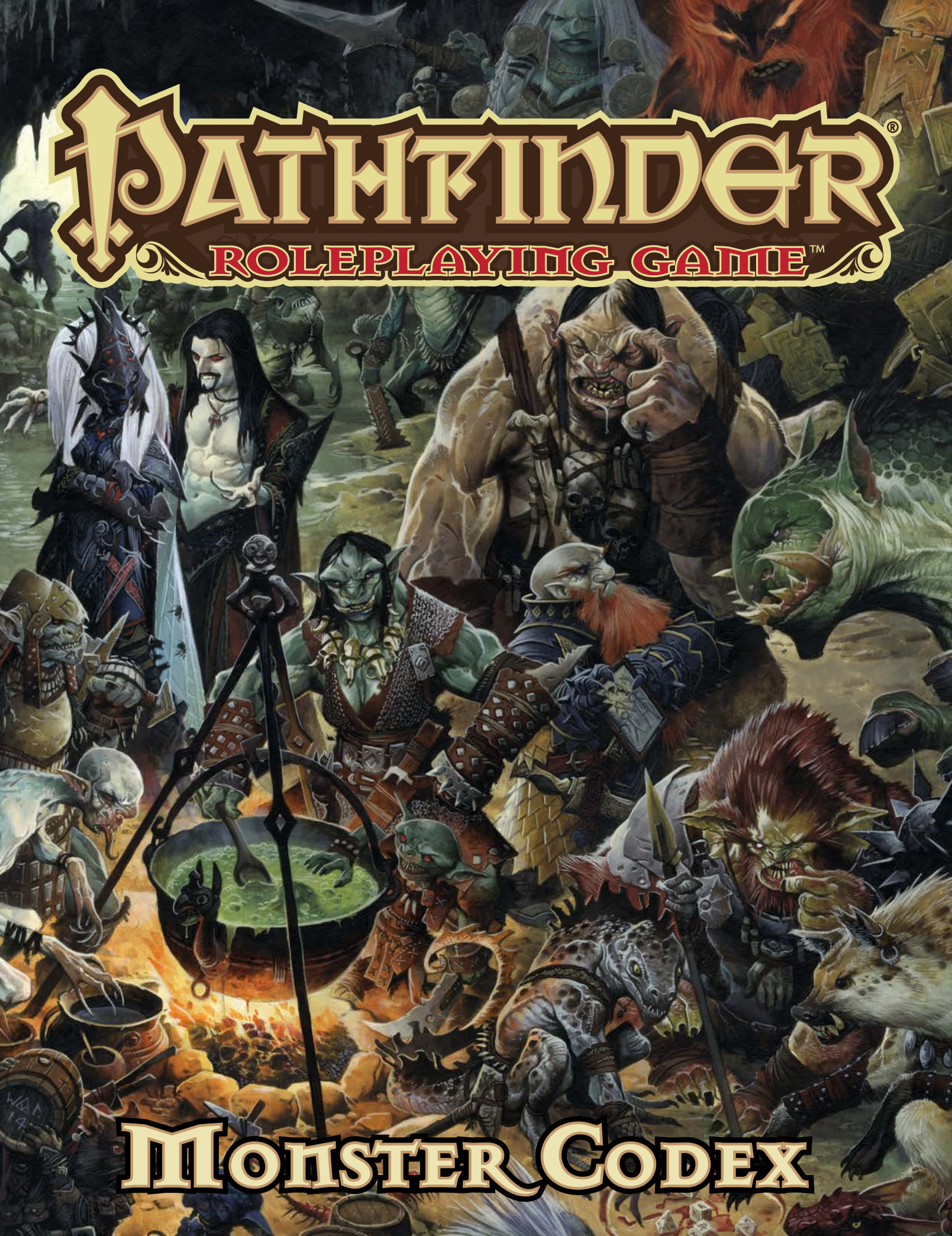
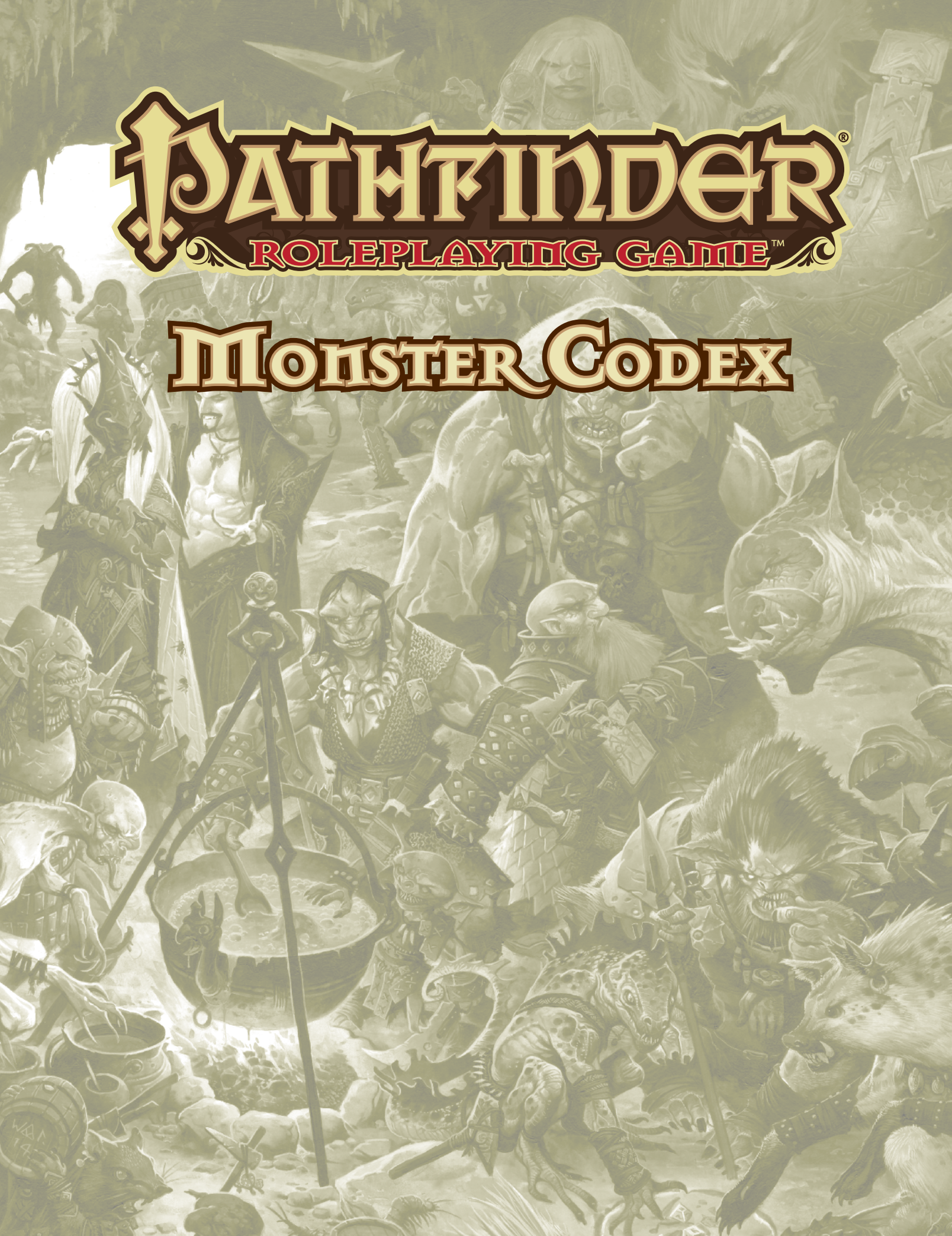

Pathfinder®
Roleplaying Game™
Monster Codex


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TABLE OF CONTENTS

INTRODUCTION 4

BOGGARDS 6
- New Rules 8
- Creature Statistics 10
- Encounters 17

BUGBEARS 18
- New Rules 20
- Creature Statistics 22
- Encounters 29

DROW 30
- New Rules 32
- Creature Statistics 34
- Encounters 41

DUERGAR 42
- New Rules 44
- Creature Statistics 46
- Encounters 53

FIRE GIANTS 54
- New Rules 56
- Creature Statistics 58
- Encounters 65

FROST GIANTS 66
- New Rules 68
- Creature Statistics 70
- Encounters 77

GHOULS 78
- New Rules 80
- Creature Statistics 82
- Encounters 89

GNOLLS 90
- New Rules 92
- Creature Statistics 94
- Encounters 101

GOBLINS 102
- New Rules 104
- Creature Statistics 106
- Encounters 113

HOBGOBLINS 114
- New Rules 116
- Creature Statistics 118
- Encounters 125

KOBOLDS 126
- New Rules 128
- Creature Statistics 130
- Encounters 137

LIZARDFOLK 138
- New Rules 140
- Creature Statistics 142
- Encounters 149

OGRES 150
- New Rules 152
- Creature Statistics 154
- Encounters 161

ORCS 162
- New Rules 164
- Creature Statistics 166
- Encounters 173

RATFOLK 174
- New Rules 176
- Creature Statistics 178
- Encounters 185

SAHUAGIN 186
- New Rules 188
- Creature Statistics 190
- Encounters 197

SERPENTFOLK 198
- New Rules 200
- Creature Statistics 202
- Encounters 209

TROGLODYTES 210
- New Rules 212
- Creature Statistics 214
- Encounters 221

TROLLS 222
- New Rules 224
- Creature Statistics 226
- Encounters 233

VAMPIRES 234
- New Rules 236
- Creature Statistics 238
- Encounters 245

APPENDICES 246



Introduction

Intelligent monsters shouldn't be faceless hordes of identical creatures. Their variety is a key part of their appeal as adversaries in the Pathfinder Roleplaying Game, making each encounter memorable. Just as a human town is home to people with wildly different skill sets, a pack of gnolls is more than just a few dozen monsters fitting the statistics from their *Pathfinder RPG Bestiary* entry. Heavily armored soldiers, potent arcane spellcasters, wilderness explorers, and revered priests all have their places in monstrous societies, and this book makes it easy for GMs to craft a wide range of encounters that feel distinctive while still continuing to use the same classic races adventurers have fought for generations.

Navigating This Book

Each of this book's 20 chapters details a specific monster race. At the end of the introductory material for each chapter, you'll find a reference indicating in which *Bestiary* volume you can find the base statistics for that particular monster.

Boggards: Dwelling in isolated swamps, boggards obey their priest-kings without fail, slaying interlopers with deadly ambushes and eerie magic.

Bugbears: These vicious goblinoids live to torture and terrify. Though large and strong, they lack discipline, and often become assassins, hunters, and muggers.

Drow: Sadistic echoes of elves, the drow dwell in the subterranean depths. Their societies run on betrayal and trickery, and they conquer their enemies using the refuge of the shadows and the magic of the demon lords they worship.

Duergar: Insular, paranoid slavers, the gray dwarves believe their race is supreme, and hate nothing as vehemently as other dwarves. Many duergar become slavers, soldiers, or devotees of either religious or martial order.

Fire Giants: Master strategists and smiths, fire giants lay waste to anyone they deem an enemy. Deep inside mountains, their forges churn out arms for their well-trained soldiers.

Frost Giants: These warlike giants come down from the frozen mountains to hunt and raid at the behest of the jarls

who rule them. They arm themselves with cold spells and fine weapons and armor, and excel at surviving in the arctic.

Ghouls: Eaters of the dead, the undead ghouls can never escape their boundless hunger. Many dwell in graveyards to get a constant supply of flesh. They develop skills that make them better murderers, or master unholy magic.

Gnolls: These hyena-like humanoids live in vicious packs that roam the wilds, cannily hunting animals and people. They fight using cooperation and group tactics, and bow down before the goddess Lamashtu and her clerics.

Goblins: These demented little humanoids make their weapons and armor from the junk of other cultures. They hate dogs and horses, but love stabbing and fire.

Hobgoblins: With a society based entirely around military discipline and order, hobgoblins have perfected the art of war. Each must know her place, whether as a low-ranking lieutenant, a commander, or a battle priest.

Kobolds: In their tunnels that wind through underground chambers, the reptilian kobolds set ingenious traps and study the magic of dragons.

Lizardfolk: This race of reptilian humanoids is losing ground to the faster-breeding warm-blooded races. They fiercely defend their swamps, sending forth dinosaur-riding champions and enormous lizard kings against their enemies.

Ogres: The most numerous of the giants, ogres have degenerated through ages of inbreeding. These violent brutes kill and devour either in small family units or as dim-witted shock troops serving in other creatures' armies.

Orcs: All orcs know that the strong should take from the weak. These violent, wild humanoids live to kill, and their hordes swell with savage warriors.

Ratfolk: Ratfolk trade for a living, taking their trinkets back to crowded warrens on the edges of societies. They specialize in sneakiness, magic, and alchemy, and have an affinity with rats—both regular and gigantic.

Sahuagin: The deep-dwelling sahuagin want to completely control the seas. Undersea races justly fear the sahuagin's shark-riding nobles, bizarre mutants, and deadly priestesses.

Serpentfolk: Telepathic reptiles, the humanoid serpentfolk were driven underground long ago when their once-vast empire was crushed. Now broken into two distinct castes, they pursue magical knowledge and spy on the surface.

Troglodytes: The savage, reptilian troglodytes live in warrens underground, where they devote their rudimentary intellects to primitive art and the worship of demon lords.

Trolls: Monstrously hungry and almost impossible to kill, trolls can devastate the lands where they settle if unchecked, wiping out all prey. Most dedicate themselves to finding new ways to kill, while others practice magic tied to nature.

Vampires: Originally hailing from all walks of life, vampires are vastly different from one another. Some scheme and work through their spawn and servants, but many become entirely consumed by their feral hunger for blood.

Book References

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at **paizo.com/prd**.

When a stat block includes a rules element from the New Rules section for that monster, that rules element is noted with an asterisk (*). The following superscripts mark rules elements such as feats, spells, and magic items from other sources.

Advanced Player's Guide	APG
Advanced Race Guide	ARG
Bestiary 2	B2
Ultimate Combat	UC
Ultimate Equipment	UE
Ultimate Magic	UM

How to Use This Book

Each monster chapter includes five separate sections.

Ecology and Society: The entry opens with in-depth information on the monster's environment, social order, attitudes, religion, combat focus, and more.

New Rules: Next come two pages of new rules elements common to the monster. These can include racial variants, templates, archetypes, class features, feats, equipment, spells, magic items, or anything else associated with the monstrous race or its allies. Many of these options are restricted specifically to a given race, but some can be taken by any characters who meet the requirements to do so.

NPCs: The following six pages contain stat blocks for NPC adversaries from the monster race. NPC entries are ordered from lowest Challenge Rating to highest, so low-level sergeants and specialists typically appear earlier than rulers or other champions. Many entries contain two NPCs who are thematically connected—for instance, the lizardfolk rangers entry contains both the CR 3 stalker and the CR 8 swamp lurker, ensuring that lizardfolk rangers can be used in both low and mid-level encounters. For such group entries, the order of their entry is based on the lower CR of the two.

New Monster: This variant or new monster is tied closely to the monster race, allowing you to diversify your encounters while staying true to theme. The monster's full statistics and ecology, or its template if applicable, are included here.

Encounters: The final page of the race section lists several sample encounters using the new NPCs, as well as possibly the basic version of the monster, the new monster, or other creatures that are commonly encountered with the monster race. Each encounter includes the total CR, a description of the encounter group, and a short stat block for each creature involved, complete with page references.



Boggards

For years, I wrote off the toad-people as brutish savages—degenerates incapable of industry and wont to destroy each other in internecine warfare. Looking back, I can't imagine a more misguided example of armchair herpetology.

At great risk to myself, I've infiltrated the boggards' homeland no fewer than seven times, and each venture has granted me a more intimate view of their society. For all their infighting, boggards maintain a complex hierarchy. Their tools are primitive, yes, but entirely appropriate for their damp environment, where metal would rust. Their culture is remarkably rich in art and symbolism. I have little doubt that if boggards had developed as a society in fertile plains as we have, they would have become no less civilized than we believe ourselves to be today.

—From the journal of Zarzunilian, gnome anthropologist (presumed dead)

Living in soggy, disease-ridden marshes, boggards are often isolated from other humanoids—a condition that breeds suspicion of foreign visitors, ideas, and technology. This marginalization has distilled their brutality to the point where the strongest members subjugate and often consume their weaker kin. At the top of the food chain stand the boggards' priest-kings (a term that applies to both male and female rulers)—tyrannical prophets who rule over their uneducated subjects.

A boggard's life begins in a spawning pool as one of roughly a dozen gelatinous eggs laid in a frothy clutch. After a month-long gestation, the tadpoles gnaw their way out of their eggs and spend the following 9 months feeding on anything they can find—including weak and unlucky siblings. During this time, the tadpoles grow stubby arms and legs that quickly elongate and strengthen enough for them to crawl out of the pools. This feat isn't enough to secure them a place in boggard society, since caretakers cull the weakest and any showing signs of deformities.

The exceptions to this rule are the priest-king's offspring, who are fed meals of poisonous dragonflies. This diet kills most, and those few who survive develop differently from other boggards. Some have greater mental capacity and spell-like abilities, marking them as potential future priest-kings. But many survivors mature into the stunted, barely intelligent horrors known as bogwiggles (see page 16).

Young boggards live in cadres that comprise a dozen or more adolescents led by a handful of more experienced warriors. The youths receive a modicum of care and protection during the first year out of water, during which they learn the practical skills necessary for life and service to their ruler. Virtually all boggards receive the same type of training, which emphasizes athletic prowess, hunting skills, and a broad set of rudimentary crafts.

When boggards reach roughly 3 years of age, they are considered adults and are sent away from the community for a month-long ritual hunt. Those who return with the corpse of a sapient humanoid earn approval, a place in the society, and a grand celebratory meal. Those who fail are exiled or consumed.

Priest-kings are typically larger than their kin, sometimes growing so bloated and ponderous he seems to belong to a different species entirely. Their effective monopoly on divine magic further reinforces the gap between rulers and their subjects. When the reigning priest-king dies (often from violence), the heirs compete to claim the throne. The victor almost always kills off her siblings to reinforce her claim.

Boggards are extremely fertile, and their culture encourages them to reproduce as often as resources permit. Despite the large number of young, systemic cannibalism keeps the boggard population in check. Boggards embrace this practice as a way of weeding out the weak and empowering the strong, though the fact that even the youngest offspring engage in it suggests cannibalism is instinctive—an expression of the species' ravenous appetite.

Nonetheless, as survivors of numerous broods born in competitive environments, boggards are highly adaptive, capable of weathering ecological disasters and evolving to exploit new environments—much to the frustration of other intelligent creatures that compete with them. What many think of as the "typical" boggard is well adapted to life in marshes, yet boggards also thrive in rainforests, where they often develop more colorful skin patterns. Like the amphibians they resemble, some boggards have developed the ability to estivate, allowing them to survive extended droughts and food shortages. As a result, it's rare but not impossible to find boggards exploiting periods of rain in deserts, during which time they are especially aggressive.

Boggard settlements are usually arranged in a manner that reinforces the hierarchy. The priest-king's dwelling stands near the center on a low, ziggurat-like mound of compacted mud, and those mounds claimed by direct subordinates radiate outward. The higher the mound and the closer it is to the monarch's home, the greater the resident boggard's status. The creatures further display their importance by studding their homes with bones, shells, reeds, and various exotic materials. Stealing a neighbor's ornaments often leads to violence—but if the thief is victorious, then clearly she was right to take what she wanted.

Hunting and gathering make up the bulk of the boggards' way of life, and their crafts are typically limited to simple constructions of stone and organic matter. Some priest-kings intentionally rotate who is working on a project to keep any one boggard from becoming exceptional. What boggards can't make or gather, they steal from other humanoids. Metal items are rare in boggard society—most metals simply can't withstand long-term exposure to a damp environment. Magic weapons and armor are therefore prized for their resistance to corrosion.

Two beliefs are central to boggards' religious and spiritual experience. First, the weak should be recycled to empower the strong, from cannibalizing the infirm to claiming the weapons of a fallen comrade to stealing a neighbor's home. Second, might makes right, especially for the priest-king, whose divine power is typically bestowed by an evil god or demon lord. Common boggards' reliance on their leader for spiritual guidance breeds a debilitating superstition in many. Those who can't abide by the beliefs of boggard society are cast out, and boggards who hear tales of these hermits respond with a mix of disdain and uneasiness.

Metamorphosis fascinates boggards, from the development of their young to the transformation of priest-kings. Those who parley with boggards can sometimes awe the creatures with transformative magic.

Full statistics for boggards can be found on page 37 of the *Pathfinder RPG Bestiary*.

New Rules

The following rules include racial traits, favored class options, feats, spells, and magic items all specially tailored to boggards.

Alternate Racial Traits

The following racial traits may be selected instead of existing boggard racial traits.

Estivation: Not all marshes are wet year-round, and some boggards have adapted to life in seasonal swamps where hot, arid conditions are common. A boggard with this racial trait can spend 1 hour burying herself in wet or soft earth and entering a state of suspended animation for an indefinite amount of time. While estivating, a boggard doesn't need to drink or eat, but takes a penalty on Perception checks as if sleeping. Ending this dormant state is a full-round action. This racial trait replaces a boggard's racial bonus on Acrobatics checks to jump.

Leaper: Boggards in some regions have legs better suited to explosive movement on land rather than swift propulsion underwater. Boggards with this trait are always considered to have a running start when attempting Acrobatics checks to jump, and their swim speeds are reduced by 15 feet.

Priest-King: Boggards raised on a diet of blue dragonfly pulp sometimes develop into priest-kings. These boggards have only a +2 natural armor bonus but don't take the common boggard's –2 racial penalty to Dexterity and Intelligence. In addition, priest-kings receive a +4 racial bonus to Wisdom and gain the following spell-like abilities: 1/day—*fog cloud*, *jump*, *summon swarm*. The caster level for these effects is equal to the boggard's Hit Dice. This racial trait doesn't replace any of a boggard's other features, but it's extremely rare and available only at the GM's discretion.



Favored Class Options

The following options are available to all boggards that have the listed favored class, and unless otherwise stated, the bonus applies each time you select the class reward.

Barbarian: Add 1 on the barbarian's Acrobatics checks to jump.

Bard: Reduce the amount of time the bard must wait before using his terrifying croak ability by 5 minutes (minimum 5 minutes).

Fighter: Increase the hit points of the fighter's tongue by 1 and add 1/2 on all opposed Strength checks to prevent a creature from detaching the fighter's tongue.

Ranger: Add 1/4 to a single existing favored terrain bonus (maximum +2 per favored terrain).

Boggard Feats

Boggards have access to the following feats.

Extra Croaking

Your vocal chords are especially tough and allow you to croak more often.

Prerequisites: Boggard, terrifying croak.

Benefits: You gain one extra use of terrifying croak per hour. If your recharge time is less than 1 hour, you instead gain an extra use each time the ability recharges.

Powerful Tongue

Unlike others of your kind, you are able to pull your prey toward yourself.

Prerequisites: Str 17, sticky tongue.

Benefits: Your tongue attack gains the pull special ability. At the start of your turn, if your tongue is attached to a target of your size or smaller and you succeed at a combat maneuver check, you can pull the target 5 feet closer to you as free action.

Sonic Croak

Your croak creates powerful sound waves that you can direct at fragile targets.

Prerequisites: Throat Pouch*, boggard, terrifying croak.

Benefits: When you use your terrifying croak ability, instead of it imparting its normal effect, you can choose to deal 1d4 points of sonic damage to creatures in a 15-foot cone (Fortitude half). The DC of this Fortitude save is the same as that of your terrifying croak. For every 3 Hit Dice you possess, the damage dealt increases by 1d4.

Special: The Throat Pouch feat increases the size of this feat's cone by 5 feet for every 6 HD you have, not every 2 HD.

Stunning Croak

The terrifying force of your croak disorients and debilitates your enemies.

Prerequisites: Sonic Croak*, Throat Pouch*, boggard, terrifying croak.

Benefits: When you use your terrifying croak ability, instead of imparting its normal effect you can choose to stun one creature within 30 feet for 1 round. If the target succeeds at a Fortitude save, it is instead staggered for 1 round. The DC of this Fortitude save is the same as that of your terrifying croak ability.

Throat Pouch

You can swell your throat to amplify and broadcast your vocalizations over vast distances.

Prerequisites: Boggard, terrifying croak.

Benefits: The range of your terrifying croak ability increases by 5 feet for every 2 Hit Dice you have (maximum 30-foot increase). While speaking Boggard or wordlessly vocalizing, you can swell your throat pouch as a free action to reduce the Perception DC needed to hear your voice by an amount equal to your Hit Dice.

Special: The benefits of Throat Pouch and any feats that use it as a prerequisite are available only while you're wearing light, medium, or no armor.

BOGGARD SPELL

Boggard priest-kings see no problem with feeding off the labor and energy of their own tribe, believing themselves to embody all that is great and worthy in their own kind. The following spell takes this even further, allowing boggard priests to literally leech away their kin's life force.

AURA OF CANNIBALISM

School necromancy [evil]; **Level** cleric 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M (a piece of flesh from another creature of your species)

Range personal

Area 20-ft.-radius emanation centered on you

Duration 1 minute/level (D)

Saving Throw Fortitude negates; **Spell Resistance** yes

You emanate an aura that saps the strength of others of your kind and channels their energy into you. Each round that a creature starts its turn in the spell's area and shares both your creature type and at least one subtype you possess (if any), that creature must succeed at a Fortitude save or take 1d4 points of damage. You gain a number of temporary hit points equal to the amount of damage you deal with this spell (maximum 10 + your caster level). These temporary hit points go away when the spell ends.

As long as you have at least 5 temporary hit points while this spell is in effect, you gain a +1 competence bonus on attack rolls, saving throws, and skill checks. If you have 15 or more temporary hit points, this competence bonus increases to +2.

BOGGARD MAGIC ITEMS

Ordinary boggards are rarely proficient at crafting mundane items, as priest-kings see such skill in subordinates as a threat to their authority. The priest-kings, instead encourage their priestly progeny to manufacture prized magic items for them.

CAP OF ENERVATION — **PRICE** 3,500 GP

SLOT head | **CL** 5th | **WEIGHT** —

AURA faint necromancy

This floppy leather hat allows a boggard or other froglike creature to drain the strength of those it strikes with its tongue attack. If the wearer ends its turn with its tongue attached to or grappling another creature, the grappled creature takes a –1 penalty to Strength, and the wearer's tongue gains 5 temporary hit points. The penalty and temporary hit points last for 1 minute. For each round that the target remains attached, the Strength penalty increases by 1, the tongue gains an additional 5 temporary hit points (maximum 10), and the duration resets.

CONSTRUCTION REQUIREMENTS | **COST** 1,750 GP

Craft Wondrous Item, *ray of enfeeblement*, *vampiric touch*

VENOMSWEAT SALVE — **PRICE** 2,500 GP

SLOT none | **CL** 7th | **WEIGHT** —

AURA moderate necromancy

When applied to a creature's skin, scales, or carapace, this greasy unguent causes that creature to sweat poison from its pores. During this time, a creature that strikes the user with a natural weapon attack or unarmed strike is exposed to the poison. As a swift action, the user can apply the poison to a weapon. As a standard action, the user can deliver the poison as a touch attack. The salve creates a total of 3 doses of venomsweat poison, and any unused doses of poison harmlessly evaporate after 1 hour.

Venomsweat: Contact or injury; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1d3 Dexterity damage; *cure* 1 save.

CONSTRUCTION REQUIREMENTS | **COST** 1,250 GP

Craft Wondrous Item, *poison*

Boggard Fighters

Boggard fighters make up the majority of war parties.

Boggard Brute **CR 3**

XP 800

Boggard fighter 1

CE Medium humanoid (boggard)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +5

Defense

AC 16, touch 11, flat-footed 15 (+2 armor, +1 Dex, +3 natural)

hp 34 (4 HD; 3d8+1d10+16)

Fort +8, **Ref** +2, **Will** +2

Offense

Speed 20 ft., swim 30 ft.

Melee mwk morningstar +9 (1d8+6), tongue +2 touch (sticky tongue)

Ranged mwk javelin +5 (1d6+4)

Special Attacks terrifying croak (DC 13)

Tactics

During Combat The boggard brute throws his javelins before rushing into combat.

Statistics

Str 19, **Dex** 13, **Con** 16, **Int** 6, **Wis** 13, **Cha** 10

Base Atk +3; **CMB** +7; **CMD** 18

Feats Intimidating Prowess, Toughness, Weapon Focus (morningstar)

Skills Acrobatics +4 (+20 when jumping), Intimidate +9, Perception +5, Stealth +0 (+8 in swamps), Swim +12

Languages Boggard

SQ hold breath, swamp stride

Combat Gear *potions of barkskin (2)*; **Other Gear** leather armor, mwk javelins (2), mwk morningstar, 132 gp

Boggard brutes may be armed with primitive-looking weapons, yet their terrifying strength makes them as deadly as any knight in armor.



Boggard Champion **CR 7**

XP 3,200

Boggard fighter 5

CE Medium humanoid (boggard)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +5

Defense

AC 22, touch 11, flat-footed 21 (+6 armor, +1 Dex, +3 natural, +2 shield)

hp 72 (8 HD; 3d8+5d10+32)

Fort +10, **Ref** +5, **Will** +3 (+1 vs. fear)

Defensive Abilities bravery +1

Offense

Speed 20 ft., swim 30 ft.

Melee *+1 terbutje* +15/+10 (1d8+9), tongue +7 touch (sticky tongue)

Ranged mwk javelin +9 (1d6+5)

Special Attacks terrifying croak (DC 12), weapon training (heavy blades +1)

Tactics

During Combat The boggard champion uses her terrifying croak before engaging in melee.

Statistics

Str 20, **Dex** 13, **Con** 16, **Int** 8, **Wis** 13, **Cha** 8

Base Atk +7; **CMB** +12; **CMD** 23

Feats Improved Initiative, Lightning Reflexes, Power Attack, Toughness, Vital Strike, Weapon Focus (terbutje), Weapon Specialization (terbutje)

Skills Acrobatics +2 (+18 when jumping), Climb +6, Intimidate +6, Perception +5, Stealth +0 (+8 in swamps), Survival +8, Swim +10

Languages Boggard

SQ armor training 1, hold breath, swamp stride

Combat Gear *potion of bull's strength*, *potion of cure serious wounds*; **Other Gear** *+1 black dragonhide scale mail*, mwk heavy wooden shield, *+1 terbutje*[UE], mwk javelins (2), 282 gp

Most boggard champions forsake tactics in favor of mayhem. In magic-deficient tribes, champions are often second only to priest-kings in status.

BOGGARD ODDITIES

A few boggards serve their tribes in specialized roles.

BOGGARD FARCROAKER **CR 3**

XP 800

Boggard bard 2

CE Medium humanoid (boggard)

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +11

DEFENSE

AC 15, touch 10, flat-footed 15 (+2 armor, +3 natural)

hp 32 (5d8+10)

Fort +5, **Ref** +4, **Will** +5; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 20 ft., swim 30 ft.

Melee mwk shortspear +5 (1d6+1), tongue –1 touch (sticky tongue)

Ranged shortspear +4 (1d6+1)

Special Attacks bardic performance 8 rounds/day (countersong, distraction, fascinate [DC 13], inspire courage +1), terrifying croak (DC 15)

Bard Spells Known (CL 2nd; concentration +4)

1st (3/day)—*alarm*, *grease* (DC 13), *ventriloquism* (DC 13)

0 (at will)—*dancing lights*, *daze* (DC 12), *flare* (DC 12), *ghost sound* (DC 12), *message*

STATISTICS

Str 13, **Dex** 11, **Con** 14, **Int** 12, **Wis** 13, **Cha** 14

Base Atk +3; **CMB** +4; **CMD** 14

Feats Skill Focus (Perform [sing]), Sonic Croak*, Throat Pouch*

Skills Acrobatics +6 (+22 when jumping), Diplomacy +8, Knowledge (geography, history, nature, nobility) +7, Linguistics +5, Perception +11, Perform (sing) +13, Stealth +5 (+13 in swamps), Swim +9

Languages Boggard, Common, Draconic

SQ bardic knowledge +1, hold breath, swamp stride, versatile performance (Perform [sing])

Gear leather armor, mwk shortspear, shortspear, 468 gp

BOGGARD ABYSSAL WARRIOR **CR 8**

XP 4,800

Boggard antipaladin 7 (*Pathfinder RPG Advanced Player's Guide* 118)

CE Medium humanoid (boggard)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +3

Aura cowardice (10 ft.)

DEFENSE

AC 20, touch 10, flat-footed 20 (+7 armor, +3 natural)

hp 98 (10 HD; 3d8+7d10+47)

Fort +14, **Ref** +6, **Will** +8

Immune disease

OFFENSE

Speed 15 ft., swim 30 ft.

Melee *+1 greataxe* +16/+11 (1d12+8/19–20/×3), tongue +9 touch (sticky tongue)

Ranged throwing axe +9 (1d6+5)

Special Attacks channel negative energy (DC 15, 4d6), smite good 3/day (+2 attack and AC, +7 damage), terrifying croak (DC 15)

Antipaladin Spell-Like Abilities (CL 7th; concentration +9)

At will—*detect good*

Antipaladin Spells Prepared (CL 4th; concentration +6)

2nd—*invisibility*

1st—*death knell* (DC 13), *doom* (DC 13)

STATISTICS

Str 20, **Dex** 11, **Con** 16, **Int** 8, **Wis** 9, **Cha** 14

Base Atk +9; **CMB** +14; **CMD** 24

Feats Improved Critical (greataxe), Improved Initiative, Power Attack, Toughness, Weapon Focus (greataxe)

Skills Acrobatics +0 (+16 when jumping), Bluff +6, Intimidate +8, Knowledge (religion) +3, Perception +3, Sense Motive +4, Stealth +0 (+8 in swamps), Swim +10

Languages Boggard

SQ cruelties (sickened, staggered), fiendish boon (weapon +1, 1/day), hold breath, swamp stride, touch of corruption 5/day (3d6)

Combat Gear *potions of cure moderate wounds (3)*; **Other Gear** *+1 breastplate*, *+1 greataxe*, throwing axe, *cloak of resistance +1*, 922 gp



Boggard Barbarians

Boggard barbarians are terrifying and unpredictable.

Boggard Savage **CR 4**

XP 1,200

Boggard barbarian 2

CE Medium humanoid (boggard)

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +10

Defense

AC 15, touch 8, flat-footed 15 (+4 armor, +3 natural, –2 rage)

hp 61 (5 HD; 3d8+2d12+30)

Fort +12, **Ref** +3, **Will** +4

Defensive Abilities uncanny dodge

Offense

Speed 30 ft., swim 30 ft.

Melee mwk greatclub +12 (1d10+9), tongue +5 touch (sticky tongue)

Ranged javelin +4 (1d6+6)



Special Attacks rage (10 rounds/day), rage powers (no escape), terrifying croak (DC 12)

Tactics

Base Statistics When not raging, the barbarian's statistics are **AC** 17, touch 10, flat-footed 17; **hp** 51; **Fort** +10, **Will** +2; **Melee** mwk greatclub +10 (1d10+6), tongue +3 touch (sticky tongue); **Str** 19, **Con** 18; **CMB** +8; **Skills** Climb +9, Swim +17.

Statistics

Str 23, **Dex** 11, **Con** 22, **Int** 8, **Wis** 13, **Cha** 8

Base Atk +4; **CMB** +10; **CMD** 18

Feats Lightning Reflexes, Power Attack, Weapon Focus (greatclub)

Skills Acrobatics +6 (+22 when jumping), Climb +11, Intimidate +4, Perception +10, Stealth +0 (+8 in swamps), Swim +19

Languages Boggard

SQ fast movement, hold breath, swamp stride

Combat Gear *oil of magic weapon*, *potions of cure moderate wounds* (2); **Other Gear** *+1 studded leather*, javelins (3), mwk greatclub, 269 gp

Boggard Scarred One **CR 6**

XP 2,400

Boggard barbarian 4

CE Medium humanoid (boggard)

Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +12

Defense

AC 14, touch 7, flat-footed 14 (+4 armor, –1 Dex, +3 natural, –2 rage)

hp 86 (7 HD; 3d8+4d12+42)

Fort +13, **Ref** +3, **Will** +5; +3 vs. magic

Defensive Abilities uncanny dodge, trap sense +1

Offense

Speed 30 ft., swim 30 ft.

Melee *+1 spear* +15/+10 (1d8+11/×3), tongue +8 touch (sticky tongue)

Ranged javelin +5 (1d6+7)

Special Attacks rage (14 rounds/day), rage powers (knockback, superstition +3), terrifying croak (DC 14)

Tactics

Base Statistics When not raging, the barbarian's statistics are **AC** 16, touch 9, flat-footed 16; **hp** 72; **Fort** +11, **Will** +3; **Melee** *+1 spear* +13/+8 (1d8+8/×3), tongue +6 touch (sticky tongue); **Str** 20, **Con** 18; **CMB** +11; **Skills** Climb +10, Swim +18.

Statistics

Str 24, **Dex** 9, **Con** 22, **Int** 6, **Wis** 13, **Cha** 12

Base Atk +6; **CMB** +13; **CMD** 20

Feats Endurance, Lightning Reflexes, Power Attack, Weapon Focus (spear)

Skills Acrobatics +5 (+21 when jumping), Climb +12, Intimidate +8, Perception +12, Stealth +0 (+8 in swamps), Swim +20

Languages Boggard

SQ fast movement, hold breath, swamp stride

Combat Gear *potions of cure serious wounds* (2), *potion of shield of faith*; **Other Gear** *+1 studded leather*, *+1 spear*, javelins (3), 70 gp

BOGGARD MYSTICS

These casters are often the children of the priest-king.

BOGGARD SWAMPSEER **CR 4**

XP 1,200

Boggard druid 3

NE Medium humanoid (boggard)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 17, touch 11, flat-footed 16 (+3 armor, +1 Dex, +3 natural)

hp 41 (6d8+15)

Fort +8, **Ref** +4, **Will** +7

OFFENSE

Speed 20 ft., swim 30 ft.

Melee mwk club +8 (1d6+3), tongue +1 touch (sticky tongue)

Special Attacks icicle (1d6+1 cold damage, 5/day), terrifying croak (DC 14)

Druid Spells Prepared (CL 3rd; concentration +5)

2nd—*bull's strength*, *burst of nettles*[D], *summon swarm*

1st—*entangle* (DC 13), *hydraulic push*[APG], *longstrider*, *shillelagh*

0 (at will)—*flare* (DC 12), *guidance*, *mending*, *resistance*

D domain spell; **Domain** Swamp[UM]

STATISTICS

Str 15, **Dex** 13, **Con** 12, **Int** 10, **Wis** 15, **Cha** 12

Base Atk +4; **CMB** +6; **CMD** 17

Feats Improved Initiative, Toughness, Weapon Focus (club)

Skills Acrobatics +4 (+20 when jumping), Handle Animal +7, Heal +8, Knowledge (nature) +8, Perception +12, Stealth +0 (+8 in swamps), Survival +10, Swim +10

Languages Boggard, Druidic

SQ hold breath, nature bond (Swamp domain), nature sense, swamp stride, trackless step, wild empathy +4, woodland stride

Combat Gear *scroll of barkskin*, *scroll of fog cloud*, *wand of cure light wounds* (30 charges); **Other Gear** *+1 leather armor*, mwk club, *cloak of resistance +1*, 240 gp

BOGGARD PROPHET **CR 5**

XP 1,600

Boggard sorcerer 4

CE Medium humanoid (boggard)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +3

DEFENSE

AC 13, touch 10, flat-footed 13 (+1 deflection, –1 Dex, +3 natural)

hp 59 (7 HD; 3d8+4d6+32)

Fort +8, **Ref** +2, **Will** +5; +2 vs. poison

Resist electricity 5

OFFENSE

Speed 20 ft., swim 30 ft.

Melee 2 claws +10 (1d4+5), tongue +4 (plus sticky tongue)

Ranged sling +3 (1d4+5)

Special Attacks claws (1d6+5, 5 rounds/day), terrifying croak (DC 15)

Sorcerer Spells Known (CL 4th; concentration +6)

2nd (4/day)—*summon monster II*

1st (7/day)—*burning hands* (DC 13), *cause fear* (DC 13), *mage armor*, *summon monster I*

0 (at will)—*acid splash*, *detect magic*, *detect poison*, *ghost sound* (DC 12), *message*, *resistance*

Bloodline abyssal

STATISTICS

Str 20, **Dex** 9, **Con** 16, **Int** 10, **Wis** 9, **Cha** 14

Base Atk +4; **CMB** +9; **CMD** 19

Feats Combat Casting, Eschew Materials, Improved Initiative, Toughness, Weapon Focus (claw)

Skills Acrobatics +2 (+18 when jumping), Intimidate +6, Knowledge (planes) +5, Perception +3, Spellcraft +7, Stealth +0 (+8 in swamps), Swim +13, Use Magic Device +9

Languages Boggard

SQ bloodline arcana (summoned creatures gain DR 2/good), hold breath, swamp stride

Combat Gear *potion of invisibility*, *scrolls of blindness/deafness* (2), *scroll of enlarge person*; **Other Gear** sling with 10 bullets, *cloak of resistance +1*, *elixir of vision*, *ring of protection +1*, 75 gp



Boggard Rangers

Boggard rangers stalk silently through the swamps.

Boggard Hunter **CR 5**

XP 1,600

Boggard ranger 3

CE Medium humanoid (boggard)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +14

Defense

AC 18, touch 11, flat-footed 17 (+4 armor, +1 Dex, +3 natural)

hp 53 (6 HD; 3d8+3d10+24)

Fort +10, **Ref** +6, **Will** +4

Offense

Speed 20 ft., swim 30 ft.

Melee morningstar +9 (1d8+4), tongue +4 touch (sticky tongue)

Ranged mwk composite longbow +8 (1d8+4/×3)

Special Attacks combat style (archery), favored enemy (reptilian humanoids +2), terrifying croak (DC 12)

Statistics

Str 19, **Dex** 13, **Con** 16, **Int** 8, **Wis** 13, **Cha** 8

Base Atk +5; **CMB** +9; **CMD** 20

Feats Endurance, Point-Blank Shot, Precise Shot, Toughness, Weapon Focus (composite longbow)

Skills Acrobatics +5 (+21 when jumping), Knowledge (nature) +5, Perception +14, Stealth +8 (+16 in swamps), Survival +8, Swim +12

Languages Boggard

SQ favored terrain (swamp +2), hold breath, swamp stride, track +1, wild empathy +2

Combat Gear *potion of cure moderate wounds*; **Other Gear** *+1 studded leather*, morningstar, mwk composite longbow (+4 Str), *cloak of resistance +1*, 267 gp



Boggard Stalker **CR 9**

XP 6,400

Boggard ranger 7

CE Medium humanoid (boggard)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +18

Defense

AC 19, touch 12, flat-footed 18 (+4 armor, +1 deflection, +1 Dex, +3 natural)

hp 95 (10 HD; 3d8+7d10+44)

Fort +12, **Ref** +8, **Will** +5

Offense

Speed 20 ft., swim 30 ft.

Melee *+1 handaxe* +14/+9 (1d6+6/19–20/×3), *+1 handaxe* +14/+9 (1d6+6/19–20/×3), tongue +9 touch (sticky tongue)

Ranged javelin +10 (1d6+5)

Special Attacks combat style (two-weapon), favored enemy (dragons +2, humans +4), terrifying croak (DC 12)

Ranger Spells Prepared (CL 4th; concentration +5)

1st—*longstrider*, *resist energy*

Statistics

Str 20, **Dex** 13, **Con** 16, **Int** 8, **Wis** 13, **Cha** 8

Base Atk +9; **CMB** +14; **CMD** 26

Feats Double Slice, Endurance, Improved Critical (handaxe), Improved Initiative, Improved Two-Weapon Fighting, Toughness, Two-Weapon Fighting, Weapon Focus (handaxe)

Skills Acrobatics +5 (+21 when jumping), Climb +9, Handle Animal +4, Knowledge (nature) +5, Perception +18, Stealth +14 (+22 in swamps), Survival +14, Swim +17

Languages Boggard

SQ favored terrain (swamp +2), hold breath, hunter's bond (companions), swamp stride, track +3, wild empathy +6, woodland stride

Combat Gear *potion of barkskin*, *potion of cure moderate wounds*, *potion of invisibility*; **Other Gear** *+1 studded leather*, *+1 handaxes* (2), javelins (3), *cloak of resistance +1*, *ring of protection +1*, 360 gp

Boggard Priest-King

The leaders of boggard tribes rarely involve themselves personally in combat, but once they wade in, they are terrifyingly effective.

BOGGARD PRIEST-KING **CR 11**

XP 12,800

Boggard cleric 10

CE Medium humanoid (boggard)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 20, touch 9, flat-footed 20 (+6 armor, –1 Dex, +4 natural, +1 shield)

hp 120 (13d8+62)

Fort +14, **Ref** +6, **Will** +14

Resist cold 10

OFFENSE

Speed 15 ft., swim 30 ft.

Melee *+1 morningstar* +15/+10 (1d8+5), tongue +8 touch (sticky tongue)

Special Attacks channel negative energy 5/day (DC 17, 5d6), scythe of evil (5 rounds, 1/day), terrifying croak (DC 15)

Spell-Like Abilities (CL 13th; concentration +15)

1/day—*fog cloud*, *jump*, *summon swarm*

Domain Spell-Like Abilities (CL 10th; concentration +15)

8/day—icicle (1d6+5 cold), touch of evil (5 rounds)

Cleric Spells Prepared (CL 10th; concentration +15)

5th—*dispel good*[D] (DC 20), *insect plague*, *righteous might*, *slay living* (DC 20)

4th—*control water*[D], *cure critical wounds*, *divine power*, *freedom of movement*, *unholy blight* (DC 19)

3rd—*bestow curse* (DC 18), *dispel magic*, *invisibility purge*, *magic circle against good*[D], *magic vestment*

2nd—*bear's endurance*, *death knell* (DC 17), *enthrall* (DC 17), *fog cloud*[D], *resist energy*, *sound burst* (DC 17)

1st—*bane* (DC 16), *bless*, *cure light wounds*, *divine favor*, *protection from good*[D], *sanctuary* (DC 16), *shield of faith*

0 (at will)—*create water*, *detect poison*, *guidance*, *purify food and water*

D domain spell; **Domains** Evil, Water

TACTICS

During Combat The priest-king sits back with lazy arrogance, casting the occasional spell and allowing his minions to protect him until he is forced to intervene personally.

STATISTICS

Str 18, **Dex** 9, **Con** 16, **Int** 10, **Wis** 20, **Cha** 14

Base Atk +9; **CMB** +13; **CMD** 22

Feats Brew Potion, Combat Casting, Craft Wand, Improved Initiative, Lightning Reflexes, Toughness, Weapon Focus (morningstar)

Skills Acrobatics +0 (+16 when jumping), Diplomacy +8, Knowledge (planes) +8, Knowledge (religion) +8, Perception +9, Sense Motive +13, Spellcraft +8, Stealth +0 (+8 in swamps), Swim +10

Languages Boggard

SQ hold breath, priest-king*, swamp stride

Combat Gear *wand of cure light wounds* (35 charges), *wand of owl's wisdom* (25 charges), *wand of prayer* (13 charges); **Other Gear** *+2 hide armor*, mwk light wooden shield, *+1 morningstar*, *amulet of natural armor +1*, *cloak of resistance +1*, spell component pouch, 24 gp

Boggard priest-kings are the undisputed lords of their tribes, interpreting the wills of their dark patron deities (wills that are often suspiciously similar to what the priest-kings themselves desire). Grotesquely large, a boggard priest-king is usually the tribe's most capable combatant, and acts as a champion when needed.



Bogwiggle

This sallow-green beast appears to be an oversized tadpole that never fully matured, with two large, bulbous eyes bulging from either side of its head, and a gaping mouth revealing jagged fangs.

BOGWIGGLE **CR 1**

XP 400

CE Small aberration (aquatic)

Init +5; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 12, touch 12, flat-footed 11 (+1 Dex, +1 size)

hp 16 (3d8+3)

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

OFFENSE

Speed 30 ft., swim 40 ft.

Melee bite +4 (1d4+1), tongue –1 touch (sticky tongue)

Space 5 ft.; **Reach** 5 ft. (10 ft. with tongue)

STATISTICS

Str 13, **Dex** 12, **Con** 13, **Int** 3, **Wis** 12, **Cha** 6

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

Feats Improved Initiative, Power Attack

Skills Acrobatics +5, Perception +1 (+5 in swamps), Stealth +9 (+17 in swamps), Swim +13; **Racial Modifiers** +4 Perception in swamps, +8 Stealth in swamps

Languages Boggard (can't speak)

SQ amphibious, swamp stride



ECOLOGY

Environment temperate swamps

Organization solitary, pair, or pack (3–6)

Treasure none

SPECIAL ABILITIES

Sticky Tongue (Ex) A creature hit by a bogwiggle's tongue attack can't move more than 10 feet away from the bogwiggle and takes a –2 penalty to AC as long as the tongue is attached (this penalty does not stack if multiple tongues are attached). The tongue can be removed by succeeding at an opposed Strength check as a standard action or by dealing 2 points of slashing damage to the tongue (AC 11, damage doesn't deplete the bogwiggle's actual hit points). The bogwiggle can't move more than 10 feet away from the target while attached. It can release its tongue's grip as a free action. Like a boggard, a bogwiggle can't pull targets toward it with its tongue.

Swamp Stride (Ex) A bogwiggle can move through any sort of natural difficult terrain at its normal speed while within a swamp. Magically altered terrain affects a bogwiggle normally.

Also known as toad-hounds, bogwiggles are the stunted, degenerate spawn of boggard priest-kings—these are the young who survived their meals of poisonous dragonflies, but failed to develop properly. They appear to be dog-sized tadpoles that have stopped halfway through the transformation to full-fledged frogs. A single set of long legs sprouts from a bogwiggle's bulbous body, and a frilled, whiplike tail protrudes from its back. Barely more intelligent than ordinary dogs, bogwiggles spend the majority of their short, violent lives serving as hunting companions and guard animals for their capricious, toadlike masters.

Bogwiggles can live up to 20 years, but because of swamp predators and the cruelty of their masters, most die long before reaching the age of 10. Bogwiggles always have the same skin tone as the boggards with which they live—typically gray, green, or black. Just as with boggards, bogwiggles lose their coloring as they age, and particularly old bogwiggles are often pale gray or almost white. The average bogwiggle is just under 3-1/2 feet long, not counting the tail—which itself is around 6 feet long. Most bogwiggles weigh roughly 65 pounds, but larger specimens have been reported by adventurers and scholars.

Despite being mistreated by their boggard masters, bogwiggles have a curiously strong affinity for them, and are intensely loyal to their tribes. Some scholars theorize that this fealty is a primitive version of a boggard's natural tribalism or religious inclinations, yet other observers have suggested that bogwiggles believe themselves capable of transformation into full boggards through unwavering devotion to their boggard superiors.

Encounters

Despite boggards' generalized training, natural divergences in ability mean adventurers traveling through marshes and neighboring environments might encounter groups of boggards with wildly different compositions.

Exiles (CR 7)

Those boggards the tribe doesn't accept are devoured by their betters or cast out. Frequently, exiles are those with strange powers or markings whom their superstitious kin stubbornly refused to allow in the village, but considered too powerful to challenge directly.

Boggard Farcroaker CR 3
XP 800
hp 32 (see page 11)

Boggard Prophet CR 5
XP 1,600
hp 59 (see page 13)

Boggard Swampseer CR 4
XP 1,200
hp 41 (see page 13)

Scouts (CR 8)

Scouting parties use farcroakers to communicate as they patrol tribal borders, traveling quickly and stealthily.

Boggard Farcroakers (2) CR 3
XP 800 each
hp 32 each (see page 11)

Boggard Hunters (2) CR 5
XP 1,600 each
hp 53 each (see page 14)

Hunting Party (CR 11)

Boggards crave meat—from beasts and sapient creatures alike—and even when a priest-king doesn't dispatch formal hunting parties, boggards form small bands to track down, slaughter, and bring back flesh.

Boggard Hunters (2) CR 5
XP 1,600 each
hp 53 each (see page 14)

Boggard Stalker CR 9
XP 6,400
hp 95 (see page 14)

Boggards (4) CR 2
XP 600 each
hp 22 each (*Pathfinder RPG Bestiary* 37)

Royal Court (CR 13)

A priest-king and his royal advisors make for formidable foes.

Boggard Abyssal Warrior CR 8
XP 4,800
hp 98 (see page 11)

Boggard Champions (2) CR 7
XP 3,200 each
hp 72 each (see page 10)

Boggard Priest-King CR 11
XP 12,800
hp 120 (see page 15)

Boggard Prophet CR 5
XP 1,600
hp 59 (see page 13)





Bugbears

Twice on our first day in the valley, a javelin streaked from the brush and struck one of our pack animals. Strange howls and great crashes plagued us, echoing out of the woods. I told Heln that we should have stayed on the main road, and that he and his damned shortcuts could go to the devil. How I wish now that I'd had kinder words for him.

The next night, he and Fletcher took the last watch. When we awoke, Heln was gone. Fletcher had not heard a peep, and mistook a cloak thrown over a bush for Heln's silhouette. We found Heln's remains no more than a hundred yards away, hanging from a tree like an overripe fruit, the skin of his face removed...

Our guards abandoned us this morning. From time to time, we hear their screams. Whatever's out there, it's playing with us. And it's breaking its toys.

—Final entry from a journal found in a bugbear lair, author unknown

Bugbears are the terrors that make other humanoids fear the night. They are cruel killers driven as strongly by a need to cause fear, pain, and misery as they are driven to seek food and shelter. A bugbear cares nothing about other creatures, even members of its own family, and has no motivations beyond finding the best way to feed its dark passions.

Bugbears and their albino snow-stalking cousins, wikkawaks (*Pathfinder RPG Bestiary 4* 278), are the largest of goblinoids, standing nearly 7 feet tall—or they would if they were to stand up straight, but most bugbears prefer a hunched posture. These hulking creatures weigh up to 400 pounds (or 450 pounds for wikkawaks). They have facial features similar to those of goblins and hobgoblins, but on squatter, broader faces. Their faces are bare, but the rest of their bodies are covered in rough, shaggy hair that is often matted or sticking out at odd angles. Despite their bulging muscles and prodigious mass, bugbears move with startling grace and stealth. Simply watching a bugbear stalk its prey, its bulky, top-heavy form gliding silently though spaces that seem too small for it to pass through, is enough to unnerve observers.

Bugbears are more likely than other goblinoids to live solitary lives. Their dislike of being dragged down by the weaknesses and needs of others makes them inherently distrusting of even their own clans and immediate families. This is especially true for wikkawaks, who band together temporarily only to raid villages or to mate. Both types of goblinoids are well suited to solo survival—their excellent senses allow them to identify threats while still far enough away to avoid those too great to overcome, and their natural stealth helps them journey undetected to hidden places in which to sleep or store a cache of supplies. Of course, lone bugbears are more vulnerable to being hunted down when sick or injured, and knowledge of this weakness keeps them cautious. An injured bugbear on its own seeks prey weak enough to pose little risk, even as it hopes the prey will be strong enough to be tormented for weeks or months.

Once a lone bugbear begins to grow infirm from age, it must either convince a group to take it in, or skulk in the shadows, avoiding all risks and pining after past glories. While bugbears are not generous creatures, a fair-sized bugbear clan is often willing to take in an elder for two reasons. First, the newcomer's infirmity makes it less of a threat to existing leaders of the clan. Second, an old bugbear is considered a wily bugbear, likely to know the secrets of silently stalking and killing. While bugbears have little use for most other forms of knowledge, reliable lessons and anecdotes on these subjects are valued as both wisdom and entertainment.

The typical bugbear clan is little more than a family with a history of not betraying each other overly much, and is thus extremely fragile. A bugbear may decide it would rather prey on members of its clan than on more distant victims, scarcity often forces bugbear families to fight among themselves for food and shelter, and one bugbear might simply attack another for no reason at all. No laws or stabilizing traditions prevent a single incident from becoming an all-out conflict. Conflicts often tear the fragile clan apart unless a new leader rises from the carnage and enforces a semblance of order.

The few stable bugbear societies tend to fall into two broad categories: bugbear ghettos and cabals. In bugbear ghettos, a number of the creatures live under the rules (and watchful eyes) of a more stable governance. In some cases, this is a single powerful ruler such as a giant or dragon. That ruler must be powerful or crafty enough to instill sufficient fear into the bugbears to prevent them from starting trouble within its holdings, which is seldom easy. Such rulers employ bugbears as spies, torturers, and secret police, taking advantage of their natural cruelty, alertness, and surreptitiousness to keep other factions in line.

Bugbear ghettos also occasionally form in more organized societies, especially among hobgoblins. In these cases, the bugbears are treated as second-class citizens and forced to serve as scouts and mercenary troops. While each bugbear may be able to kill any given hobgoblin, organized hobgoblins militias can often keep the fragmented and selfish bugbears in line and crush any rebellions against hobgoblin rule.

Bugbears in such ordered societies are often more savage and angry than their freer kin, raging against the limitations that prevent them from creating panic and mayhem however they desire. While some may flee to attempt solo lives, a well-organized military or tyranny can impress upon small groups of bugbears that it is better to serve and live than to rebel and die.

The second form of bugbear society is the even rarer cabal, where a small group of bugbears rules over a larger population of other humanoids—often goblins, orcs, or kobolds. A bugbear cabal can't be considered a government or even a clan in the true senses of those words. It is instead a gang of thugs who have successfully taken control of some other group through pure bullying and extortion. While the cabal has the final say in the community, it leaves the details of governance to functionaries from the subject group.

While it might seem that being an agent of the cabal is the best position within such a settlement, bugbears enjoy terrorizing their most important agents as much as they love creating fear and misery among their lower-ranked subjects. A bugbear cabal rules through fear and random displays of force, and its subjects quickly learn that the best way to survive is to draw no attention at all. However, since someone must see to the needs of the government, the bugbears force senior members of the populace to do that work, and torture them if they fail in their duties.

Full statistics for bugbears can be found on page 38 of the *Pathfinder RPG Bestiary*.

New Rules

The following section details an archetype, new feats, a spell, and a selection of magic items favored by bugbears and wikkawaks.

Bugbear Archetype

Only the most vicious and bloodthirsty bugbears take on the mantle of the antipaladin; those who do so usually focus their vile power on causing as much fear as possible.

Fearmonger (Antipaladin)

The fearmonger wants to do more than cause pain, misery, and confusion. He wishes to spread fear among his foes and infect entire populations with it. The fearmonger archetype is available only to the antipaladin alternate class.

Feed on Fear (Su): At 2nd level, the first time in a round a creature fails a saving throw against a fear effect created by a fearmonger's spell, spell-like ability, or supernatural ability (including any ability that causes a creature to be shaken, frightened, or panicked), the fearmonger is healed of 1 point of damage per 2 antipaladin levels. If the fearmonger is at full hit points when this ability is activated, he instead gains an equal number of temporary hit points. These temporary hit points last for 1 minute. Temporary hit points gained through multiple successful uses of this ability do not stack; the duration increases instead.

The antipaladin can use this ability a number of times per day equal to 1/2 his antipaladin level plus his Charisma bonus. This ability replaces touch of corruption.

Frightening Cruelty (Su): The fearmonger must select shaken as his 3rd-level cruelty, dazed as his 6th-level cruelty, and frightened as his 9th-level cruelty. At 12th level, the fearmonger gains the panicked cruelty.

Panicked: The target is panicked for 1 round per 4 class levels the antipaladin possesses. The antipaladin must have the shaken and frightened cruelties before selecting this cruelty.

This class feature alters cruelty.

Bugbear Feats

The following feats are common among bugbears.

Bushwhack (Combat)

You can subdue an unsuspecting foe quickly.

Prerequisites: Dex 13, Improved Grapple, Improved Unarmed Strike.

Benefit: When a flat-footed creature is unaware of your presence and you successfully grapple it, you can attempt a second grapple combat maneuver check to pin the creature as a free action. If you have the Chokehold feat (*Pathfinder RPG Ultimate Combat* 92), you can instead use this second combat maneuver check to initiate a chokehold.

Hurtful (Combat)

You know how to add injury to insult.

Prerequisites: Str 13, Power Attack.

Benefit: When you successfully demoralize an opponent within your melee reach with an Intimidate check, you can make a single melee attack against that creature as a swift action. If your attack fails to damage the target, its shaken condition from being demoralized immediately ends.

Pile On (Combat)

You can keep a foe shuddering in fear.

Prerequisites: Str 13, Hurtful, Power Attack.

Benefit: Once per round when you damage a creature that is shaken, frightened, or panicked, you can choose to deal half your normal damage in order to extend the duration of its fear condition by 1 round.

Shocking Bellow (Combat)

You can demoralize a foe with a sudden ferocious scream.

Prerequisite: Intimidating Prowess.

Benefit: If you act in the surprise round of a combat, as a free action you can attempt a single Intimidate check to demoralize a creature within 30 feet that can clearly see or hear you.

Staggering Blow (Combat)

You know just where to strike to temporarily stagger a foe.

Prerequisites: Str 13, Power Attack, Vital Strike, base attack bonus +8.

Benefit: When you attack a foe using Vital Strike, you can choose to take a –2 penalty on your attack roll to also make the attack a staggering strike. You must make this choice before making the attack roll. If your attack roll is successful, your target must succeed at a Fortitude saving throw (DC = 10 + 1/2 your character level + your Strength modifier) or be staggered until the start of your next turn. Once a creature that failed its save recovers from the effects of your staggering blow, it is immune to the effects of this feat for 24 hours. Constructs, oozes, plants, undead, incorporeal creatures, and creatures that are immune to critical hits are immune to this effect.

Strangler

You can choke foes with a lasso.

Prerequisites: Exotic Weapon Proficiency (lasso), Weapon Focus (lasso).

Benefit: When you successfully entangle a creature with a lasso (*Pathfinder RPG Advanced Player's Guide* 178) and beat the target's CMD by 5 or more, the target cannot speak above a whisper and must succeed at a concentration check (DC = 20 + your CMB + the spell level) to cast a spell with a verbal component, use a command word item, or use any magic requiring speech. Additionally, the DC of an Escape Artist check to slip free of a lasso you are using equals 15 or your CMD, whichever is higher.

Visceral Threat (Combat)

Your ability to threaten foes is great enough to make them hesitate.

Prerequisite: Intimidating Prowess.

Benefit: You may use Intimidate, rather than Bluff, to attempt a feint against a creature within your melee reach.

BUGBEAR SPELL

Bugbears spellcasters separate their prey from support.

ISOLATE

School illusion (glamer); **Level** antipaladin 3, bard 3, inquisitor 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 round/level (D)

Saving Throw Will partial; **Spell Resistance** yes

You cause the target to become invisible and silent, but only to his allies. Any creature with an attitude of indifferent or worse toward the target, and any creature that wishes the target harm, can see the target normally. The target can see and hear himself, can cast spells with verbal components, and can use command words normally, but any effect that requires allies to see or hear the target does not function. An ally that can see invisible creatures can both see and hear the target of *isolate*.

If the target succeeds at its save, the duration of the spell is reduced to 1 round.

BUGBEAR MAGIC ITEMS

Although any creature can use the following wondrous magic items, they are particularly popular among bugbears.

ELIXIR OF OPPRESSION		PRICE 600 GP
SLOT none	**CL** 3rd	**WEIGHT** —
AURA faint transmutation		

This elixir is normally made from the juice of tomb herald brambles, though other formulae have also been discovered. It allows creatures with the scent ability to smell fear, and instills a bloodlust in the imbiber when it's facing a fearful creature. The imbiber gains a +4 competence bonus on Perception checks made with the scent ability, and a successful DC 15 Perception check allows the imbiber to determine by scent whether a creature is shaken, frightened, or panicked. Once a creature's condition has been identified, the imbiber gains a +2 morale bonus on attack rolls and opposed skill checks against that opponent.

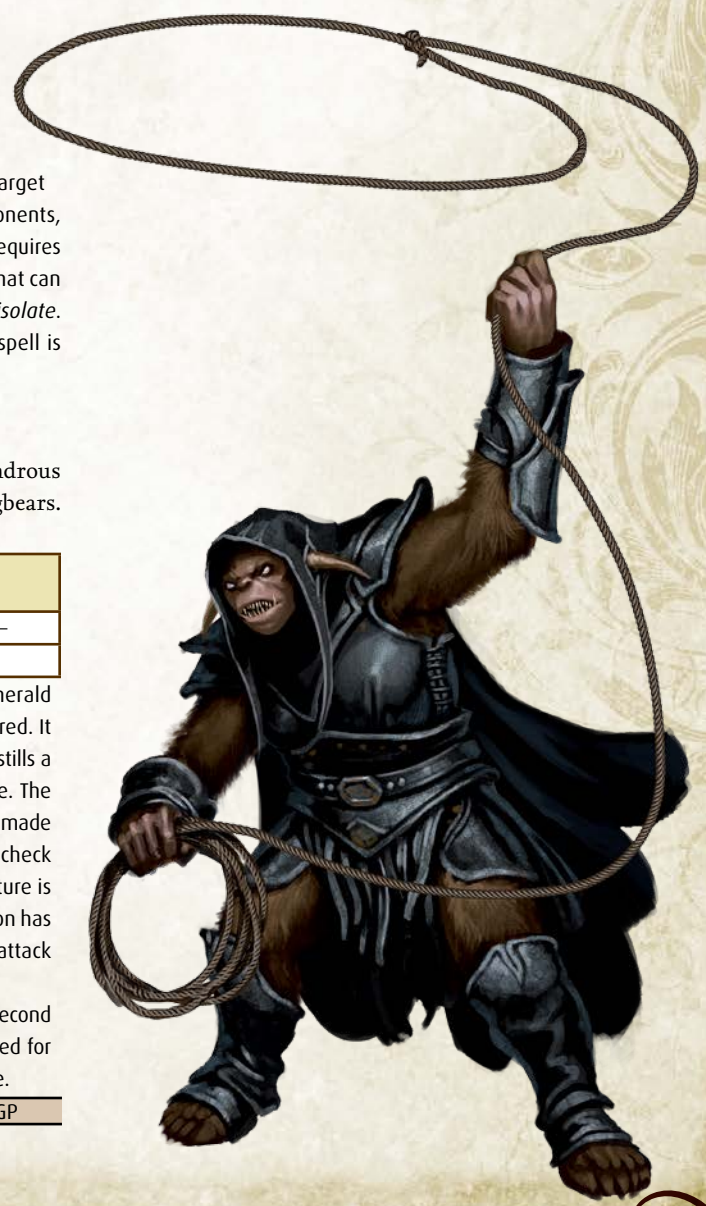
These effects last for 1d4+1 hours. If a creature drinks a second *elixir of oppression* within 24 hours of the first, it is sickened for 24 hours and does not gain the benefits of the second dose.

CONSTRUCTION REQUIREMENTS	COST 300 GP
Craft Wondrous Item, *scare*	

HORROR DUST		PRICE 600 GP
SLOT none	**CL** 3rd	**WEIGHT** —
AURA faint necromancy		

Horror dust is the compressed stuff of nightmares. It is contained in a glass vial that can be thrown as a splash weapon with a range increment of 10 feet. It shatters on impact, creating a cloud of hallucinogenic magic in a 20-foot radius that causes victims to suffer terrible visions and hear phantom screams. Targets in this area must succeed at a DC 13 Will save or be shaken for 1d6 rounds. If a creature is directly struck with the *horror dust* and fails its save, it is also confused for 1 round. Goblinoids actually enjoy the visions created by *horror dust*, and are immune to its fear effect.

CONSTRUCTION REQUIREMENTS	COST 300 GP
Craft Wondrous Item, *cause fear*	



Bugbear Cannibals

Some bugbears have an appetite for the flesh of sapient creatures, though they prefer consuming others over eating their own kind. They often keep groups of captives for weeks, killing and consuming them one at a time.

Bugbear Gnasher **CR 4**

XP 1,200

Bugbear barbarian 2

CE Medium humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft., scent; Perception +9

Defense

AC 21, touch 12, flat-footed 17 (+6 armor, +4 Dex, +3 natural, –2 rage)

hp 53 (5 HD; 3d8+2d12+22)

Fort +9, **Ref** +8, **Will** +3

Defensive Abilities uncanny dodge

Offense

Speed 30 ft.

Melee mwk falchion +11 (2d4+9/18–20), bite +5 (1d4+3)

Ranged javelin +8 (1d6+6)

Special Attacks rage (8 rounds/day), rage powers (animal fury)

Tactics

Before Combat The bugbear attempts to sneak up on its victim before flying into a rage.

Base Statistics When not raging, the gnasher's statistics are **AC** 22, touch 13, flat-footed 19; **hp** 41; **Fort** +7, **Will** +1; **Melee** mwk falchion +10 (2d4+9/18–20); **Str** 18, **Con** 14; **CMB** +8; **Skills** Intimidate +15.

Statistics

Str 22, **Dex** 19, **Con** 18, **Int** 10, **Wis** 9, **Cha** 10

Base Atk +4; **CMB** +10; **CMD** 22

Feats Hurtful*, Intimidating Prowess, Power Attack, Skill Focus (Perception)

Skills Intimidate +17, Perception +9, Stealth +11, Survival +4

Languages Common, Goblin

SQ fast movement, stalker

Combat Gear *elixir of oppression**; **Other Gear** breastplate, javelins (6), mwk falchion, *cloak of resistance +1*, 219 gp



Bugbear Flesh Glutton **CR 8**

XP 4,800

Giant bugbear barbarian 5 (*Pathfinder RPG Bestiary* 295)

CE Large humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft., scent; Perception +14

Defense

AC 23, touch 10, flat-footed 19 (+7 armor, +3 Dex, +6 natural, –2 rage, –1 size)

hp 99 (8 HD; 3d8+5d12+48)

Fort +12, **Ref** +8, **Will** +5

Defensive Abilities improved uncanny dodge, trap sense +1

Offense

Speed 30 ft.

Melee *+1 falchion* +15/+10 (2d6+13/18–20)

Ranged mwk javelin +10 (1d8+8)

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

Special Attacks rage (16 rounds/day), rage powers (animal fury, powerful blow)

Tactics

Before Combat The bugbear rages and charges.

Base Statistics When not raging, the barbarian's statistics are **AC** 24, touch 12, flat-footed 21; **hp** 83; **Fort** +10, **Will** +3; **Melee** *+1 falchion* +13/+8 (2d6+10/18–20) **Ranged** mwk javelin +10 (1d8+6); **Str** 22, **Con** 18; **CMB** +14; **Skills** Intimidate +21.

Statistics

Str 26, **Dex** 17, **Con** 22, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +7; **CMB** +16; **CMD** 27

Feats Hurtful*, Intimidating Prowess, Pile On*, Power Attack

Skills Intimidate +23, Perception +14, Stealth +10, Survival +10

SQ fast movement, stalker

Gear *+1 breastplate*, *+1 falchion*, mwk javelins (2), *cloak of fangs*[UE], 373 gp

BUGBEAR HUNTERS

Stalking though the wilderness, bugbear hunters are always on the lookout for potential food and victims to practice their cruelties on. As a rule, they are territorial and patient, and thrill in the opportunity to prey on travelers far from the support of civilization.

BUGBEAR STALKER **CR 5**

XP 1,600

Bugbear ranger 3

CE Medium humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft., scent; Perception +11

DEFENSE

AC 20, touch 13, flat-footed 17 (+4 armor, +3 Dex, +3 natural)

hp 41 (6 HD; 3d8+3d10+12)

Fort +6, **Ref** +9, **Will** +4

OFFENSE

Speed 30 ft.

Melee mwk scimitar +9 (1d6+3/18–20)

Ranged *+1 composite longbow* +10 (1d8+4/×3)

Special Attacks favored enemy (humans +2)

TACTICS

Before Combat The bugbear tracks his foe and picks off spellcasters and humans from a distance.

During Combat The bugbear wades into the fray with its bow, taking advantage of Deadly Aim and Point-Blank Shot for as long as he can before switching to his scimitar.

STATISTICS

Str 16, **Dex** 17, **Con** 15, **Int** 12, **Wis** 14, **Cha** 6

Base Atk +5; **CMB** +8; **CMD** 21

Feats Deadly Aim, Endurance, Far Shot, Point-Blank Shot, Weapon Focus (longbow)

Skills Intimidate +11, Perception +11, Stealth +13, Survival +11

Languages Common, Goblin, Sylvan

SQ favored terrain (forest +2), stalker, track +1, wild empathy +1

Combat Gear *potions of cure light wounds* (4); **Other Gear** chain shirt, *+1 composite longbow* (+3 Str) with 20 arrows, mwk scimitar, 284 gp

BUGBEAR AMBUSHER **CR 10**

XP 9,600

Bugbear ranger (trapper) 8 (*Pathfinder RPG Ultimate Magic* 65)

CE Medium humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft., scent; Perception +11

DEFENSE

AC 25, touch 14, flat-footed 22 (+5 armor, +1 deflection, +2 Dex, +1 dodge, +5 natural, +1 shield)

hp 90 (11 HD; 3d8+8d10+33)

Fort +11, **Ref** +12, **Will** +7

OFFENSE

Speed 30 ft.

Melee *+1 longsword* +14/+9 (1d8+6/19–20), *+1 short sword* +14 (1d6+3/19–20)

Ranged mwk dagger +11 (1d4+5/19–20)

Special Attacks favored enemy (elves +4, gnomes +2), traps (7/day; DC 17; pit trap, snare trap, tar trap)

TACTICS

Before Combat An ambusher sets traps along a trail or at a watering hole, and then jumps anyone who gets ensnared.

During Combat An ambusher focuses on targets that have not been incapacitated by his traps first. Once they are taken care of, he has time to slowly torment the remaining victims.

STATISTICS

Str 20, **Dex** 14, **Con** 16, **Int** 10, **Wis** 16, **Cha** 6

Base Atk +10; **CMB** +15; **CMD** 27

Feats Dodge, Double Slice, Endurance, Improved Initiative, Improved Natural Armor, Quick Draw, Two-Weapon Defense, Two-Weapon Fighting, Two-Weapon Rend

Skills Climb +11, Disable Device +18, Intimidate +15, Perception +11, Stealth +18, Survival +11

Languages Common, Goblin

SQ favored terrain (swamp +4, underground +2), hunter's bond (companions), stalker, swift tracker, track +4, wild empathy +6, woodland stride

Combat Gear *potions of cure light wounds* (2), *potions of cure moderate wounds* (2), *potion of invisibility*; **Other Gear** *+1 chain shirt*, *+1 longsword*, *+1 short sword*, mwk daggers (2), *amulet of natural armor +1*, *cloak of resistance +1*, *ring of protection +1*, 271 gp



Bugbear Cultist

Bugbear cults are often small and short-lived, driven by strident cultists who hail themselves as prophets. The cultists consider themselves specially blessed with the power (and authority) to terrorize the world, and use their spells and curses as evidence of their special status. Most bugbear prophets rule over a small group of lesser creatures, often gullible goblins or kobolds, though sometimes they have a more unusual flock, such as dire apes, ettercaps, or howlers.

Bugbear Cultist **CR 7**

XP 3,200

Bugbear oracle 6 (*Pathfinder RPG Advanced Player's Guide* 42)

CE Medium humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft., scent; Perception +14

Defense

AC 22, touch 14, flat-footed 18 (+5 armor, +3 Dex, +1 dodge, +3 natural)

hp 64 (9d8+24)

Fort +6, **Ref** +9, **Will** +6

Offense

Speed 30 ft.

Melee *+1 morningstar* +10/+5 (1d8+4)

Oracle Spells Known (CL 6th; concentration +8)

3rd (3/day)—*bestow curse* (DC 16), *inflict serious wounds* (DC 15), *magic vestment*

2nd (6/day)—*fog cloud*, *inflict moderate wounds* (DC 14), *resist energy*, *summon monster II*

1st (7/day)—*cure light wounds*, *enlarge person*, *inflict light wounds* (DC 13), *protection from good*, *ray of sickening*[UM] (DC 14), *shield of faith* (DC 13)

0 (at will)—*bleed* (DC 13), *create water*, *detect magic*, *detect poison*, *guidance*, *spark*[APG], *virtue*

Mystery battle

Tactic

Before Combat The bugbear casts *magic vestment* on her chain shirt.

During Combat The bugbear casts *shield of faith* on herself and *enlarge person* on either herself or a tough ally. She then uses *bestow curse* and *ray of sickening* to harry her enemies and cause them misery.

Base Statistics Without *magic vestment*, the bugbear's statistics are **AC** 20, touch 14, flat-footed 16.

Statistics

Str 16, **Dex** 16, **Con** 15, **Int** 12, **Wis** 8, **Cha** 14

Base Atk +6; **CMB** +9; **CMD** 21

Feats Blind-Fight, Combat Casting, Dodge, Skill Focus (Perception), Spell Focus (necromancy)

Skills Intimidate +18, Knowledge (religion) +7, Perception +14, Spellcraft +7, Stealth +18, Survival +5

Languages Common, Giant, Goblin, Infernal

SQ oracle's curse (tongues), revelations (battlefield clarity 1/day, surprising charge 1/day), stalker

Combat Gear *wand of cure moderate wounds* (25 charges); **Other Gear** mwk chain shirt, mwk morningstar, *cloak of resistance +1*, spell component pouch, 186 gp



Bugbears worship in divergent, sometimes contradictory ways, and no one would call their religion "organized." Most of them simply utter occasional thanks to any demon lords whose names they happen to know. A cultist who comes along with a slightly formalized religious spiel and the ability to cast potent spells can sometimes convince other bugbears to follow him into a religious fervor. Cultists revere gods of battle, particularly demon lords. Their rituals vary wildly, and often involve violent blood sacrifices. A small number of especially conceited cultists consider themselves true prophets or living gods.

BUGBEAR SNEAKS

Many bugbear sneaks serve as scouts and assassins for hobgoblin armies. They sometimes become enamored of the act of killing itself, and use their natural affinity for moving quietly to become unseen murderers in cities.

BUGBEAR LURKER **CR 8**

XP 4,800

Bugbear rogue 7

CE Medium humanoid (goblinoid)

Init +8; **Senses** darkvision 60 ft., scent; **Perception** +13

DEFENSE

AC 20; touch 15; flat-footed 18 (+4 armor, +4 Dex, +1 deflection, +2 natural)

hp 81 (10d8+37)

Fort +6, **Ref** +12, **Will** +3

Defensive Abilities evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 30 ft.

Melee *+1 short sword* +12/+7 (1d6+3/19–20)

Ranged javelin +12 (1d6+2)

Special Attacks sneak attack +4d6

TACTICS

Before Combat Using fast stealth to approach quickly, the bugbear lurker positions herself to land a surprise attack.

STATISTICS

Str 14, **Dex** 18, **Con** 16, **Int** 13, **Wis** 10, **Cha** 10

Base Atk +7; **CMB** +9; **CMD** 23

Feats Combat Expertise, Improved Feint, Improved Initiative, Skill Focus (Stealth), Weapon Finesse

Skills Acrobatics +16, Bluff +13, Climb +14, Disable Device +16, Intimidate +17, Perception +13, Stealth +31

Languages Common, Goblin, Orc

SQ rogue talents (bleeding attack +4, fast stealth, surprise attack), stalker, trapfinding +3

Combat Gear alchemist's fire (4); **Other Gear** mwk chain shirt, *+1 short sword*, javelins (4), *cloak of elvenkind*, *ring of protection +1*, 656 gp

BUGBEAR SHADOW SNEAK **CR 10**

XP 9,600

Bugbear ninja 5/shadowdancer 4 (*Pathfinder RPG Ultimate Combat* 13)

CE Medium humanoid (goblinoid)

Init +4; **Senses** darkvision 90 ft., scent; Perception +15

DEFENSE

AC 25, touch 16, flat-footed 20 (+4 armor, +1 deflection, +4 Dex, +1 dodge, +5 natural)

hp 82 (12d8+29)

Fort +6, **Ref** +14, **Will** +4

Defensive Abilities evasion, improved uncanny dodge

OFFENSE

Speed 30 ft.

Melee *+1 short sword* +15/+10 (1d6+6/17–20) or mwk dagger +13/+8 (1d4+5/19–20)

Ranged mwk dagger +12 (1d4+5/19–20)

Special Attacks sneak attack +3d6

Shadowdancer Spell-Like Abilities (CL 4th; concentration +5)

2/day—*shadow illusion* (DC 11)

1/day—*shadow call* (DC 15)

TACTICS

Before Combat The shadow sneak uses hide in plain sight to ambush foes.

STATISTICS

Str 20, **Dex** 18, **Con** 14, **Int** 8, **Wis** 10, **Cha** 12

Base Atk +8; **CMB** +13; **CMD** 29

Feats Combat Reflexes, Dodge, Extra Ki, Improved Critical (short sword), Mobility, Weapon Focus (short sword)

Skills Acrobatics +19, Climb +20, Intimidate +5, Perception +15, Perform (dance) +6, Stealth +23, Survival +11

Languages Common, Goblin

SQ hide in plain sight, ki pool (5), ninja tricks (fast stealth, stand up), no trace +1, poison use, rogue talent (slow reactions), shadow jump (40 ft./day), stalker, summon shadow

Gear *+2 leather armor*, *+1 short sword*, mwk daggers (3), *amulet of natural armor +1*, *cloak of resistance +1*, *ring of protection +1*, 374 gp



Bugbear Bloodmage

The few bugbears who manifest a glimmer of arcane magical ability rarely pursue their gift. Such things get in the way of what is important: stalking, terrifying, and murdering prey. But those who pursue their gifts—and live to reach their full potential—become horrifying vessels of bloody doom.

