Shoved back 5 feet and knocked prone by the force of the blow.

Trample ♦♦♦ Medium or smaller, foot, DC 18

RHINOCEROS, WOOLLY

CREATURE 6

N**LARGE****ANIMAL**

Perception +11; scent (imprecise) 30 feet


Skills Athletics +16, Survival +13

Str +6, **Dex** +1, **Con** +5, **Int** -4, **Wis** +3, **Cha** -1


AC 25; **Fort** +17, **Ref** +11, **Will** +15; +2 status to all saves vs. cold


HP 100


Cold Adaptation The woolly rhinoceros treats environmental cold effects as if they were one step less extreme.


Ferocity 

Speed 35 feet

Melee  horn +16 (reach 10 feet), **Damage** 2d12+6 piercing

Melee  foot +16, **Damage** 2d8+6 bludgeoning

Rhinoceros Charge  The rhinoceros Strides twice, then makes a horn Strike. As long as the rhinoceros moved at least 20 feet, the Strike's damage increases to 3d12+6. A Medium or smaller creature struck by this attack must succeed at a DC 24 Reflex save or be automatically Shoved back 5 feet and knocked prone by the force of the blow.

Trample  Medium or smaller, foot, DC 21

NE MEDIUM AQUATIC FEY WATER

Perception +22; low-light vision

Languages Common, Sylvan

Skills Acrobatics +21, Athletics +22, Deception +25, Diplomacy +21, Nature +21, Performance +23 (+25 to sing), Stealth +25

Str +4, **Dex** +5, **Con** +3, **Int** +1, **Wis** +3, **Cha** +7

AC 33; **Fort** +21, **Ref** +25, **Will** +21

HP 230; **Weaknesses** cold iron 15; **Resistances** fire 10

Blurred Form A rusalka is concealed while underwater.

Speed 25 feet, swim 50 feet; *water walk*

Melee ♦ tresses +24 (agile, finesse, reach 15 feet), **Damage** 3d8+10 bludgeoning plus Improved Grab

Primal Innate Spells DC 35; **5th** *charm* (at will), *control water* (at will); **2nd** *invisibility* (at will), *obscuring mist* (at will); **Constant (6th)** *water walk*

Beckoning Call ♦ (auditory, concentrate, enchantment, incapacitation, mental, primal) The rusalka cries out a compelling invitation. Each non-fey creature within a 300-foot emanation must attempt a DC 27 Will save. The effect lasts for 1 round, but if the rusalka uses Beckoning Call again on subsequent rounds, the duration extends by 1 round for all affected creatures. Once a creature succeeds at any save against Beckoning Call, that creature is temporarily immune for 24 hours.

Success The creature is unaffected.

Failure The creature is fascinated and must spend each of its actions to move closer to the rusalka, avoiding obvious dangers. If a beckoned creature is adjacent to the rusalka, it stays still and doesn't act. If attacked by the rusalka, the creature is freed from captivation at the end of the rusalka's turn.

Critical Failure As failure, but if attacked by the rusalka, the creature can attempt a new save only at the start of its next turn, rather than being freed at the end of the rusalka's turn.

(Continued on card 293)

(Rusalka; continued from card 292)

Constrict ♦♦ 2d8+10 bludgeoning, DC 32

Entangling Tresses A rusalka can have up to eight creatures grabbed within their tresses at a time.

Flowing Hair ♦♦ The rusalka attempts an Athletics check against each grabbed creature's Fortitude DC. The rusalka moves each creature they succeed against up to 10 feet and each creature they critically succeed against up to 20 feet. This movement must all be within reach of its tresses.

Shameful Touch ♦♦ (emotion, enchantment, mental, primal) The rusalka touches a creature within 5 feet using their hand, stirring up memories of regret and shame. The target must attempt a DC 35 Will save.

Critical Success The target is unaffected.

Success The target is sickened 1.

Failure The creature is sickened 1 and stunned 1.

Critical Failure The creature is sickened 1 and stunned 1, and it must use its first action on its next turn to Strike itself, automatically hitting.

SANDPOINT DEVIL

CREATURE 8

UNIQUE**NE****LARGE****BEAST****FIEND**

Perception +16; greater darkvision, scent (imprecise) 30 feet

Languages Abyssal, Varisian

Skills Acrobatics +16, Athletics +18, Intimidation +18, Stealth +18, Survival +16

Str +6, **Dex** +4, **Con** +5, **Int** +0, **Wis** +4, **Cha** +3

AC 27; **Fort** +19, **Ref** +14, **Will** +16; +1 status to all saves vs. magic

HP 165; **Immunities** fire, fear; **Weaknesses** cold iron 5

Attack of Opportunity 🗡️ Hoof only.

Speed 35 feet, fly 50 feet

Melee 🗡️ jaws +20, **Damage** 2d10+12 piercing

Melee 🗡️ hoof +20 (agile, versatile S), **Damage** 2d6+12 bludgeoning

Occult Innate Spells DC 23, attack +15; **4th** *dimension door*, *phantasmal killer*; **3rd** *stinking cloud*; **2nd** *obscuring mist*; **1st** *gust of wind* (at will); **Cantrips (4th)** *produce flame*

Accursed Breath 🗡️🗡️ (curse, evocation, fire, occult) The Sandpoint Devil breathes a 30-foot cone of flame that deals 6d10 fire damage. Each creature in the area must attempt a DC 26 Reflex save. The Sandpoint Devil can't use Accursed Breath for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is sickened 2 by the pain.

Critical Failure The creature takes full damage and is cursed. The victim's flesh appears charred and burned, and the pain of being burned alive never fully vanishes. The cursed creature takes a -2 status penalty to all checks from the constant pain. Healing doesn't alter the appearance of the burns or lessen the penalty, but removing the curse does.

Devil's Howl 🗡️🗡️ (auditory, emotion, enchantment, fear, mental, occult) The Sandpoint Devil unleashes a bloodcurdling howl that can be heard for miles. Each creature within a 100-foot emanation must succeed at a DC 26 Will save or become frightened 2 (frightened 3 and fleeing as long as it remains frightened on a critical failure). Creatures that attempt this Will save are then immune to Devil's Howl for 24 hours.

Trample 🗡️🗡️🗡️ Medium or smaller, hoof, DC 23

RARE

CE

GARGANTUAN

ELECTRICITY

PLANT

TANE

Perception +35, low-light vision, tremorsense 120 feet

Languages Aklo, Arboreal, Common, Sylvan

Skills Acrobatics +33, Athletics +37, Nature +31

Str +10, **Dex** +6, **Con** +6, **Int** +2, **Wis** +6, **Cha** +6

Planar Acclimation The sard treats the plane it is located on as its home plane.

AC 43; **Fort** +35, **Ref** +31, **Will** +33; +1 status to all saves vs. magic

HP 400, fast healing 15; **Immunities** electricity; **Weaknesses** cold iron 15;

Resistances fire 15, physical 15 (except slashing)

Splintering Death (electricity, evocation, primal) When the sard dies, its body explodes in a 30-foot emanation. All creatures in the area take 10d6 electricity damage and 10d6 piercing damage (DC 43 basic Reflex save). Any creature that takes piercing damage is also exposed to sard venom.

Speed 40 feet, climb 25 feet

Melee ♦ trunk +37 (fatal d12, reach 20 feet), **Damage** 4d6+18 bludgeoning plus 3d6 persistent electricity

Melee ♦ branch +37 (agile, reach 20 feet), **Damage** 4d8+18 piercing plus sard venom

Melee ♦ root +37 (reach 10 feet), **Damage** 4d6+18 bludgeoning plus 1d6 electricity

Ranged ♦ thorn +35 (deadly d10, primal, propulsive, range 180 feet), **Damage** 4d4+16 piercing plus sard venom

Primal Innate Spells DC 41; **9th** *storm of vengeance*; **8th** *punishing winds*, *tree stride*; **7th** *chain lightning* (×3)

Rituals DC 39; *control weather* (doesn't require secondary casters)

Lightning-Struck Curse ↻ (curse, necromancy, primal) **Trigger** The sard is about to damage a creature that has electricity resistance; **Effect** An instant before the target takes the electricity damage from the triggering event, the sard's electrical sparks glow red. The target must succeed at a DC 41 Will save or lose any electricity resistance it has until this curse is lifted.

(Continued on card 296)

(Sard; continued from card 295)

Sard Venom (poison, primal, virulent) **Saving Throw** DC 41 Fortitude;

Maximum Duration 10 rounds; **Stage 1** 2d6 electricity damage, 2d6 poison damage, and clumsy 2 (1 round); **Stage 2** 3d6 electricity damage, 3d6 poison damage, clumsy 2, and slowed 1 (1 round); **Stage 3** 4d6 electricity damage, 4d6 poison damage, clumsy 2, and slowed 2 (1 round)

Thorn Volley ♦♦ The sard makes up to four thorn Strikes, each against a different target. The sard's multiple attack penalty doesn't increase until after all the attacks have been made.

Trample ♦♦♦ Huge or smaller, root, DC 39

N

MEDIUM

CONSTRUCT

Perception +11; darkvision

Skills Athletics +12

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

AC 19; **Fort** +13, **Ref** +8, **Will** +11

HP 60; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** fire 5; **Resistances** physical 5 (except slashing)

Scarecrow's Leer (aura, emotion, fear, mental, occult, visual) 40 feet. The scarecrow's eyes flicker. A creature can't reduce its frightened condition below 1 as long as it is in the area. When a creature enters or starts its turn in the aura, it must attempt a DC 18 Will save. Birds and other avian creatures take a -2 circumstance penalty to this save.

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

Success The creature is frightened 1.

Failure The creature is frightened 2 and is fascinated by the scarecrow until the end of its next turn.

Critical Failure As failure, but frightened 3.

Speed 20 feet

Melee ♦ claw +13 (versatile S), **Damage** 2d6+7 bludgeoning plus clawing fear

Baleful Glow ♦ (concentrate, mental, occult) The scarecrow's head bursts into ghostly, heatless flame that sheds bright light in a 20-foot emanation (and dim light to the next 20 feet). If the scarecrow uses this ability on the first round of combat, any creature that has not acted yet is startled and becomes flat-footed against the scarecrow for 1 round. It can suppress the light by using this action again.

Clawing Fear The scarecrow's strikes deal an additional 1d6 mental damage to frightened creatures.

Mundane Appearance ♦ (concentrate) Until it acts, the scarecrow resembles an ordinary scarecrow. It has an automatic result of 32 on Deception checks and DCs to pass as an ordinary scarecrow.

RARE

NE

MEDIUM

ABERRATION

NEGATIVE

Perception +15; greater darkvision, lifesense 120 feet**Languages** Aklo**Skills** Acrobatics +17, Athletics +13, Intimidation +13, Occultism +15, Stealth +17**Str** +2, **Dex** +6, **Con** +4, **Int** +2, **Wis** +4, **Cha** +0**AC** 25; **Fort** +16, **Ref** +18, **Will** +14; +1 status to all saves vs. magic**HP** 100, negative healing; **Immunities** death effects, drained;**Weaknesses** good 10, **Resistances** physical 5 (except adamantine)**Void Child** Sceaduinar have neither souls nor the ability to create. A sceaduinar is immune to effects that target a soul (such as *bind soul* or *resurrect*) or that require knowledge of a creature's identity (such as *scrying*), and critically fails Crafting checks.**Wing Flash** ➤ **Trigger** A creature attempts a melee attack against a sceaduinar or an Acrobatics check to Tumble Through the sceaduinar's space; **Effect** The sceaduinar flexes its wings to emit a brief pulse of negative energy that deals 4d6 negative damage to the triggering creature (DC 22 basic Reflex save).**Speed** 30 feet, fly 60 feet**Melee** ➤ jaws +18 (agile, finesse, magical), **Damage** 2d6+4 piercing plus 2d6 negative and drain life**Melee** ➤ wing +18 (agile, finesse, magical, reach 10 feet), **Damage** 2d6+4 slashing plus 2d6 negative**Occult Innate Spells** DC 25; **4th** *darkness*, *dimension door*, *dispel magic*, *harm*; **3rd** *grim tendrils*, *harm* (×3); **2nd** *silence*; **Cantrips (4th)** *chill touch***Drain Life** (necromancy, occult) When the sceaduinar damages a living creature with its jaws Strike, the sceaduinar gains 5 temporary Hit Points and the creature must succeed at a DC 25 Fortitude save or become drained 1. Further damage dealt to the creature by the sceaduinar increases the drained value by 1 on a failed save (maximum drained 4).**Entropic Touch** Negative damage dealt by a sceaduinar damages undead and creatures with negative healing as if it were positive damage. The sceaduinar's melee Strikes have the benefits of the *ghost touch* property rune on attacks against incorporeal undead.

N

GARGANTUAN

ANIMAL

Perception +27, darkvision, tremorsense (imprecise) 90 feet

Skills Athletics +30

Str +9, **Dex** +4, **Con** +6, **Int** -5, **Wis** +6, **Cha** -4

AC 38; **Fort** +29, **Ref** +25, **Will** +25

HP 275

Speed 50 feet

Melee ♦ pincer +30 (agile, reach 30 feet), **Damage** 3d12+15 slashing plus Grab

Melee ♦ stinger +30 (reach 30 feet), **Damage** 3d8+15 piercing plus black scorpion venom

Black Scorpion Venom (poison) **Saving Throw** DC 36 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d12 poison damage and clumsy 2 (1 round); **Stage 2** 3d12 poison damage, clumsy 2, and slowed 1 (1 round); **Stage 3** 4d12 poison damage, clumsy 4, and slowed 2 (1 round)

Greater Constrict ♦ 2d12+12 bludgeoning, DC 36

Rapid Stinging ♦♦ The black scorpion makes three stinger Strikes, each against a different target. Its multiple attack penalty applies to each attack, but the penalty increases only after all the attacks have been made.

SCORPION, CAVE

CREATURE 1

N**MEDIUM****ANIMAL**

Perception +7; darkvision, tremorsense (imprecise) 30 feet

Skills Athletics +7, Stealth +7

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

AC 16; **Fort** +6, **Ref** +9, **Will** +5

HP 20

Speed 30 feet, climb 15 feet

Melee ✦ pincer +9 (agile, finesse), **Damage** 1d8+2 slashing plus Grab

Melee ✦ stinger +9 (finesse), **Damage** 1d6+2 piercing plus cave scorpion venom

Cave Scorpion Venom (poison) **Saving Throw** DC 17 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage (1 round); **Stage 2** 1d6 poison damage and enfeebled 1 (1 round); **Stage 3** 1d8 poison damage and enfeebled 2 (1 round)

SCYTHE TREE

CREATURE 6

CE**HUGE****PLANT**

Perception +14; lifesense 30 feet, low-light vision

Languages Aklo, Arboreal, Sylvan

Skills Athletics +15, Stealth +12 (+14 in forests)

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

AC 24; **Fort** +17, **Ref** +8, **Will** +9

HP 105; **Resistances** bludgeoning 5, piercing 5

Axe Vulnerability A scythe tree takes 5 additional damage from axes.

Ripping Disarm ➤ **Trigger** A creature rolls a critical failure on a melee weapon Strike against the scythe tree; **Effect** The scythe tree attempts to Disarm the creature.

Speed 15 feet

Melee ➤ scythe branch +18 (backswing, deadly d10, reach 15 feet),
Damage 2d10+9 slashing

Dead Tree ➤ (concentrate) Until the scythe tree acts, it appears to be a dead tree. It has an automatic result of 35 on Deception checks and DCs to pass as a dead tree.

Woodland Ambush ➤ **Requirements** The scythe tree is using Dead Tree in forested terrain, and a creature that hasn't detected it is within 30 feet; **Effect** The scythe tree Strides up to 25 feet toward the triggering creature. Once the creature is in reach, the scythe tree makes a scythe branch Strike against it. The creature is flat-footed against this Strike.

SERPENTFOLK, AAPOPH

CREATURE 3

UNCOMMON

CE

MEDIUM

HUMANOID

MUTANT

SERPENTFOLK

Perception +8; darkvision, scent (imprecise) 30 feet

Languages Aklo, Undercommon; telepathy 100 feet

Skills Acrobatics +7, Athletics +11, Intimidation +6

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

Items scimitar

AC 18; **Fort** +10, **Ref** +7, **Will** +6 (+2 status vs. mental)

HP 60; **Resistances** poison 5

Attack of Opportunity 🗡️

Speed 25 feet

Melee 🗡️ scimitar +11 (forceful, sweep), **Damage** 1d6+6 slashing

Melee 🗡️ fangs +11, **Damage** 1d8+6 piercing plus serpentfolk venom

Melee 🗡️ tail +11 (agile), **Damage** 1d6+6 bludgeoning plus Knockdown

Serpentfolk Venom (poison) **Saving Throw** DC 20 Fortitude; **Maximum**

Duration 6 rounds; **Stage 1** 1d4 poison damage and enfeebled 1 (1 round); **Stage 2** 2d4 poison damage and enfeebled 1 (1 round)

Slithering Attack 🗡️ The aapoph serpentfolk makes one scimitar or fangs Strike and one tail Strike, each targeting a different creature. These attacks both count toward the aapoph's multiple attack penalty, but the penalty doesn't increase until after the aapoph makes both attacks.

SERPENTFOLK, BONE PROPHET

CREATURE 8

UNCOMMON

NE

MEDIUM

HUMANOID

SERPENTFOLK

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

Languages Aklo, Common, Necril, Undercommon; telepathy 100 feet

Skills Arcana +15, Deception +18, Intimidation +16, Occultism +17, Religion +19, Society +15, Stealth +13

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

Items *invisibility potion*, religious symbol of Ydersius, +1 *striking staff*

AC 27; **Fort** +14, **Ref** +15, **Will** +19 (+4 status vs. mental); +1 status to all saves vs. magic

HP 115; **Resistances** poison 10

Speed 25 feet

Melee ♦ *staff* +18 (magical, two-hand d8), **Damage** 2d4+9 bludgeoning

Melee ♦ *fangs* +17 (finesse), **Damage** 2d6+9 piercing plus serpentfolk venom

Divine Spontaneous Spells DC 28, attack +20; **4th** (3 slots) *air walk*, *harm*, *read omens*, *talking corpse*; **3rd** (4 slots) *bind undead*, *blindness*, *chilling darkness*, *vampiric touch*; **2nd** (4 slots) *darkness*, *death knell*, *resist energy*, see *invisibility*; **1st** (4 slots) *bane*, *command*, *fear*, *ventriloquism*; **Cantrips** (**4th**) *chill touch*, *detect magic*, *guidance*, *light*, *read aura*

Occult Innate Spells DC 28; **6th** *dominate*; **5th** *illusory scene*, *suggestion*; **3rd** *illusory disguise* (at will); **2nd** *mirror image* (at will); **1st** *ventriloquism* (at will)

Rituals DC 28; *create undead*

Raise Serpent ♦♦♦ (divine, necromancy) **Frequency** once per day; **Effect**

The bone prophet animates corpses of snakes, serpentfolk, or similar serpentine creatures in a 30-foot emanation. The bone prophet can raise one Large creature as a skeletal giant or up to three Medium creatures as skeletal champions; the items and attacks might differ depending on the corpses (*Bestiary* 298). These skeletons have the minion trait and are under the bone prophet's control; the bone prophet can give all these minions the same command with a single action that has the concentrate trait. Any skeletal minions that remain after 10 minutes crumble to dust.

Serpentfolk Venom (poison) **Saving Throw** DC 26 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage and enfeebled 1 (1 round); **Stage 2** 2d4 poison damage and enfeebled 1 (1 round)

SERPENTFOLK, COIL SPY

CREATURE 4

UNCOMMON

NE

MEDIUM

HUMANOID

SERPENTFOLK

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

Languages Aklo, Common, Dwarven, Gnomish, Undercommon; telepathy 100 feet

Skills Acrobatics +10, Deception +13, Diplomacy +11, Intimidation +11, Occultism +10, Society +10, Stealth +12, Thievery +12

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

Items hand crossbow (20 bolts), hunting spider venom (2), shortsword, thieves' tools

AC 22; **Fort** +9, **Ref** +12, **Will** +10 (+4 status vs. mental); +1 status to all saves vs. magic

HP 48; **Resistances** poison 5

Speed 25 feet

Melee ♦ shortsword +14 (agile, finesse, versatile S), **Damage** 1d6+5 piercing plus serpentfolk venom

Melee ♦ fangs +14 (finesse), **Damage** 1d6+5 piercing plus serpentfolk venom

Ranged ♦ hand crossbow +10 (range increment 60 feet, reload 1), **Damage** 1d6+3 piercing plus serpentfolk venom or hunting spider venom (*Core Rulebook* 552)

Occult Innate Spells DC 21; **4th** *suggestion*; **3rd** *illusory disguise* (at will); **2nd** *mirror image* (at will); **1st** *ventriloquism* (at will)

Deceptive Reposition ♦ The Coil spy Strides up to half their Speed and attempts a Feint, in either order.

Maintain Disguise A Coil spy can maintain an ongoing *illusory disguise* as long as they are conscious without having to re-cast the spell; they need only Cast the Spell again to reassume their *illusory disguise* if they wish to change their appearance or if the active spell is dispelled. Coil spies typically seek privacy when they need to sleep, as an ongoing *illusory disguise* ends an hour after they fall unconscious.

Serpentfolk Venom (poison) **Saving Throw** DC 19 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage and enfeebled 1 (1 round); **Stage 2** 2d4 poison damage and enfeebled 1 (1 round)

Sneak Attack The Coil spy's Strikes deal an extra 2d6 precision damage to flat-footed creatures.

SERPENTFOLK, ZYSS

CREATURE 2

UNCOMMON

NE

MEDIUM

HUMANOID

SERPENTFOLK

Perception +8; darkvision, scent (imprecise) 30 feet

Languages Aklo, Common, Undercommon; telepathy 100 feet

Skills Acrobatics +8, Arcana +8, Deception +9, Occultism +8, Society +8

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

Items dagger, shortbow (30 arrows)

AC 18; **Fort** +6, **Ref** +8, **Will** +8 (+4 status vs. mental); +1 status to all saves vs. magic

HP 25; **Resistances** poison 5

Speed 25 feet

Melee ♦ fangs +10 (finesse), **Damage** 1d6+1 piercing plus serpentfolk venom

Melee ♦ dagger +10 (agile, finesse, versatile S), **Damage** 1d4+1 piercing plus serpentfolk venom

Ranged ♦ shortbow +10 (deadly 1d10, range increment 60 feet), **Damage** 1d6+2 piercing plus serpentfolk venom

Occult Innate Spells DC 18; **4th** *suggestion*; **2nd** *mirror image* (at will); **1st** *illusory disguise* (at will), *ventriloquism* (at will)

Serpentfolk Venom (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage and enfeebled 1 (1 round); **Stage 2** 2d4 poison damage and enfeebled 1 (1 round)

SHOCKER LIZARD

CREATURE 2

N**SMALL****ANIMAL**

Perception +7; low-light vision, greater electrolocation 20 feet

Skills Acrobatics +8, Athletics +5, Stealth +8

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

Greater Electrolocation A shocker lizard can sense minute electrical charges in living creatures, which it can use as a precise sense at a range of 20 feet. This distance increases to 100 feet against any creature that has used an electricity effect within the last minute.

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

HP 32; **Immunities** electricity

Speed 35 feet, climb 15 feet, swim 15 feet

Melee ✦ jaws +10 (agile, finesse), **Damage** 1d8+3 piercing

Ranged ✦ shock +10 (nonlethal, range increment 5 feet), **Damage** 2d6 electricity

Amplify Voltage ➦ **Trigger** A shocker lizard within 20 feet makes a shock Strike or uses Discharge; **Effect** The shocker lizard lends its electrical power to a nearby lizard. This either removes the nonlethal trait from the other lizard's shock Strike or increases the DC of its Discharge to 20.

Discharge ✦✦ (electricity) The shocker lizard releases a blast of lightning from its body. Creatures within a 10-foot emanation take 3d6 electricity damage (DC 18 basic Reflex save). The shocker lizard can't use Discharge for 1d4 rounds.

Shocking Burst ✦✦✦ (electricity, evocation, primal) The shocker lizard hunkers down and begins to spark with electricity, which it releases in a 10-foot emanation that deals 3d8 electricity damage (DC 18 basic Reflex save). The shocker lizard can't use Shocking Burst again for 1 minute.

Up to four shocker lizards can combine their Shocking Bursts. In this case, the lizards can delay the release of their electricity until any other shocker lizard within 30 feet completes its Shocking Burst. The combined Shocking Bursts create an emanation with the combined area from all participating shocker lizards. For each additional shocker lizard that joins the burst, the damage increases by 3d8 and the save DC increases by 1 (to a maximum of four lizards dealing 12d8 damage with a DC 21 save).

CE

LARGE

UNDEAD

Perception +15; darkvision, echolocation 40 feet

Skills Acrobatics +13, Athletics +13, Intimidation +11

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

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


AC 22; **Fort** +11, **Ref** +13, **Will** +15

HP 80

Speed 15 feet, fly 30 feet

Melee fangs +15; **Damage** 2d8+8 plus ghoul fever and paralysis

Melee wing +15 (agile); **Damage** 2d4+8 plus paralysis

Bone-Chilling Screech  (auditory, emotion, fear, mental, necromancy, occult) The skaveling unleashes a horrifying screech that chills the very bones of those close enough to feel it. The screech can be heard for miles, but each creature in a 20-foot emanation must also attempt a DC 22 Will save. The skaveling can't use Bone-Chilling Screech again for 1d4 rounds.

Critical Success The creature is unaffected and is temporarily immune to Bone-Chilling Screech for 24 hours.

Success The creature is frightened 1.

Failure The creature is frightened 2.

Critical Failure The creature is frightened 2 and stunned 1 by fear.

Ghoul Fever (disease) **Saving Throw** DC 22 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 2d6 negative damage and regains half as many Hit Points from all healing (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** 2d6 negative damage and gains no benefit from healing (1 day); **Stage 5** as stage 4 (1 day); **Stage 6** dead, and rises as a ghoul the next midnight

Paralysis (incapacitation, occult, necromancy) Any creature hit by the skaveling's Strikes must attempt a DC 22 Fortitude save.

Critical Success The creature is unaffected.

Success The creature is slowed 1.

Failure The creature is paralyzed. It can attempt a new save at the end of each of its turns, and the DC cumulatively decreases by 1 on each save.

SKRIK NETTLE

CREATURE 6

N**LARGE****ABERRATION**

Perception +16; motionsense 30 feet

Skills Acrobatics +16

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

Motionsense A flying skrik nettle can detect the movement of nearby creatures and objects from the tiny gusts of wind created by their movements. This is a precise sense at the listed range, but it works only against creatures and objects that moved through air in the previous round.

AC 22; **Fort** +10, **Ref** +17, **Will** +14

HP 130, fast healing 5; **Weaknesses** piercing 5, slashing 5

Spill Venom ➤ **Trigger** The skrik nettle takes piercing or slashing damage; **Effect** The skrik nettle ejects its venom onto an adjacent creature. That creature is exposed to skrik nettle venom.

Speed 10 feet, fly 25 feet

Melee ♦ beak +17 (agile, finesse, reach 10 feet), **Damage** 2d8+6 piercing plus skrik nettle venom

Negate Levitation ♦ (evocation, primal) The skrik nettle attempts to counteract (with a modifier of +17) a single effect currently levitating a creature it can detect with its motionsense.

Skrik Nettle Venom (evocation, poison, primal) **Saving Throw** DC 27 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** clumsy 1 and levitate upward 5 feet (1 round); **Stage 2** clumsy 2 and levitate upward 10 feet (1 round)

A levitating creature takes a -2 circumstance penalty to attack rolls. It can spend an Interact action to stabilize itself and negate this penalty for the remainder of its turn. If it's adjacent to a fixed object or stable terrain, it can move across the surface by climbing (if the surface is vertical) or crawling (if the surface is horizontal, such as a ceiling). A flying creature can move normally but still increases its altitude as appropriate from the venom. A creature that can't fly falls as soon as it recovers from skrik nettle venom.

SKULK

CREATURE 1

CE

MEDIUM

HUMANOID

SKULK

Perception +5; low-light vision

Languages Common

Skills Acrobatics +6, Deception +6, Society +4, Stealth +8, Thievery +6

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

Items dagger (2), shortsword

Camouflaged Step The skulk gains the benefit of the Cover Tracks action in forests and subterranean settings without moving at half Speed.

Chameleon Skin The skulk's skin shifts and changes to match the surroundings. As long as most of their body is not covered by clothing or armor, the skulk gains a +2 circumstance bonus to Stealth checks to Hide.

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

HP 21

Speed 25 feet

Melee ♦ shortsword +8 (agile, finesse, versatile S), **Damage** 1d6+2 piercing

Ranged ♦ dagger +8 (agile, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing

Sneak Attack A skulk's Strikes deal an extra 1d6 precision damage to flat-footed creatures.

SLUG, GIANT

CREATURE 8

N**HUGE****ANIMAL**

Perception +14; no hearing, scent (imprecise) 60 feet

Skills Athletics +19

Str +7, **Dex** -1, **Con** +7, **Int** -5, **Wis** +2, **Cha** -4

AC 25; **Fort** +21, **Ref** +11, **Will** +14

HP 165; **Weaknesses** salt 5; **Resistances** acid 10

Speed 20 feet, climb 15 feet

Melee ♦ radula +21 (reach 15 feet), **Damage** 2d10+10 slashing plus mucus

Melee ♦ foot +21 (reach 10 feet), **Damage** 2d8+10 bludgeoning plus mucus

Ranged ♦ disgorged mucus +17 (brutal, range increment 50 feet, splash),

Damage 3d6 acid damage plus mucus and 1d6 acid splash damage

Malleable The giant slug can fit through tight spaces as if it were a Large creature. While Squeezing, it can move at its full Speed. It can Squeeze through spaces that typically fit only a Medium creature, but it does so at the usual Speed for Squeezing.

Mucus Any creature hit by the giant slug or that moves into its mucus trail is coated in sticky, caustic mucus. It takes 1d4 persistent acid damage and takes a -5-foot status penalty to its Speeds while the damage persists.

Mucus Trail Any square the giant slug moves into is coated in mucus. These spaces are difficult terrain, and any creature that moves into one or ends its turn in one is subjected to the slug's mucus. After an hour, the mucus dries and the area is no longer difficult terrain.

Trample ♦♦♦ Large or smaller, foot, DC 27

SNAKE, EMPEROR COBRA

CREATURE 5

N**LARGE****ANIMAL**

Perception +13, low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +11, Athletics +13, Survival +11

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

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

HP 80

Speed 25 feet, climb 25 feet, swim 25 feet

Melee ♦ fangs +15 (reach 10 feet), **Damage** 2d8+8 piercing plus emperor cobra venom

Emperor Cobra Venom (poison) **Saving Throw** DC 22 Fortitude;

Maximum Duration 6 rounds; **Stage 1** 1d8 poison damage (1 round);

Stage 2 1d8 poison damage and drained 1 (1 round); **Stage 3** 2d6 poison damage and drained 2 (1 round)

Flare Hood ♦ (emotion, fear, mental, visual) The emperor cobra flares its hood. Each non-emperor cobra creature within a 20-foot emanation must attempt a DC 22 Will save. The creature is then temporarily immune for 1 minute.

Critical Success The creature is unaffected.

Success The creature is frightened 1.

Failure The creature is frightened 2.

Critical Failure The creature is frightened 3.

N

SMALL

ANIMAL

Perception +5; low-light vision, scent (imprecise) 30 feet


Skills Athletics +2 (+6 to Swim), Stealth +5, Survival +5

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


Deep Breath The sea snake can hold its breath for about an hour.

AC 16; **Fort** +5, **Ref** +9, **Will** +3

HP 15

Lash Out  **Trigger** A creature within the sea snake's reach uses a move action; **Effect** The sea snake makes a bite Strike against the attacker.

Speed 15 feet, swim 25 feet

Melee  fangs +7 (agile, finesse), **Damage** 1d8 piercing plus sea snake venom

Sea Snake Venom (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d6 poison damage (1 round); **Stage 2** 1d6 poison damage and enfeebled 1 (1 round)

N

GARGANTUAN

ANIMAL

Perception +30; darkvision, tremorsense (imprecise) 30 feet

Skills Acrobatics +33, Athletics +35, Stealth +33 (+37 in deserts)

Str +9, **Dex** +7, **Con** +7, **Int** -5, **Wis** +4, **Cha** -4

AC 42; **Fort** +31, **Ref** +33, **Will** +28

HP 340

Speed 50 feet, burrow 25 feet, climb 25 feet

Melee ♦ jaws +35 (reach 10 feet), **Damage** 4d10+17 piercing

Melee ♦ claw +35 (agile, reach 20 feet), **Damage** 3d10+17 slashing

Earth Shaker Each turn, the first time the duneshaker solifugid is adjacent to a Large or smaller creature during a move action it's using, that creature must succeed at a DC 39 Reflex save or fall prone.

Pounce ♦ The duneshaker solifugid Strides and makes a Strike at the end of that movement. If the duneshaker solifugid began this action hidden, it remains hidden until after this ability's Strike.

Rend ♦ claw

Venom Spray ♦♦ (poison) The duneshaker solifugid spews toxic barbs at all creatures in a 30-foot cone. Each creature within the area takes 10d6 poison damage (DC 39 basic Fortitude save). A creature that fails its saving throw is blinded for 1d6 rounds (or permanently on a critical failure). The duneshaker solifugid can't use Venom Spray again for 1d4 rounds.

SOLIFUGID, GIANT

CREATURE 1

N**MEDIUM****ANIMAL**

Perception +7; darkvision

Skills Acrobatics +8, Athletics +6, Stealth +6 (+10 in deserts)

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

AC 16; **Fort** +6, **Ref** +8, **Will** +4

HP 20

Speed 35 feet, climb 25 feet

Melee ♦ jaws +8, **Damage** 1d10+1 piercing

Melee ♦ claw +8 (agile, reach 10 feet), **Damage** 1d8+1 slashing

Pounce ♦ The giant solifugid Strides and makes a Strike at the end of that movement. If the giant solifugid began this action hidden, it remains hidden until after this ability's Strike.