Bugbear Bloodmage **CR 11**

XP 12,800

Bugbear sorcerer 10

CE Medium humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft., scent; Perception +0

Defense

AC 18, touch 13, flat-footed 15 (+2 Dex, +1 dodge, +5 natural)

hp 97 (13 HD; 3d8+10d6+49)

Fort +8, **Ref** +11, **Will** +9

Resist fire 20



Offense

Speed 30 ft.

Melee *+1 quarterstaff* +12/+7 (1d6+7)

Ranged mwk shortbow +10 (1d6/×3)

Bloodline Spell-Like Abilities (CL 10th; concentration +12)

6/day—*elemental ray* (1d6+5 fire)

1/day—*elemental blast* (10d6 fire, DC 18)

Sorcerer Spells Known (CL 10th; concentration +13)

5th (3/day)—*fire snake*[APG] (DC 18)

4th (5/day)—*black tentacles*, *elemental body I*, *fire shield*

3rd (6/day)—*fireball* (DC 16), *howling agony*[UM] (DC 16), *protection from energy*, *rage*, *stinking cloud* (DC 16)

2nd (7/day)—*alter self*, *invisibility*, *levitate*, *scorching ray*, *see invisibility*, *touch of idiocy*

1st (7/day)—*burning hands* (DC 14), *color spray* (DC 14), *enlarge person* (DC 14), *magic missile*, *ray of enfeeblement* (DC 14), *shield*

0 (at will)—*acid splash*, *daze* (DC 13), *detect magic*, *detect poison*, *ghost sound* (DC 13), *mage hand*, *read magic*, *resistance*, *touch of fatigue* (DC 13)

Bloodline elemental (fire)

Tactics

Before Combat The bloodmage casts *invisibility* and positions herself where she can hurl spells with impunity.

During Combat At the start of the battle, the bloodmage casts *fire snake* and *fireball* on her foes. She reserves spells such as *fire shield* and *shield* to protect herself when she becomes the target of attacks.

Statistics

Str 18, **Dex** 15, **Con** 16, **Int** 8, **Wis** 10, **Cha** 17

Base Atk +7; **CMB** +11; **CMD** 24

Feats Combat Casting, Dodge, Empower Spell, Enlarge Spell, Eschew Materials, Improved Initiative, Lightning Reflexes, Point-Blank Shot, Precise Shot

Skills Intimidate +6, Spellcraft +12, Stealth +9

Languages Common, Goblin

SQ bloodline arcana (change energy damage spells to fire), stalker

Combat Gear *potion of cure moderate wounds*, **Other Gear** *+1 quarterstaff*, mwk dagger, mwk shortbow with 20 arrows, *amulet of natural armor +2*, *cloak of resistance +1*, *headband of alluring charisma +2*, 117 gp

Arcane spellcasters among bugbears are typically sorcerers—few bugbears have enough interest or patience to follow arcane paths such as wizardry that require study or control. Bugbears call those with natural magical talent bloodmages, and treat their spellcasting ability the same as any skill—if it's useful for hurting, it's worth knowing. A typical bloodmage is interested in only spells that cause destruction and pain, plus a few supplemental spells to help her defend herself. Almost no bloodmages learn to create magic items.

BUGBEAR TYRANT

The bugbear tyrant is a mad agent of fear and murder. Once a solo marauder, he has gained such great power that cults have begun to grow around him as the chosen agent of a demon lord, and a crude bugbear nation is assembling to serve the tyrant. This is all beneath the tyrant's notice. He does not care who serves him, or what hopes or plans they make for themselves. His only mission is to spread terror and mayhem.

BUGBEAR TYRANT **CR 13**

XP 25,600

Male bugbear antipaladin (fearmonger) 12 (*Pathfinder RPG Advanced Player's Guide* 118, see page 20)

CE Medium humanoid (goblinoid)

Init +1; **Senses** darkvision 60 ft., scent; Perception +11

Aura cowardice (10 ft.), despair (10 ft.), vengeance (10 ft.)

DEFENSE

AC 27, touch 12, flat-footed 26 (+11 armor, +1 deflection, +1 Dex, +4 natural)

hp 136 (15 HD; 3d8+12d10+57)

Fort +15, **Ref** +11, **Will** +11

Immune disease

OFFENSE

Speed 30 ft.

Melee +2 falchion +22/+17/+12 (2d4+9/18–20)

Ranged mwk javelin +16 (1d6+5)

Special Attacks channel negative energy (DC 18, 6d6), smite good 4/day (+2 attack and AC, +12 damage)

Antipaladin Spell-Like Abilities (CL 12th; concentration +14)
At will—*detect good*

Antipaladin Spells Prepared (CL 9th; concentration +11)
3rd—*isolate** (DC 15)
2nd—*corruption resistance*[APG], *litany of warding*[UC], *scare* (DC 14)
1st—*disguise self*, *litany of sloth*[UC], *litany of weakness*[UC]

TACTICS

Before Combat The bugbear tyrant uses *disguise self* to get close to unsuspecting enemies.

During Combat Using the fear effects at his disposal, the bugbear tyrant increases his damage with Cruel Opportunist and Hurtful, while regaining hit points using his feed on fear ability. The tyrant cares little about the lives of those he fights alongside; if he must retreat, he allows his allies to die.

STATISTICS

Str 20, **Dex** 12, **Con** 16, **Int** 12, **Wis** 8, **Cha** 15

Base Atk +14; **CMB** +19; **CMD** 30

Feats Cruel Opportunist*, Dazzling Display, Hurtful*, Intimidating Prowess, Pile On*, Power Attack, Visceral Threat*, Weapon Focus (falchion)

Skills Intimidate +26, Perception +11, Stealth +15

Languages Abyssal, Common, Goblin

SQ cruelties (dazed, frightened, panicked*), feed on fear* (6 hp), fiendish boon (weapon +3, 2/day), stalker

Combat Gear *elixir of oppression**, *potion of cure moderate wounds*; **Other Gear** *+2 full plate*, *+2 falchion*, mwk javelins (2), *amulet of natural armor +1*, *boots of striding and springing*, *cloak of resistance +1*, *ring of protection +1*, 973 gp

Though he draws other bugbears to follow him by his charismatic presence, a bugbear tyrant truly makes his legend by defeating and torturing other creatures. Bugbears care far less about gaining territory or forcing surrender than they do about inflicting pain and collecting heads. They're quick to recognize and appreciate the cruelty in an antipaladin's heart, and the supernatural ability to inflict pain on others that he brings to bear.

The tyrant doesn't reserve his violence for enemies of the bugbear race. It doesn't take much for him to turn on his underlings and slice them up for fun, especially if he's growing bored.



Frightful Haunter

The mist forms a roughly humanoid shape. Its features are indistinct, except for its clawed hands and hairy, fanged face.

FRIGHTFUL HAUNTER **CR 8**

XP 4,800

CE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft.; Perception +17

Aura cowardice (30 ft.)

DEFENSE

AC 16, touch 15, flat-footed 12 (+3 deflection, +3 Dex)

hp 60 (8d8+24); fast healing 0 (see special abilities)

Fort +5, **Ref** +5, **Will** +9

Immune haunts

Defensive Abilities channel resistance +3, incorporeal

OFFENSE

Speed fly 40 ft. (perfect)

Melee terrifying touch +9 (3d8 plus Will DC 17 or shaken)

Special Attacks create haunt, terrifying touch (DC 17)

STATISTICS

Str —, **Dex** 17, **Con** —, **Int** 15, **Wis** 17, **Cha** 16

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

Feats Blind-Fight, Skill Focus (Perception)



Skills Fly +11, Intimidate +13, Knowledge (history) +10, Knowledge (local) +13, Perception +17, Stealth +14, Survival +11

Languages Common, Goblin

ECOLOGY

Environment any

Organization solitary, pair, or gang (3–6)

Treasure none

SPECIAL ABILITIES

Aura of Cowardice (Su) A frightful haunter radiates a palpably daunting aura that causes all enemies within 30 feet to take a –4 penalty on saving throws against fear effects. Creatures that are normally immune to fear lose that immunity while within 10 feet of a frightful haunter with this ability.

Create Haunt (Su) A frightful haunter has so much rage and desire to create fear that it can actually create a haunt (*Pathfinder RPG GameMastery Guide* 242) once per hour. Each haunt has a CR no greater than the frightful haunter's CR – 2, and often takes a form either tied to the location the frightful haunter selects for it or inspired by the victims the frightful haunter hopes to frighten.

Unlike a typical haunt, those created by a frightful haunter are destroyed when neutralized, and fade away after a number of days equal to the creator's Hit Dice. A frightful haunter cannot have more than 1 haunt active per HD; if any haunt is created that exceeds that limit, the oldest active haunt is neutralized.

Fear Eater (Su) A frightful haunter has an amount of fast healing equal to the number of creatures within 30 feet currently suffering from a fear effect.

Made of Fear (Su) A frightful haunter is immune to the effects of a haunt, even those it does not create.

Terrifying Touch (Su) A creature struck by a frightful haunter's touch attack takes 3d8 points of damage and must succeed at a DC 17 Will saving throw or be shaken for 1 minute. A creature that succeeds at the save can't be made shaken by the terrifying touch for 24 hours, but can still take damage from it. Successfully using terrifying touch multiple times extends only the duration of its effect; it does not create a stronger fear condition. This is a mind-affecting fear effect. The DC is Charisma-based.

Occasionally, the desire to cause fear and misery survives even when a bugbear dies. Such a creature can detach part of its vile nature to create frightening spiritual traps in the form of haunts. Whenever possible, a frightful haunter learns about a group before building haunts to terrify it, and customizes the haunts' effects based on its victims' fears and weaknesses. If a frightful haunter is forced to confront a group directly, it attempts to create a stronghold of damaging haunts, attacking only when the group neutralizes one of the haunts, and then fleeing to another prepared location.

ENCOUNTERS

While bugbears are sometimes encountered alone, they often band together to raid, scout, murder, or terrorize.

BUGBEAR RAIDING PARTY (CR 6)

This raiding party is out to find victims who've fallen behind caravans or strayed too far from villages or farms.

BUGBEAR GNASHER **CR 4**

XP 1,200

hp 53 (see page 22)

BUGBEARS (2) **CR 2**

XP 600 each

hp 16 each (*Pathfinder RPG Bestiary* 38)

BUGBEAR SCOUTS (CR 9)

Either working for hobgoblins or some other master, these scouts are silent and lethal, working in concert to eliminate their master's foes.

BUGBEAR FLESH GLUTTON **CR 8**

XP 4,800

hp 99 (see page 2)

BUGBEAR STALKERS (2) **CR 5**

XP 1,600 each

hp 41 each (see page 23)

BUGBEAR MURDER GANG (CR 11)

Often the best way to spread fear and misery is to kill a beloved member of a community. This group of bugbears wishes to demoralize a town prior to a larger invasion, and is sneaking in to kill a respected council member.

BUGBEAR CULTIST **CR 7**

XP 3,200

hp 64 (see page 24)

BUGBEAR LURKERS (2) **CR 8**

XP 4,800 each

hp 81 each (see page 25)

INNER CIRCLE (CR 15)

Clustered around the terrifying power of the bugbear tyrant, this group might represent the brutal core of a bugbear clan or another monstrous infestation. While these individuals likely squabble among themselves, and prefer to let their underlings do all the work, when faced with an opponent that actually threatens their rule, they operate as a team to viciously put down the interloper.

BUGBEAR AMBUSHER **CR 10**

XP 9,600

hp 90 (see page 23)

BUGBEAR BLOODMAGE **CR 11**

XP 12,800

hp 97 (see page 26)

BUGBEAR CULTIST **CR 7**

XP 3,200

hp 64 (see page 24)

BUGBEAR TYRANT **CR 13**

XP 25,600

hp 136 (see page 27)





Drow

The brief battle ended, but the last screams and gurgles of the dying still echoed across the massive cavern.

"So this is what passes for a leader among you filthy little creatures," Matron Vendalin said, her claws drawing blood as they dug into the throat of the svirfneblin commander. "You're hardly even big enough to be much use as a slave. To give you as a gift to one of my rivals would be too great an insult, even for my tastes."

She tossed the commander's broken form onto the piled-up corpses of his regiment. "You must pay for making war against me. But I'm not the only one you wronged. It would hardly be fair to keep you all to myself.

"Hand me your blade, Ekesree. I think I'll send a piece of this one to every matron these vermin insulted."

—From the journal of Lieutenant Ekesree Orvinzae

Dark elves number among the cruelest, most sadistic creatures to live above or below the surface of the world. While no intelligent race is uniformly evil or uniformly good, drow society codifies brutality, rewards viciousness, and roots out those who don't conform to the race's elevation of malice and chaos. These dogmas permeate all aspects of drow life—an existence punctuated by betrayal, assassination, calculated scheming, and baseless acts of destruction. Most cultures holding to such beliefs would quickly be consumed by the chaos they embrace, but dark elves have forged an enduring society in which civility and a caste-based hierarchy balance the ever-present machinations and acts of treachery.

Dark elves resemble their surface kin in form: lithe and graceful, with angular features and distinctly pointed ears. However, centuries of divergence have made the two races inverted reflections of one another. A dark elf's skin is either a cold blue-black, lusterless like a starless night or with a sheen akin to volcanic glass, or a deep purple, like the diluted violet of a dawn sky. Drow eyes are milky white with no pupils, adapted to an existence with little or no light. A dark elf's hair is typically white and fine.

Most surface elves think of the drow as a different race—one that represents all that "true" elves shun and have cast away. The hard truth is that the dark elves originated when a corruption transformed surface elves. The drow are proof of the lurking possibility of evil in any creature.

The true origin of the drow is shrouded in the darkness of the caverns beneath the surface of the world. After a great cataclysm drove the surface elves from their homes, many took shelter in tunnels beneath the earth. Orcs, duergar, and even fouler creatures battled them for survival in this lightless world, and time and again the elves found themselves outmatched by creatures better suited to the environment. Defeat and desperation forced them to flee deeper and deeper.

Eventually, their flight into the depths of the world brought the elves close to a mysterious source of unbridled chaos and malevolence. This influence warped their bodies and minds, granting them great power at the cost of their morality and souls. Just as they had fled their ancestral lands above, so now had they fled from what made them elves in the first place. Rather than resist this influence, the elves embraced it. The lost tribe became the first of the world's drow.

In the centuries to follow, the dark elves grew more at home in the dark. They developed supernatural powers, perfected the use of poisons, gained the ability to see in the dark, and became able to resist magical attacks. In time, they embarked upon a campaign to conquer the lands beneath the world, deeming themselves superior to all other forms of mortal life. They sought aid and further power to achieve their aims more quickly. Their priests turned to the Abyss, pledging themselves and their families to numerous demon lords—and the demons were eager to accept the drow's fealty. Favor with a demon lord became a key element to securing power within drow society.

In the ensuing millennia, the drow became the undisputed masters of their lightless realm. As they spread, they created vast underground cities ruled by fickle noble houses. Eventually, however, demonic influence and the drow's ingrained cruelty turned their focus and resolve into endless treachery. The Lords of the Abyss delight in the fractious mayhem of their vassals, regardless of whether they are slaughtering other races or each other. While such a society comprising lesser beings might have quickly collapsed, the drow's civilization endured, in part because of mercilessly enforced laws and etiquette that rein in their pitiless aspirations and most audacious betrayals.

As a result of the Abyssal compact that twisted dark elf society into what it is today, roughly one drow child in 20 is born with magical powers that far exceed those of her peers. These "noble drow" usually climb to the highest peaks of dark elf society. For reasons that remain unclear, drow nobles are almost exclusively female. This skewing of power helped shape the strong and brutal matriarchy now ingrained in drow culture.

The upper echelon of any drow settlement, underground village, or grand metropolis is uniformly female. In larger cities, drow matrons head great houses that serve as both centers for their families and power nexuses. These matrons are often clerics or wizards, as are their cadres of advisors. Regiments of trained drow warriors serve each house and its matron. The drow toiling in the direct shadow of a great house affirm their loyalty by reporting the schemes and ambitions of other servants, in an attempt to curry favor and gain the privilege of serving greater members of the house. Outside the noble houses, drow act as merchants, traders, and information brokers. Life for non-nobles is a delicate balancing act of maintaining lucrative relationships with influential houses while avoiding becoming entangled in others' feuds.

Slaves constitute the lowest level of drow society. Drow covet these captives of other subterranean races, and collect them as spoils of battle. The drow put slaves to work mining ore, constructing elaborate subterranean structures, and toiling in the great fungus beds that feed the dark elves. Most lead short, terrible lives as the drow work them to death. Slaves with specialized training like spellcasters, linguists, or sages sometimes serve in non-noble drow households, where they perform roles that drow servants fill in the greater houses. While this existence is better than that of menial laborers, the drow's relentless pursuit of social status ensures that any house that uses "common" races as servants will one day rid themselves of these markers of lower-class living.

Full statistics for drow can be found on page 114 of the *Pathfinder RPG Bestiary*.

New Rules

Centuries of research, demonic influence, and exposure to bizarre materials have inspired many drow innovations.

Drow Alchemist Discoveries

The following discoveries are available to drow alchemists. These discoveries modify bombs and are marked with a dagger (†) to indicate they do not stack. Only one such discovery can be applied to an individual bomb.

Blackstar Bomb† (Su): This bomb crushes the target like a void bomb, then repels nearby creatures with a burst of gravity. The target takes damage as if hit by a void bomb. All other creatures within 5 feet of the target are subject to a bull rush. The alchemist uses his alchemist class level in place of his Combat Maneuver Bonus, and adds his Intelligence modifier in place of his Strength or Dexterity modifier to resolve the bull rush attempts. Creatures moved by a blackstar bomb are pushed directly away from the target's square. An alchemist must have the void bomb discovery to create blackstar bombs.



Void Bomb† (Su): By combining the spores from strange fungi with slivers from extradimensional voids, some drow alchemists create bombs that cause bursts of gravity capable of crushing those inside. Void bombs deals 1d4 points of bludgeoning damage, plus 1d4 points of bludgeoning damage for every 2 alchemist levels beyond 1st, instead of 1d6. A creature hit by the bomb must succeed at a Reflex save against the bomb's DC. If it fails, it is knocked prone and can't get up for 1 round. If it succeeds, all of its movement speeds are reduced to 5 feet for 1 round. Other creatures within 5 feet of the bomb's target take no damage, but must succeed at a Reflex save against the bomb's DC or have all their movement speeds reduced to 5 feet for 1 round. An alchemist must be 6th level before selecting this discovery.

Drow Feats

The following feats are available to drow.

Angelbane Strike

You channel the power of your Abyssal patron through your weapon to punish the righteous.

Prerequisites: Channel Smite, divine caster level 5th, channel negative energy class feature, demon lord patron deity.

Benefit: When you use Channel Smite against a living creature with a good alignment, you treat all 1s on the channel smite damage dice as 2s.

If your target is either a good outsider or a divine caster who serves a good deity, you are considered 2 levels higher when determining how many channel energy damage dice you roll when using Channel Smite.

Shadow Shroud

Using a portion of your innate magic, you cloak your body in darkness to evade attacks.

Prerequisites: Combat Reflexes, *darkness* racial spell-like ability.

Benefit: As an immediate action, you can create a shifting haze of darkness around yourself, granting you concealment against one attack. The haze dissipates after the attack is resolved. You can use this ability once per day, plus one additional time per day when your caster level for your racial *darkness* spell-like ability reaches 5th, 10th, 15th, and 20th.

Sniper's Lantern

You use your innate magic powers to target enemies and spot their weaknesses.

Prerequisites: Point Blank Shot, *dancing lights* racial spell-like ability.

Benefit: You can use your *dancing lights* racial spell-like ability to create one orb of penetrating light. This light grants you a +2 insight bonus on all ranged attacks made

against targets within 5 feet of the light's location. You can direct this light to a new location anywhere within the spell's range as a move action, otherwise the effect functions exactly like *dancing lights*. You can use this ability once per day, plus an additional time per day when your caster level for your racial *dancing lights* spell-like ability reaches 5th, 10th, 15th, and 20th.

DROW EQUIPMENT

The following equipment is available in drow communities.

LIGHT-KILLER'S GREASE

PRICE 25 GP
WEIGHT —

Keenly aware of their vulnerability to light and to those who wield it as a weapon, the drow have pioneered many ways to defend themselves against light—magic or otherwise. Light-killer's grease is a pungent, oily alchemical substance harvested from underground fungus and mixed with powdered minerals common in the deep earth.

When combined correctly, this black, tarry mass absorbs light. It must be applied around a creature's eyes (a full-round action) to function. When worn, it negates the dazzled condition from exposure to bright light and grants a +1 alchemical bonus on saving throws against spells and effects with the light descriptor. The grease is considered an overpowering scent for the purpose of the scent special ability, and a creature with scent can pinpoint the wearer's location at a range of 10 feet instead of 5 feet.

Once applied, the grease remains potent for 1 hour. Removing the grease is a full-round action that requires a gallon of water or another suitable washing liquid; otherwise, the visual marks can be removed, ending the effect, but the smell remains for the full duration.

Crafting *light-killer's grease* requires a successful DC 15 Craft (alchemy) check.

SPIDERDRAW

PRICE 40 GP
WEIGHT 1/2 lb.

This alchemical fluid is viscous and clear, and it emits a strong chemical smell when exposed to air. Vermin are attracted to it and perceive anything marked with it as prey. Spiders, insects, and similar vermin gain a +5 bonus on Perception checks and attack rolls against a creature marked with spiderdraw; if these creatures have the scent ability, they can detect a marked creature at five times the normal range, note its direction as a free action, and pinpoint it when it is within 25 feet.

Drow sometimes use spiderdraw as a contact poison or splash weapon against opponents, allowing vermin to focus on the marked targets while the drow retreat, regroup, or move to a more advantageous position. Washing off the spiderdraw is a full-round action requiring at least a gallon of water or other suitable washing liquid; otherwise, the effects last for 1 hour.

Crafting *spiderdraw* requires a successful DC 20 Craft (alchemy) check.

DROW MAGIC ITEMS

The following magic items are available to drow.

CAVER'S BOLT

PRICE 6,000 GP

SLOT none	**CL** 5th	**WEIGHT** 1/2 lb.
AURA moderate evocation		

Unable to use levitate like noble drow, common drow sometimes rely on these magical bolts to keep pace on climbs to the surface world or when delving deep caves.

A *caver's bolt* resembles a weighty, iron-banded crossbow bolt with a steel tip, capped with prongs and hooks. It resizes itself to fit any Small or Medium crossbow, and can be used as a nonmagical grappling arrow[UE]. The bearer loads the bolt into a crossbow, chooses a solid surface within weapon range, and speaks a command word to launch the bolt and embed it in the surface. The launched bolt trails a ghostly purple chain of force connected to the crossbow. Anyone holding the crossbow can speak a command word to retract the chain at a rate of 30 feet per round, pulling the user toward the embedded bolt. The force chain can support 500 pounds (hardness 10, 10 hp, break DC 28). Once the chain is fully retracted, the bolt can be used again. If the force chain is severed or broken, the *caver's bolt* ceases to function for 24 hours.

CONSTRUCTION REQUIREMENTS	**COST** 3,000 GP
Craft Wondrous Item, *force hook charge*[UM]	

EXTRACTOR'S GLOVES

PRICE 5,000 GP

SLOT hands	**CL** 5th	**WEIGHT** —
AURA moderate transmutation		

These black leather fingerless gloves are shot through with strands of giant spider webbing. They allow their wearer to steal the special abilities of an opponent's weapon and augment the wearer's unarmed strikes with the abilities instead.

Once per day, the wearer can activate the gloves by succeeding at an unarmed disarm combat maneuver against an opponent's magic weapon. Instead of disarming the weapon, the wearer can negate the weapon's special abilities (*bane*, *flaming*, and so on) for 1d4 rounds and apply these abilities to her own unarmed strikes (the weapon's enhancement bonus is unaffected). Any weapon special abilities that couldn't be applied to unarmed strikes (such as *returning* or *vorpal*) are still suspended on the weapon but are not applied to the wearer's unarmed attacks.

If the wearer's unarmed strikes already have magical weapon special abilities (such as from an *amulet of mighty fists*), the enhancement bonus and special ability bonus equivalents on the wearer's unarmed strikes can't total more than +10; stolen special abilities are discarded at random until the total is +10 or less (discarded abilities are still suspended in the opponent's weapon for the normal duration).

CONSTRUCTION REQUIREMENTS	**COST** 2,500 GP
Craft Wondrous Item, *magic weapon*, *vampiric touch*	

Drow Scouts

Scouts are cunning and resourceful, but still must prove themselves to higher-ranked drow before being considered anything but expendable.

DROW SCOUT **CR 1**

XP 400

Drow rogue 2

CE Medium humanoid (elf)

Init +3; **Senses** darkvision 120 ft.; Perception +8

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 16 (2d8+4)

Fort +1, **Ref** +6, **Will** +1; +2 vs. enchantment

Defensive Abilities evasion; **Immune** sleep; **SR** 8

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee short sword +2 (1d6+1/19–20)

Ranged mwk shortbow +6 (1d6/×3 plus poison)

Special Attacks sneak attack +1d6

Spell-Like Abilities (CL 2nd, concentration +2)

1/day—*dancing lights*, *darkness*, *faerie fire*



STATISTICS

Str 13, **Dex** 17, **Con** 12, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +1; **CMB** +2; **CMD** 15

Feats Weapon Focus (shortbow)

Skills Acrobatics +8, Climb +6, Disable Device +7, Knowledge (dungeoneering) +5, Knowledge (local) +4, Perception +8, Sense Motive +5, Stealth +8, Survival +3, Swim +5

Languages Elven, Undercommon

SQ poison use, trapfinding +1

Combat Gear *potion of cure light wounds*, drow poison (2), tanglefoot bag; **Other Gear** mwk studded leather, mwk shortbow and 20 arrows, short sword, 14 gp

DROW MASTER SCOUT **CR 7**

XP 3,200

Drow rogue (sniper) 8 (*Pathfinder RPG Advanced Player's Guide* 134)

CE Medium humanoid (elf)

Init +4; **Senses** darkvision 120 ft.; Perception +14

DEFENSE

AC 19, touch 15, flat-footed 15 (+4 armor, +1 deflection, +4 Dex)

hp 55 (8d8+16)

Fort +3, **Ref** +10, **Will** +3; +2 vs. enchantment

Defensive Abilities evasion, improved uncanny dodge; **Immune** sleep; **SR** 14

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee mwk short sword +10/+5 (1d6+2/19–20)

Ranged +1 composite shortbow +11/+6 (1d6+3/×3 plus poison)

Special Attacks deadly range (+20 feet), sneak attack +4d6

Spell-Like Abilities (CL 8th, concentration +8)

1/day—*dancing lights*, *darkness*, *faerie fire*

TACTICS

During Combat A drow master scout focuses on disabling enemies—especially healers—with ranged attacks using sneak attacks, poison, and energy arrows.

STATISTICS

Str 14, **Dex** 18, **Con** 12, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +8; **CMD** 23

Feats Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (short sword)

Skills Acrobatics +15, Climb +10, Disable Device +13, Knowledge (dungeoneering) +9, Knowledge (geography) +2, Knowledge (local) +7, Linguistics +5, Perception +14, Sense Motive +9, Stealth +15, Survival +7, Swim +9

Languages Common, Dwarven, Elven, Undercommon

SQ poison use, rogue talents (bleeding attack +4, fast stealth, sniper's eye[APG], surprise attack)

Combat Gear *+1 flaming arrows* (4), *+1 frost arrows* (4), *+1 shock arrows* (4), *potion of cat's grace*, *potion of cure moderate wounds*, *potion of invisibility*, drow poison (4); **Other Gear** *+1 studded leather*, *+1 composite shortbow* with 20 arrows, mwk short sword, *ring of protection +1*, 136 gp

DROW HOUSE SOLDIERS

A house guard is better trained and equipped than a common warrior defending a drow city or caravan.

DROW HOUSE GUARD **CR 2**

XP 600

Drow fighter 3

CE Medium humanoid (elf)

Init +3; **Senses** darkvision 120 ft.; Perception +6

DEFENSE

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

hp 24 (3d10+3)

Fort +3, **Ref** +4, **Will** +2 (+1 vs. fear); +2 vs. enchantment

Defensive Abilities bravery +1; **Immune** sleep; **SR** 9

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee mwk longsword +7 (1d8+2/19–20 plus poison)

Ranged repeating heavy crossbow +7 (1d10/19–20 plus poison)

Spell-Like Abilities (CL 3rd; concentration +3)

1/day—*dancing lights*, *darkness*, *faerie fire*

TACTICS

During Combat The house guard uses alchemical weapons and poison against spellcasters.

STATISTICS

Str 14, **Dex** 17, **Con** 11, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +5; **CMD** 18

Feats Deadly Aim, Exotic Weapon Proficiency (heavy repeating crossbow), Point-Blank Shot, Weapon Focus (longsword)

Skills Climb +6, Perception +6, Stealth +5

Languages Elven, Undercommon

SQ armor training 1, poison use

Combat Gear *+1 frost bolt*, *potion of cure light wounds*, drow poison (2), smokesticks (2), tanglefoot bag, thunderstones (2); **Other Gear** mwk chain shirt, mwk longsword, repeating heavy crossbow with 20 mwk bolts, 47 gp

DROW HOUSE CAPTAIN **CR 6**

XP 2,400

Drow fighter 7

CE Medium humanoid (elf)

Init +4; **Senses** darkvision 120 ft.; Perception +8

DEFENSE

AC 21, touch 14, flat-footed 17 (+7 armor, +4 Dex)

hp 55 (7d10+12)

Fort +5, **Ref** +6, **Will** +3 (+2 vs. fear); +2 vs. enchantment

Defensive Abilities bravery +2; **Immune** sleep; **SR** 13

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee *+1 longsword* +12/+7 (1d8+6/19–20 plus poison)

Ranged mwk repeating heavy crossbow +12/+7 (1d10/19–20 plus poison)

Special Attacks weapon training (heavy blades +1)

Spell-Like Abilities (CL 7th; concentration +7)

1/day—*dancing lights*, *darkness*, *faerie fire*

STATISTICS

Str 14, **Dex** 18, **Con** 11, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +7; **CMB** +9; **CMD** 23

Feats Deadly Aim, Exotic Weapon Proficiency (heavy repeating crossbow), Point-Blank Shot, Quick Draw, Toughness, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Climb +5, Perception +8, Sense Motive +3, Stealth +12

Languages Elven, Undercommon

SQ armor training 2, poison use

Combat Gear *+1 frost bolts* (6), *potion of cure moderate wounds*, acid (2), drow poison (4); **Other Gear** *+1 chainmail*, *+1 longsword*, mwk repeating heavy crossbow with 20 bolts, 66 gp



Drow Priest

The drow priest enjoys many blessings granted to her by the demon prince of forbidden magic.

DROW PRIEST **CR 5**

XP 1,600

Drow noble cleric 5

CE Medium humanoid (elf)

Init +5; **Senses** darkvision 120 ft.; Perception +11

DEFENSE

AC 24, touch 13, flat-footed 23 (+9 armor, +2 deflection, +1 Dex, +2 shield)

hp 31 (5d8+5)

Fort +5, **Ref** +2, **Will** +8; +2 vs. enchantment

Immune sleep; **SR** 16

Weaknesses light blindness

OFFENSE

Speed 20 ft.



Melee mwk flail +4 (1d8)

Special Attacks channel negative energy 7/day (DC 14, 3d6), hand of the acolyte (7/day)

Spell-Like Abilities (CL 5th)

Constant—*detect magic*

At will—*dancing lights*, *deeper darkness*, *faerie fire*, *feather fall*, *levitate*

1/day—*dispel magic*, *divine favor*, *suggestion* (DC 15)

Domain Spell-Like Abilities (CL 5th; concentration +9)

7/day—touch of evil (2 rounds)

Cleric Spells Prepared (CL 5th; concentration +9)

3rd—*chain of perdition*[UC], *dispel magic*[D], *protection from energy*

2nd—*align weapon*[D] (evil only), *dread bolt*[UM] (DC 16), *hold person* (DC 16), *spiritual weapon*

1st—*cure light wounds*, *entropic shield*, *murderous command*[UM] (DC 15), *protection from good*[D], *shield of faith*

0 (at will)—*bleed* (DC 14), *detect magic*, *detect poison*, *read magic*

D domain spell; **Domains** Evil, Magic

TACTICS

Before Combat The priest casts *shield of faith* on herself. She prefers to let her minions do the fighting, and has them stand between her and any approaching foes.

During Combat The priest channels negative energy at groups of foes and uses single-target spells against her most dangerous opponent (typically starting with *hold person* so her allies can surround the hapless target).

Base Statistics Without *shield of faith*, the drow's statistics are **AC** 22, touch 11, flat-footed 21.

STATISTICS

Str 10, **Dex** 12, **Con** 12, **Int** 14, **Wis** 18, **Cha** 15

Base Atk +3; **CMB** +3; **CMD** 14

Feats Combat Casting, Extra Channel, Improved Initiative

Skills Bluff +3, Diplomacy +6, Intimidate +7, Knowledge (arcana) +6, Knowledge (history) +6, Knowledge (nobility) +6, Knowledge (religion) +10, Perception +11, Sense Motive +12

Languages Abyssal, Common, Elven, Undercommon

SQ poison use

Combat Gear *potion of invisibility*, *potion of owl's wisdom*, *scroll of cure moderate wounds*, *scroll of cure serious wounds*, *scroll of magic weapon*; **Other Gear** mwk full plate, heavy steel shield, mwk flail, spell component pouch, 167 gp

Having manipulated and assassinated her way into the middle ranks of her church, the drow priest uses her powers to eliminate rivals as she continues her climb. The drow religious orders are just as cutthroat as every other aspect of drow society. Their priests see the ability to out-scheme one's foes as a sign of the unholy favor of their demonic patrons.

Drow Demonic Champion

Chosen by the most powerful nobles to serve as generals and bodyguards, demonic champions embody all of the brutal, cruel, and murderous impulses instilled in the drow race and valued by their society.

Drow Demonic Champion **CR 9**

XP 6,400

Drow antipaladin 10 (*Pathfinder RPG Advanced Player's Guide* 118)

CE Medium humanoid (elf)

Init +5; **Senses** darkvision 120 ft.; Perception +11

Aura cowardice (10 ft.), despair (10 ft.)

Defense

AC 25, touch 11, flat-footed 24 (+10 armor, +1 Dex, +4 shield)

hp 79 (10d10+20)

Fort +11, **Ref** +7, **Will** +9; +2 vs. enchantments

Immune sleep, disease; **SR** 16

Weaknesses light blindness

Offense

Speed 20 ft.

Melee *+1 scimitar* +16/+11 (1d6+5/15–20)

Ranged heavy crossbow +12 (1d10/19–20)

Special Attacks channel negative energy (DC 18, 5d6), smite good 4/day (+3 attack and AC, +10 damage)

Spell-Like Abilities (CL 10th; concentration +3)

1/day—*dancing lights*, *darkness*, *faerie fire*

Antipaladin Spell-Like Abilities (CL 10th; concentration +13)

At will—*detect good*

Antipaladin Spells Prepared (CL 7th; concentration +10)

3rd—*litany of sight*[UC]

2nd—*invisibility*, *silence* (DC 15)

1st—*litany of sloth*[UC], *murderous command*[UM] (DC 14), *protection from good*

Tactics

Before Combat The demonic champion casts *invisibility* and *protection from good* on herself, then uses her scroll of *defile armor* on her full plate. She prefers to use her fiendish boon ability to grant her scimitar the *anarchic*, *flaming*, *unholy*, or *vicious* weapon special ability.

During Combat The demonic champion uses smite good and Channel Smite with her scimitar attacks to harm foes, or uses her cruelties and touch of corruption to disable opponents. She casts *silence* to interfere with spellcasters employing ranged spells against her.

Statistics

Str 18, **Dex** 12, **Con** 12, **Int** 12, **Wis** 8, **Cha** 16

Base Atk +10; **CMB** +14; **CMD** 25

Feats Channel Smite, Improved Critical (scimitar), Improved Initiative, Shield Focus, Weapon Focus (scimitar)

Skills Acrobatics +0, Climb +3, Intimidate +11, Perception +11, Stealth +8

Languages Elven, Undercommon

SQ cruelties (dazed, nauseated, sickened, staggered), fiendish boon (weapon +2, 2/day), poison use, touch of corruption 8/day (5d6)

Combat Gear *potion of cure serious wounds*, *potion of delay poison*, *potion of haste*, *scroll of defile armor*[APG], *scroll of invisibility*, acid (2), alchemist's fire (2), antitoxin; **Other Gear** *+1 full plate*, *+1 heavy steel shield*, *+1 scimitar*, heavy crossbow with 10 mwk bolts, *belt of giant strength +2*, 69 gp

A demonic champion has been tested by the powers of the Abyss and emerged stronger for it. Her soul is scarred by centuries of depraved acts, and she is irredeemable in her evil—something she is happy to prove. Demonic champions enjoy many creature comforts within drow society thanks to the spoils they claim in war, but their bloodlust motivates them to repeatedly return to battle.



Drow Poisoner

This drow makes use of deadly venoms and alchemy.

Drow Poisoner **CR 11**

XP 12,800

Drow alchemist 12 (*Pathfinder RPG Advanced Player's Guide* 26)

CE Medium humanoid (elf)

Init +14; **Senses** all-around vision, darkvision 120 ft.; Perception +17

Defense

AC 23, touch 16, flat-footed 18 (+6 armor, +1 deflection, +5 Dex, +1 natural)

hp 81 (12d8+24)

Fort +10, **Ref** +14, **Will** +5; +2 vs. enchantment

Immune sleep, poison; **SR** 18

Weaknesses light blindness



Offense

Speed 30 ft.

Melee mwk rapier +10/+5 (1d6/18–20 plus poison)

Ranged mwk hand crossbow +15 (1d4/19–20 plus poison) or bomb +14/+9 (6d6+5 fire)

Special Attacks bomb 19/day (6d6+5 fire and catch fire, DC 21, 10-ft. radius)

Spell-Like Abilities (CL 12th; concentration +12)

1/day—*dancing lights*, *darkness*, *faerie fire*

Alchemist Extracts Prepared (CL 12th)

4th—*cure critical wounds*, *fluid form*[APG], *greater false life*[UM], *greater invisibility*

3rd—*countless eyes*[UM], *displacement*, *eruptive pustules*[UM] (DC 18), *haste*, *protection from energy*

2nd—*alchemical allocation*[APG], *resist energy* (2), *see invisibility*, *touch injection*[UC], *vomit swarm*[APG]

1st—*anticipate peril*[UM] (DC 16), *bomber's eye*[APG], *negate aroma*, *polypurpose panacea*[UM] (DC 16), *shield*, *true strike* (2)

Tactics

Before Combat The poisoner drinks her Dexterity mutagen and her extracts of *anticipate peril*, *countless eyes*, and *greater invisibility*.

Base Statistics Without the Dexterity mutagen, *anticipate peril,* and *countless eyes*, the drow's statistics are **Init** +7; **Senses** no all-around vision; **AC** 21, touch 14, flat-footed 18; **Ref** +12, **Will** +6; **Ranged** mwk hand crossbow +13 (1d4/19–20 plus poison), or bomb +12/+7 (6d6+5 fire); **Dex** 17, **Wis** 12; **CMD** 23; **Skills** Disable Device +17, Fly +11, Heal +10, Perception +18, Stealth +14, Survival +10.

Statistics

Str 10, **Dex** 21, **Con** 12, **Int** 20, **Wis** 10, **Cha** 10

Base Atk +9; **CMB** +9; **CMD** 25

Feats Brew Potion, Extra Bombs, Improved Initiative, Point-Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Throw Anything

Skills Craft (alchemy) +20, Disable Device +19, Fly +13, Heal +9, Knowledge (arcana) +20, Knowledge (nature) +14, Perception +17, Spellcraft +20, Stealth +16, Survival +9, Use Magic Device +15

Languages Elven, Undercommon

SQ alchemy (alchemy crafting +12, identify potions), discoveries (explosive bomb, fast bombs, poison bomb [12 rounds/level], smoke bomb, strafe bomb, wings[UM]), mutagen (+4/–2, +2 natural, 120 minutes), poison use, swift alchemy, swift poisoning

Combat Gear *potions of cure serious wounds* (2), *potion of gaseous form*, *potion of ghostly disguise*[UM], *potion of invisibility*, deathblade, dragon bile, drow poison (4), purple worm poison; **Other Gear** *+2 chain shirt*, mwk hand crossbow with 20 bolts, mwk rapier, *amulet of natural armor +1*, *belt of incredible dexterity +2*, *cloak of resistance +1*, *headband of vast intelligence +2*, *ring of protection +1*, 170 gp

DROW MATRON

Born with unusual powers, the matron has survived coup attempts by countless rivals to remain the head of her house.

DROW MATRON **CR 15**

XP 51,200

Drow noble cleric (demonic apostle) 15 (*Pathfinder RPG Advanced Race Guide* 104)

CE Medium humanoid (elf)

Init +6; **Senses** darkvision 120 ft.; Perception +19

DEFENSE

AC 24, touch 14, flat-footed 21 (+8 armor, +4 deflection, +2 Dex, +1 dodge)

hp 101 (15d8+30)

Fort +10, **Ref** +7, **Will** +18; +2 vs. enchantment

Immune sleep; **SR** 26

Weaknesses light blindness

OFFENSE

Speed 20 ft.

Melee *+1 heavy mace* +12/+7/+2 (1d8+1)

Special Attacks demonic channel 7/day (DC 19, 8d6 plus sicken or special), hand of the acolyte (10/day), scythe of evil (7 rounds, 2/day)

Spell-Like Abilities (CL 15th; concentration +17)

Constant—*detect magic*

At will—*dancing lights*, *deeper darkness*, *faerie fire*, *feather fall*, *levitate*

1/day—*dispel magic*, *divine favor*, *suggestion* (DC 15)

Domain Spell-Like Abilities (CL 15th; concentration +22)

10/day—touch of evil (7 rounds)

2/day—dispelling touch

Cleric Spells Prepared (CL 15th; concentration +22)

8th—*fire storm* (DC 25), *unholy aura*[D] (DC 25)

7th—*blasphemy*[D] (DC 24), *destruction* (DC 25), *ethereal jaunt*, *summon monster VII*

6th—*antilife shell*, *antimagic field*[D], *greater dispel magic*, *harm* (DC 24), *heal*

5th—*communal spell immunity*[UC], *dispel good*[D] (DC 22), *fickle winds*[UM], *flame strike* (DC 22), *slay living* (DC 23), *wall of stone* (DC 22)

4th—*cure critical wounds*, *dimensional anchor*, *divine power*, *freedom of movement*, *imbue with spell ability*[D], *summoner conduit*[UC] (DC 22)

3rd—*bestow curse* (DC 21), *chain of perdition*[UC], *dispel magic*, *invisibility purge*, *magic circle against good*[D], *protection from energy*, *water breathing*

2nd—*align weapon*[D] (evil only), *delay poison*, *dread bolt*[UM] (DC 19), *hold person* (DC 19), *lesser restoration*, *protective penumbra*[UM], *sound burst* (DC 19)

1st—*cure light wounds* (2), *entropic shield*, *murderous command*[UM] (2, DC 18), *protection from good*[D], *shield of faith*

0 (at will)—*detect magic*, *detect poison*, *guidance*, *read magic*

D domain spell; **Domains** Evil, Magic

STATISTICS

Str 10, **Dex** 14, **Con** 12, **Int** 14, **Wis** 24, **Cha** 15

Base Atk +11; **CMB** +11; **CMD** 25

Feats Combat Casting, Dodge, Extra Channel, Improved Initiative, Improved Iron Will, Iron Will, Spell Focus (necromancy), Toughness

Skills Bluff +10, Diplomacy +9, Intimidate +12, Knowledge (arcana) +9, Knowledge (history) +8, Knowledge (nobility) +9, Knowledge (planes) +9, Knowledge (religion) +15, Perception +19, Sense Motive +20, Spellcraft +13

Languages Abyssal, Common, Elven, Undercommon

SQ poison use, quasit familiar

Combat Gear *potion of displacement*, *potion of invisibility*, *scroll of blade barrier*, *scrolls of cure moderate wounds* (2), *scroll of mass cure serious wounds*, *scroll of summon monster VII*; **Other Gear** *+2 mithral chainmail*, *+1 heavy mace*, *belt of incredible dexterity +2*, *headband of inspired wisdom +4*, *ring of protection +1*, reliquary, spell component pouch, 183 gp



Abrakarn Viper

This massive, three-headed clockwork snake is crafted of brass and strange, dark alloys.

ABRAKARN VIPER **CR 13**

XP 25,600

CE Huge construct (chaotic, evil)

Init +3; **Senses** darkvision 120 ft., low-light vision; Perception +4

DEFENSE

AC 30, touch 11, flat-footed 27 (+3 Dex, +19 natural, –2 size)

hp 139 (18d10+40)

Fort +6, **Ref** +9, **Will** +10

DR 10/—; **Immune** construct traits; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 24

OFFENSE

Speed 40 ft.

Melee 3 bites +25 (2d8+9 plus poison)

Space 15 ft.; **Reach** 15 ft.

Special Attacks confusing critical, poison



STATISTICS

Str 28, **Dex** 17, **Con** —, **Int** —, **Wis** 19, **Cha** 1

Base Atk +18; **CMB** +29; **CMD** 42 (can't be tripped)

SQ demon-souled, find master, guard, shield other

ECOLOGY

Environment any land

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Confusing Critical (Sp) If an abrakarn viper confirms a critical hit against an opponent with its bite attack, the opponent must succeed at a DC 23 Will save or be confused for 1 round (as *lesser confusion*). The save DC is Charisma-based and includes a +9 racial bonus.

Demon-Souled (Ex) Bound demonic life force animates the viper, giving it the chaotic and evil subtypes.

Find Master (Su) As long as an abrakarn viper and its diadem are on the same plane, the viper can unerringly find the diadem's wearer (or just the diadem, if it is removed).

Guard (Ex) If so ordered, an abrakarn viper defends the wearer of the diadem. All attacks against the diadem's wearer take a –2 penalty when the wearer is within the viper's melee reach.

Poison (Ex) An abrakarn viper's bite injects poison from a hidden reservoir within its body. The creator must refill this reservoir manually. The reservoir holds enough poison for three successful bite attacks, after which the creature merely deals bite damage. Refilling the reservoir takes 5 rounds and provokes attacks of opportunity. The creator can fill the reservoir with any injury poison (typically drow poison).

Shield Other (Sp) The wearer of an abrakarn viper's diadem can activate this ability as a standard action when within 100 feet of the viper. This ability transfers half the damage that would be dealt to the diadem's wearer to the viper (this ability does not provide the bonuses to AC or on saving throws granted by the spell of the same name). Damage transferred in this way bypasses any defensive abilities the viper possesses (such as immunity or damage reduction).

Demonic spirits imbue this serpentine construct with the unnatural power to protect anyone who wears its diadem of control.

Construction

An abrakarn viper's body and its diadem of control are built from 5,000 pounds of magically treated brass and rare metals costing 10,000 gp in total.

ABRAKARN VIPER

CL 8th; **Price** 150,000 gp

CONSTRUCTION

Requirements Craft Construct, *animate object*, *confusion*, *geas/quest*, *shield other*; **Skill** Craft (armor), Craft (blacksmithing), or Craft (weapons) DC 21; **Cost** 80,000 gp

Encounters

Drow are typically encountered in or around their subterranean strongholds, though they occasionally send raiding parties to the surface.

Temple Protectors (CR 8)

This group might be guarding a temple or they could be encountered while searching for enemies who have affronted their demonic patron.

Drow House Guards (3) CR 2
XP 600 each
hp 24 each (see page 35)

Drow Priestesses (2) CR 5
XP 1,600 each
hp 31 each (see page 36)

Raiding Party (CR 10)

When the drow set out to destroy a foe, they do so with an efficient brutality that makes their own vicious infighting look like an exchange of social pleasantries.

Drow House Guards (6) CR 2
XP 600 each
hp 24 each (see page 35)

Drow Master Scout CR 7
XP 3,200
hp 55 (see page 34)

Drow Priestesses (2) CR 5
XP 1,600 each
hp 31 each (see page 36)

The Spider's Den (CR 12)

This group represents a distinguished poison crafter, her guards, and creatures from which she draws ingredients.

Drow House Captains (2) CR 6
XP 2,400 each
hp 55 each (see page 35)

Drow Poisoner CR 11
XP 12,800
hp 81 (see page 38)

Giant Tarantula CR 8
XP 4,800
hp 115 (*Pathfinder RPG Bestiary 2* 256)

Matron's Entourage (CR 16)

Nothing in drow society commands as much power nor wields as much influence as the matron of a ruling house. This group contains a matron, her cadre of advisors and spies, and bodyguards.

Drow Demonic Champion CR 9
XP 6,400
hp 79 (see page 37)

Drow House Captains (4) CR 6
XP 2,400 each
hp 55 each (see page 35)

Drow Master Scouts (4) CR 7
XP 3,200 each
hp 55 each (see page 34)

Drow Matron CR 15
XP 51,200
hp 101 (see page 39)





Duergar

Section 104: Capturing slaves from unclaimed territory (i.e., tunnels and caverns not specified as belonging to any duergar clan) is designated a true duty, and is allowed provided the following holds:

Section 104.1: Ownership of slaves falls to the clan that found them. If multiple clans are in dispute and have obeyed normal rules of engagement (see Section 19), a priest shall arbitrate the dispute. If multiple clans have a valid claim, slaves shall be distributed evenly, with first choice falling to the clan in highest standing.

Section 104.2a: Slaves must meet minimum health guidelines (as defined in Section 3) or be exterminated. Diseased captives in particular must be exterminated swiftly to prevent the disease from spreading to other property.

Section 104.2b: Dwarven captives must be exterminated, but may be tortured first.

—Excerpt from *Restrictions on the Enslavement of Lesser Races*

When veterans of campaigns in the deep caverns beneath the world gather, they hiss warnings to those of a mind to brave the world's depths. They speak with horror of the drow and shudder when describing the perversions of the derros, but avoid altogether talk of the gray dwarves and their grim enclaves. It's a difficult subject in the presence of friendly dwarves whose ancestors long ago heard the call of the surface world. The duergar's folly serves as a lesson on the hazards of pride and stubbornness, and lays bare those flaws of the dwarven people.

Clannish, hateful, and malevolent tyrants and slavers, the gray dwarves refuse to accept the consequences of their own actions and the reality of their chosen fate. Instead, they blame everyone else: the orcs, the drow, and especially their own surface-dwelling cousins. They believe—with an iron-hard certainty—that the surface dwarves are the true traitors of their race. But this is all delusion. The duergar are a race enslaved by themselves, the dark powers they called upon for succor, and the lightless labyrinths of their home.

The gray dwarves believe that other creatures are fit only for service and torment. The reasons for this perceived racial supremacy vary slightly from community to community, but the underlying narratives are the same: the strong nature of the duergar has allowed them to stand on their own in the depths, and this strength has forged them into a superior race.

The dwarves have always been people of the earth. In the early days of the world, they mined air-filled spaces miles underground, and the light and skies of the surface were unknown to them. But like all great empires, the doom of this one was written in the stars the dwarves had not yet spied.

The dwarves were lucky, for their gods were good and just, and cared for the welfare of the dwarven people. When the end was nigh, the gods sent warnings and portents, and the mystics and the wise among the race heard the call and warned their kin. But there are always those who doubt. Some cling to the life they know and foolishly think it is their birthright until the end of eternity. Some doubt because it is in their nature, or because they fear others wish to take what is theirs. While great masses of the dwarves headed upward to the new halls on the surface world promised to them, a number stayed behind, proclaiming themselves masters of the ancient dwarven holds.

Less than a generation after the great retreat, the calamities that were foretold came to pass. The once-grand subterranean holds were ripped apart by earthquakes and scorched by magma flows. Those who remained had to flee deeper into the earth in search of pockets of relative safety and calm, competing with an influx of ancient enemies, displaced predators, and unspeakable evils freed from once-sealed vaults deep under the earth. Within only a few years, most of the dwarves left behind had perished, and the survivors were scattered and utterly desperate. In their hour of need, their calls to the old gods were answered only with silence. Such entreaties were nothing more than screams into the darkness... but sometimes the darkness answers back.

According to legend, an outcast dwarven god heard the pleas of those left to suffer. A deceiver and a cheat, this god had lost nearly all of his former followers, but offered these forsaken dwarves one chance for survival: if they worshiped and served him, and bound their descendants to the same fate, he would restore them to glory. Given little choice, the desperate dwarves agreed. The outcast god turned the dwarves' skin ashen gray and caused most of the males' hair (except for eyebrows and beards) to fall out as a reminder of the bargain made, so their gray faces—or *duergar* in the Dwarven tongue—would set them apart from those cowards who fled the crucible that forged the true members of the dwarven race.

Since that cataclysm and the deal they wrought, the duergar have steadily taken back what was once theirs using the tools of their new lord: murder, slavery, toil, and hatred. Believing themselves the true race of dwarves, they have no interest in the land above other than engaging in occasional raids to murder their cousins or to replenish their stock of slaves. They see themselves as the masters of the only land worth having: the mineral-rich true homeland of the dwarven people.

Duergar believe their society is the ideal state of the dwarves. In many ways, duergar society is like a reflection of dwarven society seen in a distorted mirror. Rivalries are just as fierce, but among the duergar, they can easily end in murder or mutilation. Work is revered, but the duergar's greatest achievements are built on the backs of slaves, many of whom do not survive to see the end results of their toil.

The entire structure of duergar society is based on the sacrifice they made to their outcast god and the repercussions of that deal. Each is a slave to his master, and must submit to a life of toil in order to repay the debt the duergar owe. Of course, that debt can never be repaid, and no rewards for their labor await duergar in the afterlife. This leads them to create works that lack soul or beauty—highly utilitarian, but stark, cold, and lifeless.

Like their hated kin, duergar divide themselves into large kinship clans, forming alliances through marriage. The priesthood stands apart, and arbitrates in legal and familial conflicts. Duergar who enter the clergy are bound to sever their ties with family and clan, but this is rarely the case in practice. Obligations to kin often outweigh priests' sense of duty, resulting in a system of law with very little semblance of justice. Slavish devotion to the faith of their liberator and a strict adherence to the common law are lauded in duergar society, so much so that duergar's word is only rarely broken. In truth, though, a canny gray dwarf uses her words very carefully in order to keep her options flexible. A common duergar expression is "Dealings done within sight are slaves to law; deeds done in secret are slaves only to purpose."

Full statistics for duergar can be found on page 117 of the *Pathfinder RPG Bestiary*.

New Rules

When the duergar made deals with their dark god to turn the tide against their hated enemies, they were fundamentally changed, both physically and psychologically. After a period of adjustment to their new circumstances, their artisans developed innovations to better cope with their harsh environment, and their spellcasters mastered magical secrets gifted to them by the dark powers that granted them succor during the race's time of direst need.

Alternate Racial Traits

Since the calamity that drove the duergar from their original homes under the earth, the duergar have faced many adversaries. While the duergar may be fiercely traditional and as inflexible as adamantine, their trials, the strange rites of their priests, and the bizarre energies of the remote chambers buried beneath the world have changed them in essential ways. Some duergar have the following racial traits.

Ironskinned: The soul of the earth infuses some duergar, giving them the ability to harden their skin. Duergar with this racial trait can use *ironskin* (see page 45) once per day as a spell-like ability, using their character level as their caster level. This racial trait replaces the *enlarge person* spell-like ability.

Twilight-Touched: While most duergar have the power to become invisible, a few are instead able to extinguish the light around them. Duergar with this racial trait can use *dust of twilight* (*Pathfinder RPG Advanced Player's Guide* 217) once per day as a spell-like ability, using their character level as their caster level. This racial trait replaces the *invisibility* spell-like ability.

Duergar Feats

Duergar have access to the following feats.

Gray Dwarf Magic

You gain a new spell-like ability from the list of duergar racial traits.

Prerequisite: Duergar.

Benefit: Choose one spell-like ability that is usable once per day and is granted by a duergar racial trait you don't have. You can use that spell-like ability once per day, with a caster level equal to your character level.

Special: You can take this feat multiple times. Each time you do, you must select a spell-like ability that's usable once per day from a different duergar racial trait.

Innate Flexibility

Your innate magic is flexible.

Prerequisites: Duergar, two racial spell-like abilities usable once per day.

Benefit: You gain a number of additional uses of your once per day racial spell-like abilities equal to the number of such abilities you have. You can expend these additional uses in any combination. Normal duergar spell-like abilities and those granted by duergar racial traits both count for the purpose of this feat.

For example, a normal duergar has two once per day spell-like abilities (*enlarge person* and *invisibility*), so taking this feat would grant her two additional uses of her once per day spell-like abilities; each day she can use either two additional uses of *enlarge person*, two additional uses of *invisibility*, or one additional use of each.

Special: You can take this feat multiple times. Its effects stack.

Tough as Iron

Effects that grant natural armor work even better for you.

Prerequisites: Toughness, duergar.

Benefit: When you gain an enhancement bonus to your natural armor, that bonus increases by 2. This has no effect if your natural armor bonus is +0 or you do not have an enhancement bonus increasing your natural armor bonus.

Duergar Equipment

The following weapon and ammunition are used by duergar slavers, who use them to capture non-dwarven slaves and dwarven foes they want to keep alive to torture and question.

Bolas Bolts

PRICE 20 GP
TYPE exotic

Bolas bolts are bolas-like projectiles used as ammunition for slaver's crossbows. If you hit a target with a bolas bolt fired from a slaver's crossbow, attempt a trip combat maneuver against your target (don't add your Strength bonus when attempting the combat maneuver check). You can't be tripped during your own trip attempt when using a bolas bolt.

On a critical hit, instead of dealing extra damage, the bolas bolt ensnares its target. Your target is entangled until it or an ally succeeds at a DC 15 Strength check to break the bolas cords.

Exotic Weapons	Price	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Ranged Weapons								
Bolas bolts (10)	20 gp	—	—	—	—	4 lbs.	—	—
Heavy slaver's crossbow	400 gp	1d6	1d8	19–20/see text	80 ft.	12 lbs.	B	Nonlethal, trip, see text
Light slaver's crossbow	250 gp	1d3	1d4	19–20/see text	40 ft.	6 lbs.	B	Nonlethal, trip, see text

A light slaver's crossbow can entangle a target up to the same size as its intended wielder, and a heavy slaver's crossbow can entangle a creature up to one size larger. A masterwork bolas bolt or one with an enhancement bonus of at least +1 increases the DC of the Strength check to break the bolas to 20.

If the attack trips and entangles a target, the creature cannot move from its square until it breaks free of the bolas cords.

SLAVER'S CROSSBOW		PRICE varies TYPE exotic
Heavy	**WEIGHT** 12 lbs.	**PRICE** 400 GP
Light	**WEIGHT** 6 lbs.	**PRICE** 250 GP



This crossbow shoots ammunition called bolas bolts instead of crossbow bolts. It comes in both light and heavy varieties (but not double, hand, or repeating crossbow varieties) with the same reload action as a conventional crossbow of its type.

DUERGAR SPELLS

The following spells are known and were likely developed by duergar spellcasters.

CONTROL VERMIN

School transmutation; **Level** cleric 3, druid 2, ranger 4, sorcerer/wizard 3, witch 2
Casting Time 1 standard action
Components V, S, DF/M (a beetle)
Range close (25 ft. + 5 ft./2 levels)
Target up to 1 HD/level of vermin, no two of which can be more than 30 ft. apart
Duration 1 hour/level
Saving Throw Will negates; **Spell Resistance** no

You and a number of allies less than or equal to your caster level designated upon casting can use Handle Animal and Ride checks to influence or control the targeted vermin as if they were animals and had animal-level intelligence.

DUST WARD

School abjuration; **Level** cleric 6, sorcerer/wizard 6, witch 6
Casting Time 10 minutes
Components V, S, M (a pinch of pumice)
Range touch
Target one magic item
Duration permanent
Saving Throw none; **Spell Resistance** no

You ward a magic item against other creatures who try to learn to use or copy it. When you cast the spell, you designate one creature type, subtype, or a specific individual. If the item is worn or carried for 1 continuous hour or more by a creature that doesn't match the designation, the *dust ward* disintegrates the item into worthless gray dust. This destruction also occurs if the creature attempts to study the item in order to learn its properties or how to magically craft it (a *miracle* or *wish* spell used on the gray dust can still reveal this information). The destruction of the item doesn't harm the creature wearing or carrying the item (although the item's destruction may put the creature in harm's way, such as if a magical rope were being used to cross a chasm at the time). If the offending creature wears or carries the item for less than 1 hour and passes it to a different creature, the countdown to the item's destruction starts over.

The spell cannot affect a magic item with a caster level greater than half your caster level.

IRONSKIN

School transmutation [earth]; **Level** alchemist 2, antipaladin 2, bloodrager 2, cleric 2, druid 2, paladin 2, ranger 2, witch 2
Casting Time 1 standard action
Components V, S, DF/M (a pinch of forge soot)
Range personal
Target you
Duration 1 minute/level (D; see text)

Your skin hardens and takes on the color and texture of rough iron. You gain a +4 enhancement bonus to your existing natural armor bonus (if you do not have a natural armor bonus, you are considered to have an effective natural armor bonus of +0). This enhancement bonus increases by 1 for every 4 caster levels above 4th, to a maximum of +7 at 15th level.

While you're under the effects of this spell, if an opponent confirms a critical hit or sneak attack against you with a physical weapon (not a spell or magical effect), you can dismiss this spell to negate the critical hit or sneak attack and treat it is as a normal hit. Dismissing the spell in this way is not an action, but you must be conscious and aware of the attack to do so.

DUERGAR MAGIC ITEM

The following magic item was created by the duergar to aid in the controlling of their vermin mounts.

HEADBAND OF VERMIN CONTROL		PRICE 1,000 GP
SLOT headband	**CL** 5th	**WEIGHT** 1 lb.
AURA faint transmutation		



The wearer of this black leather headband can spend 10 minutes attuning the headband to one touched vermin of Medium or larger size. Once the headband is attuned, any creature wearing it can attempt Handle Animal and Ride checks to influence or control that vermin as if it were an animal and had animal-level intelligence. The attunement lasts until the vermin dies, the headband is destroyed, or the headband is attuned to a different vermin.

Duergar-created items of this type are usually protected by a *dust ward** spell.

CONSTRUCTION REQUIREMENTS	COST 500 GP
Craft Wondrous Item, *control vermin**	

Duergar Rangers

Spending much time scouting and exploring alone, rangers prove their toughness to their kin.

DUERGAR SHARPSHOOTER **CR 1/2**

XP 200

Duergar ranger 1

LE Medium humanoid (dwarf)

Init +2; **Senses** darkvision 120 ft.; Perception +6

DEFENSE

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

hp 13 (1d10+3)

Fort +4, **Ref** +4, **Will** +2; +2 vs. spells

Immune paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee warhammer +3 (1d8+2/×3)

Ranged mwk light crossbow +4 (1d8/19–20)

Special Attacks favored enemy (dwarves +2)

Spell-Like Abilities (CL 1st; concentration –2)

1/day—*invisibility* (self only), *ironskin**



STATISTICS

Str 14, **Dex** 15, **Con** 14, **Int** 10, **Wis** 15, **Cha** 4

Base Atk +1; **CMB** +3; **CMD** 15 (19 vs. bull rush or trip)

Feats Rapid Reload (light crossbow)

Skills Climb +5, Handle Animal +1, Knowledge (dungeoneering) +4, Perception +6, Stealth +5, Survival +6

Languages Common, Dwarven, Undercommon

SQ ironskinned*, slow and steady, stability, track +1, wild empathy –2

Gear studded leather, mwk light crossbow with 20 bolts, warhammer, 16 gp

DUERGAR LIEUTENANT **CR 5**

XP 1,600

Duergar ranger 6

LE Medium humanoid (dwarf)

Init +1; **Senses** darkvision 120 ft.; Perception +11

DEFENSE

AC 20, touch 11, flat-footed 19 (+5 armor, +1 Dex, +4 natural)

hp 61 (6d10+24)

Fort +8, **Ref** +6, **Will** +4; +2 vs. spells

Immune paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee *+1 warhammer* +11/+6 (2d6+4/×3)

Ranged mwk light crossbow +8 (1d8/19–20)

Special Attacks favored enemy (dwarves +4, elves +2)

Spell-Like Abilities (CL 6th; concentration +3)

1/day—*dust of twilight*[APG], *ironskin**

Ranger Spells Prepared (CL 3rd; concentration +5)

1st—*lead blades*[APG], *longstrider*

TACTICS

Before Combat The lieutenant casts *ironskin* and *lead blades* on himself.

Base Statistic When not under the effects of *ironskin* and *lead blades*, the lieutenant's statistics are **AC** 16, touch 11, flat-footed 15; **Melee** *+1 warhammer* +11/+6 (1d8+4/×3).

STATISTICS

Str 16, **Dex** 12, **Con** 16, **Int** 10, **Wis** 15, **Cha** 4

Base Atk +6; **CMB** +9; **CMD** 20 (24 vs. bull rush or trip)

Feats Cleave, Endurance, Mounted Combat, Power Attack, Weapon Focus (warhammer)

Skills Climb +11, Handle Animal +6, Knowledge (dungeoneering) +9, Perception +11, Ride +9, Survival +11

Languages Common, Dwarven, Undercommon

SQ favored terrain (underground +2), hunter's bond (companions), ironskinned*, slow and steady, stability, track +3, twilight touched*, wild empathy +3

Combat Gear *potion of cure moderate wounds*, *potion of invisibility*, alchemist's fire (2), thunderstones (2); **Other Gear** *+1 chain shirt*, *+1 warhammer*, mwk light crossbow with 20 bolts, 51 gp

DUERGAR ROGUES

Duergar rogues primarily capture and discipline slaves.

DUERGAR SLAVER **CR 1/2**

XP 200

Duergar rogue 1

LE Medium humanoid (dwarf)

Init +6; **Senses** darkvision 120 ft.; Perception +7

DEFENSE

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

hp 10 (1d8+2)

Fort +1, **Ref** +4, **Will** +3; +2 vs. spells

Immune paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee short sword +1 (1d6+1/19–20) or sap +1 (1d6+1 nonlethal)

Ranged mwk light crossbow +3 (1d8/19–20)

Special Attacks sneak attack +1d6

Spell-Like Abilities (CL 1st; concentration –2)

1/day—*enlarge person* (self only), *invisibility* (self only)

STATISTICS

Str 13, **Dex** 15, **Con** 12, **Int** 12, **Wis** 16, **Cha** 4

Base Atk +0; **CMB** +1; **CMD** 13 (17 vs. bull rush or trip)

Feats Improved Initiative

Skills Acrobatics +5, Climb +4, Disable Device +5, Escape Artist +5, Knowledge (dungeoneering) +5, Perception +7, Sense Motive +7, Stealth +5, Survival +4

Languages Common, Dwarven, Undercommon

SQ slow and steady, stability, trapfinding +1

Gear studded leather, mwk light crossbow with 20 bolts, sap, short sword, 18 gp

DUERGAR TASKMASTER **CR 9**

XP 6,400

Duergar rogue 6/shadowdancer 4

LE Medium humanoid (dwarf)

Init +7; **Senses** darkvision 150 ft.; Perception +16

DEFENSE

AC 21, touch 15, flat-footed 17 (+5 armor, +1 deflection, +3 Dex, +1 dodge, +1 natural)

hp 64 (10d8+16)

Fort +5, **Ref** +11, **Will** +7; +2 vs. spells

Defensive Abilities evasion, improved uncanny dodge, trap sense +2; **Immune** paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee *+1 short sword* +11/+6 (1d6+2/19–20)

Ranged *+1 light slaver's crossbow* +11 (1d4+1 nonlethal/19–20 plus entangle)

Special Attacks sneak attack +3d6

Spell-Like Abilities (CL 10th; concentration +7)

1/day—*invisibility* (self only), *ironskin**

Shadowdancer Spell-Like Abilities (CL 4th; concentration +1)

2/day—*shadow illusion* (DC 8)

1/day—*shadow call* (DC 11)

STATISTICS

Str 13, **Dex** 17, **Con** 12, **Int** 12, **Wis** 16, **Cha** 4

Base Atk +7; **CMB** +8; **CMD** 23 (27 vs. bull rush or trip)

Feats Combat Reflexes, Dodge, Exotic Weapon Proficiency (slaver's crossbow), Improved Initiative, Mobility, Point-Blank Shot, Weapon Finesse

Skills Acrobatics +15 (+11 when jumping), Climb +9, Disable Device +12, Escape Artist +15, Knowledge (dungeoneering) +10, Perception +16, Perform (dance) +2, Sense Motive +16, Sleight of Hand +15, Stealth +15, Survival +4

Languages Common, Dwarven, Undercommon

SQ hide in plain sight, ironskinned*, rogue talents (combat trick, fast stealth, finesse rogue, stand up), shadow jump (40 ft./day), slow and steady, stability, summon shadow, trapfinding +3

Combat Gear *potions of cure moderate wounds* (2), tanglefoot bags (2); **Other Gear** *+1 chain shirt, +1 light slaver's crossbow** with 10 bolas bolts, *+1 short sword, amulet of natural armor +1, cloak of resistance +1, ring of protection +1*, mwk manacles (2), mwk thieves' tools, 720 gp



Duergar Bombardier

These eccentric duergar enjoy nothing more than concocting new alchemical methods to kill and torture their enemies.

DUERGAR BOMBARDIER **CR 1**

XP 400

Duergar alchemist 2 (*Pathfinder RPG Advanced Player's Guide* 26)
LE Medium humanoid (dwarf)
Init +4; **Senses** darkvision 120 ft.; Perception +6

DEFENSE

AC 22, touch 14, flat-footed 18 (+2 armor, +4 Dex, +6 natural)
hp 18 (2d8+6)
Fort +5, **Ref** +7, **Will** +0; +2 vs. spells
Immune paralysis, phantasms, poison
Weaknesses light sensitivity

OFFENSE

Speed 20 ft.
Melee light mace +2 (1d6+1)
Ranged bomb +6 (1d6+2 acid or fire) or light crossbow +3 (1d8/19–20)
Special Attacks bomb 6/day (1d6+2 acid or fire, DC 13)
Spell-Like Abilities (CL 2nd; concentration –1)
1/day—*invisibility* (self only), *ironskin**
Alchemist Extracts Prepared (CL 2nd)
1st—*bomber's eye*[APG], *shield*, *true strike*

TACTICS

Before Combat The bombardier quaffs a Dexterity mutagen and casts *ironskin*.
During Combat The bombardier spends most of the combat lobbing bombs or alchemist's fire at her foes, using *invisibility* and *potions of longstrider* to gain superior tactical positions or make a hasty retreat.
Base Statistics When she's not under the effect of her mutagen and *ironskin*, the bombardier's statistics are **Init** +2; **AC** 14, touch 12, flat-footed 12; **Ref** +5, **Will** +1; **Ranged** bomb +4 (1d6+2 fire) or light crossbow +3 (1d8/19–20); **Dex** 14, **Wis** 12; **CMD** 14 (18 vs. bull rush, 18 vs. trip); **Skills** Heal +6, Disable Device +7, Perception +6, Survival +6.

STATISTICS

Str 12, **Dex** 16, **Con** 15, **Int** 15, **Wis** 10, **Cha** 4
Base Atk +1; **CMB** +2; **CMD** 16 (20 vs. bull rush or trip)
Feats Brew Potion, Extra Bombs[APG], Throw Anything
Skills Craft (alchemy) +7, Disable Device +8, Heal +4, Knowledge (arcana) +7, Perception +6, Survival +4
Languages Aklo, Common, Draconic, Dwarven, Undercommon
SQ alchemy (alchemy crafting +2, identify potions), discovery (acid bomb), ironskinned*, mutagen (+4/–2, +2 natural, 20 minutes), poison use, slow and steady, stability
Combat Gear *potions of cure light wounds* (2), *potions of detect secret doors* (2), *potions of expeditious retreat* (2), *potions of negate aroma*[APG] (2), acid (6), alchemist's fire (6), smokesticks (6), tanglefoot bags (6), thunderstones (6); **Other Gear** leather armor, light crossbow with 10 bolts, light mace, *dust of tracelessness*, tindertwigs (6), formula book, 2 gp



A duergar bombardier spends her days fiddling with reagents and bizarre ingredients that she either finds deep underground or purchases from scouts who have brought them back from the surface or distant caverns. Essential ingredients, especially plants, can be hard to find, and a bombardier must work for money or favors if she's to continue practicing her craft.

Though the military and slavers are loath to employ these unpredictable duergar, bombardiers can be very effective when subtlety is not required. Though most bombardiers wouldn't hurt their own kind—the bonds of kin and law are too strong—they often inadvertently kill potential slaves instead of capturing them.

DUERGAR MONKS

Martial mystics expunge corruption from duergar society.

DUERGAR ANVIL **CR 1**

XP 400

Duergar monk 2

LE Medium humanoid (dwarf)

Init +2; **Senses** darkvision 120 ft.; Perception +7

DEFENSE

AC 15, touch 15, flat-footed 12 (+2 Dex, +1 dodge, +2 Wis)

hp 18 (2d8+6)

Fort +5, **Ref** +5, **Will** +5; +2 vs. spells

Defensive Abilities evasion; **Immune** paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee unarmed strike +3 (1d6+2) or unarmed strike flurry of blows +2/+2 (1d6+2)

Ranged shuriken +3 (1d2+2) or shuriken flurry of blows +2/+2 (1d2+2)

Special Attacks flurry of blows, stunning fist (2/day, DC 13)

Spell-Like Abilities (CL 1st; concentration –2)

1/day—*invisibility* (self only), *ironskin**

STATISTICS

Str 14, **Dex** 15, **Con** 14, **Int** 10, **Wis** 15, **Cha** 4

Base Atk +1; **CMB** +3; **CMD** 18 (22 vs. bull rush or trip)

Feats Combat Reflexes, Dodge, Improved Unarmed Strike, Innate Flexibility*, Stunning Fist

Skills Acrobatics +7, Escape Artist +7, Perception +7, Stealth +7

Languages Common, Dwarven, Undercommon

SQ slow and steady, stability

Combat Gear *potion of cure light wounds*, *potions of invisibility* (2), thunderstones (4); **Other Gear** shuriken (10), 7 gp

DUERGAR HAMMER **CR 11**

XP 12,800

Duergar monk (gray disciple) 12 (*Pathfinder RPG Advanced Race Guide* 187)

LE Medium humanoid (dwarf)

Init +9; **Senses** darkvision 120 ft.; Perception +17

DEFENSE

AC 26, touch 22, flat-footed 20 (+3 armor, +1 deflection, +4 Dex, +1 dodge, +3 monk, +1 natural, +2 Wis)

hp 93 (12d8+36)

Fort +11, **Ref** +14, **Will** +11; +2 vs. spells

Defensive Abilities improved evasion; **Immune** disease, paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 60 ft.

Melee unarmed strike +14/+9 (2d6+2) or unarmed strike flurry of blows +15/+15/+10/+10/+5 (2d6+2)

Ranged *+2 shuriken* +16/+11 (1d2+4) or *+2 shuriken* flurry of blows +17/+17/+12/+12/+7 (1d2+4)

Special Attacks flurry of blows, stunning fist (12/day, DC 18)

Spell-Like Abilities (CL 12th; concentration +9)

1/day—*enlarge person* (self only), *invisibility* (self only), *ironskin**

STATISTICS

Str 14, **Dex** 20, **Con** 14, **Int** 10, **Wis** 15, **Cha** 4

Base Atk +9; **CMB** +14; **CMD** 33 (37 vs. bull rush or trip)

Feats Dodge, Gray Dwarf Magic* (*ironskin**), Extra Ki, Improved Initiative, Improved Unarmed Strike, Innate Flexibility* (2), Mobility, Spring Attack, Stunning Fist, Weapon Finesse

Skills Acrobatics +20 (+32 when jumping), Escape Artist +20, Perception +17, Stealth +20

Languages Common, Dwarven, Undercommon

SQ born in darkness[ARG], earth glide[ARG], fade from sight[ARG], fast movement, gray heart[ARG], ki pool (10 points, cold iron, lawful, magic), maneuver training, slow and steady, stability

Combat Gear *potion of cure serious wounds*; **Other Gear** *+2 shuriken* (10), *amulet of natural armor +1*, *belt of incredible dexterity +2*, *bracers of armor +3*, *cloak of resistance +1*, *ring of protection +1,* 588 gp



Duergar Soldiers

Veteran soldiers among the duergar lead groups of warriors or form their own elite strike forces. These soldiers always use *enlarge person* before combat.

DUERGAR SERGEANT **CR 1**

XP 400

Duergar fighter 2

LE Large humanoid (dwarf)

Init +0; **Senses** darkvision 120 ft.; Perception +2

DEFENSE

AC 16, touch 9, flat-footed 15 (+7 armor, –1 size)

hp 23 (2d10+8)

Fort +6, **Ref** +0, **Will** +2 (+1 vs. fear); +2 vs. spells

Defensive Abilities bravery +1; **Immune** paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.



Melee mwk dwarven waraxe +5 (2d8+4/×3)

Ranged heavy crossbow +3 (2d8/19–20)

Spell-Like Abilities (CL 2nd; concentration –1)

1/day—*enlarge person* (self only), *invisibility* (self only)

STATISTICS

Str 17, **Dex** 10, **Con** 16, **Int** 10, **Wis** 15, **Cha** 4

Base Atk +2; **CMB** +5; **CMD** 16 (20 vs. bull rush or trip on solid ground)

Feats Cleave, Power Attack, Weapon Focus (dwarven waraxe)

Skills Handle Animal +1, Perception +2, Ride –2, Survival +6

Languages Common, Dwarven, Undercommon

SQ slow and steady, stability

Combat Gear *potions of cure light wounds* (2), alchemist's fire (2); **Other Gear** banded mail, heavy crossbow with 10 bolts, mwk dwarven waraxe, 9 gp

DUERGAR CAPTAIN **CR 8**

XP 4,800

Duergar fighter 9

LE Medium humanoid (dwarf)

Init +0; **Senses** darkvision 120 ft.; Perception +2

DEFENSE

AC 22, touch 10, flat-footed 20 (+10 armor, +1 deflection, +1 natural, –1 size)

hp 90 (9d10+36)

Fort +10, **Ref** +4, **Will** +6 (+2 vs. fear); +2 vs. spells

Defensive Abilities bravery +2, **Immune** paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee *+2 dwarven waraxe* +17/+12 (2d8+12/19–20/×3)

Ranged mwk heavy crossbow +11 (2d8+1/19–20)

Special Attacks weapon training (axes +2, crossbows +1)

Spell-Like Abilities (CL 9th; concentration +6)

1/day—*enlarge person* (self only), *invisibility* (self only)

STATISTICS

Str 19, **Dex** 10, **Con** 16, **Int** 10, **Wis** 15, **Cha** 4

Base Atk +9; **CMB** +13 (+15 overrun, +15 sunder); **CMD** 25 (29 vs. bull rush or trip)

Feats Cleave, Great Cleave, Greater Overrun, Greater Sunder, Greater Weapon Focus (dwarven waraxe), Mounted Combat, Power Attack, Vital Strike, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe)

Skills Climb +6, Handle Animal +3, Perception +2, Ride +8, Survival +8

Languages Common, Dwarven, Undercommon

SQ armor training 2, slow and steady, stability

Combat Gear *potions of cure serious wounds* (2), thunderstones (3); **Other Gear** *+1 full plate*, *+2 dwarven waraxe*, mwk heavy crossbow with 10 bolts, *amulet of natural armor +1*, *cloak of resistance +1*, *ring of protection +1*, 129 gp

DUERGAR HIGH PRIEST

Imbued with the divine might of the dark god who saved the duergar from destruction, high priests are often seen as the true authorities in duergar society.

DUERGAR HIGH PRIEST **CR 12**

XP 19,200

Duergar cleric 13

LE Medium humanoid (dwarf)

Init +0; **Senses** darkvision 120 ft.; Perception +18

DEFENSE

AC 31, touch 14, flat-footed 31 (+9 armor, +4 deflection, +8 natural)

hp 101 (13d8+39)

Fort +10, **Ref** +4, **Will** +13; +2 vs. spells

Immune paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.; *freedom of movement*

Melee *+1 heavy mace* +12/+7 (1d8+2)

Ranged mwk light crossbow +10 (1d8/19–20)

Special Attacks channel negative energy 4/day (DC 17, 7d6)

Spell-Like Abilities (CL 13th; concentration +14)

1/day—*enlarge person* (self only), *invisibility* (self only), *ironskin**

Domain Spell-Like Abilities (CL 13th; concentration +18)

8/day—copycat (13 rounds), dazing touch

At will—charming smile (13 rounds/day, DC 16), master's illusion (13 rounds/day, DC 21)

Cleric Spells Prepared (CL 13th; concentration +18)

7th—*blasphemy* (DC 22), *insanity*[D] (DC 22)

6th—*blade barrier* (DC 21), *harm* (DC 21), *mislead*[D] (DC 21)

5th—*break enchantment* (DC 20), *breath of life*, *charm monster*[D] (DC 20), *slay living* (DC 20), *wall of stone* (DC 20)

4th—*cure critical wounds*, *divine power*, *freedom of movement*, *heroism*[D], *spell immunity*, *unholy blight* (DC 19)

3rd—*bestow curse* (DC 18), *dispel magic*, *invisibility purge*, *stone shape*, *suggestion*[D] (DC 18), *wind wall*

2nd—*control vermin** (DC 17), *hold person* (2, DC 17), *invisibility*[D], *sound burst* (DC 17), *spiritual weapon*

1st—*bane* (DC 16), *charm person*[D] (DC 16), *cure light wounds*, *divine favor*, *doom* (DC 16), *shield of faith* (2)

0 (at will)—*detect magic*, *guidance*, *resistance*, *virtue*

D domain spell; **Domains** Charm, Trickery

TACTICS

Before Combat The high priest casts *freedom of movement*, *ironskin*, and *shield of faith.*

During Combat The high priest first provides magical support, then uses *enlarge person* and enters combat.