Rend ♦ claw

UNCOMMON

NE

MEDIUM

FIEND

Perception +15; greater darkvision**Languages** Daemonic**Skills** Abaddon Lore +12, Acrobatics +17, Intimidation +15, Stealth +17 (+19 in darkness or smoke)**Str** +0, **Dex** +6, **Con** +4, **Int** -1, **Wis** +4, **Cha** +4**Caster Link** See *Pathfinder Bestiary 2* page 247.**Find Target** See *Pathfinder Bestiary 2* page 247.**AC** 26; **Fort** +13, **Ref** +19, **Will** +15**HP** 80; **Immunities** critical hits, disease, paralyzed, poison, precision, sleep;**Weaknesses** good 10; **Resistances** physical 10**Speed** 25 feet, fly 60 feet**Melee**  claw +19 (agile, finesse), **Damage** 2d6+3 slashing plus 2d6 negative and mind-numbing touch**Drain Soul**  (death, divine, manipulate, necromancy) **Requirements** The soul eater is adjacent to a dying creature; **Effect** The soul eater attempts to devour the dying creature's soul. The creature must attempt a DC 25 Will save. A creature that dies as a result of Drain Soul can't be restored to life except by a spell or ritual of 8th level or higher. If the soul eater that used Drain Soul on a creature is slain within 100 feet of that creature's corpse and the creature has been dead no longer than 1 minute, the creature's soul returns to its body and is restored to life, leaving the creature unconscious and dying 1 but no longer doomed.**Critical Success** The creature is unaffected.**Success** The creature becomes doomed 1, or increases its doomed value by 1 if it was already doomed.**Failure** As success, but doomed 2.**Critical Failure** As success, but doomed 3.**Mind-Numbing Touch** (curse, divine, necromancy) When a soul eater hits a creature with its claw Strike, the creature must succeed at a DC 23 Fortitude save or become stupefied 1 (stupefied 2 on a critical failure). Further damage dealt by the soul eater increases the stupefied value by 1 on a failed save, to a maximum of stupefied 4. This condition value decreases by 1 each time the creature gets a full night's rest. As long as the creature is stupefied by a soul eater, rest does not decrease any doomed value that creature might have.

LE

MEDIUM

INCORPOREAL

UNDEAD

Perception +15; darkvision

Languages Common, Necril; telepathy 100 feet (with spectral thralls only)

Skills Acrobatics +17, Intimidation +15, Stealth +17

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

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

HP 95, negative healing; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all 5 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Frightful Presence (aura, emotion, fear, mental) 30 feet, DC 22

Pain Starvation See *Pathfinder Bestiary* 2 page 248.

Sunlight Powerlessness A specter caught in sunlight is clumsy 2 and slowed 2 for as long as it remains in the sunlight.

Speed fly 40 feet

Melee ✎ vile touch +18 (finesse), **Damage** 6d6 negative plus spectral corruption

Spectral Corruption (curse, divine, enchantment, incapacitation, mental)

When the specter damages a living creature with its vile touch Strike, the specter gains 5 temporary Hit Points and the target creature must attempt a DC 25 Will save to avoid becoming corrupted.

Critical Success The creature is unaffected and is temporarily immune to spectral corruption for 1 minute.

Success The creature is stupefied 2 for 1 hour.

Failure The creature succumbs to the corruption and becomes a spectral thrall. The creature is controlled by the specter, obeying the specter's telepathic or spoken orders, though a spectral thrall does not obey obviously self-destructive orders. It can attempt a new Will save at the end of each of its turns; on a success, it is no longer controlled by the specter but becomes stupefied 2 for 1 hour.

Critical Failure As failure, but the creature remains a thrall to the specter until the curse is removed or until the specter succumbs to pain starvation; it can't attempt new Will saves to recover on its own.

SPIDER, DREAM

CREATURE 0

N**SMALL****ANIMAL**

Perception +6; darkvision, web sense

Skills Acrobatics +5, Athletics +2, Stealth +7

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

Web Sense The dream spider has imprecise tremorsense to detect the vibrations of creatures touching its web.

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

HP 15

Speed 25 feet, climb 25 feet

Melee ✦ bite +7 (finesse), **Damage** 1d6 plus dream spider venom

Ranged ✦ web +7 (range increment 10 feet), **Effect** web trap plus dream spider venom

Dream Spider Venom (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** stupefied 1 (1 round); **Stage 2** 1d6 poison damage plus stupefied 1 (1 round)

Web Trap A creature hit by the dream spider's web attack is immobilized and stuck to the nearest surface until it Escapes (DC 16).

SPIDER, OGRE

CREATURE 5

N**HUGE****ANIMAL**

Perception +13; darkvision, web sense

Skills Acrobatics +13, Athletics +13

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

Web Sense The ogre spider has imprecise tremorsense to detect the vibrations of creatures touching its web.

AC 23; **Fort** +15, **Ref** +13, **Will** +9

HP 70

Speed 30 feet, climb 30 feet

Melee ✦ bite +15, **Damage** 2d8+8 plus ogre spider venom

Ranged ✦ web +13 (range increment 30 feet), **Effect** web trap

Eerie Flexibility An ogre spider can fit through tight spaces as if it were a Large creature. While Squeezing, it can move at its full Speed.

Ogre Spider Venom (poison); **Saving Throw** Fortitude DC 22; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage (1 round); **Stage 2** 1d6 poison damage, clumsy 1, and enfeebled 1 (1 round); **Stage 3** 2d6 poison damage, clumsy 1, and enfeebled 1 (1 round); **Stage 4** 2d6 poison damage, clumsy 2, and enfeebled 2 (1 round)

Web Trap A creature hit by the ogre spider's web attack is immobilized and stuck to the nearest surface until it Escapes (DC 22).

N

MEDIUM

CONSTRUCT

MINDLESS

Perception +20; darkvision**Skills** Acrobatics +23, Athletics +23**Str** +6, **Dex** +6, **Con** +5, **Int** -5, **Wis** +2, **Cha** -5**AC** 31; **Fort** +22, **Ref** +25, **Will** +16**HP** 170; **Hardness** 10; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious**Top-Heavy** A spiral centurion's top-like design makes it susceptible to effects that would cause it to fall prone. The DC of any attempt to knock the spiral centurion prone is reduced by 5. If the spiral centurion attempts a check or saving throw to resist being knocked prone, it takes a -5 status penalty. A spiral centurion that has been knocked prone can't use any actions other than to attempt to Stand, but it must succeed at a DC 30 Acrobatics check to do so.**Speed** 40 feet**Melee** ♦ blade +23 (agile, sweep), **Damage** 2d12+12 slashing**Hurl Blade** ♦♦ The spiral centurion hurls one of its blades with an angled spin to ensure a swooping flight path. The blade deals 6d6 slashing damage to each creature in a 40-foot line (DC 30 basic Reflex save). At the start of the spiral centurion's next turn, the blade swoops around and returns along the same flight path, again dealing 6d6 slashing damage (DC 30 basic Reflex save) to each creature along the same line.**Rev Up** ♦ **Requirements** The spiral centurion has not acted yet this turn; **Effect** The spiral centurion Strides up to its Speed. It then gains a +2 circumstance bonus to attack and damage rolls until the end of its turn.**Trample** ♦♦♦ Medium or smaller, blade, DC 30**Whirling Death** ♦♦♦ The spiral centurion spins furiously in place, its blades extended to slice through nearby creatures. It makes up to five melee blade Strikes. No single creature can be targeted by more than one blade Strike during one use of this ability. These attacks count toward the spiral centurion's multiple attack penalty, but the multiple attack penalty doesn't increase until after all the attacks are made.

SPORTLEBORE SWARM

CREATURE 7

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

Perception +13; low-light vision

Skills Acrobatics +17, Stealth +17

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

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

HP 85; **Immunities** precision, swarm mind; **Weaknesses** area damage 7, splash damage 7; **Resistances** bludgeoning 3, piercing 7, slashing 7

Pour Down Throat ➤ **Trigger** A creature in the sportlebore swarm's area speaks, uses a verbal component, or opens its mouth; **Effect** A portion of the sportlebore swarm attempts to surge down the throat of the triggering creature, which must attempt a DC 25 Fortitude save.

Critical Success The creature is unaffected.

Success The creature gets a mouthful of sportlebores. It spits the insects out and avoids further damage, but it can't speak for 1 round, and if it was performing a verbal spellcasting action, the spell fails and the caster wastes the action.

Failure The creature takes 4d6 piercing damage from sportlebore bites, can't speak for 1 round, and loses a spell as noted under Success.

Critical Failure As failure, but the creature is also exposed to sportlebore infestation.

Speed 35 feet, fly 35 feet

Swarming Bites ♦ Each creature in the sportlebore swarm's area takes 4d6 piercing damage (DC 25 basic Reflex save).

SPRIGGAN BULLY

CREATURE 3

CE SMALL GNOME HUMANOID SPRIGGAN

Perception +10; low-light vision

Languages Aklo, Common, Gnome

Skills Acrobatics +9, Athletics +8, Intimidation +10, Society +8, Stealth +11, Survival +10, Thievery +9

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

Items crossbow (10 bolts), morningstar

AC 19; **Fort** +9, **Ref** +11, **Will** +8

HP 48

Enraged Growth ➤ (polymorph, primal, transmutation) **Trigger** The spriggan bully takes damage; **Effect** The spriggan bully grows to Large size, along with their equipment (which returns to natural size if removed). The spriggan bully's reach increases by 5 feet. They regain 5 Hit Points and gain a +2 status bonus to melee attacks and damage rolls. This effect continues until the end of the spriggan bully's next turn, but on any turn in which the spriggan bully deals damage to another creature and is not fatigued, the effect extends until the end of the following turn. When Enraged Growth ends, the spriggan bully is fatigued for 1 hour.

Speed 20 feet

Melee ♦ morningstar +10 (versatile P), **Damage** 1d6+6 bludgeoning

Ranged ♦ crossbow +11 (range increment 120 feet, reload 1), **Damage** 1d8 piercing

Primal Innate Spells DC 20; **2nd** *shatter*; **1st** *fear*; **Cantrips (2nd)** *dancing lights*

Bully's Bludgeon ♦ The spriggan bully makes a morningstar Strike with a +2 circumstance bonus to its attack roll. This attack is nonlethal.

Sneak Attack The spriggan bully's Strikes deal an additional 1d6 precision damage to flat-footed creatures.

SPRIGGAN WARLORD

CREATURE 7

CE SMALL GNOME HUMANOID SPRIGGAN

Perception +14; low-light vision

Languages Aklo, Common, Gnome

Skills Acrobatics +15, Athletics +17, Intimidation +17, Society +12, Stealth +17, Survival +14, Thievery +15

Str +6, **Dex** +4, **Con** +4, **Int** +1, **Wis** +3, **Cha** +4

Items +1 crossbow (10 bolts), +1 morningstar

AC 25; **Fort** +13, **Ref** +17, **Will** +14

HP 120

Enraged Growth ➤ (polymorph, primal, transmutation) **Trigger** The spriggan warlord takes damage; **Effect** The spriggan warlord grows to size Large, along with their equipment (which returns to natural size if removed). The spriggan warlord's reach increases by 5 feet. They regain 15 Hit Points and gain a +2 status bonus to melee attack and damage rolls. This effect continues until the end of the spriggan warlord's next turn, but on any turn in which the spriggan warlord deals damage to another creature and is not fatigued, the effect extends until the end of the following turn. When Enraged Growth ends, the spriggan warlord is fatigued for 1 hour.

Speed 20 feet

Melee ♦ *morningstar* +18 (magical, versatile P), **Damage** 2d6+9 bludgeoning

Ranged ♦ *crossbow* +18 (magical, range increment 120 feet, reload 0), **Damage** 2d8 piercing

Primal Innate Spells DC 25; **4th** *fly, shatter*; **3rd** *dispel magic, fear*; **2nd** *blur*; **Cantrips (4th)** *dancing lights*

Bully's Bludgeon ♦ The spriggan warlord makes a morningstar Strike with a +2 circumstance bonus to its attack roll. This attack is nonlethal.

Sneak Attack The spriggan warlord's Strikes deal an additional 2d6 precision damage to flat-footed creatures.

Warlord's Training A spriggan warlord has access to the critical specialization effects for crossbows and morningstars, and the reload of any crossbow they wield is reduced by 1 (to a minimum of 0).

SQUID, GIANT

CREATURE 9

N**HUGE****ANIMAL****AQUATIC**

Perception +21; darkvision

Skills Athletics +20, Stealth +18

Str +7, **Dex** +3, **Con** +4, **Int** -4, **Wis** +6, **Cha** -2

AC 28; **Fort** +15, **Ref** +18, **Will** +21

HP 155; **Resistances** cold 10

Speed swim 40 feet

Melee ♦ beak +21, **Damage** 2d12+11 piercing

Melee ♦ barbed tentacles +21 (agile, reach 25 feet), **Damage** 2d10+11 slashing plus Grab

Melee ♦ arm +21 (agile, reach 10 feet), **Damage** 2d8+11 bludgeoning plus Improved Grab

Constrict ♦ 1d10+10 bludgeoning, DC 25

Jet ♦♦ (move) The giant squid moves up to 200 feet in a straight line through the water without triggering any reactions.

Ravenous Embrace ♦♦ The giant squid makes up to four arm Strikes, each with a different arm and against a different target. The giant squid then makes a beak Strike against one creature that it grabbed during Ravenous Embrace. Each arm Strike counts separately for the squid's multiple attack penalty, but the penalty doesn't increase until the squid has made all of its arm Strikes; the beak Strike uses the multiple attack penalty as normal.

SQUID, VAMPIRE

CREATURE 0

N**SMALL****ANIMAL****AQUATIC**

Perception +7; darkvision

Skills Athletics +4, Stealth +7

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

AC 16; **Fort** +4, **Ref** +8, **Will** +6

HP 15; **Resistances** cold 5

Speed swim 25 feet

Melee ♦ beak +7 (finesse), **Damage** 1d8 piercing

Melee ♦ tentacles +7 (agile, finesse), **Damage** 1d6 bludgeoning

Glowing Mucus ♦ **Frequency** once per day; **Requirements** The vampire squid is in water; **Effect** The vampire squid ejects a cloud of bioluminescent mucus in a 15-foot cone. Non-squid creatures within the cloud must attempt a DC 16 Fortitude save or become sickened 1. The glowing mucus remains in the area for 1 minute, and any creature that ends its turn in the area must succeed at a DC 13 Fortitude save or become sickened 1.

STYGIRA

CREATURE 7

LE**MEDIUM****EARTH****FEY**

Perception +17; gemsight

Languages Aklo, Cyclops, Jotun, Terran

Skills Athletics +15, Deception +15, Gem Lore +17, Nature +17, Occultism +17

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

Items gemstone (worth 25 gp)

Gemsight As long as the stygira holds a gemstone, they can see through the gem with darkvision and the effects of *true seeing*. The stygira is blind when they are not holding a gem in a hand.

AC 26; **Fort** +15, **Ref** +13, **Will** +19; +1 status to all saves vs. magic

HP 80; **Immunities** paralyzed, petrified, visual; **Weaknesses** cold iron 5;

Resistances physical 10 (except adamantine)

Light Sickness A stygira in an area of bright light is sickened 1.

Speed 25 feet

Melee ♦ claw +17 (agile); **Damage** 2d6+10 slashing plus stone curse

Occult Innate Spells DC 25; **4th** *clairvoyance*, *read omens*, *shape stone*;

3rd *clairaudience*, *earthbind*; **2nd** *augury*, *undetected alignment*;

Cantrips (4th) *know direction*, *read aura*

Gem Gaze ♦ (emotion, fear, mental, primal) The stygira holds aloft a gem and gazes into the mind of a creature within 30 feet, infusing the creature's thoughts with visions of the creature's own dead body slowly petrifying. The creature must succeed at a DC 25 Will save or become frightened 1 (frightened 2 on a critical failure).

Stone Curse (curse, primal, transmutation) Wounds dealt by the stygira's claws leave the flesh bleached of color and turn the blood that runs from them dark gray. Each time a creature is damaged by the stygira's claw Strike, it must succeed at a DC 25 Fortitude save or become permanently slowed 1 (slowed 2 on a critical failure) as its flesh stiffens like stone. If a creature is reduced to 0 Hit Points from the stygira's claw Strike and fails the saving throw against stone curse, it is petrified. A creature that spends 8 hours in direct sunlight can attempt a new saving throw to remove the effects of stone curse, even if it has been petrified.

Perception +8; darkvision

Languages Draconic

Skills Acrobatics +7, Athletics +8, Crafting +4, Intimidation +6, Stealth +7

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

Natural Camouflage A tatzlwyrms green, gray, and brown scales provide it natural camouflage. In areas of dense undergrowth, a tatzlwyrms can move at its full Speed when Sneaking, and it gains a +4 circumstance bonus to Hide.

AC 18; **Fort** +11, **Ref** +5, **Will** +8

HP 30; **Immunities** paralyzed, sleep

Speed 30 feet, climb 30 feet

Melee ✦ jaws +10 (magical), **Damage** 1d8+6 piercing

Melee ✦ claw +10 (agile, magical), **Damage** 1d6+6 slashing

Poison Gasp ✦ The tatzlwyrms belches a puff of poisonous vapor into the face of an adjacent creature, which must attempt a DC 15 Fortitude save; the creature takes a -2 circumstance penalty to this save if it's grabbed or flat-footed. The tatzlwyrms can't use Poison Gasp again for 2 rounds.

Critical Success The target is unaffected.

Success The target is sickened 1.

Failure The target takes 2d6 poison damage and is enfeebled 1 for 1 round.

Critical Failure The target takes 4d6 poison damage and is enfeebled 1 for 1 minute.

TENDRICULOS

CREATURE 7

N **HUGE** **FUNGUS** **PLANT**

Perception +15; low-light vision

Languages Sylvan (can't speak any language)

Skills Athletics +17, Stealth +14 (+16 in undergrowth)


Str +7, **Dex** +2, **Con** +5, **Int** -2, **Wis** +3, **Cha** +0


AC 25; **Fort** +17, **Ref** +12, **Will** +13


HP 120; **Immunities** acid; **Weaknesses** fire 5; **Resistances** piercing 5, slashing 5


Attack of Opportunity  Tentacle only.

Speed 20 feet

Melee  bite +18 (reach 10 feet), **Damage** 2d10+11 piercing plus Grab

Melee  tentacle +18 (agile, reach 15 feet), **Damage** 2d6+11 bludgeoning plus Grab

Rampant Growth  **Requirements** A creature the tendriculos has Swallowed Whole has taken damage since the end of the tendriculos's last turn, and the tendriculos hasn't used any other actions this turn; **Effect** The tendriculos regains 3d8 HP and recovers from the fatigued and slowed conditions. It reduces any enfeebled value it has by 2.

Swallow Whole  (attack) Large, 2d10+7 acid plus tendriculos venom, Rupture 14

Tendriculos Venom (incapacitation, poison); **Saving Throw** DC 21 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** clumsy 2 (1 round); **Stage 2** clumsy 2 and slowed 2 (1 round); **Stage 3** paralyzed (1 round)

RARE

CE

HUGE

BEAST

FIRE

TANE

Perception +31; darkvision, see *invisibility*

Languages Aklo, Sylvan

Skills Athletics +34, Intimidation +31

Str +9, **Dex** +5, **Con** +9, **Int** -3, **Wis** +6, **Cha** +6

Planar Acclimation The thrasfyr always treats the plane it is located on as its home plane.

AC 40; **Fort** +35, **Ref** +28, **Will** +27; +1 status to all saves vs. magic

HP 350, regeneration 25 (deactivated by acid or cold); **Immunities** fire; **Weaknesses** cold 15, cold iron 15; **Resistances** physical 15 (except cold iron)

Speed 40 feet, climb 40 feet; *air walk*

Melee ♦ chain +34 (magical, reach 15 feet), **Damage** 3d10+17 bludgeoning plus Improved Knockdown

Melee ♦ jaws +32 (magical, reach 10 feet), **Damage** 3d6+15 piercing plus 3d6 fire

Melee ♦ claw +32 (agile, magical, reach 10 feet), **Damage** 3d8+15 slashing

Melee ♦ horn +32 (fatal d12, magical, reach 10 feet), **Damage** 3d12+15 piercing

Primal Innate Spells DC 37; **9th** *teleport* (self and rider only); **Constant** (4th) *air walk*; (2nd) see *invisibility*

Breath Weapon ♦♦ The thrasfyr's serpent tail breathes a blast of flame in a 50-foot cone, dealing 10d12 fire damage (DC 40 basic Reflex save). It can't use Breath Weapon again for 1d4 rounds.

Rider's Bond ♦ See *Pathfinder Bestiary 2* page 258.

Tangling Chains ♦♦ (incapacitation, primal, transmutation) The thrasfyr thrashes its chains in all directions. Each creature in a 15-foot emanation takes 18d6 bludgeoning damage (DC 38 basic Reflex save); creatures that fail are immobilized until the start of the thrasfyr's next turn. The thrasfyr can't use Tangling Chains or make chain Strikes for 1d4 rounds.

Whirling Frenzy ♦♦ The thrasfyr makes a jaws Strike, a horn Strike, and two claw Strikes, each against a different target. Each attack counts toward the thrasfyr's multiple attack penalty, but the penalty doesn't increase until after all the attacks.

UNCOMMON






N

GARGANTUAN

AIR

BEAST

ELECTRICITY

Perception +22; darkvision, storm sight**Languages** Auran, Common**Skills** Acrobatics +22, Athletics +23, Intimidation +20, Nature +20**Str** +8, **Dex** +3, **Con** +7, **Int** +3, **Wis** +5, **Cha** +3**Storm sight** A thunderbird ignores the concealed condition from storms, mist, precipitation, and the like.**AC** 31; **Fort** +24, **Ref** +20, **Will** +22**HP** 200; **Immunities** electricity; **Resistances** sonic 10**Storm Aura** (air, aura, evocation, primal, water) 100 feet. The thunderbird is surrounded by a cyclone of wind and driving rain. This area is greater difficult terrain for flying creatures, who must successfully Maneuver in Flight (DC 27) or be blown 30 feet away from the thunderbird. Creatures on the ground must succeed at a DC 27 Reflex save to perform any move action and are knocked prone on a critical failure. See *Pathfinder Bestiary 2* page 259.**Reactive Shock**  **Trigger** A creature enters the thunderbird's reach or uses a move action within their reach; **Effect** A lightning bolt dancing on the thunderbird's body leaps onto the creature, dealing 8d6 electricity damage (DC 30 basic Reflex save).**Speed** 25 feet, fly 80 feet**Melee**  beak +24, **Damage** 2d6+12 piercing plus 3d6 electricity**Melee**  talon +24 (agile), **Damage** 2d8+12 slashing**Ranged**  thunderbolt +23 (range 200 feet), **Damage** 3d6 electricity and 3d6 sonic plus thunderstrike**Rituals** DC 30; *control weather* (does not require secondary casters)**Lightning Blast**  (evocation, primal) The thunderbird spreads their wings and calls thunderous lightning. Each creature in a 30-foot emanation takes 6d6 electricity damage and 6d6 sonic damage (DC 30 basic Reflex save). The thunderbird can't use Lightning Blast for 1d4 rounds.**Stormflight** See *Pathfinder Bestiary 2* page 259.**Thunderstrike** A creature that takes damage from a thunderbird's thunderbolt Strike must succeed at a DC 28 Fortitude save or be knocked prone and deafened for 1 round.

TICK, GIANT

CREATURE 1

N**SMALL****ANIMAL**

Perception +6; darkvision

Skills Athletics +6, Stealth +6

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

AC 16; **Fort** +9, **Ref** +6, **Will** +4

HP 20

Speed 15 feet, climb 15 feet

Melee ♦ hypostome +8 (finesse), **Damage** 1d6+1 plus attach and tick fever

Attach When the giant tick Strikes a creature larger than itself, its barbed hypostome attaches it to that creature. This is similar to Grabbing the creature, but the giant tick moves with that creature rather than holding it in place. The giant tick is flat-footed while attached. If the giant tick is killed or pushed away while attached to a creature on which it has used Blood Drain, that creature takes 1 persistent bleed damage. Escaping the attachment or removing the giant tick in other ways doesn't cause bleed damage.

Blood Drain ♦ **Requirements** The giant tick is attached to a creature;

Effect The giant tick uses its hypostome to drain blood from the creature it's attached to. This deals 1d4 damage, and the giant tick gains temporary Hit Points equal to the damage dealt. A creature that has its blood drained by a giant tick is drained 1 until it receives healing (of any kind or amount).

Tick Fever (disease); **Saving Throw** DC 17 Fortitude; **Onset** 1 day; **Stage 1** enfeebled 1 (1 day); **Stage 2** enfeebled 2 (1 day)

TICK SWARM

CREATURE 9

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


Perception +18; darkvision

Skills Athletics +16, Stealth +19


Str +1, **Dex** +6, **Con** +4, **Int** -5, **Wis** +3, **Cha** -5

AC 28; **Fort** +19, **Ref** +19, **Will** +14

HP 130; **Immunities** precision, swarm mind; **Weaknesses** area damage 10, splash damage 10; **Resistances** bludgeoning 5, piercing 10, slashing 10

Cling  **Trigger** A creature leaves the swarm's space; **Effect** The swarm takes 1d6 damage as ticks cling to the creature and continue biting, dealing 3d6 persistent piercing damage. Immersion in water reduces the DC of the flat check to end this persistent damage to 5, and any area damage dealt to the creature destroys these clinging ticks.

Speed 25 feet, climb 25 feet

Swarming Bites  Each enemy in the swarm's space takes 3d6 piercing damage (DC 28 basic Reflex save) plus Cling and exposure to tick fever.

Tick Fever (disease); **Saving Throw** DC 27 Fortitude; **Onset** 1 day; **Stage 1** enfeebled 1 (1 day); **Stage 2** enfeebled 2 (1 day)

TOAD, GIANT

CREATURE 2

N**LARGE****ANIMAL**

Perception +8; low-light vision, scent (imprecise) 30 feet

Skills Athletics +9 (+11 to High Jump or Long Jump), Stealth +6

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

AC 17; **Fort** +9, **Ref** +8, **Will** +6

HP 36

Poisonous Warts Any creature that hits the giant toad with an unarmed Strike or otherwise touches the toad is exposed to giant toad poison.

Speed 25 feet

Melee ✦ bite +11, **Damage** 1d8+5 piercing plus Grab

Melee ✦ tongue +11 (reach 10 feet), **Effect** tongue grab

Giant Toad Poison (poison); **Saving Throw** DC 19 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** stupefied 1 (1 round); **Stage 2** stupefied 1 and confused (1 round)

Swallow Whole ✦ (attack) Medium, 1d8+2 bludgeoning, Rupture 8

Tongue Grab A creature hit by the giant toad's tongue becomes grabbed by the giant toad. The creature isn't immobilized, but it can't move beyond the reach of the toad's tongue. A creature can sever the tongue with a successful Strike against AC 15 that deals at least 6 slashing damage. This deals no damage to the toad but prevents it from using its tongue Strike until it regrows its tongue, which takes a week.

NE

MEDIUM

UNDEAD

Perception +15, darkvision**Languages** Common, Necril**Skills** Acrobatics +15, Deception +17, Stealth +17, Thievery +15**Str** +4, **Dex** +6, **Con** +2, **Int** +1, **Wis** +2, **Cha** +3**AC** 25; **Fort** +15, **Ref** +17, **Will** +13**HP** 128, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious**Speed** 40 feet**Melee** ✦ jaws +18 (finesse), **Damage** 2d6+7 piercing plus 2d6 negative**Melee** ✦ claw +18 (agile, finesse), **Damage** 2d8+7 slashing**Drink Flesh** ✦ (divine, necromancy) **Requirement** The totenmaske hit the same enemy with two claw Strikes this turn and is still adjacent to it; **Effect** The totenmaske drains flesh from the creature's body. The creature becomes sickened 2 and drained 1 unless it succeeds at a DC 25 Fortitude save (sickened 2 and drained 2 on a critical failure).**Living Form** ✦ (concentrate, divine, polymorph, transmutation) The totenmaske takes the appearance of a Medium or smaller humanoid creature: either its own form before it became undead, or that of the last creature it hit with Drink Flesh. This doesn't change the totenmaske's Speed or the attack and damage bonuses for its Strikes, but might change the damage type its Strikes deal (typically to bludgeoning).**Shape Flesh** (curse, divine, necromancy) After spending 1 minute in contact with a paralyzed, unconscious, or willing creature, a totenmaske can reshape the target's face, causing flesh to cover vital features. The target can attempt a DC 25 Fortitude save to resist; a critical success grants temporary immunity to Shape Flesh for 24 hours. Each time the totenmaske Shapes Flesh, it chooses one feature: ears (target becomes deafened), eyes (target becomes blinded), mouth (target can't speak or eat), or nose (target can't smell). A creature with both its nose and mouth sealed can't breathe and begins to suffocate (*Core Rulebook* 478). Changes are permanent until reversed by removing this curse, or the sealed flesh can be surgically opened with a DC 25 Medicine check that takes 1d4 rounds and deals 1d6 slashing damage per round.

NG

MEDIUM

AMPHIBIOUS

HUMANOID

Perception +8; darkvision**Languages** Aquan, Common**Skills** Athletics +8, Crafting +4, Diplomacy +6, Nature +6, Stealth +9**Str** +4, **Dex** +3, **Con** +1, **Int** +0, **Wis** +2, **Cha** +0**Items** conch shell, shell armor (hide armor), trident**AC** 18; **Fort** +5, **Ref** +11, **Will** +8**HP** 30**Speed** 5 feet, swim 35 feet**Melee** ♦ trident +10, **Damage** 1d8+6 piercing**Ranged** ♦ trident +9 (thrown 20 feet), **Damage** 1d8+6 piercing**Defender of the Seas** ♦ The triton Interacts to raise their trident, gaining a +1 circumstance bonus to AC until the start of their next turn. During this time, any of their allies also gains the bonus while adjacent to the triton.**Summon Aquatic Ally** ♦♦♦ (conjunction, primal) **Frequency** once per day; **Effect** The triton blows into a conch shell, casting a 2nd-level *summon animal* spell. The triton can summon only an aquatic creature, such as the following:

- Dolphin (see *Pathfinder Bestiary* 2 page 84 or cards 102 and 103)
- Octopus (see *Pathfinder Bestiary* 2 page 187 or cards 235 and 236)
- Ray (see *Pathfinder Bestiary* 2 page 226 or cards 286 and 287)
- Sea Snake (see *Pathfinder Bestiary* 2 page 245 or card 312)
- Electric Eel (*Bestiary* 142).

This creature remains until it is slain, the triton Dismisses it, or the triton summons another ally.

TROLL, FROST

CREATURE 4

UNCOMMON

CE

LARGE

COLD

GIANT

TROLL

Perception +12; darkvision

Languages Common, Jotun

Skills Athletics +13, Intimidation +10, Survival +10

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

Items hatchet

AC 19; **Fort** +13, **Ref** +10, **Will** +8

HP 90, regeneration 15 (deactivated by acid or fire); **Immunities** cold;

Weaknesses fire 10

Attack of Opportunity ↻

Speed 30 feet; ice stride

Melee ✦ jaws +13 (reach 10 feet), **Damage** 2d8+7 piercing

Melee ✦ hatchet +13 (agile, reach 10 feet, sweep), **Damage** 2d6+7 slashing

Melee ✦ claw +13 (agile, reach 10 feet), **Damage** 2d4+7 slashing

Ranged ✦ hatchet +10 (agile, sweep, thrown 10 feet), **Damage** 2d6+7 slashing

Ice Stride A frost troll isn't impeded by difficult terrain caused by snow or ice, nor do they need to attempt Acrobatics checks to keep from falling on slippery ice.

Rend ✦ claw

RARE

CE

HUGE

GIANT

MUTANT

TROLL

Perception +29; darkvision**Languages** Jotun**Skills** Athletics +29, Intimidation +27**Str** +8, **Dex** +4, **Con** +8, **Int** -1, **Wis** +6, **Cha** +4**AC** 35, all-around vision; **Fort** +31, **Ref** +23, **Will** +23**HP** 360, regeneration 40 (deactivated by acid or fire); **Weaknesses** fire 10**Head Regrowth** See *Pathfinder Bestiary* 2 page 267.**Multiple Opportunities** A jotund troll gains an extra reaction per round for each of their heads beyond the first, which they can use only for Attack of Opportunity with their jaws or Fast Swallow.**Attack of Opportunity** ↻**Catch Rock** ↻**Speed** 30 feet, climb 20 feet**Melee** ♦ jaws +29 (reach 15 feet), **Damage** 3d12+14 piercing**Melee** ♦ claw +29 (agile, reach 15 feet), **Damage** 3d10+14 slashing**Ranged** ♦ rock +30 (brutal, range increment 120 feet), **Damage** 2d12+14 bludgeoning**Cacophonous Roar** ♦♦ (auditory, emotion, enchantment, incapacitation, mental, primal) The jotund troll emits a cacophonous roar from all their heads with a mystical power that distorts the listener's mind. Each non-troll creature within 100 feet must attempt a DC 34 Will save. The jotund troll can't use Cacophonous Roar for 1d4 rounds.**Critical Success** The creature is unaffected and is temporarily immune to Cacophonous Roar for 24 hours.**Success** The creature is stupefied 1 for 1 round.**Failure** The creature is confused for 1 round.**Critical Failure** The creature is confused for 1d4 rounds.**Fast Swallow** ↻ **Trigger** The jotund troll Grabs a creature with their jaws; **Effect** The troll uses Swallow Whole.**Ravenous Jaws** ♦♦ The jotund troll makes a number of jaws Strikes up to their number of heads, each against a different target. The troll's multiple attack penalty doesn't increase until after all the attacks.**Rend** ♦ claw**Swallow Whole** ♦ (attack) Medium, 3d12+8 bludgeoning, Rupture 36**Throw Rock** ♦

TROLL, CAVERN

CREATURE 6

UNCOMMON

CE

LARGE

EARTH

GIANT

TROLL

Perception +14; darkvision

Languages Jotun, Undercommon

Skills Athletics +16, Intimidation +14

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

AC 22; **Fort** +18, **Ref** +13, **Will** +8

HP 135, regeneration 20 (deactivated by acid or sonic); **Immunities** bleed

Sunlight Petrification If exposed to direct sunlight, a cavern troll immediately becomes slowed 1 and can't use reactions or Trample. The slowed value increases by 1 each time the cavern troll ends its turn in sunlight. If the cavern troll's actions are reduced to 0 in this way, they become petrified until they spends at least 1 minute in darkness. Spells like *sunburst* that create magical sunlight cannot petrify a cavern troll, but the troll is slowed 1 for 1d4 rounds after being exposed to such an effect.

Attack of Opportunity ➤

Catch Rock ➤

Speed 25 feet, burrow 20 feet, climb 20 feet

Melee ➤ jaws +16 (reach 10 feet), **Damage** 2d10+8 piercing

Melee ➤ claw +16 (agile, reach 10 feet), **Damage** 2d6+8 slashing

Ranged ➤ rock +16 (brutal, range increment 120 feet), **Damage** 1d12+8 bludgeoning

Rend ➤ claw

Rock Tunneler A cavern troll can burrow through solid stone at a Speed of 10 feet. It can leave a tunnel if it desires.

Throw Rock ➤

TROLL, TWO-HEADED

CREATURE 8

UNCOMMON

CE

LARGE

GIANT

TROLL

Perception +18; darkvision

Skills Athletics +18, Intimidation +17

Languages Jotun

Str +6, **Dex** +1, **Con** +6, **Int** -2, **Wis** +4, **Cha** +3

Independent Brains Each of a two-headed troll's heads rolls their own initiative and has their own turn. Neither head can Delay. At the start of a head's turn, that head gets 2 actions and 1 reaction. Each brain controls one of the troll's arms, but both can move the legs. Any ability that would sever a two-headed troll's head (such as the *vorpall* weapon property) doesn't cause the two-headed troll to die if they still have their other head, but does cause them to lose the turns, actions, and reactions of the severed head. Mental effects that target a single creature affect only one of the troll's heads.