Base Statistics When not under the effects of *freedom of movement*, *ironskin*, and *shield of faith*, the high priest's statistics are **AC** 22, touch 11, flat-footed 22; **Speed** no *freedom of movement*.

STATISTICS

Str 13, **Dex** 10, **Con** 14, **Int** 8, **Wis** 20, **Cha** 12

Base Atk +9; **CMB** +10; **CMD** 21 (25 vs. bull rush or trip)

Feats Combat Casting, Gray Dwarf Magic* (*ironskin**), Giant Steps[ARG], Innate Flexibility*, Tough as Iron*, Toughness, Weapon Focus (heavy mace)

Skills Knowledge (religion) +8, Perception +18, Spellcraft +9

Languages Common, Dwarven, Undercommon

SQ slow and steady, stability

Combat Gear *scroll of cure critical wounds*; **Other Gear** *+3 chainmail*, *+1 heavy mace*, mwk light crossbow with 20 bolts, *amulet of natural armor +2*, *headband of inspired wisdom +2*, *ring of protection +1*, silver unholy symbol, spell component pouch, 321 gp

Because religious doctrine is so influential in duergar society, common duergar treat high priests like the voice of their god, trusting their wisdom in all things. A high priest is effectively the primary lawmaker for her clan.



Beetles

Duergar capture and keep these glistening black beetles.

Dark Spitter Beetle

This large beetle's black, shiny exoskeleton clicks and grinds as it opens its dripping mandibles.

Dark Spitter Beetle **CR 3**

XP 800

N Large vermin

Init +0; **Senses** darkvision 60 ft.; Perception +0

Defense

AC 17, touch 9, flat-footed 17 (+8 natural, –1 size)

hp 26 (4d8+8)

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

Immune acid, mind-affecting effects

Weaknesses light sensitivity

Offense

Speed 30 ft.

Melee bite +6 (2d8+6)

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

Special Attacks breath weapon (15-ft. cone, 2d4 acid damage, Reflex DC 14 half, usable once every 1d4 rounds), trample (1d6+6, DC 16)

Statistics

Str 18, **Dex** 11, **Con** 15, **Int** —, **Wis** 11, **Cha** 6

Base Atk +3; **CMB** +8; **CMD** 18 (22 vs. trip)

Ecology

Environment any underground

Organization single, pair, or cluster (3–6)

Treasure none

Spitter beetles are used as mounts by duergar explorers.

Juggernaut Beetle

This massive insect lumbers ominously, waving scythe-like mandibles that reek of acid.

Juggernaut Beetle **CR 14**

XP 38,400

N Huge magical beast

Init –1; **Senses** darkvision 120 ft., low-light vision; Perception +1

Defense

AC 29, touch 7, flat-footed 29 (–1 Dex, +22 natural, –2 size)

hp 210 (20d10+100)

Fort +17, **Ref** +11, **Will** +7

Defensive Abilities selective mind; **Immune** acid, mind-affecting effects

Weaknesses light sensitivity

Offense

Speed 30 ft.

Melee bite +28 (4d10+15/19–20)

Space 15 ft.; **Reach** 10 ft.

Special Attacks breath weapon (60-ft. cone, 8d6 acid damage, Reflex DC 25 half, usable once every 1d4 rounds), trample (2d8+15, DC 30)

Statistics

Str 31, **Dex** 9, **Con** 20, **Int** 2, **Wis** 13, **Cha** 8

Base Atk +20; **CMB** +32 (+34 bull rush); **CMD** 41 (43 vs. bull rush or trip)

Feats Awesome Blow, Cleave, Critical Focus, Great Cleave, Improved Bull Rush, Improved Critical (bite), Improved Vital Strike, Power Attack, Stunning Critical, Vital Strike

Skills Climb +23, Perception +14

Ecology

Environment any underground

Organization single or pair

Treasure none

Special Abilities

Selective Mind (Su): To anyone but duergar, these beetles count as mindless. Duergar can affect them with mind-affecting effects, and train and control them as if the beetles were animals.



One duergar steers a juggernaut while two riders attack.

Encounters

Most duergar are encountered deep under the earth, patrolling their territory, hunting for fresh slaves, or bringing back riches from veins of ore and precious stones. Duergar rarely venture to the surface; they typically do so only when they have an opportunity to capture powerful slaves or to attack dwarves who settle above a duergar stronghold.

Duergar Slave Hunters (CR 11)

Searching on the surface after twilight or hidden away from the accursed sky, these slavers move through the shadows quickly and with relative stealth until they find their prey.

Dark Spitter Beetles (2) **CR 3**
XP 800 each
hp 26 each (see page 52)

Duergar Lieutenants (3) **CR 5**
XP 1,600 each
hp 61 each (see page 46)

Duergar Taskmaster **CR 9**
XP 6,400
hp 64 (see page 47)

Duergar Mining Caravan (CR 13)

Duergar are very protective of their mineral resources, and they travel in force when journeying to or from a remote mine.

Dark Spitter Beetles (14) **CR 3**
XP 800 each
hp 26 each (see page 52)

Duergar (8) **CR 1/3**
XP 135 each
hp 8 each (*Pathfinder RPG Bestiary* 117)

Duergar Captain **CR 8**
XP 4,800
hp 90 (see page 50)

Duergar Lieutenants (4) **CR 5**
XP 1,600 each
hp 61 each (see page 46)

Duergar Taskmaster **CR 9**
XP 6,400
hp 64 (see page 47)

Duergar Dark Pilgrimage (CR 16)

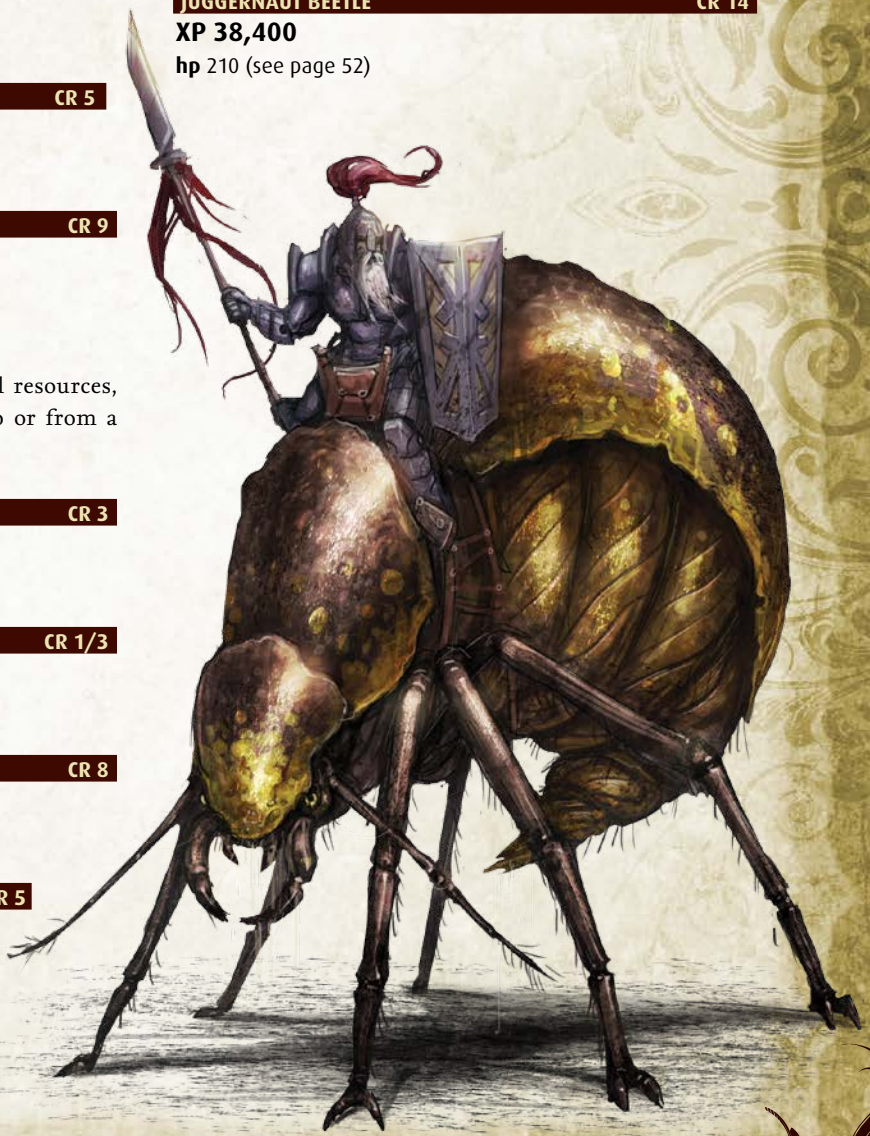
Duergar religious pilgrimages are usually provided with a juggernaut beetle to help defend the faithful and to carry large reliquaries. High priests often lead pilgrimages to rich caverns and bring back precious gems and ingots.

Duergar (6) **CR 1/3**
XP 135 each
hp 8 each (*Pathfinder RPG Bestiary* 117)

Duergar Hammers (2) **CR 11**
XP 12,800 each
hp 93 each (see page 49)

Duergar High Priest **CR 12**
XP 19,200
hp 101 (see page 51)

Juggernaut Beetle **CR 14**
XP 38,400
hp 210 (see page 52)





Fire Giants

"With ash and smoke and fire they came, down the slope of the mountain like a living lava flow. The king had mustered an army to face them, of course—peasant levies, infantry, archers, and mounted knights—but we were doomed from the start.

"Those giants made our forces look like toy soldiers. Ranks upon ranks of fire giants, clad in burnished armor, all marching in time—a thunderous beat that shook the earth. The levies turned and ran even before the battle was joined. The arrows were no more than gnats to the giants, the spears of the infantry little more than twigs to be snapped without a second thought.

"By the end of the day, the city was in flames. Its citizens fled, were slaughtered, or were enslaved. Nothing withstood the onslaught. I doubt anything could have."

—Alben Meerel, retired general

When orc raiders ransack a sleepy countryside settlement, it's a tragedy; when fire giants do the same, the result is utter devastation. The distinction between an apocalypse and a raid by fire giants is semantics alone, as the conflagrations caused by these terrible warlords can consume villages, strongholds, and entire cities.

Fire giants simultaneously embody the tempered reserve of finely crafted steel and the fury of wildfires. They are both the most warlike and the most organized of the giant races. They are contemplative, strategic, and violent—a dangerous combination for those that fall beneath the fierce gaze of fire giant nobility and their bloodthirsty generals. Fire giants' military campaigns are always preceded by careful, lengthy deliberation. Their war rooms and courts churn with activity; indeed, the undercurrent of violence can be felt in every facet of fire giant society.

Numerous societies mention fire giants in their fables and histories, though never in a flattering light. Always portrayed as ruthless soldiers and cunning warlords, and often placed at the heart of devastating legends and stories of catastrophe, fire giants exemplify the horrors of war. This isn't because they're gifted with supernatural strength or because the boulders they hurl at their enemies smolder with heat and anger—those traits are accessories at best. The truth is far more dire than can be illustrated in any apocryphal myth or children's story: fire giants are intimately associated with war and destruction in lore and legend simply because they are strong and they despise the weak. Unfortunately for most of the world's other races, fire giants automatically perceive anything smaller than themselves as weak and pathetic.

Fire giants dwell among craggy mountains and rocky badlands. They make their workshops in the cores of volcanoes, powering their forges with energy tapped from flowing lava and quenching their blazing arms and armor with the blood of their quarry. The smog created by fire giants' immense smelting factories and smithies roils with lightning and thunder during the dry season, and the black soot that hangs over a fire giant settlement might be mistaken by smaller folk for volcano smoke, though few lowland dwellers hold this misconception for long.

Love is a mostly foreign concept among fire giants. Procreation occurs rarely, and often only as a by-product of other passions—a fire giant might feel the stir of desire after a glorious battlefield victory or the public decapitation of a reviled enemy, for instance. Conception is celebrated in the clan, but only because the birth of a strong child means another hearty warrior to add to the fire giants' ranks.

The formative years of a fire giant's life are as marked by war as are the lives of the adults in the tribe. From birth, a youth is outfitted in custom-forged armor that is remolded and replaced as needed to fit the youngster's growing frame. It takes nearly half a century for a fire giant to reach adulthood; this period is a time of endless, brutal, bloody training. Sparring matches and competitions of strength are common measures of young fire giants' skill and promise. Tribal leaders watch such matches carefully, ever on the lookout for prospective future generals. They also identify those who are to be relegated to lesser positions in the tribe, and weaklings destined to be culled from the group. Fire giant society has no room for those who cannot pull their own weight. All young fire giants must demonstrate their worth by surviving for a time in exile outside the tribe's holdings, or die trying.

Fire giants revel in warfare on any scale. Massacres and genocides entertain these hungry brutes as much as do small-scale skirmishes or one-on-one wrestling bouts. Of course, the battles that result in the most spilled blood are the ones that make it into fire giants' own oral legends. They have virtually no written lore, because they consider transcribing tales of warfare a waste of time—to fire giants, writing is best used to tally the deaths of their foes, count their mounds of pillaged riches, and catalog the slaves captured from the latest raid. Such bookkeeping is usually the work of enslaved scribes, so that no fire giants need sully their hands with ink or paper.

Possibly the only factor that has stopped fire giants from spreading to the farthest corners of the globe and dominating entire nations is their fractious nature—their clans and tribes are constantly at odds with one another. Even in regions where fire giant rule is already practically ensured, rival clans might be unable to secure control if they cannot select a single ruler to unify and guide them. Their quick tempers and great pride makes treaties and alliances rare, and more than once a powerful fire giant kingdom has crumbled beneath the weight of such arrogance.

Battles between fire giant clans are dramatic spectacles to behold—gouts of lava burst from the earth as magmablades call upon their fell flame magic, and steam hog-riding cavalry create veritable earthquakes as they charge headlong into the fiery fray. Such skirmishes might take place anywhere—location makes no difference to feuding fire giants. Woe betide any innocent bystanders caught in the crossfire of these epic clashes; entire settlements have been obliterated in the collateral damage of a fire giant feud.

Fire giants hold might as the surest way to determine one's right to rule. Rulers who do not impose their strength upon those beneath them are weak and deserve to be deposed, while those who enforce their will by fear and brawn are formidable kings and queens indeed. The monarchic structure of fire giant society ensures that the lowest members of the clan know their place among the forges and the anvils, and it entrenches members of the nobility in the upper echelons of this brutish hierarchy.

Full statistics for fire giants can be found on page 148 of the *Pathfinder RPG Bestiary*.

New Rules

The following section presents a new oracle mystery, new feats, and new magic items common among fire giants.

Fire Giant Oracle Mystery

Among fire giants, the rare but blessed oracles of the apocalypse are favored emissaries of the divine.

Apocalypse

Deities: Gorum, Rovagug.

Class Skills: An oracle with the apocalypse mystery adds Bluff, Disguise, Survival, and Stealth to her list of class skills.

Bonus Spells: *deathwatch* (2nd), *summon swarm* (4th), *explosive runes* (6th), *ice storm* (8th), *insect plague* (10th), *circle of death* (12th), *vision* (14th), *incendiary cloud* (16th), *meteor swarm* (18th).

Revelations: An oracle with the apocalypse mystery can choose from any of the following revelations.



Defy Elements (Ex): Choose one energy type (acid, cold, fire, electricity, or sonic). You gain resistance 5 to the selected energy type. At 5th level and every 5 levels thereafter, you can choose an additional energy type for which to gain resistance 5, or you can choose a previously chosen energy type and increase that resistance by 5 (to a maximum resistance of 20 for any one energy type).

Destructive Roots (Su): You can root yourself to your current spot and cause the world around you to fall apart. As a standard action, you can cause the ground in a 5-foot radius burst centered on you to crumble and rupture, becoming difficult terrain. As a move action on subsequent rounds, you can continue to concentrate on this area as though concentrating on a spell; doing so increases the radius of difficult terrain by 5 feet (maximum 30-foot-radius). You immediately cease concentrating if you move from the square you started in when you activated this ability. Difficult terrain created by this ability remains for 24 hours before returning to its original state. You must be at least 7th level to select this revelation.

Doomsayer (Su): As a standard action, you can utter a dire prophecy that strikes fear in your enemies and causes them to become shaken. To be affected, an enemy must be within 30 feet and able to hear you. This effect persists as long as the enemy is within 30 feet and you use a move action each round to continue your doomsaying. This ability cannot cause a creature to become frightened or panicked, even if the target was already shaken from another effect. This is a mind-affecting fear effect that relies on audible components. At 15th level, continuing your doomsaying each round is a swift action instead. You must be at least 7th level to select this revelation.

Dust to Dust (Su): Once per day as a standard action, you can cause the weapons around you to shatter in their wielders' hands. When you use this ability, attempt a single sunder combat maneuver, using your caster level in place of your base attack bonus and your Charisma modifier in place of Strength. Every creature except you in a 10-foot radius that is wielding a manufactured weapon is targeted by the same attempt. You deal an amount of damage to each weapon affected equal to 1d4 × your Charisma modifier (minimum 1d4). At 11th level, this damage increases to 1d6 × your Charisma modifier (minimum 1d6). At 10th level, you can use this ability twice per day.

Erosion Touch (Su): As the nature mystery revelation.

Near Death (Su): As the bones mystery revelation.

Pass the Torch (Su): Once per day as a swift action, you can channel the energy of the apocalypse into your body, causing you to ignite. You take 1d4 points of fire damage when you activate this ability and again at the beginning of your turn until you end the effect. Any creature that begins

its turn adjacent to you takes 1d6 points of fire damage as the fire spreads, plus 1 additional point of fire damage for each previous round you have had this ability active. For example, adjacent creatures take 1d6+5 points of damage if you have had this ability active for 5 rounds. You can use this ability for a number of rounds equal to 1/2 your oracle level, and you can end this ability as a free action. At 5th level and every 5 levels thereafter, you can use this ability one additional time per day.

Power of the Fallen (Sp): You can touch a dying creature and channel its life energy into another living creature. This ability acts as *death knell*, except you can choose any ally (including yourself) within 30 feet to gain the benefit of this effect, and you can apply the +2 enhancement bonus to either Strength, Dexterity, or Constitution. You can use this ability a number of times per day equal to your Charisma modifier. You must be at least 5th level to select this revelation.

Spell Blast (Su): As a swift action whenever you confirm a critical hit against an opponent with a spell that requires an attack roll, you can immediately attempt to bull rush your opponent in any direction. You don't provoke an attack of opportunity for this bull rush attempt.

Unstoppable Overrun (Ex): You can attempt overrun combat maneuvers against opponents that are up to two size categories larger than you. At 5th level, you gain Improved Overrun as a bonus feat. At 10th level, you gain Greater Overrun as a bonus feat. You don't need to meet the prerequisites to gain these feats.

Final Revelation: Upon reaching 20th level, you become a herald of the apocalypse and wield the awesome power to fulfill such prophecy. Anytime you successfully cast a spell or use an ability that bestows 1 or more negative levels, the effect bestows 1d4 additional negative levels. Whenever you confirm a critical hit against a creature (including with a melee, ranged, or spell attack), as a swift action you can curse the target of your attack, as the *bestow curse* spell, except the target doesn't receive a Will saving throw to negate the effects and spell resistance does not apply against this ability.

Fire Giant Feat

Fire giant warriors have access to the following feat.

Smoking Boulder

The boulders you hurl burn so hot that they smoke.

Prerequisites: Base attack bonus +11, heated rock special ability.

Benefit: When you throw a rock as part of an attack action and hit your target, you can cause the boulder to emit a 10-foot-radius spread of heavy smoke. The smoke lasts for 1d4 rounds. (See page 444 of the *Pathfinder RPG Core Rulebook* for rules on smoke effects.)

Fire Giant Magic Items

The *burning* weapon special ability and *steaming* armor special ability add the power of fire and steam to the arms and armor of fire giants.

BURNING		**PRICE** +2 BONUS
AURA strong evocation	**CL** 12th	**WEIGHT** —

A *burning* weapon causes an unattended flammable object to ignite when struck (Fortitude DC 13 negates for magic items), dealing 1d6+1 points of fire damage to the object each round after it's ignited. An item made mostly or entirely out of wood is even more susceptible to this effect, taking 2d6+2 points of fire damage. This effect lasts for 1d4 rounds. A creature that ends its turn in the same space as a burning object takes 1d6+1 points of fire damage.

Up to three times per day, the bearer of a *burning* weapon can, on command, cause a single object that has been ignited by the weapon to burn even brighter, increasing the duration of its burning effect by 1d4+1 rounds and causing the fire to expand in a burst that extends 5 feet from the object. This burst of fire deals 1d6+1 points of fire damage to each creature in that area, and it can ignite unattended flammable objects within that area as if they had been hit with the weapon.

Fire giants often make use of *burning* weapons in their fervid crusades against other races.

CONSTRUCTION REQUIREMENTS	**COST** +2 bonus
Craft Magic Arms and Armor, *elemental touch*[APG]	

STEAMING		**PRICE** +2 BONUS
AURA faint evocation	**CL** 3rd	**WEIGHT** —

A suit of *steaming* armor features numerous sliding plates and movable pieces to aid in ventilation. Three times per day, the wearer of *steaming* armor can speak a command word that causes the armor to emit a cloud of scorching steam. The steam lasts for 5 rounds or until the wearer dismisses it by speaking a second command word.

When the wearer speaks the command word and at the start of the wearer's turn during subsequent rounds, the steam deals 1d6 points of fire damage to any creature grappling the wearer or occupying the wearer's square (though not to the wearer) and 1 point of damage to any creature within a 5-foot-radius burst of the wearer (except for those that have already taken damage because they are grappling the wearer). While the *steaming* ability is active, a creature that is within 5 feet of the wearer that makes a melee attack or attempts a combat maneuver against the wearer must succeed at a DC 14 Reflex saving throw or take 1d6 points of fire damage.

The *steaming* armor special ability can be applied only to medium and heavy armors.

CONSTRUCTION REQUIREMENTS	**COST** +2 bonus
Craft Magic Arms and Armor, *elemental aura*[APG]	

Fire Giant Vanguard

When the fire giants unleash their savagery, the glaives and the strongarms are often in the lead.

Fire Giant Glaive — CR 12

XP 19,200

Fire giant fighter (polearm master) 2 (*Pathfinder RPG Advanced Player's Guide* 106)

LE Large humanoid (fire, giant)

Init +5; **Senses** low-light vision; Perception +23

DEFENSE

AC 24, touch 10, flat-footed 23 (+6 armor, +1 Dex, +8 natural, –1 size)

hp 197 (17 HD; 15d8+2d10+119)

Fort +19, **Ref** +6, **Will** +10

Defensive Abilities rock catching; **Immune** fire

Weaknesses vulnerable to cold

OFFENSE

Speed 40 ft.



Melee *+2 glaive* +24/+19/+14 (2d8+15/×3)

Ranged rock +14 (1d8+13 plus 1d6 fire)

Space 10 ft.; **Reach** 20 ft. (10 ft. with pole fighting)

Special Attacks heated rock, pole fighting –4, rock throwing (120 ft.)

STATISTICS

Str 29, **Dex** 13, **Con** 25, **Int** 12, **Wis** 16, **Cha** 10

Base Atk +13; **CMB** +23 (+27 overrun, +25 sunder); **CMD** 34 (36 vs. overrun, 36 vs. sunder)

Feats Cleave, Great Cleave, Greater Overrun, Improved Initiative, Improved Overrun, Improved Sunder, Iron Will, Power Attack, Smoking Boulder*, Step Up, Weapon Focus (glaive)

Skills Climb +22, Craft (armor) +9, Intimidate +20, Perception +23, Profession (soldier) +9

Languages Common, Giant

Combat Gear *potions of cure serious wounds* (3), tangleburn bags[UE] (3); **Other Gear** *+1 mithral scale mail*, *+2 glaive*, 82 gp

Fire Giant Strongarm — CR 13

XP 25,600

Fire giant fighter 3

LE Large humanoid (fire, giant)

Init +1; **Senses** low-light vision; Perception +24

DEFENSE

AC 31, touch 11, flat-footed 30 (+9 armor, +1 deflection, +1 Dex, +8 natural, +3 shield, –1 size)

hp 158 (18 HD; 15d8+3d10+75)

Fort +16, **Ref** +7, **Will** +11 (+1 vs. fear)

Defensive Abilities bravery +1, rock catching; **Immune** fire

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft.

Melee *+1 flaming warhammer* +27/+22/+17 (2d6+13/×3)

Ranged rock +15/+10/+5 (1d8+18 plus 1d6 fire)

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

Special Attacks heated rock, rock throwing (120 ft.)

STATISTICS

Str 35, **Dex** 13, **Con** 19, **Int** 12, **Wis** 16, **Cha** 10

Base Atk +14; **CMB** +27 (+29 overrun, +29 sunder); **CMD** 39 (41 vs. overrun, 41 vs. sunder)

Feats Improved Overrun, Impact Critical Shot[UC], Improved Sunder, Iron Will, Point-Blank Shot, Power Attack, Precise Shot, Quick Draw, Smoking Boulder*, Target of Opportunity[UC], Weapon Focus (warhammer)

Skills Climb +22, Craft (weapons) +9, Intimidate +21, Perception +24

Languages Common, Giant

SQ armor training 1

Combat Gear *potions of cure serious wounds* (2), fuse grenades[UE] (3); **Other Gear** *+1 steaming* half-plate*, *+1 arrow catching heavy steel shield*, *+1 flaming warhammer*, *ring of protection +1*, 98 gp

Fire Giant Lieutenant

After the vanguard does its work, elite fire giant lieutenants lead the ranks of common fire giants into the fray, hammering the targets of their lords' ire into twisted, burning wreckage.

Fire Giant Lieutenant **CR 16**

XP 76,800

Fire giant cavalier 6 (*Pathfinder RPG Advanced Player's Guide* 32)
LE Large humanoid (fire, giant)
Init +4; **Senses** low-light vision; Perception +19

Defense

AC 32, touch 10, flat-footed 32 (+10 armor, +1 deflection, +8 natural, +4 shield, –1 size)
hp 253 (21 HD; 15d8+6d10+153)
Fort +21, **Ref** +7, **Will** +12
Defensive Abilities rock catching; **Immune** fire
Weaknesses vulnerable to cold

Offense

Speed 30 ft.
Melee *+1 bastard sword* +27/+22/+17/+12 (2d8+10/19–20) or *+1 valiant lance* +26/+21/+16/+11 (2d6+14/×3) or 2 slams +25 (1d8+9)
Ranged rock +17 (1d8+14 plus 1d6 fire)
Space 10 ft.; **Reach** 10 ft.
Special Attacks banner +2/+1, cavalier's charge, challenge (+8, 3/day), heated rock, rock throwing (120 ft.)

Tactics

Before Combat This fire giant mounts her giant dire boar and approaches the battle.
During Combat Entering the battle, the fire giant lieutenant challenges the most powerful opponent, and charges that foe atop her steed with her *valiant lance*. Once in the thick of combat, she eschews her lance for her bastard sword, hewing foes surrounding her.

Statistics

Str 29, **Dex** 11, **Con** 25, **Int** 12, **Wis** 16, **Cha** 17
Base Atk +17; **CMB** +27 (+29 overrun, +29 sunder); **CMD** 38 (40 vs. overrun, 40 vs. sunder)
Feats Cleave, Exotic Weapon Proficiency (bastard sword), Great Cleave, Improved Initiative, Improved Overrun, Improved Sunder, Iron Will, Mounted Combat, Power Attack, Precise Strike[APG], Pushing Assault[APG], Trample, Weapon Focus (bastard sword)
Skills Climb +15, Craft (weapons) +9, Diplomacy +14, Handle Animal +17, Intimidate +14, Knowledge (nobility) +12, Perception +19, Ride +10
Languages Common, Giant, Orc
SQ expert trainer +3, mount (giant dire boar), order of the lion (lion's call), tactician (2/day, 6 rounds, standard action)
Combat Gear *potions of cure serious wounds* (3), *potion of haste*; **Other Gear** *+1 human-defiant[UE] full plate, +2 ramming[UE] heavy steel shield, +1 bastard sword, +1 valiant[UE] lance, headband of mental prowess +2* (Int, Cha), *horn of battle clarity[UE], horn of fog[UE], ring of protection +1, vambraces of the tactician[UE]*

Giant Dire Boar Mount **CR —**

Giant dire boar (*Pathfinder RPG Bestiary* 36, 295)
hp 52

Kings and queens direct the movements and strategies of entire armies, but fire giant lieutenants command the rank-and-file soldiers on the battlefield from atop their massive mounts. Fire giant lieutenants are superb tacticians, and they inspire the troops under their command. The lieutenants know that to flee battle is to incur the wrath of their king or queen.

The giant dire boar presented above functions as a mount for the fire giant lieutenant's mount ability.



Fire Giant Magmablade

Mixing force of arms with fiery magic, a magmablade is a tornado of flame and carnage.

FIRE GIANT MAGMABLADE **CR 17**

XP 102,400

Fire giant magus 14 (*Pathfinder RPG Ultimate Magic* 9)

LE Large humanoid (fire, giant)

Init +0; **Senses** low-light vision; Perception +35

DEFENSE

AC 35, touch 10, flat-footed 35 (+11 armor, +1 deflection, +10 natural, +4 shield, –1 size)

hp 253 (29d8+123)

Fort +23, **Ref** +10, **Will** +20

Defensive Abilities rock catching; **DR** 10/adamantine (140 points); **Immune** fire, *magic missile*

Weaknesses vulnerable to cold

OFFENSE

Speed 40 ft.



Melee *+1 dispelling keen battleaxe* +35/+30/+25/+20 (2d6+16/19–20/×3) or
2 slams +33 (1d8+13)

Ranged rock +21 (1d8+19 plus 1d6 fire)

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

Special Attacks greater spell combat, heated rock, improved spell combat, rock throwing (120 ft.), spell combat (–2 attack, +2 concentration, double bonus), spellstrike

Magus Spells Prepared (CL 14th; concentration +19)

5th—*geyser*[APG] (DC 20), *telekinesis* (DC 20), *wall of stone* (DC 20)

4th—*arcana theft*[UM], *ball lightning*[APG] (DC 19), *black tentacles*, *stoneskin*, *wall of fire*

3rd—*blink*, *dispel magic*, *fireball* (DC 18), *flame arrow*, *fly*

2nd—*alter self*, *blur*, *effortless armor*[UC], *elemental touch*[APG] (DC 17), *invisibility*, *scorching ray*

1st—*burning hands* (DC 16), *enlarge person* (DC 16), *expeditious retreat*, *flare burst*[APG] (DC 16), *magic missile*, *mirror strike*[UC], *reduce person* (DC 16)

0 (at will)—*acid splash*, *detect magic*, *flare* (DC 15), *light*, *spark*[APG]

TACTICS

Before Combat The magmablade casts *effortless armor*, *stoneskin*, and *shield* from a scroll.

During Combat The magmablade wades into battle, using a mix of spellstrike, spellcasting, and melee prowess, causing as much havoc as possible.

Base Statistics Without *effortless armor*, *stoneskin*, and *shield*, the magmablade's statistics are **AC** 31, touch 10, flat-footed 31; **DR** none; **Immune** fire; **Speed** 30 ft.; **Skills** Climb +39, Fly +24.

STATISTICS

Str 36, **Dex** 11, **Con** 19, **Int** 20, **Wis** 16, **Cha** 10

Base Atk +21; **CMB** +35 (+37 overrun, +37 sunder); **CMD** 46 (48 vs. overrun, 48 vs. sunder)

Feats Burning Spell[UM], Cleave, Combat Casting, Critical Focus, Disruptive, Great Cleave, Improved Critical (battleaxe), Improved Overrun, Improved Sunder, Iron Will, Maximize Spell, Power Attack, Quicken Spell, Staggering Critical, Stunning Critical, Weapon Focus (battleaxe), Weapon Specialization (battleaxe)

Skills Climb +41, Craft (weapons) +37, Fly +26, Intimidate +32, Knowledge (arcana) +15, Perception +35, Spellcraft +37, Use Magic Device +32

Languages Common, Draconic, Giant, Infernal, Orc

SQ arcane pool (12 points, +4), fighter training (fighter level 7), heavy armor proficiency, improved spell recall, knowledge pool, magus arcana (arcane edge, critical strike, maximized magic, spell shield), medium armor proficiency

Combat Gear *potions of cure serious wounds* (2), *scroll of bear's endurance*, *scroll of haste*, *scrolls of shield* (2), *wand of true strike* (50 charges); **Other Gear** *+3 spell storing stone coat*[UC] (*scorching ray*), *+1 dispelling*[UE] *keen battleaxe*, *amulet of natural armor +2*, *cloak of resistance +1*, *headband of vast intelligence +4*, *pearl of power* (3rd level), *ring of protection +1*, granite and diamond dust worth 250 gp

Fire Giant Doombringer

With a single pronouncement from a doombringer, an entire settlement can be reduced to cinder and ash.

Fire Giant Doombringer **CR 18**

XP 153,600

Fire giant oracle 16 (*Pathfinder RPG Advanced Player's Guide* 42)
LE Large humanoid (fire, giant)
Init +6; **Senses** low-light vision; Perception +32

Defense

AC 32, touch 12, flat-footed 30 (+9 armor, +1 deflection, +2 Dex, +8 natural, +3 shield, –1 size)
hp 341 (31d8+202)
Fort +20, **Ref** +12, **Will** +20; +4 vs. disease, death effects, mind-affecting effects, poison, sleep, stunning
Defensive Abilities rock catching; **DR** 2/—; **Immune** fire
Weaknesses vulnerable to cold

Offense

Speed 30 ft.
Melee *+2 conductive flail* +35/+30/+25/+20 (2d6+12)
Ranged rock +25 (1d8+14 plus 1d6 fire)
Space 10 ft.; **Reach** 10 ft.
Special Attacks heated rock, rock throwing (120 ft.)
Oracle Spells Known (CL 16th; concentration +22)
8th (3/day)—*fire storm* (DC 24), *incendiary cloud* (DC 24), *mass inflict critical wounds* (DC 24)
7th (5/day)—*blasphemy* (DC 23), *destruction* (DC 23), *mass inflict serious wounds* (DC 23), *vision* (DC 23)
6th (7/day)—*barrier blade*, *circle of death* (DC 22), *harm* (DC 22), *mass bull's strength*, *mass inflict moderate wounds* (DC 22)
5th (7/day)—*dispel good* (DC 21), *greater command* (DC 21), *insect plague* (DC 21), *mass inflict light wounds* (DC 21), *righteous might*, *slay living* (DC 21)
4th (7/day)—*blessing of fervor*[APG], *greater magic weapon*, *ice storm* (DC 20), *imbue with spell ability*, *inflict critical wounds* (DC 20), *unholy blight* (DC 20)
3rd (7/day)—*dispel magic*, *inflict serious wounds* (DC 19), *invisibility purge*, *magic circle against good*, *stone shape*, *explosive runes*
2nd (8/day)—*bear's endurance*, *darkness*, *death knell* (DC 18), *inflict moderate wounds*, *oracle's burden*[APG] (DC 18), *share language*[APG], *summon swarm*
1st (8/day)—*bane* (DC 17), *cause fear* (DC 17), *deathwatch*, *doom* (DC 17), *inflict light wounds* (DC 17), *obscuring mist*, *shield of faith*
0 (at will)—*bleed* (DC 16), *create water*, *detect magic*, *detect poison*, *purify food and drink*, *guidance*, *read magic*, *resistance*, *spark*[APG]
Mystery apocalypse*

Statistics

Str 31, **Dex** 15, **Con** 23, **Int** 10, **Wis** 16, **Cha** 22
Base Atk +23; **CMB** +34 (+36 overrun, +36 sunder); **CMD** 47 (49 vs. overrun, 49 vs. sunder)
Feats Cleave, Combat Casting, Critical Focus, Empower Spell, Extra Revelation[APG], Great Cleave, Improved Initiative, Improved Overrun, Improved Sunder, Iron Will, Martial Weapon Proficiency (flail), Maximize Spell, Power Attack, Quicken Spell, Selective Spell[APG], Weapon Focus (flail)
Skills Climb +19, Craft (armor) +8, Heal +21, Intimidate +17, Perception +32, Spellcraft +34
Languages Common, Giant; *tongues*
SQ oracle's curse (*tongues*), revelations (doomsayer [30 ft., swift action], erosion touch [16d6, 5/day], near death, pass the torch [4/day, up to 8 rounds], power of the fallen [6/day], spell blast)
Combat Gear *potions of cure serious wounds* (3), *scroll of mass bear's endurance*, *scroll of wall of stone*, *wand of bestow curse* (15 charges); **Other Gear** *+3 unrighteous*[UE] *adamantine breastplate*, *+2 light steel shield*, *+2 conductive*[UE] *flail*, *belt of physical might +2* (Str, Dex), *headband of alluring charisma +4*, *ring of protection +1*, spell component pouch, 495 gp



Fire Giant Queen

Strong, regal, and deadly, a queen among the fire giants takes her place in battle, and like the namesake chess piece moves decisively and with ruthless malice.

FIRE GIANT QUEEN **CR 19**

XP 204,800

Fire giant fighter 5/sorcerer 8

LE Large humanoid (fire, giant)

Init +2; **Senses** low-light vision; Perception +33

DEFENSE

AC 31, touch 14, flat-footed 28 (+7 armor, +2 deflection, +2 Dex, +1 dodge, +10 natural, –1 size)

hp 326 (28 HD; 15d8+5d10+8d6+204)

Fort +22, **Ref** +10, **Will** +16 (+1 vs. fear)

Defensive Abilities bravery +1, rock catching; **Immune** fire

Weaknesses vulnerable to cold

OFFENSE

Speed 40 ft.



Melee *+1 dispelling furyborn heavy mace* +32/+27/+22/+17 (2d6+12/19–20)

Ranged rock +22 (1d8+15 plus 1d6 fire)

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

Special Attacks heated rock, rock throwing (120 ft.), weapon training (hammers +1)

Sorcerer Spells Known (CL 8th; concentration +13)

4th (4/day)—*dimension door*

3rd (6/day)—*dispel magic*, *fireball* (DC 18), *fly*

2nd (7/day)—*bull's strength*, *dust of twilight*[APG] (DC 17), *invisibility*, *scorching ray*

1st (8/day)—*burning hands* (DC 16), *color spray* (DC 16), *endure elements*, *identify*, *ray of enfeeblement* (DC 16), *summon monster I*

0 (at will)—*acid splash*, *bleed* (DC 15), *daze* (DC 15), *detect magic*, *detect poison*, *flare* (DC 15), *read magic*, *touch of fatigue* (DC 15)

Bloodline arcane

TACTICS

During Combat The fire giant queen uses a mix of spells and martial power to show her dominance in battle.

STATISTICS

Str 31, **Dex** 15, **Con** 25, **Int** 17, **Wis** 14, **Cha** 20

Base Atk +20; **CMB** +31 (+33 overrun, +33 sunder); **CMD** 46 (48 vs. overrun, 48 vs. sunder)

Feats Cleave, Combat Casting, Critical Focus, Dodge, Enlarge Spell, Eschew Materials, Extend Spell, Great Cleave, Improved Critical (heavy mace), Improved Overrun, Improved Sunder, Iron Will, Maximize Spell, Power Attack, Quicken Spell, Scribe Scroll, Stunning Critical, Tiring Critical, Weapon Focus (heavy mace)

Skills Climb +22, Craft (weapons) +11, Diplomacy +21, Intimidate +16, Knowledge (arcana) +24, Perception +33, Spellcraft +34, Use Magic Device +36

Languages Common, Giant, Infernal

SQ arcane bond (mace), armor training 1, bloodline arcana (+1 DC for metamagic spells that increase spell level), metamagic adept (2/day)

Combat Gear *potions of cure serious wounds* (3), *potions of invisibility* (2), *scrolls of darkness* (2), *scroll of flame arrow*, *scrolls of lightning bolt* (2), *scroll of summon monster IV*, *wand of scorching ray* (22 charges); **Other Gear** *+3 mithral spell storing*[UE] *chain shirt*, *+1 dispelling*[UE] *furyborn*[UE] *heavy mace*, *amulet of natural armor +2*, *belt of physical perfection +2*, *headband of mental prowess +4* (Int, Cha), *ring of protection +2*

Many fire giant queens rule their tribes alongside their husbands, whom they wed for life in marriages based on political power rather than romance. Other fire giant queens reign alone, bowing to no king and needing no partner to supplement their own considerable strength and power.

Fire Giant King

A fire giant king is not content to loiter on his throne. He searches for his enemies and expands his territory with resourceful vigor.

Fire Giant King **CR 20**

XP 307,200

Fire giant ranger 10

LE Large humanoid (fire, giant)

Init +2; **Senses** low-light vision; Perception +38

Defense

AC 34, touch 10, flat-footed 34 (+11 armor, +3 deflection, –2 Dex, +13 natural, –1 size)

hp 382 (25 HD; 15d8+10d10+260)

Fort +26, **Ref** +10, **Will** +14

Defensive Abilities evasion, rock catching; **Immune** fire

Weaknesses vulnerable to cold

Offense

Speed 30 ft.

Melee *+1 brilliant energy greatsword* +36/+31/+26/+21 (3d6+22/17–20) or
2 slams +34 (1d8+14)

Ranged rock +19 (1d8+21 plus 1d6 fire)

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

Special Attacks combat style (two-handed weapon[APG]), favored enemy (animals +2, dragons +4, dwarves +4), heated rock, rock throwing (120 ft.)

Ranger Spells Prepared (CL 7th; concentration +11)
3rd—*cure moderate wounds*
2nd—*aspect of the bear*[APG], *spike growth* (DC 16)
1st—*entangle* (DC 15), *longstrider*, *resist energy*

Tactics

Before Combat The fire giant king casts *aspect of the bear* and *longstrider*.

During Combat The king typically leads his warriors into battle, supporting his troops and tearing through his enemies.

Base Statistics Without *aspect of the bear* and *longstrider*, the fire giant king's statistics are **AC** 32, touch 10, flat-footed 32, **Speed** 30 ft.; **CMB** +36 (+38 bull rush, +38 overrun, +38 sunder)

Statistics

Str 39, **Dex** 7, **Con** 30, **Int** 13, **Wis** 18, **Cha** 14

Base Atk +21; **CMB** +38 (+40 bull rush, +40 overrun, +40 sunder); **CMD** 47 (49 vs. bull rush, 49 vs. overrun, 49 vs. sunder)

Feats Cleave, Endurance, Great Cleave, Improved Bull Rush, Improved Critical (greatsword), Improved Initiative, Improved Natural Armor, Improved Overrun, Improved Sunder, Iron Will, Power Attack, Skill Focus (Perception), Vital Strike, Weapon Focus (greatsword)

Skills Climb +28, Craft (armor) +9, Intimidate +30, Knowledge (geography) +14, Knowledge (nobility) +11, Perception +38, Spellcraft +17, Stealth +7

Languages Common, Giant

SQ favored terrain (mountain +4, underground +2), hunter's bond (companions), swift tracker, track +5, wild empathy +12, woodland stride

Combat Gear *boots of speed*, *potions of cure serious wounds* (2); **Other Gear** *+5 breastplate*, *+1 brilliant energy greatsword*, *amulet of natural armor +2*, *belt of physical might +4* (Str, Con), *headband of mental superiority +2*, *ring of protection +3*

Fire giant kings rule over their volcanic dominions with a cruel and heavy hand. Most kings seek the hand of a queen to reign beside them, both to secure their own power and to provide heirs to accede to their thrones when they inevitably fall in battle. A fire giant king must always watch his back, however, for there are always claimants eager to seize his position.



Steam Hog

This massive warthog is outfitted with all manner of steel armor and unnatural augmentations, including a pair of razor-sharp metal tusks.

STEAM HOG **CR 7**

XP 3,200

N Huge magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

DEFENSE

AC 19, touch 8, flat-footed 19 (+5 armor, +6 natural, –2 size)

hp 94 (9d10+45)

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

Defensive Abilities ferocity; **DR** 2/—; **Resist** fire 15

OFFENSE

Speed 30 ft., burrow 10 ft.

Melee gore +14 (2d6+7 plus 1d6 fire), 2 hooves +9 (1d8+3)

Space 15 ft.; **Reach** 10 ft.



Special Attacks steam cloud, trample (1d8+10, DC 21)

STATISTICS

Str 24, **Dex** 11, **Con** 18, **Int** 1, **Wis** 12, **Cha** 9

Base Atk +9; **CMB** +18; **CMD** 28 (32 vs. trip)

Feats Cleave, Improved Initiative, Iron Will, Power Attack, Toughness

Skills Climb +10, Perception +10

ECOLOGY

Environment warm mountains

Organization solitary, cavalry (2–4 plus 2–4 fire giants), or stampede (5–8 plus 3–8 fire giants)

Treasure standard (Huge adamantine scale mail barding, other treasure)

SPECIAL ABILITIES

Steam Cloud (Ex) As a standard action, a steam hog can emit a cloud of steam from its snout in a 10-foot-radius spread. The initial burst of steam deals 2d6 points of fire damage to any creature in the area. The cloud remains for 1d4 rounds once created, acting as a 10-foot-radius *obscuring mist*. Any creature that begins its turn in the area of the steam must succeed at a DC 18 Fortitude save or take 1d6 points of fire damage. A steam hog can use its steam cloud only once every 1d6 rounds. The save DC is Constitution-based.

The military advancements of fire giants aren't restricted only to arms and armor—just as ore is dredged from the mountains for these giants' cruel forges, animals are culled from the wilds to serve as fire giant weaponry. In addition to using hell hounds, red dragons, and other fiery fauna for their brutal campaigns, fire giants have created several unique species of war beasts all their own. Chief among these amalgamations of flesh and steel are the malformed swine known as steam hogs—enormous snorting brutes charged with heading the front lines of fire giant armies, each one capable of laying low an entire platoon of enemy soldiers.

While fire giants are more than capable of crafting new armor for their steam hogs, they take great pleasure in bedecking their prized war beasts with the reforged arms and armor of their vanquished foes. In this way, the armor and accoutrements of a veteran steam hog serve as a record of the battles and wars the beast has fought in. When such a steam hog falls in battle, its armor—and thus its history—are often kept by sentimental fire giant handlers as treasured heirlooms.

Steam hogs average 16 feet long from snout to tail and 8 feet tall at the shoulder. They can weigh up to 3 tons, or 4 tons when equipped with adamantine scale barding.

Encounters

The following encounter groups represent some of the most common ways a band of adventurers might have a run-in with fire giants, or common military groupings when fire giants are on campaign.

Scouting Party (CR 15)

Before launching a full-scale assault, fire giants often determine the best means of attack by sending out a small group to perform reconnaissance.

Fire Giant Glaives (2) **CR 12**

XP 19,200 each

hp 197 each (see page 58)

Fire Giants (2) **CR 10**

XP 9,600 each

hp 142 each (*Pathfinder RPG Bestiary* 148)

Artillery (CR 17)

Rarely seen but surely felt, fire giant artillery squads hang back on the battlefield, throwing flaming boulders and launching assaults from afar. But these warriors are just as effective in closer combat as well.

Fire Giant Strongarms (3) **CR 13**

XP 25,600 each

hp 158 each (see page 58)

Fire Giants (3) **CR 10**

XP 9,600 each

hp 142 each (*Pathfinder RPG Bestiary* 148)

Raiding Party (CR 19)

Settlements that find themselves in the path of fire giants' territorial expansion have much to fear from the prospect of a fire giant raiding party.

Fire Giant Strongarms (4) **CR 13**

XP 25,600 each

hp 158 each (see page 58)

Fire Giants (8) **CR 10**

XP 9,600 each

hp 142 each (*Pathfinder RPG Bestiary* 148)

Hell Hounds (12) **CR 3**

XP 800 each

hp 30 each (*Pathfinder RPG Bestiary* 173)

Steam Hogs (5) **CR 7**

XP 3,200 each

hp 94 each (see page 64)

Royal Accompaniment (CR 23)

Some fire giant nobles deem it necessary to descend from their thrones to dally among the common laborers and soldiers of the clan, or to survey their newly conquered holdings. They're escorted by a small group of loyal lieutenants to ensure their safety from would-be assassins. When not traveling, these lieutenants serve as royal guards in fire giant throne rooms.

Fire Giant King **CR 20**

XP 307,200

hp 382 (see page 63)

Fire Giant Lieutenants (4) **CR 16**

XP 76,800 each

hp 253 each (see page 59)

Fire Giant Queen **CR 19**

XP 204,800

hp 326 (see page 62)





Frost Giants

"At first we thought the rumble was simply the storm. By the time we realized the truth and threw open the shutters, they were upon us, appearing out of the snow with greataxes raised high. With a single blow, their leader stove in the roof of our feast hall, and then they were among us, laughing and sweeping about with their great blades.

"Our warriors were no laggards. Every hand there went to a sword, but it was no use. Who can stand against frost giants in a blizzard? Their sorcerers shouted, and the ground turned to ice beneath our feet. Their wolves and bears ran riot among us, tearing out throats and ripping limbs from sockets. Their blades were everywhere, staining the snow, and their rocks crushed shields like flower petals. One caught me on the helm, and I woke up in chains."

—Droge Heldrigsson, escaped frost giant slave

Natives of snow-capped peaks and primordial lands of unending winter, frost giants consider themselves the rightful inheritors of the world's cold places. They raid, conquer, and take slaves with wanton brutality. Lesser races who shiver and hide from the chilling winds exist only to serve them—as labor, as sport, and sometimes as meat.

Frost giants are among the larger giants, with males standing 15 feet tall and weighing roughly 2,800 pounds, and females being only slightly smaller. Most frost giants have pale blue skin the color of glacial ice, though shades can vary from deep blue to the white of fresh snow. Their hair grows in pale shades of blue, white, or dirty yellow; it is typically worn long and tied in braids, including beards. A frost giant's eyes typically match its hair, though with much more vivid colors. Frost giants' glacial coloration helps them camouflage themselves in the frigid lands they call home, and they often raid during ice storms to further capitalize on this fact.

Frost giants bear nearly the same proportions as humans, if more muscle-bound and broad-shouldered on average. Like other humanoids, they are warm-blooded, but their bodies have adapted to emit only infinitesimal amounts of heat via their skin and breath, and their blood cannot freeze, rendering them impervious to even the most frigid cold. However, their blood boils easily, and they become uncomfortably hot in more moderate climes.

A creature as massive as a frost giant requires a great deal of food to keep going, which the giants supply mostly by hunting and raiding. Caribou, elk, and other megafauna of the frozen reaches make up the bulk of their diet. The skins and hides of these creatures are put to use as clothing, bedding, and tents. Frost giants see no reason to engage in agriculture, mining, or raising livestock, given that their immense strength makes it far easier to raid for what they need. Most goods among the giants are stolen or created by enslaved members of smaller races. Cheese and butter are particularly prized.

About half of all frost giant tribes are seminomadic, migrating between campsites and temporary settlements whenever the local supply of game or plunder begins to run out. The other half take up permanent residence in captured castles or in fortresses carved from stone or ice. The giants' refusal to practice agriculture, however, means that those who settle in one place require relatively large subject populations to raid from, and may even rely on subordinate frost giant tribes that range farther afield and supply them with tribute.

Frost giants' love of raiding is legendary, and rightly feared among mountain towns the world over. They have so perfected the art of raiding that they leave enough residents of a town alive that the town can be rebuilt, allowing them to sack it again later once it's amassed enough loot to be worthwhile. In general, frost giants enjoy combat for its own sake, and prefer a quick plundering to holding territory. They particularly enjoy the thrill of fighting smaller humanoids, as it allows them to sate their bloodlust in relative safety.

Because they value strength over all, frost giants are sometimes brought under the command of yet greater evils. In these cases, they are usually glorified mercenaries, who cooperate as long as they're kept supplied with food, weapons, and riches, be it by pay or by pillage. Yet non-giant individuals capable of cowing a tribe are rare—even white dragons can end up as thralls of powerful frost giant tribes.

The ruler of a frost giant tribe typically assumes the title of jarl. This title is never claimed by means of democracy or heredity, but rather belongs to any with the strength to take it via personal challenge. When two jarls meet, one or the other must cede her title and become a mere "chieftain" or "warlord," an issue usually decided by swift and brutal combat. In this way, a strong jarl can command many subordinate tribes, though these arrangements inevitably prove to be temporary, for frost giants rankle at servitude. Most chieftains are continually second-guessing the jarl's leadership and looking for opportunities to break away or take power for themselves.

As frost giants prefer the glory of combat over the tedium of work, they keep slaves (called thralls) to assist with tasks like preparing food or tanning hides. The giants make poor masters, often killing these thralls through exhaustion or petty cruelty. The giants are also not above eating thralls in lean times, or when the slaves have outlived their usefulness. More successful frost giant tribes sometimes capture hardier creatures such as ice trolls or ogres as thralls—these fare somewhat better, serving as shock troops in the giants' war bands.

One of the few labors the giants take pride in is crafting weapons and armor. They manufacture excellent chain armor, which they prefer to plate, as plate makes noise and has joints that can freeze. For weaponry, they favor enormous greataxes, sometimes hafted with whole trees.

Frost giants enjoy the company of creatures as brutal as themselves, and so take in other tundra creatures as exotic "pets." They favor winter wolves, but frost worms, mammoths, polar bears, svathurims, and yetis are not unknown.

The vast majority of frost giants worship ancient giant deities of blood, ice, and war. The giants dedicate their battles to these gods out of respect, and appease them with sacrifices of slaves and treasure out of fear. More recently, some tribes have turned to the worship of demon lords of brutality, vengeance, and the deadly cold. This has caused something of a schism: the traditionalists accuse the demon-worshipers of turning their backs on their progenitors and becoming thralls to undeserving masters. Yet in truth, most frost giants will worship any god who caters to their desires.

Full statistics for frost giants can be found on page 149 of the *Pathfinder RPG Bestiary*.

New Rules

Many of frost giants' abilities are inspired by their adaptations to the severe cold of their homelands. Others have created versions of existing spells and tactics that take advantage of their incredible size.

Frost Giant Feats

Frost giants have access to the following feats.

Ancestral Enmity (Combat)

You can counter the special defensive training the stouter races have against your kind.

Prerequisite: Giant subtype.

Benefits: You gain a +2 bonus on melee attack rolls against dwarves and gnomes.

Special: You may select this feat twice. Its effects stack.



Awesome Charge (Combat)

When you charge, you can send your opponent flying.

Prerequisites: Str 25, Awesome Blow, Improved Bull Rush, Power Attack.

Benefit: When you hit your opponent with a charge attack, you can attempt an awesome blow combat maneuver against that opponent as a free action.

Born of Frost

You exude a chill that can harm other creatures.

Prerequisite: Frost giant.

Benefit: Your natural weapons and unarmed strikes deal an additional 1d6 points of cold damage. Creatures that strike you with natural weapons or unarmed strikes take 1 point of cold damage.

Chilled Rock

You can transfer the cold of your body to the rocks you throw.

Prerequisites: Born of Frost, frost giant.

Benefit: Any items you throw with your rock throwing ability are chilled by your touch, dealing an additional 1d6 points of cold damage.

Cleaving Sweep (Combat)

You can sweep multiple foes to the ground with a single blow of your axe.

Prerequisites: Str 15, Cleave, Improved Trip, Weapon Focus (greataxe), base attack bonus +11.

Benefit: When using a full-attack action with a two-handed weapon, you can give up your regular attacks and instead attempt a trip combat maneuver at your highest base attack bonus against each opponent within reach. You must attempt a separate combat maneuver check against each opponent.

Icy Stare

Your eyes burn like ice, allowing you to freeze and weaken foes with a glance.

Prerequisite: Born of Frost, frost giant.

Benefit: As a standard action, you can direct your icy stare against a single creature or object within 10 feet. Targeted creatures must succeed at a Fortitude save (DC = 10 + 1/2 your Hit Dice + your Charisma modifier) or take 1d6 points of cold damage. Unattended objects cannot attempt a saving throw. Creatures damaged by the spell must succeed at a Fortitude save or take 1 point of Strength damage.

This feat doesn't grant an actual gaze attack—foes and allies are not in danger simply by meeting your gaze.

Sure on Ice

You move on ice and snow as if it were dry ground.

Prerequisite: Frost giant.

Benefit: You can move across icy and snowy surfaces without penalty, and don't need to attempt Acrobatics checks to run or charge on ice. You gain a +4 bonus on Climb checks to climb ice.

Frost Giant Spells

Frost giants developed the following spells to help them hunt and raid in their icy homes.

Ice Slick

School evocation [cold]; **Level** druid 2, magus 2, ranger 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Area 5-ft.-radius burst
Duration instantaneous (see text)
Save Reflex partial (see text); **SR** see text

You create a blast of intense cold, coating all solid surfaces in the area with a thin coating of ice. Any creature in the area when the spell is cast takes 1d6 points of cold damage + 1 point per caster level (maximum +10) and falls prone; creatures that succeed at a Reflex save take half damage and don't fall prone. Spell resistance applies to this initial effect.

A creature can walk within or through the area of ice at half its normal speed with a successful DC 10 Acrobatics check. Failure by 4 or less means the creature can't move that round (and must succeed at a Reflex save or fall); failure by 5 or more means it falls (see the Acrobatics skill on page 87 of the *Pathfinder RPG Core Rulebook* for details). Creatures that do not move on their turn do not need to attempt this check.

A 5-foot square of ice has hardness 0 and 3 hit points. The ice is an instantaneous effect, but persists as nonmagical ice. Under temperate conditions, the ice lasts 1 minute per level. In tropical environments, it might last only half as long. In cold environments where ice and snow persist without melting, it could last indefinitely.

Magic Boulder

School transmutation [earth]; **Level** cleric 2, druid 2
Target up to three boulders touched

This spell works like *magic stone*, except you transmute as many as three boulders (rocks up to two size categories smaller than yourself) to use with the rock throwing ability or as siege engine ammunition. The boulder's damage increases by one step, and the boulder gains a +1 enhancement bonus on attack and damage rolls.

Frost Giant Magic Items

Frost giants are reputed to have created the first of these magic items, and most specimens still remain in the hands of their kind. Many a bold hero has sought to infiltrate frost giant strongholds in pursuit of such magical treasures, making dangerous climbs into crag-top castles and glacial palaces. Some of the most successful ones even manage to return home with all of their limbs.

Fog-Cutting Lenses

PRICE 8,000 GP

SLOT face | **CL** 5th | **WEIGHT** 1 lb.
AURA faint transmutation

These goggles are made of polished rock crystal, with frames of polished brass and a simple leather strap and buckle sized for a giant's head (but easily adjustable for smaller wearers). The goggles allow the wearer to see through magical and normal fogs, mists, and similar obscurement. They do not confer darkvision or low-light vision. Further, the goggles distort and skew vision strangely, imposing a –4 penalty on Perception checks.

CONSTRUCTION REQUIREMENTS | **COST** 4,000 GP
Craft Wondrous Item, *darkvision, fog cloud*

Frostblood Axe

PRICE 40,310 GP

SLOT none | **CL** 10th | **WEIGHT** 6 lbs.
AURA moderate necromancy [evil]

This *+1 frost wounding battleaxe* sacrifices the souls of those it kills to the foul gods of the frost giants. Whenever it kills a creature with at least 1 Hit Die (including creatures killed by its bleed damage), as an immediate action the wielder can activate either *divine favor* on himself or *bless* on himself and his allies.

CONSTRUCTION REQUIREMENTS | **COST** 20,310 GP
Craft Wondrous Item, *bleed, bless, chill metal, death knell, divine favor*

Irongrip Gauntlets

PRICE 4,000 GP

SLOT hands | **CL** 3rd | **WEIGHT** 2 lbs.
AURA faint transmutation

These gloves are made of goatskin reinforced with heavy iron strips. They provide a sure, strengthened grip on large or awkwardly shaped items. When the wearer wields an improvised melee weapon or inappropriately sized weapon, reduce the penalty for doing so by 2 (minimum 0). The gloves don't change the number of hands required to wield such a weapon.

CONSTRUCTION REQUIREMENTS | **COST** 2,000 GP
Craft Wondrous Item, *bull's strength, enlarge person*

Winter Wolf Runetooth

PRICE 2,500 GP

SLOT none | **CL** 10th | **WEIGHT** —
AURA moderate conjuration

When this canine fang is crushed or broken as a full-round action, it summons a winter wolf (*Pathfinder RPG Bestiary* 280). The wolf is under the control of the creature that broke the fang. The wolf remains for 1 minute or until slain.

CONSTRUCTION REQUIREMENTS | **COST** 1,250 GP
Craft Wondrous Item, *summon nature's ally V*

Frost Giant Raider

Frost giant raiders are the terror of the north, racing out of the snow to rend and slaughter for the sheer joy of battle and conquest.

FROST GIANT RAIDER **CR 11**

XP 12,800

Frost giant barbarian 2

CE Large humanoid (cold, giant)

Init +0; **Senses** low-light vision; Perception +22

DEFENSE

AC 23, touch 8, flat-footed 23 (+5 armor, +1 deflection, +10 natural, –2 rage, –1 size)

hp 227 (16 HD; 14d8+2d12+146)

Fort +22, **Ref** +5, **Will** +10.

Defensive Abilities rock catching, uncanny dodge; **Immune** cold

Weaknesses vulnerable to fire

OFFENSE

Speed 50 ft.

Melee *+1 greataxe* +27/+22/+17 (3d6+22/×3)

Ranged rock +11 (1d8+21)

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

Special Attacks rage (13 rounds/day), rage powers (knockback), rock throwing (120 ft.)

TACTICS

During Combat The raider begins combat with Dazzling Display, then uses Shatter Defenses to keep her intimidated targets on the defensive.

Base Statistics When she's not raging, the barbarian's statistics are **AC** 25, touch 10, flat-footed 25; **hp** 195; **Fort** +20, **Will** +8; *+1 greataxe* +25/+20/+15 (3d6+19/×3); rock +11 (1d8+18); **Str** 35, **Con** 24; **CMB** +25, **CMD** 36; **Skills** Climb +18, Intimidate +30.

STATISTICS

Str 39, **Dex** 11, **Con** 28, **Int** 10, **Wis** 16, **Cha** 8

Base Atk +12; **CMB** +27 (+29 bull rush); **CMD** 36 (38 vs. bull rush)

Feats Cleave, Dazzling Display, Great Cleave, Improved Bull Rush, Intimidating Prowess, Power Attack, Shatter Defenses, Weapon Focus (greataxe)

Skills Climb +20, Intimidate +32, Perception +22, Stealth –5 (–1 in snow); **Racial Modifiers** +4 Stealth in snow

Languages Common, Giant

SQ fast movement

Combat Gear *potions of cure serious wounds* (2), *potion of displacement*, *potion of protection from arrows*, *potion of protection from energy* (fire), alchemist's fire (5); **Other Gear** *+1 chain shirt*, *+1 greataxe*, *amulet of natural armor +1*, *belt of giant strength +2*, *cloak of resistance +1*, *ring of protection +1*, 380 gp



Raiders are the shock troops of frost giant tribes, usually consisting of the tribe's toughest, most intimidating warriors. On raids, they exult in the fear that their mighty appearance causes, often breaking enemy lines with the sheer sight of their howling charge. Unlike frost giant rangers, frost giant raiders are less concerned with stealth or tactics than with impressing each other via dramatic feats, and wiser jarls know when to rein in their troops lest frost giant bravado and a desire for bragging rights lose them a battle—or, more often, result in unnecessary destruction of valuable slaves and plunder.

While larger tribes are usually ruled by a jarl or another powerful figure, in smaller tribes a raider might serve as a leader. Some raiders could even be chieftains who pledge fealty to a mighty jarl's larger clan. Since a frost giant tribe ruled by a mere raider is likely to be easy pickings for a more fearsome tribe looking to increase its holdings, raider-led tribes often find it safer to move out of their traditional homelands and into softer country, and thus they often come into conflict with smaller humanoids.

Frost Giant Rangers

Frost giant rangers hunt big game to feed their tribes, and take point on raids.

Frost Giant Hunter **CR 11**

XP 12,800

Frost giant ranger 2

CE Large humanoid (cold, giant)

Init +2; **Senses** low-light vision; Perception +22

Defense

AC 27, touch 12, flat-footed 25 (+5 armor, +1 deflection, +2 Dex, +10 natural, –1 size)

hp 170 (16 HD; 14d8+2d10+96)

Fort +18, **Ref** +9, **Will** +9

Defensive Abilities rock catching; **Immune** cold

Weaknesses vulnerable to fire

Offense

Speed 40 ft.

Melee *+1 spear* +23/+18/+13 (2d6+17/×3)

Ranged rock +13 (1d8+16.5)

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

Special Attacks combat style (archery), favored enemy (animals +2), rock throwing (120 ft.)

Statistics

Str 32, **Dex** 15, **Con** 23, **Int** 10, **Wis** 16, **Cha** 8

Base Atk +12; **CMB** +24; **CMD** 37

Feats Deadly Aim, Far Shot, Iron Will, Point-Blank Shot, Power Attack, Precise Shot, Quick Draw, Skill Focus (Stealth)

Skills Perception +22, Stealth +22 (+26 in snow), Survival +16

Languages Common, Giant

SQ track +1, wild empathy +1

Gear *+1 chain shirt*, *+1 spear*, *amulet of natural armor +1*, *belt of incredible dexterity +2*, *boots of the winterlands*, *ring of protection +1*, 2,298 gp

Frost Giant Elite Scout **CR 13**

XP 25,600

Frost giant ranger 4

CE Large humanoid (cold, giant)

Init +3; **Senses** low-light vision; Perception +30

Defense

AC 30, touch 14, flat-footed 26 (+6 armor, +1 deflection, +3 Dex, +1 dodge, +10 natural, –1 size)

hp 197 (18 HD; 14d8+4d10+112)

Fort +19, **Ref** +11, **Will** +10

Defensive Abilities rock catching

Offense

Speed 40 ft.

Melee *+1 spear* +24/+19/+14 (2d6+16/×3)

Ranged rock +16 (1d8+15)

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

Special Attacks combat style (archery), favored enemy (humans +2), rock throwing (120 ft.)

Ranger Spells Prepared (CL 1st; concentration +4)

1st—*longstrider*

Statistics

Str 31, **Dex** 16, **Con** 22, **Int** 14, **Wis** 16, **Cha** 8

Base Atk +14; **CMB** +25; **CMD** 40

Feats Dodge, Endurance, Iron Will, Mobility, Point-Blank Shot, Power Attack, Precise Shot, Quick Draw, Skill Focus (Perception), Skill Focus (Stealth), Spring Attack

Skills Acrobatics +11 (+15 when jumping), Climb +21, Handle Animal +11, Knowledge (local) +9, Knowledge (nature) +14, Perception +30, Stealth +30 (+34 in snow), Survival +15

Languages Common, Giant

SQ favored terrain (cold +2), hunter's bond (companions), track +2, wild empathy +3

Gear *+2 chain shirt*, *+1 spear*, *amulet of natural armor +1*, *belt of physical might +2* (Dex, Con), *boots of the winterlands*, *ring of protection +1*, 3,773 gp



Frost Giant Ice Mage

Frost giant sorcerers excel in harnessing the power of the elements and bolstering raiders in combat.

FROST GIANT ICE MAGE **CR 12**

XP 19,200

Frost giant sorcerer 6

CE Large humanoid (cold, giant)

Init +4; **Senses** low-light vision; Perception +25

DEFENSE

AC 26, touch 10, flat-footed 26 (+2 armor, +1 deflection, +10 natural, +4 shield, –1 size)

hp 204 (20 HD; 14d8+6d6+120)

Fort +17, **Ref** +8, **Will** +11

Defensive Abilities rock catching; **Immune** cold

Weaknesses vulnerable to fire

OFFENSE

Speed 40 ft.



Melee mwk morningstar +21/+16/+11 (2d6+12) or 2 slams +20 (1d8+8 plus 1d6 cold)

Ranged rock +12 (1d8+12 plus 1d6 cold)

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

Special Attacks rock throwing (120 ft.)

Bloodline Spell-Like Abilities (CL 6th; concentration +9)

7/day—cold steel (grant weapon or 50 ammunition *frost* weapon special ability for 3 rounds)

Sorcerer Spells Known (CL 6th; concentration +9)

3rd (4/day)—*dispel magic*

2nd (6/day)—*frigid touch*[UM], *ice slick*, *rage* (DC 16)

1st (7/day)—*enlarge person*, *expeditious retreat*, *obscuring mist*, *shield*, *true strike*

0 (at will)—*detect magic*, *ghost sound* (DC 13), *flare* (DC 13), *mage hand*, *message*, *ray of frost*, *touch of fatigue* (DC 13)

Bloodline boreal[APG]

TACTICS

Before Combat A frost giant ice mage casts *shield* and *expeditious retreat*.

During Combat A frost giant ice mage uses his *wand of solid fog* to trap opponents, then blasts them at range with his *wand of ice storm* or *wand of lightning bolt*. He casts *ice slick* and uses his icewalker bloodline ability to outmaneuver his opponents in icy and snowy areas.

STATISTICS

Str 26, **Dex** 11, **Con** 22, **Int** 14, **Wis** 14, **Cha** 16

Base Atk +13; **CMB** +22; **CMD** 33

Feats Arcane Strike, Born of Frost*, Chilled Rock*, Combat Casting, Eschew Materials, Extend Spell, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Power Attack, Skill Focus (Stealth)

Skills Bluff +12, Climb +21, Craft (alchemy) +15, Intimidate +16, Knowledge (arcana) +15, Perception +25, Spellcraft +15, Stealth +12 (+16 in snow); **Racial Modifiers** +4 Stealth in snow

Languages Abyssal, Auran, Common, Giant

SQ icewalker

Combat Gear *potions of cure serious wounds* (2), *potion of invisibility*, *potion of protection from energy (fire)*, *wand of ice storm* (10 charges), *wand of lightning bolt* (10 charges), *wand of solid fog* (5 charges), alchemist's fire (4); **Other Gear** mwk morningstar, *amulet of natural armor +1*, *bracers of armor +2*, *ring of protection +1*, 362 gp

Ice mages inherit the magic of the icy north. While some are tricksters and manipulators—perhaps using *enlarge person* to grow to Huge size and trick travelers into thinking they're cloud giants—many act as support and artillery for their tribe's raiders, killing at a distance with the power of a storm or increasing their allies' size and ferocity. As powerful as sorcerers may be, frost giant society still places more value in physical strength and melee prowess, meaning sorcerers are usually advisors rather than leaders.

Frost Giant Battle Priest

Frost giant priests are as scheming as they are violent, controlling others through fear and tradition.

Frost Giant Battle Priest **CR 13**

XP 25,600

Frost giant cleric 8

CE Large humanoid (cold, giant)

Init –1; **Senses** low-light vision; Perception +30

Defense

AC 27, touch 9, flat-footed 27 (+8 armor, +1 deflection, –1 Dex, +10 natural, –1 size)

hp 195 (22d8+96)

Fort +19, **Ref** +7, **Will** +16.

Defensive Abilities rock catching; **Immune** cold

Weaknesses vulnerable to fire

Offense

Speed 30 ft.

Melee *+1 battleaxe* +28/+23/+18/+13 (2d6+13/×3)

Ranged rock +14 (1d8+18)

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

Special Attacks channel negative energy 5/day (DC 16, 4d6), might of the gods (+8, 8 rounds/day), rock throwing (120 ft.), weapon master (8 rounds/day)

Domain Spell-Like Abilities (CL 8th; concentration +14)

9/day—strength surge (+4)

9/day—battle rage (+4)

Cleric Spells Prepared (CL 8th; concentration +14)

4th—*blessing of fervor*[APG], *communal protection from energy*[UC], *divine power*[D], *unholy blight* (DC 20)

3rd—*enter image*[APG], *invisibility purge*, *magic vestment*[D], *protection from energy*, *sacred bond*[APG]

2nd—*align weapon*, *death knell* (DC 18), *hold person* (DC 18), *magic boulder*[*], *spiritual weapon*[D], *weapon of awe*[APG]

1st—*bane* (DC 17), *bless*, *command* (DC 17), *cure light wounds*, *divine favor*, *enlarge person*[D] (DC 17), *shield of faith*

0 (at will)—*detect magic*, *guidance*, *mending*, *read magic*

D domain spell; **Domains** Strength, War

Tactics

Before Combat A battle priest casts *bull's strength*, *magic vestment*, and *protection from energy* (fire) before combat, and *sacred bond* if her jarl is present.

During Combat The battle priest opens combat by casting *divine power*, then uses spells like *blessing of fervor* to support allies and *unholy blight* to harm opponents.

Statistics

Str 34, **Dex** 8, **Con** 18, **Int** 13, **Wis** 23, **Cha** 14

Base Atk +16; **CMB** +29 (+31 sunder); **CMD** 39 (41 vs. sunder)

Feats Brew Potion, Cleave, Combat Casting, Craft Magic Arms and Armor, Craft Wand, Great Cleave, Improved Sunder, Lightning Reflexes, Martial Weapon Proficiency (battleaxe), Power Attack, Vital Strike

Skills Climb +17, Craft (armor) +10, Intimidate +15, Knowledge (religion) +14, Perception +30, Spellcraft +7, Stealth +1 (+5 in snow); **Racial Modifiers** +4 Stealth in snow

Languages Abyssal, Common, Giant

SQ icicle 9/day (1d6+3)

Combat Gear *potions of bull's strength* (2), *potions of cure serious wounds* (4), *potions of protection from energy* (2), *potion of water breathing*, *wand of cure critical wounds* (15 charges), *wand of cure moderate wounds* (15 charges); **Other Gear** mwk chainmail, *+1 battleaxe*, *amulet of natural armor +1*, *boots of the winterlands*, *headband of inspired wisdom +2*, *ring of protection +1*, *ring of sustenance*, golden bracelets for *sacred bond* (2), silver unholy symbol, spell component pouch, 4,410 gp

A frost giant battle priest uses her powers seeking out those who would undercut her authority or that of the chief, through spying on, manipulating, and threatening the rest of the tribe. When needed, she's not averse to taking up her battleaxe and splitting a few heads.



Frost Giant Houndmaster

Frost giants often use subjugated predators like wolves to help them chase down their quarry.

FROST GIANT HOUNDMASTER **CR 14**

XP 38,400

Frost giant druid (arctic druid) 10 (*Pathfinder RPG Advanced Player's Guide* 98)

NE Large humanoid (cold, giant)

Init +4; **Senses** low-light vision, snowcaster; Perception +29

DEFENSE

AC 28, touch 10, flat-footed 28 (+7 armor, +1 deflection, +11 natural, –1 size)

hp 262 (24d8+154)

Fort +22, **Ref** +10, **Will** +18

Defensive Abilities rock catching; **Immune** cold, dazzled

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.

Melee *+1 greataxe* +27/+22/+17/+12 (3d6+14/×3)

Ranged rock +16 (1d8+13)

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

Special Attacks rock throwing (120 ft.), snowcaster, wild shape 3/day



Druid Spells Prepared (CL 10th; concentration +16)

5th—*animal growth* (DC 21), *cure critical wounds*, *transmute rock to mud* (DC 21)

4th—*cure serious wounds*, *flame strike* (DC 21), *ice storm*, *spike stones* (DC 20)

3rd—*call lightning* (DC 20), *dominate animal* (DC 19), *protection from energy*, *sleet storm*

2nd—*animal trance* (DC 18), *barkskin*, *bull's strength*, *chill metal*, *delay poison*, *hold animal* (DC 18)

1st—*charm animal* (DC 17), *entangle* (DC 17), *frostbite*[UM], *obscuring mist*, *speak with animals* (2)

0 (at will)—*create water*, *detect magic*, *light*, *purify food and drink*

TACTICS

Before Combat The houndmaster casts *protection from energy* (fire) on herself, casts *animal growth*, *barkskin*, and *bull's strength* on her animal companion, and then casts *call lightning*.

During Combat The houndmaster fights with axe and magic together, directing lightning bolts from *call lightning* and miring opponents with *entangle*, *sleet storm*, and *transmute rock to mud*.

STATISTICS

Str 28, **Dex** 10, **Con** 20, **Int** 13, **Wis** 23, **Cha** 14

Base Atk +17; **CMB** +27; **CMD** 38

Feats Cleave, Great Cleave, Improved Natural Armor, Intimidating Prowess, Lightning Reflexes, Martial Weapon Proficiency (greataxe), Natural Spell, Power Attack, Scribe Scroll, Spell Focus (evocation), Toughness, Weapon Focus (greataxe)

Skills Bluff +9, Handle Animal +20, Heal +14, Intimidate +29, Knowledge (geography) +9 (+14 in cold or icy terrain), Knowledge (nature) +16, Perception +29 (+34 in cold or icy terrain), Stealth –6 (+3 in cold or icy terrain), Survival +21 (+26 in cold or icy terrain), Swim +15; **Racial Modifiers** +4 Stealth in snow

Languages Common, Druidic, Giant, Sylvan

SQ arctic native, icewalking, nature bond (animal companion), nature sense, wild empathy +12

Combat Gear *pearl of power* (2nd), *scrolls of cure serious wounds* (2), antitoxin (2); **Other Gear** *+3 hide armor*, *+1 greataxe*, *amulet of natural armor +1*, *belt of mighty constitution +2*, *cloak of resistance +1*, *headband of inspired wisdom +2*, *manacles of cooperation*[APG] (2), *ring of protection +1*, 1,465 gp

A houndmaster is responsible for the care of the tribe's pets, frequently polar bears, wolves, and winter wolves. She is fond of pitting her charges against each other, allowing the packs to establish a functional hierarchy and ensuring that only the strongest survive to breed. Some houndmasters choose these pack leaders as animal companions.

Frost Giant Jarl

Brutal lords of the frost giant tribes, jarls brook no argument from those beneath them.

FROST GIANT JARL **CR 18**

XP 153,600

Frost giant ranger 9

CE Large humanoid (cold, giant)

Init +4; **Senses** low-light vision; Perception +24

DEFENSE

AC 35, touch 15, flat-footed 31 (+9 armor, +2 deflection, +4 Dex, +11 natural, –1 size)

hp 328 (23 HD; 14d8+9d10+216)

Fort +26, **Ref** +17, **Will** +13.

Defensive Abilities evasion, rock catching; **Immune** cold

Weaknesses vulnerable to fire

OFFENSE

Speed 40 ft.

Melee *+1 warhammer* +27/+22/+17/+12 (2d6+12/×3), *+1 warhammer* +27/+22/+17 (2d6+12/×3)

Ranged rock +22 (1d8+16) or *+1 warhammer* +24/+19 (2d6+1/×3)

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

Special Attacks combat style (two-weapon), favored enemy (giants +2, humans +4), rock throwing (120 ft.)

Ranger Spells Prepared (CL 6th; concentration +7)

2nd—*communal returning weapon*[UC]

1st—*call animal*[APG], *charm animal* (DC 12), *lead blades*[APG]

TACTICS

Before Combat The jarl casts *communal returning weapon* on his warhammers.

During Combat The jarl makes full attacks with his warhammers against targets at any range.

STATISTICS

Str 32, **Dex** 19, **Con** 27, **Int** 12, **Wis** 12, **Cha** 10

Base Atk +19; **CMB** +31; **CMD** 47

Feats Double Slice, Dreadful Carnage[APG], Endurance, Furious Focus[APG], Greater Two-Weapon Fighting, Improved Iron Will, Improved Two-Weapon Fighting, Iron Will, Point-Blank Shot, Power Attack, Precise Shot, Toughness, Two-Weapon Fighting, Two-Weapon Rend, Weapon Focus (warhammer)

Skills Acrobatics +8 (+12 when jumping), Climb +23, Diplomacy +5, Heal +9, Intimidate +23, Perception +24, Perform (sing) +5, Sense Motive +11, Stealth +17 (+21 in snow), Survival +14; **Racial Modifiers** +4 Acrobatics when jumping, +4 Stealth in snow

Languages Common, Giant

SQ favored terrain (cold +4, forest +2), hunter's bond (companions), swift tracker, track +4, wild empathy +9, woodland stride

Combat Gear *potions of cure serious wounds* (3), *potion of protection from energy* (fire), alchemist's fire (2); **Other Gear** *+4 chain shirt*, *+1 warhammer* (2), *amulet of natural armor +2*, *belt of physical might +4* (Dex, Con), *boots of the winterlands*, *cloak of resistance +3*, *ring of protection +2*, *stone of alarm*, 1,886 gp

Jarls rule their tribes and subordinates with an iron fist—or a hammer to the skull. Jarls take and hold their positions through force. While many might wish to see their stations pass on to their progeny, heredity carries little weight in frost giant society, and jarls understand that their children can assume power only by violently seizing it. As a result, frost giant jarls are hard on their children, encouraging sibling rivalries in hopes that one child will eventually prove strong enough to rule.



Svathurim

This hulking creature has the lower half of an eight-legged stallion and the upper half of a horned frost giant.

SVATHURIM **CR 11**

XP 12,800

CE Huge monstrous humanoid (cold)

Init +3; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 26, touch 11, flat-footed 23 (+4 armor, +3 Dex, +10 natural, +1 shield, –2 size)

hp 147 (14d10+70)

Fort +11, **Ref** +12, **Will** +11

Immune cold

Weaknesses vulnerable to fire

OFFENSE

Speed 50 ft.

Melee mwk lance +22/+17/+12 (3d6+13/×3), gore +21 (2d6+9), 2 hooves +16 (1d8+4)

Ranged mwk composite longbow +16/+11/+6 (3d6+9/×3)

Space 15 ft.; **Reach** 10 ft. (20 ft. with lance)

Special Attacks natural jouster, thunderous trample, trample (1d8+13, DC 26)

STATISTICS

Str 29, **Dex** 17, **Con** 20, **Int** 10, **Wis** 14, **Cha** 11

Base Atk +14; **CMB** +25 (+27 bull rush, +29 overrun); **CMD** 38 (40 vs. bull rush, 40 vs. overrun, 50 vs. trip)

Feats Charge Through[APG], Great Fortitude, Greater Overrun, Improved Bull Rush, Improved Overrun, Intimidating Prowess, Power Attack

Skills Acrobatics +12 (+20 when jumping), Climb +12, Intimidate +25, Perception +19, Survival +14, Swim +20; **Racial Modifiers** +8 Acrobatics when jumping

Languages Common, Giant

SQ skyrunner, undersized weapons

ECOLOGY

Environment cold hills, mountains, or plains

Organization solitary, pair, war band (3–6), or clan (1–4 svathurim plus 2–12 frost giants)

Treasure standard (mwk chain shirt, mwk light steel shield, mwk composite longbow with 40 arrows, mwk lance, other treasure)

SPECIAL ABILITIES

Natural Jouster (Ex) A svathurim can wield a lance one-handed as if it were mounted, and it deals double damage with a lance while charging.

Skyrunner (Su) When charging, running, or taking a double move, a svathurim can stride across open air as if it were using *air walk*. This movement is very taxing; a svathurim must succeed at a DC 14 Constitution check at the end of each round it uses this ability or become fatigued for 1 minute. This DC increases by 2 for each round after the first. Returning to the ground resets the DC to 14, but doesn't negate any ongoing fatigue or exhaustion. A svathurim cannot trample when using this ability.

Thunderous Trample (Su) Any creature damaged by a svathurim's trample attack must succeed at a DC 22 Fortitude save or be deafened for 1 minute. The save DC is Constitution-based.



Svathurims and frost giants consider each other allies and distant kin. The hindquarters of an adult svathurim are up to 10 feet tall and 16 feet long, while its giant trunk and head reach up to 18 feet in height. They typically weigh more than 5 tons and may live up to 500 years. Svathurims dwell in arctic regions, galloping along the shores of polar seas or between high mountain peaks, with individuals organized into clans headed by the strongest hunters.

Encounters

Given frost giants' love of raiding, most frost giant encounters are with giants seeking food, loot, or slaves.

Raiding Party (CR 14)

This is a common force that a tribe of frost giants might send to exact tribute from a nearby human settlement, where little serious resistance is expected.

FROST GIANT RAIDERS (2) **CR 11**
XP 12,800 each
hp 227 each (see page 70)

FROST GIANTS (2) **CR 9**
XP 6,400 each
hp 133 each (*Pathfinder RPG Bestiary* 149)

Slave Caravan (CR 15)

A houndmaster often travels with a pack, and could be guarding a shipment of slaves, tracking down runaways, or overseeing the trade of thralls between two tribes.

FROST GIANT HOUNDMASTER **CR 14**
XP 38,400
hp 262 (see page 74)

WINTER WOLVES (8) **CR 5**
XP 1,600 each
hp 57 each (*Pathfinder RPG Bestiary* 280)

Reconnaissance Patrol (CR 16)

These scouts can be used as patrols keeping tabs on the tribe's enemies, or as scouts reconnoitering a new area ripe for raiding and plundering.

FROST GIANT BATTLE PRIEST **CR 13**
XP 25,600
hp 195 (see page 73)

FROST GIANT ELITE SCOUTS (2) **CR 13**
XP 25,600 each
hp 197 each (see page 71)

War Band (CR 17)

This war band could be called together by a local jarl to solve a specific, difficult problem—such as evicting monsters from a disused fortress, or stopping a party of adventurers who have been disrupting the tribe's attempts to terrorize nearby settlements. The frost giants' usual forces are bolstered by svathurims recruited to strike thunderous fear into foes.

FROST GIANT HOUNDMASTER **CR 14**
XP 38,400
hp 262 (see page 74)

FROST GIANT ICE MAGE **CR 12**
XP 19,200
hp 204 (see page 72)

FROST GIANT RAIDERS (2) **CR 11**
XP 12,800 each
hp 227 each (see page 70)

SVATHURIMS (2) **CR 11**
XP 12,800 each
hp 147 each (see page 76)

WINTER WOLVES (2) **CR 5**
XP 1,600 each
hp 57 each (*Pathfinder RPG Bestiary* 280)





Ghouls

The loss of my dearest spouse left upon me a sorrow I thought insurmountable. A fog hung over my days. As the carriage transporting my beloved's body clattered down the road, I wondered if I would ever feel joy again. Lost in my melancholy, I didn't see the creatures bounding from the mists until they were almost upon me. Just before I lost consciousness, I saw the coffin dragged free.

I awoke beneath the bright moon, consumed by a powerful, gnawing hunger. The scent of delicious meat led me deep into the woods, where I found the missing coffin of my dearest, open and empty. Her body lay on the cold ground, surrounded by the ghouls. Only then did I realize the delectable scent was that of my beloved's corpse. As I joined the feast, I felt an inner warmth—as though the two of us had never been closer.

—Lord Skevin Morboulan, *Graveside Confessions*

Fear of flesh-hungry ghouls keeps people away from graveyards at night. Though the creatures can reason, they seldom listen to what the living say, and would much rather treat them as meals than as friends. Ghouls figure prominently in superstitious tales, and their hunger is legendary. Stories of cannibals turning into ravenous undead still stop many people from eating the dead even in the most desperate of circumstances.

Always searching for the flesh of humanoids, ghouls thrive where people live, and their domains steadily expand as the creatures infect new victims with ghoul fever. This spread can be abrupt or gradual, but either way it stops only when someone seeks out and slays all of the ghouls. Potential victims have good reason to fear ghouls, as dying of ghoul fever is a horrifying fate. From the onset of the disease, an insatiable hunger overcomes the victim, yet her body begins to reject all normal food and drink. If denied food, the victim becomes increasingly desperate and violent as her hunger grows. Feeding the victim flesh from a corpse temporarily alleviates her cravings, but does not slow the onset of the disease. Eventually, the victim's mortal body fails entirely. After the victim finally dies, she wakes up at the next stroke of midnight, obsessed with the hunger for flesh.

Most ghouls are so filled with self-loathing that they have little love for others of their kind. They have a natural tendency to form into packs for defense and hunting, but no trust or love is shared between the members of these packs. Though a ghoul might serve a leader loyally for years, it won't hesitate to betray its leader if doing so results in more frequent meals. Though ghasts are, in their most basic state, more powerful than other ghouls, they rarely take on leadership roles because of their overwhelming aggression. However, when a ghast rises, opportunistic ghouls emboldened by its presence might make attacks against elven communities they would otherwise avoid as difficult targets.

Graveyards have a natural allure to ghouls, and many wind up spending their undead existence dwelling in such places. Small packs of ghouls often live in warrens carved beneath cemeteries where they can dig up corpses to satisfy their cravings for flesh. Graves settling unnaturally or sinkholes in a cemetery are sure signs of a ghoul pack. Some ghouls are content to survive on the flesh of the dead for years at a time, but eventually almost all of them start to hunt the living.

Not all ghouls live in dark warrens under cemeteries, however. In some remote regions, entire cities or nations are populated by ghouls and other undead. The ghouls in these cities consider living humanoids little more than livestock. Though these nations of undead are often ruled by liches or other, more powerful undead, ghouls are known to hold positions of power or even rule in some such places. The rulers of these nations recognize that they cannot hope to win a war against the much more populous nations of living creatures, so arrangements are made with neighbors to trade for slaves or even just corpses. Larger undead nations use humans as slave labor, forcing them to work the farms to feed themselves so they can in turn be served up as meals for their undead masters.

Aquatic ghouls, called lacedons, live within secluded reefs and underground caves near communities of underwater humanoids like grindylows (*Pathfinder RPG Bestiary 2* 148), locathahs (*Bestiary 2* 179), or merfolk. Lacedons are as notorious in the folktales of undersea peoples as ghouls are in those of surface races. Lacedons who prefer easier targets to prey upon primarily dwell near shores or along trade routes, where they suffer through hunger for long stretches of time until a shipwreck provides them with a glorious, gory feast. Lacedons are also more mobile than other ghouls. If they catch the taste of humanoid blood carried by the currents, they can trace it for miles back to the source.

Full statistics for ghouls can be found on page 146 of the *Pathfinder RPG Bestiary*.

The Hunger

Though consumed with the urge to eat, ghouls have no physical need for feeding or normal sustenance. A ghoul can exist for a thousand years without food ever crossing its lips. Nevertheless, ghouls find themselves dominated with an overpowering urge to consume flesh.

The physical form of ghouls reflects the amount of food they have consumed much as a human's does. Most ghouls are lean, but particularly well-fed ghouls are fully fleshed. Weight and diet do little to affect the appetite or strength of a ghoul—the most well-fed ghouls feel the overwhelming urge to feed as strongly as long-starved ones. Regardless of their physical shape, all ghouls share the same wiry strength and agility, fueled by the necromantic magic that animates their forms.

Ghouls' dining preferences vary greatly, though most seem to prefer well-ripened meat to freshly slain prey. A ghoul lair often contains one or more caches where choice meals are buried and stored for days or weeks to improve the flavor. There is much debate among ghouls over the best type of victim—some ghouls prefer older victims who have lived long, rich lives, which they say improves the taste, while others prefer younger, more tender victims. Particularly cruel ghouls carve pieces off of a living victim and feast as it watches.

Only once a ghoul masters its hunger is it able grow in power and become more than a ravening beast. How exactly each ghoul overcomes its hunger varies. Some use sheer willpower, a few feast regularly to take the edge off their cravings, and others channel their hunger into dedication to a deity or the insatiable pursuit of arcane power.

New Rules

The following section details a sorcerer bloodline and new feats and spells favored by ghouls.

Ghoul Sorcerer Bloodline

Sorcerers whose ancestors were afflicted by ghoul fever but somehow survived often end up with this bloodline.

Ghoul

Your connection to the hungering undead shapes your magic.

Class Skill: Stealth.

Bonus Spells: *Ray of enfeeblement* (3rd), *feast of ashes*[APG] (5th), *vampiric touch* (7th), *fear* (9th), *hungry earth** (11th), *move earth* (13th), *control undead* (15th), *unholy aura* (17th), *wail of the banshee* (19th).

Bonus Feats: Arcane Strike, Combat Casting, Power Attack, Skill Focus (Knowledge [religion]), Spell Focus (necromancy), Toughness, Warren Digger*, Weapon Finesse.

Bloodline Arcana: Whenever you cast a spell of the necromancy school that deals hit point damage, you are healed of 1 hit point per spell level.

Bloodline Powers: The dark energies that fuel your existence and undying hunger form the basis of your power.

Ghoulish Claws (Su): Starting at 1st level, you can grow claws as a free action. These claws are treated as natural weapons, allowing you to make two claw attacks as a full attack using your full base attack bonus. Each of these attacks deals 1d4 points of damage + your Strength modifier (1d3 if you are Small). At 5th level, creatures damaged with your claw attack are paralyzed for 1 round, as the ghoul ability (Fortitude negates). At 7th level, the duration of the paralysis increases to 1d4+1 rounds, and the claws are considered magic weapons for the purpose of overcoming DR. You can use your claws for a number of rounds per day equal to 3 + your Charisma modifier. These rounds do not need to be consecutive.

If you're a ghoul with this bloodline, instead of gaining this ability, your levels in sorcerer stack with your racial Hit Dice when determining the DC of your paralysis and disease special abilities.

Leathery Skin (Ex): At 3rd level, you gain cold resistance 5 and a +1 natural armor bonus to AC. At 9th level, your cold resistance increases to 10 and natural armor bonus increases to +2. At 15th level, your natural armor bonus increases to +4.

Ravenous Frenzy (Ex): At 9th level, you gain the benefits of *haste* for a number of rounds per day equal to your sorcerer level. These rounds don't need to be consecutive. Each time you hit a creature with two or more claw attacks during a full attack while affected by this ability, that creature takes 1d4 points of bleed damage.

Earth Crawler (Su): At 15th level, you gain a burrow speed of 30 feet. Additionally, as long as you are surrounded by at least 5 feet of dirt or natural stone on all sides, you gain fast healing 10. You can heal a number of hit points per day equal to 10 × your sorcerer level with this ability.

Ghoulish Aspect (Su): At 20th level, you take on aspects of the nature and appearance of ghouls. You no longer feel the need to eat and are immune to hunger (though you are still able to consume flesh if you choose to). You gain immunity to cold, nonlethal damage, paralysis, and sleep. You also gain DR 5/—. Additionally, you gain the stench ability with a radius of 10 feet. Creatures that fail their Fortitude saving throws are sickened for 1d6+4 minutes. Use half your sorcerer level instead of half your racial Hit Dice to determine the saving throw DC.

Ghoul Feats

The following feats open up additional ability options for ghouls.

Bag of Bones

Your undead form ignores the limits of mortal physiology.

Prerequisite: Ghoul.

Benefit: You are treated as one size smaller for the purpose of calculating penalties for squeezing, and gain a +5 competence bonus on Escape Artist checks. If you possess 10 or more Hit Dice, this bonus increases to +4.

Corpse Companion

You have an undead animal companion.

Prerequisites: Animal companion class feature, ghoul.

Benefit: Your animal companion's type changes to undead, but its Hit Dice, base attack bonus, saving throws, skills, and tricks are retained from the base creature. The creature loses its Constitution score and its Charisma score becomes 12. If your companion is destroyed, your new companion is undead as well, using these same modifications.

Old as Dust

You have been dead for so long you have become quite difficult to kill.

Prerequisites: Sleeper, Warren Digger, creature has been a ghoul for at least 500 years.

Benefit: When you are reduced to 0 hit points, you are not destroyed—you cannot be killed unless your body is completely destroyed with fire or doused in holy water, or you take damage from a cure spell or channeled positive energy after you've been reduced to 0 hit points. Anytime you are reduced to 0 hit points, you remain unconscious until you are healed or until the following midnight, at which time you regain 1 hit point per Hit Die and awaken.

Sleeper

By seeking solace in the grave, you are able to recuperate more quickly.

Prerequisites: Warren Digger, ghoul.

Benefit: You heal 1 hit point per 10 minutes as long as you are surrounded by at least 5 feet of dirt or stone on all sides and take no actions.

Warren Digger

After years spent digging up graves, you are able to move through dirt almost as easily as a fish through water.

Prerequisite: Ghoul.

Benefit: You gain a burrow speed of 10 feet through earth, sand, or soil.

Special: You can gain this feat multiple times. Each time you take it, add 10 feet to your burrow speed, up to a maximum of your base land speed.

Ghoul Spells

Ghoul spells reflect their obsession with hunger and death.

Fleshy Facade

School transmutation (polymorph); **Level** alchemist 2, bard 2, inquisitor 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

Range touch

Target corporeal undead creature touched

Duration 10 minutes/level (D)

Saving Throw yes (harmless); **Spell Resistance** yes (harmless)

The target's flesh fills out and gains a healthy, natural color. This gives the target the appearance of a living creature of the type it was when it was still alive (if applicable). Creatures casting spells such as *detect undead* must succeed at a saving throw (with a DC equal to the spell's save DC) to detect the target's presence, and if the target is intelligent, it gains a +10 bonus on Disguise checks to appear alive or recently deceased. If the undead has any features different from those of the type of living creature it most resembles (such as a ghoul's elongated teeth and claws), those features shrink and become less prominent, and the subject deals damage as though it were one size smaller. This spell has no effect on creatures that are skeletal or otherwise lack flesh.

Hungry Earth

School transmutation; **Level** druid 5, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Area 20-foot-radius spread

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

The ground attempts to pull creatures beneath its surface as if hungry for the flesh of mortals.

Immediately, and at the beginning of each of your turns, every creature touching the ground within the area of the spell is the target of a grapple combat maneuver. Creatures that enter the area of effect are also automatically attacked. The ground does not provoke attacks of opportunity. The earth's CMB is equal to 5 + your caster level for the purpose of this combat maneuver check. Attempt the combat maneuver check only once each round and apply the result to all creatures in the area of effect.

Each time the ground succeeds at a combat maneuver check to grapple a foe, it drags the creature farther down, eventually forcing the creature below its surface. With the first successful check, the target gains the grappled condition. Grappled opponents can't move without first breaking the grapple (doing so requires a successful DC 20 combat maneuver or Escape Artist check). The ground receives a +5 bonus on combat maneuver checks to grapple opponents it is already grappling. After the second successful grapple combat maneuver check, the grappled creature is pulled to the ground and becomes prone. On the third successful grapple combat maneuver check, the creature is fully buried and must hold its breath or begin suffocating.

A buried creature can't attempt to escape unless the effect ends or it breaks the grapple. The DC to escape the grapple increases to 25 for a creature that has been pulled beneath the earth.



Sneaky Ghouls

While all ghouls are quiet and deadly in the night, these ghouls specialize in striking from cover or exploiting tactical advantages. They set up ambushes or fight using group tactics to claim their prey.

GHOUL CREEPER **CR 3**

XP 800

Ghoul rogue 3

CE Medium undead

Init +4; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 18, touch 14, flat-footed 14 (+2 armor, +4 Dex, +2 natural)

hp 37 (5d8+15)

Fort +4, **Ref** +7, **Will** +7

Defensive Abilities channel resistance +2, evasion, trap sense +1; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee bite +7 (1d6+3 plus disease and paralysis), 2 claws +7 (1d6+3 plus paralysis)

Ranged mwk light crossbow +8 (1d8/19–20)

Special Attacks disease (DC 14), paralysis (1d4+1 rounds, DC 14, elves are immune to this effect), sneak attack +2d6

STATISTICS

Str 17, **Dex** 19, **Con** —, **Int** 13, **Wis** 16, **Cha** 16

Base Atk +3; **CMB** +6; **CMD** 20

Feats Bag of Bones*, Power Attack, Weapon Finesse

Skills Acrobatics +12, Bluff +11, Climb +11, Disable Device +5, Escape Artist +17, Intimidate +11, Perception +11, Sleight of Hand +12, Stealth +12

Languages Common, Undercommon

SQ rogue talents (bleeding attack +2), trapfinding +1

Combat Gear *potion of greater magic fang*, *potion of inflict moderate wounds*, tanglefoot bag; **Other Gear** leather armor, mwk light crossbow with 20 arrows, 204 gp

GHOUL STALKER **CR 6**

XP 2,400

Ghoul rogue 6

CE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 18, touch 15, flat-footed 13 (+1 armor, +5 Dex, +2 natural)

hp 74 (8d8+38)

Fort +5, **Ref** +10, **Will** +8

Defensive Abilities channel resistance +2, evasion, trap sense +2, uncanny dodge; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee bite +8 (1d6+3 plus disease and paralysis), 2 claws +8 (1d6+3 plus paralysis)

Ranged *+1 composite shortbow* +10/+10 (1d6+4/×3) or *+1 composite shortbow* +12 (1d6+4/×3)

Special Attacks disease (DC 14), paralysis (1d4+1 rounds, DC 14, elves are immune to this effect), sneak attack +3d6

STATISTICS

Str 17, **Dex** 20, **Con** —, **Int** 13, **Wis** 16, **Cha** 16

Base Atk +5; **CMB** +8; **CMD** 23

Feats Point-Blank Shot, Precise Shot, Rapid Shot, Toughness, Weapon Focus (composite shortbow)

Skills Acrobatics +16, Bluff +10, Climb +14, Disable Device +8, Escape Artist +16, Intimidate +10, Knowledge (dungeoneering) +12, Perception +14, Sense Motive +14, Stealth +16

Languages Common

SQ rogue talents (finesse rogue, ledge walker, weapon training), trapfinding +3

Combat Gear *+1 frost arrows* (4), *+1 human-bane arrows* (3), *potion of inflict light wounds*; **Other Gear** *+1 composite shortbow* with 20 arrows, *bracers of armor +1*, 62 gp



Ghoul Huntsmaster

Though most ghouls hunt and kill to satiate their hunger, a huntsmaster relishes the chase as much as the feast after.

GHOUL HUNTSMASTER **CR 7**

XP 3,200

Ghoul ranger 6

CE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 20, touch 15, flat-footed 15 (+3 armor, +5 Dex, +2 natural)

hp 80 (8 HD; 2d8+6d10+38)

Fort +9, **Ref** +10, **Will** +8

Defensive Abilities channel resistance +2; **Immune** undead traits

OFFENSE

Speed 40 ft.

Melee *+1 bite* +13 (1d6+3 plus disease and paralysis), 2 *+1 claws* +14 (1d8+3 plus paralysis)

Ranged mwk composite longbow +13/+8 (1d8+2/×3)

Special Attacks combat style (archery), disease (DC 15), favored enemy (elves +2, humans +4), paralysis (1d4+1 rounds, DC 15, elves are immune to this effect)

Ranger Spells Prepared (CL 3rd; concentration +6)

1st—*longstrider*, *magic fang*

TACTICS

Before Combat The huntsmaster casts *longstrider* and uses his *wand of greater magic fang* on himself as well as on his animal companion.

Base Statistics Without *longstrider* and *greater magic fang*, the huntsmaster's statistics are **Speed** 30 ft.; **Melee** bite +12 (1d6+2 plus disease and paralysis), 2 claws +13 (1d8+2 plus paralysis).

STATISTICS

Str 15, **Dex** 20, **Con** —, **Int** 13, **Wis** 16, **Cha** 18

Base Atk +7; **CMB** +9; **CMD** 24

Feats Corpse Companion*, Endurance, Improved Natural Attack (claw), Point-Blank Shot, Rapid Shot, Weapon Finesse, Weapon Focus (claw)

Skills Acrobatics +13 (+17 when jumping), Climb +13, Disable Device +13, Perception +14, Stealth +16, Survival +14, Swim +9

Languages Common, Undercommon

SQ favored terrain (underground +2), hunter's bond (animal), track +3, wild empathy +10

Combat Gear *+1 human-bane arrows* (3), *+1 seeking arrows* (2), *potion of inflict moderate wounds*, *wand of greater magic fang* (12 charges); **Other Gear** mwk studded leather, mwk composite longbow with 50 arrows, 42 gp

CORPSE CAT **CR —**

XP —

N Small undead

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +5

DEFENSE

AC 20, touch 17, flat-footed 14 (+6 Dex, +3 natural, +1 size)

hp 16 (3d8+3)

Fort +4, **Ref** +9, **Will** +2

Immune undead traits

OFFENSE

Speed 50 ft.

Melee *+1 bite* +10 (1d4+2 plus trip), 2 *+1 claws* +11 (1d2+2)

TACTICS

Base Statistics Without *greater magic fang*, the cat's statistics are **Melee** bite +9 (1d4+1 plus trip), 2 claws +10 (1d2+1).

STATISTICS

Str 13, **Dex** 22, **Con** —, **Int** 2, **Wis** 12, **Cha** 12

Base Atk +2; **CMB** +2; **CMD** 18 (22 vs. trip)

Feats Weapon Finesse, Weapon Focus (claw)

Skills Acrobatics +10 (+18 when jumping), Perception +5, Stealth +14

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



Ghoul Commander

Ghoul commanders have stoked a burning hatred for the living. A ghoul commander might lead a pack of ghouls or may serve as a guardian or lieutenant for a more powerful ghoul monarch.

GHOUL COMMANDER **CR 8**

XP 4,800

Ghoul antipaladin 7 (*Pathfinder RPG Advanced Player's Guide* 118)

CE Medium undead

Init +3; **Senses** darkvision 60 ft.; Perception +15

Aura cowardice (10 ft.)

DEFENSE

AC 21, touch 13, flat-footed 18 (+6 armor, +3 Dex, +2 natural)

hp 99 (9 HD; 2d8+7d10+52)



Fort +13, **Ref** +9, **Will** +15

Defensive Abilities channel resistance +2; **Immune** disease, undead traits

OFFENSE

Speed 20 ft.

Melee mwk greataxe +15/+10 (1d12+7/19–20/×3), bite +8 (1d6+2 plus disease and paralysis) or bite +13 (1d6+5 plus disease and paralysis), 2 claws +13 (1d6+5 plus paralysis)

Ranged mwk composite shortbow +12/+7 (1d6+5/×3)

Special Attacks channel negative energy (DC 17, 4d6), disease (DC 15), paralysis (1d4+1 rounds, DC 15, elves are immune to this effect), smite good 3/day (+4 attack and AC, +7 damage)

Antipaladin Spell-Like Abilities (CL 7th; concentration +11)

At will—*detect good*

Antipaladin Spells Prepared (CL 4th; concentration +8)

2nd—*desecrate*

1st—*disguise self*, *inflict light wounds* (DC 15)

TACTICS

Before Combat The ghoul commander is usually accompanied by a fiendish dire boar mount. If he is defending an area, he casts *desecrate* on the area (these bonuses are not included in his statistics).

During Combat The commander begins combat by charging in on his boar. He prefers to attack with his greataxe.

STATISTICS

Str 20, **Dex** 17, **Con** —, **Int** 13, **Wis** 16, **Cha** 18

Base Atk +8; **CMB** +13; **CMD** 26

Feats Cleave, Improved Critical (greataxe), Power Attack, Toughness, Weapon Focus (greataxe)

Skills Bluff +11, Intimidate +16, Perception +15, Ride +12

Languages Common, Undercommon

SQ cruelties (fatigued, staggered), fiendish boon (fiendish dire boar servant), touch of corruption 7/day (3d6)

Combat Gear *scroll of inflict serious wounds*; **Other Gear** mwk breastplate, mwk composite shortbow with 20 arrows, mwk greataxe, *belt of giant strength +2*, 79 gp

FIENDISH DIRE BOAR SERVANT **CR —**

XP —

hp 42 (*Pathfinder RPG Bestiary* 36, 294)

When ghouls marshal themselves into organized groups, it is ghoul commanders who shoulder the responsibility of leadership and command. In "civilized" ghoul cities and nations, ghoul commanders serve as an elite officer class, directing and commanding units of more common ghouls in military maneuvers and on excursions. While they receive their orders from ghouls higher up the chain of command, ghoul commanders are responsible for translating those orders into concrete tactics, and enjoy great autonomy on the battlefield—so long as their strategies succeed, at least.

Masked Murderer

Some ghouls walk in villages and cities, using disguises and magic to hide their nature. The masked murderer strikes from the shadows against the living.

MASKED MURDERER **CR 8**

XP 4,800

Ghoul bard (dirge bard) 8 (*Pathfinder RPG Ultimate Magic* 26)
CE Medium undead

Init +7; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 20, touch 13, flat-footed 17 (+5 armor, +3 Dex, +2 natural)
hp 113 (10d8+68)
Fort +8, **Ref** +9, **Will** +11; +4 vs. necromantic effects;
Defensive Abilities channel resistance +2; **Immune** undead traits

OFFENSE

Speed 30 ft.
Melee bite +10 (1d6+2 plus disease and paralysis), 2 claws +11 (1d6+2 plus paralysis)
Ranged mwk composite shortbow +11/+6 (1d6+2/×3)
Special Attacks bardic performance 24 rounds/day (move action; countersong, dirge of doom [DC 20], distraction, fascinate [DC 20], inspire competence +3, inspire courage +2, *suggestion* [DC 20]), disease (DC 17), paralysis (1d4+1 rounds, DC 19, elves are immune to this effect)
Bard Spells Known (CL 8th; concentration +14)
3rd (3/day)—*confusion* (DC 19), *crushing despair* (DC 19), *glibness*
2nd (6/day)—*allegro*[UM], *fleshy facade*[*] (DC 18), *inflict moderate wounds* (DC 18), *mirror image*
1st (6/day)—*disguise self*, *expeditious retreat*, *hideous laughter* (DC 17), *ray of enfeeblement* (DC 17), *silent image* (DC 17)
0 (at will)—*detect magic*, *ghost sound* (DC 16), *mage hand*, *message*, *prestidigitation* (DC 16), *summon instrument*

TACTICS

Before Combat This furtive killer disguises herself as a human while stalking her targets. If at all possible, she avoids conflict, though her hunger sometimes gets the best of her.
During Combat If her presence is detected, the murderer begins combat by casting *confusion*. She then starts a bardic performance (typically dirge of doom). Before she actually enters melee, she casts *allegro* to gain additional attacks.

STATISTICS

Str 15, **Dex** 17, **Con** —, **Int** 17, **Wis** 14, **Cha** 22
Base Atk +7; **CMB** +9; **CMD** 22
Feats Ability Focus (paralysis), Combat Casting, Improved Initiative, Weapon Finesse, Weapon Focus (claw)
Skills Bluff +19, Diplomacy +19, Disguise +19, Intimidate +19, Knowledge (arcana) +16, Knowledge (local) +20, Knowledge (religion) +15 (+19 to identify undead creatures and their abilities), Perception +15, Perform (oratory) +14, Perform (percussion) +19; **Racial Modifiers** +4 Knowledge (religion) to identify undead creatures and their abilities
Languages Common, Dwarven, Elven, Undercommon
SQ bardic knowledge +4, haunting refrain (+4 to demoralize, –2 penalty on saves against bard's fear effects), secrets of the grave
Combat Gear *+1 thundering arrows* (4), *potion of invisibility*, *scroll of hold person*, *wand of inflict light wounds* (50 charges); **Other Gear** *+1 chain shirt*, mwk composite shortbow with 10 arrows, *headband of alluring charisma +2*, disguise kit, 10 gp



The masked murderer uses deception to get closer to her human prey, mingling among them without arousing their suspicion until it is too late for them to escape her clutches. Magic, particularly the *fleshy facade* spell, allows her to craft her deceptive appearance, and she knows how to disguise herself using mundane means so that she can at least hide her gruesomeness long enough to get to safety if her magic fails her.

Charm and lies pave the murderer's way through society. Typically, she begins small, making friends with low-class workers or farmers in taverns and alleyways, then luring them away to kill and devour them. This is rarely enough for a masked murderer, though, and in time she makes connections among the elite. This could be to satisfy her ego, but more often she wants to dine on the finer morsels of spoiled elites rather than the tough flesh of hard laborers.

Unfortunately for ghouls, spending so much time among the living serves only to highlight the life they traded away for the unending hunger of their undead existence. Many masked murderers find themselves conflicted as a result, envying the vibrant lives of their prey. In the end, however, a masked murderer's ghoulish hunger always overwhelms any other emotion she might feel, and she hunts her prey with as much ravenous fervor as any other ghoul, if not more.

Ancient Gravedigger

Years of digging up graves have given this ancient ghoul an affinity for earth magic. Powerful spellcasting ghouls usually rise to positions of leadership, and in his ghoul city, this gravedigger is a high-ranking member of the ruling elite.

ANCIENT GRAVEDIGGER **CR 10**

XP 9,600

Ghoul oracle 10 (*Pathfinder RPG Advanced Player's Guide* 42)

CE Medium undead

Init +4; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 22, touch 14, flat-footed 18 (+4 armor, +1 deflection, +4 Dex, +3 natural)

hp 112 (12d8+58)

Fort +8, **Ref** +8, **Will** +13

Defensive Abilities channel resistance +2; **Immune** undead traits

OFFENSE

Speed 30 ft.



Melee *+1 bite* +14 (1d6+6 plus disease and paralysis), 2 *+1 frost claws* +15 (1d6+6 plus 1d6 cold, disease, and paralysis)

Ranged rock +13/+8 (2d4+7)

Special Attacks disease (DC 15), paralysis (1d4+1 rounds, DC 15, elves are immune to this effect)

Oracle Spells Known (CL 10th; concentration +14)

5th (3/day)—*flame strike* (DC 19), *mass inflict light wounds*, *stoneskin*

4th (6/day)—*divine power*, *inflict critical wounds*, *summon monster IV*, *wall of stone* (DC 18)

3rd (7/day)—*animate dead*, *blindness/deafness* (DC 17), *dispel magic*, *inflict serious wounds*, *meld into stone*

2nd (7/day)—*darkness*, *desecrate*, *hold person* (DC 16), *inflict moderate wounds*, *spiritual weapon*, *stone call*[APG]

1st (7/day)—*command* (DC 15), *entropic shield*, *inflict light wounds*, *liberating command*[UC], *magic stone*, *obscuring mist*, *shield of faith*

0 (at will)—*bleed* (DC 14), *create water*, *detect magic*, *detect poison*, *guidance*, *mending*, *read magic*, *resistance*, *spark*[APG]

Mystery stone

TACTICS

Before Combat The ancient gravedigger prepares for combat by quaffing *potions of greater magic fang* and *mage armor*. He uses earth glide and crystal sight to observe foes fighting his underlings before he attacks.

During Combat The ancient gravedigger prefers to fight at range, relying on summoned creatures, *flame strike*, and *spiritual weapon* to deal damage while he uses earth glide and crystal sight to take cover from the fray. If he must enter melee, the gravedigger fights viciously.

Base Statistics Without *greater magic fang* and *mage armor*, the ancient gravedigger's statistics are **AC** 18, touch 15, flat-footed 14; **Melee** bite +13 (1d6+5 plus disease and paralysis), 2 *frost claws* +14 (1d6+5 plus 1d6 cold, disease, and paralysis).

STATISTICS

Str 20, **Dex** 18, **Con** —, **Int** 15, **Wis** 14, **Cha** 18

Base Atk +8; **CMB** +13 (+17 trip); **CMD** 27 (31 vs. bull rush, 33 vs. trip)

Feats Combat Reflexes, Extra Rage, Greater Trip, Improved Natural Armor, Improved Trip, Power Attack, Quick Draw, Weapon Focus (claw)

Skills Bluff +16, Diplomacy +19, Intimidate +19, Perception +17, Spellcraft +17, Stealth +18

Languages Aklo, Common, Draconic, Terran, Undercommon; *tongues* (understands only)

SQ oracle's curse (tongues [Aklo]), revelations (crystal sight, earth glide, rock throwing, stone stability)

Combat Gear *potion of greater magic fang*, *potion of mage armor*; **Other Gear** *belt of giant strength +2*, *cloak of resistance +1*, *frost amulet of mighty fists*, *ring of protection +1*, throwing stones (10), onyx gems (worth 1,000 gp total), silver dust (worth 25 gp)

Ghoul Monarch

These ancient sorcerers have attained their power by using those around them as puppets. They command mortals and undead using both their magic and force of personality.

GHOUL MONARCH **CR 12**

XP 19,200

Ghoul sorcerer 12

CE Medium undead

Init +10; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 23, touch 17, flat-footed 17 (+4 armor, +1 deflection, +6 Dex, +2 natural)

hp 176 (14 HD; 2d8+12d6+125)

Fort +10, **Ref** +12, **Will** +14

Defensive Abilities channel resistance +2, *nondetection*; **Immune** undead traits; **Resist** cold 10

OFFENSE

Speed 30 ft., burrow 10 ft.

Melee bite +13 (1d6+1 plus disease and paralysis), 2 claws +13 (1d6+1 plus paralysis)

Special Attacks disease (DC 23), paralysis (1d4+1 rounds, DC 23, elves are immune to this effect), ravenous frenzy (12/day)

Sorcerer Spells Known (CL 12th; concentration +18)

6th (4/day)—*mislead* (DC 22), *move earth*

5th (6/day)—*dominate person* (DC 21), *hungry earth*[*] (DC 21), *suffocation*[APG] (DC 21)

4th (7/day)—*beast shape II*, *black tentacles*, *dimension door*, *fear*

3rd (7/day)—*gaseous form*, *lightning bolt* (DC 19), *nondetection*, *stinking cloud* (DC 19), *vampiric touch*

2nd (8/day)—*alter self*, *command undead* (DC 18), *false life*, *feast of ashes*[APG] (DC 18), *invisibility*, *mirror image*

1st (8/day)—*burning hands* (DC 17), *grease* (DC 17), *mage armor*, *obscuring mist*, *ray of enfeeblement* (DC 17), *silent image*

0 (at will)—*arcane mark*, *dancing lights*, *daze* (DC 16), *detect magic*, *light*, *mage hand*, *prestidigitation* (DC 16), *ray of frost*, *read magic*

Bloodline ghoul

TACTICS

Before Combat Before combat, the monarch casts *false life*, *mage armor*, and *nondetection* on herself.

During Combat A ghoul monarch avoids direct confrontation unless she can fight using *dominate person* or *magic jar*. The ghoul monarch starts combat by casting quickened *grease* and *hungry earth*, trapping as many spellcasters as she can in the effect. If the monarch has minions, she focuses on disabling and keeping enemies off guard rather than using direct damage spells. She targets powerful spellcasters with *suffocation* or *black tentacles*.

Morale A ghoul monarch flees to a safe haven or attempts to flee by burrowing underground at the first sign she is in serious danger.

Base Statistics Without *false life*, *mage armor*, and *nondetection*, the monarch's statistics are **AC** 19, touch 17, flat-footed 13; **hp** 161; **Defensive Abilities** channel resistance +2.

STATISTICS

Str 13, **Dex** 22, **Con** —, **Int** 15, **Wis** 16, **Cha** 22

Base Atk +7; **CMB** +8; **CMD** 25

Feats Eschew Materials, Improved Initiative, Lightning Reflexes, Old as Dirt[*], Quicken Spell, Sleeper[*], Toughness, Warren Digger[*], Weapon Finesse

Skills Bluff +13, Intimidate +23, Perception +20, Spellcraft +19, Stealth +28

Languages Common, Draconic, Undercommon

SQ bloodline arcana (heal when casting necromancy spells)

Combat Gear *potions of inflict moderate wounds* (2), *scroll of magic jar*, *scroll of teleport*; **Other Gear** *+2 silken ceremonial armor*[UE], *belt of incredible dexterity +2*, *headband of alluring charisma +2*, *ring of protection +1*, *stalker's mask*[UE], 470 gp



Ghoul Beasts

Ghouls often raise creatures on a special diet, then turn them into undead. These include the skaveling (*Pathfinder RPG Bestiary 2* 42), the sootwing bat, and the ghoul hound.

Sootwing Bat

This batlike creature has jagged points at the tips of its wings and a long, lashing tongue.

Sootwing Bat **CR 1/2**

XP 200

CE Tiny undead

Init +1; **Senses** blindsense 20 ft.; Perception +5

Defense

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

hp 7 (2d8–2)

Fort –1, **Ref** +1, **Will** +4

Defensive Abilities channel resistance +2; **Immune** undead traits

Offense

Speed 5 ft. fly 40 ft. (good)

Melee bite +4 (1d3–3 plus disease and paralysis)

Space 2 1/2 ft.; **Reach** 0 ft.

Special Attacks disease (DC 10), paralysis (1d4+1 rounds, DC 10, elves are immune to this effect)

Statistics

Str 5, **Dex** 12, **Con** —, **Int** 2, **Wis** 13, **Cha** 8

Base Atk +1; **CMB** +0; **CMD** 7

Feats Weapon Finesse

Skills Fly +9, Perception +5 (+9 when using blindsense); **Racial Modifiers** +4 Perception when using blindsense

Ecology

Environment any land

Organization solitary or colony (4–12)

Treasure none

Special Abilities

Disease (Su) *Ghoul Fever*: See *Pathfinder RPG Bestiary* 146.

Ghoul spellcasters use these smaller cousins to skavelings as familiars. An evil spellcaster can gain a sootwing bat as a familiar at 5th level by taking the Improved Familiar feat. A sootwing bat familiar grants its master a +1 bonus to channel resistance (if the master has any).

Ghoul Hound

This canine creature has sallow, dead skin stretched tight across its bones. Its teeth are long and yellowed.

Ghoul Hound **CR 1**

XP 400

CE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +6

Defense

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

hp 13 (2d8+4)

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

Defensive Abilities channel resistance +2; **Immune** undead traits

Offense

Speed 50 ft.

Melee bite +5 (1d6+6 plus disease, paralysis, and trip)

Special Attacks disease (DC 13), paralysis (1d4+1 rounds, DC 13, elves are immune to this effect)

Statistics

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

Base Atk +1; **CMB** +5; **CMD** 17 (21 vs. trip)

Feats Improved Initiative

Skills Perception +6, Stealth +6

Ecology

Environment any land

Organization solitary, guard (2–4 plus 2–4 ghouls), or pack (4–6 plus 2–4 ghouls)

Treasure none

Special Abilities

Disease (Su) *Ghoul Fever*: See *Pathfinder RPG Bestiary* 146.

Ghouls keep ghoul hounds much as humans keep hunting dogs—some ghouls view these vicious beasts as little more than tools, while more sentimental ghouls treat them as favored pets. Ghoul hounds obediently follow their ghoul masters.

Grathkoll (CR 2): A larger breed of ghoul hound, the grathkoll can be ridden by a Medium creature. A grathkoll is a ghoul hound with the giant simple template and a +10 bonus to its base land speed.

Encounters

Ghouls are cunning and versatile enemies, and can be used in many scenarios for an undead-focused campaign.

Second-Story Killers (CR 5)

These stealthy serial killers might live near the edge of a village or large city and terrorize the locals by breaking in and slaughtering entire families. After a few weeks of terror, they move on to another village and start the carnage anew.

Ghoul Creeper CR 3

XP 800

hp 37 (see page 82)

Ghouls (2) CR 1

XP 400 each

hp 13 each (*Pathfinder RPG Bestiary* 146)

Ghoul Hunting Party (CR 10)

This hunting party could be searching for someone in particular, or might just be out trying to fill the larders. A hunting party might attack a small caravan near a less traveled road or even a small village.

Corpse Cat CR —

XP —

hp 16 (see page 83)

Ghoul Commander CR 8

XP 4,800

hp 99 (see page 84)

Ghoul Huntsmaster CR 7

XP 3,200

hp 80 (see page 83)

Ghouls (4) CR 1

XP 400 each

hp 13 each (*Pathfinder RPG Bestiary* 146)

The Guild (CR 10)

A thieves' guild has a dark secret at its heart. The cost for crossing this guild is high, and apprentices who wash out are never seen again. This encounter works best as part of a series of encounters, and could be paired with the Second-Story Killers encounter or a selection of rogue stat blocks from *Pathfinder RPG NPC Codex*.

Ghoul Stalkers (2) CR 6

XP 2,400 each

hp 74 each (see page 82)

Masked Murderer CR 8

XP 4,800

hp 113 (see page 85)

Grave Trouble (CR 12)

This pair of ghoul spellcasters and their bodyguards are much more than casual thugs. They are likely to be at the heart of a larger plot or traveling to secure a source of fresh meat for themselves and their kin. This encounter works well following the ghoul hunting party detailed above.

Ancient Gravedigger CR 10

XP 9,600

hp 112 (see page 86)

Carrion Golems (4) CR 4

XP 1,200 each

hp 42 each (*Pathfinder RPG Bestiary 2* 136)

Masked Murderer CR 8

XP 4,800

hp 113 (see page 85)





Gnolls

I had hunted game as a child in the fair woods around my ancestral home, but these creatures had the hunt in their blood. How they tracked me across the dry scrub and barren rock in the constant wind, I cannot say. I can only ascribe such powers to dark arts no human should know.

In the meandering, craggy canyons they caught up to me, these dog-beasts I had merely glimpsed before. As they chased me out into the scrublands beyond, I found I had ridden into their trap! They first felled faithful Cronlym out from under me. I swear their arrow shafts were a full inch around!

I tumbled off, and found myself unable to stand. My breath rasping, the dust sticking to the inside of my mouth, I tried crawling for my life. The beasts' howling laughter tormented me as I inched toward my unlikely salvation...

—Excerpt from *Despin's Savanna Travels*, by Qestra Despin

Beyond the edge of their enemies' torchlight, the gnolls' tittering growls and snickering vocalizations disrupt the stillness. Occasionally, the light of reflective eyes dances in the darkness, but it is never enough to give a clear idea of the gnolls' number or plan of attack.

Like the hyenas that hunt with them, these pack humanoids use misdirection, fear, and coordinated attacks to wear down their prey. With a cackling and irksome confidence, they murder at a leisurely pace, one spear strike at a time, ripping flesh and drawing blood until their enemy is too weak to resist their final onslaught.

Creatures primarily of the burning desert and arid plain, gnolls know that survival relies on the pack. The matriarch of the pack enforces simple rules of gnoll cohesion. The struggle is not from within the pack, but outside of it. That which is weaker than the gnoll is food. Rest ensures sufficient strength for the hunt. Bite off only what you can chew, saving the rest for the survival of the pack—but always claim your share. Raise whelps to be strong, and discard the weak.

Any creature that is not part of the pack is nothing more than moving meat. Even when a gnoll pack serves a powerful master from outside the pack, it does so with only its own survival in mind, and it quickly abandons that master if continued service would be suicidal. Other races might look down on the gnolls as selfish, lazy, and ultimately destructive, but gnolls merely cackle at such judgments. For gnolls, survival is the only morality, and eating one's enemies is the ultimate display of power.

It was once believed that gnolls were a scourge of savannas and deserts alone, but while most gnolls prefer the regions favored by hyenas, they live and hunt in nearly every climate. Because gnolls' survival and pack cohesion rely on the hunt, if a pack becomes too large, it splinters. The weaker group is pushed beyond the borders of its former pack's hunting territory, often into regions with different ecologies and prey. While gnolls are numerous in arid climates, smaller and more desperate packs roam highlands, lowlands, forests, taigas, and even the Darklands.

Gnolls are strictly carnivorous, even to the point of resorting to cannibalism in times of great need, during religious rituals, or to show their dominance after defeating a rival. The majority of their meat, however, comes from the hunt. Nearly any kind of meat can provide sustenance, but they have a strong preference for the flesh of sentient creatures. This preference is both practical (as sentient creatures are a great threat to the pack's stability and survival) and bound up with the common gnoll superstition that consuming a creature allows one to absorb its power. That said, there is a prevalent taboo among most gnolls against eating the flesh of the pugwampi (*Pathfinder RPG Bestiary 2* 144). Their disdain for these fawning fey is so great that most gnolls believe that eating pugwampi flesh weakens gnolls and can even curse the entire pack. It is better to kill them, weave their flesh into *pugwampi braids*—which at least have some use—and leave their meat to rot.

Gnoll packs are matriarchal because female gnolls tend to be larger, more aggressive, and more cunning than males. Gnolls see this gender disparity as proof of Lamashtu's blessing of the gnoll race. Size aside, there are few physical differences in the appearances of female and male gnolls. On the average, a gnoll male is around 6 feet in height while the average gnoll female is closer to 6-1/2 feet, though gnolls of both genders appear shorter due to their stooping posture.

The gnoll pack is a multilayered structure based on competing for dominance, with one alpha—typically the largest and most powerful female gnoll—at its apex. Rarely, a group of packs can mesh in an even more complex and ever shifting hierarchy in order to create a tribe or horde. This happens only when they're led by an extremely powerful leader, be it an alpha gnoll or a bullying outsider who can understand and manipulate the ever-shifting sands of gnoll dominance.

Gnolls respect power and the ruthlessness to wield it successfully more than they do birth or station. A gnoll holds power over a pack because he or she is feared and revered, and only as long as he or she remains so. Because of this, when a pack leader dies, becomes infirm, or loses face, authority changes hands after a brief and bloody scramble for power between any gnolls with a thirst for power and the ability to assert dominance. Such scrambles for ascension often splinter a pack, as failed would-be alphas and their supporters are chased from the pack. This can create powerful rivalries between splintered packs, but often the ejected gnolls leave their pasts behind and pursue the hunt in new lands, attempting to build a new power base through increased breeding and rampaging hunts for new prey.

Like hyenas, gnolls are nocturnal. During the day a gnoll encampment would seem slothful to outside observers, especially if they saw gnolls only during daylight hours. Such sightings, along with the fact that gnolls see little use in building permanent structures, have given gnolls the reputation for being lazy brutes. At night, though, the pack becomes a frenzy of murderous activity. Gnolls divide themselves into raiding parties, each of which scouts prey in the nighttime hours. When particularly powerful prey is located, the scouts vocalize to the pack in order to regroup and attack the prey in a swarming group. While the gnoll pack is usually interested only in the kill, some packs will take slaves for a time, using them as manual labor, and as a stock of food when prey is scarce. More often than not, such gnoll packs keep slaves while whelps are young, and when the captives have been sufficiently weakened from abuse, they're released as quarry so the whelps can engage in their first hunt with prey that have lost the ability to fight.

Full statistics for gnolls can be found on page 155 of the *Pathfinder RPG Bestiary*.

New Rules

The methods, materials, and magic of the gnolls focus on their pack mentality and their brutal, savage nature.

Gnoll Archetypes

The following archetypes are common among gnolls.

Bouda (Witch)

These strange and often solitary witches have a strong connection to curses, the evil eye, and hyenas.

Alignment: Because of the dark nature of her magic, a bouda must be of an evil alignment. If a character with the bouda archetype ceases to be evil, she loses the ability to use all alternate class features granted by this archetype (but still retains all other witch class features), though she's still considered to be a bouda when taking further levels in the witch class. A bouda regains use of all archetype alternate class features if she atones for her violations (see the *atonement* spell on page 245 of the *Pathfinder RPG Core Rulebook*).

Fetish: A bouda keeps a small fetish: sometimes a carved idol, other times a necklace adorned with teeth or bones. A bouda's spells come from the will of evil spirits residing in the fetish, and its ability to hold spells functions in a manner identical to the way a witch's spells are granted by her familiar. The bouda must commune with her fetish each day to prepare her spells and can only prepare spells stored in the fetish.

At 3rd level, a bouda can use her fetish to deliver touch spells a number of times per day equal to 1/4 her witch level (minimum 1). When casting a touch spell, as a free action she can use this ability. When she does, she can deliver her spell as a ranged touch spell within a range of 30 feet. At 10th level, she can deliver these spells within a range of 60 feet. At 15th level and higher, she can deliver these spells within a range of 90 feet.

This ability replaces the familiar class feature.

Bouda's Eye (Su): A bouda's gaze can bestow ill fortune on her enemies. This hex can affect a creature within 30 feet that the bouda can see. The target takes a –2 penalty on one of the following (bouda's choice): AC, ability checks, attack rolls, saving throws, or skill checks. The hex lasts for a number of rounds equal to 3 + the bouda's Intelligence modifier. A successful Will saving throw reduces the duration of the hex to 1 round. Once per day when the bouda uses this hex, she can impose two different penalties on the target instead of just one. If the bouda takes the evil eye hex, it increases the number of different penalties she can impose on the hex's target by 1. At 8th level, the penalties imposed by this hex increase to –4. This is a mind-affecting effect.

This hex must be taken as a bouda's 1st-level hex, and only a bouda can take this hex.

Hyena Shape (Su): At 10th level, a bouda gains the ability to turn into a hyena or dire hyena and back again a number of times per day equal to her Intelligence modifier. This ability functions as *beast shape II*, except for the following. The effect lasts for 1 hour per witch level, or until the bouda changes back. Changing form (to animal or back) is a standard action that does not provoke attacks of opportunity. At 20th level, a bouda can change her form at will. If a bouda dies while in hyena shape, she does not revert back to her true form.

The bouda does not lose the ability to speak while in animal form, and can communicate with hyenas and dire hyenas as if under the effects of *speak with animals*. Furthermore, while in this form, the bouda gains the benefit of the Natural Spell feat, even if she does not meet the prerequisites.

This ability replaces the major hex granted at 10th level.

Pack Rager (Barbarian)

Barbarian rages can be a thing of savage beauty, exhibiting a lethal grace. While such uncontrolled displays of carnage often disregard group tactics, there are those barbarians whose rages inspire and spur on their allies during the ferocious dance of death.

Bonus Feat: At 2nd level and every 4 levels thereafter, the pack rager can take a bonus teamwork feat. This teamwork feat must also be a combat feat. This ability replaces the rage powers gained at 2nd, 6th, 10th, 14th, and 18th level.

Raging Tactician: At 7th level, while a pack rager is raging, she grants a single teamwork feat she knows to all allies within 30 feet who can see and hear her. She chooses the feat at the start of the rage, and cannot change it during the rage. An ally who moves more than 30 feet away from the raging pack rager loses access to the feat, but regains it again each time he moves back within 30 feet of the raging pack rager. Allies do not need to meet the prerequisites of these teamwork feats.

At 13th level, the pack rager chooses two teamwork feats when she enters a rage, and grants her allies the use of both of those feats when they are within 30 feet of her.

At 16th level, the pack rager grants these teamwork feats as long as her allies are within 60 feet of her.

At 19th level, the pack rager chooses three teamwork feats when she enters a rage, and grants her allies the use of all three feats when they are within 60 feet of her.

This ability replaces the damage reduction class feature.

Gnoll Feats

Gnolls have access to the following feats, some of which enhance the tactics of gnoll packs.

Coordinated Reposition (Teamwork)

You are skilled in coordinating combat positioning with your allies.

Prerequisite: Step-Up.

Benefit: Whenever an ally with this feat who is threatening a creature you are threatening takes a 5-foot step, you can move 5 feet as an immediate action. This movement does not provoke attacks of opportunity.

Disarm Partner (Combat, Teamwork)

When your ally fails to disarm an opponent within your reach, you can try to disarm that same foe.

Prerequisite: Base attack bonus +1.

Benefit: When an ally with this feat fails a disarm combat maneuver check made on his turn against an opponent within your melee reach, as an immediate action you can attempt a disarm combat maneuver check against that foe.

Improved Disarm Partner (Combat, Teamwork)

You are ever the opportunist.

Prerequisites: Disarm Partner, base attack bonus +5.

Benefit: When an ally with this feat fails a disarm combat maneuver check made on his turn against a foe that's within your melee reach, you can make an attack of opportunity against that foe. If that attack of opportunity hits the foe, you can also attempt a disarm combat maneuver check against that opponent as part of that attack of opportunity.

Snapping Flank (Combat, Teamwork)

You can make a swift bite attack against a flanked foe.

Prerequisites: Base attack bonus +9, bite attack.

Benefit: Whenever you are flanking with an ally who also has this feat, as a swift action you can make a bite attack against the opponent you and your ally are flanking.

Snapping Jaws (Combat)

When enemies get too close, your jaws tear flesh and bone.

Prerequisites: Base attack bonus +1, gnoll.

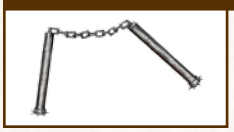
Benefits: You can use your bite as a natural weapon. This is a primary attack that deals 1d6 points of damage.

GNOLL EQUIPMENT

The following weapon is a favorite of flinds (see page 100), but is sometimes used by other gnolls who master its use.

FLINDBAR

PRICE 9 GP
TYPE exotic



This one-handed weapon is similar to a nunchaku in that it consists of a pair of bars linked with heavy chain. However, a flindbar's bars are made of iron and are capped with a ring of spikes or studs. Since it's much heaver than a nunchaku, it is not a light weapon.

EXOTIC WEAPON	PRICE	DMG (S)	DMG (M)	CRITICAL	RANGE	WEIGHT	TYPE	SPECIAL
One-handed melee weapon								
Flindbar	9 gp	1d6	1d8	×2	—	6 lbs.	B and P	Disarm, trip

GNOLL MAGIC ITEMS

The following magic items are favored by gnolls and flinds.

HUNTER'S NOSE RING

PRICE 10,000 GP
SLOT head | **CL** 3rd | **WEIGHT** —
AURA faint transmutation



This nose ring seems to be braided from five platinum strands. It grants its wearer the scent ability (*Pathfinder RPG Bestiary* 304) along with a +4 competence bonus on Perception checks involving smell and on Survival checks to track using scent.

CONSTRUCTION REQUIREMENTS | **COST** 5,000 GP
Craft Wondrous Item, *bloodhound*[APG], platinum ring worth 250 gp

HYENA SHAWL

PRICE 11,000 GP
SLOT head | **CL** 8th | **WEIGHT** —
AURA moderate abjuration and necromancy

When wrapped around the neck and jaw, this swath of black cloth lets its wearer see normally in a sandstorm (her vision isn't reduced, nor does she take the –4 penalty on Perception checks) and avoid taking nonlethal damage from the storm.

Once per day on command, the shawl's wearer can emit a strange cackling. Enemies within 30 feet of the shawl's wearer who can hear the cackling must succeed at a DC 16 Will saving throw or become frightened for 1 round. Those who succeed at the saving throw are shaken for 1d4 rounds instead. Both of the cackle's effects are sonic mind-affecting fear effects.

CONSTRUCTION REQUIREMENTS | **COST** 5,500 GP
Craft Wondrous Item, *fear*

PUGWAMPI BRAID

PRICE 9,000 GP
SLOT none | **CL** 8th | **WEIGHT** 1 lb.
AURA moderate necromancy

This braid, crafted from strips of pugwampi pelts, is 1 inch in diameter and 12 inches long. It can be carried in the hand like a riding crop or worn as an adornment.

Once per day with a command word, the owner of the braid can create a 5-foot-radius aura around the braid for 1 minute. Creatures other than the owner within the aura must roll twice and use the lower result whenever a situation calls for a d20 roll. This is a mind-affecting effect that does not work on humanoids with the gnoll subtype, animals, or gremlins. A creature under the effect of a luck bonus is immune to the aura.

CONSTRUCTION REQUIREMENTS | **COST** 4,500 GP
Craft Wondrous Item, *bestow curse*

Gnoll Barbarians

Gnoll barbarians feed off one another's rage, and use pack tactics to savage their enemies.

GNOLL RAGEBORN **CR 3**

XP 800

Gnoll barbarian (pack rager) 2 (see page 92)
CE Medium humanoid (gnoll)
Init +1; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 16, touch 9, flat-footed 15 (+6 armor, +1 Dex, +1 natural, –2 rage)
hp 49 (4 HD; 2d8+2d12+22)
Fort +11, Ref +1, Will +3
Defensive Abilities uncanny dodge

OFFENSE

Speed 30 ft.
Melee mwk greataxe +10 (1d12+9/×3), bite +4 (1d6+3) or bite +9 (1d6+9)
Ranged mwk javelin +5 (1d6+6)
Special Attacks rage (9 rounds/day)

TACTICS

Base Statistics When he's not raging, the barbarian's statistics are **AC** 18, touch 11, flat-footed 17; **hp** 41; **Fort** +9, **Will** +1; **Melee** mwk greataxe +8 (1d12+6/×3), bite +7 (1d6+6); **Str** 19, **Con** 16; **CMB** +7, **CMD** 18; **Skills** Climb +6.

STATISTICS

Str 23, **Dex** 13, **Con** 20, **Int** 8, **Wis** 12, **Cha** 6
Base Atk +3; **CMB** +9; **CMD** 18
Feats Coordinated Reposition*, Snapping Jaws*, Step Up
Skills Acrobatics +3, Climb +8, Perception +6, Survival +6
Languages Gnoll
SQ fast movement
Combat Gear *potion of cure moderate wounds*, alchemist's fire (3); **Other Gear** mwk breastplate, mwk greataxe, mwk javelins (2), 18 gp



GNOLL PACKLORD **CR 9**

XP 6,400

Gnoll barbarian (pack rager) 8 (see page 92)
CE Medium humanoid (gnoll)
Init +1; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 18, touch 9, flat-footed 17 (+7 armor, +1 Dex, +2 natural, –2 rage)
hp 124 (10 HD; 2d8+8d12+58)
Fort +16, **Ref** +5, **Will** +7
Defensive Abilities improved uncanny dodge, trap sense +2; **DR** 1/—

OFFENSE

Speed 30 ft.
Melee *+1 falchion* +17/+12 (2d4+11/18–20), bite +11 (1d6+3) or bite +16 (1d6+10)
Ranged mwk javelin +11/+6 (1d6+7)
Special Attacks rage (21 rounds/day), rage powers (quick reflexes, swift foot +5 feet), raging tactician* (30 ft.)

TACTICS

Base Statistics When she's not raging, the barbarian's statistics are **AC** 20, touch 11, flat-footed 19; **hp** 104; **Fort** +14, **Will** +5; **Melee** +1 falchion +15/+10 (2d4+8/18–20); **Ranged** mwk javelin +11/+6 (1d6+5) ; **Str** 20, **Con** 17; **CMB** +14, **CMD** 25.

STATISTICS

Str 24, **Dex** 13, **Con** 21, **Int** 8, **Wis** 12, **Cha** 6
Base Atk +9; **CMB** +16; **CMD** 25
Feats Cleave, Disarm Partner*, Improved Disarm Partner*, Power Attack, Snapping Flank*, Snapping Jaws*, Step Up
Skills Acrobatics +11, Perception +10, Survival +14
Languages Gnoll
SQ fast movement
Combat Gear alchemist's fire; **Other Gear** *+1 breastplate*, *+1 falchion*, mwk javelin, *amulet of natural armor +1*, *cloak of resistance +2*, 4 gp

Gnoll Skirmishers

Employing a mix of cunning and brute force, skirmishers thrive in a pack hierarchy.

Gnoll Bruiser **CR 3**

XP 800

Gnoll fighter 1/rogue 1

CE Medium humanoid (gnoll)

Init +2; **Senses** darkvision 60 ft.; Perception +5

Defense

AC 14, touch 13, flat-footed 11 (+2 Dex, +1 dodge, +1 natural)

hp 27 (4 HD; 3d8+1d10+9)

Fort +7, **Ref** +4, **Will** +1

Offense

Speed 30 ft.

Melee greatclub +6 (1d10+6)

Ranged javelin +4 (1d6+4)

Special Attacks sneak attack +1d6

Tactics

During Combat A bruiser flanks with its packmates whenever possible, and takes time to reposition if separated from allies.

Statistics

Str 19, **Dex** 14, **Con** 15, **Int** 6, **Wis** 12, **Cha** 8

Base Atk +2; **CMB** +6; **CMD** 19

Feats Dodge, Mobility, Power Attack

Skills Acrobatics +9, Perception +5, Survival +8

Languages Gnoll

SQ trapfinding +1

Combat Gear *potions of cure light wounds (2),* alchemist's fire (2), tanglefoot bags (2); **Other Gear** greatclub, javelins (5), *daredevil boots*[UE]

These massive gnolls pound enemies into submission.

Gnoll Warden **CR 10**

XP 9,600

Gnoll ranger (skirmisher) 9 (*Pathfinder RPG Advanced Player's Guide* 128)

CE Medium humanoid (gnoll)

Init +3; **Senses** darkvision 60 ft.; Perception +15

Defense

AC 22, touch 14, flat-footed 18 (+6 armor, +3 Dex, +1 dodge, +2 natural)

hp 89 (11 HD; 2d8+9d10+31)

Fort +13, **Ref** +11, **Will** +6

Defensive Abilities evasion

Offense

Speed 20 ft.

Melee *+1 scimitar* +15/+10 (1d6+5/18–20)

Ranged *+1 composite longbow* +15/+10 (1d8+5/×3)

Special Attacks combat style (archery), favored enemy (dwarves +2, humans +4), hunter's tricks 5/day (aiding attack, hateful attack, trick shot)

Statistics

Str 18, **Dex** 17, **Con** 15, **Int** 10, **Wis** 13, **Cha** 6

Base Atk +10; **CMB** +14; **CMD** 28

Feats Dodge, Endurance, Manyshot, Mobility, Point-Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Weapon Focus (longbow)

Skills Acrobatics +11 (+7 when jumping), Climb +15, Heal +7, Perception +15, Stealth +14, Survival +15

Languages Gnoll

SQ favored terrain (desert +4, jungle +2), hunter's bond (companions), swift tracker, track +4, wild empathy +7, woodland stride

Combat Gear *potion of invisibility*, alchemist's fire (2); **Other Gear** *+1 scale mail, +1 composite longbow* (+4 Str) with 20 arrows, *+1 scimitar*, *amulet of natural armor +1*, *cloak of resistance +2*, 94 gp

The warden often serves as a gnoll pack's forward scout, tracking prey and wearing it down with pursuit before her packmates swoop in to attack.



Gnoll War Leaders

The alpha of a pack assigns leadership roles as she sees fit.

GNOLL SERGEANT **CR 4**

XP 1,200

Gnoll ranger 3

CE Medium humanoid (gnoll)

Init +2; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 17, touch 12, flat-footed 15 (+4 armor, +2 Dex, +1 natural)

hp 38 (5 HD; 2d8+3d10+13)

Fort +9, **Ref** +6, **Will** +3

OFFENSE

Speed 30 ft.

Melee spear +8 (1d8+6/×3)

Ranged mwk composite longbow +8 (1d8+4/×3)

Special Attacks combat style (archery), favored enemy (humans +2)



STATISTICS

Str 18, **Dex** 15, **Con** 15, **Int** 8, **Wis** 12, **Cha** 6

Base Atk +4; **CMB** +8; **CMD** 20

Feats Endurance, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow)

Skills Climb +11, Knowledge (nature) +4, Perception +9, Survival +9

Languages Gnoll

SQ favored terrain (desert +2), track +1, wild empathy +1

Combat Gear *potion of cure moderate wounds*, tanglefoot bag; **Other Gear** mwk chain shirt, mwk composite longbow (+4 Str) with 20 arrows, spear, *cloak of resistance +1*

The lowest of gnoll war leaders, sergeants are always eager to prove their mettle in order to move up in the dominance hierarchy of the pack.

GNOLL LIEUTENANT **CR 6**

XP 2,400

Gnoll fighter 5

CE Medium humanoid (gnoll)

Init +1; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 20, touch 11, flat-footed 19 (+7 armor, +1 Dex, +1 natural, +1 shield)

hp 55 (7 HD; 2d8+5d10+19)

Fort +10, **Ref** +3, **Will** +2 (+1 vs. fear)

Defensive Abilities bravery +1

OFFENSE

Speed 20 ft.

Melee *+1 scorpion whip* +14/+9 (1d4 +9)

Ranged mwk javelin +8/+3 (1d6+5)

Special Attacks weapon training (flails +1)

TACTICS

During Combat The gnoll lieutenant demoralizes foes and lashes out with his scorpion whip from a distance.

STATISTICS

Str 20, **Dex** 12, **Con** 15, **Int** 6, **Wis** 10, **Cha** 12

Base Atk +6; **CMB** +11; **CMD** 22

Feats Dazzling Display, Exotic Weapon Proficiency (whip), Improved Whip Mastery[UC], Intimidating Prowess, Power Attack, Weapon Focus (whip), Whip Mastery[UC]

Skills Intimidate +16

Languages Gnoll

SQ armor training 1

Combat Gear *potions of cure light wounds* (2), *potion of cure moderate wounds*, alchemist's fire (3), thunderstones (2); **Other Gear** mwk splint mail, mwk light steel shield, *+1 scorpion whip*[UE], mwk javelin, *cloak of resistance +1*, 15 gp

Gnoll lieutenants use intimidation and the crack of their scorpion whips to push lesser members of the pack into battle and to demoralize their enemies.

Gnoll Devotees

Gnolls revere Lamashtu above all other gods.

Eye of Lamashtu **CR 5**

XP 1,600

Gnoll cleric of Lamashtu 4

CE Medium humanoid (gnoll)

Init +1; **Senses** darkvision 60 ft.; Perception +3

Defense

AC 18, touch 11, flat-footed 17 (+5 armor, +1 Dex, +2 natural)

hp 31 (6d8+4)

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

Offense

Speed 20 ft.

Melee mwk falchion +8 (2d4+4/18–20)

Ranged javelin +5 (1d6+3)

Special Attacks channel negative energy 6/day (DC 15, 2d6)

Domain Spell-Like Abilities (CL 4th; concentration +7)

6/day—copycat (4 rounds), strength surge (+2)

Cleric Spells Prepared (CL 4th; concentration +7)

2nd—*death knell* (DC 15), *dread bolt*[UM] (DC 15), *hold person* (DC 15), *invisibility*[D]

1st—*bane* (DC 14), *doom* (DC 14), *enlarge person*[D] (DC 14), *entropic shield*, *ray of sickening*[UM] (DC 14)

0 (at will)—*bleed* (DC 13), *guidance*, *resistance*, *stabilize*

D domain spell; **Domains** Strength, Trickery

Statistics

Str 17, **Dex** 12, **Con** 10, **Int** 8, **Wis** 16, **Cha** 12

Base Atk +4; **CMB** +7; **CMD** 18

Feats Combat Casting, Extra Channel, Improved Channel

Skills Spellcraft +8

Languages Gnoll

Combat Gear *potion of cure light wounds*, *wand of cure light wounds* (50 charges), alchemist's fire (2); **Other Gear** mwk scale mail, javelins (2), mwk falchion, *amulet of natural armor +1*, 33 gp

Gnoll Ravager **CR 11**

XP 12,800

Gnoll antipaladin of Lamashtu 10 (*Advanced Player's Guide* 118)

CE Medium humanoid (gnoll)

Init +0; **Senses** darkvision 60 ft.; Perception +1

Aura cowardice (10 ft.), despair (10 ft.)

Defense

AC 21, touch 10, flat-footed 21 (+10 armor, +1 natural)

hp 122 (12 HD; 2d8+10d10+46)

Fort +16, **Ref** +5, **Will** +12

Immune disease

Offense

Speed 20 ft.

Melee *+1 human-bane falchion* +19/+14/+9 (2d4+10/15–20)

Special Attacks channel negative energy (DC 16, 5d6), smite good 4/day (+1 attack and AC, +10 damage)

Antipaladin Spell-Like Abilities (CL 10th; concentration +11)

At will—*detect good*

Antipaladin Spells Prepared (CL 7th; concentration +8)

2nd—*bull's strength*

1st—*doom* (DC 12), *litany of sloth*[UC], *protection from good*

Tactics

Before Combat The ravager casts *bull's strength* on himself.

Base Statistics Without *bull's strength*, the ravager's base statistics are **Melee** *+1 human-bane falchion* +17/+12/+7 (2d4+7/15–20); **Str** 19; **CMB** +15; **CMD** 25.

Statistics

Str 23, **Dex** 10, **Con** 18, **Int** 6, **Wis** 12, **Cha** 13

Base Atk +11; **CMB** +17; **CMD** 27

Feats Cleave, Great Cleave, Improved Critical (falchion), Iron Will, Power Attack, Weapon Focus (falchion)

Skills Intimidate +16

Languages Gnoll

SQ cruelties (fatigued, nauseated, staggered), fiendish boon (weapon +2, 2/day), touch of corruption (6/day, 5d6)

Combat Gear *potion of cure moderate wounds*; **Other Gear** *+1 full plate*, *+1 human-bane falchion*, *belt of mighty constitution +2*, *cloak of resistance +1*, 125 gp



Chosen of Lamashtu

Gnoll clerics, devoted to the goddess of monsters, serve the pack by culling the weak and enforcing pack hierarchy.

CHOSEN OF LAMASHTU **CR 12**

XP 19,200

Gnoll cleric of Lamashtu 11

CE Medium humanoid (gnoll)

Init –1; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 22, touch 10, flat-footed 22 (+10 armor, +1 deflection, –1 Dex, +2 natural)

hp 95 (13d8+37)

Fort +13, **Ref** +3, **Will** +13

DR 10/adamantine (110 hp)

OFFENSE

Speed 20 ft.

Melee *+1 falchion* +15/+10 (2d4+7/18–20), *+1 spear* +14/+9 (1d8+5/×3)

Ranged *+1 spear* +9 (1d8+5/×3)

Special Attacks channel negative energy 7/day (DC 17, 6d6), might of the gods (+11, 11 rounds/day), scythe of evil (5 rounds, 1/day)



Domain Spell-Like Abilities (CL 11th; concentration +14)

6/day—strength surge (+5), touch of evil (5 rounds)

Cleric Spells Prepared (CL 11th; concentration +14)

6th—*stoneskin*[D], *summon monster* VI

5th—*breath of life*, *righteous might*[D], *slay living* (DC 18)

4th—*confusion* (DC 17), *divine power*, *freedom of movement*, *unholy blight*[D] (DC 17)

3rd—*bestow curse* (DC 16), *blindness* (DC 16), *cure serious wounds*, *magic vestment*[D], *vision of hell*[UM] (DC 16), *wind wall*

2nd—*aid*, *blinding ray*[ARG] (DC 15), *bull's strength*[D], *death knell* (DC 15), *hold person* (DC 15), *sound burst* (DC 15)

1st—*cause fear* (DC 14), *enlarge person* (DC 14), *entropic shield*, *forbid action*[UM] (DC 14), *murderous command*[UM] (DC 14), *protection from good*[D]

0 (at will)—*bleed* (DC 13), *detect magic*, *read magic*, *stabilize*

D domain spell; **Domains** Evil, Strength

TACTICS

Before Combat The gnoll casts *magic vestment* on an ally's armor or shield and *stoneskin* on herself.

During Combat The gnoll provides more allies for her pack with *summon monster VI*, then uses her spells to empower her allies as they head into combat.

STATISTICS

Str 18, **Dex** 8, **Con** 14, **Int** 8, **Wis** 16, **Cha** 14

Base Atk +9; **CMB** +13; **CMD** 23

Feats Cleave, Combat Casting, Extra Channel, Iron Will, Power Attack, Selective Channeling, Weapon Focus (falchion)

Skills Perception +8, Spellcraft +10

Languages Gnoll

Combat Gear *wand of cure moderate wounds* (20 charges); **Other Gear** *+2 chainmail*, *+1 falchion*, *+1 spear*, *amulet of natural armor +1*, *cloak of resistance +1*, *headband of alluring charisma +2*, *ring of protection +1*, silver holy symbol, granite and diamond dust (worth 750 gp), 448 gp

The chosen of Lamashtu are seen as the living representatives of the Mother of Monsters, and are both feared and revered by their packmates. In many cases, these powerful clerics are alphas, though even when they're not, they still hold prominent positions, typically as second-in-command.

Gnoll religion focuses on Lamashtu. Gnoll clerics, who are almost always female, oversee gory rituals and sacrifices in the goddess's name. They believe unholy magic should not be wasted on everyday things, but that warfare is worthy of such blessings. Clerics attend the births of litters and other momentous events, as well as passing down stories to the young, though a cleric of high position might force lesser clerics to perform such duties.

GNOLL BOUDA

Within gnoll society, a bouda is a source of power and mystery. Though she serves as the pack's advisor, a bouda often prepares her magic in secret.

GNOLL BOUDA **CR 13**

XP 25,600

Gnoll witch (bouda) 12 (*Pathfinder RPG Advanced Player's Guide* 65, see page 92)

CE Medium humanoid (gnoll)

Init +5; **Senses** all-around vision, darkvision 60 ft.; Perception +16

DEFENSE

AC 19, touch 12, flat-footed 18 (+4 armor, +1 deflection, +1 Dex, +3 natural)

hp 105 (14 HD; 2d8+12d6+54)

Fort +11, **Ref** +9, **Will** +14

OFFENSE

Speed 30 ft.

Melee *+2 dagger* +10/+5 (1d4+3/19–20)

Special Attacks hexes (blight [120 feet], bouda's eye, disguise [12 hours], evil eye [–4, 7 rounds], hag's eye [12 minutes/day], retribution [4 rounds])

Witch Spells Prepared (CL 12th; concentration +16)

6th—*mass suggestion* (DC 21), *slay living* (DC 20)

5th—*baleful polymorph* (DC 19), *cloudkill* (DC 19), *waves of fatigue*

4th—*cape of wasps*[UM], *crushing despair* (DC 19), *cure serious wounds*, *dimension door*

3rd—*bestow curse* (DC 17), *countless eyes*[UM], *dispel magic*, *stinking cloud* (DC 17), *vampiric touch*

2nd—*blindness/deafness* (DC 16), *burning gaze*[APG] (DC 16), *glitterdust* (DC 16), *see invisibility*, *touch of idiocy*

1st—*beguiling gift*[APG] (DC 16), *bungle*[UM] (DC 16), *burning hands* (DC 15), *mage armor*, *ray of enfeeblement* (DC 15)

0 (at will)—*bleed* (DC 14), *detect magic*, *putrefy food and drink*[APG], *touch of fatigue* (DC 14)

Patron trickery

TACTICS

Before Combat The gnoll casts *countless eyes* and *mage armor* on herself.

During Combat The bouda's favorite tactic is to use a spell such as *cloudkill* or *waves of fatigue* against multiple enemies to soften them up before her packmates attack. She then singles out enemies for *slay living* or *baleful polymorph*.

Base Statistics Without *countless eyes* and *mage armor*, the gnoll's statistics are **Senses** no all-around vision; **AC** 15, touch 12, flat-footed 14.

STATISTICS

Str 12, **Dex** 12, **Con** 15, **Int** 18, **Wis** 14, **Cha** 8

Base Atk +7; CMB +8; CMD 20

Feats Combat Casting, Improved Initiative, Improved Natural Armor, Iron Will, Lightning Reflexes, Spell Focus (enchantment), Toughness

Skills Heal +12, Intimidate +16, Knowledge (arcana) +21, Perception +16, Sense Motive +16, Spellcraft +21, Survival +12

Languages Abyssal, Common, Giant, Gnoll, Orc

SQ fetish, hyena shape

Combat Gear *potions of cure moderate wounds* (2), *scrolls of black tentacles* (2), *wand of lightning bolt* (20 charges); **Other Gear** *+2 dagger*, *amulet of natural armor +1*, *cloak of resistance +2*, *headband of vast intelligence +2*, *ring of protection +1*, 198 gp

Though she sees after the pack, a bouda is an unknowable and cryptic being even to gnolls who grew up with her, for arcane magic remains largely a mystery to gnolls, and most avoid it. Because a bouda's expertise seems so alien and odd, a witch must prove her toughness before she is accepted as a revered bouda.



Flind

This powerfully built, hyena-like humanoid is larger than the average gnoll and has a cunning, cruel gaze.

FLIND **CR 3**

XP 800

NE Medium humanoid (gnoll)

Init +6; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 17, touch 12, flat-footed 15 (+3 armor, +2 Dex, +2 natural)

hp 30 (4d8+12)

Fort +7, **Ref** +3, **Will** +3

OFFENSE

Speed 30 ft.

Melee flindbar +6 (1d8+6/×2 plus disarm, trip)

Ranged composite longbow +5 (1d8+4/×3)

STATISTICS

Str 18, **Dex** 15, **Con** 16, **Int** 12, **Wis** 15, **Cha** 13

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

Feats Improved Initiative, Power Attack

Skills Handle Animal +8, Intimidate +5, Perception +6

Languages Common, Gnoll

SQ weapon familiarity

ECOLOGY

Environment warm plains or deserts

Organization solitary, pair, hunting party (1 flind, 1–4 gnolls and 1–2 hyenas), band (10–100 gnolls [30% flinds and 50% noncombatant children], 1 sergeant of 3rd level per 20 adults, 1 leader of 4th–6th level, and 5–8 hyenas), or tribe (20–200 gnolls [30% flinds and 50% noncombatant children] plus 1 sergeant of 3rd level per 20 gnolls, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, 7–12 hyenas, and 4–7 hyaenodons)

Treasure standard (studded leather, composite longbow [Str +4] with 20 arrows, flindbar*, other treasure)

SPECIAL ABILITIES

Weapon Familiarity: Flinds are always proficient with flindbars.



Flinds are slightly larger, more intelligent, and of a stockier build than gnolls, and it's a common misconception that flinds are an entirely separate race. Though interbreeding may one day make them so, flinds are actually the product of controlled breeding practices by the dominant females of gnoll packs.

The slyest and largest female gnolls sanctified by the chosen of Lamashtu are paired with the most savage males, and a little more than half the time, the resulting litter includes at least one flind. The flind pup is often female. A breeding female flind produces only flinds, though flinds' litters tend to be smaller than those of normal gnolls. Male flinds who breed with female gnolls produce a litter with a flind about three quarters of the time.

More capable of focus, cunning, and planning than gnolls, flinds are typically found in leadership roles within gnoll bands and tribes, and frequently lead hunting parties. Like gnolls, flinds use ambush tactics and often make slaves of surviving foes, yet a flind is more likely to go on the offensive when the odds are closer to even. Flinds still prefer the advantage of attacking in numbers—they just don't need the advantage to be overwhelming. In addition to using intimidation against enemies, flinds embrace flanking tactics and specialized uses of their unusual weapon, the flindbar.

Flinds assign gnolls lower in the pack hierarchy the task of crafting flindbars (see page 93). Flinds are very particular about these weapons, and a gnoll who fails to properly weight and polish a flindbar can expect a savage mauling from the flind who demanded the weapon.

A flind is roughly 7 feet tall and weighs between 280 and 315 pounds. Flinds have brindled or spotted fur, and are primarily russet in color with patches of black.