Items club

AC 24; **Fort** +20, **Ref** +15, **Will** +14

HP 190, regeneration 25 (deactivated by acid or fire); **Weaknesses** fire 10

Head Regrowth A two-headed troll's regeneration can regrow a severed head. After regaining Hit Points from regeneration, the two-headed troll attempts a DC 10 flat check. On a success, the missing head is fully restored. If a two-headed troll loses their last remaining head, they die immediately.

Attack of Opportunity ➤

Speed 30 feet

Melee ➤ jaws +18 (reach 10 feet), **Damage** 2d12+8 piercing

Melee ➤ claw +18 (agile, reach 10 feet), **Damage** 2d8+8 slashing

Melee ➤ club +18 (reach 10 feet), **Damage** 2d6+8 bludgeoning

Ranged ➤ club +13 (thrown 10 feet), **Damage** 2d6+8 bludgeoning

Reactive Chomp ➤ **Requirements** One of the troll's heads hit the same enemy with two consecutive claw Strikes in the same round; **Effect** The other head uses their reaction to make a jaws Strike against the creature that was hit.

TROLLHOUND

CREATURE 3

N**MEDIUM****BEAST****TROLL**

Perception +6; darkvision, scent (imprecise) 30 feet


Skills Acrobatics +6, Athletics +11, Stealth +8, Survival +6

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

AC 17; **Fort** +14, **Ref** +8, **Will** +6

HP 65, regeneration 15 (deactivated by acid or fire); **Weaknesses** fire 10

Speed 35 feet

Melee  jaws +11, **Damage** 1d12+4 piercing plus Knockdown and bloodfire fever

Bloodfire Fever (disease); **Saving Throw** DC 18 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** enfeebled 1 (1 day); **Stage 3** enfeebled 1 and clumsy 1 (1 day); **Stage 4** enfeebled 2 and clumsy 2 (1 day); **Stage 5** enfeebled 2, clumsy 2, and fatigued (1 day)

Pack Attack The trollhound deals an extra 1d6 damage to any creature within reach of at least two of the trollhound's allies.

N

GARGANTUAN

ANIMAL

Perception +17, low-light vision, scent (imprecise) 30 feet

Skills Athletics +20

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

Deep Breath The giant snapping turtle can hold its breath for 2 hours.

AC 28; **Fort** +19, **Ref** +15, **Will** +19

HP 170

Speed 20 feet, swim 40 feet

Melee ♦ jaws +22, **Damage** 2d12+10 piercing plus Improved Grab

Capsize ♦ (attack, move) The turtle tries to capsize an adjacent aquatic vessel of its size or smaller. The turtle must succeed at a DC 35 Athletics check (reduced by 5 for each size smaller the vessel is than the turtle) or the pilot's Sailing Lore DC, whichever is higher.

Shell Defense ♦ The snapping turtle retracts its limbs and head into its shell and ends its turn. This increases its AC to 30, but it can't act except to reemerge, which it can do as a single action.

Swallow Whole ♦ Large, 2d12+7 bludgeoning, Rupture 30

N

TINY

ANIMAL

Perception +3, low-light vision, scent (imprecise) 30 feet

Skills Athletics +5, Stealth +3 (+5 in water)

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

Deep Breath The snapping turtle can hold its breath for 30 minutes.

AC 16; **Fort** +8, **Ref** +1, **Will** +3

HP 9

Speed 10 feet, swim 20 feet

Melee jaws +6, **Damage** 1d4+2 piercing

Clench Jaws ♦ **Requirements** The snapping turtle damaged a creature with a jaws Strike in its previous action; **Effect** The snapping turtle clenches its jaws down and automatically deals an additional 1d4 bludgeoning damage to the creature it just bit.

Shell Defense ♦ The snapping turtle retracts its limbs and head into its shell and ends its turn. This increases its AC to 18, but it can't act except to reemerge, which it can do as a single action.

TWIGJACK

CREATURE 3

CE TINY FEY PLANT

Perception +9; darkvision

Languages Common, Sylvan

Skills Acrobatics +11, Athletics +9, Nature +7, Stealth +11

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

AC 19; **Fort** +9, **Ref** +11, **Will** +7

HP 50; **Weaknesses** fire 5

Speed 25 feet

Melee ♦ claw +11 (agile, finesse), **Damage** 1d10+4 slashing

Ranged ♦ splinter +11 (deadly 1d6, range increment 30 feet), **Damage** 1d6+4 piercing

Bramble Jump ♦♦♦ (conjuration, plant, primal, teleportation)

Requirements The twigjack is in undergrowth; **Effect** The twigjack scrambles into the undergrowth and instantly teleports to a square of undergrowth within 60 feet. This movement doesn't trigger reactions.

Splinter Spray ♦♦ The twigjack sprays a barrage of splinters and brambles from its body in a 15-foot cone, dealing 4d6 piercing damage (DC 20 basic Reflex save). It can't use Splinter Spray again for 1d4 rounds.

UNCOMMON

N

HUGE

AMPHIBIOUS

BEAST

COLD

Perception +25, darkvision, tremorsense (imprecise) 80 feet

Languages Aklo

Skills Athletics +31, Stealth +24

Str +8, **Dex** +3, **Con** +7, **Int** -3, **Wis** +2, **Cha** +3

AC 39; **Fort** +28, **Ref** +26, **Will** +23; +1 status vs. mental

HP 320; **Immunities** cold; **Weaknesses** fire 15; **Resistances** mental 10

Speed 50 feet, burrow 25 feet, swim 40 feet

Melee ♦ jaws +31 (reach 10 feet), **Damage** 3d6+16 piercing plus 3d6 cold

Melee ♦ pincers +31 (agile, reach 15 feet), **Damage** 3d8+16 slashing plus Improved Grab

Freezing Breath ♦♦ (cold, evocation, incapacitation, primal) The umonlee breathes a cone of extremely cold air that damages its prey and can freeze them to the ground. Its breath deals 12d8 cold damage to creatures in the 50-foot cone (DC 38 Reflex save). The umonlee can't use Freezing Breath again for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature takes half damage and is slowed 1 for 1 round.

Failure The creature takes full damage and is slowed 1 for 1 round. If the creature is standing on the ground, it's immobilized as thick ice forms around it, and it can't recover from being slowed. The creature remains immobilized and slowed 1 until it manages to Escape (DC 36) or deal 30 damage to the ice, which has weakness 10 to fire.

Critical Failure As failure, except the creature takes double damage and the ice holding it in place requires 60 damage to break.

Greater Constrict ♦ 2d10+8 bludgeoning, DC 36

URDEFHAN TORMENTOR

CREATURE 5

NE**MEDIUM****HUMANOID****URDEFHAN**

Perception +13; greater darkvision

Languages Aklo, Daemonic, Undercommon

Skills Acrobatics +8, Crafting +9, Intimidation +11, Occultism +11, Religion +13

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

Items warhammer

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

HP 77, negative healing; **Immunities** death effects, disease, fear;

Weaknesses positive 5

Necrotic Decay (divine, necromancy, negative) When an urdefhan dies, its invisible flesh quickly rots away and sublimates into a foul-smelling gas that fills a 5-foot emanation around the body. This gas deals 5d6 negative damage (DC 21 basic Fortitude save) to creatures in this area.

Speed 25 feet

Melee ✦ warhammer +12 (shove), **Damage** 1d8+5 bludgeoning

Melee ✦ jaws +14, **Damage** 2d6+5 piercing plus Wicked Bite

Divine Innate Spells DC 23, attack +15; **3rd** *harm, paralyze*; **2nd** *darkness, death knell, false life, harm*; **1st** *feather fall* (self only), *grim tendrils, harm, ray of enfeeblement*

Rituals DC 23; *daemonic pact*

Stoke the Fervent ✦✦ (auditory, divine, emotion, enchantment, mental)

Frequency once per day; **Effect** The urdefhan lets out a battle cry. It and each of its allies that hears the call gain a +1 status bonus to attack rolls, damage rolls, and saving throws, as well as take a -1 status penalty to AC. Affected allies must use at least one of their actions to Strike each round. This lasts for 2d4 rounds.

Wicked Bite ✦ **Requirements** The urdefhan damaged a creature with a jaws Strike on its last action; **Effect** The urdefhan chooses one option, each of which requires a DC 22 Fortitude save. If the Strike was a critical hit, this imposes both effects with the same save result for both.

- **Drain Blood** On a failed, save, the target is drained 1 and the urdefhan regains 5 HP (drained 2 and 10 HP on a critical failure).
- **Drain Vitality** (necromancy) The creature is enfeebled 1 for 1 hour on a failed save (enfeebled 2 for 1 hour on a critical failure).

URDEFHAN WARRIOR

CREATURE 3

NE**MEDIUM****HUMANOID****URDEFHAN**

Perception +9; greater darkvision

Languages Aklo, Daemonic, Undercommon

Skills Athletics +10, Intimidation +9, Religion +7, Survival +7

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

Items composite longbow (20 arrows), rhoka sword, studded leather

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

HP 55, negative healing; **Immunities** death effects, disease, fear; **Weaknesses** positive 5

Necrotic Decay (divine, necromancy, negative) When an urdefhan dies, its invisible flesh quickly rots away and sublimates into a foul-smelling gas that fills a 5-foot emanation around the body. This gas deals 3d6 negative damage (DC 17 basic Fortitude save) to creatures in this area.

Attack of Opportunity ↻

Speed 25 feet

Melee ♦ rhoka sword +12 (deadly 1d8, two-hand 1d10), **Damage** 1d8+6 slashing

Melee ♦ jaws +12, **Damage** 1d6+6 piercing plus Wicked Bite

Ranged ♦ composite longbow +10 (deadly 1d10, propulsive, range increment 100 feet, volley 30 feet), **Damage** 1d8+4 piercing

Divine Innate Spells DC 17, attack +9; **2nd** *death knell*; **1st** *feather fall* (at will, self only), *ray of enfeeblement*

Ravenous Attack ♦♦ The urdefhan makes one rhoka sword Strike and one jaws Strike against a single creature. Its multiple attack penalty doesn't increase until after both attacks.

Wicked Bite ♦ **Requirements** The urdefhan damaged a creature with a jaws Strike on its last action; **Effect** The urdefhan maintains contact, turning the creature's flesh translucent around the site of the injury. The urdefhan chooses one of two options, each of which requires a DC 20 Fortitude save. If the jaws Strike was a critical hit, the creature suffers both effects, using the same save result for both.

- **Drain Blood** The urdefhan drinks some of the creature's blood. On a failed save, the creature is drained 1 and the urdefhan regains 5 HP (or, on a critical failure, it's drained 2 and the urdefhan regains 10 HP).
- **Drain Vitality** (necromancy) The urdefhan draws out some of the creature's vital essence. The creature becomes enfeebled 1 for 1 hour on a failed save (or enfeebled 2 for 1 hour on a critical failure).





UNCOMMON

NE

MEDIUM

UNDEAD

VAMPIRE

Perception +23; darkvision**Skills** Acrobatics +24, Athletics +29, Deception +27, Intimidation +27, Religion +19, Stealth +26, Survival +23**Languages** Common**Str** +8, **Dex** +5, **Con** +4, **Int** +0, **Wis** +4, **Cha** +8**Children of the Night** (divine, enchantment, mental) The vrykolakas master can give telepathic orders to rats swarms, wargs, werewolves, and similar creatures within 100 feet, but they can't communicate back.**Swift Tracker** The vrykolakas moves at full Speed while Tracking.**AC** 34; **Fort** +23, **Ref** +24, **Will** +21**HP** 250, negative healing; **Immunities** death effects, disease, paralyze, poison, sleep**Pestilential Aura** (aura, divine, necromancy) 5 feet. Creatures beginning their turn in the area while the vrykolakas is in its true form are exposed to bubonic plague.**Vrykolakas Vulnerabilities** See *Pathfinder Bestiary 2* page 274.**Feral Possession**  (curse, divine, incapacitation, mental, necromancy, possession) **Trigger** The vrykolakas is reduced to 0 HP and an animal is within 100 feet; **Effect** The vrykolakas isn't destroyed but attempts to cast its spirit into an animal within 100 feet, which must attempt a DC 33 Will save. On a failure, the animal is possessed. See *Pathfinder Bestiary 2* page 274 for details.**Speed** 40 feet, climb 20 feet**Melee**  fangs +27, **Damage** 3d10+17 piercing plus Drink Blood**Melee**  claw +27 (agile); **Damage** 3d6+17 slashing**Divine Innate Spells** DC 33; **7th** *vampiric touch* (×3); **3rd** *fear* (×3)**Bubonic Plague** (disease) **Saving Throw** DC 33 Fortitude; **Onset** 1 day; **Stage 1** fatigued (1 day); **Stage 2** enfeebled 2 and fatigued (1 day); **Stage 3** enfeebled 3, fatigued, and takes 1d6 persistent bleed damage every 1d20 minutes (1 day)**Change Shape**  See *Pathfinder Bestiary 2* page 275.**Create Spawn** See *Pathfinder Bestiary 2* page 275.

(Continued on card 347)

(Vampire, vrykolakas ancient; continued from card 346)

Dominate Animal ♦ (divine, enchantment, incapacitation, mental)

The vrykolakas can cast *dominate* (DC 33) at will as a divine innate spell that affects only animals. A creature that succeeds is immune to that vrykolakas's Dominate Animal for 24 hours. Destroying the vrykolakas ends the effect, but reducing it to 0 HP does not. A dominated animal takes a -4 circumstance penalty to saving throws against the vrykolakas's Feral Possession.

Drink Blood ♦ (divine, necromancy) **Requirements** The vrykolakas' last action was a successful fangs Strike; **Effect** The vrykolakas sinks its fangs into that creature to drink its blood. This requires an Athletics check against the creature's Fortitude DC. On a success, the creature becomes drained 2, and the vrykolakas regains 25 HP, gaining any excess HP as temporary Hit Points. Drinking Blood from a creature that's already drained doesn't restore any HP to the vampire, but it increases the creature's drained condition value by 1. A vrykolakas can also consume blood that's been emptied into a vessel for sustenance, but it gains no HP from doing so. See *Pathfinder Bestiary 2* page 275.

Rend ♦ claw

Sanguine Mauling ♦ **Requirements** The vrykolakas ancient's last action was to Drink Blood; **Effect** The vrykolakas ancient makes two claw Strikes. Both count toward its multiple attack penalty, but the penalty increases only after it makes both attacks. If it hits with both claws, the target takes 1d6 persistent bleed damage.

Steal Breath ♦♦ (manipulate) **Requirements** The vrykolakas ancient is adjacent to an unconscious creature; **Effect** The vrykolakas ancient steals the creature's breath. The unconscious creature begins suffocating, can't be awakened for 1 round, and must attempt a DC 33 Fortitude save. If a creature is targeted with this ability in consecutive rounds, the save DC decreases by 2 each round after the first.

Critical Success The target immediately awakens and is then temporarily immune to Steal Breath for 24 hours.

Success The target is unaffected.


Failure The target takes 1d10 damage.

Critical Failure The target is reduced to 0 HP and becomes dying 1.

NE MEDIUM UNDEAD VAMPIRE

Perception +19; darkvision**Skills** Acrobatics +19, Athletics +23, Deception +19, Intimidation +21, Stealth +21, Survival +17**Languages** Common**Str** +7, **Dex** +5, **Con** +3, **Int** -2, **Wis** +3, **Cha** +5**Children of the Night** (divine, enchantment, mental) The vrykolakas master can give telepathic orders to rats swarms, wargs, werewolves, and similar creatures within 100 feet, but they can't communicate back.**Swift Tracker** The vrykolakas moves at full Speed while Tracking.**AC** 30; **Fort** +19, **Ref** +21, **Will** +17**HP** 190, negative healing; **Immunities** death effects, disease, paralyze, poison, sleep**Pestilential Aura** (aura, divine, necromancy) 5 feet. Creatures beginning their turn in the area while the vrykolakas is in its true form are exposed to bubonic plague.**Vrykolakas Vulnerabilities** Vrykolakas all have the following vulnerabilities.

- **Burial Site Bound** A vrykolakas is bound to the place of its death or interment. It must return to this location once per week and bury itself in the earth for 24 hours, during which time it is paralyzed and can be beheaded. If it is unable to return to this site, it is reduced to 0 Hit Points and attempts to use Feral Possession; if this host animal can't return to the burial site before the possession effect ends, the vrykolakas is destroyed and the animal host returns to normal.
- **Vulnerable to Decapitation** A vrykolakas that is beheaded can't use its Feral Possession, and a beheaded corpse cannot rise as a vrykolakas.

Feral Possession  (curse, divine, incapacitation, mental, necromancy, possession) **Trigger** The vrykolakas is reduced to 0 HP and an animal is within 100 feet; **Effect** The vrykolakas isn't destroyed, but attempts to cast its spirit into an animal within 100 feet, which must attempt a DC 29 Will save. On a failure, the animal is possessed. See *Pathfinder Bestiary 2* page 274 for details.