Encounters

Most encounters with gnolls occur when a traveling band stumbles into their territory, with the most terrifying encounters occurring at night.

Hunting Party (CR 5)

This small group of gnoll warriors often wanders the fringes of the territory looking for small prey and threats to the pack. The gnolls retreat or call for allies if they're hard pressed.

Gnoll Rageborn CR 3

XP 800

hp 49 (page 94)

Gnolls (2) CR 1

XP 400 each

hp 11 each (*Pathfinder RPG Bestiary* 155)

Wild Pack (CR 5)

This lone gnoll has thrown in with a pack of hyenas, becoming their alpha. The group hunts with savage ferocity.

Gnoll CR 1

XP 400

hp 11 (*Pathfinder RPG Bestiary* 155)

Hyenas (3) CR 1

XP 400 each

hp 13 (*Pathfinder RPG Bestiary* 179)

Flind Pack (CR 7)

A flind has decided to create her own pack and has taken some powerful males with her.

Flind CR 3

XP 800

hp 30 (see page 100)

Gnoll Bruisers (3) CR 3

XP 800 each

hp 27 each (see page 95)

Night Terrors (CR 10)

This hunting party patrols the hunting area of a gnoll pack looking for and eliminating intruders into their domain.

Eye of Lamashtu CR 5

XP 1,600

hp 31 (see page 97)

Gnoll Bruisers (2) CR 3

XP 800 each

hp 27 each (see page 95)

Gnoll Packlord CR 9

XP 6,400

hp 124 (see page 94)

Warden and the Witch (CR 14)

On a quest far outside the pack's normal hunting grounds, the warden and the bouda seek out knowledge or are on a mission to assassinate a far-flung enemy seen in a witch's vision.

Gnoll Bouda CR 13

XP 25,600

hp 105 (see page 99)

Gnoll Warden CR 10

XP 9,600

hp 89 (see page 95)





Goblins

Goblins chew and goblins spit!
Goblins eat up every bit!
Chop the man and squash him flat,
Wear his head-hair as a hat!

Goblin traps will do the trick!
Goblin poisons make you sick!
Torch the horse and burn the town,
Goblin tricks are best around!

—Goblin song recorded by Akora Bluefeather,
from *Eat, Burn, Steal: A Naturalist's Observation of Goblin Society*

Goblin society is defined by anarchy, cowardice, and malice. Goblins are shortsighted, focused solely on the now; they're all but incapable of planning more than a few days in advance. Unless they can find more prosperous folk to steal from—including other goblin tribes—they live a hard life of scrounging bugs and hunting small game to fill their hungry bellies. Wherever goblins travel, they leave a path of destruction and mayhem in their wake. Adaptable to many environments, they can change and evolve within a human's life span—a few generations for goblins—to become better at surviving in a given environment, which makes fighting them even more difficult the next time around.

Comfortable with living in garbage and oblivious to the concepts of sanitation and hygiene, goblins are easy to track by scent. Unfortunately for loot-crazed adventurers, goblins rarely have anything worthwhile to claim; their "treasures" might be a polished tin cup, a handful of red rocks, or a stick that intoxicates you when you chew it. Even the chief's treasure, stolen away from other goblins and hidden about the tribe's lair, is rarely worth more than a few gold coins.

Though goblins are as agile as rats, they're strangely accident-prone. In battle, their attacks are often as dangerous to themselves and their allies as to their enemies. When properly motivated by a powerful chieftain, an iron-fisted bandit, or a hobgoblin warlord, a large gang of goblins can cross the line from dangerous nuisance to true threat, but this is more a factor of strength in numbers than skill or training. Smarter masters use goblins as distractions or to cause havoc, relying on their activities to cover up a more devastating attack from a different direction. Settlers and adventurers who are familiar with goblins recognize that when these pests act uncharacteristically brave, competent, and loyal, something unusual is going on.

Goblins grow quite rapidly, and are considered adults at 5 years of age. Abundant breeding, fast maturation, and adaptable physiology give goblins the ability to thrive in nearly any climate. In times of abundance, goblins multiply even faster than normal, resulting in overpopulation and the eventual escalation of raiding. Goblin parenting consists primarily of making sure young goblins get food and don't wander too far. Until they're old enough to walk freely among the rest of the tribe, goblin young are often restrained with chains, ropes, and crude cages. Violence among young goblins is quite common and even encouraged by their tribes. Entertainment in the form of toddler goblin fights is not unheard of, and they may be armed with small knives, scavenged armaments, or just their own juvenile teeth and claws.

Goblins who reach physical maturity are expected to be able to feed themselves; those who can't are left to starve. The abilities to hunt, to steal, and to bully weaker folk lead to positions of influence and power within the tribe. Their species-wide illiteracy (born of a superstition that writing steals the words out of your head) means even the few goblins with a talent for magic or alchemy have little opportunity to learn about these subjects. As a result, practitioners of these difficult arts are often both awed and feared. Some goblins have a special knack for crafting weapons and mechanical objects used in the act of murder or destruction, though not many have the patience or skill with machines that kobolds do.

From an early age, goblins develop an obsession with fire. Goblins need little excuse to start a bonfire in celebration of anything, and goblin practical jokes often involve setting fire to other goblins or their possessions. Religious rituals, celebrations, funerals, and feasts all involve huge bonfires—and when goblins go to war, they bring fire with them.

Goblins have a deeply entrenched hatred for both dogs and horses, going far beyond their normal hatred for all things that kill goblins. Horses and dogs for their part seem to understand this at some instinctive level, and bite or otherwise lash out at goblins at every opportunity. Humans learned early in their interactions with goblins how to take advantage of this mutual aversion; most small villages near goblin territory have dogs chained on their outskirts to bark warnings and attack any goblins trying to sneak past.

Though superstitious by nature, goblins have no unifying faith. Some tribal leaders might worship a given demon or devil, but said creature is likely to be a complete fabrication the goblin believes is real. Others might worship a stump that looks like a face, an animal skeleton found in a cave, or a spooky wind. A tribe may adopt new gods and discard the old ones when a new leader rises to power.

Goblins have few cultural traditions and no oral history beyond the reminiscences of the eldest members of the tribe, but they are enthusiastic singers, and a good goblin song can spread from tribe to tribe over thousands of miles and last for generations. Goblin music is primitive and crude by most standards, usually describing some real or imagined victory in the tribe's past in graphic detail.

Goblin lairs are usually simple caves with nesting areas made of skins and dead grass; the more advanced "villages" are a disaster of ramshackle homes often built in ruins or shipwrecks, or out of refuse. Goblins show no interest in farming, and their crafting extends primarily to crudely converting other communities' trash into weapons and armor, such as the crude swords called "dogslicers."

Like cockroaches, once goblins gain a foothold on the fringes of society, they're extremely difficult to wipe out completely. Some communities deliberately look the other way when goblins infiltrate their refuse heaps, but a community that grows too complacent soon finds pets and even children in goblin cook pots.

Full statistics for goblins can be found on page 156 of the *Pathfinder RPG Bestiary*.

New Rules

Most goblin innovations and advancements stem from their adaptability to new environments, willingness to experiment on themselves by trying to consume anything that might possibly be edible, and tolerance for disgusting living conditions.

Goblin Variants

Goblins evolve quickly—within a few generations—in response to environmental pressures such as complete darkness or an abundance of food, creating variant specimens of the race.

Oversized Goblins: A few goblins attain a much larger size than their kin. No one is exactly sure why they grow to be giants among their kind, but it's probably due to a combination of luck, diet, and constant access to food. These goblins are monsters among their own kind, not just in height, but also in girth and in strength. If not cast out for eating all of the tribe's food, oversized goblins often become the bosses of their tribes, and the most powerful of them become chiefs.



Oversized goblins are Medium size, and grow to 4 to 5 feet tall. They tend to be particularly obese, weighing between 225 and 275 pounds. Instead of the normal racial ability score modifiers for goblins, oversized goblins gain a +2 bonus to Strength, a +2 bonus to Dexterity, and a –2 penalty to Charisma.

Goblin Archetype

The following archetype is available to goblins.

Winged Marauder (Alchemist)

Goblin alchemists have created a mixture of pheromones that they use to manipulate and entice giant vultures or dire bats to do their bidding. These goblins strap harnesses to the chests of these flying animals and hang beneath them, dropping flaming alchemical solutions on the helpless folks below.

Class Skills: A winged marauder gains Acrobatics, Handle Animal, and Ride as class skills. These replace Disable Device, Sleight of Hand, and Use Magic Device as class skills.

Flying Beast Tamer (Ex): At 1st level, a winged marauder acquires a flying mount as an animal companion. This works as the druid animal companion class feature, except the marauder must select a dire bat (*Pathfinder RPG Bestiary* 30) or giant vulture (*Pathfinder RPG Bestiary 3* 312). The marauder's effective druid level is equal to his alchemist level. A marauder and his companion don't gain the share spells ability. This ability replaces the mutagen and persistent mutagen class features.

Discovery: A winged marauder can select the following additional discovery.

Sipping Pet (Ex): As a standard action, the marauder can administer a dose of a liquid (such as an extract, infusion, potion, or an alchemical liquid like antitoxin) to his animal companion, even if the companion is unconscious. The alchemist must be adjacent to or riding the companion to use this ability. An alchemist must have the infusion discovery to select this discovery.

Goblin Oracle Curse

The following oracle curse is available to goblins.

Infested: Insects, spiders, grubs, and other vermin plague you constantly. They crawl in your hair, fill your clothes, and fly or crawl into your mouth, nose, and ears. You take a –4 penalty on Diplomacy checks, and when you first meet someone, the person's initial attitude toward you starts one level lower than normal. Animals shy away from you—you take a –4 penalty on Handle Animal checks. You gain a +2 bonus on Fortitude saves versus poisons from

insects, scorpions, and spiders, as well as the distraction ability of swarms of such creatures. At 5th level, you add *vomit swarm*[APG] to your list of spells known. At 7th level, your bonus on poison and distraction saves increases to +4, and you gain DR 10/— against all swarm damage. At 13th level, you add *swarm skin*[APG] to your list of spells known. At 17th level, you become immune to the swarm damage and the distraction ability of insect, scorpion, and spider swarms.

Goblin Witch Hex

The following witch hex is available to goblins.

Mud Witch (Su): A witch with this hex can assume the form of viscous brown mud. The witch's type changes to ooze and she is able to squeeze through even the smallest cracks, but she can't make attacks or cast spells with verbal, somatic, material, or focus components while in this form, and she loses her supernatural abilities. If the witch has a touch spell ready to use, that spell is discharged harmlessly when she uses this hex. While the witch is in mud form, her speed becomes 10 feet and she gains a swim speed of 20 feet. The witch gains DR 10/slashing and cold resistance 10. At 10th level, while the witch is in mud form, her speed increases to 20 feet and her swim speed increases to 40 feet. She can use this ability for a number of minutes per day equal to her level. The duration doesn't need to be consecutive, but it must be spent in 1-minute increments. This hex affects only the witch. The witch must have the swamp hag hex[UM] to select this hex.

Goblin Equipment

The following equipment is available in goblin tribes with flying mounts.

Flying Straps	**Price** varies **Weight** 10 lbs.
Flying straps	10 GP
Flying straps, masterwork	80 GP

These crude straps are used to secure a goblin or other small creature to the underside of a dire bat (*Pathfinder RPG Bestiary* 30) or giant vulture (*Pathfinder RPG Bestiary 3* 284). These straps count as an exotic riding saddle. If the mount fails a Fly check, there's a 50% chance the straps break and the rider falls. Masterwork flying straps count as an exotic military saddle, and don't have a chance to break if the mount fails a Fly check.

Goblin Spells

The following spells are more common among goblin spellcasters than among other races.

Bouncy Body

School transmutation; **Level** alchemist 1, bloodrager 1, sorcerer/wizard 1, witch 1
Casting Time 1 standard action
Components V, S
Range touch
Target creature touched
Duration 10 minutes/level

The target's flesh becomes flexible and rubbery. It gains a +2 circumstance bonus on grapple combat maneuver checks and Escape Artist checks, as well as to its CMD against combat maneuver checks to grapple. Anytime the target would take falling damage, it treats falls as 20 feet shorter (minimum 0) for the purpose of determining damage. In addition, if the target falls against a hard surface, it can attempt an Acrobatics check (DC = the distance fallen) to attempt to bounce upward; success means the creature bounces upward half the distance fallen.

Mud Buddy

School conjuration (creation); **Level** druid 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S, M (1 pint of water)
Range close (25 ft. + 5 ft./2 levels)
Target 5 cubic feet of earth or mud
Duration 1 hour/level (D) (see text)

You create a Small minion out of mud, and it obeys your commands. The mud buddy has AC 12, 10 hit points, Strength 5, and a speed of 30 feet. It can perform any tasks an *unseen servant* can, plus any similar tasks its Strength allows (it's able to lift up to 50 pounds), but instead of walking on water, it gains a swim speed of 30 feet.

You can command a *mud buddy* to move up to 5 feet and trip an opponent (CMB = your caster level + your spellcasting ability score modifier). After the trip attempt is resolved, the spell ends.

When the spell ends, the *mud buddy* reverts to a patch of wet earth.

Goblin Formula Books

Goblins are illiterate, so goblin alchemists are unable to use conventional formula books. Instead, a goblin alchemist's formula book is filled with smears of various fluids, pictures representing materials needed, and other scent-, taste-, or pictograph-based representations of his formulae. Goblin alchemists can learn each other's formulae as easily as other alchemists learn language-based formulae.

A literate alchemist can learn formulae from a goblin alchemist's book, but he must spend 1 day studying a formula (instead of 1 hour), and the Spellcraft DC to successfully learn it is equal to 20 + the formula's level (instead of 15 + the formula's level). This otherwise works like copying a formula from another alchemist's formula book.

Goblins cannot learn formulae from scrolls or language-based books, but can be taught a new formula by an alchemist or wizard who spends 1 day verbally explaining it.

Goblin Riders

Goblins love riding ferocious mounts into battle.

GOBLIN OUTRIDER **CR 1**

XP 400

Goblin ranger 2

NE Small humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 20, touch 15, flat-footed 16 (+3 armor, +4 Dex, +2 shield, +1 size)

hp 19 (2d10+4)

Fort +4, **Ref** +7, **Will** +1

OFFENSE

Speed 30 ft.

Melee mwk dogslicer +5 (1d4+1/19–20)

Ranged shortbow +7 (1d4/×3)

Special Attacks combat style (mounted combat), favored enemy (humans +2)

TACTICS

During Combat The goblin outrider uses its bow or alchemist's fire, then switches to Power Attack to increase its damage and Ride-By Attack to keep away from melee opponents.

STATISTICS

Str 13, **Dex** 18, **Con** 13, **Int** 10, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +2; **CMD** 16

Feats Power Attack, Ride-By Attack

Skills Acrobatics +3, Handle Animal +3, Perception +6, Ride +10, Stealth +14, Swim +3; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Goblin

SQ track +1, wild empathy +0

Combat Gear *potion of bull's strength*, *potions of cure light wounds* (2), alchemist's fire (4), tanglefoot bags (2); **Other Gear** studded leather, heavy wooden shield, mwk dogslicer[UE], shortbow with 20 mwk arrows, tindertwigs (7), giant gecko mount (*Pathfinder RPG Bestiary 3* 186), 2 gp



GRIZZLED RIDER **CR 5**

XP 1,600

Goblin ranger 6

NE Small humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 22, touch 15, flat-footed 18 (+5 armor, +4 Dex, +2 shield, +1 size)

hp 47 (6d10+10)

Fort +6, **Ref** +9, **Will** +3

OFFENSE

Speed 30 ft.

Melee mwk horsechopper +5 (1d8+3/×3)

Ranged mwk composite shortbow +12/+7 (1d4+2/×3)

Special Attacks combat style (mounted combat), favored enemy (elves +2, humans +4)

Ranger Spells Prepared (CL 3rd; concentration +4)

1st—*longstrider*, *resist energy*

TACTICS

During Combat The grizzled rider prefers to stay out of melee, using Rapid Shot to attack enemies multiple times while staying away from dangerous opponents.

STATISTICS

Str 14, **Dex** 18, **Con** 13, **Int** 10, **Wis** 12, **Cha** 6

Base Atk +6; **CMB** +7; **CMD** 21

Feats Endurance, Mounted Archery, Point-Blank Shot, Power Attack, Rapid Shot, Ride-By Attack

Skills Climb +7, Handle Animal +7, Perception +10, Ride +16, Stealth +20, Survival +10, Swim +7

Languages Goblin

SQ favored terrain (forest +2), hunter's bond (companions), track +3, wild empathy +4

Combat Gear *potion of bull's strength*, *potion of cure moderate wounds*, *+1 flaming arrows* (5), alchemist's fire (2), tanglefoot bags (2); **Other Gear** *+1 chain shirt*, *+1 buckler*, mwk composite shortbow with 20 arrows, mwk horsechopper[UE], giant gecko mount (*Pathfinder RPG Bestiary 3* 186), 81 gp

Goblin riders usually ride goblin dogs, wolves, or worgs, but might also ride exotic creatures like giant geckos.

Goblin Rogues

Goblins adore theft, and are adept at slinking about undetected. Goblin sneaks are master ambushers and spectacular hiders. The most talented also incorporate their racial love of fire into their tactics.

GOBLIN SNEAK **CR 1**

XP 400

Goblin rogue 2

NE Small humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

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

hp 16 (2d8+4)

Fort +2, **Ref** +7, **Will** +1

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee mwk dogslicer +5 (1d4/19–20), dogslicer +4 (1d4/19–20)

Ranged shortbow +6 (1d4/×3)

Special Attacks sneak attack +1d6

TACTICS

During Combat A sneak tries to ambush opponents so it can make sneak attacks, then uses Acrobatics to flank.

STATISTICS

Str 11, **Dex** 19, **Con** 14, **Int** 8, **Wis** 12, **Cha** 8

Base Atk +1; **CMB** +0; **CMD** 14

Feats Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +8, Climb +4, Disable Device +8, Escape Artist +8, Perception +6, Sleight of Hand +8, Stealth +12, Swim +4

Languages Goblin

SQ rogue talents (finesse rogue), trapfinding +1, weapon familiarity[ARG]

Combat Gear *potion of cure light wounds*, *potion of jump*, *potion of feather fall*, alchemist's fire (4), smokesticks (2), thunderstones (4); **Other Gear** studded leather, dogslicer[UE], mwk dogslicer[UE], shortbow with 20 arrows, 18 gp

GOBLIN FIRESTARTER **CR 4**

XP 1,200

Goblin rogue 5

NE Small humanoid (goblinoid)

Init +9; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 20, touch 17, flat-footed 14 (+3 armor, +5 Dex, +1 dodge, +1 size)

hp 36 (5d8+10)

Fort +3, **Ref** +9, **Will** +2

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee mwk dogslicer +8 (1d4/19–20), mwk dogslicer +8 (1d4/19–20)

Ranged shortbow +9 (1d4/×3)

Special Attacks sneak attack +3d6

TACTICS

During Combat A firestarter avoids melee, instead making sneak attacks with its bow and using alchemist's fire or *flaming* arrows to start fires, cause panic, and trap opponents. It saves its *goblin skull bomb* for a weak opponent, hoping to kill that foe and craft a new *goblin skull bomb* from the corpse.

STATISTICS

Str 11, **Dex** 20, **Con** 14, **Int** 8, **Wis** 12, **Cha** 8

Base Atk +3; **CMB** +2; **CMD** 18

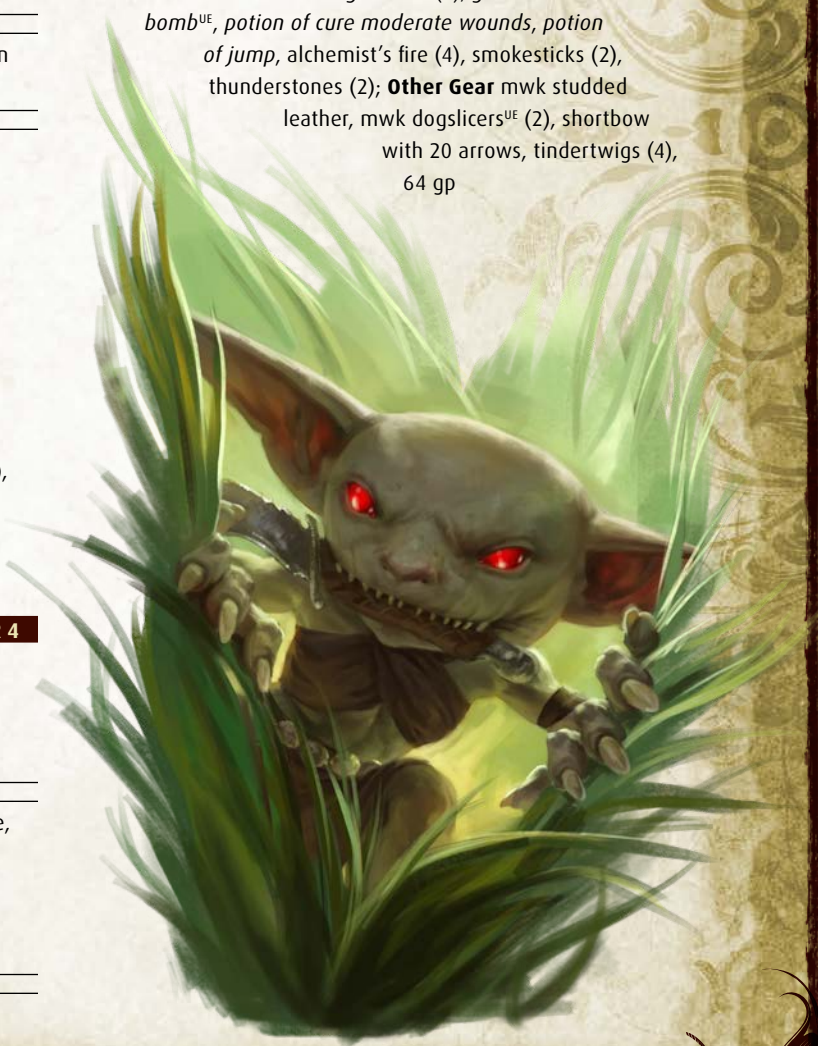
Feats Dodge, Improved Initiative, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +13, Climb +8, Disable Device +13, Escape Artist +13, Perception +9, Sleight of Hand +13, Stealth +17, Swim +8

Languages Goblin

SQ rogue talents (finesse rogue, surprise attack), trapfinding +2, weapon familiarity[ARG]

Combat Gear *+1 flaming arrows* (5), *goblin skull bomb*[UE], *potion of cure moderate wounds*, *potion of jump*, alchemist's fire (4), smokesticks (2), thunderstones (2); **Other Gear** mwk studded leather, mwk dogslicers[UE] (2), shortbow with 20 arrows, tindertwigs (4), 64 gp



Goblins Warriors

Goblin warriors are the backbone of every goblin tribe, serving as hunters, raiders, and warlords.

GOBLIN COMMANDO **CR 2**

XP 600

Goblin fighter 3

NE Small humanoid (goblinoid)

Init +8; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 20, touch 14, flat-footed 17 (+6 armor, +3 Dex, +1 size)

hp 24 (3d10+3)

Fort +4, **Ref** +5, **Will** +0 (+1 vs. fear)

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee mwk horsechopper +7 (1d8+1/×3)

Ranged mwk composite shortbow +9 (1d4+1/×3)

STATISTICS

Str 13, **Dex** 18, **Con** 13, **Int** 10, **Wis** 8, **Cha** 10

Base Atk +3; **CMB** +3; **CMD** 17

Feats Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus (horsechopper)

Skills Intimidate +6, Perception +2, Ride +4, Stealth +11; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Goblin

SQ armor training 1

Combat Gear *+1 flaming arrows* (2), *potion of cure moderate wounds*; **Other Gear** chainmail, mwk composite shortbow with 20 arrows, mwk horsechopper[UE], 80 gp

A goblin commando is a cut above a typical goblin warrior—braver, cleverer, and more persuasive. He uses fear and threats to keep other goblins in line.



GOBLIN CHIEF **CR 9**

XP 6,400

Oversized goblin fighter 10 (see page 104)

NE Medium humanoid (goblinoid)

Init +7; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 22, touch 13, flat-footed 19 (+9 armor, +3 Dex)

hp 89 (10d10+30)

Fort +10, **Ref** +7, **Will** +7 (+3 vs. fear)

Defensive Abilities bravery +3

OFFENSE

Speed 30 ft.

Melee *+1 horsechopper* +17/+12 (1d10+9/19–20/×3)

Ranged composite longbow +14/+9 (1d8+5/×3)

Special Attacks weapon training (polearms +2, bows +1)

TACTICS

During Combat The goblin chief orders his minions to attack, readies his *+1 horsechopper*, and tries to trip any approaching enemies. He tries to keep enemies at a distance so he can take advantage of his weapon's reach.

STATISTICS

Str 18, **Dex** 16, **Con** 14, **Int** 10, **Wis** 12, **Cha** 6

Base Atk +10; **CMB** +14 (+16 trip); **CMD** 27

Feats Combat Reflexes, Greater Trip, Greater Weapon Focus (horsechopper[UE]), Improved Critical (horsechopper), Improved Initiative, Iron Will, Power Attack, Step Up, Tripping Strike[APG], Weapon Focus (horsechopper), Weapon Specialization (horsechopper)

Skills Intimidate +6, Perception +11, Ride +4, Stealth +9; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Goblin

SQ armor training 2

Combat Gear *potions of cure light wounds* (3), *potion of fly*, *potion of invisibility*; **Other Gear** mwk full plate, *+1 horsechopper*, composite longbow with 20 arrows, *campfire bead*[UE], *cloak of fangs*[UE], *necklace of fireballs* (type I), 2,119 gp

A massive brute, the goblin chief gets the best food and treasure that the tribe collects. Some lesser goblins test their mighty chief by returning from a raid empty-handed but full-bellied—this almost always ends poorly for them.



GOBLIN VULTURE PILOT

A goblin who controls the sky commands the respect of the tribe, due to her ability to drop beehives, bombs, and other unpleasant items onto enemies.

GOBLIN VULTURE PILOT **CR 3**

XP 800

Goblin alchemist (winged marauder) 4 (*Pathfinder RPG Advanced Player's Guide* 26, see page 104)

NE Small humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 21, touch 15, flat-footed 17 (+4 armor, +4 Dex, +2 natural, +1 size)

hp 38 (4d8+17)

Fort +5, **Ref** +8, **Will** +2; +2 against poison

OFFENSE

Speed 30 ft.

Melee dagger +3 (1d3–1/19–20)

Ranged bomb +9 (2d6+3 fire plus catch fire)

Special Attacks bomb 7/day (2d6+3 fire and catch fire, DC 15, 10-ft. radius)

Alchemist Extracts Prepared (CL 4th)

2nd—*false life*, *touch injection*[UC]

1st—*bomber's eye*[APG], *bouncy body**, *shield*, *true strike*

Before Combat The vulture pilot drinks a *bouncy body* extract, a *false life* extract, and a *potion of barkskin*, then feeds a *potion of barkskin* to her vulture companion.

During Combat The pilot uses her bombs to scatter opponents on the ground, tanglefoot bags to hold tasty prizes in place, and alchemical splash weapons as the situation warrants.

Base Statistics Without *barkskin* and *false life*, the vulture pilot's statistics are **AC** 19, touch 15, flat-footed 15; **hp** 29.

STATISTICS

Str 8, **Dex** 18, **Con** 13, **Int** 16, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +1; **CMD** 15

Feats Brew Potion, Mounted Archery, Mounted Combat, Throw Anything

Skills Acrobatics +8, Climb +3, Craft (alchemy) +10, Handle Animal +2, Perception +8, Ride +12, Stealth +16; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Common, Giant, Gnoll, Goblin

SQ alchemy (alchemy crafting +4, identify potions), discoveries (explosive bomb, sipping pet*), poison use, swift alchemy

Combat Gear *potions of barkskin* (2), *potions of cure light wounds* (2), acid (2), alchemist's fire (2), tanglefoot bags (2); **Other Gear** mwk mithral chain shirt, dagger, sunrods (2), 293 gp

GIANT VULTURE **CR —**

XP —

Giant vulture animal companion

N Medium animal

Init +3; **Senses** low-light vision; Perception +7

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 26 (4d8+8)

Fort +6, **Ref** +7, **Will** +3, +4 vs. disease

Defensive Abilities evasion

OFFENSE

Speed 10 ft., fly 50 ft. (average)

Melee bite +5 (1d8+3)

TACTICS

Base Statistics Without *barkskin*, the giant vulture's statistics are **AC** 17, touch 13, flat-footed 14.

STATISTICS

Str 14, **Dex** 16, **Con** 14, **Int** 2, **Wis** 15, **Cha** 7

Base Atk +3; **CMB** +5; **CMD** 18

Feats Flyby Attack, Power Attack

Skills Fly +10, Perception +7

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

Gear flying straps*

Strapped to her giant vulture companion, the goblin vulture pilot is a peerless scout and saboteur. Enemies find goblin vulture pilots tough to pin down as they lob explosive bombs from the air. Vulture pilots are braver, more disciplined, and more patient than most goblins, as they have to sneak into giant vulture nests to steal eggs, resist the temptation to eat those eggs, and raise the hatchlings to be loyal mounts. Many pilots die in flying accidents; the lucky ones often discover how to craft extracts of *bouncy body*, *levitate*, or similar effects to help them survive the inevitable crashes.

Goblin vulture pilots take great pride in their abilities, and often wear their mounts' feathers as headdresses or paint themselves with guano as marks of status.

Goblin Frog-Talker

The terrors of the swamp, frog-talkers frighten even the bravest goblin warriors with their eerie powers.

GOBLIN FROG-TALKER **CR 5**

XP 1,600

Goblin witch 6 (*Pathfinder RPG Advanced Player's Guide* 65)
NE Small humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 19, touch 15, flat-footed 16 (+4 armor, +1 deflection, +3 Dex, +1 size)
hp 47 (6d6+24)
Fort +5, **Ref** +6, **Will** +7

OFFENSE

Speed 30 ft.
Melee dagger +2 (1d3–2/19–20)
Ranged javelin +7 (1d4–2)
Special Attacks hexes (evil eye [–2, 6 rounds], misfortune [1 round], mud witch*, poison steep, swamp hag[UM])
Witch Spells Prepared (CL 6th; concentration +9)
3rd—*blink*, *lightning bolt* (DC 16), *spit venom*[UM] (DC 16)
2nd—*feast of ashes*[APG] (DC 15), *frost fall*[UC] (DC 15), *invisibility*, *vomit swarm*[APG]
1st—*command* (DC 14), *mage armor*, *obscuring mist*, *sleep* (DC 14)
0 (at will)—*dancing lights*, *daze* (DC 13), *detect magic*, *touch of fatigue* (DC 13)
Patron deception

TACTICS

Before Combat The frog-talker casts *mage armor*.
During Combat A frog-talker uses *blink* and *invisibility* to avoid melee opponents, and attacks with hexes and ranged spells.
Base Statistics Without *mage armor*, the frog-talker's statistics are **AC** 15, touch 15, flat-footed 12.

STATISTICS

Str 6, **Dex** 17, **Con** 14, **Int** 16, **Wis** 12, **Cha** 8
Base Atk +3; **CMB** +0; **CMD** 14
Feats Brew Potion, Extra Hex, Toughness
Skills Craft (alchemy) +9, Intimidate +8, Perception +7, Ride +7, Spellcraft +12, Stealth +17, Swim +1; **Racial Modifiers** +4 Ride, +4 Stealth
Languages Common, Giant, Goblin, Orc
SQ witch's familiar (frog)
Combat Gear *potion of air bubble*[UC], *potions of alter self* (2), *potions of cure moderate wounds* (3), *potion of fly*, *potions of ghostly disguise* (2), *potion of hex ward*, alchemist's fire (2), antitoxin (2), smokesticks (2), tanglefoot bags (2); **Other Gear** dagger, javelin, *cloak of resistance +1*, *ring of protection +1*, delicious poisoned food (1 lb.), 79 gp



Frog-talkers are among the most feared of all goblins; most don't even want to be on the good sides of these witches. Frog-talkers are cruel and fearless masters. It's said the frog-talkers bathe in mud and leeches every fortnight to renew their dedication to their patron, the god of filth and blood—and based on their pale complexions and emaciated frames, few doubt it. These mysterious witches often live alone, or surround themselves with acolytes and terrified goblin minions given to them by superstitious chieftains.

No two goblins will give you the same answer about why they fear frog-talkers. Some legends claim that the frog-talkers aren't real goblins, but swamp ghosts in disguise. Others claim that they're indeed goblins, but controlled by hideous brain-leeches that have wriggled into their ears. And still others say that worshiping the filth god is scary enough on its own.

Regardless of what their origins may be, frog-talkers are powerful spellcasters who vomit up swarms of swamp creatures to do their bidding and fry disobedient minions with sizzling lightning. The only mortal creatures a frog-talker seems to truly respect are (naturally) frogs, and most keep a frog or toad on their person at all times. But the most worrying aspect of frog-talkers is that they don't appear to feel fear—an otherwise omnipresent aspect of goblin life.

Goblin Stickylord

Even crazier than normal goblins, goblin stickylords love to glue victims in place before igniting them.

GOBLIN STICKYLORD **CR 6**

XP 2,400

Goblin alchemist 7 (*Pathfinder RPG Advanced Player's Guide* 26)
NE Small humanoid (goblinoid)
Init +6; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 24, touch 17, flat-footed 18 (+5 armor, +6 Dex, +2 natural, +1 size)
hp 49 (7d8+14)
Fort +7, **Ref** +12, **Will** +3; +2 vs. fire, +4 vs. poison
Resist fire 5

OFFENSE

Speed 30 ft.
Melee heavy mace +4 (1d6–2)
Ranged light crossbow +12 (1d6/19–20)
Special Attacks bomb 10/day (4d6+3 fire, DC 16)
Alchemist Extracts Prepared (CL 7th)
3rd—*heroism, resinous skin*[UC] (DC 16)
2nd—*alchemical allocation*[APG] (2), *barkskin, see invisibility*
1st—*disguise self, expeditious retreat, reduce person* (DC 14), *shield, targeted bomb admixture*[UC]

TACTICS

During Combat The goblin patiently quaffs his mutagen, casts buff spells on himself, and then proceeds to bomb his enemies.

STATISTICS

Str 6, **Dex** 22, **Con** 13, **Int** 16, **Wis** 10, **Cha** 8
Base Atk +5; **CMB** +2; **CMD** 18
Feats Brew Potion, Fire Tamer[ARG], Flame Heart[ARG], Point-Blank Shot, Precise Shot, Throw Anything
Skills Craft (alchemy) +13, Disable Device +16, Heal +4, Intimidate +6 (+8 vs. goblins), Knowledge (arcana, nature) +7, Perception +10, Ride +10, Sleight of Hand +11, Spellcraft +11, Stealth +21, Survival +4, Use Magic Device +5
Languages Aklo, Aquan, Goblin, Undercommon
SQ alchemy (alchemy crafting +7, identify potions), discoveries (precise bombs [3 squares], tanglefoot bomb[UM], wings[UM]), mutagen (+4/–2, +2 natural, 70 minutes), poison use, swift alchemy, swift poisoning
Combat Gear *potion of fly, potion of fox's cunning, potion of invisibility, wand of freedom of movement* (2 charges), tanglefoot bags (8); **Other Gear** *+1 mithral chain shirt*, heavy mace, light crossbow with 20 bolts, *cloak of resistance +1, universal solvent* (2), 11 gp

Goblin stickylords are a decidedly bizarre breed of goblin alchemists. Unlike normal goblin alchemists, who focus on spreading around as much fire and flame as possible, stickylords have learned the value of locking enemies in place and *then* burning them.

In order to make their gluey concoctions, goblin stickylords explore every aspect of adhesion, combining mundane materials like glue, pitch, and less pleasant substances with magic. These unique reagents are often harvested by lesser goblin minions—the better to keep the powerful stickylord from getting covered in bee stings or drowning in mud. (Sadly for these minions, stickylords need test subjects, so even faithful service is no guarantee that they won't be stuck to a stump in order for a stickylord to try out a new formula—or practice aiming.)

On the battlefield, stickylords use their tanglefoot bomb discovery to stick enemies to the ground while the bomb's clinging fire does its job. Many command lesser alchemists or teams of pyromaniacs armed with fire arrows and alchemist's fire, who are ready to lob their projectiles once the stickylord can get the enemy to stop moving around.

Despite their obsession, goblin stickylords are careful to always carry powerful solvents, as even the best of them wind up glued in place on occasion.



Mutant Goblin

This goblin has a bizarre amalgamation of asymmetrical parts, including dragonfly wings, a partial arm, and scales.

MUTANT GOBLIN **CR 3**

XP 800

Mutant goblin barbarian 3

NE Small humanoid (goblinoid)

Init +7; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 16, touch 12, flat-footed 13 (+3 Dex, +4 natural, –2 rage, +1 size)

hp 37 (3d12+12); fast healing 1

Fort +7, **Ref** +4, **Will** +4; +2 vs. magic

Defensive Abilities trap sense +1, uncanny dodge

OFFENSE

Speed 40 ft., fly 30 ft. (clumsy)



Melee 2 claws +9 (1d3+5)

Ranged composite shortbow +7 (1d4+5/×3)

Special Attacks breath weapon (20-ft. line, 3d4 acid damage, Reflex DC 14 half, usable every 1d4 rounds), rage (10 rounds/day), rage powers (superstition +2)

STATISTICS

Str 21, **Dex** 17, **Con** 18, **Int** 8, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +7; **CMD** 18

Feats Improved Initiative, Power Attack

Skills Fly –4, Intimidate +4, Perception +7, Ride +6, Stealth +13, Swim +10; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Goblin

SQ fast movement, mutations (breath weapon, claws, fast healing, wings)

Combat Gear *potion of bull's strength*, *potion of cure serious wounds*, *potion of displacement*, *potion of protection from arrows*, acid (2), alchemist's fire (2), smokestick, tanglefoot bag; **Other Gear** composite shortbow with 20 arrows, 94 gp

Creating a Mutant Goblin

"Mutant goblin" is an acquired template that can be added to a goblin (referred to hereafter as the base creature). A mutant goblin uses the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature + 1.

Armor Class: Natural armor bonus increases by 4.

Mutations: A mutant goblin gains four of the following mutations, determined randomly when it gains the template. For every 5 Hit Dice it has (5, 10, and so on), it gains another random mutation. (Other possible mutations include tusks, a spiked tail, and gills.)

Breath Weapon (Su): The goblin can spew a line of foul acidic blood from its mouth (20-foot line, Reflex DC = 10 + 1/2 Hit Die + its Constitution modifier for half damage, 1d4 points of acid damage per HD, usable every 1d4 rounds). If it has 5 or more HD, the range increases to 30 feet and the damage increases to 1d6 points of acid damage per HD.

Claws (Ex): The goblin's hands become claws. It gains a natural claw attack for each hand that deals damage appropriate to its size, and gains the grab ability with its claws.

Extra Arm (Ex): The goblin gains an extra arm with a functional hand, as the vestigial arm[UM] discovery. If it gains this mutation again, it gains another arm.

Fast Healing (Ex): The goblin gains fast healing 1. If it has 5 Hit Dice or more, this increases to fast healing 2. If the creature has 10 HD or more, this increases to fast healing 5.

Venomous Bite (Ex): The mutant goblin grows large fangs, gaining a poisonous bite as a natural attack that deals damage appropriate to its size. The poison functions like wyvern poison, except its DC is 10 + 1/2 HD + its Constitution modifier.

Wings (Ex): The goblin gains dragonfly wings, granting it a fly speed of 30 feet with clumsy maneuverability.

Abilities: Str +4, Int –2.

Encounters

Most goblins are encountered while they are searching for food and things to burn. Rarely, a group might be open to trade or negotiation.

Foraging Party (CR 3)

These goblins are hunting for food—probably by laying an ambush on the open road.

Goblin Outrider CR 1
XP 400
hp 19 (see page 106)

Goblins (3) CR 1/3
XP 135 each
hp 6 each (*Pathfinder RPG Bestiary* 156)

Frog-Talker Retinue (CR 7)

These scouts act as escorts or bodyguards for a frog-talker.

Goblin Frog-Talker CR 5
XP 1,600
hp 47 (see page 110)

Goblin Sneaks (4) CR 1
XP 400 each
hp 16 each (see page 107)

Murder Gang (CR 7)

These goblins are planning something that requires stealth. They're just as likely to use fire to distract others from their true purpose as they are to use it to cover up evidence of what they've done.

Goblin Firestarters (2) CR 4
XP 1,200 each
hp 36 each (see page 107)

Goblin Vulture Pilot CR 3
XP 800
hp 38 (see page 109)

Advanced Scouts (CR 8)

This group of mounted goblins can be an elite scout force, a goblin chief with bodyguards, or scouts in advance of a goblin army.

Grizzled Rider CR 5
XP 1,600
hp 47 (see page 106)

Goblin Outriders (2) CR 1
XP 400 each
hp 19 each (see page 106)

Worgs (4) CR 2
XP 600 each
hp 26 each (*Pathfinder RPG Bestiary* 280)

Goblin Court (CR 11)

A goblin chief is rarely encountered without his advisors.

Goblin Chief CR 9
XP 6,400
hp 89 (see page 108)

Goblin Frog-Talker CR 5
XP 1,600
hp 47 (see page 110)

Grizzled Riders (3) CR 5
XP 1,600 each
hp 47 each (see page 106)





Hobgoblins

"I played dead with all my might as the hobgoblin troops stalked about the battlefield, slitting the throats of the few badly injured soldiers who had survived the conflict. The brutes let out a shout each time another warrior was finished off, and a sergeant tallied the casualties.

"Then a horn sounded from over the rise, where our camp still burned. The hobs looked toward the sound, and all stood to face their general as the arrogant fiend paraded through the camp atop his yzobu, dragging our poor captain behind the beast by two stout straps tied to his wrists. Each hobgoblin let out a roar as the general passed with his battered prize.

"'Still conscious after this long a trip! We got us a stout one here. What do you think, troops? Slave... or target practice?'"

—Sergeant Kolina Sandrine

Among goblinkind, hobgoblins are generally considered the most civilized representatives, although the cruelty, destruction, and tyranny they perpetrate don't create a mutually beneficial society. Few species are so singularly dedicated to battle as the militaristic hobgoblins, whose entire culture and society are built around proving their martial superiority and fostering conflict wherever they go.

Hobgoblins possess the intelligence and sophistication their goblin cousins lack, and overcome their physical shortcomings when compared to bugbears by working efficiently in groups. Each tribe forms a small militia that raids towns and villages, an upstart army with ambitions of becoming a much greater force and sacking ever-larger settlements. Most of these roving bands of raiders are eventually rooted out by larger military and law enforcement forces or powerful parties of adventurers, but occasionally a hobgoblin commander realizes her vision of leading a large, regimented army comprising legions of hobgoblins from dozens of tribes, and marching to war against even the most militarily advanced and well-defended enemies.

Beyond spreading war through their own military conquests and incursions, hobgoblins also encourage other races and cultures toward more militant and warmongering practices. Individual hobgoblins often integrate themselves into those cosmopolitan cities where they can find acceptance, almost always taking on violent jobs or assuming roles that allow them to sate their hunger for bloodshed. They might serve as intimidating enforcers for an underground crime syndicate, inspiring combatants in the bloodstained sands of the arena pit, or hired mercenaries in a military organization. In rare instances, a hobgoblin might even serve as a military strategist for a general or ruler who recognizes that the hobgoblin's innate ruthlessness and the harsh training he's received since childhood can present a unique advantage on the battlefield. In such instances, the hobgoblin advisor attempts to lead his liege ever toward war rather than away from it, even if he must lie or deceive in order to achieve the desired result.

Hobgoblins are generally wary of magic, especially arcane magic (which they refer to as "elf magic"). Instead, they prefer alchemy. Like an echo of goblins' obsession with fire, hobgoblins practice destructive alchemy that focuses on thrown splash weapons.

Typical hobgoblins stand only a few inches shorter than the average human, but what they lack in height they make up for in natural brawn. Most hobgoblins have gray skin, which darkens to a mossy green when exposed to the sun for extended periods of time. They often wear the clothes and armor of other humanoids they have defeated in battle or otherwise subjugated, adjusting such gear to fit their long arms and short legs.

Hobgoblins are born live after a gestation period of 6 months. Most hobgoblins are single births, though twins are not unheard of. Hobgoblin mothers tend to their infants' needs for only a few weeks, after which the child is forcibly weaned and raised in a nursery with its peers. A hobgoblin child grows much faster than its human counterpart, and is generally able to walk, speak basic Goblin, and fend for itself at about 6 months of age. Hobgoblin youths start their martial training when only a few years old. Such harsh conditions breed hardy soldiers, and those children who don't survive are seen as the necessary cost of building a strong and efficient army.

Hobgoblins rarely live to old age, as their violent lifestyle generally leads to death on the field of battle. Those who survive a career of war typically retire from active duty when they reach middle age, and either assume leadership roles within the hobgoblin military or serve as political advisors to a general or warlord. Even then, the inevitable weaknesses that come with old age eventually come to the notice of hobgoblins of lower standing, who take the opportunity to usurp their elders' roles. Such coups are generally not violent, but a hobgoblin removed entirely from the sphere of war generally falls ill within a few years and dies long before his body would otherwise give out.

For all hobgoblins' violent and destructive tendencies, their society is a true meritocracy, albeit a harsh and dangerous one for those who fail to prove their worth. All hobgoblins, regardless of age, gender, or pedigree, are granted exactly as much respect and authority as they earn through their martial prowess. Hobgoblins are ambitious and driven by an overwhelming urge to fight and spread war, but those who fill roles other than strictly military positions—blacksmiths, cooks, messengers, quartermasters, stable hands, and so on—understand that even their meager tasks are vital to the functioning of the larger army. Those hobgoblins who earn positions of power and influence must continue to prove their worthiness, as the slightest signs of weakness are exploited by the next person in line, ensuring that the army and hobgoblin society as a whole are always the strongest and most efficient they can be.

As a race, hobgoblins have the ability to build lasting settlements and a stable culture—they simply believe it's easier and more efficient to force those weaker than themselves to tend to their needs. Viewing themselves as superior to all other humanoids (including other goblinoids), hobgoblins take members of other races as slaves; they treat such slaves cruelly and regard them as having less value than even a bent and rusted blade. Captured enemy combatants are only rarely forced to serve in a hobgoblin army, as hobgoblins prefer the loyalty of their own kind. Hobgoblins also find it easier to take cultural innovations that they find useful from subjugated races than to create their own, for why make something new when it's already there?

Full statistics for hobgoblins can be found on page 175 of the *Pathfinder RPG Bestiary*.

New Rules

The following section details an archetype, pieces of equipment, and several feats favored by hobgoblins.

Hobgoblin Archetype

The following archetype is common among hobgoblin alchemists, who wish to maximize their destruction.

Grenadier (Alchemist)

Grenadiers train to exercise their talents in the thick of battle, even when not under the influence of their mutagens. They learn methods of combining weapon attacks with their alchemical magic, and sacrifice skill with poisons in order to become more adept at using alchemical bombs or using alchemical items in conjunction with their martial skills. As an unusual side effect of their skill at handling bombs and alchemical items with increased speed, grenadiers master the ability to drink potions, elixirs, and mutagens quickly and without exposing themselves to peril while doing so. A grenadier has the following class features.

Martial Weapon Proficiency: At 1st level, a grenadier picks one martial weapon and becomes proficient in its use. This ability replaces Brew Potion.

Alchemical Weapon (Su): At 2nd level, a grenadier can infuse a weapon or piece of ammunition with a single harmful alchemical liquid or powder, such as alchemist's fire or sneezing powder, as a move action. This action consumes the alchemical item, but transfers its effect to the weapon in question. The alchemical item takes full effect on the next creature struck by the weapon, but does not splash, spread, affect additional targets, or benefit from any other effects that specifically affect splash weapons. Any extra damage added is not doubled on a critical hit. The alchemical treatment causes no harm to the weapon treated, and wears off 1 minute after being applied if no blow is struck. Infusing a new alchemical item also removes the effect of any alchemical liquid or powder previously applied with this ability. At 6th level, a grenadier can use her alchemical weapon ability as a swift action. At 15th level, this ability becomes a free action. This ability replaces poison resistance.

Precise Bombs (Ex): At 2nd level, a grenadier gains the precise bombs alchemist discovery as a bonus discovery. This ability replaces poison use.

Directed Blast (Su): At 6th level, a grenadier can detonate a bomb so that it splashes in a 20-foot cone rather than affecting a radius. The cone starts at the alchemist and extends away from her in the direction she chooses. The alchemist designates one creature in the squares affected by the cone to be the target of the bomb and makes her attack roll against that creature; all other squares in the cone take splash damage. If the alchemist has the explosive bomb discovery and throws an explosive directed blast, the cone of splash damage is 30 feet long instead of 20 feet. This ability replaces swift poisoning.

Staggering Blast (Su): At 10th level, a grenadier's bombs become particularly overwhelming when they explode. Whenever a grenadier confirms a critical hit with a bomb, the creature directly struck by that bomb is staggered for 1d4+1 rounds. A successful Fortitude saving throw (DC equals the bomb's Reflex save DC to avoid splash damage) reduces the duration to 1 round. The effects of this ability stack with a frost bomb's staggering effect, but not with the effects of the Staggering Critical feat. Additional critical hits with bombs add to any duration remaining from previous ones. This ability replaces poison immunity.

Hobgoblin Feats

Members of hobgoblin armies, as well as those members of the race who seek to spread war through influence, subterfuge, and sabotage, often take the following feats.

Bred Commander

You possess a long pedigree of ruthless generals and military tacticians, and an army under your command is more difficult to rout as a result.

Prerequisite: Hobgoblin.

Benefit: When serving as a commander using the mass combat rules presented in Chapter 4 of *Ultimate Campaign*, you can add your class level to your army's Morale checks in place of your Charisma modifier.

Chain Challenge

You feed off the rush of victory over your enemies, and channel that fervor into battle.

Prerequisites: Challenge class feature, character level 7th.

Benefit: When the target of your challenge ability is killed or knocked unconscious, you can declare a new challenge target within 30 feet as an immediate action. This action must be taken immediately upon your initial challenge target's defeat, and you can't take it later if you are unable to act at the time. If you declare a new challenge using this feat, it doesn't count against your total daily uses of challenge. You can chain together a number of challenges beyond the first equal to your Charisma bonus (minimum 1).

Commander of Goblinkind

You employ ruthlessness and malice to command other races of goblinoids to do your bidding.

Prerequisites: Cha 13, hobgoblin.

Benefit: You receive a +5 competence bonus on Knowledge (local) checks and Charisma-based skill checks

regarding other goblinoids. If you have the Leadership feat, treat your leadership score as 2 higher when taking followers or a cohort with the goblinoid subtype.

Motivated March

Years of forcing your slaves and soldiers to march far beyond the limits of their endurance have made you an excellent taskmaster.

Benefit: When traveling overland, you and a number of allies equal to 10 times your character level reduce the amount of nonlethal damage taken as a result of a forced march by half. Creatures benefiting from this feat can delay the fatigued effect of a forced march for a number of hours equal to your Charisma modifier (minimum 1). A creature that delays this effect becomes exhausted instead of fatigued when the condition takes effect.

Spirit of the Corps (Combat, Teamwork)

You find inspiration in your fellow soldiers, trusting that your shared training and dedication will bring you victory on the battlefield.

Benefit: Whenever you are within 10 feet of an ally benefiting from a spell or effect that grants a morale bonus on a particular type of roll, once during that effect's duration, you can apply that morale bonus on a roll you make of that type. For instance, if an ally with this feat is benefiting from *heroism*, once during the duration of the spell you could gain a +2 morale bonus on one saving throw, attack roll, or skill check. You can use this feat only once per round, and only once per spell or effect.

Warmonger

You are adept at instigating wars among those you advise or antagonize.

Prerequisites: Cha 13, hobgoblin.

Benefit: You gain Bluff and Diplomacy as class skills. In addition, you receive a +4 competence bonus on Bluff and Diplomacy skill checks when using either skill to convince another character to go to war against or attack another creature or group.

HOBGOBLIN EQUIPMENT

Hobgoblins tend to use equipment that aids them in battle, such as the following specialized gear designed by hobgoblin alchemists and war engineers.

ALCHEMICAL SLING BULLET

PRICE 5 GP
WEIGHT 1 lb.

Used by hobgoblin alchemists to equip their comrades, these spherical glass vials can each be filled with 1 dose of an alchemical splash weapon, allowing them to be used as ammunition for a sling. On a hit, an alchemical sling bullet shatters, affecting the target with the alchemical solution within. This deals only the splash weapon's damage (if any), not the damage a sling bullet would normally deal. This attack resolves against the target's normal AC (rather than touch AC) as with a standard sling bullet, and uses the sling's range. An alchemical sling bullet does not deal splash damage to squares adjacent to the target. If an attack roll with an alchemical sling bullet misses, the bullet and its alchemical contents are destroyed, and do not risk detonating in another square.

Filling an alchemical sling bullet is a standard action that provokes attacks of opportunity, and you must succeed at a DC 15 Craft (alchemy) or Sleight of Hand check to avoid spilling the alchemical item on yourself. On a failed check, the splash weapon explodes in your square as though you were targeted by the item (including any splash effects on adjacent squares).

BOMBCHUCKER

PRICE 12 GP
WEIGHT 1 lb.



This curved wicker basket is worn like a glove over one hand. The basket extends approximately 2 feet in a steady curve, allowing you to launch a thrown splash weapon at incredible speeds and over long distances. Using a bombchucker increases the range increment of any thrown splash weapon by 10 feet. Loading a bombchucker requires a free hand, as the hand wielding the bombchucker can't be used for any other purpose. A bombchucker doesn't get in the way of preparing and throwing a bomb created with the bomb class feature.

FERVOR JUICE

PRICE 50 GP
WEIGHT —

This foul-tasting alchemical concoction grants those that imbibe it ferocity for a short period of time. This functions as the universal monster rule of the same name, and lasts for 1 hour from the time you ingest the solution. Crafting this item requires a successful DC 20 Craft (alchemy) check.

SIGNAL ROCKET

PRICE 100 GP
WEIGHT 3 lbs.



You can use this rocket can deliver simple auditory and visual signals to an army from a distance. When used during mass combat, a signal rocket allows a commander to change strategy track (*Pathfinder RPG Ultimate Campaign* 239) with a higher degree of success than normal. A commander can launch a signal rocket while changing a strategy track by more than 1 step to grant his army a +5 circumstance bonus on its Morale check to implement his orders. Crafting this item requires a successful DC 15 Craft (alchemy) check.

Hobgoblin Overseers

Trusted with a small amount of authority, each sergeant or battlefield zealot commands and keeps tabs on fewer than a dozen warriors.

Hobgoblin Battlefield Zealot **CR 2**

XP 600

Hobgoblin cleric 2/fighter 1

LE Medium humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Perception +2

Defense

AC 16, touch 12, flat-footed 14 (+3 armor, +2 Dex, +1 shield)

hp 25 (3 HD; 2d8+1d10+6)

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

Offense

Speed 30 ft.

Melee bastard sword +4 (1d10+2/19–20)

Ranged light crossbow +4 (1d8/19–20)

Special Attacks channel negative energy 3/day (DC 13, 1d6)



Domain Spell-Like Abilities (CL 2nd; concentration +4)
5/day—battle rage (+1), strength surge (+1)

Cleric Spells Prepared (CL 2nd; concentration +4)
1st—*cure light wounds*, *magic weapon*[D], *sanctuary* (DC 13), *shield of faith*
0 (at will)—*guidance*, *light*, *stabilize*, *virtue*
D domain spell; **Domains** Strength, War

Statistics

Str 14, **Dex** 14, **Con** 15, **Int** 8, **Wis** 15, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** 16

Feats Combat Casting, Improved Channel, Power Attack

Skills Craft (alchemy) +3, Heal +10, Spellcraft +3, Stealth +5

Languages Common, Goblin

Combat Gear *potion of cure moderate wounds*, *scrolls of cause fear* (3), *wand of cure light wounds* (35 charges), alchemist's fire (4), tanglefoot bags (2); **Other Gear** mwk studded leather, buckler, bastard sword, light crossbow with 20 bolts, healer's kit, silver unholy symbol, spell component pouch, 228 gp

Zealots generally use their magic to aid their allies and provide healing, knowing that keeping their tougher allies in good health makes for a stronger army.

Hobgoblin Sergeant **CR 2**

XP 600

Hobgoblin fighter 3

LE Medium humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Perception +2

Defense

AC 17, touch 12, flat-footed 15 (+4 armor, +2 Dex, +1 shield)

hp 33 (3d10+12)

Fort +6, Ref +3, Will +3 (+1 vs. fear)

Defensive Abilities bravery +1

Offense

Speed 30 ft.

Melee mwk longsword +6 (1d8+2/19–20) or flail +5 (1d8+2)

Ranged mwk longbow +6 (1d8/×3)

Statistics

Str 15, **Dex** 14, **Con** 16, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +3; **CMB** +5; **CMD** 17

Feats Cleave, Iron Will, Motivated March*, Power Attack

Skills Climb +7, Intimidate +4, Perception +2, Ride +7, Stealth +7

Languages Common, Giant, Goblin

SQ armor training 1

Combat Gear *potion of bull's strength*, alchemist's fire (2), caltrops, smokestick; **Other Gear** mwk chain shirt, mwk light wooden shield, flail, mwk longbow with 20 arrows, mwk longsword, 187 gp

Sergeants are versatile warriors; they're capable of engaging in battle up close or at range, and smart and tough enough to lead the army's rank-and-file troops.

HOBGOBLIN LEADERS

Veteran soldiers become leaders of hobgoblin warbands. Some inspire their troops, but most lead by the lash.

HOBGOBLIN LIEUTENANT **CR 4**

XP 1,200

Hobgoblin ranger 5

LE Medium humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)

hp 47 (5d10+15)

Fort +8, **Ref** +7, **Will** +3

OFFENSE

Speed 20 ft.

Melee 2 mwk sickles +8 (1d6+3)

Ranged longbow +7 (1d8/×3)

Special Attacks combat style (two-weapon), favored enemy (elves +2, humans +4)

Ranger Spells Prepared (CL 2nd; concentration +3)

1st—*lead blades*[APG], *longstrider*

STATISTICS

Str 16, **Dex** 15, **Con** 16, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +5; **CMB** +8; **CMD** 20

Feats Combat Reflexes, Double Slice, Endurance, Two-Weapon Fighting, Weapon Focus (sickle)

Skills Acrobatics +5 (+1 when jumping), Climb +9, Intimidate +7, Perception +9, Stealth +12, Survival +9, Swim +9

Languages Common, Goblin

SQ favored terrain (plains +2), hunter's bond (companions), track +2, wild empathy +4

Combat Gear *oils of magic weapon* (4), *potion of cure moderate wounds*, alchemist's fire (2); **Other Gear** *+1 hide armor*, longbow with 20 arrows, mwk sickles (2), *cloak of resistance +1*, 57 gp

In addition to leading squadrons, hobgoblin lieutenants are assigned elite missions that call for stealth—particularly scouting missions and sabotage.

HOBGOBLIN FORERUNNER **CR 6**

XP 2,400

Hobgoblin fighter 7

LE Medium humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Perception –1

DEFENSE

AC 19, touch 12, flat-footed 17 (+7 armor, +2 Dex)

hp 71 (7d10+28)

Fort +8, **Ref** +5, **Will** +4 (+2 vs. fear)

Defensive Abilities bravery +2

DEFENSE

Speed 30 ft.

Melee *+1 bastard sword* +13/+8 (1d10+5/19–20) or spear +10/+5 (1d8+4/×3)

Ranged shortbow +9/+4 (1d6/×3)

Special Attacks weapon training (heavy blades +1)

STATISTICS

Str 16, **Dex** 14, **Con** 15, **Int** 10, **Wis** 8, **Cha** 14

Base Atk +7; **CMB** +10; **CMD** 22

Feats Exotic Weapon Proficiency (bastard sword), Iron Will, Mounted Archery, Mounted Combat, Ride-By Attack, Skill Focus (Ride), Toughness, Weapon Focus (bastard sword)

Skills Handle Animal +12, Ride +13, Stealth +4

Languages Common, Goblin

SQ armor training 2

Combat Gear *potion of cure serious wounds*; **Other Gear** *+1 chainmail*, *+1 bastard sword*, shortbow with 20 arrows, spear, *cloak of resistance +1*, heavy horse (combat trained), military saddle, scale mail barding, 62 gp

Hobgoblin forerunners are masters of mounted combat, and lead the charge at the front of hobgoblin armies. They sometimes use yzobus as mounts (see page 124).



Hobgoblin Bombardier

Hobgoblins who have high intelligence or find themselves drawn to destruction, flames, and experimentation often take on the role of bombardiers in the military.

HOBGOBLIN BOMBARDIER **CR 7**

XP 3,200

Hobgoblin alchemist (grenadier) 8 (*Pathfinder RPG Advanced Player's Guide* 26, see page 116)

LE Medium humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)

hp 71 (8d8+32)

Fort +9, **Ref** +10, **Will** +2

OFFENSE

Speed 30 ft.

Melee mwk short sword +8/+3 (1d6+1/19–20)

Ranged bomb +12/+7 (4d6+2 fire)



Special Attacks alchemical weapon (swift action), bomb 14/day (4d6+2 fire, DC 16), directed blast

Alchemist Extracts Prepared (CL 8th)

3rd—*fly*, *haste*

2nd—*barkskin*, *cat's grace*, *false life*, *invisibility*, *resist energy*

1st—*bomber's eye*[APG], *expeditious retreat*, *shield*, *true strike* (2)

TACTICS

During Combat The bombardier hurls bombs at enemies, or uses directed blast if the foes are grouped closely together. He uses unstable accelerants with the bombs that seem most likely to hit. He saves most of his alchemical items to use with the alchemical weapon ability if he gets stuck fighting in melee range. In this circumstance, he drinks his mutagen before attacking.

STATISTICS

Str 12, **Dex** 18, **Con** 16, **Int** 14, **Wis** 10, **Cha** 8

Base Atk +6; **CMB** +7; **CMD** 21

Feats Point-Blank Shot, Precise Shot, Throw Anything, Toughness, Weapon Focus (bomb)

Skills Craft (alchemy) +15, Heal +7, Knowledge (arcana) +11, Knowledge (engineering) +8, Knowledge (nature) +11, Perception +16, Spellcraft +13, Use Magic Device +6

Languages Aklo, Common, Goblin, Sylvan

SQ alchemy (alchemy crafting +8, identify potions), alternate racial features, discoveries (concussive bomb [4d4+2 sonic plus deafness], fast bombs, precise bombs [2 squares], smoke bomb, stink bomb), mutagen (+4/–2, +2 natural, 80 minutes), swift alchemy

Combat Gear *wand of cure light wounds* (40 charges), acid (3), alchemist's fire (4), smokesticks (2), tanglefoot bags (2), unstable accelerant[ARG] (3); **Other Gear** *+2 leather armor*, bombchucker*, mwk short sword, *eyes of the eagle*, 30 gp

SPECIAL ABILITIES

Alternate Racial Features (Ex) The bombardier has the engineer racial trait in place of sneaky, granting him a +2 bonus on Craft (alchemy) and Knowledge (engineering) checks. He also employs the hobgoblin alternate favored class option for his alchemy levels, granting him four additional uses of his bomb ability each day. Both of these racial options can be found on page 121 of the *Pathfinder RPG Advanced Race Guide*.

These alchemists focus their race's penchant for fire into more productive and efficient means of destruction than mere torches or bonfires. Instead, they hone the craft of concocting bombs, mutagens, and extracts. Though they possess the means of enhancing their physical prowess, many bombardiers forgo imbibing their mutagens prior to battle, believing that increasing one's weaknesses, even for potential gain in other areas, is a tactical mistake. When the situation calls for it, however, they drink mutagens to increase their physical stamina or ranged accuracy, preferring to decrease their perception and influence before compromising their mental faculties.

HOBGOBLIN BATTLE PRIEST

Serving as spiritual leaders and sources of inspiration to the corps of a hobgoblin army, battle priests factor prominently in the hobgoblin arts of war. They tend to devote less effort toward healing and curing their allies' ailments than they do to imparting powerful effects to soldiers in preparation for battle.

HOBGOBLIN BATTLE PRIEST **CR 8**

XP 4,800

Hobgoblin cleric

LE Medium humanoid (goblinoid)

Init +0; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 18, touch 10, flat-footed 18 (+8 armor)

hp 71 (9d8+27)

Fort +9, **Ref** +4, **Will** +10

OFFENSE

Speed 20 ft.

Melee *+1 morningstar* +9/+4 (1d8+3)

Ranged mwk heavy crossbow +7 (1d10/19–20)

Special Attacks channel negative energy 6/day (DC 19, 5d6), staff of order (4 rounds, 1/day), weapon master (9 rounds/day)

Domain Spell-Like Abilities (CL 9th; concentration +12)

6/day—battle rage (+4), touch of law

Cleric Spells Prepared (CL 9th; concentration +12)

5th—*flame strike*[D] (DC 18), *righteous might*

4th—*blessing of fervor*[APG], *cure critical wounds*, *divine power*[D]

3rd—*blindness/deafness* (DC 16), *cure serious wounds*, *dispel magic*, *magic circle against chaos*[D], *prayer*

2nd—*aid*, *bear's endurance*, *death knell* (DC 15), *lesser restoration*, *sound burst* (DC 15), *spiritual weapon*[D]

1st—*bless*, *entropic shield*, *magic weapon*[D], *remove fear* (2), *shield of faith*

0 (at will)—*bleed* (DC 13), *detect magic*, *guidance*, *stabilize*

D domain spell; **Domains** Law, War

TACTICS

During Combat The battle priest casts *righteous might* immediately, trusting that it will protect her and make her a beacon for her allies, then casts *blessing of fervor* to bolster her allies. After that, she begins to antagonize her foes, typically starting by casting *blindness/deafness* against an enemy commander.

STATISTICS

Str 14, **Dex** 10, **Con** 14, **Int** 10, **Wis** 16, **Cha** 16

Base Atk +6; **CMB** +8; **CMD** 18

Feats Combat Casting, Heavy Armor Proficiency, Improved Channel, Selective Channeling, Toughness

Skills Heal +15, Knowledge (religion) +12, Spellcraft +12, Stealth –2

Languages Common, Goblin

Combat Gear *wand of cure moderate wounds* (10 charges), acid (2), alchemist's fire (2), antitoxin; **Other Gear** *+1 splint mail*, *+1 morningstar*, mwk heavy crossbow with 20 bolts, *cloak of resistance +1*, *headband of alluring charisma +2*, spell component pouch, unholy symbol, 24 gp

Battle priests' augmentations to their allies' strength, stamina, precision, and speed are vital to many hobgoblin tactics, and as such the clerics often serve as trusted advisors to commanders, consulting to determine what magical support would best serve the tactical situation.

Like all hobgoblins, battle priests live for the adrenaline rush of open warfare, and during the heat of a skirmish they often turn their attention away from their allies—it is the task of the soldier to survive and drive his enemy before him, and a battle priest sees it as coddling weakness to tend to wounds among those soldiers not strong enough to grasp their own victory. Rather, battle priests employ their magic to debilitate their foes, channeling the wrath of their gods of war upon those who oppose them.



Hobgoblin Paragon

Though hobgoblins are innately drawn to combat and conflict, not all find a place as faceless members among the ranks of a military unit. Some seek to perfect their own bodies to become a one-person squadron, the pinnacle of martial mastery, and a temple to perfected technique and dedicated skill. These hobgoblins are austere, cruel, and completely confident in their ability.

HOBGOBLIN PARAGON **CR 10**

XP 9,600

Hobgoblin monk 11

LE Medium humanoid (goblinoid)

Init +8; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 22, touch 20, flat-footed 17 (+2 armor, +1 deflection, +4 Dex, +1 dodge, +2 monk, +2 Wis)

hp 119 (11d8+66)

Fort +13, **Ref** +13, **Will** +11; +2 vs. enchantments

Defensive Abilities improved evasion; **Immune** disease, poison

OFFENSE

Speed 60 ft.

Melee *+1 unarmed strike* +14/+9 (1d10+5) or *+1 unarmed strike* flurry of blows +14/+14/+9/+9/+4 (1d10+5)

Ranged mwk javelin +13 (1d6+4)

Special Attacks flurry of blows, stunning fist (11/day, DC 17)

TACTICS

Before Combat The paragon drinks her *potion of bear's endurance*, *potion of bull's strength*, and fervor juice.

During Combat Obsessed with martial prowess and proving herself superior to her enemies, the paragon seeks out a challenging opponent to square off against in one-on-one combat. If faced with many foes of equal ability, she rushes from one to another, using Spring Attack to get their attention and draw them to her.

Base Statistics Without *bear's endurance* and *bull's strength*, the paragon's statistics are **hp** 97; **Fort** +11; **Melee** *+1 unarmed strike* +14/+9 (1d10+3) or *+1 flurry of blows* +14/+14/+9/+9/+4 (1d10+3); **Ranged** mwk javelin +13 (1d6+2); **Str** 14, **Con** 14; **CMB** +13; **CMD** 30.

STATISTICS

Str 18, **Dex** 18, **Con** 18, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +8; **CMB** +15; **CMD** 32

Feats Combat Reflexes, Dodge, Improved Initiative, Improved Unarmed Strike, Mobility, Spring Attack, Stunning Fist, Toughness, Vital Strike, Weapon Finesse, Weapon Focus (unarmed strike)

Skills Acrobatics +18 (+41 when jumping), Escape Artist +18, Intimidate +13, Stealth +22

Languages Common, Goblin

SQ fast movement, high jump, maneuver training, ki pool (7 points, cold iron/lawful/magic), slow fall 50 ft., wholeness of body (11 hit points)

Combat Gear *potion of bear's endurance*, *potion of bull's strength*, *potion of cure serious wounds*, alchemist's fire (2), fervor juice*; **Other Gear** mwk javelins (3), *bracers of armor +2*, *cloak of resistance +2*, *ring of protection +1*, *amulet of mighty fists*, 7 gp



Many hobgoblin paragons join specialized teams of fellow hobgoblins within larger armies, though they live isolated lives, apart from their regimented kin, rather than feeling a true camaraderie. A large number of them instead travel the world, participating in tournaments of martial skill, from gladiatorial arenas to competitions in distant monasteries practicing foreign techniques. Others pursue more mercenary endeavors, selling their talents to the highest bidder so long as their contract involves dishing out pain to the weak or the unworthy. Whether as lone bodyguards of corrupt merchants or politicians, or high-ranking enforcers of the criminal underworld, a hobgoblin paragon willing to serve a well-paying master has no trouble finding employment wherever she might seek it.

HOBGOBLIN COMMANDER

The commanders of hobgoblin armies are among the most formidable warriors and military tacticians the world over.

HOBGOBLIN COMMANDER **CR 12**

XP 19,200

Hobgoblin samurai 13 (*Pathfinder RPG Ultimate Combat* 18)
LE Medium humanoid (goblinoid)
Init +4; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 24, touch 11, flat-footed 24 (+9 armor, +1 deflection, +1 natural, +3 shield)
hp 141 (13d10+65)
Fort +13, **Ref** +6, **Will** +8
Defensive Abilities greater resolve, honorable stand 1/day, resolve 7/day

OFFENSE

Speed 20 ft.
Melee *+1 shock katana* +18/+13/+8 (1d8+4/15–20 plus 1d6 electricity) or
mwk naginata +17/+12/+7 (1d8+4/×4)
Ranged mwk composite shortbow +14/+9/+4 (1d6+3/×3)
Special Attacks banner +3/+2, challenge (+13, DR 4/—, 5/day), demanding challenge

TACTICS

During Combat The commander challenges an enemy leader and fires *flaming burst arrows* from horseback until the initial target is dead, then uses Chain Challenge to challenge another.

STATISTICS

Str 16, **Dex** 10, **Con** 16, **Int** 12, **Wis** 10, **Cha** 15
Base Atk +13; **CMB** +16; **CMD** 27
Feats Chain Challenge*, Improved Critical (katana), Improved Initiative, Iron Will, Mounted Archery, Mounted Combat, Toughness, Vital Strike, Weapon Focus (katana)
Skills Diplomacy +18, Handle Animal +18, Intimidate +18, Knowledge (history) +17, Ride +9, Stealth –3
Languages Common, Goblin, Infernal
SQ mount (horse), mounted archer, order of the warrior (honor in all things 3/day, way of the samurai), weapon expertise (katana)
Combat Gear *+1 flaming burst arrows* (8), *potion of cure serious wounds*; **Other Gear** *+2 iron lamellar*[UE], *+1 heavy steel shield*, *+1 shock katana*[UE], mwk composite shortbow (+3 Str) with 10 arrows, mwk naginata[UE], *amulet of natural armor +1*, *cloak of resistance +2*, *ring of protection +1*, 201 gp

COMMANDER'S WARHORSE **CR —**

Horse animal companion
N Large animal
Init +3; **Senses** low-light vision, scent; Perception +15

DEFENSE

AC 28, touch 12, flat-footed 25 (+4 armor, +3 Dex, +12 natural, –1 size)
hp 93 (11d8+44)
Fort +10, **Ref** +10, **Will** +6

OFFENSE

Speed 50 ft.
Melee bite +13 (1d4+6), 2 hooves +8 (1d6+3)
Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 22, **Dex** 17, **Con** 17, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +8; **CMB** +15; **CMD** 28 (32 vs. trip)
Feats Diehard, Endurance, Iron Will, Light Armor Proficiency, Power Attack, Run, Toughness
Skills Perception +15
SQ combat trained, tricks (attack, come, defend, down, fetch, guard, heel, seek, stay, track, work)
Gear leather lamellar barding[UC]



Yzobu

This four-legged animal with a long-horned, bovine head looks like a cross between a horse and a long-haired yak.

YZOBU **CR 1**

XP 400

N Large animal

Init +1; **Senses** low-light vision, scent; Perception +6

Aura stench (DC 13, 10 rounds)

DEFENSE

AC 13, touch 10, flat-footed 12 (+1 Dex, +3 natural, –1 size)

hp 13 (2d8+4)

Fort +5, **Ref** +4, **Will** +1

OFFENSE

Speed 40 ft.

Melee gore +3 (1d8+3)

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

Special Attacks stampede, trample (1d6+3, DC 13)

STATISTICS

Str 14, **Dex** 13, **Con** 14, **Int** 1, **Wis** 12, **Cha** 5

Base Atk +1; **CMB** +4; **CMD** 15

Feats Weapon Focus (gore)

Skills Perception +6

ECOLOGY

Environment cold hills and plains

Organization solitary, pair, or herd (3–30)

Treasure none

SPECIAL ABILITIES

Stampede (Ex) A stampede occurs if three or more creatures with stampede make a trample attack while remaining adjacent to each other. While stampeding, the creatures can trample foes of their size or smaller, and the trample's save DC increases by +2.



An yzobu is a herd animal found in cold hills, plains, and mountains. It stands roughly the height of a horse, but has a bulkier frame. Its head is more bovine, with a pair of thick, slightly curved horns protruding from the sides of its flat forehead and four smaller prongs jutting from the top. The fur of an yzobu is long and shaggy, protecting it from the harsh winters of its habitat. This pelt accumulates a pungent secretion from the yzobu's body that gives it a strong odor that those unaccustomed to the creatures find sickening.

Like the hobgoblins who use them as mounts and beasts of burden, yzobus (called "battle yaks" by their warmongering handlers) live in complex social groups. These immense herds can number in the thousands, and present quite a problem to ranchers, explorers, and pioneers who encounter them while traversing the open plains and hills where the yzobus graze. A single herd can range over a spread of tens of thousands of square miles in a year, devouring all the grass and small vegetation in the region, trampling what they can't eat, and forcing other creatures—including humanoids—to move elsewhere or suffer the same fate.

Yzobus are extremely aggressive, and fight ruthlessly to defend even the weakest member of their herd, making them difficult pests to deal with, and even more difficult to train for service or war. Hobgoblins have grown skilled at the process, and keep a fair number of tamed yzobus. They breed these with wild yzobus every few generations to keep them fierce.

Yzobu Companions

An yzobu can be taken as an animal companion or mount by cavaliers, druids, hunters, and rangers.

Starting Statistics: **Size** Medium; **Speed** 40 ft.; **AC** +1 natural armor, **Attack** gore (1d6); **Ability Scores** Str 14, Dex 12, Con 12, Int 2, Wis 11, Cha 4; **Special Qualities** low-light vision, scent.

7th-Level Advancement: **Size** Large; **AC** +3 natural armor; **Attack** gore (1d8); **Ability Scores** Str +8, Dex –2, Con +4; **Special Qualities** stampede, stench, trample.

ENCOUNTERS

Hobgoblins' regimented society, ambitious bloodlust, and ruthless obsession with war make them challenging foes.

SCOUTING PARTY (CR 5)

This small band of low-ranking soldiers travels ahead of a larger force looking for any resources that the army can use, weaknesses in the enemy's defenses, and advantageous terrain.

HOBGOBLIN LIEUTENANT **CR 4**

XP 1,200

hp 47 (see page 119)

HOBGOBLINS (2) **CR 1/2**

XP 200 each

hp 17 each (*Pathfinder RPG Bestiary* 175)

ARMY COMPANY (CR 6)

This military unit is the building block of a hobgoblin army. Several companies make up a battalion, several battalions make a legion, and several legions form a corps.

HOBGOBLIN BATTLEFIELD ZEALOT **CR 2**

XP 600

hp 25 (see page 118)

HOBGOBLIN SERGEANT **CR 2**

XP 600

hp 33 (see page 118)

HOBGOBLINS (6) **CR 1/2**

XP 200 each

hp 17 each (*Pathfinder RPG Bestiary* 175)

DIPLOMATIC ENVOY (CR 10)

While diplomacy is rarely attributed to hobgoblins, they nevertheless send forth small units to parley with enemies before battle—or to instigate wars.

HOBGOBLIN BATTLE PRIEST **CR 8**

XP 4,800

hp 71 (see page 121)

HOBGOBLIN FORERUNNER **CR 6**

XP 2,400

hp 71 (see page 119)

HOBGOBLIN SERGEANTS (4) **CR 2**

XP 600 each

hp 33 each (see page 118)

ELITE STRIKE FORCE (CR 11)

Typically sent on the most sensitive missions, elite forces of hobgoblin soldiers can single-handedly turn the tides of deadlocked conflicts. Their military precision is renowned, and their ability to succeed at assassinations, sabotage, and reconnaissance deep behind enemy lines makes them as important as entire battalions of foot soldiers.

HOBGOBLIN BOMBARDIER **CR 7**

XP 3,200

hp 71 (see page 120)

HOBGOBLIN FORERUNNERS (2) **CR 6**

XP 2,400 each

hp 71 each (see page 119)

HOBGOBLIN LIEUTENANTS (4) **CR 4**

XP 1,200 each

hp 47 each (see page 119)





Kobolds

"You don't think much of 'em to begin with. Little dragon-things—almost cute, in an ugly dog sort of way. You walk into the tunnel, and they scamper away, scared to death of the big bad humans. I admit, I laughed at them. 'This is going to be an easy one,' I said. Can you imagine?

"It wasn't until we got farther in that the accidents started. The cave-in. The missing gear. Tripping over our own feet when the torches went out.

"We didn't really understand what was happening until we hit the acid sprayer. We managed to save half of Gorkesk's face—the pretty half, if you can believe it!—but after that we decided we weren't getting paid enough, and turned back.

"That was our fatal mistake. With every step, the traps we'd unknowingly passed over on the way in revealed themselves, in fire and stone and bloody steel..."

—Trivelga "One-Eye" Omeron, retired delver

Creatures of deep, dark places, kobolds are masters of tunneling, mining, and setting traps. They despise those that would take advantage their relative physical weakness or steal the precious ores they mine, and thus devote themselves to creating elaborate mechanical defenses for their lairs. Adventurers attempting to storm a kobold den rarely see an actual kobold until after they've been assaulted by a wide variety of cleverly engineered cruelties.

All kobolds claim to be related to dragons, yet while it's true that kobold scale colors often match those of chromatic dragons, dragons themselves don't reciprocate this feeling of kinship. A kobold who manages to convince a dragon of her worth often serves it as a clever trap-maker or flunky, in exchange for the honor and protection the dragon's presence affords.

When humanoids and kobolds mix, often as a result of mining operations, kobolds often get a reputation as thieves and nuisances because of their tendency to appear at night and abscond with anything the humans leave lying around. Anything from farming equipment to small animals is seen as fair game to kobolds, who argue that such confiscation is not theft, but rather simply making good use of items the humans clearly don't value properly.

As creatures of deep caverns and shadowed forests, kobolds have difficulty with light, and even a torch is uncomfortably bright to their eyes. Hence, though they are not naturally nocturnal, they rarely venture to the surface during the day.

Kobold settlements are elaborate affairs. Though the lairs are relatively small—generally comprising a few caverns that serve as living quarters, larders, and workshops—each lair is surrounded by a complex web of tunnels and crawlspaces, all packed with ingenious traps. To kobolds, the best battle is the one they never have to fight at all, so creating new traps is a constant (if somewhat paranoid) policy and pastime in kobold society.

Tied into this paranoia is kobolds' treatment of egg chambers. The average kobold has no idea where his tribes' eggs are stored until hatching—preventing him from revealing the location even under coercive or magical interrogation. Only the tribe's chieftain and the kobolds assigned to watch over the eggs know the truth, ensuring that if the tribe's complex is eventually overrun (seen as an inevitability by the fatalistic kobolds), enough eggs will survive to raise a new generation.

Kobolds' resentment of larger races burns fiercest toward dwarves, gnomes, and other races who tend to mine the mineral veins the kobolds consider theirs. Once a kobold tribe begins digging out precious metals or gems in an area, its members feel that anyone else digging in the same area is a thief. Even if a kobold mining operation accidentally breaks into an established dwarven city, the kobolds' sense of manifest destiny would likely lead them to see the dwarves as the interlopers.

Yet the resentment kobolds feel toward other races is nothing compared to their animosity toward other kobold tribes that intrude on their mining operations or partake of the food sources their tribe considers its own. The resulting wars are fierce, bloody, and swift, with both tribes attempting to slay as many opponents as possible until one chief dies. Once a tribe has lost its chief, the losing tribe's demoralized survivors become slaves to the victorious tribe, and are sent into the mines to harvest out all the minerals they can for their new masters. If adventurers manage to make it through a tribe's traps, it's inevitably these same slaves who are armed and sent to confront the threat, generally with little hope of winning the ensuing battle. Though some might wonder why kobolds condemned in this way don't turn on their masters, the sad truth is that those who want to rebel are usually cut down before their attempt gets off the ground.

Most kobold tribes are led by a single chieftain, whose authority is rarely questioned. If a kobold tribe is ruled by a non-kobold, such as a young dragon, a kobold chief is still in charge of carrying out the ruler's instructions and seeing to day-to-day administration. Chieftainship is usually decided through combat, though accidents involving traps are tacitly considered fair game.

Kobolds worship the dragon gods, and in many cases dragons themselves, seeing little difference between all-powerful deities and (to them) essentially all-powerful dragons. The dragons themselves tend to enjoy the constant, obsequious worship of their lesser cousins—though the occasional solitude-loving dragon may decide that a kobold supplicant makes a better meal than a servant—and kobolds' naturally ordered and hierarchical society makes it easy for a creature at the top to command them.

Although kobolds feel a particular kinship with chromatic dragons and have less affinity for metallic ones, kobold scale colors are not nearly as personality-defining as those of true dragons, though some tribes have superstitions and other beliefs about scale color. Color is inconsistent in kobold genes, and parents of one color may give birth to children of several different scale hues, leading to a full spectrum of the chromatic tones that have little or no correlation to abilities.

The few metallic-colored kobolds are an exception to this rule. Though no more good-inclined than their fellows, these metallic kobolds are seen as special or marked by some higher power, and often go on to become great chiefs or shamans. Of course, this marking is a double-edged sword, as not every chief wants a potential usurper hanging around, and even those tribes who seek honestly to make use of their "blessed" members may subject them to a battery of dangerous tests in order to ascertain what powers these individuals might possess.

Full statistics for kobolds can be found on page 183 of the *Pathfinder RPG Bestiary*.

New Rules

Kobolds use a wide variety of tricks and techniques to repel invaders. Below are some new rules displaying the height of kobold defensive tactics and technology.

Kobold Archetypes

The following archetypes are available to kobolds.

Alchemical Trapper (Alchemist)

Because kobolds rely on traps to soften up enemies, kobold alchemists learn to turn bombs into traps. When such alchemists are preparing defenses against larger creatures that might enter their tunnels and attempt to exterminate them, their skills mean the difference between life and death.

Bomb Trap (Su): At 2nd level, an alchemical trapper can use one of her bombs to make a trap. Setting a bomb trap is a full-round action that provokes attacks of opportunity. A bomb trap fills a single 5-foot square and cannot be placed in the same area as any other trap. The alchemical trapper needs the same materials required for making a bomb. The DCs for Perception checks to notice the trap, Disable Device checks to disable it, and saving throws to avoid it are equal to the DC for the alchemical trapper's bombs. All bomb traps have location triggers and do not reset. The alchemical trapper can use any one discovery that applies to a bomb when making a bomb trap. The bomb trap lasts 10 minutes for each alchemist level the trapper possesses. If the bomb trap is not disabled or exploded within that time frame, the trap becomes inert. Creating a bomb trap uses one of the alchemical trapper's bombs per day. This ability replaces the discovery at 2nd level.

Trapfinding (Ex): At 4th level, an alchemical trapper can find and disable traps, as the rogue class feature of the same name. This ability replaces the discovery at 4th level.

Dragon Yapper (Bard)

Kobolds' yammering songs distract opponents in combat, hindering their ability to attack.

Bardic Performance: A dragon yapper gains the following types of bardic performance.

Yapping Song (Su): A dragon yapper can use performance to annoy those that hear it, causing them to take a –1 penalty on attack and damage rolls (minimum 1) and a –1 penalty on saves against fear effects and charm effects as long as the dragon yapper continues performing. This penalty increases by 1 at 5th level and every 6 levels thereafter. Yapping song is a mind-affecting ability that uses audible components, but is not language-dependent. This performance replaces fascinate.

Frightful Song (Su): A dragon yapper of 8th level or higher can amplify his voice to sound like an actual dragon. Enemies within 30 feet become shaken unless they succeed at a Will save (DC 10 +1/2 the dragon yapper's level + the dragon yapper's Charisma modifier). A successful save renders targets immune to this ability for 24 hours. Frightful song is a mind-affecting ability, and a fear effect that uses audible components. This performance replaces dirge of doom.

Versatile Performance (Ex): A dragon yapper must choose sing at 2nd level.

Kobold Companions

Each of these animal companions has a different starting speed, attacks, ability scores, and special qualities. As you gain levels, your companion grows in power as well. It gains the same bonuses that are gained by other animal companions, as noted on Table 3–8: Animal Companion Base Statistics on page 52 of the *Pathfinder RPG Core Rulebook*. Each companion gains an additional bonus, usually at 4th or 7th level, as listed with each choice. A kobold cavalier can select either of these companions as a mount instead of a dog or pony.

Cave Salamander

Starting Statistics: **Size** Medium; **Speed** 40 ft.; **AC** +2 natural armor; **Attack** bite (1d6); **Ability Scores** Str 13, Dex 12, Con 13, Int 1, Wis 12, Cha 4; **Special Qualities** darkvision 60 ft.

4th-Level Advancement: **Ability Scores** Str +2, Con +2; **Special Qualities** combat training (see the Handle Animal skill on page 97 of the *Core Rulebook*).

Riding Python

Starting Statistics: **Size** Medium; **Speed** 30 ft.; **AC** +1 natural armor; **Attack** bite (1d6); **Ability Scores** Str 11, Dex 14, Con 13, Int 1, Wis 10, Cha 4; **CMD** (can't be tripped); **Special Qualities** blindsight 60 ft.

4th-Level Advancement: **Ability Scores** Str +2, Con +2; **Special Qualities** combat training (see the Handle Animal skill on page 97 of the *Core Rulebook*).

Kobold Traps

The following traps are available to kobolds. At the GM's discretion, other races can also make use of these traps.

DRAGONFIRE TRAP **CR 1**

Type mechanical; **Perception** DC 25; **Disable Device** DC 15

EFFECTS

Trigger location; **Reset** none

Effect cone of fire (2d6 fire damage, Reflex DC 20 half); multiple targets (all targets in a 15-ft. cone)

ENSNARING DIRT TRAP **CR 1**

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect ensnaring dirt (target is entangled until the target succeeds at a DC 25 Strength or Escape Artist check); Reflex DC 25 negates

ACID DROP TRAP **CR 2**

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** none

Effect falling bag of acid (3d6 acid damage, Reflex DC 20 half)

DRAGON DUNG PIT TRAP **CR 2**

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 20-ft.-deep pit (2d6 falling damage); dragon dung (Atk +10, creature stinks of dragon dung, –4 on all Stealth checks for 24 hours, –8 on Stealth checks if detecting creature has the scent ability); Reflex DC 20 negates; multiple targets (all targets in a 10-ft.-square area)

FALLING LOG TRAP **CR 3**

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** repair

Effect Atk +10 melee (1d6+7); multiple targets (all targets within a 20-foot line)

SNAKE SPEAR TRAP **CR 3**

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** repair

Effect Atk +15 ranged (1d8+6 plus black adder venom)

ROTTING BADGER UNDER A FALLING ROCK TRAP **CR 4**

Type mechanical; **Perception** DC 25; **Disable Device** DC 25

EFFECTS

Trigger location; **Reset** repair

Effect Atk +10 melee (1d6+6); rotting badger (nauseated for 1d3 rounds, Fort DC 20 negates); multiple targets (all targets within 10 feet must attempt to save against the rotting badger)

Kobold Feats

The following feats are unique to kobolds.

Draconic Magic

Your draconic aspect manifests as magical might.

Prerequisites: Draconic Aspect[ARG], kobold.

Benefit: You gain a group of spell-like abilities based on the color of your dragon aspect. Each spell-like ability can be used once per day, and the DC of any of these spell-like abilities is 10 + 1/2 your Hit Dice + Charisma modifier.

Black: *Corrosive touch*[UM, †], *darkness*.

Blue: *Minor image*, *shocking grasp*[†].

Green: *Entangle*[†], *gust of wind*.

Red: *Burning hands*[†], *pyrotechnics*.

White: *Burning hands*[†] (deals cold damage instead of fire), *fog cloud*.

Special: You can use this feat instead of Draconic Breath[ARG] or Draconic Glide[ARG] to qualify for the Draconic Paragon[ARG] feat. If you have this feat and Draconic Paragon, you can use the spell-like ability marked with a dagger (†) twice per day.

Slurk Rider (Combat)

You are skilled at riding slurks into battle.

Prerequisite: Kobold.

Benefit: You are able to control, guide, and communicate with slurks (*Pathfinder RPG Bestiary 2* 251), as if they understood Draconic. You can also spend a standard action to manipulate the nodules on the slurk's back to activate its slime ability. Both you and the slurk can activate this ability during the same round.



Kobold Fighters

Kobold warriors are more prudent than brave. They usually opt to attack from hiding with ranged weapons, and move into melee only when absolutely necessary—such as when the chief doesn't give them any other option.

KOBOLD SNIPER **CR 1/2**

XP 200

Kobold fighter 1

LE Small humanoid (reptilian)

Init +3; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

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

hp 12 (1d10+2)

Fort +3, **Ref** +3, **Will** +1

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee short sword +1 (1d4–1/19–20)

Ranged mwk light crossbow +6 (1d6/19–20)

STATISTICS

Str 9, **Dex** 17, **Con** 12, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +1; **CMB** –1; **CMD** 12

Feats Point-Blank Shot, Precise Shot

Skills Acrobatics +3, Craft (trapmaking) +2, Perception +4, Profession (miner) +3

Languages Common, Draconic

SQ crafty

Combat Gear alchemist's fire; **Other Gear** studded leather, mwk light crossbow, short sword

KOBOLD BLADE **CR 3**

XP 800

Kobold fighter 4

LE Small humanoid (reptilian)

Init +4; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 22, touch 15, flat-footed 18 (+6 armor, +4 Dex, +1 natural, +1 size)

hp 30 (4d10+4)

Fort +4, **Ref** +5, **Will** +1 (+1 vs. fear)

Defensive Abilities bravery +1

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk rapier +11 (1d4+2/18–20)

Ranged mwk light crossbow +10 (1d6/19–20)

STATISTICS

Str 10, **Dex** 18, **Con** 10, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +4; **CMB** +3 (+5 dirty trick); **CMD** 17 (19 vs. dirty trick)

Feats Combat Expertise, Improved Dirty Trick[APG], Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier)

Skills Craft (trapmaking) +3, Intimidate +6, Knowledge (dungeoneering) +8, Perception +2, Profession (miner) +2, Stealth +13

Languages Common, Draconic

SQ armor training 1, crafty

Combat Gear *elixir of fire breath*, *potion of cure moderate wounds*; **Other Gear** mwk breastplate, mwk light crossbow with 10 bolts, mwk rapier



Kobold Sorcerers

Kobolds see sorcery as proof of their draconic heritage.

Kobold Scalecaster **CR 1/2**

XP 200

Kobold sorcerer 1

LN Small humanoid (reptilian)

Init +7; **Senses** darkvision 60 ft.; Perception +3

Defense

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

hp 7 (1d6+1)

Fort +0, **Ref** +3, **Will** +3

Weaknesses light sensitivity

Offense

Speed 60 ft.

Melee 2 claws –2 (1d3–3)

Ranged light crossbow +4 (1d6/19–20)

Special Attacks claws (1d3–3, 5 rounds/day)

Sorcerer Spells Known (CL 1st; concentration +3)

1st (4/day)—*burning hands* (DC 13), *charm person* (DC 13)

0 (at will)—*dancing lights*, *detect magic*, *flare* (DC 12), *ray of frost*

Bloodline draconic (gold)

Statistics

Str 4, **Dex** 16, **Con** 10, **Int** 10, **Wis** 13, **Cha** 15

Base Atk +0; **CMB** –4; **CMD** 9

Feats Eschew Materials, Improved Initiative

Skills Craft (trapmaking) +2, Perception +3, Profession (miner) +3, Stealth +11, Use Magic Device +6

Languages Draconic

SQ bloodline arcana (fire spells deal +1 damage per die), crafty

Combat Gear *scroll of mage armor*, *scroll of vanish*[APG], caltrops, silversheen; **Other Gear** light crossbow, 54 gp

Kobold Guilecaster **CR 5**

XP 1,600

Kobold sorcerer 6

LE Small humanoid (reptilian)

Init +2; **Senses** darkvision 60 ft.; Perception +1

Defense

AC 18, touch 13, flat-footed 16 (+4 armor, +2 Dex, +1 natural, +1 size)

hp 35 (6d6+12)

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

Weaknesses light sensitivity

Offense

Speed 30 ft.

Melee quarterstaff +2 (1d4–2)

Bloodline Spell-Like Abilities (CL 6th; concentration +9)

6/day—trap rune (DC 16)

Sorcerer Spells Known (CL 6th; concentration +9)

3rd (4/day)—*lightning bolt* (DC 16)

2nd (6/day)—*create pit*[APG], *mirror image*, *scorching ray*

1st (7/day)—*alarm*, *charm person* (DC 14), *mage armor*, *magic missile*, *ray of enfeeblement* (DC 14)

0 (at will)—*arcane mark*, *daze*, *detect magic*, *open/close*, *prestidigitation* (DC 13), *resistance*, *spark*[APG]

Bloodline kobold[ARG]

Statistics

Str 6, **Dex** 14, **Con** 12, **Int** 13, **Wis** 8, **Cha** 16

Base Atk +3; **CMB** +0; **CMD** 12

Feats Combat Expertise, Eschew Materials, Improved Feint, Skill Focus (Craft [trapmaking])

Skills Bluff +15, Craft (trapmaking) +15, Perception +1, Profession (miner) +1, Use Magic Device +15; **Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

Languages Draconic, Dwarven

SQ bloodline arcana (+2 to spell DC if target is denied Dex bonus to AC), crafty, trap sense +2

Combat Gear antitoxin, thunderstone; **Other Gear** quarterstaff, *circlet of persuasion*, masterwork artisan's tools, 15 gp



Kobold Riders

The boldest kobolds enjoy riding bizarre beasts into battle.

Kobold Monster Wrangler — CR 1

XP 400

Kobold cavalier 2 (*Pathfinder RPG Advanced Player's Guide* 32)
LE Small humanoid (reptilian)
Init +3; **Senses** darkvision 60 ft.; Perception +2

Defense

AC 22, touch 14, flat-footed 19 (+5 armor, +3 Dex, +1 natural, +2 shield, +1 size)
hp 17 (2d10+2)
Fort +3, **Ref** +3, **Will** +0
Weaknesses light sensitivity



Offense

Speed 20 ft.
Melee mwk lance +4 (1d6/×3)
Special Attacks challenge (+2, +1, 1/day)

Statistics

Str 11, **Dex** 16, **Con** 10, **Int** 8, **Wis** 10, **Cha** 13
Base Atk +2; **CMB** +1; **CMD** 14
Feats Paired Opportunists, Slurk Rider
Skills Craft (trapmaking) +1, Handle Animal +9, Intimidate +6, Perception +2, Profession (miner) +2, Ride +4
Languages Common, Draconic
SQ crafty, mount (cave salamander or slurk[B2]), order of the lion (lion's call), tactician (1/day, 4 rounds, standard action)
Combat Gear *liquid ice*[APG], *potion of cure light wounds*; **Other Gear** mwk scale mail, mwk heavy steel shield, mwk lance, 10 gp

Kobold Battle Master — CR 6

XP 2,400

Kobold cavalier 7
LE Small humanoid (reptilian)
Init +5; **Senses** darkvision 60 ft.; Perception +13

Defense

AC 23, touch 12, flat-footed 22 (+8 armor, +1 Dex, +1 natural, +2 shield, +1 size)
hp 57 (7d10+14)
Fort +7, **Ref** +4, **Will** +4; +2 bonus vs. paralysis and sleep
Resist electricity 5
Weaknesses light sensitivity

Offense

Speed 20 ft.
Melee *+1 lance* +11/+6 (1d6+2/×3), mwk short sword +10/+5 (1d4+1/19–20)
Special Attacks banner +2/+1, breath weapon (30-ft. line, 2d6 electricity damage, Reflex DC 14 half, usable every 1d4 rounds), cavalier's charge, challenge (+7, +2, 3/day)

Statistics

Str 12, **Dex** 12, **Con** 12, **Int** 12, **Wis** 13, **Cha** 8
Base Atk +7; **CMB** +7; **CMD** 18
Feats Draconic Aspect[ARG] (blue), Draconic Breath[ARG], Improved Initiative, Mounted Combat, Shield Wall[APG], Weapon Focus (lance)
Skills Craft (trapmaking) +3, Handle Animal +9, Perception +13, Profession (miner) +3, Ride +5, Stealth +9, Swim +5
Languages Common, Draconic
SQ crafty, expert trainer +3, mount (cave salamander), order of the dragon (aid allies), tactician (2/day, 6 rounds, standard action)
Combat Gear *dust of dryness*; **Other Gear** *+1 banded mail*, mwk heavy steel shield, *+1 lance*, mwk short sword, *cloak of resistance +1*

Kobold Tricksters

Kobold tricksters are experts at crafting deadly traps—both magical and mundane—and at striking from concealment while their enemies are distracted by the traps' effects.

Kobold Bomber — CR 1

XP 400

Kobold alchemist (alchemical trapper) 2 (*Pathfinder RPG Advanced Player's Guide* 26, see page 128)

LE Small humanoid (reptilian)

Init +3; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 19, touch 14, flat-footed 16 (+4 armor, +3 Dex, +1 natural, +1 size)

hp 12 (2d8)

Fort +2, **Ref** +6, **Will** +1; +2 vs. poison

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk spear +2 (1d6–1/×3)

Ranged sling +5 (1d3–1)

Special Attacks bomb 6/day (1d6+2 fire, DC 13), bomb trap*

Alchemist Extracts Prepared (CL 2nd)

1st—*adjuring step*[UC], *endure elements*, *shield*

TACTICS

During Combat The kobold uses her mutagen and extracts to strengthen her defense, and throws bombs at her enemies.

STATISTICS

Str 8, **Dex** 16, **Con** 8, **Int** 15, **Wis** 13, **Cha** 8

Base Atk +1; **CMB** –1; **CMD** 12

Feats Brew Potion, Extra Bombs[APG], Throw Anything

Skills Acrobatics +3, Craft (trapmaking) +9, Disable Device +6, Escape Artist +3, Knowledge (engineering) +4, Perception +3, Profession (miner) +3, Stealth +10; **Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

Languages Common, Draconic, Gnome, Goblin

SQ alchemy (alchemy crafting +2, identify potions), crafty, mutagen (+4/–2, +2 natural, 20 minutes), poison use

Combat Gear *potion of invisibility*, acid, alchemist's fire (3); **Other Gear** chain shirt, mwk spear, sling, 8 gp

Kobold Master Trapper — CR 4

XP 1,200

Kobold rogue 5

LE Small humanoid (reptilian)

Init +8; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 21, touch 15, flat-footed 17 (+5 armor, +4 Dex, +1 natural, +1 size)

hp 31 (5d8+5)

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

Defensive Abilities evasion, trap sense +1, uncanny dodge

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee dagger +3 (1d3–1/19–20)

Ranged mwk shortbow +9 (1d4/×3)

Special Attacks sneak attack +3d6

TACTICS

During Combat If the master trapper's enemies aren't near her traps, she fires arrows or uses her *necklace of fireballs*.

STATISTICS

Str 8, **Dex** 18, **Con** 12, **Int** 10, **Wis** 13, **Cha** 8

Base Atk +3; **CMB** +1; **CMD** 15

Feats Improved Initiative, Lightning Reflexes, Skill Focus (Craft [trapmaking])

Skills Acrobatics +11, Appraise +8, Climb +6, Craft (trapmaking) +13, Disable Device +13, Escape Artist +11, Perception +11, Profession (miner) +3, Sleight of Hand +11, Stealth +15; **Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

Languages Draconic

SQ crafty, rogue talents (trap spotter, cunning trigger), trapfinding +2

Combat Gear *necklace of fireballs I*; **Other Gear** *+1 chain shirt*, dagger, mwk shortbow with 20 arrows, mwk artisan's tools, mwk thieves' tools, 62 gp



Kobold Devilspeaker

Kobold devilspeakers are highly respected; some advise tribal chieftains, while others lead tribes outright.

KOBOLD DEVILSPEAKER **CR 7**

XP 3,200

Kobold cleric of Asmodeus 8

LE Small humanoid (reptilian)

Init +3; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 21, touch 14, flat-footed 18 (+4 armor, +3 Dex, +1 natural, +2 shield, +1 size)

hp 47 (8d8+8)

Fort +6, **Ref** +5, **Will** +9

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk dagger +5/+0 (1d3–3/19–20)

Ranged dagger +10 (1d3–3/19–20)

Special Attacks channel negative energy 5/day (DC 16, 4d6), staff of order (4 rounds, 1/day)

Domain Spell-Like Abilities (CL 8th; concentration +11)

6/day—*copycat* (8 rounds), *touch of law*

At will—*master's illusion* (8 rounds/day)

Cleric Spells Prepared (CL 8th; concentration +11)

4th—*aura of doom*[UM] (DC 17), *confusion*[D] (DC 17), *cure critical wounds*

3rd—*animate dead*, *blindness/deafness* (DC 16), *deeper darkness*, *magic circle against chaos*[D], *summon monster III*

2nd—*death knell* (DC 15), *hold person* (DC 15), *invisibility*[D], *lesser animate dead*[UM], *protective penumbra*[UM]

1st—*bane* (DC 14), *bless*, *disguise self*[D], *moment of greatness*[UC], *obscuring mist*, *sanctuary* (DC 14)

0 (at will)—*bleed* (DC 13), *detect magic*, *guidance*, *mending*

D domain spell; **Domains** Law, Trickery

TACTICS

Before Combat The devilspeaker casts *invisibility* on herself.

During Combat The devilspeaker stays invisible as long as possible, casting spells such as *animate dead*, *aura of doom*, *bless*, *cure critical wounds*, *deeper darkness*, *lesser animate dead*, and *summon monster III* as well as using her *wand of cure light wounds* or channeling negative energy to heal undead.

STATISTICS

Str 4, **Dex** 16, **Con** 10, **Int** 10, **Wis** 16, **Cha** 14

Base Atk +6; **CMB** +2; **CMD** 15

Feats Channeled Shield Wall, Combat Casting, Selective Channeling, Toughness

Skills Craft (trapmaking) +2, Heal +14, Perception +5, Profession (miner) +5, Spellcraft +11, Stealth +18;

Racial Modifiers +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

Languages Draconic

SQ crafty

Combat Gear *feather token* (whip), *pearl of power* (2nd level), *wand of cure light wounds*; **Other Gear** *+1 studded leather*, *+1 light wooden shield*, dagger, mwk dagger, various onyx gems worth 200 gp



Kobold priests are charged with ensuring both the spiritual and the physical welfare of a kobold tribe. Though some priests serve the dragon gods, many pay homage to Asmodeus, seeing in Hell the perfect embodiment of a lawful evil society. These devilspeakers believe a tribe should work like a well-oiled machine, and while kobolds' natural cowardice sometimes gets in the way, devilspeakers keep their warriors fighting bravely—whether the troops like it or not. Devilspeakers keep spells like *animate dead* handy, turning fallen kobold warriors into zombies. These kobold zombies effectively soften up invading adventurers, and dig tirelessly in the mines.

Kobold Leaders

Kobold leaders are the undisputed masters of their tribes.

Kobold Yapper **CR 7**

XP 3,200

Kobold bard (dragon yapper) 8 (see page 128)
LE Small humanoid (reptilian)
Init +4; **Senses** darkvision 60 ft.; Perception +2

Defense

AC 22, touch 16, flat-footed 17 (+5 armor, +4 Dex, +1 dodge, +1 natural, +1 size)
hp 31 (8d8–8)
Fort +0, **Ref** +10, **Will** +6; +4 vs. bardic performance, language-dependent, and sonic
Weaknesses light sensitivity

Offense

Speed 30 ft.
Melee *+1 short sword* +7/+2 (1d4/19–20)
Ranged *+1 shortbow* +13/+8 (1d4+1/×3)
Special Attacks bardic performance 20 rounds/day (move action; countersong, frightful song [DC 16], distraction, inspire competence +3, inspire courage +2, suggestion [DC 16], yapping song [DC 16])
Bard Spells Known (CL 8th; concentration +10)
3rd (2/day)—*confusion* (DC 15), *deep slumber* (DC 15), *haste*
2nd (5/day)—*blur*, *heroism*, *hold person* (DC 14), *mirror image*
1st (5/day)—*alarm*, *charm person* (DC 13), *grease* (DC 13), *silent image* (DC 13), *ventriloquism* (DC 13)
0 (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 12), *mage hand*, *prestidigitation* (DC 12), *resistance*

Statistics

Str 8, **Dex** 18, **Con** 6, **Int** 13, **Wis** 10, **Cha** 15
Base Atk +6; **CMB** +4; **CMD** 19
Feats Dodge, Point-Blank Shot, Precise Shot, Weapon Focus (shortbow)
Skills Acrobatics +14, Bluff +13, Craft (trapmaking) +3, Perception +2, Perform (oratory) +13, Perform (sing) +13, Profession (miner) +2, Sleight of Hand +14, Spellcraft +12, Stealth +18
Languages Common, Draconic, Sylvan
SQ bardic knowledge +4, crafty, lore master 1/day, versatile performance (sing, oratory)
Gear *+1 chain shirt*, *+1 short sword*, *+1 shortbow*, 410 gp

Kobold Chieftain **CR 8**

XP 4,800

Kobold fighter 5/rogue 3/assassin 1
LE Small humanoid (reptilian)
Init +4; Senses darkvision 60 ft.; Perception +14

Defense

AC 26, touch 15, flat-footed 22 (+7 armor, +4 Dex, +1 natural, +3 shield, +1 size)
hp 72 (9 HD; 5d10+4d8+23)
Fort +6, **Ref** +9, **Will** +2 (+1 vs. fear)
Defensive Abilities bravery +1, evasion, trap sense +1
Weaknesses light sensitivity

Offense

Speed 30 ft.
Melee *+1 rapier* +15/+10 (1d4+2/18–20)
Special Attacks death attack (DC 12), sneak attack +3d6, weapon training (light blades +1)

Statistics

Str 11, **Dex** 18, **Con** 12, **Int** 13, **Wis** 10, **Cha** 8
Base Atk +7; **CMB** +6; **CMD** 20
Feats Combat Expertise, Diehard, Endurance, Greater Feint, Improved Feint, Toughness, Vital Strike, Weapon Finesse, Weapon Focus (rapier)
Skills Bluff +11, Craft (trapmaking) +3, Disable Device +2, Disguise +6, Intimidate +6, Linguistics +7, Perception +14, Profession (miner) +2, Sense Motive +6, Sleight of Hand +7, Stealth +17, Use Magic Device +5
Languages Common, Dark Folk, Draconic, Dwarven, Undercommon
SQ armor training 1, crafty, poison use, rogue talents (finesse rogue), trapfinding +1
Gear *+1 breastplate*, *+1 heavy wooden shield*, *+1 rapier*, *belt of mighty constitution +2*, 1,223 gp



Kyrana

Long spines jut from the head and neck of this red-scaled iguana, and fire trickles from its open mouth.

KYRANA **CR 3**

XP 800

NE Medium dragon (fire)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

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

hp 30 (4d12+4); fiery regeneration

Fort +5, **Ref** +6, **Will** +3

Immune dragon traits, fire, paralysis, sleep

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft.

Melee bite +8 (1d4+3), 2 claws +7 (1d3+3)

Special Attacks breath weapon (20-ft. line, 3d6 fire damage, Reflex DC 13 half, usable every 1d4 rounds)



STATISTICS

Str 16, **Dex** 15, **Con** 12, **Int** 3, **Wis** 9, **Cha** 6

Base Atk +4; **CMB** +7; **CMD** 19 (23 vs. trip)

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

Skills Climb +10, Perception +9

Languages Draconic

ECOLOGY

Environment any underground or warm deserts

Organization solitary, pair

Treasure standard

SPECIAL ABILITIES

Fiery Regeneration (Su) A kyrana does not take damage from fire-based attacks. Additionally, when a kyrana would normally take fire damage, it heals that number of hit points, to a maximum of 5 hit points per round. A kyrana can't use its breath weapon to heal itself.

Kyranas are large, iguana-like relatives of true dragons, with low intelligence and an affinity for fire. Though quite weak as dragons go, kyranas are still dangerous enough to command the fear and respect of kobolds, who often encounter the fire-breathing dragons while digging deep tunnels.

Kyranas are primarily subterranean creatures, though they can occasionally be found on the surface in extremely hot or volcanic areas. Healed supernaturally by contact with fire, they often spend their time swimming in volcanic calderas or underground lava lakes, taking in geothermic energy and storing it in order to release it on their prey as lines of fiery breath.

If kyranas stayed confined to their magma homes, they would present little problem to other races. Unfortunately, they're extremely territorial, even toward their own offspring. Kyranas are born in clutches of six to 12 eggs, and raised by both parents. As soon as the creatures reach adulthood at the age of 18 months, however, the parents turn on their offspring and drive them from the nest. The exiled kyranas then split up and wander the surrounding tunnels, traveling hundreds of miles in search of any source of heat. That means they often come waddling into inhabited areas, snorting and ready to burn anyone standing between them and the hearth. Adventurers may find their campfires claimed by a greedy kyrana, or end up being followed for their torchlight. Kobolds often use these barely intelligent dragons as heavy artillery, employing fire arrows and flaming traps to lure them into conflict with enemies.

An adult kyrana is 5 feet long and weighs 300 pounds on average.

Encounters

Kobolds rarely march out with large bands of warriors, preferring small bands with diverse talents and many tricks up their sleeves. The following are some examples of kobold encounters.

Miners (CR 2)

When a group of kobolds digs its way into a dwarven cavern or a gnomish village or a human dungeon, the group typically consists of miners and a sniper. Should the group encounter resistance, the miners hold off the attackers while the sniper gives what support it can before retreating to warn the tribe.

Kobold Sniper CR 1/2

XP 200

hp 12 (see page 130)

Kobolds (4) CR 1/4

XP 100 each

hp 5 each (*Pathfinder RPG Bestiary* 183)

Scouting Party (CR 5)

When kobolds discover a new tunnel (or dig into a castle dungeon), they send in a scouting party to test its stability. A pair of bombers set bombs, while a spellcaster or cultist compels the lower-ranked kobolds to set them off.

Kobold Bombers (2) CR 1

XP 400 each

hp 12 each (see page 133)

Kobold Scalecaster CR 1/2

XP 200

hp 7 (see page 131)

Kobolds (6) CR 1/4

XP 100 each

hp 5 each (*Pathfinder RPG Bestiary* 183)

Kobold Defenders (CR 11)

Kobolds prefer to let their slaves and traps do the fighting. If enemies do break through into the heart of a tribe's lair, even the chief fights to defend the eggs and protect the next generation of kobolds, and other kobolds find themselves fighting more fiercely in his presence.

Kobold Battle Master CR 6

XP 2,400

hp 57 (see page 132)

Kobold Blades (2) CR 3

XP 800 each

hp 30 each (see page 130)

Kobold Chieftain CR 8

XP 4,800

hp 72 (see page 135)

Kobold Guilecaster CR 5

XP 1,600

hp 35 (see page 131)

Kobold Devilspeaker CR 7

XP 3,200

hp 47 (see page 134)

Kobold Snipers (4) CR 1/2

XP 200 each

hp 12 each (see page 130)





Lizardfolk

"Monsters? Is that what you think they are? Just a bunch of cannibal lizards from the swamp, come to steal your cattle and devour your children?

"You small-minded fools! The lizardfolk have been here for a hundred generations, building their mounds and hunting the swamp. They've got stories of times before your nation was founded—before your gods had churches. To them, you scurry around like shaved mice, surviving through sheer numbers.

"You come here, to their swamp, and you build dams to reroute the river. You burn down the old trees to make room for fields. You drain it, and plant it, and think it's yours because you said it is. And when the lizardfolk come to talk, you fire arrows from behind your palisade walls and call yourselves brave.

"So I ask you: Who are the real monsters here?"

—Blackwater Jenni Softfoot, swamp trapper and adventurer

Lizardfolk are an ancient race whose origins are lost in time. They believe themselves to be as old as the world itself, claiming to have come into being alongside the dinosaurs. This belief has created a culture that stubbornly clings to tradition and antiquated technologies. Still, the lizardfolk strive on, their numbers dwindling as they retreat deeper into marshy wild places rather than interact with a world where faster-breeding warmbloods are making them increasingly irrelevant.

Female lizardfolk produce only a handful of eggs over their lifetimes. These eggs are delicate, and between changes in habitat, scarcity of food, and predation, few make it to term. In times of extreme starvation, a clutch could even become sustenance for a tribe rather than being allowed to hatch and become more mouths to feed.

Viable eggs require constant care. As with many reptiles, the unhatched young change sex in response to changes in temperature. Often, a tribe deliberately manipulates this phenomenon to ensure gender parity, which is of high importance when the survival of the next generation hangs in the balance. In contrast to the delicate eggs from which they hatch, young lizardfolk are extremely resilient, emerging with a full set of teeth and claws.

A race with such a slow reproductive cycle can ill afford the losses of war. Lizardfolk sometimes ally with other reptilian or amphibious species, but choose only those whose presence doesn't strain their territory's resources too far. A single dragon, a naga coven, or a herd of herbivorous dinosaurs can coexist comfortably with an established lizardfolk tribe, but sharing scarce land with numerous boggards or grippli would likely lead to conflict.

With the exception of lizard scions (see page 148), most lizardfolk live to be between 60 and 80 years old. Both males and females continue to grow for their entire lives, and those rare few able to transcend the aging process (such as high-level druids or alchemists) could reach Large size around their 100th year. Both the size and extensive tribal knowledge of such individuals secure them positions of power within lizardfolk society, although they never attain the same spiritual reverence as lizard scions, who are thought to be reawakened remnants of the past.

An aging lizardfolk contributes to tribal life until the day of his death. Few settlements have the resources to support inactive members, and elders become teachers, healers, or nursery attendants. Even hatchlings are put to work once they achieve the necessary manual dexterity, weaving fishing nets, preparing food, or watching over their younger siblings. Since every one of these tasks is vital to a tribe's survival, hatchlings remain under supervision by at least one adult, but they still achieve a level of autonomy and responsibility that greatly exceeds that of humans at a similar age.

Most lizardfolk make their homes in rugged, well-constructed encampments in temperate swamps. Though the camps might seem unprotected to outsiders, lizardfolk carefully choose to inhabit defensible sections of rivers or marshes, especially places with multiple submerged entrances, hidden escape routes, and dry access for non-swimmers. Such camps usually house a single tribe that subsists off the immediate territory, supplementing with hunting forays farther afield during lean periods. Lizardfolk are most active during daylight hours, since they lack night vision, and prefer to retreat to the warmth and safety of their earthen lairs at sunset.

Lizardfolk are extremely insular, trading or allying only with groups they have established relationships with over an extended period. Even if their society were not so xenophobic, the work required to keep a tribe safe and fed means lizardfolk have little spare time for fraternization with outsiders. This can make encounters brief and curt, and an envoy's diplomatic tricks won't get her very far with a shaman who must still prepare food, cast protective spells on his clutch, and treat the wounds of his warriors. Those who do spend significant time with lizardfolk, however, find that the creatures have a rich oral tradition that passes down thousands of years' worth of knowledge and wisdom.

Lizardfolk rarely permit outsiders to enter their camps, and instead meet them at sub-camps or at prominent natural landmarks. Lizardfolk impose no cultural or religious requirements on their allies or trade partners, and expect the same treatment in return, but they might make ecological demands that can cause friction. Humanoids often mistake such demands for superstition or the misguided animism of "savages," but it's rare for lizardfolk to place any religious significance on the land itself. Instead, any landmark they decide to protect they do so out of concern for preserving the environment, since even a slight change to their habitat could have deadly ramifications.

Though lizardfolk are not evil, their practicality can sometimes seem abhorrent to other races, especially when it manifests in practices like cannibalism. To a lizardfolk, meat is meat, and during times of scarcity it would be an insult to those fallen in battle to let them rot rather than use their flesh to feed the tribe.

This innate pragmatism also manifests in lizardfolk's societal relations. Crime, politicking, and infighting are almost as common in settled lizardfolk populations as they are in human settlements, but a strong sense of natural law prevents these societies from descending into chaos. Tribal justice is meted out swiftly and fairly, with most disputes settled in non-fatal combat between the parties involved. In some cases these disputes may be handled by a proxy duel, with one or both sides sponsoring a champion.

Full statistics for lizardfolk can be found on page 195 of the *Pathfinder RPG Bestiary*.

New Rules

The following rules include an archetype, an oracle curse, feats, and spells, all of which are favored by lizardfolk.

Lizardfolk Archetype

Wise and revered druids preserve the lizardfolk's past.

Ancient Guardian (Druid)

Ancient guardians revere nature and draw power from its divine energies, but also protect the customs, histories, and lore of their tribe and race. They act as ambassadors and protectors of the old ways, nurturing their tribe's growth and holding back civilization's corruptive influence.

Ancient Arms: An ancient guardian can't wield weapons made primarily of metal. She is proficient with only the club, dart, quarterstaff, shortspear, sling, and spear. She is also proficient with all natural attacks (claw, bite, and so forth) of any form she assumes with wild shape. Using a prohibited weapon renders her unable to cast druid spells or use any of her druid supernatural or spell-like class abilities while wielding the weapon and for 24 hours after ceasing to wield it. This alters the druid's normal weapon proficiencies.

Community Bond (Ex): At 1st level, an ancient guardian must choose the domain nature bond ability and select from the following domains: Community, Healing, Knowledge, Protection, or Repose. This ability alters nature bond.

Patience of Nature (Ex): An ancient guardian does not gain wild empathy at 1st level. Instead, at 2nd level, an ancient guardian adds Diplomacy, Perform (oratory), and Sense Motive to her list of class skills and gains an insight bonus equal to half her druid level on such checks. This ability replaces wild empathy.

Ancient Ways (Ex): At 3rd level, an ancient guardian increases any climb, fly, or swim speeds she has or gains via her wild shape ability by 10 feet. This ability replaces trackless step and woodland stride.

Dispel Hostility (Su): An ancient guardian doesn't gain spontaneous casting at 1st level. Instead, at 3rd level, she can channel stored spell energy into a spell capable of dispelling hostile thoughts and strong emotions. She can "lose" a prepared spell in order to cast *calm emotions*. Instead of the normal Will saving throw for that spell, the DC of a *calm emotions* spell cast with this ability is 10 + 1/2 the ancient guardian's druid level + her Wisdom modifier. This ability replaces spontaneous casting.

Unimpeachable (Ex): At 4th level, an ancient guardian gains a +4 bonus on saves against enchantments. This ability replaces resist nature's lure.

Undo Artifice (Sp): At 13th level, an ancient guardian gains the ability to reduce a nonliving item to its component raw materials. This acts as the spell *polymorph any object*, but works on magical or nonmagical nonliving objects. The duration is always permanent. Unlike *polymorph any object*, this ability can't be used to mimic the effects of other spells. Items subject to this effect receive a Fortitude saving throw to negate the effect (DC = 10 + 1/2 the ancient guardian's druid level + her Wisdom modifier). Magic items receive a circumstance bonus on this save equal to +1 for every 5,000 gp of the item's value. An ancient guardian can use undo artifice a number of times per day equal to her Wisdom modifier. This ability replaces a thousand faces.

Lizardfolk Oracle Curse

The following oracle curse is available to lizardfolk.

Cold-Blooded: Your blood turns sluggish without sufficient heat, and you must seek warmth and shelter earlier than most. This oracle curse is common among lizardfolk and other oracles with the reptilian subtype. You take a –4 penalty on saves against cold spells and effects, and whenever you fail such a saving throw, you are staggered for 1 round. You can survive without food four times longer than a typical creature of your species before you begin to starve. At 5th level, poisons affecting you have their onset time doubled and last half as long if they end after a set time (for example, a poison with a frequency of 1/round for 6 rounds would instead have a frequency of 1/round for 3 rounds). Poisons with no onset time gain an onset time of 1 round. At 10th level, whenever an action you have readied is triggered, you can take an additional move action at half your speed—along with your readied action—even if you have already taken a move action that round. At 15th level, you can take an additional move action a number of times per day equal to your Charisma modifier. You can take these additional move actions only on your turn, and can take only one of these extra move actions per turn.

Lizardfolk Feats

The following feats enhance lizardfolk's natural abilities, though Aquatic Adaption can be taken by mutated or unique individuals of any race who meet the prerequisites.

Aquatic Adaption

You've developed a strange but useful quirk for your race—you can breathe underwater.

Prerequisite: Hold breath.

Benefit: You can breathe water as well as air.

Dangerous Tail (Combat)

You have trained your tail into a powerful weapon, and wield it with deadly skill.

Prerequisites: Base attack bonus +5, Lizardfolk.

Benefit: You gain a tail swipe attack. If used as part of a full-attack action, the attack is made at your full base attack bonus – 5. If the tail swipe hits, it deals 1d4 points of damage (assuming you are Medium) + 1/2 your Strength modifier. If you confirm a critical hit against a target with your tail swipe, as a free action you can attempt a trip combat maneuver against that target.

Swift Swimmer

You are a faster swimmer than other members of your race.

Prerequisites: Lizardfolk, swim speed.

Benefit: Your swim speed increases by 15 feet.

LIZARDFOLK SPELLS

The following spells are used by lizardfolk and other spellcasters with the reptilian subtype. While the spells are not restricted to lizardfolk casters, individuals from warm-blooded races might have a difficult time learning them without first spending time earning the trust of lizardfolk instructors, perhaps by completing dangerous tasks on behalf of the tribe.

ENDOTHERMIC TOUCH

School transmutation; **Level** druid 1, shaman 1, sorcerer/wizard 1, witch 1
Casting Time 1 standard action
Components V, S, M/DF (a small bit of snakeskin)
Range touch
Target one living creature that has the dragon type or the reptilian subtype
Duration 1 round/level
Saving Throw Fort negates; **Spell Resistance** yes

This spell slows the metabolism and other bodily functions of a creature for a short amount of time. The target is staggered and moves at half its normal speed (round down to the next 5-foot increment), but it can hold its breath for twice as long as normal.

SCALE SPIKES

School transmutation; **Level** alchemist 2, bloodrager 2, druid 2, ranger 2, shaman 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S, M/DF (a small thorn)
Range close (25 ft. + 5 ft./2 levels)
Target one living creature/level that is a reptile, has the dragon type, or has the reptilian subtype, and that also has a natural armor bonus of at least +1
Duration 1 minute/level
Saving Throw Fort negates (harmless); **Spell Resistance** yes (harmless)

When the target is affected by this spell, its scales grow jagged spikes. These spikes act like *+1 armor spikes*. The subject is automatically considered proficient with these scale spikes.

SCALE SPIKES, GREATER

School transmutation; **Level** alchemist 4, bloodrager 4, druid 3, ranger 3, shaman 3, sorcerer/wizard 3, witch 3
Casting Time 1 standard action
Components V, S, M/DF (a bit of thistle)
Range close (25 ft. + 5 ft./2 levels)
Target one living creature/level that is a reptile, has the dragon type, or has the reptilian subtype, and also has a natural armor bonus of at least +1
Duration 1 hour/level
Saving Throw Fort negates (harmless); **Spell Resistance** yes (harmless)

This spell functions like *scale spikes*, except that the spikes growing out of the scales have an enhancement bonus on attack and damage rolls equal to +1 for every 4 caster levels (maximum +5). This bonus does not allow the spikes to bypass damage reduction aside from magic.



Lizardfolk Barbarians

Some warriors enter war-trances to increase their prowess.

Lizardfolk Vanguard **CR 2**

XP 600

Lizardfolk barbarian 1

CN Medium humanoid (reptilian)

Init +2; **Senses** Perception +6

Defense

AC 17, touch 10, flat-footed 15 (+2 armor, +2 Dex, +5 natural, –2 rage)

hp 33 (3 HD; 2d8+1d12+12)

Fort +9, **Ref** +2, **Will** +3

Offense

Speed 40 ft., swim 15 ft.

Melee mwk morningstar +8 (1d8+5), bite +5 (1d6+2) or 2 claws +7 (1d4+5), bite +5 (1d6+2)

Ranged javelin +4 (1d6+5)

Special Attacks rage (6 rounds/day)

Tactics

During Combat Lizardfolk vanguards use shock tactics to eliminate the most threatening opponents first.

Base Statistics When he's not raging, the vanguard's statistics are **AC** 19, touch 12, flat-footed 17; **hp** 27; **Fort** +7, **Will** +1; **Melee** mwk morningstar +6 (1d8+3), bite +3 (1d6+1) or claw +5 (1d4+3), bite +3 (1d6+1); **Str** 17, **Con** 15; **CMB** +5; **Skills** Swim +16.

Statistics

Str 21, **Dex** 14, **Con** 19, **Int** 9, **Wis** 12, **Cha** 8

Base Atk +2; **CMB** +7; **CMD** 17

Feats Multiattack, Power Attack

Skills Acrobatics +10 (+14 when jumping), Perception +6, Survival +5, Swim +18

Languages Draconic

SQ fast movement, hold breath

Combat Gear *potion of cure moderate wounds*; **Other Gear** mwk leather armor, mwk morningstar, javelins (4), 8 gp

Lizardfolk Berserker **CR 5**

XP 1,600

Lizardfolk barbarian 4

CN Medium humanoid (reptilian)

Init +2; **Senses** Perception +10

Defense

AC 19, touch 10, flat-footed 17 (+4 armor, +2 Dex, +5 natural, –2 rage)

hp 66 (6 HD; 2d8+4d12+26)

Fort +11, **Ref** +3, **Will** +4

Defensive Abilities trap sense +1, uncanny dodge

Offense

Speed 40 ft., swim 15 ft.

Melee mwk morningstar +12 (1d8+6), bite +9 (1d6+3) or 2 claws +11 (1d4+6), bite +9 (1d6+3)

Ranged mwk javelin +8 (1d6+6)

Special Attacks rage (12 rounds/day), rage powers (scent, knockdown)

Tactics

During Combat The berserker uses the knockdown rage power on enemies who are heavily armored or wield heavy weapons.

Base Statistics When she's not raging, the berserker's statistics are **AC** 21, touch 12, flat-footed 19; **hp** 54; **Fort** +9, **Will** +2; **Melee** mwk morningstar +10 (1d8+4), bite +7 (1d6+3) or claw +9 (1d4+3), bite +7 (1d6+2); **Str** 18, **Con** 15; **CMB** +9; **Skills** Swim +19.

Statistics

Str 22, **Dex** 14, **Con** 19, **Int** 9, **Wis** 12, **Cha** 8

Base Atk +5; **CMB** +11; **CMD** 21

Feats Cleave, Multiattack, Weapon Focus (morningstar)

Skills Acrobatics +12 (+16 when jumping), Perception +10, Survival +7, Swim +21

Languages Draconic

SQ fast movement, hold breath

Combat Gear *potion of cure moderate wounds*, *potions of magic fang* (2), tanglefoot bags (2); **Other Gear** *+1 studded leather*, mwk javelin, mwk morningstar, antitoxin, 66 gp



LIZARDFOLK RANGERS

Submerged in shallow water or hidden in tangles of rushes, lizardfolk rangers give away their position only once it is too late for their prey to do anything about it.

LIZARDFOLK STALKER **CR 3**

XP 800

Lizardfolk ranger 2

N Medium humanoid (reptilian)

Init +1; **Senses** Perception +8

DEFENSE

AC 18, touch 11, flat-footed 17 (+2 armor, +1 Dex, +5 natural)

hp 33 (4 HD; 2d8+2d10+13)

Fort +9, **Ref** +4, **Will** +1

OFFENSE

Speed 30 ft., swim 15 ft.

Melee 2 claws +6 (1d6+3), bite +4 (1d4+1)

Ranged mwk longbow +5 (1d8/×3)

Special Attacks combat style (natural weapon), favored enemy (humans +2)

TACTICS

During Combat The stalker prefers to soften up lightly armored targets with his longbow before moving in for the kill.

STATISTICS

Str 17, **Dex** 12, **Con** 17, **Int** 9, **Wis** 12, **Cha** 8

Base Atk +3; **CMB** +6; **CMD** 17

Feats Improved Natural Attack (claw), Multiattack, Point-Blank Shot

Skills Acrobatics +5, Knowledge (nature) +4, Perception +8, Survival +6, Stealth +7, Swim +16; **Racial Modifiers** +4 Acrobatics

Languages Draconic

SQ hold breath, track +1, wild empathy +1

Combat Gear *potion of barkskin*, *potions of cure moderate wounds* (2), antitoxins (2), smokestick, tanglefoot bag; **Other Gear** mwk leather armor, mwk longbow with 20 arrows, fishing net, 29 gp.

LIZARDFOLK SWAMP LURKER **CR 8**

XP 4,800

Lizardfolk ranger 7

N Medium humanoid (reptilian)

Init +5; **Senses** Perception +12

DEFENSE

AC 21, touch 11, flat-footed 20 (+4 armor, +1 Dex, +6 natural)

hp 87 (9 HD; 2d8+7d10+40)

Fort +11, **Ref** +6, **Will** +3

OFFENSE

Speed 30 ft., **swim** 30 ft.

Melee 2 claws +13 (1d6+4), bite +7 (1d4+2), tail slap +7 (1d4+2)

Ranged *+1 composite longbow* +10/+5 (1d8+5/×3)

Special Attacks combat style (natural weapon), favored enemy (humans +4, reptilian humanoids +2)

Ranger Spells Prepared (CL 4th; concentration +5)

1st—*magic fang* (2)

STATISTICS

Str 18, **Dex** 12, **Con** 17, **Int** 9, **Wis** 12, **Cha** 8

Base Atk +8; **CMB** +12; **CMD** 23

Feats Aquatic Adaption*, Dangerous Tail*, Endurance, Improved Initiative, Improved Natural Attack (claw), Point-Blank Shot, Swift Swimmer*, Weapon Focus (claw)

Skills Acrobatics +5, Climb +14, Handle Animal +3, Heal +6, Knowledge (nature) +6, Perception +12, Stealth +11, Survival +12, Swim +19; **Racial Modifiers** +4 Acrobatics

Languages Draconic

SQ favored terrain (swamp +2), hold breath, hunter's bond (companions), track +3, wild empathy +6, woodland stride

Combat Gear *+1 human-bane arrows* (4), *potions of barkskin* (2), *potion of cure moderate wounds*, *scroll of speak with plants*, tanglefoot bag; **Other Gear** *+1 studded leather*, *+1 composite longbow* (+4 Str) with 30 arrows, fishing net, 55 gp



Lizardfolk Rattler

Lizardfolk bards are the keepers of tribal lore, guiding their tribes in difficult times and enhancing their abilities in battle.

LIZARDFOLK RATTLER **CR 5**

XP 1,600

Lizardfolk bard 4

N Medium humanoid (reptilian)

Init +1; **Senses** Perception +8

DEFENSE

AC 18, touch 11, flat-footed 17 (+2 armor, +1 Dex, +5 natural)

hp 43 (6d8+16)

Fort +7, **Ref** +6, **Will** +4; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft., swim 15 ft.

Melee mwk club +10 (1d6+4), bite +3 (1d4+2) or 2 claws +8 (1d4+4), bite +3 (1d4+2)

Ranged javelin +5 (1d6+4)

Special Attacks bardic performance 12 rounds/day (countersong, distraction, fascinate [DC 14], inspire competence +2, inspire courage +1)

Bard Spells Known (CL 4th; concentration +6)

2nd (2/day)—*blindness/deafness* (DC 14), *rage*

1st (4/day)—*cause fear* (DC 13), *cure light wounds*, *hideous laughter* (DC 13), *sleep* (DC 13)

0 (at will)—*dancing lights*, *daze* (DC 12), *ghost sound* (DC 12), *light*, *message*, *resistance*

STATISTICS

Str 18, **Dex** 12, **Con** 15, **Int** 9, **Wis** 8, **Cha** 14

Base Atk +4; **CMB** +8; **CMD** 19

Feats Dazzling Display, Intimidating Prowess, Weapon Focus (club)

Skills Acrobatics +14, Intimidate +15, Perception +8, Perform (percussion) +11, Swim +16; **Racial Modifiers** +4 Acrobatics

Languages Draconic

SQ bardic knowledge +2, hold breath, versatile performance (percussion)

Combat Gear *potion of cure light wounds*, alchemist's fire (2); **Other Gear** mwk leather armor, mwk club, *cloak of resistance +1*, mwk war rattle



Revered members of the tribe, rattlers are the keepers of tradition and leaders of the sacred dances. They are the ones who remember the ancient songs of lizardfolk glory and use them to train the youth, educating each new generation in the practices and secrets that have kept their people safe in their swamps for millennia.

Though called rattlers, these lizardfolk are as much storytellers as musicians, propagating the oral traditions of their people. As a result, they are valued as much for their wisdom as for their ability to bolster the tribe's hunters and warriors in combat—though this latter responsibility admittedly defines the role in which most other humanoid races encounter them. Though a rattler might or might not be the leader of a tribe, she is often asked to sit in judgment over internal conflicts, to act as an ambassador to other tribes, or to advise a tribe's chieftains and elders so that their decisions reflect the wisdom of the past.

Lizardfolk rattlers are often tribal elders, but when youths show a propensity for bardic magic or a particular passion for the old stories and shamanistic rituals, a tribe's existing rattlers might choose to take them in and train them as the rattlers of the next generation. This practice is crucial, as it can take most of a lifetime to learn all the stories, and a tribe never wants to risk losing ties to their history because of the sudden death of the tribe's rattler to old age or in battle.

Lizardfolk Champion

Among most lizardfolk tribes, the greatest mark of status a warrior can achieve is a mighty dinosaur steed, allowing her to thunder terrifyingly into enemy lines.

LIZARDFOLK CHAMPION **CR 10**

XP 9,600

Lizardfolk cavalier 9

N Medium humanoid (reptilian)

Init +0; **Senses** Perception +13

DEFENSE

AC 27, touch 10, flat-footed 27 (+9 armor, +5 natural, +3 shield)

hp 100 (11 HD; 2d8+9d10+42)

Fort +12, **Ref** +3, **Will** +4

OFFENSE

Speed 20 ft., swim 15 ft.

Melee *+1 lance* +17/+12 (1d8+8/19–20/×3) or claw +15 (1d6+5), bite +10 (1d4+2)

Ranged javelin +10 (1d6+5)

Special Attacks banner +2/+1, cavalier's charge, challenge (+9, +3, 3/day)

STATISTICS

Str 21, **Dex** 10, **Con** 17, **Int** 7, **Wis** 12, **Cha** 12

Base Atk +10; **CMB** +15; **CMD** 25

Feats Duck and Cover[APG], Improved Critical (lance), Improved Natural Attack (claw), Mounted Combat, Power Attack, Ride-By Attack, Shield Wall[APG], Trample, Weapon Focus (lance)

Skills Perception +13, Ride +5, Swim +11; **Racial Modifiers** +4 Acrobatics

Languages Draconic

SQ expert trainer +4, greater tactician (2/day, 7 rounds, swift action), hold breath, mount (styracosaurus), order of the dragon (aid allies, strategy)

Combat Gear *potions of cure moderate wounds* (2), alchemist's fire (2); **Other Gear** *+1 half-plate*, *+1 heavy wooden shield*, *+1 lance*, javelins (2), *belt of giant strength +2*, 191 gp

STYRACOSAURUS **CR —**

N Large animal (*Pathfinder RPG Bestiary 4* 59, 311)

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

DEFENSE

AC 20, touch 11, flat-footed 18 (+2 Dex, +9 natural, –1 size)

hp 44 (8d8+8) **Fort** +7, **Ref** +8, **Will** +3

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee gore +10 (2d8+7)

Special Attacks ferocity, reflexive strike

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

STATISTICS

Str 21, **Dex** 14, **Con** 13, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +6; **CMB** +12 (+14 bull rush or overrun); **CMD** 24 (26 vs. bull rush or overrun)

Feats Improved Bull Rush, Improved Natural Attack (gore), Improved Overrun, Power Attack

Skills Perception +12

SQ devotion, tricks (attack [all creatures], come, defend, down, guard, heal, seek, stay, work)

Most lizardfolk feel a deep connection to dinosaurs, seeing in the fearsome beasts an obvious kinship, and considering them a symbol of the once-great lizardfolk civilization. As a result, many tribes attempt to domesticate dinosaurs as beasts of burden or war—with varying degrees of success.

Those warriors able to single-handedly pacify and train dinosaur mounts win the respect of their tribes. Dinosaur-riding lizardfolk champions are famed battle leaders among their tribes, and often become chieftains of their people.



Lizardfolk Sorcerer

Lizardfolk sorcerers are surrounded by tribal superstition.

LIZARDFOLK SORCERER **CR 12**

XP 19,200

Lizardfolk sorcerer 11

CN Medium humanoid (reptilian)

Init +4; **Senses** Perception +4

DEFENSE

AC 21, touch 11, flat-footed 21 (+4 armor, +1 deflection, +6 natural)

hp 97 (13 HD; 2d8+11d6+50)

Fort +10, **Ref** +7, **Will** +10

Resist acid 10

OFFENSE

Speed 30 ft., swim 15 ft.

Melee 2 claws +10 (1d6+3 plus 1d6 acid), bite +5 (1d4+1)

Special Attacks breath weapon (60-foot line, 11d6 acid, DC 19, 1/day), claws (1d4+3 plus 1d6 acid, treated as magic weapons, 7 rounds/day)

Sorcerer Spells Known (CL 11th; concentration +15)

5th (4/day)—*acidic spray*[UM] (DC 19), *spell resistance*, *wall of stone* (DC 19)

4th (7/day)—*black tentacles*, *fear* (DC 18), *remove curse*, *vitriolic mist*[UM]

3rd (7/day)—*dispel magic*, *fly*, *haste*, *major image* (DC 17), *wind wall*

2nd (7/day)—*acid arrow*, *create pit*[APG] (DC 16), *darkvision*, *frigid touch*[UM], *resist energy*, *web* (DC 16)

1st (7/day)—*corrosive touch*[UM], *endure elements*, *grease* (DC 15), *mage armor*, *ray of enfeeblement* (DC 15), *shocking grasp*

0 (at will)—*acid splash*, *detect magic*, *detect poison*, *open/close*, *read magic*, *resistance*, *spark*[APG], *mending*, *message*

Bloodline draconic (black)

TACTICS

Before Combat The sorcerer casts *mage armor* on herself.

During Combat The sorcerer stays away from melee, hurling spells at foes. She usually begins with *black tentacles* or *grease*, the better to restrict enemy mobility in the already difficult swamp terrain, then follows up with ranged damage spells or by casting *haste* on the tribe's strongest warriors.

Base Statistics Without *mage armor*, the lizardfolk's statistics are **AC** 17, touch 11, flat-footed 17.

STATISTICS

Str 17, **Dex** 10, **Con** 15, **Int** 11, **Wis** 8, **Cha** 18

Base Atk +6; **CMB** +9; **CMD** 27

Feats Combat Casting, Elemental Focus[APG] (acid), Eschew Materials, Improved Initiative, Iron Will, Lighting Reflexes, Reach Spell[APG], Toughness, Weapon Focus (claw)

Skills Acrobatics +6, Climb +7, Intimidate +9, Knowledge (arcana) +5, Knowledge (nature) +3, Linguistics +1, Perception +4, Spellcraft +8, Swim +13, Use Magic Device +13; **Racial Modifiers** +4 Acrobatics

Languages Common, Draconic

SQ bloodline arcana (spells that deal acid damage deal +1 damage per die), hold breath

Combat Gear *potion of cure moderate wounds*, *scroll of false life*, *scrolls of invisibility* (2), *wand of fireball* (12 charges), *wand of magic missile* (50 charges); **Other Gear** *amulet of natural armor +1*, *cloak of resistance +2*, *headband of alluring charisma +2*, *ring of protection +1*, 150 gp



Lizardfolk sorcerers can have any bloodline, but most claim (rightly or not) that their magic is the result of ancient interbreeding with majestic dragons. With the blood of dragons coursing through her veins, the sorcerer is respected and feared by members of her tribe. They could see her as an omen—of good or ill—and might send her away to live on the outskirts of tribal land if she can't quickly learn to control her powers. Nevertheless, though the sorcerer might stand apart from the rest of her tribe, she almost always comes to her kin's defense in their times of need.

LIZARDFOLK CLUTCH MOTHER

Since lizardfolk breed so slowly, their eggs are incredibly precious, and most tribes assign their most powerful combatants and spellcasters to watch over the nests.

LIZARDFOLK CLUTCH MOTHER **CR 13**

XP 25,600

Lizardfolk druid (ancient guardian) 12 (see page 140)
N Medium humanoid (reptilian)
Init +4; **Senses** Perception +22

DEFENSE

AC 22, touch 11, flat-footed 22 (+6 armor, +1 deflection, +5 natural)
hp 95 (14d8+32)
Fort +15, **Ref** +7, **Will** +16; +4 vs. enchantments
Immune poison

OFFENSE

Speed 20 ft., swim 25 ft.
Melee *+1 spear* +11/+6 (1d8+1/×3), bite +5 (1d4) or 2 claws +10 (1d4), bite +5 (1d4)
Ranged mwk sling +11 (1d4)
Special Attacks dispel hostility, undo artifice, wild shape 5/day
Druid Spells Prepared (CL 12th; concentration +17)
6th—*antimagic field*[D], *mass cure light wounds*, *wall of stone* (DC 21)
5th—*baleful polymorph* (DC 20), *commune with nature*, *death ward*, *spell resistance*[D], *wall of thorns*
4th—*cure serious wounds*, *dispel magic*, *freedom of movement*, *scrying* (DC 19), *spell immunity*[D]
3rd—*call lightning* (DC 18), *cure moderate wounds* (2), *protection from energy*[D], *spit venom*[UM] (DC 18)
2nd—*animal messenger*, *barkskin*, *delay poison*, *lesser restoration* (2), *shield other*[D]
1st—*calm animals* (DC 16), *cure light wounds* (2), *entangle* (DC 16), *sanctuary*[D] (DC 16), *shillelagh*, *speak with animals*
0 (at will)—*create water*, *detect poison*, *guidance*, *mending*
D domain spell; **Domain** Protection

TACTICS

During Combat The clutch mother uses spells and weapons to defend first the clutch and then the tribe.

STATISTICS

Str 10, **Dex** 11, **Con** 12, **Int** 12, **Wis** 20, **Cha** 15
Base Atk +10; **CMB** +10; **CMD** 21
Feats Alertness, Brew Potion, Improved Initiative, Natural Spell, Skill Focus (Diplomacy), Toughness, Wild Speech[UM]
Skills Acrobatics +2, Diplomacy +23, Handle Animal +11, Heal +14, Knowledge (nature) +13, Linguistics +2, Perception +22, Perform (oratory) +15, Sense Motive +27, Spellcraft +11, Survival +16, Swim +15; **Racial Modifiers** +4 Acrobatics
Languages Common, Draconic, Druidic, Sylvan
SQ ancient ways, hold breath, nature bond (Protection domain), nature sense, patience of nature
Combat Gear *scroll of charm animal*, *scroll of resist energy*, *wand of cure light wounds* (15 charges); **Other Gear** *+2 hide armor*, *+1 spear*, mwk sling with 12 bullets, *druid's vestments*, *headband of inspired wisdom +2*, *pearl of power* (2nd), *ring of protection +1*, healer's kit (9 uses), 38 gp

The clutch mother seeks only to protect her ways and her kind. She faces the onslaught of civilization with diplomacy, reason, and patience.

While other races might see guarding the children as a waste of one's best warriors, lizardfolk inherently value defense over offense. They think warm-blooded races are insane for sending all their capable combatants off to fight in distant wars, leaving only the aged and infirm to protect the children. Clutch mother (or occasionally clutch father) is a position of prominence and prestige, and many lizardfolk warriors compete eagerly to prove themselves worthy of this great responsibility.



Lizard Scion

This muscular lizardfolk towers above others of its kind, a primeval behemoth painted with elaborate designs.

LIZARD SCION **CR 5**

XP 1,600

N Large humanoid (reptilian)

Init +0; **Senses** Perception +5

DEFENSE

AC 17, touch 9, flat-footed 17 (+8 natural, –1 size)

hp 45 (7d8+14)

Fort +7, **Ref** +2, **Will** +3

OFFENSE

Speed 30 ft., swim 30 ft.

Melee mwk trident +9 (2d6+3), bite +5 (1d8+1) or 2 claws +7 (1d6+3), bite +5 (1d8+1)

Ranged mwk javelin +5 (1d8+3)

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

Special Attacks blood rage

STATISTICS

Str 16, **Dex** 11, **Con** 14, **Int** 9, **Wis** 12, **Cha** 11

Base Atk +5; **CMB** +9; **CMD** 19

Feats Cleave, Multiattack, Power Attack, Weapon Focus (trident)

Skills Perception +5, Swim +14

Languages Draconic

SQ hold breath, lizardfolk blood

ECOLOGY

Environment temperate swamps

Organization solitary, band (with 3–12 lizardfolk), or tribe (with 13–60 lizardfolk)

Treasure NPC gear (mwk trident, 2 mwk javelins)

SPECIAL ABILITIES

Lizardfolk Blood (Ex) A lizard scion counts as a lizardfolk for all effects related to race.



Every few generations, a lizard scion is born to a lizardfolk tribe. With twice the life span of a typical lizardfolk and a large and muscular stature, a scion typically rises to become the leader of her tribe. Lizardfolk show great—often unquestioning—devotion to scions, believing they are blessings from the spirits and divine in nature. In many ways, tribes see them as living monuments to the lost greatness of their people, singing songs of an era when every lizardfolk was as large and impressive as the scion.

A lizard scion is not officially recognized until her 100th birthday, though many might suspect that she is one. At that point, the tribe holds a ceremony in which they present the newly titled lizard scion with a special war trident as a mark of status. These ancient tridents are never used by ordinary lizardfolk, and most have been handed down through their tribe for generations, sometimes sitting untouched for hundreds of years until the naming of a new lizard scion.

Some lizard scions become great protectors and voices of wisdom among their people, leading a tribe to previously unknown accomplishments and stability within its hidden enclave. Others attempt to build alliances with other lizardfolk tribes or even unite two tribes into one. A tribe of lizardfolk being systematically pushed out of its ancestral territory, however, might see the coming of a lizard scion as a sign that war is imminent, and could be spurred to take up arms once and for all against the so-called "civilized" encroachers.

There are rumors that deep in some jungles or swamps there live entire tribes of dinosaur-herding lizard scions that have bred true as a race, but such stories may be little more than the overactive imaginations of explorers and treasure hunters.

Lizard scions average 10 feet in height and 500 pounds, though this can vary by tribe and age. Unlike boggard priest-kings, lizard scions are never fat, but rather hugely muscled specimens with excellent reflexes.

Encounters

Encounters with lizardfolk typically occur near or within remote enclaves in swamps and jungles. Lizardfolk shun territory controlled by the more "civilized" races unless on a mission for their priests, on a scouting mission to keep tabs on the movement of encroaching neighbors, led by an aggressive lizard scion, or pushed to desperation.

Scouting Party (CR 5)

An experienced stalker leads this hungry group of his tribemates. They search for food and danger along the perimeter of their swampland.

Lizardfolk (2) **CR 1**

XP 400 each

hp 11 each (*Pathfinder RPG Bestiary* 195)

Lizardfolk Stalker **CR 3**

XP 800

hp 33 (see page 143)

Strike Force (CR 8)

This shock unit acts with breathtaking speed and ferocity, moving through cover to flank enemy forces. A keen-eyed stalker supports their frontline vanguards, while a rattler supplies support.

Lizardfolk Rattler **CR 5**

XP 1,600

hp 43 (see page 144)

Lizardfolk Stalker **CR 3**

XP 800

hp 33 (see page 143)

Lizardfolk Vanguards (4) **CR 2**

XP 600 each

hp 33 each (see page 142)

King on the March (CR 9)

An aggressive lizard scion often ventures out with his band, determined to crush all who stand in their way.

Lizard Scion **CR 5**

XP 1,600

hp 45 (see page 148)

Lizardfolk (6) **CR 1**

XP 400 each

hp 11 each (*Pathfinder RPG Bestiary* 195)

Lizardfolk Stalker **CR 3**

XP 800 XP

hp 33 (see page 143)

Lizardfolk Vanguards (2) **CR 2**

XP 600 each

hp 33 each (see page 142)

Tribal Defenders (CR 12)

A lizardfolk champion leads some of the tribe's most trusted warriors to engage the enemy. The champion and berserkers typically lead a forward assault while the swamp lurkers sneak around to encircle their foes.

Lizardfolk Berserkers (4) **CR 5**

XP 1,600 each

hp 66 each (see page 142)

Lizardfolk Champion **CR 10**

XP 9,600

hp 100 (see page 145)

Lizardfolk Swamp Lurker **CR 8**

XP 4,800

hp 87 (see page 143)





Ogres

Dearest Edderic,

I am writing this note in the dark, scratching out words with an improvised quill on the last page of my spellbook. I can not admit what I am using for ink—suffice it to say, my beloved familiar Izander serves me still in death.

The ogres are hammering at the door to this vault. It sounds like thunder. The door is strong, but not as strong as their determined malice. They'll break through soon enough, but I plan to be dead before then. I've seen what these monsters do to those they capture. Knowing what awaits me on the other side of this failing door, death is a comforting thought.

I'm sorry I won't be making it back to you. I hope you find what remains of my body, and that this note offers you some solace. I hope that...

—Final page of a befouled spellbook, author unknown

Few adventurers are prepared for the fetid odors, blundering stupidity, and barbaric depravity that characterize an encounter with ogres. An ogre makes a dramatic first impression with its intimidating size; at 9 to 10 feet tall, ogres tower over most humanoids, and their hideously thick arms and legs bulge with massive, misshapen muscles.

Ogres are the crudest and most populous of giants, but generations of rampant inbreeding and crossbreeding have turned them into a mockery of giantkind. As such, the other giant races detest ogres and treat these weaker cousins with derisive scorn. But with their insular families and sociopathic tendencies, ogres care little about these opinions, and an ogre clan is just as likely to prey on a lone giant as on any other creature.

Ogres are twisted beasts that suffer from physical defects and mutations at a dramatically higher rate than any other race, due to their habit of inbreeding as a method of cementing familial bonds. The resulting defects don't bother the ogres, who view their deformities as the mark of whatever dark god they worship. This same superstition leads ogres to despise beautiful creatures; when given the opportunity, they go out of their way to mutilate and torture the most attractive of their victims.

In addition to being the most numerous of giants, ogres are the widest ranging, and they are encountered in nearly every sort of terrain. There are brown-skinned ogres wandering desert regions; pale-skinned, shaggy beasts roaming the arctic lands; and numerous clans inhabiting forests, swamps, and vast open plains.

Ogres normally form family groups consisting of half a dozen to a dozen adults and juveniles, led exclusively by a powerful patriarch or matriarch known as the "boss." Larger families have been known to exist, but ogres are so destructive that few areas can support a clan with more than a dozen members, and these groups usually break up because of hunger and infighting. The boss's power is absolute within the ogre clan, and the only law is that which she enforces. Favored members get the choicest morsels at meals and the best bedding, while those who have fallen out of favor go hungry and are singled out for harsh beatings and repeated abuse. In spite of this, ogre clans are fairly tightly knit.

Food and survival are both continual problems for ogre families. These large brutes require tremendous amounts of meat to survive, but have little patience for mundane tasks such as agriculture or animal husbandry, so they fill their larders by pillaging, robbing, and killing. Ogres aren't entirely reliant on murder; some also act as hunters and trappers. In lean times, ogres possess no reservations about cannibalism. The sick or infirm don't survive long during famine, and any perceived rival might be quietly killed to fill the stewpot and eliminate dissent. Even a family member that's healthy and in good standing might end up on the dinner plate if the boss goes hungry for too long.

Ogres hunt either by running creatures to exhaustion or by forming a big circle and driving prey into the center to be slaughtered. A small ogre hunting party might follow a herd of deer for days, picking off stragglers and bagging them for future consumption. Ogres use variations on these techniques to hunt humans and other intelligent prey. The actual hunt can provide more pleasure to the ogres than the eventual slaughter, as they delight in the fear and desperation of their prey. This has the unfortunate side effect of making many of their hunts extravagantly wasteful. Ogres also find gratification in pure torture, but their skill is limited by impatience and a poor understanding of the limits of humanoid physiology. These ham-fisted brutes' torture sessions usually end all too quickly, from the ogres' perspective—but as an early end hastens mealtime, most ogres have no regrets.

Ogres see smaller creatures as prey and stay their hand only if they feel that they wouldn't win in a fight or if they can be convinced there is a greater reward to be had by parleying. Adventurers tell stories of tricking ogres into releasing them with promises of secret treasures, and a few audacious humans have even had luck partnering with ogres. Eventually, though, most would-be schemers discover that the ogre's appetite overrules any thought of camaraderie or future reward.

Even the most foolish ogre families learn caution when in close proximity to populous human settlements. Ogres know humans band together when threatened, so clans most often prey on the fringes of society, concentrating attacks on small villages, poorly armed caravans, or isolated farmsteads. They tend to avoid elven lands, as elves kill any ogres who dare to enter their forests, and ogres have little interest in digging dwarves out of their warrens. Ogres view smaller humanoids like gnomes and halflings as the tastiest of the man-like creatures and often pursue tiny prey with rapt fascination, but it never occurs to them that such diminutive creatures might be cleverer than they are. There are many tales of halflings and gnomes defeating the large, foolish giants through guile.

Ogres have been incorporated into large armies on past occasions, but usually only when another creature has recruited them with promises of food and keeps them in line with harsh punishments. Under the flag of a powerful giant (or even human) general, a well-equipped ogre regiment forms a devastating horde. Ogres' strength and dim-witted fearlessness make them excellent shock troops. Still, such commanders quickly learn to not send these brutish and impulsive giants against cities that they wish to capture with minimal damage to the structures and residents.

Full statistics for ogres can be found on page 220 of the *Pathfinder RPG Bestiary*.

New Rules

Ogres are known for their stupidity, violence, and filthy habits; their talents lie not in innovation or research, but in perversion, strength, and survival. As a result, the new ogre options presented here emphasize the race's degenerate ancestry, odd mutations, and ability to adapt to new environments.

Ogre Simple Templates

Whether it's due to inbreeding, magical or alchemical experimentation, or strange environs, ogres are far more prone to mutations than other races. Ogres can survive with defects that would outright kill members of most other species. Below is a small sample of mutations that might be seen among ogres in a clan.

Pickin (CR +0)

These tall, bone-thin ogres have thick, bark-like skin and spiked growths all over their bodies, and their hands end in sharp, thorn-like claws.

Quick Rules: +2 on AC, –1 hp/HD, and –1 on Fortitude saves and Constitution checks; gains 2 claw attacks (1d6); +4 racial bonus on Stealth checks in forests.

Rebuild Rules: **Ability Scores** –2 Constitution, +2 natural armor bonus; **Attacks** gains 2 claw attacks (1d6); **Special** +4 racial bonus on Stealth checks in forests.

Thicken (CR +0)

Ogres with the thicken template have huge, oversized heads and razor-sharp teeth.

Quick Rules: –1 to AC, ranged attack rolls, initiative, and Dexterity-based skills; gains a bite attack (1d8).

Rebuild Rules: **Ability Scores** –2 Dexterity; **Attacks** gains a bite attack (1d8) .

Shaggra (CR +1)

Ogres with the shaggra template are covered in long, matted fur, and have stunted legs and massive oversized arms, similar to apes. They move on all fours and smash enemies with their giant fists.

Quick Rules: +2 on all attack rolls, damage rolls, and Strength checks; gains two slam attacks (1d6); gains the grab and constrict monster special abilities.

Rebuild Rules: **Ability Scores** +4 Strength; **Attacks** gains 2 slam attacks (1d6, grab, constrict); **Special Abilities** grab, constrict.

Ogre Giantkin Template

Ogres sometimes interbreed with other giants. The result of such crossbreeding is a giantkin ogre, which gains some abilities from its non-ogre parents. In areas where ogre clans live near large populations of giants, interbreeding can be so common that entire ogre clans consist solely of giantkin.

Giantkin (CR +1)

Blessed with the blood of greater giants, giantkin ogres are larger and stronger than their normal ogre relatives and gain abilities from their giant progenitors.

Rebuild Rules: **Hit points** +10 hit points; **Saving Throws** +1 racial bonus to all saving throws; **Ability Scores** +4 Strength, +4 Constitution; **Special Attacks** rock throwing (1d6, 90 ft.), **Special** see table.

Crossbreed	Special Abilities
Fireblood	Resist fire 10
Frostblood	Resist cold 10
Hillblood	Increase natural armor by 2
Stoneblood	Rock catching, rock throwing (1d8, 120 ft.)

Ogre Feats

The following feats are available to ogres.

Corrupted Flesh

You have sickened, rotting flesh from some deformity or vestigial limb that has turned fetid and necrotic, yet refuses to heal or fall off.

Prerequisites: Con 15, 6 HD, ogre.

Benefit: You gain the stench special ability (DC 10 + 1/2 your HD + your Constitution modifier).

Fetid Breath

The rotting of your flesh has spread to your lungs and fills them with putrid fluids.

Prerequisites: Con 15, Corrupted Flesh, 6 HD, ogre.

Benefit: You can exhale a 30-foot cone of vile-smelling, moist air mixed with phlegm and remnants of old meals. Creatures in the area must succeed at a Fortitude save (DC = 10 + 1/2 your Hit Dice + your Constitution modifier) or they are nauseated for 1d6 minutes. Affected creatures that spend a full-round action gasping for fresh air and scraping off your oral debris may attempt another save to overcome the effect. You can use this breath weapon twice per day, plus one additional time per day for every 6 HD you possess beyond 6.

Gluttonous Gobbler

Some ogres are able to quickly choke down even the largest of meals so they can get on with other business.

Prerequisites: Both Improved Unarmed Strike and Improved Grapple or the grab ability, ogre, size Large or larger.

Benefit: If you start your turn grappling another creature at least two size categories smaller than you, you can put the grappled creature in your mouth as a move action and attempt another grapple combat maneuver check (as though

attempting to pin the opponent). If you succeed, you swallow the opponent as if you had the swallow whole special ability.

Night Stalker

You excel at hunting humans in the dead of night and murdering them quietly.

Prerequisites: Skill Focus (Stealth), darkvision, half-ogre or ogre, size Large or larger.

Benefit: While in areas of dim lighting or natural darkness, you ignore all size penalties on Stealth checks and gain a +2 bonus on attack rolls against flat-footed enemies.

Ogre Crush

Your thick, muscular arms are capable of landing powerful blows and crushing the life out of the smaller creatures you embrace.

Prerequisites: Str 25, Improved Grapple, Improved Unarmed Strike, ogre, size Large or larger.

Benefit: Your unarmed strike damage increases by one step when you're grappling creatures smaller than you. You gain the constrict monster special ability, dealing an amount of damage equal to either the slam damage for a creature of your size or your unarmed strike damage, whichever is greater.

Raging Brute

You are able to harness the rage that burns inside you and fuels your might.

Prerequisites: Str 21, ogre.

Benefit: Select one rage power. Once per day as a free action, you can enter a state of fury and gain the effects of this rage power for 1 minute. If the rage power normally ends a barbarian rage when used, the ability ends after it's used and you immediately become fatigued. You don't otherwise become fatigued at the end of this ability's duration.

Your effective barbarian level for the purpose of qualifying for and using rage powers is equal to your total Hit Dice – 3. This feat doesn't grant any of the normal benefits or penalties of a barbarian's rage.

Special: You can take this feat multiple times. Each time you do, choose another rage power and gain one additional use per day of this feat. Each time you activate this feat, you can use any or all of your rage powers gained from this feat.

Savage Critical

You are able to land critical hits precisely, dealing devastating damage.

Prerequisites: Str 19, ogre, sneak attack +2d6.

Benefit: When you hit a creature using the Vital Strike feat or confirm a critical hit against an opponent, add your sneak attack damage to the damage from the attack. This feat has no effect on attacks that already allow you to add sneak attack damage.