(Continued on card 349)

(Vampire, vrykolakas master; continued from card 348)

Speed 40 feet, climb 20 feet

Melee ♦ fangs +23, **Damage** 2d12+13 piercing plus Drink Blood

Melee ♦ claw +23 (agile), **Damage** 2d8+13 slashing

Divine Innate Spells DC 29; **5th** *vampiric touch* (×3); **3rd** *fear* (×3)

Bubonic Plague (disease) **Saving Throw** DC 29 Fortitude; **Onset** 1 day;

Stage 1 fatigued (1 day); **Stage 2** enfeebled 2 and fatigued (1 day); **Stage**

3 enfeebled 3, fatigued, and takes 1d6 persistent bleed damage every 1d20 minutes (1 day)

Change Shape ♦ (concentrate, divine, polymorph, transmutation) A vrykolakas master can transform into a form resembling the body it had in life, with the effects of *humanoid form* but with unlimited duration. It loses its fangs and claw Strikes but gains a +2 circumstance bonus to Deception checks to Impersonate in this form.

Create Spawn See *Pathfinder Bestiary* 2 page 275.

Dominate Animal ♦ (divine, enchantment, incapacitation, mental)

The vrykolakas can cast *dominate* (DC 29) at will as a divine innate spell that affects only animals. A creature that succeeds is immune to that vrykolakas's Dominate Animal for 24 hours. Destroying the vrykolakas ends the effect, but reducing it to 0 HP does not. A dominated animal takes a -4 circumstance penalty to saving throws against the vrykolakas's Feral Possession.

Drink Blood ♦ (divine, necromancy) **Requirements** The vrykolakas' last action was a successful fangs Strike; **Effect** The vrykolakas sinks its fangs into that creature to drink its blood. This requires an Athletics check against the creature's Fortitude DC. On a success, the creature becomes drained 2, and the vrykolakas regains 19 HP, gaining any excess HP as temporary Hit Points. Drinking Blood from a creature that's already drained doesn't restore any HP to the vampire, but it increases the creature's drained condition value by 1. A vrykolakas can also consume blood that's been emptied into a vessel for sustenance, but it gains no HP from doing so. See *Pathfinder Bestiary* 2 page 275.

Rend ♦ claw

NE MEDIUM UNDEAD VAMPIRE

Perception +14; darkvision**Skills** Acrobatics +14, Athletics +15, Stealth +14, Survival +11**Languages** Common**Str** +5, **Dex** +4, **Con** +2, **Int** -3, **Wis** +2, **Cha** +2**AC** 24; **Fort** +14, **Ref** +16, **Will** +12**HP** 99, negative healing; **Immunities** death effects, disease, paralyze, poison, sleep**Vrykolakas Vulnerabilities** See *Pathfinder Bestiary 2* page 274.**Feral Possession** ♦ (curse, divine, incapacitation, mental, necromancy, possession) **Trigger** The vrykolakas is reduced to 0 HP and an animal is within 100 feet; **Effect** The vrykolakas isn't destroyed, but attempts to cast its spirit into an animal within 100 feet, which must attempt a DC 24 Will save. On a failure, the animal is possessed. See *Pathfinder Bestiary 2* page 274 for details.**Speed** 40 feet, climb 20 feet**Melee** ♦ fangs +17, **Damage** 2d8+8 piercing plus Drink Blood**Melee** ♦ claw +17 (agile), **Damage** 2d6+8 slashing**Drink Blood** ♦ (divine, necromancy) **Requirements** The vrykolakas' last action was a successful fangs Strike; **Effect** The vrykolakas sinks its fangs into that creature to drink its blood. This requires an Athletics check against the creature's Fortitude DC. On a success, the creature becomes drained 1, and the vrykolakas regains 10 HP, gaining any excess HP as temporary Hit Points. Drinking Blood from a creature that's already drained doesn't restore any HP to the vampire, but it increases the creature's drained condition value by 1. A vrykolakas can also consume blood that's been emptied into a vessel for sustenance, but it gains no HP from doing so. See *Pathfinder Bestiary 2* page 275.**Rend** ♦ claw

Perception +9; darkvision, sense blood (imprecise) 60 feet

Languages Aklo

Skills Acrobatics +10, Stealth +10

Str -5, **Dex** +5, **Con** +3, **Int** -1, **Wis** +2, **Cha** +0

Misty Form A vampiric mist's body is composed of a semisolid red mist similar in consistency to thick foam. This enables a vampiric mist to move through spaces as narrow as 1 inch in diameter with no reduction to its Speed. However, a vampiric mist can't wear or interact with objects. It also can't enter water or other fluids, and it's treated as Tiny for the purpose of how wind affects it.

Sense Blood A vampiric mist can sense creatures that have blood within 60 feet. It can sense exposed blood within a mile.

AC 18; **Fort** +8, **Ref** +12, **Will** +9

HP 35; **Immunities** precision; **Weaknesses** fire 5; **Resistances** physical 5

Speed fly 40 feet

Melee ♦ misty tendril +10 (agile, finesse), **Damage** 2d6 slashing damage plus 1d6 persistent bleed damage and blood siphon

Blood Siphon When a vampiric mist damages a creature with a misty tendril Strike, the creature must attempt a DC 20 Fortitude save. If the Strike was a critical hit, the outcome of the creature's save is one degree worse than the result of the saving throw. Any temporary Hit Points the vampiric mist gains from Blood Siphon fade after 1 hour.

Success The creature is unaffected.

Failure The creature is drained 1, and the vampiric mist gains 5 temporary Hit Points.

Critical Failure The creature is drained 2. The vampiric mist gains 10 temporary Hit Points and takes on an intense red until the end of its next turn. During this time, it gains a +2 status bonus to AC and saves and is quickened. It can use its extra action only to Strike.

CE

HUGE

ABERRATION

AQUATIC

Perception +30; darkvision, *see invisibility*

Languages Aklo

Skills Arcana +33, Athletics +33, Deception +31, Intimidation +29, Sea Lore +33

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

AC 41; **Fort** +31, **Ref** +25, **Will** +32; +1 status to all saves vs. magic

HP 335; **Weaknesses** fire 15; **Resistances** cold 10, electricity 10

Magic-Warping Aura (arcane, aura, transmutation) 30 feet. A vaspercham's shell distorts nearby magic. Any creature in the aura who Casts a Spell must attempt a DC 37 Will save.

Critical Success The spell is unaffected and the caster is temporarily immune to the magic-warping aura for 1 minute.

Success The spell is unaffected, but if the spell allows a saving throw, the vaspercham gains a +1 circumstance bonus to save against it.

Failure If the spell has a target and there are one or more viable targets within its range, the spell's target changes, determined randomly by the GM. If there is no other possible target within range or the spell has no target, the spell is disrupted.

Critical Failure The caster instead Casts another Spell, choosing randomly from their spell repertoire, prepared spells, or available focus spells (as appropriate) and selecting any targets at random.

Speed 20 feet, swim 50 feet

Melee ♦ tentacle +33 (agile, magical, reach 20 feet), **Damage** 3d10+16 bludgeoning plus hallucinatory brine

Ranged ♦ water blast +33 (brutal, magical, range increment 100 feet, water), **Damage** 2d8+16 bludgeoning plus hallucinatory brine

Arcane Innate Spells DC 41; **9th** *cone of cold*, *spell immunity*; **8th** *lightning bolt*; **7th** *regenerate*; **6th** *spellwrack* (×3); **5th** *control water* (at will); **Constant (7th)** *see invisibility*

(Continued on card 353)

(Vaspercham; continued from card 352)

Hallucinatory Brine (arcane, illusion, mental) A creature hit by the vaspercham's Strikes or Mindwarping Tide must attempt a DC 38 Fortitude save. On a failure, the creature is overwhelmed with phantasmal visions, becoming confused for 1 round (1 minute on a critical failure).

Mindwarping Tide ➤ (concentrate) The vaspercham releases an effusion of noxious water from its shell. Creatures within a 15-foot emanation must save against the vaspercham's hallucinatory brine.

Whipping Tentacles ➤➤ The vaspercham makes four tentacle Strikes, each against a different target. These attacks count toward the vaspercham's multiple attack penalty, but the multiple attack penalty doesn't increase until after the vaspercham makes all of their attacks.

LE TINY FIEND VELSTRAC

Perception +8; greater darkvision, painsight**Languages** Common, Infernal, Shadowtongue (can't speak any language)**Skills** Acrobatics +8, Deception +6, Intimidation +7, Religion +4, Stealth +8, Torture Lore +7**Str** -1, **Dex** +3, **Con** +1, **Int** +2, **Wis** +1, **Cha** -1**Painsight** (divination, divine) A velstrac automatically knows whether a creature it sees has any of the doomed, dying, and wounded conditions, as well as the value of those conditions.**AC** 17; **Fort** +4, **Ref** +10, **Will** +7**HP** 14, regeneration 2 (deactivated by good or silver); **Immunities** cold;**Weaknesses** good 5, silver 5**Feel the Blades** (aura, divine, enchantment, fear, mental, visual) 30 feet.

When a creature ends its turn in the aura, it feels the sharp barbs of the augur's blades on its skin. The creature must succeed at a DC 17 Will save or become frightened 1 (frightened 2 on a critical failure).

Speed 20 feet, fly 40 feet**Melee** ♦ blade +8 (agile, evil, finesse, magical, versatile P), **Damage** 1d4-1 slashing plus 1d4 persistent bleed**Divine Innate Spells** DC 17; **4th** *read omens* (once per week); **2nd** *augury* (×2); **1st** *harm* (×3); **Cantrips (1st)** *mage hand***Focus Gaze** ♦ (concentrate, divine, enchantment, fear, mental, visual)

The augur stares at a creature they can see within 30 feet. The target must immediately attempt a Will save against feel the blades. After attempting this save, the creature is then temporarily immune until the start of the augur's next turn.

Whirling Slice ♦♦ The augur Flies or Strides, whirling as they move.

The augur deals the damage of their blade Strike to each creature whose space they enter (DC 16 basic Reflex save). Each creature is affected only once, even if the augur moves through its space multiple times.

LE MEDIUM FIEND VELSTRAC

Perception +34; greater darkvision, painsight, *true seeing***Languages** Common, Infernal, Shadowtongue; telepathy 100 feet**Skills** Athletics +35, Deception +38, Diplomacy +36, Intimidation +40, Medicine +36, Religion +34, Stealth +36, Torture Lore +36**Str** +9, **Dex** +6, **Con** +7, **Int** +6, **Wis** +6, **Cha** +10**Painsight** (divination, divine) A velstrac automatically knows whether a creature it sees has any of the doomed, dying, and wounded conditions, as well as the value of those conditions.**AC** 45; **Fort** +37, **Ref** +32, **Will** +34; +1 status to all saves vs. magic**HP** 375, regeneration 25 (deactivated by good or silver); **Immunities** cold, fear, nonlethal; **Weaknesses** good 20, silver 20**Ignore Pain** An eremite's actions can't be disrupted due to damage or Strikes (such as Attack of Opportunity).**Paralytic Perfection** (aura, divine, enchantment, fear, incapacitation, mental, visual) 30 feet. When a creature ends its turn in the aura, it feels compelled to offer pieces of its own flesh to the eremite. The creature must succeed at a DC 40 Will save or become paralyzed for 1 round.**Speed** 30 feet, fly 50 feet**Melee** ✦ jaws +39 (evil, magical), **Damage** 4d8+19 piercing plus 2d6 persistent bleed and exquisite pain**Melee** ✦ claw +39 (agile, evil, magical), **Damage** 3d6+19 slashing plus 2d6 persistent bleed, exquisite pain, and Improved Grab**Divine Innate Spells** DC 42; **9th** *bind soul*, *blade barrier*, *harm* (×2), *heal* (×2), *shadow blast*, *shadow walk* (at will); **7th** *dimension door* (at will), *dimensional lock*, *plane shift* (to Material Plane or Shadow Plane only), *shadow siphon* (at will), *warp mind*; **Cantrips (9th)** *stabilize*; **Constant (9th)** *true seeing***Rituals** DC 42; *imprisonment***Visceration** ✦ (attack) **Requirements** The eremite has a creature grabbed; **Effect** The eremite excises flesh or bone from a creature it has grabbed. The target takes 6d10 persistent bleed damage.

(Continued on card 356)

(Velstrac, eremite; continued from card 355)

Exquisite Pain An eremite's knowledge of pressure points and pain centers is unsurpassed. A creature hit by an eremite's melee Strikes must succeed at a DC 40 Fortitude save or be stunned 2 (stunned 4 on a critical failure). A creature that critically succeeds is temporarily immune for 24 hours.

Focus Gaze ♦ (concentrate, divine, enchantment, fear, mental, visual) The eremite stares at a creature they can see within 30 feet. The creature must immediately attempt a Will save against paralytic perfection. In addition, if the creature was already paralyzed, on a failed save, its unnatural longing causes it to become doomed 1. After attempting this save, the creature is then temporarily immune until the start of the eremite's next turn.

Graft Flesh ♦ **Requirement** The eremite holds a piece of flesh they collected via Evisceration; **Effect** The eremite attaches the stolen flesh to themselves. They either regain 100 Hit Points; reduce the value of their clumsy, drained, enfeebled, or stupefied condition by 3; or reduce the stage of any affliction affecting them by 3.

Shadow Traveler (divine, divination) When an eremite uses *plane shift* or *shadow walk*, they arrive at exactly their intended destination.

LE MEDIUM FIEND VELSTRAC

Perception +13; greater darkvision, painsight**Languages** Common, Infernal, Shadowtongue**Skills** Acrobatics +13, Athletics +15, Crafting +10, Intimidation +15, Religion +11, Torture Lore +12**Str** +4, **Dex** +3, **Con** +2, **Int** +0, **Wis** +1, **Cha** +1**Painsight** (divination, divine) A velstrac automatically knows whether a creature it sees has any of the doomed, dying, and wounded conditions, as well as the value of those conditions.**AC** 24; **Fort** +15, **Ref** +14, **Will** +11; +1 status to all saves vs. magic**HP** 90, regeneration 10 (deactivated by good or silver); **Immunities** cold; **Weaknesses** good 5, silver 5**Unnerving Gaze** (aura, divine, enchantment, fear, mental, visual) 30 feet. When a creature ends its turn in the aura, it sees the face of a departed loved one in place of the evangelist's face. The creature must succeed at a DC 21 Will save or become frightened 2 (frightened 3 on a critical failure).**Attack of Opportunity** ➤**Speed** 25 feet**Melee** ➤ chain +17 (disarm, evil, magical, reach 10 feet, trip), **Damage** 2d8+7 piercing plus 1d6 persistent bleed and impaling chain**Animate Chains** (divine, transmutation) Chains in the evangelist's vicinity sprout barbs and writhe menacingly. The evangelist can make chain Strikes against any creature adjacent to an unattended chain within 20 feet, in addition to those within the reach of the evangelist's chain Strike.**Focus Gaze** ➤ (concentrate, divine, enchantment, fear, mental, visual) The evangelist stares at a creature they can see within 30 feet. The target must immediately attempt a Will save against unnerving gaze. In addition, if the creature was already frightened, on a failed save, the evangelist is concealed from the creature for as long as the creature remains frightened. After attempting this save, the creature is then temporarily immune until the start of the evangelist's next turn.**Impaling Chain** When the evangelist critically hits with a chain Strike, the target is impaled, becoming grabbed by the chain. The creature can't recover from the persistent bleed damage until it Escapes (DC 25).

LE	LARGE	FIEND	VELSTRAC
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Perception +24; greater darkvision, painsight

Languages Common, Infernal, Shadowtongue

Skills Athletics +25, Crafting +22 (+24 sculpting flesh), Intimidation +25, Medicine +26, Religion +22, Stealth +19, Torture Lore +20

Str +7, **Dex** +3, **Con** +5, **Int** +2, **Wis** +6, **Cha** +5

Painsight (divination, divine) A velstrac automatically knows whether a creature it sees has any of the doomed, dying, and wounded conditions, as well as the value of those conditions.

AC 33; **Fort** +23, **Ref** +21, **Will** +26; +1 status to all saves vs. magic

HP 215, regeneration 20 (deactivated by good or silver); **Immunities** cold; **Weaknesses** good 15, silver 15

Glimpse of Stolen Flesh (aura, divine, enchantment, fear, mental, visual) 30 feet. When a creature ends its turn in the aura, it sees pieces of its own body amid the interlocutor's form. The creature must succeed at a DC 29 Will save or become stunned 1.

Attack of Opportunity 🔄

Speed 40 feet

Melee 🎲 claw +25 (deadly 2d10, evil, magical, reach 10 feet), **Damage** 3d10+13 slashing plus 2d6 persistent bleed

Divine Innate Spells DC 33; **7th plane shift** (self only, to the Material Plane or Shadow Plane only); **5th breath of life**; **4th heal** (×2), *restoration* (×2); **Cantrips (6th)** stabilize

Focus Gaze 🎲 (concentrate, divine, enchantment, fear, mental, visual) The interlocutor stares at a creature they can see within 30 feet. The creature must immediately attempt a Will save against glimpse of stolen flesh. If the creature was already stunned, on a failed save, its internal organs writhe, making it clumsy 2 for 1 minute. The creature is then temporarily immune until the start of the interlocutor's next turn.

Surgical Rend 🎲 This functions as the Rend ability, dealing claw damage. In addition, if the target is a living creature with organs and muscle, the interlocutor opens a precise wound. Until the creature is restored to its maximum Hit Points, thus closing the wound, Strikes against the creature deal 1d6 extra precision damage.

LE MEDIUM FIEND VELSTRAC

Perception +15; greater darkvision, painsight, sense portal**Languages** Common, Infernal, Shadowtongue; telepathy 100 feet**Skills** Acrobatics +13, Deception +12, Diplomacy +12, Intimidation +16, Religion +11, Torture Lore +11**Str** +0, **Dex** +4, **Con** +2, **Int** +2, **Wis** +4, **Cha** +5**Painsight** As augur; see *Pathfinder Bestiary 2* page 280.**Sense Portal** See *Pathfinder Bestiary 2* page 281.**AC** 21; **Fort** +9, **Ref** +15, **Will** +13; +1 status to all saves vs. magic**HP** 67, regeneration 5 (deactivated by good or silver); **Immunities** cold;**Weaknesses** good 5, silver 5**Whispering Wounds** (aura, divine, enchantment, mental, visual) 30 feet. When a creature ends its turn in the aura, it hears the wounds on the ostiarius's body whisper obscene truths. The creature must succeed at a DC 21 Will save or become sickened 1.**Speed** 25 feet**Melee** ♦ claw +13 (agile, evil, finesse, magical), **Damage** 2d6+2 slashing plus 2d6 persistent bleed**Divine Innate Spells** DC 24; **3rd** *enthrall*, *wanderer's guide*; **2nd** *calm emotions* (at will), *darkness*, *silence*; **Cantrips (3rd)** *shield***Rituals** DC 22; *inveigle***Compel Courage** ♦ (auditory, divine, emotion, enchantment, linguistic, mental) The ostiarius whispers words of courage from their wounds. The ostiarius and their allies in a 50-foot emanation gain a +1 status bonus to attack rolls, damage rolls, and saves against fear effects. The ostiarius can Sustain this effect. Non-velstracs take 1 persistent bleed damage and can't attempt a flat check to end this damage while compelled.**Focus Gaze** ♦ (concentrate, divine, enchantment, fear, mental, visual) The ostiarius stares at a creature they can see within 30 feet. The creature must immediately attempt a Will save against whispering wounds. If the creature was already sickened and fails its save, it is fascinated by the ostiarius and can't use hostile actions. This fascination lasts for 1 round or until the ostiarius takes any hostile action against the creature or the creature's allies. The target is then temporarily immune for 1 hour.

LE MEDIUM FIEND VELSTRAC

Perception +19; greater darkvision, painsight**Languages** Common, Infernal, Shadowtongue**Skills** Acrobatics +19, Athletics +22, Intimidation +18, Stealth +21, Torture Lore +16**Str** +6, **Dex** +5, **Con** +6, **Int** +0, **Wis** +3, **Cha** +2**Painsight** As augur; see *Pathfinder Bestiary* 2 page 280.**AC** 30; **Fort** +22, **Ref** +19, **Will** +17; +1 status to all saves vs. magic**HP** 175, regeneration 10 (deactivated by good or silver); **Immunities** cold;**Weaknesses** good 10, silver 10**Staggering Servitude** (aura, divine, enchantment, fear, mental, visual) 30 feet. When a creature ends its turn in the aura, it sees a vision of the sacristan groveling in pitiable servitude. The creature must succeed at a DC 27 Will save or become stunned 1.**Attack of Opportunity** ➤**Speed** 25 feet**Melee** ♦ barbed chain +22 (evil, magical, reach 10 feet, trip, versatile S),**Damage** 2d8+9 piercing plus 1d6 evil and 2d6 persistent bleed**Divine Innate Spells** DC 29; **5th** *chilling darkness*; **3rd** *fear***Focus Gaze** ♦ (concentrate, divine, enchantment, fear, mental, visual) The sacristan stares at a creature they can see within 30 feet. The creature must immediately attempt a Will save against staggering servitude. If the creature was already stunned, on a failed save it becomes stupefied 2 for 1 minute. The target is temporarily immune until the start of the sacristan's next turn.**Shadow Scream** ♦♦♦ (aura, concentrate, darkness, divine, evocation, mental, sonic) **Frequency** once per hour; **Effect** The sacristan creates a 30-foot emanation of darkness and wailing sounds. Creatures with darkvision can't see through this darkness. The sacristan can Sustain this for up to 1 minute. Non-velstrac creatures in the area, and those who enter or start their turn in the area, must attempt a DC 28 Will save.**Critical Success** The creature is unaffected and is then temporarily immune for 24 hours.**Success** The creature is deafened for 1 round.**Failure** The creature is confused and deafened for 1 round.**Critical Failure** The creature takes 20 mental damage, and is confused and deafened for 1 round.

VIOLET FUNGUS

CREATURE 3

N**MEDIUM****FUNGUS****MINDLESS**

Perception +8; no vision, tremorsense 60 feet

Skills Stealth +9

Str +4, **Dex** +0, **Con** +3, **Int** -5, **Wis** +1, **Cha** -2

AC 17; **Fort** +10, **Ref** +7, **Will** +6

HP 60; **Immunities** bleed, fatigued, mental, poison, sleep, unconscious;

Weaknesses fire 5

Speed 10 feet

Melee ♦ tentacle +11 (agile, reach 10 feet), **Damage** 1d10+4 bludgeoning plus violet rot

Violet Rot (poison); **Saving Throw** DC 20 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison plus enfeebled 1 (1 round); **Stage 2** 1d6 poison plus enfeebled 1 and drained 1 (1 round); **Stage 3** 2d6 poison plus enfeebled 1 and drained 1 (1 round)

N

LARGE

PLANT

Perception +22, low-light vision, tremorsense (imprecise) 60 feet

Skills Athletics +27, Stealth +24

Str +8, **Dex** +5, **Con** +7, **Int** -4, **Wis** +5, **Cha** -3

AC 33; **Fort** +26, **Ref** +24, **Will** +22

HP 270; **Resistances** poison 15

Cold Vulnerability When exposed to a cold effect, the viper vine is overwhelmed by lethargy, becoming slowed 1 for 1d4 rounds.

Speed 20 feet

Melee ♦ jaws +27 (reach 10 feet), **Damage** 3d6+11 piercing plus 3d6 poison

Melee ♦ vine +27 (agile, reach 15 feet), **Damage** 3d10+11 bludgeoning plus Grab

Captivating Pollen ♦ (enchantment, incapacitation, mental, poison)

The viper vine releases a 60-foot emanation of invisible pollen that stays in the air for 5 rounds unless dispersed by a moderate or stronger wind. Each creature that enters or starts its turn in the area must attempt a DC 33 Will save or be captivated. The viper vine can't use Captivating Pollen for 1d4 rounds.

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

Success The creature is sickened 1.

Failure The creature is fascinated, and it must spend each of its actions to move closer to the viper vine as expediently as possible while avoiding obvious dangers. If a captivated creature is adjacent to the viper vine, it stays still and doesn't act. It ceases to be fascinated if it's no longer in the pollen aura at the end of its turn.

Critical Failure As failure, plus the creature is stupefied 2 for 24 hours.

Constrict ♦ 3d8+8 bludgeoning, DC 33

VOID ZOMBIE

CREATURE 1

RARE**N****MEDIUM****UNDEAD**

Perception +3; darkvision

Skills Athletics +6

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

AC 13; **Fort** +7, **Ref** +3, **Will** +5

HP 26, negative healing; **Immunities** death effects, disease, paralyzed, poison; **Weaknesses** salt water 5, slashing 2

Salt Water Vulnerability Salt water acts as an extremely strong acid on the larval akata inside the void zombie. Full immersion in salt water deals 4d6 acid damage per round. On any round in which the void zombie takes damage due to its salt water weakness, the larval akata retreats to the depths of the void zombie's body, causing the void zombie to become slowed 1 until the end of its next turn.

Speed 25 feet

Melee ✦ fist +8, **Damage** 1d6+3 bludgeoning

Melee ✦ feeding tendril +6 (agile), **Damage** 1d4+3 piercing plus Feed on Blood

Feed on Blood ✦ **Requirements** The void zombie's previous action was a successful feeding tendril Strike against the target creature; **Effect** The void zombie uses its feeding tendril to drain blood from the creature struck. The void zombie regains 4 Hit Points, and the creature is drained 1 until it receives healing of any kind or amount.

RARE

N

HUGE

AQUATIC

BEAST

WATER

Perception +21; darkvision

Languages Aquan (can't speak any language)

Skills Athletics +22, Stealth +23

Str +8, **Dex** +5, **Con** +5, **Int** -3, **Wis** +5, **Cha** +0

Slow Metabolism A water orm can go for 10 years without feeding. Beyond this limit, the water orm's hunger causes it to become slowed 1, but doesn't otherwise impact its lifespan. A water orm that's slowed as a result of starvation can remove this condition by using Swallow Whole to gulp down a meal.

Undetectable (abjuration, primal) A water orm automatically tries to counteract any detection, revelation, or scrying divination attempted against it, using its Stealth modifier for the counteract check.

AC 30; **Fort** +21, **Ref** +19, **Will** +17

HP 170; **Resistances** cold 10, fire 10

Speed 20 feet, swim 50 feet

Melee ♦ jaws +24 (reach 15 feet), **Damage** 2d10+11 piercing plus Grab

Melee ♦ tail +24 (agile, reach 15 feet), **Damage** 2d6+11 bludgeoning

Swallow Whole ♦ (attack) Large, 2d8+8 bludgeoning, Rupture 22

Water Travel ♦♦♦ (primal, transmutation, water) A water orm can dissolve into water, appearing only as a long, dark, serpentine stretch of water. While in this form, a water orm's swim Speed increases to 600 feet, it automatically succeeds at Athletics checks to swim, and it gains a +4 circumstance bonus to Stealth checks in water. A water orm can remain in this form for 8 hours, but it can't enter salt water when using this ability. A water orm can return to its normal form using a single action which has the concentrate trait.

WERECREATURE, WEREBOAR

CREATURE 2

CN MEDIUM BEAST HUMAN HUMANOID WERECREATURE

Perception +8; low-light vision, scent (imprecise) 30 feet

Languages Common; boar empathy

Skills Acrobatics +7, Athletics +8, Intimidation +5, Survival +7


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

Items dagger (2), studded leather armor


Boar Empathy (divination, primal) The wereboar can communicate with boars and pigs.


AC 18; **Fort** +10, **Ref** +5, **Will** +8


HP 45; **Weaknesses** silver 5


Ferocity 


Speed 25 feet


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

Melee  tusk +10, **Damage** 1d8+6 piercing plus curse of the wereboar

Melee  claw +10 (agile), **Damage** 1d4+6 piercing

Ranged  dagger +7 (agile, thrown 10 feet, versatile S), **Damage** 1d4+4 piercing

Boar Charge  The wereboar Strides twice and then makes a melee Strike. As long as they moved at least 20 feet, they gain a +2 circumstance bonus to their attack roll.

Change Shape  (concentrate, polymorph, primal, transmutation) Human with fist +10 for 1d4+2 bludgeoning, or boar with Speed 40 feet and tusk for 2d6+4 piercing. See *Pathfinder Bestiary 2* page 290.

Curse of the Wereboar (curse, necromancy, primal); **Saving Throw** DC 18 Fortitude. See *Pathfinder Bestiary 2* page 290.

Moon Frenzy (polymorph, primal, transmutation) See *Pathfinder Bestiary 2* page 290.

WERECREATURE, WERETIGER

CREATURE 4

NE

LARGE

BEAST

HUMAN

HUMANOID

WERECREATURE

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

Languages Common; tiger empathy

Skills Acrobatics +11, Athletics +12, Deception +7, Society +10, Stealth +11

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

Tiger Empathy (divination, primal) The weretiger can communicate with felines.

AC 21; **Fort** +11, **Ref** +13, **Will** +9

HP 75; **Weaknesses** silver 5

Attack of Opportunity ➤

Speed 25 feet

Melee ➤ jaws +14, **Damage** 2d6+7 piercing plus curse of the weretiger and Grab

Melee ➤ claw +14 (agile), **Damage** 2d4+7 slashing

Change Shape ➤ (concentrate, polymorph, primal, transmutation)
Human with fist +14 for 1d4+7 bludgeoning, or tiger with Speed 30 feet and Wrestle (*Bestiary* 53).

Curse of the Weretiger (curse, necromancy, primal); **Saving Throw** DC 21 Fortitude. See *Pathfinder Bestiary* 2 page 290.

Moon Frenzy (polymorph, primal, transmutation) See *Pathfinder Bestiary* 2 page 290.

Pounce ➤ The weretiger Strides and makes a Strike at the end of that movement. If the weretiger began this action hidden, they remain hidden until after this ability's Strike.

Rend ➤ claw

WIGHT, CAIRN

CREATURE 4

UNCOMMON**LE****MEDIUM****UNDEAD****WIGHT**

Perception +11; darkvision

Languages Common, Necril

Skills Athletics +12, Intimidation +11, Religion +9, Stealth +12

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

Items longsword, studded leather armor

AC 20; **Fort** +12, **Ref** +10, **Will** +11

HP 67; negative healing; **Immunities** death effects, disease, paralyze, poison, unconscious

Final Spite ➤ **Trigger** The cairn wight is reduced to 0 Hit Points; **Effect** The cairn wight makes a Strike before being destroyed. It doesn't gain any temporary HP from drain life on this Strike.

Speed 25 feet

Melee ➤ longsword +14 (versatile P), **Damage** 1d8+7 slashing plus drain life

Melee ➤ claw +14 (agile), **Damage** 1d6+7 slashing plus drain life

Cairn Wight Spawn (divine, necromancy) A living humanoid slain by a cairn wight's weapon or claw Strike rises as a spawned wight after 1d4 rounds. This spawned wight is under the command of the cairn wight that killed it. It doesn't have drain life or cairn wight spawn and is clumsy 2 for as long as it is a spawned wight. If its creator dies, the spawned wight becomes a full-fledged, autonomous cairn wight; it regains its free will, gains drain life and cairn wight spawn, and is no longer clumsy.

Drain Life (divine, necromancy) When the cairn wight damages a living creature with a melee Strike, using an unarmed attack or its bound weapon, the cairn wight gains 5 temporary HP and the target must succeed at a DC 18 Fortitude save or become drained 1. Further damage dealt by the cairn wight increases the drained condition value by 1 on a failed save (maximum drained 4).

Funereal Dirge ➤➤ (auditory, divine, emotion, fear, mental, necromancy) The cairn wight chants a low, haunting melody. Living creatures within 50 feet must attempt a DC 21 Will save. The cairn wight can't chant a new Funereal Dirge for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature is frightened 1.

Failure The creature is frightened 2.

Critical Failure The creature is frightened 2 and takes a -2 status penalty to saving throws against drain life.

UNCOMMON

CE

MEDIUM

INCORPOREAL

SPIRIT

UNDEAD

Perception +18; darkvision**Languages** Aklo, Common, Necril**Skills** Acrobatics +17, Deception +19, Intimidation +21, Occultism +18, Stealth +19**Str** -5, **Dex** +6, **Con** +0, **Int** +3, **Wis** +3, **Cha** +6**Coven** The witchfire adds *nightmare*, *phantasmal killer*, *phantasmal calamity*, and *summon entity* to their coven's spells. A coven can contain one or more witchfires, but it must also include at least one living creature capable of forming a coven; three witchfires cannot form a coven.**AC** 28; **Fort** +15, **Ref** +21, **Will** +18**HP** 125, negative healing; **Immunities** death effects, disease, fire, paralyzed, poison, precision, unconscious; **Resistances** all 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical)**Opportune Witchflame** ➤ **Trigger** A creature makes a melee Strike against or touches the witchfire; **Effect** The witchfire makes a witchflame caress Strike against the triggering creature.**Speed** fly 40 feet**Melee** ➤ witchflame caress +21 (agile, evil, finesse, magical), **Damage** 3d6 fire plus 3d6 negative and witchflame**Ranged** ➤ witchflame bolt +21 (evil, magical, range 100 feet), **Damage** 2d6 fire plus 2d6 negative and witchflame**Occult Innate Spells** DC 28; **6th** *summon entity* (will-o'-wisp only); **5th** *crushing despair*; **4th** *invisibility*, *phantasmal killer*; **3rd** *phantom pain*; **2nd** *illusory disguise* (at will); **Cantrips (5th)** *dancing lights*, *ghost sound* (Continued on card 369)

(Witchfire; continued from card 368)


Witchflame (curse, fire, necromancy, occult) Any creature that takes negative damage from a witchfire's Strike must attempt a DC 26 Will save.

Critical Success The creature is unaffected and is temporarily immune to witchflame for 1 hour.

Success The creature appears to catch fire with sickly green flames. These flames deal no damage on their own, but as long as the flames burn, the creature can't be concealed (invisible creatures are concealed rather than being undetected) and gains weakness 5 to fire for 1 round.

Failure As success, but the effect is permanent until removed.

Critical Failure As failure, but the creature gains weakness 10 to fire.

Witchflame Kindling  (fire, necromancy, occult) **Requirements**

A creature within 30 feet of the witchfire burns with witchflame;

Effect The witchfire's eyes and mouth glow brightly, and the witchflame on the target creature momentarily burns much hotter, dealing 5d6 fire damage and 5d6 negative damage to that creature (DC 28 basic Fortitude save). The witchfire can't use Witchflame Kindling for 1d4 rounds.

WITCHWYRD

CREATURE 6

UNCOMMON

LN

MEDIUM

HUMANOID

Perception +12; darkvision

Languages Common, Draconic, one or more planar languages; *tongues*


Skills Arcana +16, Deception +15, Desert Lore +14, Diplomacy +15, Intimidation +15, one or more Lore skills related to a specific plane

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

Items +1 *ranseur*


AC 22; **Fort** +13, **Ref** +13, **Will** +15


HP 110; **Resistances** force 5

Absorb Force  (arcane, evocation, force) **Frequency** once per round;





Trigger A *magic missile* is fired at the witchwyrd, and the witchwyrd is aware of it and has a free hand; **Effect** The witchwyrd “catches” the missile, absorbing it and causing that hand to glow while it holds this energy. A hand that’s holding energy can’t be used for any other purpose except to use Force Bolt. The energy lasts for 6 rounds or until it is released.