Vestigial Head

You were born with a parasitic vestigial head with its own stunted brain. The head may be mostly subsumed within your own flesh and visible only as a distorted face, or it might sprout out of its own neck from your neck, shoulder, back, or chest.

Prerequisite: Ogre.

Benefit: Anytime you must attempt a Will save against a hostile effect, there is a 25% change that the effect targets your vestigial head instead. If this occurs, you are treated as if you had succeeded at your saving throw, and instead are sickened for 1d4 rounds or the duration of the effect (whichever is longer).

Special: You can take this feat twice. The second time you do, the chance of a hostile Will effect targeting your vestigial head instead of your own increases to 50%. This doesn't give you another vestigial head.



Ogre Schemers

Ogres belittle those who value smarts over strength, but clever ogres find their own paths to power.

OGRE PRIEST **CR 4**

XP 1,200

Ogre cleric 2

CE Large humanoid (giant)

Init –2; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 19, touch 7, flat-footed 19 (+6 armor, –2 Dex, +6 natural, –1 size)

hp 51 (6d8+24)

Fort +11, **Ref** –1, **Will** +7

OFFENSE

Speed 30 ft.

Melee mwk greatsword +11 (3d6+10/19–20)

Ranged javelin +1 (1d8+7)

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

Special Attacks channel negative energy 1/day (DC 9, 1d6)

Domain Spell-Like Abilities (CL 2nd; concentration +3)

4/day—strength surge (+1), vision of madness (+/–1)

Cleric Spells Prepared (CL 2nd; concentration +3)

1st—*bless*, *cure light wounds*, *divine favor*, *enlarge person*[D]

0 (at will)—*create water*, *detect magic*, *mending*, *stabilize*

D domain spell; **Domains** Madness, Strength

STATISTICS

Str 25, **Dex** 6, **Con** 19, **Int** 8, **Wis** 12, **Cha** 7

Base Atk +4; **CMB** +12; **CMD** 20

Feats Combat Casting, Iron Will, Power Attack

Skills Perception +7, Spellcraft +4

Languages Giant

Combat Gear *potion of cure light wounds*, *potion of invisibility*, *scroll of cure moderate wounds*, alchemist's fire (2); **Other Gear** mwk breastplate, javelins (3), mwk greatsword, *amulet of natural armor +1*, unholy symbol, 157 gp

OGRE STALKER **CR 4**

XP 1,200

Ogre rogue 3

CE Large humanoid (giant)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 19, touch 10, flat-footed 18 (+4 armor, +1 Dex, +5 natural, –1 size)

hp 52 (7d8+21)

Fort +8, **Ref** +5, **Will** +2

Defensive Abilities evasion, trap sense +1

OFFENSE

Speed 40 ft.

Melee mwk greatclub +12 (2d8+10)

Ranged javelin +5 (1d8+7)

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

Special Attacks sneak attack +2d6

STATISTICS

Str 25, **Dex** 12, **Con** 17, **Int** 8, **Wis** 10, **Cha** 5

Base Atk +5; **CMB** +13; **CMD** 24

Feats Improved Initiative, Night Stalker*, Power Attack, Skill Focus (Stealth)

Skills Acrobatics +11, Climb +17, Disable Device +2, Perception +10, Stealth +10 (+14 in dim light or darkness)

Languages Giant

SQ rogue talents (fast stealth), trapfinding +1

Combat Gear *potion of cure moderate wounds*, *potion of elixir of hiding*, *wasp nest of swarming*[UE]; **Other Gear** *+1 studded leather*, javelins (3), mwk greatclub, *feather token* (tree), 16 gp



Ogre Bruisers

Violence is a way of life for ogres. Most of them learn the best ways to cause pain from their clans' bosses, who mete out beatings for even the slightest infraction.

Ogre Brute **CR 6**

XP 2,400

Ogre barbarian 3

CE Large humanoid (giant)

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +13

Defense

AC 17, touch 8, flat-footed 17 (+4 armor, +1 deflection, +5 natural, –2 rage, –1 size)

hp 88 (7 HD; 4d8+3d12+45)

Fort +14, **Ref** +3, **Will** +8

Defensive Abilities trap sense +1, uncanny dodge

Offense

Speed 50 ft.

Melee *+1 greataxe* +15/+10 (3d6+14/×3)

Ranged javelin +5/+0 (1d8+9)

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

Special Attacks rage (12 rounds/day), rage powers (scent)

Tactics

Base Statistics When he's not raging, the brute's statistics are **AC** 19, touch 10, flat-footed 19; hp 74; **Fort** +12, **Will** +6; **Melee** *+1 greataxe* +13/+8 (3d6+11/×3); **Str** 25, **Con** 19; **CMB** +14, **CMD** 25; **Skills** Climb +10.

Statistics

Str 29, **Dex** 10, **Con** 23, **Int** 6, **Wis** 12, **Cha** 5

Base Atk +6; **CMB** +16; **CMD** 25

Feats Cleave, Iron Will, Power Attack, Skill Focus (Perception)

Skills Climb +12, Perception +13, Survival +6

Languages Giant

SQ fast movement

Combat Gear *potions of cure light wounds* (4), *potion of cure moderate wounds*; **Other Gear** chain shirt, *+1 greataxe*, javelins (3), *cloak of resistance +1*, *ring of protection +1*, 77 gp

Ogre Boss **CR 7**

XP 3,200

Ogre fighter 4

CE Large humanoid (giant)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +7

Defense

AC 21, touch 7, flat-footed 21 (+9 armor, –2 Dex, +5 natural, –1 size)

hp 76 (8 HD; 4d8+4d10+36)

Fort +12, **Ref** +0, **Will** +5 (+1 vs. fear)

Defensive Abilities bravery +1

Offense

Speed 30 ft.

Melee mwk greatsword +16/+11 (3d6+14/19–20) or greatclub +14/+9 (2d8+12)

Ranged javelin +4/–1 (1d8+8)

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

Tactics

During Combat The ogre boss closes with soft-looking enemies and uses her massive reach (with Lunge, if necessary) to box them in.

Statistics

Str 26, **Dex** 6, **Con** 19, **Int** 6, **Wis** 12, **Cha** 7

Base Atk +7; **CMB** +16; **CMD** 24

Feats Improved Initiative, Iron Will, Lunge, Power Attack, Vital Strike, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Intimidate +3, Perception +7

Languages Giant

SQ armor training 1

Combat Gear *potions of cure light wounds* (2), *potion of cure moderate wounds*, *bag of tricks* (gray); **Other Gear** full plate, greatclub, javelins (3), mwk greatsword, 342 gp



Ogre Devourers

Ogres who specialize in catching delicious humanoid morsels are popular among the clans.

OGRE MANCATCHER **CR 8**

XP 4,800

Ogre fighter 5

CE Large humanoid (giant)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 21, touch 11, flat-footed 20 (+5 armor, +1 deflection, +1 Dex, +5 natural, –1 size)

hp 86 (9 HD; 4d8+5d10+41)

Fort +13, **Ref** +4, **Will** +6 (+1 vs. fear)

Defensive Abilities bravery +1

OFFENSE

Speed 40 ft.

Melee *+1 ogre hook* +17/+12 (2d8+14/×3 plus trip) or unarmed strike +16/+11 (1d4+12)

Ranged javelin +8/+3 (1d8+7)

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

Special Attacks weapon training (polearms +1)

STATISTICS

Str 25, **Dex** 12, **Con** 18, **Int** 6, **Wis** 12, **Cha** 5

Base Atk +8; **CMB** +16; **CMD** 28

Feats Combat Reflexes, Improved Unarmed Strike, Iron Will, Power Attack, Step Up, Vicious Stomp[UC], Weapon Focus (ogre hook), Weapon Specialization (ogre hook)

Skills Perception +9, Profession (cook) +5

Languages Giant

SQ armor training 1

Combat Gear *potions of cure light wounds* (3), *potion of cure moderate wounds*; **Other Gear** *+1 brawling*[UE] *chain shirt*, *+1 ogre hook*[UE], javelins (3), *cloak of resistance +1*, *ring of protection +1*, 23 gp

OGRE GLUTTON **CR 11**

XP 12,800

Ogre barbarian 8

CE Large humanoid (giant)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +14

DEFENSE

AC 20, touch 10, flat-footed 18 (+5 armor, +1 deflection, +2 Dex, +5 natural, –2 rage, –1 size)

hp 155 (12 HD; 4d8+8d12+80)

Fort +16, **Ref** +6, **Will** +9; +4 vs. magic

Defensive Abilities improved uncanny dodge, trap sense +2; **DR** 1/—

OFFENSE

Speed 50 ft.

Melee *+1 greataxe* +21/+16/+11 (3d6+16/×3), bite +15 (1d8+15 plus animal fury) or unarmed strike +20/+15/+10 (1d4+15)

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

Special Attacks rage (21 rounds/day), rage powers (animal fury, scent, strength surge +8, superstition +4)

TACTICS

Base Statistics When not raging, the glutton's statistics are **AC** 22, touch 12, flat-footed 20; **hp** 131; **Fort** +14, **Will** +7; **Melee** *+1 greataxe* +19/+14/+9 (3d6+13/×3), bite +13 (1d8+12 plus animal fury) or unarmed strike +18/+13/+8 (1d4+12); **Str** 26, **Con** 17; **CMB** +20, **CMD** 33.

STATISTICS

Str 30, **Dex** 15, **Con** 21, **Int** 4, **Wis** 12, **Cha** 7

Base Atk +11; **CMB** +22 (+26 grapple); **CMD** 33 (35 vs. grapple)

Feats Gluttonous Gobbler*, Greater Grapple, Improved Grapple, Improved Unarmed Strike, Iron Will, Toughness

Skills Perception +14, Survival +6

Languages Giant

SQ fast movement

Combat Gear *potions of cure moderate wounds* (3), *potion of neutralize poison*, *shirt of immolation*[UE]; **Other Gear** *+1 chain shirt*, *+1 greataxe*, *belt of incredible dexterity +2*, *campfire bead*[UE], *cloak of resistance +1*, *ring of protection +1*, 60 gp



Ogre mancatchers and gluttons are welcome at all campfires for their amazing wrestling ability, funny stories, delicious baby jam, and skill at catching tasty humans. When one visits, she is offered first pick of food and mates.

Ogre Hunter

Ogre hunters love to track, stalk, terrorize, and torture their prey for as long as their prey can endure it.

OGRE HUNTER **CR 9**

XP 6,400

Ogre ranger 6

CE Large humanoid (giant)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +13

DEFENSE

AC 22, touch 11, flat-footed 21 (+6 armor, +1 deflection, +1 Dex, +5 natural, –1 size)

hp 81 (10 HD; 4d8+6d10+30)

Fort +13, **Ref** +10, **Will** +6

OFFENSE

Speed 30 ft.

Melee mwk greatsword +18/+13 (3d6+12/19–20)

Ranged mwk composite shortbow +10/+5 (1d8+8/×3)

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

Special Attacks combat style (two-handed weapon), favored enemy (animals +2, humans +4)

TACTICS

During Combat The hunter prefers to charge into melee to make use of his *rhino hide* charge bonus. If he has an advantage in the battle, he uses nonlethal attacks to capture prey alive, because live captives are more fun for him and his family. He sets his wolf companion on any spellcasters who are bothering him. If he thinks he might be slain, he mercilessly carves through his foes, focusing on killing any humans first.

STATISTICS

Str 26, **Dex** 12, **Con** 17, **Int** 8, **Wis** 10, **Cha** 5

Base Atk +9; **CMB** +18; **CMD** 30

Feats Cleave, Endurance, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Vital Strike, Weapon Focus (greatsword)

Skills Climb +15, Handle Animal +5, Intimidate +5, Perception +13, Stealth +9, Survival +8

Languages Giant

SQ favored terrain (forest +2), hunter's bond (wolf animal companion), track +3, wild empathy +3

Combat Gear *potion of cure moderate wounds*; **Other Gear** *rhino hide*, mwk composite shortbow with 20 arrows, mwk greatsword, *cloak of resistance +1*, *ring of protection +1*, 60 gp

WOLF COMPANION **CR —**

XP —

N Medium animal

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

DEFENSE

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

hp 19 (3d8+6)

Fort +5, **Ref** +6, **Will** +2

Defensive Abilities evasion

OFFENSE

Speed 50 ft.

Melee bite +5 (1d6+3 plus trip)

STATISTICS

Str 14, **Dex** 16, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +3; **CMD** 16 (20 vs. trip)

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

Skills Perception +8, Survival +3

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

A common practice among depraved ogre hunters who catch humanoid prey is to sever the victim's hand, foot, or entire limb, cauterize the wound, and then force the creature to watch while the ogre or his hungry wolf companion devours the amputated body part; when the captive has no limbs left, it's kicked around like a toy and finally roasted on a spit.



Ogre Destroyer

Ogre destroyers are chosen by the powers of chaos and evil to walk the world on a dark quest to break, maim, eat, torture, and kill everything beautiful, peaceful, or pure.

OGRE DESTROYER **CR 10**

XP 9,600

Ogre antipaladin 7 (*Pathfinder RPG Advanced Player's Guide* 118)
CE Large humanoid (giant)
Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +5
Aura cowardice (10 ft.)

DEFENSE

AC 24, touch 10, flat-footed 24 (+9 armor, +1 deflection, +5 natural, –1 size)
hp 107 (11 HD; 4d8+7d10+51)
Fort +16, **Ref** +6, **Will** +10
Immune disease

OFFENSE

Speed 30 ft.
Melee *+1 greatsword* +18/+13 (3d6+11/17–20)
Ranged javelin +9/+4 (1d8+7)
Space 10 ft.; **Reach** 10 ft.
Special Attacks channel negative energy (DC 15, 4d6), smite good 3/day (+2 attack and AC, +7 damage)
Antipaladin Spell-Like Abilities (CL 7th; concentration +9)
At will—*detect good*
Antipaladin Spells Prepared (CL 4th; concentration +6)
2nd—*silence* (DC 14)
1st—*death knell* (DC 13), *litany of weakness*[UC]

STATISTICS

Str 25, **Dex** 10, **Con** 19, **Int** 6, **Wis** 8, **Cha** 14
Base Atk +10; **CMB** +18; **CMD** 29
Feats Improved Critical (greatsword), Improved Initiative, Iron Will, Power Attack, Vital Strike, Weapon Focus (greatsword)
Skills Intimidate +10, Perception +5
Languages Giant
SQ cruelties (fatigued, staggered), fiendish boon (fiendish rhinoceros servant), touch of corruption 5/day (3d6)
Combat Gear *potions of cure light wounds* (2), *potion of cure moderate wounds*, *potion of fly*; **Other Gear** mwk full plate, *+1 greatsword*, javelins (3), *belt of mighty constitution +2*, *cloak of resistance +1*, *headband of alluring charisma +2*, *ring of protection +1*, 196 gp



FIENDISH RHINOCEROS COMPANION **CR —**

XP —

N Large animal
Init +0; **Senses** darkvision 60 ft., scent; Perception +12

DEFENSE

AC 16, touch 9, flat-footed 16 (+7 natural, –1 size)
DR 5/good; **Resist** cold 10, fire 10; **SR** 10
hp 42 (5d8+20)
Fort +10, **Ref** +4, **Will** +2

OFFENSE

Speed 40 ft.
Melee gore +8 (2d6+9)
Space 10 ft.; **Reach** 5 ft.
Special Attacks powerful charge (gore, 4d6+12), smite good 1/day as a swift action (+0 attack, +5 damage)

STATISTICS

Str 22, **Dex** 10, **Con** 19, **Int** 2, **Wis** 13, **Cha** 5
Base Atk +3; **CMB** +10; **CMD** 20 (24 vs. trip)
Feats Endurance, Great Fortitude, Skill Focus (Perception)
Skills Perception +12

An ogre destroyer is profane, disgusting, and filled with rage; nothing is safe from his murderous and hateful urges. He indulges every whim, revels in the powers granted by his dark patrons, and lives utterly free of all civilized restraint. He represents what people think of when they hear the word "antipaladin."

Ogre King

Few ogres live long enough to amass great power—which makes an army commanded by a powerful ogre king or queen a terrifying force to behold.

OGRE KING **CR 13**

XP 25,600

Ogre oracle 12 (*Pathfinder RPG Advanced Player's Guide* 42)

CE Large humanoid (giant)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +17

DEFENSE

AC 28, touch 10, flat-footed 28 (+12 armor, +1 deflection, +6 natural, –1 size)

hp 180 (16d8+108)

Fort +14, **Ref** +8, **Will** +11

DR 10/adamantine (120 hit points); **Immune** fatigue

OFFENSE

Speed 30 ft.

Melee *+1 falchion* +22/+17/+12 (2d6+12/15–20)

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

Oracle Spells Known (CL 12th; concentration +15)

6th (3/day)—*mass bull's strength*, *mass inflict moderate wounds*, *summon monster VI*

5th (5/day)—*breath of life*, *mass inflict light wounds*, *righteous might*, *wall of stone* (DC 18)

4th (6/day)—*air walk*, *cure critical wounds*, *greater magic weapon*, *inflict critical wounds*, *wall of fire*

3rd (7/day)—*cure serious wounds*, *dispel magic*, *inflict serious wounds*, *magic vestment*, *prayer*

2nd (7/day)—*aid*, *bull's strength*, *cure moderate wounds*, *fog cloud*, *grace*[APG], *inflict moderate wounds*, *resist energy*

1st (7/day)—*cure light wounds*, *divine favor*, *enlarge person* (DC 14), *entropic shield*, *inflict light wounds*, *obscuring mist*, *protection from good*

0 (at will)—*bleed* (DC 13), *create water*, *detect magic*, *guidance*, *mending*, *purify food and drink*, *spark*[APG], *stabilize*, *virtue*

Mystery battle

TACTICS

Before Combat The ogre king casts *greater magic weapon* and *magic vestment* on his weapon and armor respectively, and activates his iron skin revelation.

During Combat The ogre king relies on buffing spells, his quickened spells, and his combat healing to bolster his combat abilities and keep himself in prime shape. If faced with archers or spellcasters, he casts *wall of stone* or quickened *obscuring mist* to prevent anyone from obtaining line of sight while he engages melee combatants.

Base Statistics Without the benefits of *greater magic weapon*, iron skin, and *magic vestment*, the ogre kings statistics are **AC** 25, no damage reduction; **Melee** *+1 falchion* +20/+15/+10 (2d6+10/15–20).

STATISTICS

Str 23, **Dex** 10, **Con** 21, **Int** 6, **Wis** 8, **Cha** 16

Base Atk +12; **CMB** +19; **CMD** 30

Feats Critical Focus, Extra Revelation (Combat Healer), Extra Revelation (Iron Skin), Greater Weapon Focus (falchion), Improved Critical (falchion), Improved Initiative, Iron Will, Lightning Reflexes, Quicken Spell, Toughness, Weapon Focus (falchion)

Skills Intimidate +16, Perception +17, Spellcraft +4

Languages Giant

SQ oracle's curse (lame), revelations (battlefield clarity 2/day, combat healer 2/day, iron skin 1/day, skill at arms, surprising charge 2/day, weapon mastery)

Combat Gear *boots of speed*; **Other Gear** mwk full plate, *+1 falchion*, *amulet of natural armor +1*, *belt of mighty constitution +2*, *cloak of resistance +1*, *headband of alluring charisma +2*, *ring of protection +1*, jewelry and gems (worth 5,000 gp in total), 775 gp



Troggle

This leathery creature has a lanky, ogre-like shape, but walks on all fours. Its claws, teeth, tail, and gait give it a degenerate , bestial appearance.

TROGGLE **CR 4**

XP 1,200

CE Large humanoid (giant)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 15, touch 10, flat-footed 14 (+1 Dex, +5 natural, –1 size)

hp 32 (5d8+10); regeneration 5 (acid or fire)

Fort +6, **Ref** +2, **Will** +3

OFFENSE

Speed 40 ft.

Melee bite +7 (1d6+5 plus trip), 2 claws +7 (1d4+5)

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

STATISTICS

Str 20, **Dex** 13, **Con** 14, **Int** 5, **Wis** 10, **Cha** 5

Base Atk +3; **CMB** +9; **CMD** 20 (24 vs. trip)

Feats Combat Reflexes, Iron Will, Night Stalker*, Skill Focus (Stealth)[B]

Skills Climb +9, Perception +6, Stealth +1 (+5 in dim light or darkness); **Racial Modifiers** +4 Stealth in dim light or darkness

Languages Giant

SQ ogre blood

ECOLOGY

Environment cold hills and mountains

Organization solitary, pair, or gang (3–4)

Treasure half

SPECIAL ABILITIES

Ogre Blood (Ex) Troggles count as ogres for the purpose of any effects related to race.

These dim-witted creatures are a mongrel cross between a troll and an ogre, combining the worst features of each. They usually act like animals and move on all fours, but can rear up on their hind legs to attack with their sharp claws and vicious bites. Some ogres keep them as pets, treating them as exceptionally stupid but hilarious kinfolk. Trolls usually kill troggles on sight, and have been known to band together to wipe out entire ogre clans that possess troggles.

Troggle Raider

This troggle wears filthy studded leather armor and a dog collar, and carries a powerful bow on its back.

TROGGLE RAIDER **CR 6**

XP 2,400

Troggle ranger 2

CE Large humanoid (giant)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 21, touch 12, flat-footed 18 (+4 armor, +3 Dex, +5 natural, –1 size)

hp 54 (7 HD; 5d8+2d10+21); regeneration 5 (acid or fire)

Fort +10, **Ref** +7, **Will** +3

OFFENSE

Speed 45 ft.

Melee bite +11 (1d6+7 plus trip), 2 claws +12 (1d4+7)

Ranged composite shortbow +7 (1d8+7/×3)

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

Special Attacks combat style (natural weapon), favored enemy (humans +2)

STATISTICS

Str 24, **Dex** 17, **Con** 16, **Int** 7, **Wis** 10, **Cha** 3

Base Atk +5; **CMB** +13; **CMD** 26 (30 vs. trip)

Feats Combat Reflexes, Fleet, Iron Will, Night Stalker*, Skill Focus (Stealth)[B], Weapon Focus (claws)

Skills Climb +12, Perception +8, Stealth +10 (+14 in dim light or darkness), Survival +6

Languages Giant

SQ ogre blood, track +1, wild empathy –2

Gear *+1 studded leather*, composite shortbow with 20 arrows, *amulet of mighty fists +1*, 49 gp



Some troggles exhibit natural skill for hunting and tracking, and their ogre masters take advantage of these talents to create fast, deadly pets that excel at finding and killing humans for the stewpot.

Encounters

Ogres are prolific and can be found in nearly any environment in search of food, fun distractions, or a place to settle down for awhile—much to the dismay of neighboring races.

Dark Celebration (CR 7)

This encounter could be a priestess and a small group of followers could be on a pilgrimage, or a small family group led by an ogre cleric, following a vision.

OGRE PRIESTESS **CR 4**

XP 1,200

hp 51 (page 154)

OGRES (3) **CR 3**

XP 800 each

hp 30 each (*Pathfinder RPG Bestiary* 220)

Hunting Party (CR 10)

These savagely efficient teams stalk and kill both animals and two-legged prey. Adventurers are likely to encounter them taking down a large prey animal, preying on a small village to capture humans, or tearing apart a poorly defended caravan.

OGRE HUNTER **CR 9**

XP 6,400

hp 81 (see page 157)

TROGGLE RAIDER **CR 6**

XP 2,400

hp 54 (see page 160)

WOLF COMPANION **CR —**

XP —

hp 19 (see page 157)

Village Eaters (CR 11)

When times are lean, multiple ogre clans gather together to utterly destroy a village—or even a small town. The villagers and their livestock fill the larders of these impromptu armies, which often devolve into internal conflict over the spoils.

OGRE BOSS **CR 7**

XP 3,200

hp 76 (see page 155)

OGRE MANCATCHER **CR 8**

XP 4,800

hp 86 (see page 156)

OGRES (6) **CR 3**

XP 800 each

hp 30 each (*Pathfinder RPG Bestiary* 220)

Savage Gang (CR 13)

This ogre band kills not just for food, but also for the sheer pleasure of destruction.

FIENDISH RHINOCEROS COMPANION **CR —**

XP —

hp 42 (see page 158)

OGRE DESTROYER **CR 10**

XP 9,600

hp 107 (see page 158)

OGRE MANCATCHERS (3) **CR 8**

XP 4,800 each

hp 86 each (see page 156)





Orcs

"I've heard plenty of other folks talk about the orcs' howling war cries, their revolting stench, or their endless numbers when they're coming at you. You put three down and five more jump in front of you, with six more behind them. Your arms feel weighted down like lead, you don't know if you can swing that blade even one more time, and you realize they're never going to stop coming.

"But the one thing about fighting them orcs that I just can't shake—the one thing that still wakes me up at night, drenched with sweat and my voice hoarse from screaming—is the sound of their war drums, hammering on and on. That infernal pounding, driving them forward, making them pour out of every crevice and shadow, like the whole blasted earth is throbbing and shaking apart. That's what I'll never forget."

—Simas Grange, veteran of the orc wars

Every child old enough to pick up a stick and pretend it's a sword has imagined swinging it at an orc and lopping off the imaginary foe's head. The foul creatures are so ubiquitous that every farm and village in every corner of the world has heard some tale of the green-skinned marauders sweeping down from the hills or bubbling up out of the deep places of the earth to overrun the land and destroy everything in their path.

Orcs are brutish humanoids, typically only slightly larger than humans but with much more muscle mass. They are base, squabbling creatures, living in squalor and fighting among themselves as much as with the civilized races. Orcs live by a simple code: the strong take from the weak—by force if possible. The surly savages delight in their own raw, animalistic natures, brutalizing everything they can, including themselves. They breed like vermin, so life is cheap. They live for the sake of battle and pillage, regarding the whole world as theirs for the taking. Fortunately for everyone else, orcs are usually too disorganized to realize this fantasy.

Bestial and heavily muscled, orcs stand roughly 6 feet tall. Their skin ranges in hue from dark green to sallow pink to grayish, and their coarse hair is usually black. Their teeth resemble the ferocious tusks of wild boars. Their blood-red eyes burn with hatred, and are so sensitive to light that the creatures shrink from the harsh glare of the sun, much preferring to remain in dark, subterranean places or to roam about at night.

Orcs are fond of war paint and ritual scarification, and frequently mark themselves with both before battle. They love to claim trophies, particularly the heads of enemies, which they use to adorn their camps or villages. Orcs tend to wear crude, poorly assembled clothing and use shoddy tools and weapons, though powerful combatants often don well-made armor and fight with finely crafted blades—both usually stolen on raids or from slain enemies.

Orcs have short life spans in comparison to many other humanoid races, rarely living 40 years, even if they don't die in battle first. They make up for this deficit in years through incessant breeding, and the fact that female orcs often give birth to multiple offspring with each pregnancy means that there's always a fresh supply of young orcs waiting in the wings to round out an orc warlord's armies. Orcs aren't terribly particular about who they mate with, making half-breeds a common presence within orc societies.

Orcs hate just about every other race they have encountered—they feel scorn and derision toward those they perceive as weaker than themselves, and resent the power more formidable races wield over them. They are fond of bullying smaller creatures, such as goblins and kobolds, and feel superior to humans, elves, and dwarves despite the never-ending struggle to conquer these groups' lands. Creatures held prisoner by orcs suffer terribly, and if they're lucky, they don't survive for long. Those who are captured rather than immediately slain often end up as slaves, and are either sold to outsiders or forced to serve their original orc captors until they drop dead from exhaustion. Many prisoners are eaten by their captors, while others serve as entertainment for the orcs, thrown into fighting pits where the best they can hope for is to die in battle against wild beasts or other slaves.

Orcs are bullies by nature, and every aspect of their society revolves around the idea that might makes right. An orc leader attains her position of power through intimidation and brute force, taking on challengers and defeating them in personal combat. Orcs respect a warlord or chieftain who has the battle scars to prove her mettle, but only until a younger, stronger upstart rises up to take the elder's place. When an orc is low in the pecking order, he often finds others even weaker than himself to lord over. Other humanoids, particularly goblins and prisoners captured in war, bear the brunt of weaker orcs' savagery.

Even the chieftains of different tribes jockey with one another for supremacy during times of great orc uprisings. The right to lead a powerful orc army to battle is often earned over many days of feasting, drinking, and ritual combat, and a great many hordes have fallen apart when blood matches between tribal leaders resulted in the deaths of both chiefs. More than a few orc tribes hold long-standing grudges against one another due to the murder of great chiefs and the consequent lost opportunities to invade civilized lands.

Because orcs hate sunlight, their communities are often found underground in sprawling networks of caverns and tunnels. They are known to claim vast complexes built by other races—particularly those of dwarves—as their own, and are difficult to root out. When they do dwell on the surface, orcs try to find locations that are sheltered from the sun, taking refuge in deep forests or narrow canyons. Occasionally, orcs lay claim to war-torn cities of surface dwellers, using the shelter of buildings and sewer systems to avoid the painful glare of daylight.

Most orcs care little for the mysteries of magic or unworldly questions of religion, with the exception of orc mystics and witch doctors. Like orc warriors, orc mystics and witch doctors earn their places in orc society through brutality and intimidation, and warlords and chieftains are usually wise enough to value those who exhibit the rare skill and prowess to commune with supernatural forces—as long as it helps these leaders stay on top of the pack.

Full statistics for orcs can be found on page 222 of the *Pathfinder RPG Bestiary*.

New Rules

The following section details new orc equipment, feats favored by orcs, and new magic items used by orcs.

Orc Feats

The following feats are common among orcs, but they can be taken by other races as well.

Horn Rider (Combat)

You can defend yourself using the horn or tusk of a creature you're lashed to.

Prerequisite: Base attack bonus +1.

Benefit: You gain a +1 shield bonus to AC when lashed into a horn harness.

Special: A creature with this feat can take the Mounted Archery feat without possessing 1 rank in the Ride skill or the Mounted Combat feat.

Horn Rider's Charge (Combat)

When the animal you're lashed to charges, you use its momentum in your own attack.

Prerequisites: Horn Rider, base attack bonus +1.

Benefit: Whenever you're lashed into a horn harness and you ready an action to make a melee attack against the target of a charge made by the creature you're lashed to, you gain the attack bonus for charging and your attack deals double damage (or triple damage with a lance). This benefit does not stack with the benefit of Spirited Charge.

Mutual Hatred (Combat)

Others hate you, and their hatred feeds your own.

Benefit: You gain a +1 bonus on attack rolls and damage rolls against creatures whose hatred racial trait or favored enemy class feature applies to you. For instance, an orc would gain this bonus against all dwarves and against rangers who chose humanoid (orc) as a favored enemy.

Scarred Legion (Teamwork)

Your ritual scars make you more fearsome, and allies with similar scars grow bolder when they're near you.

Benefit: You gain a +2 bonus on Intimidate checks. You also gain a +2 morale bonus on Will saving throws while adjacent to an ally with this feat. When you charge, if you started the charge adjacent to an ally with this feat, you retain the bonus on Will saves until the start of your next turn.

Orc Equipment

The massive riding beasts called gortheks (see page 172) require special equipment to handle.

Gorthek Saddle

PRICE 50 GP
WEIGHT 75 lbs.

This unusual seat is designed so that an orc handler can sit astride a gorthek mount. Large leather straps loop around the beast's chest and neck to hold the seat in place. The saddle includes straps that drape over the orc's shoulders to help her stay mounted during violent collisions.

Horn Harness

PRICE 30 GP
WEIGHT 20 lbs.

This simple harness, basically just a leather lash, straps a combatant's arm to the tusk or horn of a Huge or larger animal such as a gorthek. Engaging or disengaging a horn harness is a standard action that provokes attacks of opportunity. A horn harness includes a quiver that typically holds up to 12 javelins. A creature in a horn harness gains all the bonuses and takes all the penalties for engaging in combat or casting spells while mounted (*Pathfinder RPG Core Rulebook* 202), but also can't do anything that requires using the hand lashed to the mount. If the mount falls in battle, the creature in the horn harness remains attached, but can attempt a DC 25 Ride check to make a soft fall. If the creature in the horn harness falls unconscious, it remains strapped in, but takes an amount of damage equal to the mount's trample damage (if any) each round the monster moves.

Orc Magic Items

These items are primarily made and used by orcs, though anyone can make or purchase them.

Ambush Cauldron

PRICE 28,000 GP

SLOT none | **CL** 12th | **WEIGHT** 60 lbs.

AURA moderate transmutation



This huge, sooty cauldron has two sets of rings aligned on opposite sides. Through these rings, large shafts can be inserted in order for two bearers to lift and carry the cauldron. The inside of the oversized pot is caked with baked-on residue that smells foul and is greasy to the touch. Once per day, a horde of up to 100 orcs can consume a thick soup or gruel prepared within the cauldron. This substance makes the orcs uncannily stealthy and difficult to track. For the next 2 hours, any overland movement by the horde leaves few traces. When a creature attempts a Survival check to discover the horde's tracks, the effect negates the penalty to the DC for the number of orcs in the group.

Any non-orc who consumes even a single spoonful of the soup or gruel immediately become nauseated for 10 minutes and does not gain any benefits.

CONSTRUCTION REQUIREMENTS | **COST** 14,000 GP

Craft Wondrous Item, *pass without trace*

BANNER OF THE RUSHING HORDE		PRICE 60,000 GP
SLOT none	**CL** 10th	**WEIGHT** 5 lbs.
AURA moderate transmutation		

The *banner of the rushing horde* is a tattered cloth flag, typically 3 feet wide and 6 feet long, depicting the device or insignia of an orc tribe or unit. It can be carried on a staff, affixed to a pole that's planted in the ground, or hung from the harness of a great beast. Allies within 60 feet of the banner gain the benefits of the Improved Bull Rush and Improved Overrun feats. If planted, the flag does not need a bearer, but if it is toppled or touched by an enemy, it loses its effectiveness until reclaimed and replanted by allies of its owner.

CONSTRUCTION REQUIREMENTS	COST 30,000 GP
Craft Wondrous Item, *bull's strength*	

CRASHING BOOTS		PRICE 8,800 GP
SLOT feet	**CL** 8th	**WEIGHT** 2 lbs.
AURA moderate transmutation		

These thick, stout boots, crafted from the hide of a gorthek, grant their wearer a +2 enhancement bonus on attack rolls when charging. In addition, once per day when the wearer hits a Large or smaller creature with an attack, he can send his foe flying 10 feet. The foe must be thrown in a straight line away from the wearer, and lands prone at the end of the movement. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

CONSTRUCTION REQUIREMENTS	COST 4,400 GP
Craft Wondrous Item, *bull's strength*, *enlarge person*	

GORTHEK MASKS		PRICE 5,800 GP
SLOT none	**CL** 12th	**WEIGHT** 75 lbs.
AURA moderate transmutation		

This set consists of two masks of hammered iron, one sized for a gorthek's face and the other sized for the face of its orc handler. To bond a gorthek with its handler, orcs permanently nail the *gorthek masks* to the respective wearers' faces. The magic functions only when the *gorthek masks* are affixed to one orc and one gorthek. It doesn't work with animals other than gortheks. There's only a 60% chance an orc's mask will function when affixed to a non-orc humanoid—and it's impossible to tell whether a mask will work until after it has been permanently attached.

The orc's mask is fashioned with horns on the side, resembling those of a gorthek. With its bonded gorthek, the wearer gains the benefits of *speak with animals* and a +10 competence bonus on Handle Animal checks.

The gorthek's mask depicts fearsome tusks, scales, or other features meant to make the creature look more terrifying. A gorthek wearing its mask ignores the first 5 points of hardness of any object it hits with a gore attack when performing a sunder combat maneuver or when smashing an object. Any creature other than its handler takes a –10 penalty on Handle Animal checks against a bonded gorthek.

CONSTRUCTION REQUIREMENTS	COST 2,900 GP
Craft Wondrous Item, *speak with animals*, *versatile weapon*[APG]	

SPIKEBONES		PRICE 22,000 GP
SLOT none	**CL** 7th	**WEIGHT** 2 lbs.
AURA moderate transmutation		

Spikebones are a collection of bleached humanoid bones—typically the ribs, vertebrae, and finger bones—carried in a crude pouch made of the humanoid's skin and connective tissue. Three times per day, the *spikebones* can be cast upon the ground as a standard action to create an area of dangerous spikes. Bony in color and shape, these sharp protrusions function like a *spike growth* spell. The spikes fill four contiguous 10-foot-square areas, shaped by the user at the time of deployment. The spikes remain effective for up to 3 hours, after which they vanish and the *spikebones* magically reappearing in their pouch.

CONSTRUCTION REQUIREMENTS	COST 11,000 GP
Craft Wondrous Item, *animate dead*, *spike growth*	

WAR DRUMS OF SAVAGERY		PRICE 35,000 GP
SLOT none	**CL** 10th	**WEIGHT** 20 lbs.
AURA moderate enchantment		



Orcs turn the bodies of their slain enemies into these kettle-like drums, using the foes' skins for the drumheads and the femurs as the drumsticks. The drums come with a harness that is worn across the shoulders and back so that the drummer can play and walk simultaneously.

When *war drums of savagery* are beaten rhythmically during battle, all of the drummer's allies within 60 feet of the drums who can hear the pounding gain the effects of the *rage* spell. This effect lasts for as long as the drummer continues to play, but once the drumming stops, the effect can't begin again for 1 day. Allies who move within 60 feet of the drums after the drumming has begun but while they're still sounding gain the benefits of the effect. Any allies who move out of range of the drums temporarily lose the benefits of effect, but they regain the benefits when they move back within range of the drums.

If the drummer plays the *war drums of savagery* as part of a bardic performance, those affected by the *rage* effect don't take the penalty to AC as long as the drummer's bardic performance continues.

CONSTRUCTION REQUIREMENTS	COST 17,500 GP
Craft Wondrous Item, *rage*	

Orc Commanders

The leaders of small orc warbands aren't much smarter or more cunning than the rank-and-file orc warriors they lead—but just a small advantage in strength is enough to let them take the best shares of treasure and slaves and lord their dominance over their fellow orcs. Orc commanders enforce discipline through intimidation and are not afraid to lead underlings to their deaths.

Orc Sergeant — CR 2

XP 600

Orc fighter 3

CE Medium humanoid (orc)

Init –1; **Senses** darkvision 60 ft.; Perception +0

Defense

AC 13, touch 9, flat-footed 13 (+4 armor, –1 Dex)

hp 30 (3d10+9)

Fort +5, **Ref** +0, **Will** +1 (+1 vs. fear)

Defensive Abilities bravery +1, ferocity

Weaknesses light sensitivity

Offense

Speed 30 ft.

Melee mwk spear +10 (1d8+9/×3) or falchion +9 (2d4+9/18–20)

Ranged javelin +2 (1d6+6)

Tactics

Before Combat The sergeant drinks a *potion of bull's strength*.

Base Statistics Without *bull's strength*, the sergeant's statistics are **Melee** mwk spear +8 (1d8+6/×3), or falchion +7 (2d4+6/18–20); **Ranged** javelin +2 (1d6+4); **Str** 19; **CMB** +7; **CMD** 16; **Skills** Intimidate +10.

Statistics

Str 23, **Dex** 8, **Con** 14, **Int** 8, **Wis** 11, **Cha** 10

Base Atk +3; **CMB** +9; **CMD** 18

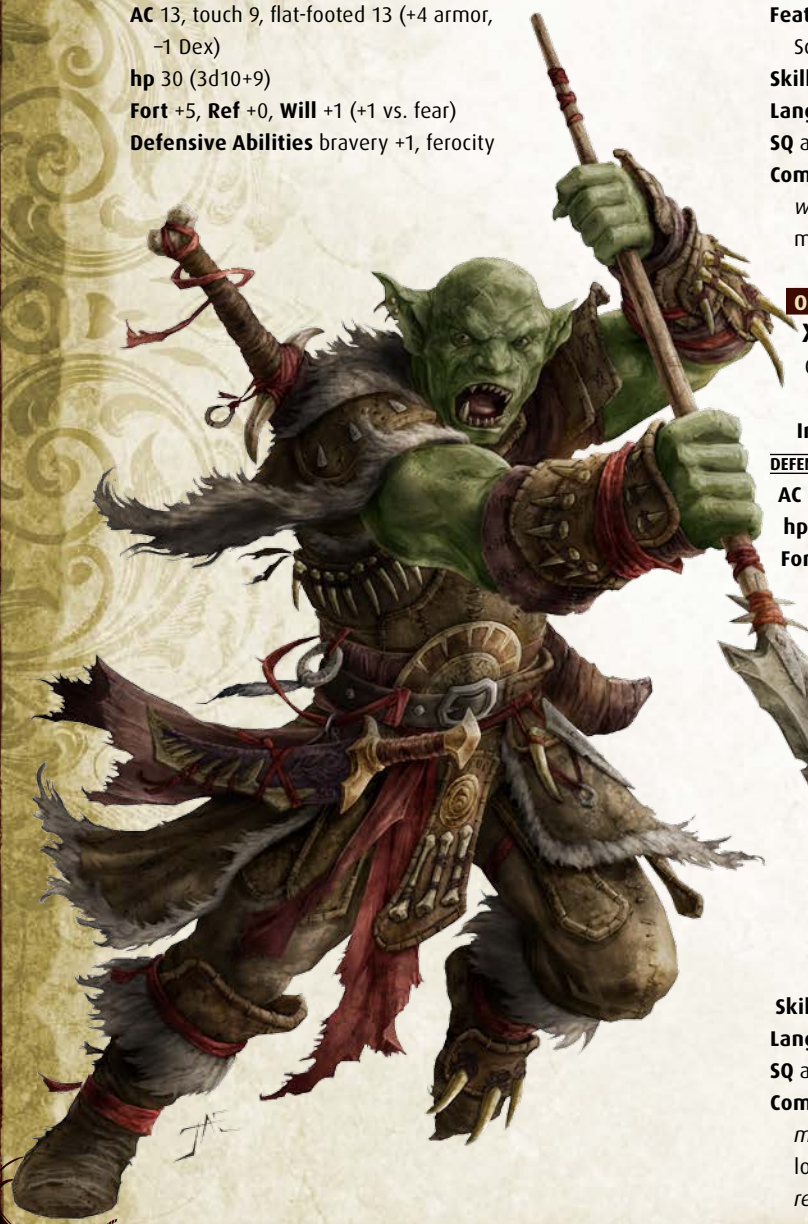
Feats Bullying Blow[ARG], Intimidating Prowess, Power Attack, Scarred Legion*

Skills Intimidate +12

Languages Common, Orc

SQ armor training 1, weapon familiarity

Combat Gear *potion of bull's strength*, *potion of cure moderate wounds*; **Other Gear** mwk hide armor, falchion, javelins (5), mwk spear, 203 gp



Orc Lieutenant — CR 4

XP 1,200

Orc fighter 5

CE Medium humanoid (orc)

Init +3; **Senses** darkvision 60 ft.; Perception –2

Defense

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

hp 42 (5d10+10)

Fort +8, **Ref** +5, **Will** +0 (+1 vs. fear)

Defensive Abilities bravery +1, ferocity

Weaknesses light sensitivity

Offense

Speed 30 ft.

Melee falchion +8 (2d4+4/18–20)

Ranged composite longbow +9/+9 (1d8+4/×3)

Special Attacks weapon training (bows +1)

Statistics

Str 17, **Dex** 16, **Con** 12, **Int** 8, **Wis** 6, **Cha** 12

Base Atk +5; **CMB** +8; **CMD** 21

Feats Deadly Aim, Great Fortitude, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow)

Skills Intimidate +9

Languages Common, Orc

SQ armor training 1, weapon familiarity

Combat Gear *+1 dwarf-bane arrows* (2), *potion of cure moderate wounds*; **Other Gear** mwk hide armor, composite longbow (+3 Str) with 20 arrows, falchion, *cloak of resistance +1*, 127 gp

Orc Mystic

Feared for their ability to commune with the brutal gods of the orc pantheon, orc mystics are far more religious than common orcs. A mystic's relationship to the gods, however, is far from reverent or scholarly—a god is only as good as the blood one can shed through the god's unholy gifts.

ORC MYSTIC **CR 2**

XP 600

Orc cleric 3

CE Medium humanoid (orc)

Init –1; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 15, touch 9, flat-footed 15 (+6 armor, –1 Dex)

hp 20 (3d8+3)

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

Defensive Abilities ferocity

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee battleaxe +5 (1d8+3/×3)

Ranged javelin +1 (1d6+3)

Special Attacks channel negative energy 4/day (DC 12, 2d6)

Domain Spell-Like Abilities (CL 3rd; concentration +4)

4/day—copycat (3 rounds), touch of evil (1 rounds)

Cleric Spells Prepared (CL 3rd; concentration +4)

2nd—*bull's strength*, *invisibility*[D]

1st—*bane* (DC 12), *magic weapon*, *murderous command*[UM] (DC 12), *protection from good*[D]

0 (at will)—*bleed* (DC 11), *detect magic*, *guidance*, *read magic*

D domain spell; **Domains** Evil, Trickery

TACTICS

Before Combat The mystic casts *bull's strength* on one ally and *magic weapon* on one ally's weapon.

During Combat After casting *invisibility* on himself, the mystic gets into an advantageous position while his allies battle the enemy. He typically casts *bane* first, followed by *murderous command*, targeting whichever opponent looks the strongest.

STATISTICS

Str 17, **Dex** 8, **Con** 12, **Int** 8, **Wis** 13, **Cha** 12

Base Atk +2; **CMB** +5; **CMD** 14

Feats Combat Casting, Skill Focus (Stealth)

Skills Knowledge (religion) +4, Perception +2, Stealth +4

Languages Common, Orc

SQ weapon familiarity

Combat Gear *scroll of sound burst*, *scroll of summon monster II*; **Other Gear** breastplate, battleaxe, javelins (4), *cloak of resistance +1*, wooden holy symbol, 135 gp

Orcs worship in a different way from many other races, adhering to a polytheistic tradition that varies by tribe. These gods speak to the orcs' love of fire, destruction, slavery, and the like, but the particular offerings and prayers one tribe uses for the Blood God might be the same ones a different tribe gives to the Destroyer. Orcs take little notice of these distinctions. There's no point in religious squabbling when there are villages to raid and people to slaughter.

There's seldom more than one full mystic in a tribe, though the mystic may teach the ways of divine magic to multiple apprentices. These apprentices are practically slaves to the mystic, and face beatings and starvation during their tutelage. It's not uncommon for a mystic to murder overly ambitious apprentices who seek to usurp his position in the tribe.



Orc Prodigies

The rare clever or artistic orcs may use their skills to bolster comrades—or to better compete with brutish tribemates.

ORC THUG **CR 3**

XP 800

Orc rogue 4

CE Medium humanoid (orc)

Init +7; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 25 (4d8+4)

Fort +0, **Ref** +7, **Will** +0

Defensive Abilities evasion, ferocity, trap sense +1, uncanny dodge

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk short sword +7 (1d6+3/19–20) or dagger +6 (1d4+4/19–20)

Ranged dagger +6 (1d4+3/19–20)

Special Attacks sneak attack +2d6

STATISTICS

Str 17, **Dex** 16, **Con** 8, **Int** 12, **Wis** 8, **Cha** 10

Base Atk +3; **CMB** +6; **CMD** 19

Feats Improved Initiative, Toughness

Skills Appraise +8, Bluff +7, Climb +10, Escape Artist +10, Intimidate +7, Perception +6, Sense Motive +6, Sleight of Hand +10, Stealth +10

Languages Common, Goblin, Orc

SQ rogue talents (bleeding attack +2, fast stealth), trapfinding +2, weapon familiarity

Combat Gear *oil of magic weapon*, *potions of invisibility* (2); **Other Gear** *+1 leather armor*, daggers (6), mwk short sword, 218 gp



ORC WAR DRUMMER **CR 3**

XP 800

Orc bard (savage skald) 4 (*Pathfinder RPG Advanced Player's Guide* 84)

CE Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 25 (4d8+4)

Fort +1, **Ref** +6, **Will** +4; +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities ferocity

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk scimitar +7 (1d6+3/18–20)

Ranged javelin +4 (1d6+3)

Special Attacks bardic performance 12 rounds/day (countersong, distraction, inspire competence +2, inspire courage +1, inspiring blow)

Bard Spells Known (CL 4th; concentration +6)

2nd (2/day)—*hold person* (DC 15), *sound burst* (DC 14)

1st (4/day)—*grease* (DC 13), *hideous laughter* (DC 14), *lesser confusion* (DC 14), *summon monster I*

0 (at will)—*detect magic*, *ghost sound* (DC 12), *mage hand*, *prestidigitation* (DC 12), *read magic*, *summon instrument*

STATISTICS

Str 17, **Dex** 12, **Con** 8, **Int** 12, **Wis** 8, **Cha** 14

Base Atk +3; **CMB** +6; **CMD** 17

Feats Spell Focus (enchantment), Toughness

Skills Bluff +9, Intimidate +9, Knowledge (arcana) +10, Perception +6, Perform (percussion) +11, Sense Motive +6, Spellcraft +8

Languages Common, Goblin, Orc

SQ bardic knowledge +2, versatile performance (percussion), weapon familiarity

Combat Gear *scroll of cat's grace*, *scroll of glitterdust*, *wand of cure light wounds* (20 charges); **Other Gear** mwk chain shirt, javelins (6), mwk scimitar, *cloak of resistance +1*, masterwork drums, 129 gp

Orc Seekers

Any orc warband needs skilled members such as scouts or gorthek riders to make first contact with the enemy.

ORC SCOUT **CR 5**

XP 1,600

Orc ranger 6

CE Medium humanoid (orc)

Init +3; **Senses** darkvision 60 ft., scent; Perception +10

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +3 Dex, +1 dodge)

hp 49 (6d10+12)

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

Defensive Abilities ferocity

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk battleaxe +10/+5 (1d8+3/×3)

Ranged *+1 composite shortbow* +10/+5 (1d6+4/×3)

Special Attacks combat style (archery), favored enemy (dwarves +4, humans +2)

Ranger Spells Prepared (CL 3rd; concentration +4)

1st—*longstrider*, *pass without trace*

STATISTICS

Str 17, **Dex** 16, **Con** 12, **Int** 8, **Wis** 12, **Cha** 6

Base Atk +6; **CMB** +9; **CMD** 23

Feats Dodge, Endurance, Mobility, Point-Blank Shot, Precise Shot, Shot on the Run

Skills Handle Animal +7, Intimidate +7, Perception +10, Stealth +12, Survival +10

Languages Common, Orc

SQ favored terrain (mountain +2), hunter's bond (companions), track +3, weapon familiarity, wild empathy +4

Combat Gear *+1 flaming arrows* (2), *potion of cure moderate wounds*, tanglefoot bags (2); **Other Gear** *+1 studded leather*, *+1 composite shortbow* with 40 arrows, mwk battleaxe, 56 gp

GORTHEK RIDER **CR 6**

XP 2,400

Orc cavalier 7 (*Pathfinder RPG Advanced Player's Guide* 32)

CE Medium humanoid (orc)

Init +0; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 19, touch 10, flat-footed 19 (+9 armor)

hp 64 (7d10+21)

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

Defensive Abilities ferocity

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee *+1 lance* +12/+7 (1d8+7/×3)

Ranged javelin +7/+2 (1d6+4)

Special Attacks banner +2/+1, cavalier's charge, challenge (+7, +2, 3/day)

STATISTICS

Str 19, **Dex** 10, **Con** 14, **Int** 6, **Wis** 10, **Cha** 12

Base Atk +7; **CMB** +11; **CMD** 21

Feats Animal Affinity, Beast Rider[ARG] (gorthek), Dazzling Display, Horde Charge[ARG], Intimidating Prowess, Quick Draw, Toughness

Skills Handle Animal +9, Intimidate +13, Perception +6, Ride +6

Languages Common, Orc

SQ expert trainer +3, mount (gorthek, see page 172), order of the cockatrice (braggart), tactician (2/day, 6 rounds, standard action), weapon familiarity

Combat Gear *potion of cure moderate wounds*, *potion of eagle's splendor*; **Other Gear** *+1 half-plate*, *+1 lance*, javelins (8), *cloak of resistance +1*, 182 gp



Orc Rulers

Leadership of an orc tribe or horde falls not to the smartest or most canny, but to the strongest.

Orc Warlord — CR 6

XP 2,400

Orc barbarian 7

CE Medium humanoid (orc)

Init +2; **Senses** darkvision 60 ft.; Perception +8

Defense

AC 15, touch 11, flat-footed 13 (+4 armor, +1 deflection, +2 Dex, –2 rage)

hp 86 (7d12+35)

Fort +9, **Ref** +4, **Will** +2

Defensive Abilities ferocity, improved uncanny dodge, trap sense +2; **DR** 1/—

Weaknesses light sensitivity

Offense

Speed 30 ft.

Melee *+1 falchion* +14/+9 (2d4+10/18–20), bite +8 (1d4+3) or mwk shortspear +14/+9 (1d6+9)

Ranged javelin +9/+4 (1d6+6)

Special Attacks rage (18 rounds/day), rage powers (animal fury, intimidating glare, strength surge +7)

Tactics

Before Combat The warlord rages before combat.

Statistics

Str 23, **Dex** 14, **Con** 18, **Int** 8, **Wis** 6, **Cha** 10

Base Atk +7; **CMB** +13; **CMD** 24

Feats Ferocious Action[ARG], Intimidating Prowess, Quick Draw, Resolute Rager[ARG]

Skills Intimidate +16, Perception +8, Sense Motive +5

Languages Common, Orc

SQ fast movement, weapon familiarity

Combat Gear *potion of bull's strength*, *potion of cure serious wounds*; **Other Gear** mwk hide armor, *+1 falchion*, javelins (10), mwk shortspear, *ring of protection +1*, 99 gp



Orc Chieftain — CR 9

XP 6,400

Orc fighter 10

CE Medium humanoid (orc)

Init +7; **Senses** darkvision 60 ft.; Perception +3

Defense

AC 24, touch 13, flat-footed 21 (+11 armor, +3 Dex)

hp 99 (10d10+40)

Fort +9, **Ref** +6, **Will** +1 (+3 vs. fear)

Defensive Abilities bravery +3, ferocity

Weaknesses light sensitivity

Offense

Speed 30 ft.

Melee *+1 orc double axe* +18/+13 (1d8+9/19–20/×3) or *+1 orc double axe* +16/+11 (1d8+9/19–20/×3), *+1 orc double axe* +16 (1d8+5/19–20/×3)

Ranged mwk composite shortbow +15/+10 (1d6+5/×3)

Special Attacks weapon training (axes +2, bows +1)

Statistics

Str 18, **Dex** 16, **Con** 14, **Int** 8, **Wis** 6, **Cha** 10

Base Atk +10; **CMB** +14; **CMD** 27

Feats Cleave, Cleaving Finish[UC], Grudge Fighter[ARG], Improved Critical (orc double axe), Improved Initiative, Intimidating Prowess, Orc Weapon Expertise[ARG] (killer), Power Attack, Toughness, Two-Weapon Fighting, Weapon Focus (orc double axe)

Skills Intimidate +12, Perception +3

Languages Common, Orc

SQ armor training 2, weapon familiarity

Combat Gear *+1 flaming arrow*, *potions of cure moderate wounds* (2), *potion of heroism*; **Other Gear** *+2 full plate*, *+1/+1 orc double axe*, mwk composite shortbow (+4 Str) with 20 arrows, 88 gp

Orc Witch Doctor

Arcane spellcasters among orc tribes are frequently called witch doctors. Though many witch doctors are witches, some are sorcerers or magi.

ORC WITCH DOCTOR **CR 8**

XP 4,800

Orc witch (scarred witch doctor) 9 (*Pathfinder RPG Advanced Player's Guide* 42, *Pathfinder RPG Advanced Race Guide* 140)

CE Medium humanoid (orc)

Init +2; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 17, touch 13, flat-footed 15 (+4 armor, +1 deflection, +2 Dex)

hp 94 (9d6+60)

Fort +7, **Ref** +6, **Will** +10; +2 vs. pain

Defensive Abilities ferocity

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk dagger +6 (1d4+1/19–20)

Ranged sling +6 (1d4+1)

Special Attacks hexes (blight [90 feet], cackle, evil eye [–4, 4 rounds], misfortune [2 rounds], slumber [9 rounds])

Witch Spells Prepared (CL 9th; concentration +10)

5th—*cloudkill* (DC 16)

4th—*enervation*, *shout* (DC 15)

3rd—*fly*, *lightning bolt* (DC 14), *pain strike*[APG] (DC 14), *screech*[APG] (DC 14)

2nd—*blindness/deafness* (DC 13), *blood blaze*[ARG], *false life*, *sentry skull*[ARG], *touch of idiocy*

1st—*burning hands* (DC 12), *chill touch* (DC 12), *enlarge person* (DC 12), *mage armor*, *ray of enfeeblement* (DC 12)

0 (at will)—*arcane mark*, *detect magic*, *read magic*, *spark*[APG]

Patron vengeance[UM]

TACTICS

Before Combat The witch doctor casts *false life* and *mage armor* on herself before combat.

During Combat Before enemies reach the orcs, the witch doctor casts *cloudkill* in their midst. She then casts *fly* on herself so she can cast additional spells and uses hexes from above her enemies' melee reach. The witch doctor typically spends a couple of rounds weakening her strongest foes using *enervation* and *ray of exhaustion*, then begins blasting with evocation spells.

Base Statistics Without *false life* and *mage armor*, the witch doctor's statistics are **AC** 13, touch 13, flat-footed 11; **hp** 79.

STATISTICS

Str 12, **Dex** 14, **Con** 16, **Int** 12, **Wis** 12, **Cha** 8

Base Atk +4; **CMB** +5; **CMD** 18

Feats Accursed Hex[APG], Combat Casting, Extra Hex[APG], Iron Will, Toughness

Skills Heal +7, Intimidate +12, Perception +10, Spellcraft +13

Languages Common, Orc

SQ constitution dependent, fetish mask, hex scar, scarshield (+4, 9 min./day), weapon familiarity

Combat Gear *potion of cure serious wounds*, *wand of ray of exhaustion* (4 charges); **Other Gear** mwk dagger, sling with 20 stones, *belt of incredible dexterity +2*, *bracers of armor +1*, *cloak of resistance +1*, *ring of protection +1*, 98 gp



This witch doctor scars herself to get spells from her patron, a common practice among orc witches but one that's rarely practiced by non-orcs. The witch doctor draws her power from the enduring pain of these ritualistic scars, which also give her some measure of physical protection.

The ferocious fetish mask she wears is carved from wood and is adorned with grisly remnants of people and animals, typically blood and gristle. Most witch doctors wear their masks anytime they perform magic or interact with other orcs, but some prefer to wear them only when going into battle or communing with their patrons through the masks to prepare spells.

Because most orc tribes hold divine magic in high regard, many witch doctors learn to practice a small amount of divine magic in addition to their arcane magic—or at least pretend their spells come from the gods. Feuds between mystics and witch doctors create conflict within many tribes, and most orcs side with the mystics. Often, these feuds turn into duels for supremacy.

Gorthek

This massive quadruped has a thick, wrinkled hide, curving horns, and shaggy hair that frames its leonine face.

GORTHEK **CR 7**

XP 3,200

N Large animal

Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 18, touch 8, flat-footed 18 (–1 Dex, +10 natural, –1 size)

hp 85 (9d8+45)

Fort +13, **Ref** +5, **Will** +3

DR 5/—

OFFENSE

Speed 40 ft.

Melee gore +16 (2d6+16)

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

Special Attacks powerful charge (gore, 4d6+22), trample (2d6+16, DC 25)

STATISTICS

Str 32, **Dex** 9, **Con** 21, **Int** 2, **Wis** 10, **Cha** 5

Base Atk +6; **CMB** +18 (+20 bull rush or sunder); **CMD** 27 (29 vs. bull rush or sunder, 31 vs. trip)

Feats Awesome Blow, Great Fortitude, Improved Bull Rush, Improved Sunder, Power Attack

Skills Perception +12

ECOLOGY

Environment temperate hills and plains

Organization solitary, pair, or herd (3–12)

Treasure none

The gorthek is, without a doubt, one of the crankiest beasts found roaming in the wilderness. Appearing as a strange combination of primeval bison and ornery rhinoceros, but with a leonine head crowned with ramlike horns, a gorthek is both immensely powerful and preternaturally hard to injure. Its thick, battering-ram head and powerful body make it a fearsome opponent, particularly when it's riled up and in full charge.

Gortheks tend to travel in small herds, grazing across remote temperate grasslands or sparsely wooded hills. When a gorthek perceives a threat—which to the gorthek includes just about everything, often even other gortheks—it launches itself into a full charge, intent on sending the enemy flying.

Orc tribes have made a practice of raising the beasts from infancy to serve as living siege engines during warfare. Future gorthek riders bond with the creatures from a very young age, and if possible use *gorthek masks* to make that bond stronger. When riding into battle, one orc sits astride the gorthek in a specially crafted saddle secured behind its massive horns and guides the beast using spiked reins.

An adult male gorthek stands about 7 feet high at the shoulder and weighs around 9,000 pounds.



Gorthek Companions

An orc who takes the Beast Rider feat (*Pathfinder RPG Advanced Race Guide* 56) can choose a gorthek as an animal companion or mount.

Starting Stats: **Size** Medium; **AC** +4 natural armor; **Speed** 40 ft.; **Attack** gore (1d8); **Ability Scores** Str 16, Dex 11, Con 13, Int 2, Wis 10, Cha 5; **Special Qualities** darkvision 60 ft., low-light vision.

7th-Level Advancement: **Size** Large; **AC** +3 natural armor; **Attacks** gore (2d6) **Ability Scores** Str +8, Dex –2, Con +4; **Special Attacks** powerful charge (gore, 4d6 + twice Strength modifier).

Encounters

The following entries show common types of orc raiding parties and warbands.

Squad (CR 6)

Led by two orc sergeants, a squad of orcs goes on raids against villages, caravans, or outposts.

ORC SERGEANTS (2) **CR 2**

XP 600 each

hp 30 each (see page 166)

ORCS (9) **CR 1/3**

XP 135 each

hp 6 each (*Pathfinder RPG Bestiary* 222)

Demolition Crew (CR 8)

Gorthek riders charge foes and smash down structures—delighting in watching their opponents run screaming.

GORTHEK MOUNTS (2) **CR —**

N Large animal

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 20, touch 9, flat-footed 20 (+11 natural, –1 size)

hp 51 each (6d8+24)

Fort +9, **Ref** +5, **Will** +2; +4 vs. enchantment

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee gore +11 (2d6+12)

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

Special Attacks powerful charge (gore, 4d6+16)

STATISTICS

Str 26, **Dex** 11, **Con** 18, **Int** 2, **Wis** 10, **Cha** 5

Base Atk +4; **CMB** +13 (+15 bull rush or sunder); **CMD** 23 (25 vs. bull rush or sunder)

Feats Improved Bull Rush, Improved Sunder, Power Attack

Skills Perception +9

SQ link, share spells, tricks (attack [all creatures], come, defend, heel, guard, seek, stay, work)

GORTHEK RIDERS (2) **CR 6**

XP 2,400 each

hp 64 each (see page 169)

Warband (CR 9)

An orc warband lives for bloodshed and larceny. Its leaders find it difficult to hold their warriors back while waiting for an opportune time to charge into the battle.

ORC LIEUTENANT **CR 4**

XP 1,200

hp 42 (see page 166)

ORC SERGEANTS (2) **CR 2**

XP 600 each

hp 30 each (see page 166)

ORC MYSTIC **CR 2**

XP 600

hp 20 (see page 167)

ORC WAR DRUMMER **CR 3**

XP 800

hp 25 (see page 168)

ORCS (20) **CR 1/3**

XP 135 each

hp 6 each (*Pathfinder RPG Bestiary* 222)





Ratfolk

"There were always ratfolk around the city hawking their wares, and somehow they always seemed to leave with heavier wagons and purses. So one day, my toughest pals and I decided to trail them back to their den. We knew they had to be rich, and nobody would miss the pipsqueaks' frightful faces.

"We waited for nightfall and, with blades drawn, snuck through a maze of increasingly cramped tunnels. The ratfolk were waiting for us in the heart of their warren—gods, there were hundreds! We tried to flee as they threw a hail of vials at us, but three shattered against me and bound me in gluey slime.

"A week later, they loaded me into a cart and brought me into the city, ransoming me back to my family as if they were haggling over the price of cabbage. Even in victory, the rats know how to turn a profit."

—Mihret Tirunesh, stablehand and would-be bandit

Living on the fringes of societies, ratfolk make a place for themselves through shrewd trading. They aren't powerful individually, but their large collectives give them both strength in numbers and the constant support of their families and loved ones. Though ratfolk can subdue enemies by swarming in combat, the greater threat comes from their inventiveness and collections of dangerous trinkets.

The typical ratfolk must withstand a riot of conflicting desires that result from generations of communal living, keen intellects, and lives spent adapting to a multitude of environments. Ratfolk are short-lived but populous; many ratfolk pregnancies result in twins or triplets, so warrens can grow very quickly if provided a steady supply of food and economic opportunities. Yet despite their large populations, ratfolk warrens tend to be relatively compact. This is more a matter of choice than necessity, as the creatures are naturally gregarious and enjoy the company of others, including rats and similar rodents—which ratfolk's natural empathy allows them to handle with ease. Although ratfolk respect other cultures' concepts of personal space, among their own kind, they think little of squeezing past one another, crowding into a small space, or clambering over family members with little warning.

Ratfolk have highly developed brains that quickly process, memorize, and analyze new information. In particular, ratfolk have exceptional spatial reasoning, understanding of causality, and raw curiosity. These traits not only enable them to predict how a material or device might change when manipulated in a particular way, but also encourage them to experiment unceasingly in times of peril and plenty. Although ratfolk live a meager fraction of the time that a human does, few of them fret about their brief lifespans; instead, they make up for it by spending much of their "idle" time exploring, experimenting, and experiencing what life has to offer.

This eagerness to explore also manifests in ratfolk's relationships with each other, for even though each member values the community, she also endeavors to distinguish herself through her own accomplishments. The constant bustle of ratfolk pursuing their own projects creates a chaotic environment, yet despite their seemingly self-absorbed motivations, ratfolk research and tinker with the intention of using their inventions to strengthen the community and give it an edge in survival. They praise the achievements of individuals, and it is considered good manners for the one celebrated to recognize the host of others who helped her accomplish her goal, reinforcing the community's bonds.

Ratfolk names are often short—a necessity when families are large and an adult must call out many names at once. If several ratfolk in a community have the same name, which is not uncommon, they're differentiated via nicknames. To further distinguish themselves, ratfolk wear unique jewelry or clothing with distinctive embroidery, or they may apply modest amounts of perfume to stand out.

Outside the warren, ratfolk make a living through trade, and their demeanors change: the playfulness fades in favor of businesslike professionalism, and their curiosity and skills of observation are used to study those with whom they trade. They take care to observe cultural taboos and traditions wherever they go, and sometimes cover themselves so as not to discourage closed-minded customers. A trade caravan might travel for a year or more before returning to the warren. Embarking on a trade mission is an exciting prospect for younger ratfolk, who use the experience as an unofficial rite of passage as well as a chance to study other races' technology. It is not uncommon for a handful of ratfolk to leave the caravan along the way in search of local opportunities.

The nearly incomprehensible bustle of a crowded warren belies the race's capacity to operate in an organized fashion. An outside threat quickly mobilizes ratfolk to defend their home. Warrens tend to be a jumble of narrow tunnels that connect larger living spaces, and defenders can fend off large numbers of attackers at strategic choke points. Years of living cheek by jowl allow ratfolk to fight in close proximity without interfering with one another; in fact, intruders often find it difficult to defend against the unpredictable attacks of a swarm of the small humanoids. Tunnels typically have easily removable supports near the warren so the ratfolk can collapse some entrances when attacked. As many of the adults hold off the attackers, others uncover escape routes and shepherd the young, sick, and weak to safety.

Despite their high population density, ratfolk settlements are kept remarkably clean. It is unclear whether the cleanliness or scientific understanding came first, but ratfolk alchemists have an excellent understanding of disease and how it spreads, leading to the development of complex sanitation procedures that reduce the risk of a plague sweeping through the crowded populace. This meticulousness does not always translate into organization, though, and an immaculately clean workshop might still be a jumble of tools, half-finished projects, and esoteric blueprints.

Ratfolk love to accumulate baubles, devices, and other small but exciting treasures. They place particularly high value on shiny objects—especially adornments like rings—and delicate mechanisms that can be disassembled, studied, and then pieced back together. Ratfolk practice a system of loose ownership in which one may borrow another's possession so long as it is returned when asked and taking it would not endanger its owner. This detachment makes ratfolk willing to trade away even prized possessions so long as doing so means gaining something even better. Ratfolk's love of shiny things illustrates another contradiction—while they delight in radiance, they favor living in dark places. A sparkling trinket is certain to fascinate ratfolk, but a bright flash of light or unexpected glow unsettles them.

Full statistics for ratfolk can be found on page 231 of *Pathfinder RPG Bestiary 3*.

New Rules

The following section details alternate racial traits, feats, gear, and magic items favored by ratfolk.

Alternate Racial Traits

The following racial traits may be selected instead of existing ratfolk racial traits.

Cheek Pouches: Some ratfolk have developed stretchy cheek pouches that they can use to hold and carry small loads up to 1 cubic foot in volume and 10 pounds in weight, such as light weapons, potions, scrolls, and similar objects. Such a ratfolk can transfer a held object to his cheek pouches or extract an object from his cheek pouches as a swift action. As a move action that provokes an attack of opportunity, the ratfolk can instead massage all of the items held in the cheek pouches onto the ground in the square it occupies. As long as the ratfolk has at least one object in its cheek pouches, its speech is difficult to understand, and it has a 20% spell failure chance when casting spells with verbal components. This racial trait replaces swarming.

Cleanliness: Ratfolk strive to keep themselves and each other immaculately clean, to make it difficult for disease to spread. A ratfolk with this racial trait gains a +2 bonus on saving throws against disease, and whenever she exceeds the save DC to recover from a disease effect by 5 or more, she is treated as though she had succeeded at two consecutive saving throws. This racial trait replaces rodent empathy.

Lab Rat: For every ingenious ratfolk inventor, there is another who must inevitably test the invention. Those who survive enough experiments sometimes develop strange metabolic quirks that grant them heightened resilience and, on occasion, fortunate side effects when consuming alchemical or magical draughts. As a result, they gain a +1 racial bonus on saving throws against poison, alchemical weapons, and harmful effects from drinking potions or elixirs. In addition, once per day such a ratfolk can either increase the caster level of a potion he consumes by 1 or double the duration of an alchemical remedy he consumes or applies to himself (to a maximum of 4 hours). This racial trait replaces tinker.

Surface Sprinter: Some ratfolk spend as much time as they can aboveground and become very fast runners. This comes at the cost of their night vision, which becomes less acute after years of sunlight. These ratfolk gain low-light vision and have a base speed of 30 feet. This racial trait replaces darkvision and slow speed.



Ratfolk Feats

Ratfolk have access to the following feats.

Gnawer

Thanks to your teeth's strength and quick growth, you are able to chew through nearly any obstacle given sufficient time.

Prerequisites: Sharptooth*, ratfolk.

Benefit: Damage dealt by your bite attack ignores an amount of hardness equal to 3 plus half your character level. You can spend a full-round action to deal double your bite damage to an unattended, inanimate object.

Special: If you have the Burrowing Teeth feat (*Pathfinder RPG Advanced Race Guide* 154), you can burrow through solid stone at a speed of 5 feet per 10 minutes.

Pack Rat

You collect all sorts of things, and frequently lose and refind things you acquired.

Prerequisite: Ratfolk.

Benefit: Once per day, when confronted with a situation that calls for a particular mundane item, you happen to have such an item on your person. The item must cost no more than 25 gp plus 5 gp per level, and you must pay its cost when you "find" it (in other words, the money you thought you had on your person was actually the item). The item must be something you can easily carry—for example, if you are on foot and have only a backpack, you could not have a large iron cauldron. You can't find magical items using this feat, nor can you have specific items, such as the key to a particular door. If you are stripped of your equipment or possessions, you lose the benefits of this feat until you have at least a day to resupply and acquire new items.

Shared Stash (Teamwork)

You are adept at borrowing from your allies even in the middle of combat.

Prerequisites: Quick Draw, base attack bonus +1, Sleight of Hand 1 rank, swarming racial trait.

Benefit: While you are in the same square as a willing ally who also has this feat, you can draw a weapon from that creature as a free action or draw a hidden weapon or any other object as a move action. You can also take a held object from a willing ally in the same square as you as a free action. Drawing or taking an object (but not a weapon) in this way provokes an attack of opportunity.

Sharptooth

Your teeth are especially sharp and sturdy.

Prerequisite: Ratfolk.

Benefit: You gain a bite attack. This is a primary natural attack that deals 1d3 points of damage.

Ratfolk Equipment

Ratfolk have access to the following equipment.

Rhinarium Paste	**Price** 75 GP
	Weight 1/2 lb.

When applied to the nose as a standard action, this alchemical paste traps airborne particles and sharpens your olfactory receptors, heightening your sense of smell. You gain the scent ability, except you can detect creatures and odors at only half the distance. If you already have the scent ability, rhinarium paste increases the range at which you can detect creatures by 50%. Rhinarium paste's effects lasts for 1 hour. Crafting this item requires a successful DC 20 Craft (alchemy) check.

Riding Rat		
Common	**Price** 50 GP	**Weight** 50 lbs.
Combat trained	**Price** 75 GP	**Weight** 50 lbs.

Horses, ponies, and other draft animals are ill-suited to living underground for long stretches, so the ratfolk bred a particularly strong type of dire rat to assist in pulling their wagons and serving as mounts for caravan scouts. As rodents, riding rats respond favorably to ratfolk's commands, and the animals' hardiness and omnivorous diet make them very easy to care for even on long journeys through inhospitable terrain. Use the statistics for a dire rat with the giant simple template (*Pathfinder RPG Bestiary* 232, 295). A ratfolk with the animal companion, mount, or similar class feature can select a riding rat as her mount.

Riding Rat Companions

Starting Statistics: **Size** Medium; **Speed** 40 ft., climb 20 ft., swim 20 ft.; **AC** +1 natural armor; **Attack** bite (1d6); **Ability Scores** Str 14, Dex 15, Con 17, Int 2, Wis 13, Cha 4; **Special Qualities** low-light vision, scent.

4th-Level Advancement: **AC** +2 natural armor; **Ability Scores** Str +2, Dex +2; **Bonus Feat** Endurance.

Ratfolk Magic Items

Ratfolk item crafters often make magic weapons with the following weapon special abilities.

Catalytic		**Price** +1 bonus
Aura strong evocation	**CL** 12th	**Weight** —

This ability can be placed only on a *corrosive* or *corrosive burst* weapon (*Pathfinder RPG Ultimate Equipment* 138). When the wielder of a *catalytic* weapon hits a creature, the weapon triggers a devastating chemical reaction that burns the struck creature. The creature struck must succeed at a DC 15 Fortitude save, or take 1d6 points of acid damage at the start of its turn for 1d4 rounds. Successive hits with the *catalytic* weapon increase the duration but don't add to the damage. The creature can attempt to neutralize the reaction as a full-round action as if it were on fire (including bonuses for dropping and rolling on the ground or jumping into water). Anyone who hits a creature subject to this chemical reaction with a natural weapon or unarmed strike takes 1d6 points of acid damage.

Construction Requirements	**Cost** +1 bonus
Craft Magic Arms and Armor, *acid arrow*	

Virulent		**Price** +1 bonus
Aura faint necromancy	**CL** 5th	**Weight** —

A *virulent* weapon magically intensifies any poison it delivers. The saving throw DC of any poison applied to either a *virulent* weapon or any ammunition fired from it increases by a number equal to the weapon's enhancement bonus. The duration of the poison increases by a number of rounds equal to the *virulent* weapon's enhancement bonus.

Construction Requirements	**Cost** +1 bonus
Craft Magic Arms and Armor, *pernicious poison*[UM]	



Ratfolk Scroungers

Ratfolk are adept at finding and disarming traps, which they scavenge to add to their warrens' defenses.

Ratfolk Tinkerer **CR 1**

XP 400

Ratfolk rogue 2

N Small humanoid (ratfolk)

Init +7; **Senses** darkvision 60 ft.; Perception +6

Defense

AC 16, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 size)

hp 16 (2d8+4)

Fort +1, **Ref** +6, **Will** –1

Defensive Abilities evasion

Offense

Speed 20 ft.

Melee mwk dagger +6 (1d3/19–20)

Ranged light crossbow +5 (1d6/19–20)

Special Attacks sneak attack +1d6, swarming

Tactics

Before Combat If he can, the tinkerer sets an ambush in an area with multiple entrances and exits.

During Combat The tinkerer shares his space with allies to make sneak attacks. If he needs to escape, the tinkerer uses his *potion of pass without trace*.

Statistics

Str 10, **Dex** 17, **Con** 13, **Int** 16, **Wis** 8, **Cha** 10

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

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +8 (+4 when jumping), Appraise +8, Climb +5, Craft (alchemy) +5, Disable Device +11, Escape Artist +8, Knowledge (dungeoneering) +7, Knowledge (local) +7, Perception +6, Sleight of Hand +8, Stealth +12, Swim +5, Use Magic Device +7

Languages Common, Gnome, Goblin, Undercommon

SQ rogue talents (finesse rogue), trapfinding +1

Combat Gear *potion of cure light wounds*, *potion of pass without trace*, acid, alchemist's fire, mwk bolts (5), tanglefoot bag; **Other Gear** leather armor, light crossbow with 10 bolts, mwk dagger, mwk thieves' tools, 121 gp

Ratfolk Troubleshooter **CR 5**

XP 1,600

Ratfolk rogue 6

N Small humanoid (ratfolk)

Init +4; **Senses** darkvision 60 ft.; Perception +12

Defense

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

hp 42 (6d8+12)

Fort +5, **Ref** +10, **Will** +4

Defensive Abilities evasion, trap sense +2, uncanny dodge

Offense

Speed 20 ft.

Melee mwk rapier +10 (1d4/18–20)

Ranged hand crossbow +9 (1d3/19–20)

Special Attacks sneak attack +3d6, swarming

Tactics

During Combat After drinking her *potion of invisibility*, the troubleshooter makes a sneak attack against her most vulnerable foe. If her enemies wear metal armor, she instead uses her *wand of shocking grasp* against them.

Statistics

Str 11, **Dex** 18, **Con** 14, **Int** 12, **Wis** 12, **Cha** 8

Base Atk +4; **CMB** +3; **CMD** 17

Feats Deft Hands, Pack Rat*, Weapon Finesse

Skills Acrobatics +13 (+9 when jumping), Appraise +7, Bluff +5, Climb +6, Craft (alchemy) +3, Diplomacy +5, Disable Device +20, Escape Artist +13, Knowledge (local) +10, Perception +12, Sense Motive +10, Sleight of Hand +6, Stealth +17, Use Magic Device +10

Languages Common, Undercommon

SQ rogue talents (fast stealth, quick disable, trap spotter), trapfinding +3

Combat Gear *elixir of hiding*, *potion of cure light wounds*, *potions of invisibility* (2), *wand of shocking grasp* (CL 4th, 12 charges), acid (2); **Other Gear** *+1 studded leather*, hand crossbow with 10 bolts, mwk rapier, *cloak of resistance +1*, grappling hook, mwk thieves' tools, silk rope (50 ft.), 314 gp

Ratfolk Weapon Masters

Because they trade so widely, ratfolk acquire interesting equipment—including black powder and rare metals.

Ratfolk Bravo **CR 2**

XP 600

Ratfolk gunslinger 3 (*Pathfinder RPG Ultimate Combat* 9)
N Small humanoid (ratfolk)
Init +5; **Senses** darkvision 60 ft.; Perception +10

Defense

AC 18, touch 15, flat-footed 14 (+3 armor, +3 Dex, +1 dodge, +1 size)
hp 24 (3d10+3)
Fort +4, **Ref** +6, **Will** +3
Defensive Abilities nimble +1

Offense

Speed 20 ft.
Melee mwk handaxe +5 (1d4/×3)
Ranged mwk musket +8 (1d10/×4)
Special Attacks grit (2), swarming

Statistics

Str 11, **Dex** 17, **Con** 12, **Int** 12, **Wis** 14, **Cha** 8
Base Atk +3; **CMB** +2; **CMD** 15
Feats Gunsmithing[UC], Point-Blank Shot, Rapid Reload (musket)
Skills Acrobatics +9 (+5 when jumping), Climb +5, Craft (alchemy) +9, Knowledge (local) +6, Perception +10, Sleight of Hand +9, Swim +5
Languages Common, Undercommon
SQ deeds (deadeye, gunslinger initiative, gunslinger's dodge, pistol-whip, quick clear, utility shot), gunsmith
Combat Gear *oil of silence*[UC], *potion of cure light wounds*, alchemist's fire, black powder horns (2) with 20 doses of black powder, flare cartridges[UE] (5), paper cartridges[UE] (10); **Other Gear** mwk studded leather, mwk handaxe, mwk musket[UE] with 20 bullets, gunsmith's kit, 211 gp

Ratfolk Warden **CR 4**

XP 1,200

Ratfolk fighter 5
N Small humanoid (ratfolk)
Init +2; **Senses** darkvision 60 ft.; Perception +2

Defense

AC 21, touch 13, flat-footed 19 (+7 armor, +2 Dex, +1 shield, +1 size)
hp 42 (5d10+10)
Fort +7, **Ref** +4, **Will** +2 (+1 vs. fear)
Defensive Abilities bravery +1

Offense

Speed 20 ft.
Melee mwk cold iron flail +11 (1d6+5), bite +2 (1d3+1) or short sword +8 (1d4+2/19–20), bite +2 (1d3+1)
Ranged light crossbow +8 (1d6/19–20)
Special Attacks swarming, weapon training (flails +1)

Tactics

During Combat Focused on defending her allies against attacks, the warden tries to disarm enemies so they pose less of a threat.