Speed 25 feet

Melee  *ranseur* +16 (disarm, magical, reach 10 feet), **Damage** 1d10+6 piercing

Melee  fist +15 (agile, nonlethal), **Damage** 1d6+6 bludgeoning plus Grab

Arcane Innate Spells DC 23; **5th** *dimension door*; **4th** *resist energy* (×2), *suggestion*, *resilient sphere*; **3rd** *dispel magic*; **2nd** *mirror image*; **1st** *floating disk* (at will), *unseen servant* (at will); **Cantrips (3rd)** *detect magic*; **Constant (5th)** *tongues*

Force Bolt  to  (arcane, evocation, force) The witchwyrd fires one *magic missile* per action spent (dealing 1d4+1 force damage each). They can’t spend more actions on this ability than they have free hands. If they use a hand that has Absorbed Force, that hand hurls two missiles instead of one, expending the held energy.

WOLVERINE

CREATURE 2

N**MEDIUM****ANIMAL**

Perception +8; low-light vision, scent (imprecise) 30 feet

Skills Athletics +7, Stealth +7

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

AC 18; **Fort** +9, **Ref** +7, **Will** +6

HP 34

Speed 25 feet, burrow 10 feet, climb 10 feet

Melee ♦ jaws +11, **Damage** 1d8+5 piercing

Melee ♦ claw +11 (agile), **Damage** 1d6+5 slashing

Pounce ♦ The wolverine Strides and makes a Strike at the end of that movement. If the wolverine begins this action hidden, it remains hidden until after the attack.

Rend ♦ claw

Wolverine Rage ♦ (concentrate, emotion, mental) The wolverine enters a state of pure rage that lasts either for 1 minute, until there are no enemies it can perceive, or until it falls unconscious, whichever comes first. While raging, the wolverine has AC 17, its jaws Strike deals 1d8+7 damage, and its claw Strike deals 1d6+7 damage. While raging, the wolverine can't use actions that have the concentrate trait, except for Seek. After it's stopped raging, a wolverine can't use Wolverine Rage again for 1 minute.

WOLVERINE, GIANT

CREATURE 4

N**LARGE****ANIMAL**

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

Skills Athletics +12, Stealth +11

Str +6, **Dex** +3, **Con** +3, **Int** -4, **Wis** +3, **Cha** +0

AC 21; **Fort** +13, **Ref** +11, **Will** +9

HP 65

Speed 25 feet, climb 10 feet

Melee ♦ jaws +12, **Damage** 2d6+8 piercing plus Grab

Melee ♦ claw +12 (agile), **Damage** 2d4+8 slashing

Gnaw ♦ **Requirements** The wolverine has a creature grabbed from its jaws Strike; **Effect** The wolverine chews violently on the creature, dealing 2d6 piercing damage (DC 21 basic Fortitude save). A creature that fails its save also takes 2d6 persistent bleed damage.

Pounce ♦ The wolverine Strides and makes a Strike at the end of that movement. If the wolverine begins this action hidden, it remains hidden until after the attack.

Rend ♦ claw

Wolverine Rage ♦ (concentrate, emotion, mental) The wolverine enters a state of pure rage that lasts either for 1 minute, until there are no enemies it can perceive, or until it falls unconscious, whichever comes first. While raging, the wolverine has AC 20, its jaws Strike deals 2d6+11 damage, and its claw Strike deals 2d4+11 damage. While raging, the wolverine can't use actions that have the concentrate trait, except for Seek. After it's stopped raging, a wolverine can't use Wolverine Rage again for 1 minute.

UNCOMMON

CE

MEDIUM

ABERRATION

SWARM

Perception +25, darkvision, tremorsense (imprecise) 30 feet

Languages Aklo, Common

Skills Acrobatics +24, Deception +28, Intimidation +26, Occultism +27, Society +23, Stealth +28

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

AC 36, all-around vision; **Fort** +23, **Ref** +28, **Will** +26

HP 200, fast healing 10; **Immunities** disease, paralyzed, poison, precision, swarm mind, unconscious; **Weaknesses** area damage 10, splash damage 10; **Resistances** physical 10

Discorporate When the worm that walks is reduced to 0 HP, it discorporates and the component worms that make up its body disperse in every direction. See *Pathfinder Bestiary 2* page 296.

Speed 30 feet

Melee ♦ tendril +29 (reach 10 feet), **Damage** 4d8+14 persistent piercing damage

Occult Spontaneous Spells DC 34, attack +26; **7th** (3 slots) *phantasmal killer*, *visions of danger*, *warp mind*; **6th** (4 slots) *dispel magic*, *dominate*, *paranoia*, *summon entity*; **5th** (4 slots) *black tentacles*, *mind probe*, *phantom pain*, *subconscious suggestion*; **4th** (4 slots) *dimension door*, *modify memory*, *suggestion*, *veil*; **3rd** (4 slots) *dream message*, *haste*, *hypercognition*, *slow*; **2nd** (4 slots) *comprehend language*, *illusory creature*, *mirror image*, *undetected alignment*; **1st** (4 slots) *charm*, *illusory disguise*, *mindlink*, *ray of enfeeblement*; **Cantrips (7th)** *daze*, *detect magic*, *light*, *mage hand*, *shield*

Squirming Embrace ♦ The worm that walks Strides, ending its movement sharing a space with a creature, and deals 5d8 piercing damage (DC 32 basic Reflex save).

Swarm Shape ♦ (concentrate) The worm that walks collapses into a shapeless swarm of worms. It drops all held, worn, and carried items. While discorporated, the worm that walks can't use attack actions and can't cast spells, but it can move through areas small enough for its individual worms to fit without having to Squeeze. It can use the same action to coalesce back into its normal form.

LE

LARGE

INCORPOREAL

UNDEAD

WRAITH

Perception +19; darkvision, lifesense 60 feet**Languages** Common, Necril**Skills** Acrobatics +19, Intimidation +21, Stealth +19**Str** -5, **Dex** +6, **Con** +3, **Int** +3, **Wis** +4, **Cha** +6**AC** 28; **Fort** +16, **Ref** +19, **Will** +21; +1 status to all saves vs. positive**HP** 130, negative healing; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical)**Draining Presence** (aura, negative) 10 feet. A creature entering the aura must succeed at a DC 26 Fortitude save or become drained 1. It recovers after it has been out of the aura for 1 minute. This drained condition value is cumulative with the drained value caused by drain life, but not with multiple draining presence auras. A creature that succeeds at its save is temporarily immune to draining presence for 24 hours.**Sunlight Powerlessness** A dread wraith caught in sunlight is stunned 2 and clumsy 2.**Attack of Opportunity** ↻**Speed** fly 60 feet**Melee** ✦ spectral hand +21 (finesse, reach 10 feet), **Damage** 2d10+7 negative plus drain life**Absorb Wraith** ✦✦ See *Pathfinder Bestiary 2* page 298.**Drain Life** (divine, necromancy) When the dread wraith damages a living creature with its spectral hand Strike, the wraith gains 10 temporary Hit Points and the target must succeed at a DC 28 Fortitude save or become drained 1. Further damage dealt by the wraith increases the drained condition value by 1 on a failed save, to a maximum of drained 4.**Wraith Spawn** (divine, necromancy) A living humanoid slain by a wraith's spectral hand Strike rises as a wraith spawn after 1d4 rounds. This wraith spawn is under the command of the dread wraith that killed it. It doesn't have drain life or wraith spawn. If the creator of the wraith spawn dies, the wraith spawn becomes a full-fledged, autonomous wraith; it regains its free will and gains drain life and wraith spawn.

UNCOMMON

LE

MEDIUM

ABERRATION

ETHEREAL

Perception +15; darkvision**Languages** Aklo**Skills** Acrobatics +15, Athletics +14, Deception +12, Intimidation +14, Stealth +15, Warfare Lore +12**Str** +4, **Dex** +5, **Con** +3, **Int** +0, **Wis** +3, **Cha** +0**Items** breastplate, +1 *longbow* (40 arrows), scimitar (2), steel shield (Hardness 5, HP 20, BT 10)**AC** 24 (26 with shield raised); **Fort** +15, **Ref** +17, **Will** +11**HP** 100**Attack of Opportunity** ↻**Shield Block** ↻**Speed** 35 feet**Melee** ✦ scimitar +16 (forceful, sweep), **Damage** 2d6+7 slashing**Melee** ✦ bite +16, **Damage** 2d8+7 piercing plus xill paralysis**Ranged** ✦ *longbow* +17 (deadly 1d10, magical, range 100 feet, reload 0, volley 30 feet), **Damage** 2d8 piercing**Occult Innate Spells** DC 24; **7th plane shift** (to Ethereal Plane or Material Plane only, self only)**Double Slash** ✦ (flourish) The xill makes two scimitar Strikes against one target. If both hit, combine their damage for the purpose of the target's resistances and weaknesses. Apply its multiple attack penalty normally.**Implant** ✦✦ (manipulate) **Requirements** The xill is adjacent to a unconscious, willing, or paralyzed creature; **Effect** The xill implants xill eggs in the creature's flesh.**Xill Eggs** (disease) See *Pathfinder Bestiary* 2 page 299.**Xill Paralysis** (incapacitation, occult) A creature hit by the xill's bite Strike must attempt a DC 24 Fortitude save.**Critical Success** The creature is immune to xill paralysis for 1 minute.**Success** The creature is slowed 1 for 1 round.**Failure** The creature is paralyzed for 1 round.**Critical Failure** The creature is paralyzed. It can attempt a new save at the end of each of its turns to recover, and the save DC decreases by 1 each round.

YELLOW MUSK CREEPER

CREATURE 2

N**MEDIUM****MINDLESS****PLANT**

Perception +4; tremorsense (imprecise) 30 feet

Skills Stealth +6

Str +3, **Dex** +2, **Con** +4, **Int** -5, **Wis** +0, **Cha** -1

AC 18; **Fort** +10, **Ref** +6, **Will** +4

HP 34; **Immunities** mental; **Weaknesses** fire 5

Speed 5 feet

Melee ♦ tendril +9 (reach 10 feet), **Damage** 1d10+3 piercing

Bore into Brain ♦♦♦ (manipulate, mental) The creeper bores dozens of tendrils into the brain of a Small, Medium, or Large humanoid creature that's unconscious, willing, or fascinated by Spray Pollen, and within reach of the creeper's tendrils. The creature must succeed at a DC 18 Fortitude save or become stupefied 1 (stupefied 2 on a critical failure). Subsequent failed saves against Bore into Brain increase the stupefied value. If the creature reaches stupefied 5, it is turned into a yellow musk thrall (see below). Boring into a creature's brain doesn't end fascination caused by Spray Pollen.

Spray Pollen ♦♦ (mental, poison) The yellow musk creeper blasts yellow pollen in either a 30-foot line or a 15-foot cone. Each creature in the emanation must attempt a DC 20 Will save. Once a creature succeeds at any save against Spray Pollen, it becomes temporarily immune for 24 hours.

Success The creature is unaffected.

Failure The creature is fascinated. For as long as it is fascinated, it must spend each of its actions to move closer to the yellow musk creeper as expediently as possible, while avoiding obvious dangers. If the creature is adjacent to the yellow musk creeper, it stays still and doesn't act.

Critical Failure As failure, but the condition doesn't end automatically. The creature can attempt a new save at the end of each of its turns. On a success, the fascinated condition and other effects end.

YELLOW MUSK BRUTE

CREATURE 2

N**LARGE****MINDLESS****PLANT**

Perception +4; low-light vision

Skills Athletics +9

Str +5, **Dex** -3, **Con** +4, **Int** -5, **Wis** +0, **Cha** -2

Slow A yellow musk brute is permanently slowed 1 and can't use reactions.

AC 15; **Fort** +10, **Ref** +3, **Will** +6

HP 45; **Immunities** mental; **Weaknesses** fire 10

Entangling Tendrils (aura) 5 feet. Grasping tendrils extend out from the brute. When the brute ends its movement next to a creature, or a creature ends its turn next to the brute, that creature must succeed at a DC 15 Reflex save or be grabbed by the tendrils.

Speed 25 feet

Melee ♦ fist +11 (reach 10 feet), **Damage** 1d12+5 bludgeoning plus Improved Push 5 feet

Limb Extension ♦ **Trigger** The yellow musk brute is reduced to 15 HP or fewer; **Effect** Creeper tendrils tear through the brute's limbs, causing its forearms to tear loose. The brute's melee reach increases by 5 feet.

Pollen Touch When the brute strikes a creature, that creature is exposed to yellow musk creeper pollen, as Spray Pollen (DC 15; see *Pathfinder Bestiary* 2 page 300 or Yellow Musk Creeper on card 376). The creature is fascinated by the yellow musk creeper that spawned the brute, not by the brute itself.

YELLOW MUSK THRALL

CREATURE -1

N

MEDIUM

MINDLESS

PLANT

Perception +0; low-light vision

Skills Athletics +5

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

Slow A yellow musk thrall is permanently slowed 1 and can't use reactions.

AC 14; **Fort** +6, **Ref** +0, **Will** +2

HP 12; **Immunities** mental; **Weaknesses** fire 5

Entangling Tendrils (aura) 5 feet. Grasping tendrils extend out from the thrall. When the thrall ends its movement next to a creature, or a creature ends its turn next to the thrall, that creature must succeed at a DC 14 Reflex save or be grabbed by the tendrils.

Speed 25 feet

Melee ♦ fist +7, **Damage** 1d4+3 bludgeoning plus Grab and pollen touch

Limb Extension ♦ **Trigger** The yellow musk thrall is reduced to 4 HP or fewer; **Effect** Creeper tendrils tear through the thrall's limbs, causing its forearms to tear loose. The thrall's melee reach increases by 5 feet.

Pollen Touch When the thrall strikes a creature, that creature is exposed to yellow musk creeper pollen, as Spray Pollen (DC 14; see *Pathfinder Bestiary* 2 page 300 or Yellow Musk Creeper on card 376). The creature is fascinated by the yellow musk creeper that spawned the thrall, not by the thrall itself.

YETH HOUND

CREATURE 3

CE**MEDIUM****BEAST****FIEND**

Perception +9; darkvision, scent (imprecise) 30 feet

Languages Abyssal (can't speak any language)

Skills Acrobatics +8, Athletics +9, Stealth +10, Survival +8

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

AC 18; **Fort** +9, **Ref** +12, **Will** +12

HP 55; **Weaknesses** silver 5

Speed 40 feet; *air walk*

Melee ♦ jaws +11, **Damage** 1d8+6 piercing plus 1d6 evil, Knockdown, and sinister bite

Divine Innate Spells DC 20; **Constant (4th)** *air walk*

Bay ♦♦♦ (auditory, concentrate, divine, enchantment, fear, mental) The yeth hound emits an unearthly howl audible up to 300 feet away. Any non-fiend creature that hears the howl must succeed at a DC 20 Will save or become frightened 1. Any creature that critically fails and is within 60 feet of the yeth hound is instead frightened 3 and fleeing for 1d4 rounds (or until it recovers from its frightened condition). Whether it succeeds or fails the saving throw, the creature is then temporarily immune to Bay for 24 hours.

Sinister Bite A good creature bitten by a yeth hound must attempt a DC 20 Will save. On a critical success, the creature is temporarily immune to sinister bite for 1 minute. A creature that fails becomes frightened 1, or increases the value of its frightened condition by 1 if already frightened.

N	GARGANTUAN	DRAGON	PLANT
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Perception +28; darkvision, tremorsense (imprecise) 60 feet

Languages Arboreal, Common, Sylvan, Terran; *speak with plants*

Skills Acrobatics +27, Athletics +33, Nature +29, Stealth +29, Survival +30

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

AC 39; **Fort** +31, **Ref** +25, **Will** +28

HP 310; **Immunities** paralyzed, poison, sleep, stunned; **Weaknesses** fire 15

Speed 30 feet, fly 80 feet; *pass without trace*

Melee ♦ jaws +33 (magical, reach 15 feet), **Damage** 3d12+17 piercing
plus Improved Grab

Melee ♦ claw +33 (agile, magical, reach 15 feet), **Damage** 3d8+17 slashing

Melee ♦ tail +33 (magical, reach 20 feet), **Damage** 3d10+17 bludgeoning

Primal Innate Spells DC 34, attack +26; **8th** *charm* (plant creatures only); **7th** *wall of thorns*; **6th** *tangling creepers*; **Constant (4th)** *speak with plants*; **(1st)** *pass without trace*

Rituals DC 34; *blight*, *plant growth*, *primal call* (doesn't require secondary casters)

Entombing Breath ♦♦ (conjuration, earth, primal) The zomok blasts forth a 60-foot cone of earth and gravel, dealing 17d6 bludgeoning damage (DC 34 basic Reflex save); prone creatures take a -2 circumstance penalty to this saving throw. Creatures touching the ground that fail their saves take a 10-foot circumstance penalty to their Speeds and are restrained (Escape DC 34) on a critical failure. The zomok can't use Entombing Breath again for 1d4 rounds. See *Pathfinder Bestiary 2* page 303.

Forest Step ♦ (conjuration, healing, necromancy, primal, teleportation)
Frequency three times per day; **Effect** The zomok teleports itself with the effects of a 5th-level *dimension door* spell, but the zomok must begin and end the teleportation effect in forest terrain. The zomok regains 10d10 Hit Points during this teleportation. Creatures swallowed by the zomok are left behind. The zomok can't use Forest Step again for 1d6+1 rounds.

Swallow Whole ♦ (attack) Huge, 3d12+9 bludgeoning, Rupture 35

Trample ♦♦♦ Huge or smaller, tail, DC 32