Statistics

Str 14, **Dex** 15, **Con** 14, **Int** 14, **Wis** 10, **Cha** 8
Base Atk +5; **CMB** +6 (+8 disarm or trip); **CMD** 18 (20 vs. disarm or trip)
Feats Combat Expertise, Improved Disarm, Improved Trip, Sharptooth*, Weapon Focus (flail), Weapon Specialization (flail)
Skills Climb +8, Craft (alchemy) +4, Handle Animal +4, Intimidate +7, Knowledge (dungeoneering) +7, Knowledge (engineering) +7, Perception +2, Survival +7, Swim +8, Use Magic Device +1
Languages Common
SQ armor training 1
Combat Gear *potion of cure moderate wounds*, acid; **Other Gear** *+1 breastplate*, mwk light steel shield, light crossbow with 20 mwk bolts, mwk cold iron flail, short sword, *cloak of resistance +1*, 148 gp



Ratfolk Travelers

Many nomadic ratfolk take on jobs that require travel.

Ratfolk Caravan Guard **CR 3**

XP 800

Ratfolk ranger 4

N Small humanoid (ratfolk)

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

Defense

AC 17, touch 14, flat-footed 14 (+3 armor, +3 Dex, +1 size)

hp 30 (4d10+4)

Fort +5, **Ref** +7, **Will** +3

Offense

Speed 30 ft.

Melee mwk scimitar +7 (1d4+1/18–20)

Ranged mwk composite longbow +9 (1d6+1/×3)

Special Attacks combat style (archery), favored enemy (magical beasts +2), swarming

Ranger Spells Prepared (CL 1st; concentration +3)

1st—*resist energy*

Statistics

Str 12, **Dex** 17, **Con** 12, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +4; **CMB** +4; **CMD** 17

Feats Endurance, Point-Blank Shot, Precise Shot, Rapid Shot

Skills Climb +6, Craft (alchemy) +2, Handle Animal +7, Knowledge (dungeoneering, geography, nature) +5, Perception +11, Ride +10, Stealth +14, Survival +9, Use Magic Device +2

Languages Common

SQ favored terrain (desert +2), hunter's bond (animal companion, riding rat), surface sprinter*, track +2, wild empathy +4

Combat Gear *+1 frost arrows* (4), *sleep arrows* (2), alchemist's fire (2); **Other Gear** mwk studded leather, mwk composite longbow (+1 Str) with 20 arrows, mwk scimitar, 491 gp



Ratfolk Expedition Leader **CR 7**

XP 3,200

Ratfolk ranger 8

N Small humanoid (ratfolk)

Init +3; **Senses** low-light vision; Perception +14

Defense

AC 20, touch 15, flat-footed 16 (+4 armor, +3 Dex, +1 dodge, +1 shield, +1 size)

hp 72 (8d10+24)

Fort +9, **Ref** +10, **Will** +4

Offense

Speed 30 ft.

Melee *+1 two-bladed sword* +9/+4 (1d3+4/19–20), mwk two-bladed sword +9/+4 (1d6+1/19–20)

Ranged *+1 composite longbow* +13/+8 (1d6+3/×3)

Special Attacks combat style (two-weapon), favored enemy (animals +2, humans +4), swarming

Ranger Spells Prepared (CL 5th; concentration +6)

2nd—*barkskin*

1st—*endure elements*, *longstrider*

Statistics

Str 14, **Dex** 16, **Con** 14, **Int** 12, **Wis** 12, **Cha** 8

Base Atk +8; **CMB** +9; **CMD** 23

Feats Dodge, Endurance, Exotic Weapon Proficiency (two-bladed sword), Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (two-bladed sword)

Skills Climb +9, Craft (alchemy) +3, Handle Animal +6, Heal +8, Knowledge (dungeoneering, geography, nature) +8, Perception +14, Ride +10, Spellcraft +6, Stealth +18, Survival +12, Swim +7

Languages Common, Gnoll

SQ favored terrain (desert +4, urban +2), hunter's bond (companions), surface sprinter*, swift tracker, track +4, wild empathy +7, woodland stride

Combat Gear *oil of magic weapon*, *potion of cure serious wounds*; **Other Gear** mithral chain shirt, *+1 composite longbow* (+2 Str) with 20 arrows, *+1/mwk two-bladed sword*, *cloak of resistance +1*, 149 gp

Ratfolk Sage

Magic is most useful to the warren when it provides insight, so diviners are held in high regard. Though the ratfolk sage prepares some offensive spells in case of attack—it's always good to be ready for danger—such things can be duplicated with alchemy and weaponry.

RATFOLK SAGE **CR 6**

XP 2,400

Ratfolk diviner 7

N Small humanoid (ratfolk)

Init +9; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 17, touch 13, flat-footed 15 (+4 armor, +2 Dex, +1 size)

hp 48 (7d6+21)

Fort +6, **Ref** +5, **Will** +8

OFFENSE

Speed 20 ft., climb 20 ft.

Melee mwk quarterstaff +3 (1d4–2)

Ranged light crossbow +6 (1d6/19–20)

Special Attacks swarming

Arcane School Spell-Like Abilities (CL 7th; concentration +12)

8/day—diviner's fortune (+3)

Diviner Spells Prepared (CL 7th; concentration +12)

4th—*arcane eye*, *dimension door*, *wall of fire*

3rd—*dispel magic*, *haste*, *lightning bolt* (DC 18), *tongues*

2nd—*glitterdust* (DC 17), *invisibility*, *scorching ray*, *see invisibility*, *spider climb*

1st—*alarm*, *comprehend languages*, *expeditious retreat*, *grease* (DC 16), *mage armor*, *magic missile* (2)

0 (at will)—*acid splash*, *dancing lights*, *detect magic*, *message*

Opposition Schools enchantment, necromancy

TACTICS

Before Combat The ratfolk sage casts *mage armor* on himself each morning. Because he avoids entering direct combat, if battle is imminent, the ratfolk sage casts *spider climb* on himself and climbs to a defensible position. If he is with several allies, he uses his *wand of blur* and *scrolls of magic weapon* on them and their weapons before he does so.

During Combat The ratfolk sage casts *wall of fire* to divide up the battlefield and trap the ratfolk's enemies. He then casts offensive spells until he runs out, at which point he uses a *scroll of magic weapon* on his light crossbow before making attacks. If cornered, the sage uses *dimension door* to free himself.

Base Statistics Without *mage armor* and *spider climb*, the ratfolk sage's statistics are **AC** 13, touch 13, flat-footed 11; **Speed** 20 ft.; **Skills** Climb –2.

STATISTICS

Str 6, **Dex** 14, **Con** 13, **Int** 20, **Wis** 14, **Cha** 10

Base Atk +3; **CMB** +0; **CMD** 12

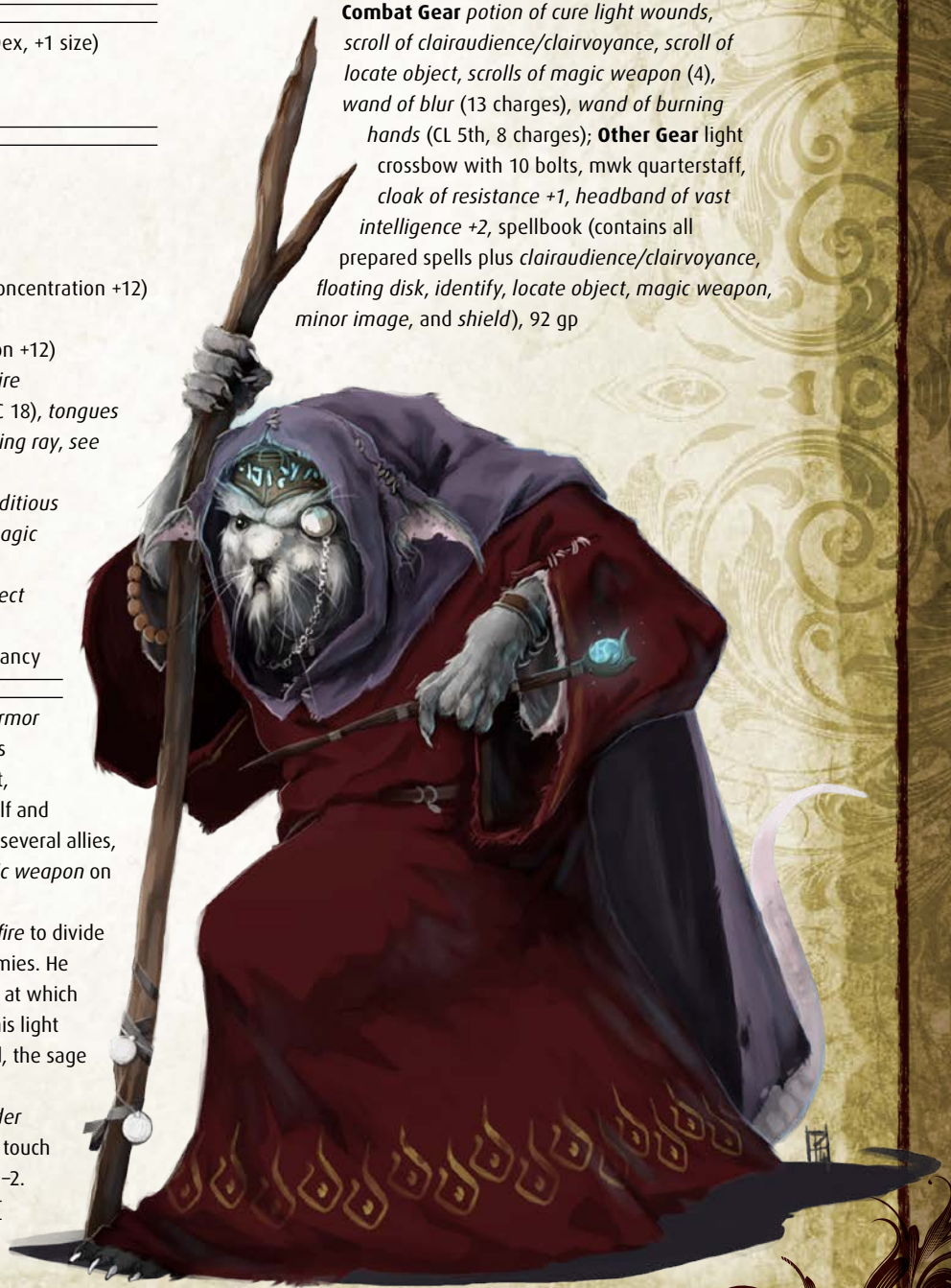
Feats Craft Wondrous Item, Great Fortitude, Improved Initiative, Scribe Scroll, Spell Penetration, Toughness

Skills Appraise +15, Climb +6, Craft (alchemy) +7, Knowledge (arcana) +12, Knowledge (geography) +12, Knowledge (history) +12, Knowledge (planes) +12, Linguistics +15, Perception +4, Spellcraft +15, Stealth +13; **Racial Modifiers** +8 Climb, +2 Craft (alchemy), +2 Perception, +2 Use Magic Device

Languages Abyssal, Aklo, Common, Dark Folk, Draconic, Dwarven, Giant, Gnoll, Goblin, Infernal, Sylvan, Terran, Undercommon

SQ arcane bond (staff), forewarned

Combat Gear *potion of cure light wounds*, *scroll of clairaudience/clairvoyance*, *scroll of locate object*, *scrolls of magic weapon* (4), *wand of blur* (13 charges), *wand of burning hands* (CL 5th, 8 charges); **Other Gear** light crossbow with 10 bolts, mwk quarterstaff, *cloak of resistance +1*, *headband of vast intelligence +2*, spellbook (contains all prepared spells plus *clairaudience/clairvoyance*, *floating disk*, *identify*, *locate object*, *magic weapon*, *minor image*, and *shield*), 92 gp



Ratfolk Chemist

Considered superior to spellcasting by many ratfolk, alchemy produces more items for sale and creates remedies that benefit the warren.

RATFOLK CHEMIST **CR 7**

XP 3,200

Ratfolk alchemist 8 (*Pathfinder RPG Advanced Player's Guide* 26)
N Small humanoid (ratfolk)

Init +9; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 26, touch 17, flat-footed 21 (+4 armor, +1 deflection, +5 Dex, +5 natural, +1 size)

hp 63 (8d8+24)

Fort +9, **Ref** +14, **Will** +3; +6 vs. poison

OFFENSE

Speed 20 ft.



Melee dagger +6/+1 (1d3–1/19–20)

Ranged light crossbow +12 (1d6/19–20) or bomb +12/+7 (4d6+4 cold or fire)

Special Attacks bomb 12/day (4d6+4 cold or fire, DC 18), swarming

Alchemist Extracts Prepared (CL 8th)

3rd—*cure serious wounds*, *fly*, *heroism*

2nd—*barkskin*, *bull's strength*, *invisibility*, *resist energy*, *see invisibility*

1st—*comprehend languages*, *crafter's fortune*[APG], *negate aroma*[APG] (DC 15), *reduce person* (DC 15), *shield*

TACTICS

Before Combat The chemist imbibes her mutagen and extracts of *barkskin* and *fly*. She gives infusions of *bull's strength* and *heroism* to allies.

During Combat The chemist drops bombs while flying above the fray.

Base Statistics Without her mutagen and *barkskin*, the chemist's statistics are **Init** +7; **Senses** Perception +14; **AC** 19, touch 15, flat-footed 16; **Ref** +12; **Ranged** light crossbow +10 (1d6/19–20) or bomb +10/+5 (4d6+4 cold or fire); **Dex** 16, **Wis** 12; **CMD** 18; **Skills** Heal +8, Perception +14, Profession (herbalist) +12, Survival +8.

STATISTICS

Str 8, **Dex** 20, **Con** 14, **Int** 18, **Wis** 10, **Cha** 8

Base Atk +6; **CMB** +4; **CMD** 20

Feats Brew Potion, Improved Initiative, Lightning Reflexes, Point-Blank Shot, Precise Shot, Throw Anything

Skills Appraise +11, Craft (alchemy) +17, Disable Device +16, Heal +7, Knowledge (arcana) +15, Knowledge (nature) +15, Perception +13, Profession (herbalist) +11, Spellcraft +11, Survival +7, Use Magic Device +1; **Racial Modifiers** +2 Craft (alchemy), +2 Perception, +2 Use Magic Device

Languages Common, Draconic, Dwarven, Gnome, Undercommon

SQ alchemy (alchemy crafting +8, identify potions), discoveries (fast bombs, frost bomb, infusion, precise bombs [4 squares]), mutagen (+4/–2, +2 natural, 80 minutes), poison use, swift alchemy, swift poisoning

Combat Gear *potions of cure serious wounds* (3), *potion of displacement*, *potion of invisibility*, acid (2), antitoxin (2), smokesticks (2), tanglefoot bags (2); **Other Gear** *+1 studded leather*, dagger, light crossbow with 10 bolts, *cloak of resistance +1*, *dust of dryness*, *elixir of truth*, *ring of protection +1*, formula book (contains prepared extracts plus *displacement*, *disguise self*, *endure elements*, *enlarge person*, *expeditious retreat*, *identify*, and *jump*), tindertwigs (10), 317 gp

Ratfolk chemists are treasured members of ratfolk colonies. Not only do they provide the warren with excellent defensive capability, but their alchemical creations are valuable merchandise to sell or trade.

Ratfolk Elder

Since ratfolk have short lifespans, they heed the wisdom of those who attain old age. Many ratfolk aspire to become elders from a very young age, and try to get their hands on books and histories when they go into trade, intending to later study them. Often, aspiring leaders pursue the healing arts to keep the rest of the warren healthy—and to ensure they live long enough to pass on their knowledge.

RATFOLK ELDER **CR 8**

XP 4,800

Ratfolk cleric of Abadar 9

N Small humanoid (ratfolk)

Init +4; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 19, touch 11, flat-footed 19 (+7 armor, +1 shield, +1 size)

hp 80 (9d8+36)

Fort +12, **Ref** +5, **Will** +12

OFFENSE

Speed 40 ft.

Melee mwk light mace +8/+3 (1d4)

Ranged light crossbow +7 (1d6/19–20)

Special Attacks channel positive energy 7/day (DC 16, 5d6), swarming

Domain Spell-Like Abilities (CL 9th; concentration +13)

7/day—resistant touch +2

At will—dimensional hop (90 feet/day)

Cleric Spells Prepared (CL 9th; concentration +13)

5th—*teleport*[D], *wall of stone* (DC 19)

4th—*dimension door*[D], *dismissal* (DC 18), *freedom of movement*, *summon monster IV*

3rd—*dispel magic*, *magic vestment*, *meld into stone*, *protection from energy*[D], *stone shape*

2nd—*bull's strength*, *calm emotions* (DC 16), *darkness*, *shield other*[D], *sound burst* (DC 16), *zone of truth* (DC 16)

1st—*bless*, *command* (DC 15), *endure elements*, *longstrider*[D], *sanctuary* (DC 15), *shield of faith*

0 (at will)—*create water*, *detect poison*, *guidance*, *mending*

D domain spell; **Domains** Protection, Travel

TACTICS

Before Combat The elder casts *longstrider* on herself, and *bear's endurance*, *bull's strength*, and *magic vestment* and on allies who will enter combat. She chooses one vulnerable ally to protect with *shield other*.

During Combat The elder focuses on healing her allies and counteracting her enemies' spells while staying out of harm's way. If the group needs to escape, she assists the evacuation by casting *teleport* (if a small number of allies are with her) or *wall of stone* (if a large number of ratfolk are with her).

Base Statistics Without *longstrider*, the elder's statistics are **Speed** 30 ft.

STATISTICS

Str 10, **Dex** 10, **Con** 14, **Int** 12, **Wis** 18, **Cha** 14

Base Atk +6; **CMB** +5; **CMD** 15

Feats Extra Channel, Great Fortitude, Improved Initiative, Selective Channeling, Toughness

Skills Appraise +5, Craft (alchemy) +3, Diplomacy +14, Heal +12, Knowledge (religion) +9, Perception +6, Sense Motive +14, Use Magic Device +4; **Racial Modifiers** +2 Craft (alchemy), +2 Perception, +2 Use Magic Device

Languages Celestial, Common

SQ agile feet (7/day), aura of protection (+1 deflection, energy resistance 5, 9 rounds/day), +10 base speed from Travel domain

Combat Gear *scroll of bear's endurance*, *scroll of invisibility purge*, *scroll of sending*, *wand of cure moderate wounds* (15 charges); **Other Gear** *+1 chainmail*, light steel shield, light crossbow with 10 bolts, mwk light mace, *cloak of resistance +1*, *headband of inspired wisdom +2*, silver holy symbol, spell component pouch, sunrod, pair of platinum rings (worth 50 gp total), 768 gp



Kirrix

This sleek, weasel-like rodent has exaggerated whiskers and six short but stout legs.

KIRRIX **CR 3**

XP 800

N Large magical beast

Init +6; **Senses** blindsense 10 ft., darkvision 60 ft., low-light vision, scent; Perception +9

DEFENSE

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, –1 size)

hp 34 (4d10+12)

Fort +7, **Ref** +6, **Will** +2

Immune disease

OFFENSE

Speed 30 ft., burrow 10 ft., climb 20 ft.

Melee bite +7 (1d8+6)

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

Special Attacks expel pathogens

STATISTICS

Str 18, **Dex** 15, **Con** 17, **Int** 5, **Wis** 12, **Cha** 8

Base Atk +4; **CMB** +9; **CMD** 21 (29 vs. trip)

Feats Improved Initiative, Skill Focus (Perception)

Skills Climb +12, Perception +9, Stealth +3

Languages Common (can't speak)

SQ compression, harbor pathogens

ECOLOGY

Environment any underground

Organization solitary, pair, or pack (3–6)

Treasure none

SPECIAL ABILITIES

Expel Pathogens (Ex) When a kirrix hits with its bite attack, it can infect its target using its harbor pathogens ability (if any) with one disease it has stored, even if that disease can't normally be contracted via an injury. It can do this a number of times per day equal to its Constitution modifier. Alternatively, a kirrix can expend two uses of this ability to spray a disease in a 15-foot cone, exposing all creatures in the cone to the disease even if it can't normally be contracted by contact. Doing so depletes the kirrix's reserve of that disease.

Harbor Pathogens (Ex) A kirrix's body has innate features that let it clean up and contain diseases within ratfolk warrens. A kirrix collects diseases by consuming them off of objects or from the air (typically contact, ingested, or inhaled diseases), by ministering to a diseased creature (typically ingested or injury diseases), or by fighting a creature that imparts diseases and being subjected to one. The kirrix can store up to two types of diseases at a time in an organ near its throat. (A typical kirrix has filth fever and bubonic plague stored.) A kirrix can harmlessly digest an unwanted disease as a full-round action. If the creature consumes a mold or another substance that causes disease, it clears the surface of disease. If it ingests a diseased creature's blood (either by licking an open wound or biting the creature), it can produce an antiplague secretion, which it can use on itself or apply to others. Treat this as though the kirrix were using the Heal skill to treat disease with a +12 bonus.



Ratfolk have just as much enthusiasm for alchemy as they do for rodents, and they combined these two interests to create the kirrix—the result of generations of riding rat husbandry combined with regular infusions. These alchemical modifications have given kirrixes six legs and the ability to consume and transmit diseases without ill effect to the creatures themselves.

Many ratfolk settlements raise these gregarious creatures, with whom the ratfolk share their warrens in a symbiotic relationship. The kirrixes prowl the ratfolk tunnels and act as scavengers—searching for unfamiliar scents, consuming detritus, and removing harmful diseases from the ratfolk settlement. If the warren comes under attack, the kirrixes act as guards, and squeeze through or block tunnels as necessary to buy time for their ratfolk allies to escape.

A typical adult kirrix is 9 feet long and usually weighs under 500 pounds.

Encounters

Ratfolk travel far and wide in search of new discoveries and economic opportunities. As a result, adventurers might encounter them in a wide variety of circumstances and group compositions.

Ratfolk Advance Scouts (CR 6)

Traveling groups of ratfolk often send a small team of scouts several miles ahead to survey the lay of the land and check for dangerous creatures before risking the entire caravan.

Ratfolk Caravan Guards (3) **CR 3**

XP 800 each

hp 30 each (see page 180)

Riding Rats (3) **CR —**

XP —

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +5

Defense

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

hp 18 (2d8+9)

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

Offense

Speed 40 ft., climb 20 ft., swim 20 ft.

Melee bite +3 (1d6+3)

Statistics

Str 14, **Dex** 15, **Con** 17, **Int** 2, **Wis** 13, **Cha** 4

Base Atk +1; **CMB** +3; **CMD** 15 (19 vs. trip)

Feats Toughness

Skills Climb +10, Perception +5, Stealth +6, Swim +10

SQ tricks (attack [all creatures], defend, fetch, heel, track, work)

Ratfolk Caravan (CR 9)

Ratfolk tend to form large caravans when traveling from one trading hub to another. A typical caravan consists of a dozen ratfolk tradesmen driving wagons drawn by riding rats, led and guarded by experienced explorers.

Ratfolk (12) **CR 1/3**

XP 135 each

hp 8 each (*Pathfinder RPG Bestiary 3* 231)

Ratfolk Caravan Guards (4) **CR 3**

XP 800 each

hp 30 each (see page 180)

Ratfolk Expedition Leader **CR 7**

XP 3,200

hp 72 (see page 180)

Riding Rats (4) **CR —**

XP —

hp 18 each (see above)

Colonists (CR 10)

When a warren becomes too crowded, several dozen ratfolk band together to found a new one. A sage usually leads this band, bringing with him any useful texts and knowledge.

Ratfolk (18) **CR 1/3**

XP 135 each

hp 8 each (*Pathfinder RPG Bestiary 3* 231)

Ratfolk Sage **CR 6**

XP 2,400

hp 48 (see page 183)

Ratfolk Tinkerers (4) **CR 1**

XP 400 each

hp 16 each (see page 178)

Ratfolk Wardens (2) **CR 4**

XP 1,200 each

hp 42 each (see page 179)





Sahuagin

"Sharks? Child, unless you're in the water, sharks aren't to fear. So long as you're on a boat and they're down in the brine, ain't nothin' to do save toss 'em a fish head and be thankful you're up here and they're down there.

"Sahuagin, now—those are the real terrors of the seas. Fiends that come right up out of the depths in a boilin' horde, clamberin' over the rails while you're still half-asleep at the tiller, spittin' man and boy alike with their tridents. They ain't no pirates, neither—they couldn't care less about what treasure ya got in yer hold. Oh, they'll take it, aye, but that's not why they're there. It's blood they want. Blood and fear. In those cold, fishy brains of theirs, all the ocean's their domain, and we who sail on it are trespassing.

"Now fetch me another ale and I'll tell ye how I lost me other leg."

—Grum Belson, Third Mate of the *Mermaid's Fancy* (retired)

The sahuagin are horrid creatures that lurk in the oceans, ever ready to wreak devastation. These "sea devils" leave ships adrift and crewless, steal away whole villages in the dead of night, and force aquatic elves and merfolk alike to gird for war.

Sahuagin are complex beings. They have keen intellects and crave order and structure, yet they boil with barely suppressed rage and bloodlust. Even the smallest provocation can tip a sahuagin from cold and calculating schemer to murderous assailant. To stay sane and sharp in times of need, sahuagin periodically revel in bloodstained waters—those who can't satiate their bloodlust either retreat into lethargic apathy or snap and turn against their own.

As a people, sahuagin seek nothing less than total domination of the seas. Though they love to unleash doom on other intelligent species, sahuagin also live in perpetual war with their own kind. Their kings and queens encourage these petty blood feuds, seeing them as a means to feed the blood frenzy, control their numbers, and further hone their race's already considerable skills in battle.

Unlike most aquatic humanoids, sahuagin thrive at any depth or temperature. Even still, they show a marked preference for warm coastal waters—perhaps due to an abundance of both food and beings to terrorize. Sahuagin can be found anywhere from sheltered atolls to lightless trenches, from the tropics to the poles. They have even spread to the Elemental Plane of Water.

Sahuagin live under a feudal system that embodies a ruthless enforcement of order. Each sahuagin holds a position earned with its prowess and skills, and risks demotion by showing any sign of incompetence—or death for any sign of weakness. Officers and lords rule minor holdings as vassals to the barons, dukes, and princesses; kings and queens rule entire oceans from their grand palaces within cities boasting populations in the tens of thousands. Each noble sahuagin aspires to bend the others to her will and become the ruler of an oceanic empire, ushering in the inevitable age of sahuagin ascendance.

Despite their use of noble titles, sahuagin put little stock in bloodlines. Accomplishment trumps parentage, and while sahuagin take pride in relatives with influence and strength, even the offspring of royals must swim unaided. Certainly those children have more opportunities and training than others, but the ambitious daughter of a common laborer might rise to rule a barony, while the inept son of a baron could very well become the meal of his betters.

Sahuagin view other creatures through the lens of their appetites—other races live only to serve as slaves, to die in sport or battle, or to fill the belly. Sahuagin rarely ally with creatures other than their beloved sharks and the shark-like adaros[B3], though they occasionally enslave dragon turtles and other fearsome aquatic monsters as beasts of war. They despise aquatic elves, locathahs[B2], merfolk, and tritons[B2], seeing them as weaklings fit only for slavery and feasting. Aboleths and krakens earn a mixture of loathing and respect, as these beings represent the greatest impediment to sahuagin dominion of the seas.

Young sahuagin are born into clutches of up to 200 eggs, which females lay in well-protected egg chambers. A single settlement typically has one chamber, but larger cities can have up to a dozen. Eggs hatch 3 months after being laid, spawning eel-like fingerlings—all teeth, jaws, and tail. Hatching provokes a violent frenzy, as the newborn fingerlings devour the smaller and weaker members of their clutch. A number of the survivors fall prey to larger predators, or are eaten by their larger siblings when they grow hungry again after their brutal first meal. Only the clever, fast, or strong survive long in the egg chambers.

Sahuagin parents return to claim their surviving young after a year has passed, recognizing their offspring by scent. Some young remain unclaimed, because their parents either have perished or cannot track down the scent. The sahuagin barracks raise such foundlings communally, thrusting them into battle as soon as they can wield a trident.

Sahuagin mature quickly. They develop arms and legs at 6 months of age, grow to around 5 feet tall within a year, and reach their adult size of 7 feet tall around their sixth year. Upon reaching maturity, sahuagin of low social standing must fend for themselves or die—those of higher status are often trained and protected long enough by their parents to become skilled and deadly warriors.

As a species, sahuagin are particularly prone to mutation (see page 188). Most mutants perish in the hatcheries, but those that survive command early respect, their strange abilities seen as proof of divine favor. The most common are the fearsome four-armed sahuagin, perhaps accounting for one in 100 surviving hatchlings. Other mutations appear to arise due to environmental conditions or nearness to other species, or perhaps in response to trace contaminants in the water. Of particular note are the malenti, those sahuagin who for unknown reasons are born looking exactly like aquatic elves.

Sahuagin have long, possibly unlimited life spans, though violence claims most before they reach their thirtieth year. Some particularly fierce princes and queens have ruled for hundreds of years, however, as sahuagin's bodies don't decline with age. Particularly old sahuagin are significantly larger than their younger kin (growing into Large creatures as they age). Sahuagin of all ages despise infirmity, and attempt to excise it from their midst with atavistic, violent reactions.

Full statistics for sahuagin can be found on page 239 of the *Pathfinder RPG Bestiary*.

New Rules

The following section details rules to help represent a wide range of sahuagin.

Sahuagin Mutants

Inherent instability in sahuagin genes makes them susceptible to mutations. Not all these mutations are beneficial, and defective sahuagin rarely survive long after hatching. Sahuagin mutants that do survive and grow to adulthood command the respect and admiration of their peers, quickly rising to positions of power. Four-armed sahuagin and malenti are the most common forms of mutated sahuagin.

Four-Armed Sahuagin: These mutants have four arms, giving them two additional claw attacks. Four-armed sahuagin gain Multiattack and Toughness as bonus feats, and gain the multiweapon mastery ability (*Pathfinder RPG Bestiary 2* 299). They have a base CR of 3. Four-armed sahuagin excel as barbarians, fighters, and rangers.

Malenti: A malenti resembles an aquatic elf, and receives a +4 bonus to Dexterity and Charisma, gains Deceitful and Skill Focus (Bluff) as bonus feats, and can use *command* as a spell-like ability three times per day (this ability works only on creatures with the aquatic subtype, representing increased telepathic influence over aquatic creatures). Additionally, a malenti's natural armor bonus decreases to +2 and the malenti loses its light blindness and natural weapons. Malenti excel as bards, oracles, rogues, and wizards.



Prehistoric Sahuagin: Also known as adacthys, these sahuagin mutants are throwbacks to a more savage epoch; they're Large, have a +7 natural armor bonus, and can speak with aquatic dinosaurs and aquatic megafauna in addition to sharks. Adacthys are usually found in the same waters as prehistoric creatures.

Shark-Blooded Sahuagin: These sahuagin mutants have overly large maws filled with rows of shark-like teeth, as well as the fins and tail of an oversized shark. These abnormalities give them the appearance of monstrous merfolk, a base speed of 5 feet, a swim speed of 80 feet, a bite attack that deals 1d6 points of damage, and immunity to trip attempts. Shark-blooded sahuagin are typically found in sahuagin communities with an unusually high number of shark guardians or near shark breeding grounds.

Sightless Sahuagin: These pallid, sickly looking sahuagin lack eyes, but their blindsense increases to 90 feet and they gain Blind-Fight as a bonus feat. A glowing tendril protruding from a sightless sahuagin causes all sighted creatures to be dazzled while within 10 feet of the sahuagin, and allows it to use *animal trance* once per day as a spell-like ability. This *animal trance* effect is entirely visual, so it doesn't have the sonic descriptor or work on blind creatures. As sightless sahuagin are blind, they are immune to all sight-based effects and attacks, including gaze attacks. Isolated sightless sahuagin mutants arise near sites of ancient evil, and make even other sahuagin uneasy. Whole tribes of such mutants dwell in deep underwater trenches and caves, lost cities at the bottom of oceans, and cursed aquatic temples.

Spined Sahuagin: Covered in hundreds of needlelike spines, spined sahuagin can raise their piercing protrusions to impale creatures that touch them. Any creature that successfully grapples or is grappled by a spined sahuagin, or hits one with an unarmed strike or natural weapon, takes 1d4 points of piercing damage. Additionally, these mutants gain Defensive Combat Training and Improved Grapple as bonus feats. Spined sahuagin most commonly appear in depths that also serve as the hunting grounds of sea serpents, thalassic behemoths, or other massive aquatic predators.

Sahuagin Feats

The following feats are common among sahuagin.

Aquatic Advantage

Foes without a swim speed provoke attacks of opportunity from you underwater.

Prerequisites: Combat Reflexes, must have a natural swim speed.

Benefits: A creature that lacks a swim speed provokes an attack of opportunity from you when it attacks you underwater. You don't get an attack of opportunity if the attacker is under the effects of *freedom of movement*.

Blood Tide

In the throes of blood frenzy, you can unleash a whirlwind of claws and teeth against your foes.

Prerequisites: Combat Expertise, Greater Blood Frenzy*, base attack bonus +6, blood frenzy ability, sahuagin.

Benefits: When you make a full attack while in a blood frenzy, you can give up your regular attacks to instead make one melee attack at your highest base attack bonus against each bleeding or wounded opponent within reach. You must use a natural weapon with these attacks, and you must make a separate attack roll against each opponent. You do not need to use the same natural weapon against each opponent.

When you use Blood Tide, you also forfeit any extra attacks granted by other feats, spells, or abilities.

Greater Blood Frenzy

Your wounds move you into a deeper frenzy.

Prerequisites: Blood frenzy ability, sahuagin.

Benefits: You no longer take a penalty to AC while in a blood frenzy. In addition, if you strike an enemy with both of your claw attacks—or two or more claw attacks if you have extra limbs—while in a blood frenzy, you can rend (as the special attack), dealing an amount of additional damage equal to your claw damage plus 1-1/2 times your Strength bonus (minimum 0).

Sahuagin Spells

Sahuagin choose spells that improve their natural gifts.

Air Breathing

School transmutation; **Level** alchemist 3, bloodrager 3, cleric 3, druid 3, magus 3, shaman 3, sorcerer/wizard 3, summoner 3
Casting Time 1 standard action
Components V, S, M/DF (flower or piece of grass)
Range touch
Target living aquatic creatures touched
Duration 2 hours/level; see text
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The transmuted creatures can breathe air freely. Divide the duration evenly among all the creatures you touch. The spell doesn't make creatures unable to breathe water.

Blood in the Water

School necromancy (emotion); **Level** cleric 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, DF
Range 20 ft.
Area 20-ft.-radius emanation centered on you
Duration 1 round/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

As part of the casting of this spell, you must deal 1 point of piercing or slashing damage to yourself to release your blood. This causes you to take 1 point of bleed damage. While the spell is in effect, all sharks, feeders in the depths, and creatures with the blood frenzy ability in the area gain a +2 bonus to Strength and Constitution and take a –2 penalty to AC. This is treated as blood frenzy for the purposes of other feats and effects, and doesn't stack with the effects of actual blood frenzy. If you cease bleeding, the spell immediately ends.

Gift of the Deep

School transmutation (polymorph); **Level** cleric 4, sorcerer/wizard 5
Casting Time 1 standard action
Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)
Target one non-mutated sahuagin/level, no two of which can be more than 30 ft. apart
Duration 1 minute/level (D)
Saving Throw Fortitude negate (harmless); **Spell Resistance** yes (harmless)

You give the targets the appearance and many of the abilities of sahuagin mutants, with effects as described below. Choose one benefit for all targets of this spell. This spell has no effect on sahuagin that are already mutants or already under the effects of *gift of the deep*.

Four-Armed: The sahuagin sprouts an extra pair of arms—which can be used to make claw attacks (dealing 1d4 points of damage), or to wield weapons or hold items. It gains the benefits of the Multiattack and Multiweapon Fighting feats.

Malenti: The sahuagin's features shift to resemble those of an aquatic elf. It loses its light blindness as well as its claw and bite attacks. The sahuagin gains a +4 enhancement bonus to Dexterity and Charisma, and a +10 circumstance bonus on Disguise checks to appear to be an aquatic elf.

Prehistoric: The sahuagin grows in size, as *enlarge person*. It also gains a +2 enhancement bonus to its natural armor.

Shark-Blooded: The sahuagin's tail elongates and melds with its legs. Its mouth enlarges, increasing its bite damage by one size category (to 1d6 for a typical sahuagin). Its swim speed increases by 20 feet, but its land speed is reduced to 5 feet. The sahuagin can't be tripped.

Sightless: The sahuagin is blinded, but gains the benefits of the Blind Fight feat and blindsense with a range of 90 feet.

Spined: Spines grow on the sahuagin's scales. Any creature that successfully grapples with it, is grappled by it, or hits it with an unarmed strike or natural weapon takes 1d4 points of piercing damage. The sahuagin also gains the benefits of the Improved Grapple feat.

SAHUAGIN AGENTS

Agents lead the way for other sahuagin by scouting enemy patrols and hidden fortifications.

SAHUAGIN SCOUT **CR 3**

XP 800

Sahuagin rogue 2

LE Medium monstrous humanoid (aquatic)

Init +3; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +8

DEFENSE

AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)

hp 34 (4 HD; 2d10+2d8+14)

Fort +3, **Ref** +9, **Will** +4

Defensive Abilities evasion

Weaknesses light blindness

OFFENSE

Speed 30 ft., swim 60 ft.

Melee mwk trident +8 (1d8+6), bite +2 (1d4+2) or 2 claws +7 (1d4+4), bite +7 (1d4+4)

Ranged mwk underwater heavy crossbow +7 (1d10/19–20)

Special Attacks blood frenzy, sneak attack +1d6

TACTICS

During Combat The scout shoots the appropriate *bane bolts* before closing to melee.

STATISTICS

Str 18, **Dex** 17, **Con** 16, **Int** 17, **Wis** 12, **Cha** 7

Base Atk +3; **CMB** +7; **CMD** 20

Feats Combat Expertise, Rapid Reload (heavy crossbow)

Skills Acrobatics +10, Climb +11, Disable Device +12, Escape Artist +10, Knowledge (geography) +7, Perception +8, Ride +7, Sense Motive +8, Stealth +10, Survival +7, Swim +12

Languages Aquan, Common, Elven; speak with sharks

SQ rogue talents (bleeding attack +1), trapfinding +1

Combat Gear *+1 elf-bane bolts* (3), *+1 human-bane bolts* (3), *+1 merfolk-bane bolts* (3), *potion of cure moderate wounds*; **Other Gear** mwk trident, mwk underwater heavy crossbow[UE] with 20 bolts, *feather token* (anchor), dagger, thieves' tools, 53 gp

SAHUAGIN INFILTRATOR **CR 7**

XP 3,200

Sahuagin rogue 6

LE Medium monstrous humanoid (aquatic)

Init +3; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +13

DEFENSE

AC 22, touch 13, flat-footed 19 (+3 armor, +3 Dex, +5 natural, +1 shield)

hp 52 (8 HD; 2d10+6d8+14)

Fort +6, **Ref** +12, **Will** +8

Defensive Abilities evasion, trap senses +2, uncanny dodge

Weaknesses light blindness

OFFENSE

Speed 30 ft., swim 60 ft.

Melee mwk dagger +10/+5 (1d4+5/19–20), mwk dagger +10 (1d4+5/19–20), bite +6 (1d4+2) or 2 claws +11 (1d4+5), bite +11 (1d4+5)

Ranged dagger +9 (1d4+5/19–20)

Special Attacks blood frenzy, sneak attack +3d6

TACTICS

During Combat The infiltrator darts around the battlefield, attempting to flank its opponents. If it's forced to fight alone, it instead tries to ambush its foes one by one.

STATISTICS

Str 20, **Dex** 16, **Con** 12, **Int** 14, **Wis** 15, **Cha** 11

Base Atk +6; **CMB** +11; **CMD** 24

Feats Double Slice, Great Fortitude, Quick Draw, Two-Weapon Defense, Two-Weapon Fighting

Skills Acrobatics +14, Bluff +11, Climb +9, Disable Device +16, Disguise +11, Intimidate +11, Knowledge (local) +8, Linguistics +8, Perception +13, Ride +7, Sense Motive +13, Stealth +19, Swim +13

Languages Aquan, Common, Elven, Giant, Goblin; speak with sharks

SQ rogue talents (bleeding attack +3, combat trick, fast stealth), trapfinding +3

Combat Gear *potion of cure moderate wounds*, *potion of invisibility*; **Other Gear** mwk studded leather, mwk daggers (2), daggers (4), *cloak of resistance +1*, *stalker's mask*[UE], masterwork thieves' tools, 13 gp



Sahuagin Marauders

These sahuagin revel in their rage and blood frenzy.

Sahuagin Brute **CR 3**

XP 800

Sahuagin barbarian 1

NE Medium monstrous humanoid (aquatic)

Init +2; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +7

Defense

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)

hp 36 (3 HD; 2d10+1d12+13)

Fort +7, **Ref** +6, **Will** +5

Weaknesses light blindness

Offense

Speed 40 ft., swim 60 ft.

Melee mwk harpoon +8 (1d8+6/×3), bite +2 (1d4+2)

Ranged mwk harpoon +6 (1d8+4/×3)

Special Attacks blood frenzy, rage (8 rounds/day)

Statistics

Str 19, **Dex** 15, **Con** 18, **Int** 12, **Wis** 13, **Cha** 10

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

Feats Exotic Weapon Proficiency (harpoon), Greater Blood Frenzy*

Skills Climb +8, Handle Animal +6, Intimidate +6, Perception +7, Ride +6, Stealth +6, Survival +6, Swim +16

Languages Aquan, Common; speak with sharks

SQ fast movement

Combat Gear *potion of cure light wounds*; **Other Gear** mwk harpoon[UE], *cloak of resistance +1*, silk rope (50 ft.), 280 gp

Sahuagin Champion **CR 10**

XP 9,600

Four-armed sahuagin barbarian 7 (see page 188)

NE Medium monstrous humanoid (aquatic)

Init +3; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +13

Defense

AC 23, touch 11, flat-footed 20 (+3 armor, +3 Dex, +7 natural, –2 rage, +2 shield)

hp 123 (9 HD; 2d10+7d12+61)

Fort +14, **Ref** +10, **Will** +10

Defensive Abilities improved uncanny dodge, trap sense +2; **DR** 1/—

Weaknesses light blindness

Offense

Speed 40 ft., swim 60 ft.

Melee *+1 trident* +18/+13 (1d8+13), claw +15 (1d4+4), mwk spiked heavy steel shield +18 (1d6+8), bite +15 (1d4+4)

Ranged mwk underwater heavy crossbow +13 (1d10/19–20)

Special Attacks blood frenzy, multiweapon mastery, rage (19 rounds/day), rage powers (inspire ferocity[APG], no escape, reckless abandon[APG] +2)

Tactics

Base Statistics When not raging and not affected by *barkskin*, the champion's statistics are **AC** 21, touch 11, flat-footed 18; **hp** 105; **Fort** +12, **Will** +8; **Melee** *+1 trident* +16/+11 (1d8+10), claw +13 (1d4+3), mwk spiked heavy steel shield +16 (1d6+6), bite +13 (1d4+3) or 4 claws +15 (1d4+6), bite +15 (1d4+6); **Ranged** mwk heavy crossbow +13 (1d10/19–20); **Str** 22, **Con** 17; **CMB** +15, **CMD** 28; **Skills** Intimidate +18, Swim +25.

Statistics

Str 26, **Dex** 16, **Con** 21, **Int** 12, **Wis** 13, **Cha** 10

Base Atk +9; **CMB** +17; **CMD** 28

Feats Great Fortitude, Improved Initiative, Improved Shield Bash, Intimidating Prowess, Multiattack, Power Attack, Toughness

Skills Acrobatics +14 (+18 when jumping), Intimidate +20, Perception +13, Ride +8, Stealth +11, Swim +27

Languages Aquan, Common; speak with sharks

SQ fast movement

Combat Gear *potion of barkskin*; **Other Gear** mwk studded leather, mwk spiked heavy steel shield, *+1 trident*, mwk underwater heavy crossbow[UE] with 20 bolts, *belt of giant strength +2*, *cloak of resistance +2*, 1,038 gp



Shark Speakers

Shark speakers prefer the company of vicious fish over other sahuagin.

Sahuagin Deep Racer — CR 4

XP 1,200

Shark-blooded sahuagin ranger 2 (see page 188)

LE Medium monstrous humanoid (aquatic)

Init +3; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +9

Defense

AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)

hp 40 (4d10+18)

Fort +7, **Ref** +9, **Will** +5; +2 vs. ongoing effects

Weaknesses light blindness

Offense

Speed 5 ft., swim 80 ft.

Melee mwk longspear +8 (1d8+4/×3), bite +2 (1d6+3) or 2 claws +7 (1d4+3), bite +7 (1d6+3)

Ranged mwk underwater heavy crossbow +8 (1d10/19–20)

Special Attacks blood frenzy, combat style (two-handed weapon), favored enemy (elves +2)

Tactics

During Combat The deep racer regularly uses Pushing Assault.

Statistics

Str 17, **Dex** 17, **Con** 18, **Int** 14, **Wis** 15, **Cha** 6

Base Atk +4; **CMB** +7; **CMD** 20 (can't be tripped)

Feats Cleave, Power Attack, Pushing Assault[APG]

Skills Handle Animal +5, Knowledge (geography) +9, Knowledge (nature) +9, Perception +9, Stealth +10, Survival +9, Swim +18

Languages Aquan, Common; speak with sharks

SQ track +1, wild empathy +0

Combat Gear *potion of cure light wounds*; **Other Gear** mwk longspear, mwk underwater heavy crossbow[UE] with 20 bolts, *hand of the mage*, agate earring worth 25 gp, pearls (7, worth 100 gp each), 18 gp

Sahuagin Shark Sentry — CR 6

XP 2,400

Sahuagin ranger 4

LE Medium monstrous humanoid (aquatic)

Init +2; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +10

Defense

AC 23, touch 12, flat-footed 21 (+4 armor, +2 Dex, +7 natural)

hp 61 (6d10+28)

Fort +8, **Ref** +10, **Will** +6

Weaknesses light blindness

Offense

Speed 30 ft., swim 60 ft.

Melee 2 *+1 claws* +12 (1d6+6), *+1 bite* +12 (1d4+6)

Ranged mwk underwater heavy crossbow +9 (1d10/19–20)

Special Attacks blood frenzy, combat style (natural weapon), favored enemy (elves +2)

Ranger Spells Prepared (CL 1st; concentration +2)

1st—*hunter's howl*[APG] (DC 12)

Tactics

Before Combat The shark sentry drinks its *potion of greater magic fang*, then reads *scrolls of barkskin* for itself and an ally.

Base Statistics Without *greater magic fang* and *barkskin*, the shark sentry's statistics are **AC** 21, touch 12, flat-footed 19; **Melee** 2 claws +11 (1d6+5), bite +11 (1d4+5).

Statistics

Str 20, **Dex** 14, **Con** 17, **Int** 12, **Wis** 13, **Cha** 12

Base Atk +6; **CMB** +11; **CMD** 23

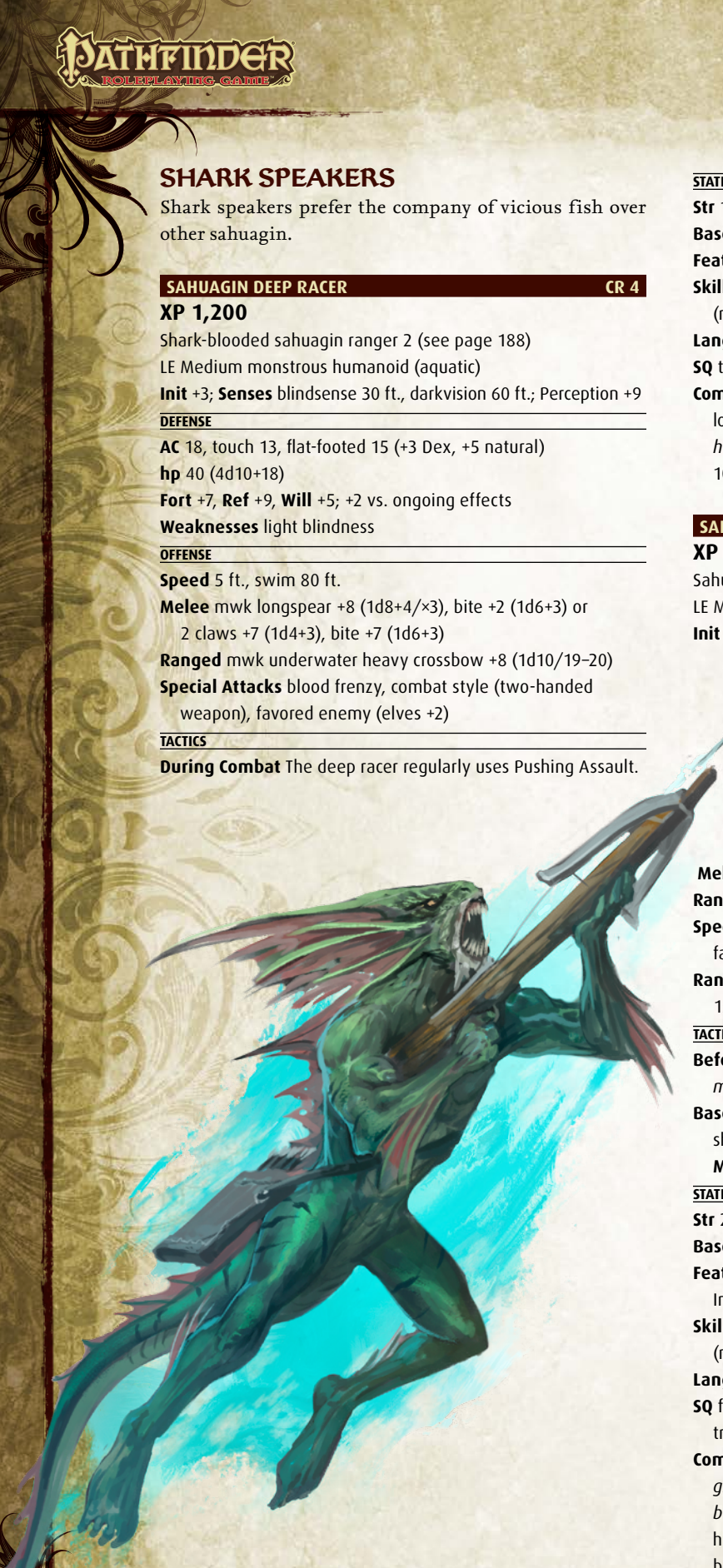
Feats Aquatic Advantage*, Combat Reflexes, Endurance, Improved Natural Attack (claw), Toughness

Skills Climb +9, Handle Animal +10, Intimidate +10, Knowledge (nature) +10, Perception +10, Stealth +11, Survival +10, Swim +17

Languages Aquan, Common; speak with sharks

SQ favored terrain (water +2), hunter's bond (companions), track +2, wild empathy +5

Combat Gear *potion of cure moderate wounds*, *potion of greater magic fang*, *scrolls of barkskin* (2), *+1 elf-bane bolts* (4); **Other Gear** *+1 studded leather*, mwk underwater heavy crossbow[UE] with 20 bolts, *cloak of resistance +1*, bronze-and-agate pendant worth 50 gp, 9 gp



SAHUAGIN PRIESTESSES

Priestesses lead ceremonies and support military actions.

SAHUAGIN UNDERPRIESTESS **CR 5**

XP 1,600

Sahuagin cleric 4

LE Medium monstrous humanoid (aquatic)

Init +0; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +13

DEFENSE

AC 19, touch 10, flat-footed 19 (+4 armor, +5 natural)

hp 57 (6 HD; 2d10+4d8+28)

Fort +7, **Ref** +4, **Will** +11; +2 vs. good

Weaknesses light blindness

OFFENSE

Speed 30 ft., swim 60 ft.

Melee mwk trident +10 (1d8+6), bite +4 (1d4+2)

Ranged mwk underwater heavy crossbow +6 (1d10/19–20)

Special Attacks blood frenzy, channel negative energy 3/day (DC 12, 2d6), destructive smite (+2, 7/day)

Domain Spell-Like Abilities (CL 4th; concentration +8)

7/day—icicle (1d6+2 cold)

Cleric Spells Prepared (CL 4th; concentration +8)

2nd—*blood in the water**, *darkness*, *hold person* (DC 16), *shatter*[D] (DC 16)

1st—*bless*, *cure light wounds*, *magic weapon*, *protection from good*, *true strike*[D]

0 (at will)—*bleed* (DC 14), *detect magic*, *guidance*, *resistance*

D domain spell; **Domains** Destruction, Water

STATISTICS

Str 18, **Dex** 10, **Con** 17, **Int** 14, **Wis** 18, **Cha** 11

Base Atk +5; **CMB** +9; **CMD** 19

Feats Brew Potion, Combat Casting, Toughness

Skills Handle Animal +3, Knowledge (religion) +11, Perception +13, Ride +4, Sense Motive +13, Spellcraft +11, Swim +16

Languages Aklo, Aquan, Common; speak with sharks

Combat Gear *potion of lesser restoration*, *wand of cure moderate wounds* (11 charges); **Other Gear** *+1 studded leather*, dagger, mwk trident, mwk underwater heavy crossbow[UE] with 10 bolts, gold unholy symbol (worth 100 gp), 317 gp

SAHUAGIN HIGH PRIESTESS **CR 9**

XP 6,400

Giant sahuagin cleric 7 (*Pathfinder RPG Bestiary* 295)

LE Large monstrous humanoid (aquatic)

Init –1; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +12

DEFENSE

AC 23, touch 8, flat-footed 23 (+7 armor, –1 Dex, +8 natural, –1 size)

hp 121 (9 HD; 2d10+7d8+79)

Fort +13, **Ref** +6, **Will** +13

Weaknesses light blindness

OFFENSE

Speed 30 ft., swim 60 ft.

Melee *+1 spear* +13/+8 (2d6+8/×3), bite +6 (1d8+5)

Ranged mwk underwater heavy crossbow +6 (2d8/19–20)

Special Attacks blood frenzy, channel negative energy 5/day (DC 13, 4d6), destructive smite (+3, 8/day)

Cleric Spells Prepared (CL 7th; concentration +12)

4th—*dimension door*[D], *gift of the deep**, *unholy blight* (DC 19)

3rd—*air breathing**, *fly*[D], *prayer*, *summon monster III*

2nd—*bear's endurance*, *cure moderate wounds*, *dread bolt*[UM] (DC 17), *hold person* (DC 17), *shatter*[D] (DC 17)

1st—*command* (DC 16), *cure light wounds* (2), *divine favor*, *murderous command*[UM] (DC 16), *sanctuary*, *true strike*[D]

0 (at will)—*bleed* (DC 15), *detect magic*, *guidance*, *read magic*

D domain spell; **Domains** Destruction, Travel

STATISTICS

Str 20, **Dex** 9, **Con** 26, **Int** 14, **Wis** 20, **Cha** 11

Base Atk +7; **CMB** +13; **CMD** 22

Feats Combat Casting, Extra Channel, Improved Natural Attack (bite), Lightning Reflexes, Weapon Focus (spear)

Skills Intimidate +12, Knowledge (religion) +14, Perception +12, Sense Motive +17, Spellcraft +14, Swim +10

Languages Aquan, Common, Elven, Infernal; speak with sharks

SQ agile feet (8/day)

Combat Gear *scroll of cure critical wounds*; **Other Gear** *+1 breastplate*, *+1 spear*, mwk underwater heavy crossbow[UE] with 20 bolts, *headband of inspired wisdom +2*, gold unholy symbol (worth 250 gp), 796 gp



SAHUAGIN SOLDIERS

Powerful warriors occupy the top ranks of sahuagin society.

SAHUAGIN LIEUTENANT **CR 5**

XP 1,600

Sahuagin fighter 3

LE Medium monstrous humanoid (aquatic)

Init +3; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +10

DEFENSE

AC 20, touch 13, flat-footed 17 (+2 armor, +3 Dex, +5 natural)

hp 50 (5d10+23)

Fort +6, **Ref** +7, **Will** +6 (+1 vs. fear)

Defensive Abilities bravery +1

Weaknesses light blindness

OFFENSE

Speed 30 ft., swim 60 ft.

Melee *+1 trident* +11 (1d8+7), bite +4 (1d4+2) or 2 claws +9 (1d4+4), bite +9 (1d4+4)

Ranged mwk underwater heavy crossbow +9 (1d10/19–20)

Special Attacks blood frenzy



STATISTICS

Str 19, **Dex** 16, **Con** 17, **Int** 12, **Wis** 15, **Cha** 8

Base Atk +5; **CMB** +9; **CMD** 22

Feats Greater Blood Frenzy*, Intimidating Prowess, Power Attack, Toughness, Weapon Focus (trident)

Skills Climb +10, Handle Animal +4, Intimidate +11, Perception +10, Ride +7, Stealth +7, Survival +6, Swim +16

Languages Aquan, Common; speak with sharks

SQ armor training 1

Combat Gear *potion of cure moderate wounds*; **Other Gear** leather armor, *+1 trident*, dagger, mwk underwater heavy crossbow[UE] with 20 bolts, 421 gp

SAHUAGIN BARON **CR 9**

XP 6,400

Sahuagin fighter 7

LE Medium monstrous humanoid (aquatic)

Init +3; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +13

DEFENSE

AC 25, touch 13, flat-footed 22 (+7 armor, +3 Dex, +5 natural)

hp 101 (9d10+52)

Fort +11, **Ref** +9, **Will** +7 (+2 vs. fear)

Defensive Abilities bravery +2

Weaknesses light blindness

OFFENSE

Speed 30 ft., swim 60 ft.

Melee mwk trident +17/+12 (1d8+7), claw +16 (1d4+6/19–20 plus 1d6 cold), bite +15 (1d4+4 plus 1d6 cold)

Ranged mwk underwater heavy crossbow +13 (1d10/19–20)

Special Attacks blood frenzy, weapon training (natural +1)

TACTICS

Before Combat The sahuagin baron drinks its *potions of bear's endurance* and *bull's strength*.

Base Statistics Without *bear's endurance* and *bull's strength*, the baron's statistics are **hp** 83; **Fort** +9; **Melee** mwk trident +15/+10 (1d8+5), claw +14 (1d4+5/19–20 plus 1d6 cold), bite +13 (1d6+3 plus 1d6 cold); **Str** 20, **Con** 17; **CMB** +14, **CMD** 27

STATISTICS

Str 24, **Dex** 16, **Con** 21, **Int** 16, **Wis** 13, **Cha** 6

Base Atk +9; **CMB** +16; **CMD** 32

Feats Blood Tide*, Combat Expertise, Greater Blood Frenzy*, Improved Critical (claw), Lunge, Multiattack, Power Attack, Weapon Focus (claw), Weapon Specialization (claw)

Skills Climb +12, Intimidate +10, Knowledge (nobility) +12, Perception +13, Ride +14, Sense Motive +10, Swim +18

Languages Aquan, Common, Infernal; speak with sharks

SQ armor training 2

Combat Gear *potion of bear's endurance*, *potion of bull's strength*, *potion of cure moderate wounds*; **Other Gear** *+1 breastplate*, mwk trident, mwk underwater heavy crossbow[UE] with 20 bolts, *cloak of resistance +1*, *frost amulet of mighty fists*, 1,033 gp

Sahuagin Prince

A sahuagin prince is a paragon of ferocity and political skill.

Sahuagin Prince **CR 13**

XP 25,600

Four-armed sahuagin cavalier (beast rider) 10 (see page 88, *Advanced Player's Guide* 32, *Ultimate Combat* 36)

LE Medium monstrous humanoid (aquatic)

Init +3; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +16

DEFENSE

AC 28, touch 14, flat-footed 25 (+7 armor, +1 deflection, +3 Dex, +7 natural)

hp 148 (12d10+82)

Fort +16, **Ref** +13, **Will** +11

Weaknesses light blindness

OFFENSE

Speed 20 ft., swim 60 ft.

Melee *lance of jousting* +20/+15/+10 (1d8+8/19–20/×3), bite +17 (1d6+2), 2 claws +19 (1d4+5)

Ranged mwk underwater heavy crossbow +18 (1d10/19–20)

Special Attacks banner +3/+2, blood frenzy, cavalier's charge, challenge (+10, +3, 4/day)

TACTICS

Base Statistics Without *barkskin* and *heroism*, the prince's statistics are **AC** 26, touch 14, flat-footed 23; **Fort** +14, **Ref** +11, **Will** +9; **Melee** *lance of jousting* +18/+13/+8 (1d8+8/19–20/×3), bite +15 (1d6+2), 2 claws +17 (1d4+5) or 4 claws +17 (1d4+5), bite +17 (1d6+5); **Ranged** mwk underwater heavy crossbow +16 (1d10/19–20); **Skills** Handle Animal +13, Knowledge (nobility) +14, Perception +16, Ride +13 (+16 with personal mount), Sense Motive +8, Swim +17.

STATISTICS

Str 20, **Dex** 16, **Con** 20, **Int** 13, **Wis** 12, **Cha** 10

Base Atk +12; **CMB** +17; **CMD** 31

Feats Dreadful Carnage[APG], Furious Focus[APG], Intimidating Prowess, Lookout[APG], Mounted Combat, Multiattack, Outflank[APG], Power Attack, Ride-By Attack, Spirited Charge, Toughness

Skills Handle Animal +15, Knowledge (nobility) +16, Perception +16, Ride +15 (+18 with personal mount), Sense Motive +10, Swim +19

Languages Aquan, Common; speak with animals

SQ exotic mount (shark), greater tactician (3/day, 8 rounds, swift action), multiweapon mastery, order of the lion (for the king, lion's call)

Combat Gear *potions of cure moderate wounds* (2), *potions of barkskin* (2), *potion of heroism*; **Other Gear** *+1 breastplate*, *lance of jousting*, mwk underwater heavy crossbow[UE] (20 bolts), *belt of mighty constitution +2*, *cloak of resistance +2*, *ring of protection +1*, *+1 studded leather barding*, *stone of alliance* (swallowed by mount), exotic military saddle, 2,678 gp

Shark Mount **CR —**

Shark animal companion

N Large animal (aquatic)

Init +2; **Senses** blindsense 30 ft., low-light vision, scent; Perception +12

DEFENSE

AC 26, touch 12, flat-footed 23 (+4 armor, +2 Dex, +1 dodge, +10 natural, –1 size)

hp 85 (9d8+45)

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

Defensive Abilities devotion, evasion

OFFENSE

Speed swim 60 ft.

Melee bite +11/+6 (2d6+9)

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

STATISTICS

Str 22, **Dex** 14, **Con** 19, **Int** 3, **Wis** 12, **Cha** 2

Base Atk +6; **CMB** +13; **CMD** 26

Feats Dodge, Improved Natural Attack (bite), Iron Will, Lightning Reflexes, Toughness

Skills Perception +12, Swim +18

Languages Aquan (can't speak)

SQ link



Feeder in the Depths

An immense gray-and-white shark glides through the water, its piercing red eyes revealing a vicious intelligence.

FEEDER IN THE DEPTHS **CR 8**

XP 4,800

LE Huge magical beast

Init +2; **Senses** blindsense 30 ft., darkvision 60 ft., keen scent, low-light vision; Perception +20

Aura blood feast (30 ft.)

DEFENSE

AC 20, touch 10, flat-footed 18 (+2 Dex, +10 natural, –2 size)

hp 105 (10d10+50); blood feast

Fort +12, **Ref** +9, **Will** +7

Resist cold 20; **SR** 19

OFFENSE

Speed swim 80 ft.

Melee bite +15/+10 (2d6+10/19–20 plus deadly bleeding)

Space 15 ft.; **Reach** 10 ft.

Special Attacks swift bite

Spell-Like Abilities (CL 10th; concentration +12)

At will—*blood biography*[APG] (on any creature bitten in the past day, DC 15)

1/day—*summon monster V* (summons 1d4+1 hammerhead sharks or 1d3 great white sharks)

STATISTICS

Str 24, **Dex** 15, **Con** 20, **Int** 13, **Wis** 15, **Cha** 14

Base Atk +10; **CMB** +19; **CMD** 31 (can't be tripped)

Feats Combat Reflexes, Improved Critical (bite), Intimidating Prowess, Iron Will, Vital Strike

Skills Intimidate +19, Knowledge (religion) +11, Perception +20, Swim +15; **Racial Modifiers** +5 Perception

Languages Aklo, Aquan, Infernal

ECOLOGY

Environment any oceans

Organization solitary

Treasure none

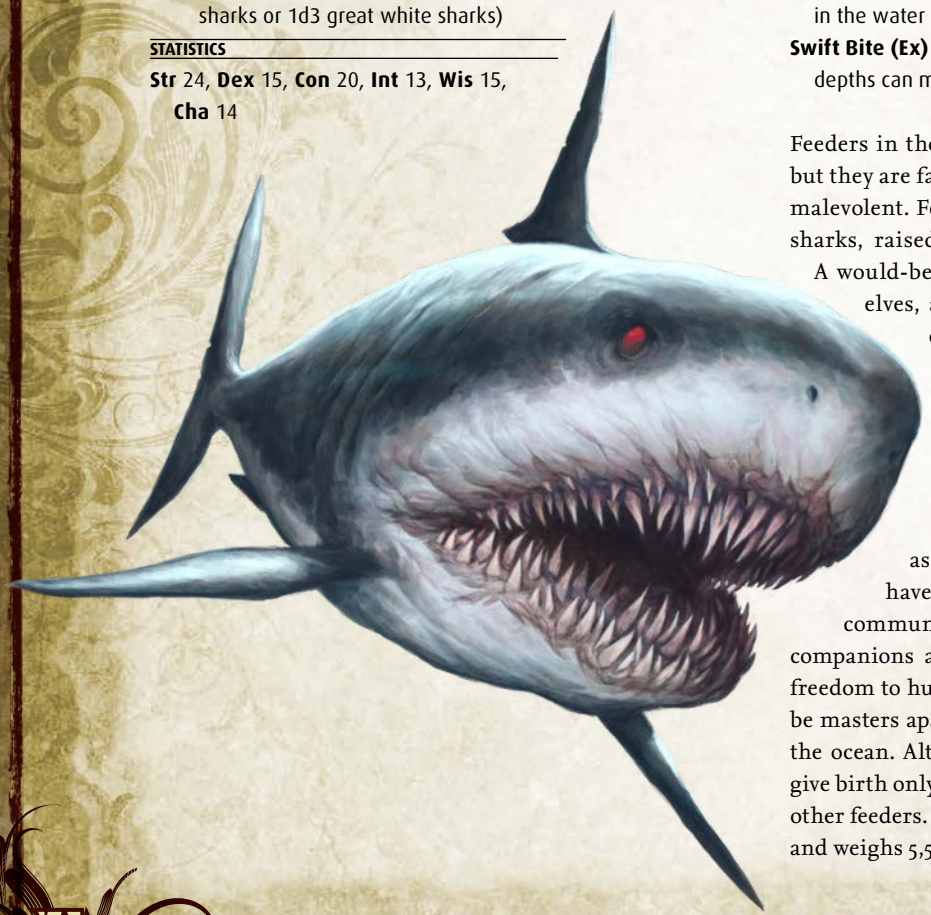
SPECIAL ABILITIES

Blood Feast (Su) When a creature within 30 feet of a feeder in the depths takes bleed damage (including ongoing damage), the feeder heals an equal amount of damage.

Deadly Bleeding (Su) A feeder in the depth's bite causes bleeding wounds that resist healing. The first bite that damages a creature deals 1d4 points of bleed damage, and each subsequent bite increases the amount of bleed by 1d4. Stopping the bleeding requires a successful DC 20 Heal check or the application of any magical healing. However, anyone attempting to cast a healing spell on a creature suffering from deadly bleeding must succeed at a DC 20 caster level check or the spell doesn't affect the bleeding creature. The save DC is Constitution-based.

Keen Scent (Ex) A feeder in the depths can notice creatures by scent in a 180-foot radius underwater, and can detect blood in the water at a distance of up to 1 mile.

Swift Bite (Ex) When making a full attack, a feeder in the depths can make a second bite attack at a –5 penalty.



Feeders in the depths closely resemble ordinary sharks, but they are faster, stronger, and far more intelligent and malevolent. Feeders in the depths begin life as ordinary sharks, raised under the care of sahuagin priestesses. A would-be feeder feasts on the flesh of merfolk, sea elves, and other aquatic humanoids. As it dines on these sacrifices, the priestess chants blasphemous rituals, infusing the shark with malign power and the stolen intelligence of its victims. Over the course of 13 feedings over 13 midwinters, a new feeder in the depths arises.

Feeders in the depths view themselves as equals to sahuagin, not as servants. They have no special affection for sharks, and can't communicate with them. Feeders act as loyal companions as long as they're respected and given the freedom to hunt. If not treated well, they rip their would-be masters apart and descend into the lightless depths of the ocean. Although able to breed, feeders in the depths give birth only to monstrosities or normal sharks, never to other feeders. A typical feeder in the depths is 24 feet long and weighs 5,500 pounds.

Encounters

Despite their penchant for brutal competitions, sahuagin are communal creatures that live and hunt in groups for their mutual good; these groups range from small raiding parties to massive underwater cities. Here are some example encounters using the various types of sahuagin presented in this section.

Boarding Party (CR 5)

In the dead of night, sahuagin clamber up the sides of ships to spread fear and bring back a bounty for their lord.

Sahuagin (2) **CR 2**

XP 600 each

hp 15 each (*Pathfinder RPG Bestiary* 239)

Sahuagin Brute **CR 3**

XP 800

hp 36 (see page 191)

Sahuagin Garrison (CR 7)

Sahuagin guard a small outpost near a human port or subterranean city. A deep racer serves alongside them as a scout or courier for important messages.

Sahuagin (4) **CR 2**

XP 600 each

hp 15 each (*Pathfinder RPG Bestiary* 239)

Sahuagin Deep Racer **CR 4**

XP 1,200

hp 40 (see page 192)

Deep Ritual Cadre (CR 8)

A sahuagin underpriestess attends a profane sacrificial ritual with her retinue, and a scout to keep watch while she conducts her ceremony. She seeks to placate her god, influence the weather, or see portents of the future.

Sahuagin (4) **CR 2**

XP 600 each

hp 15 each (*Pathfinder RPG Bestiary* 239)

Sahuagin Scout **CR 3**

XP 800

hp 34 (see page 190)

Sahuagin Underpriestess **CR 5**

XP 1,600

hp 57 (see page 193)

Hunting Party (CR 11)

Mounted on sharks, a sahuagin baron and his retinue hunt the dangerous game of the deeps. The prey they pursue might be a dangerous beast as well, and could be encountered before the hunting party is seen.

Hammerhead Sharks (4) **CR 3**

XP 800 each

Advanced shark (*Pathfinder RPG Bestiary* 247, 294)

hp 30 each

Sahuagin Baron **CR 9**

XP 6,400

hp 101 (see page 194)

Sahuagin Brutes (2) **CR 3**

XP 800 each

hp 36 each (see page 191)

Sahuagin Lieutenant **CR 5**

XP 1,600

hp 50 (see page 194)





Serpentfolk

"It spoke then, inside my head. It told me that it was a high honor to be a part of such a ritual, to be allowed to witness the rise of the true masters. Then it cast me down among the others, the slaves huddled in the cage, guarded by hissing vipers as large around as tree boles.

"One by one, they brought us out to the slab in front of the pyramid. I watched, helpless and screaming, as Jakoa was dragged away. To die like this was no fitting end for a band of heroes such as us. Yet here Jakoa was, chained to the stone as the serpentfolk whispered incomprehensible incantations into our minds. Red lightning filled Jakoa's mouth, lighting his eyes from within.

"It was Tarvin who saved us. Left for dead on the tunnel floor, he'd somehow crawled after us. With a shout, he leveled his wand and let magic flow..."

—Kohami Micolanu, explorer

Of all the subterranean horrors known to the civilized races, few inspire as much fear and horror as the venomous serpentfolk. These cold-blooded, wholly evil reptilian masters forged a long-lasting empire on a foundation of relentless conquest, slavery, and arcane power. Driven by arrogance and avarice, they waged war in the name of their slithering god, subjugating subterranean creatures and surface dwellers alike. However, the rise of mammalian humanoids eventually gave the serpentfolk pause. History tells of the titanic struggles carried out between the serpentfolk and the greatest of humanity's progeny, a battle first waged on the sunlit surface world before it plumbed the depths of its darkest recesses.

At the climax of these wars, a cataclysmic event shook the pillars of the serpentfolk empire, severing their connection to their god and casting them into disarray. The serpentfolk were driven into retreat. Their brooding leaders went into hibernation in deep, dark holds as a strategy for outliving and outlasting their enemies. But with the passage of generations and centuries, the still-active serpentfolk guarding these strongholds devolved into degenerate brutes, only occasionally giving birth to a highborn example of their original greatness—further emphasizing the race's humiliating descent from its once noble heights. Now, their true champions slumber in ageless hibernation, waiting for the day when humanity undergoes its own decline so the serpentfolk can seize power once again.

As a race, the serpentfolk have undergone a radical transformation since the height of their lost empire. The waning of their snake-god's influence caused a sharp distinction to manifest in the original "purecaste" specimens (those with the advanced serpentfolk template), giving birth to the more commonly encountered "degenerate" serpentfolk. Yet, the twin strains within the overall race continue to intersect—a purecaste serpentfolk of genius intelligence might result from a pairing of degenerate brutes, just as a purecaste might give birth to more monstrous offspring. Regardless, all serpentfolk share a common bond, with purecastes leveraging the strengths of the degenerates to ensure their mutual survival.

On average, the typical purecaste serpentfolk stands a bit taller than its degenerate ilk at 5 to 7 feet in height, but is also far slimmer at around 100 to 140 pounds. The more powerfully built degenerate serpentfolk stands between 4 and 6 feet tall, but weighs as much as 180 to 220 pounds. The scales of all serpentfolk display a wide variety of colors and patterns, and some individuals paint themselves with pigments and cosmetics.

Serpentfolk are quite long-lived, generally reaching 500 years of age. Even so, they face a number of obstacles to returning its civilization to the heights it once enjoyed. Aside from the prevalence of degenerate offspring, most serpentfolk mate only once or twice during their lifetimes. Each mating produces as many as a dozen live births or fertile eggs up to a year later—live births now being the majority, although in ancient times egg-laying was more common—and it takes 50 years for offspring to reach adulthood. This infrequent fertility and long maturation period mean the serpentfolk are fighting an uphill battle against a dwindling population. This leads their society to lean heavily on the use of mind-controlled slaves to run the empire, especially the more dangerous tasks like mining and construction.

The diet of the serpentfolk is mostly meat—with "lesser" sentient creatures being considered a particular delicacy—along with strange fruits harvested from subterranean plants to aid digestion. Serpentfolk gorge themselves when they eat—a sensuous act kept private except for the most frenzied of feedings during major holidays and hosted events. Typically, serpentfolk dine only once per month, devouring 80 to 100 pounds of food before taking a couple of days to digest the meal. However, they can go as long as 4 months without eating at all, and some do so as part of a purifying religious experience or in preparation for complex arcane rituals.

To a serpentfolk, all creatures incapable of telepathy are lesser beings, animals fit only for use as slaves or food. Serpentfolk enclaves exist in near silence while its members communicate and debate telepathically with one another. Morally, serpentfolk have no compass except that which motivates them to action. Self-interest reigns in most matters, but serpentfolk prove incredibly efficient when uniting in common purpose. Such situations usually involve the promise of an equal reward from the spoils of war and the arcane lore gained through victory. Devout serpentfolk still rally to the cause of their snake-god, eager to restore the race to the heights it once knew. Should the serpentfolk succeed, their most powerful scions will emerge from hibernation to lead a new era of conquest and subjugation against the surface world.

Within their own culture, purecaste serpentfolk keep to themselves; each lives alone rather than sharing a living space with others of its kind, seeking to amass as much knowledge and capability as possible in its lifetime. Purecaste serpentfolk avoid emotional attachments to other creatures, including their own offspring. Males and females pair only for the purpose of mating, and then separate to pursue individual interests. Likewise, they form no bonds with the animals or slaves they keep, viewing such creatures as tools or commodities.

Purecaste serpentfolk value sensual experiences and intellectual challenges. They delight in taking that which they desire, and often challenge one another to duels or gamble their prized slaves through deadly games as a form of entertainment.

Full statistics for serpentfolk can be found on page 242 of *Pathfinder RPG Bestiary 2*.

New Rules

The serpentfolk have developed many special abilities and unique magic that allows them to take advantage of their unusual anatomy, further their goals of conquest, and avenge themselves on humans and other surface dwellers.

Serpentfolk Feats

Serpentfolk have access to the following feats.

Innate Arcana

You can refresh your spell-like abilities by expending spell energy.

Prerequisites: Arcane spellcaster, caster level 4th, serpentfolk.

Benefit: You can expend two arcane spell slots or prepared spells to cast one of your racial spell-like abilities. The level of each expended spell must be equal to or higher than the sorcerer/wizard spell level of the spell-like ability you want to cast.

Serpentine Compression

You can squeeze through small areas thanks to your slippery scales and lithe musculature.

Prerequisite: Serpentfolk.

Benefit: You gain the compression universal monster ability (*Pathfinder RPG Bestiary 2* 295), allowing you to move through an area as small as one-quarter your space without squeezing, or one-eighth your space when squeezing.

Tail Weapon (Combat)

You have strengthened your tail enough that you can use it to make slap attacks and augment your balance.

Prerequisites: Base attack bonus +1, serpentfolk.

Benefit: You can make a tail slap attack with your tail. This is a secondary natural attack that deals 1d6 points of bludgeoning damage. You also gain a +2 racial bonus on Acrobatics checks to balance and to your CMD against maneuvers that attempt to move you from your square.

Telepathic Distraction

Your mastery of mental communication lets you assault and weaken the minds of your opponents.

Prerequisites: Cha 15, serpentfolk.

Benefit: As a standard action, you can focus your telepathy on one creature within range to weaken its resistance to mental attacks. The target must succeed at a Will save (DC = 10 + 1/2 your Hit Dice + your Charisma modifier) or take 1d6 points of nonlethal damage and take a –2 penalty against mind-affecting effects; the penalty lasts for 1d6 rounds. This is a mind-affecting effect. You can use this ability a number of times per day equal to 1/2 your Hit Dice.

Venomous Spray (Combat)

You can spit your poison into a nearby opponent's face.

Prerequisite: Serpentfolk.

Benefit: You can spit venom as a secondary ranged attack with a range of 5 feet. This is a natural attack and doesn't provoke attacks of opportunity. A target struck by your venom must succeed at a Fortitude save (DC = your poison DC) or be blinded for 1d4 rounds and suffer the normal effects of your poison. You can't use this attack during any round in which you make a bite attack (and vice versa). After spitting venom, you are unable to use your poisonous bite or to spit venom for 1d4 rounds.

Serpentfolk Spells

Serpentfolk often use the following spells.

Spellsteal

School abjuration; **Level** cleric 5, sorcerer/wizard 5, witch 5
Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft./level)
Target one creature
Duration instantaneous and see text
Saving Throw Will negates; **Spell Resistance** yes

You create a discordant blast of energy that disrupts the target's available magic and transfers knowledge of that magic to you.

If the target prepares spells, it must choose one of its prepared 3rd-level spells, which is immediately lost. If the target has no 3rd-level spells prepared, it loses a 2nd-level spell it has prepared. This progresses down to a 1st-level spell if the target has no 2nd-level spells prepared, and this spell has no effect if the target also has no 1st-level spells prepared. If the spell is on your spell list, you can cast this lost spell (using your caster level) on your next turn.

If the target is a spontaneous spellcaster, it loses one of its available 3rd-level spell slots. If the target has no available 3rd-level spell slots, it must lose a 2nd-level spell slot (progressing as above). Randomly select one of the target's spells known of that spell level; if that spell is on your spell list, you can cast it (using your caster level) on your next turn.

You must provide any focus or material components to cast the stolen spell.

If the target has more than one spellcasting class, choose one at random to be affected. This spell has no effect on spell-like abilities.

Any spell or spell slot lost because of this spell is treated as if the caster had failed a concentration check while trying to cast—the spell or spell slot is wasted and has no effect, but it is recovered normally the next time the character prepares spells or regains spell slots.

Sundered Serpent Coil

School conjuration (creation); **Level** magus 3, sorcerer/wizard 3, summoner 3, witch 3

Casting Time 1 standard action
Components V, S, M (a snake scale)
Range medium (100 ft. + 10 ft./level)
Area one 5-foot square
Duration 1 round/level (D)
Saving Throw: none; **Spell Resistance**: no
This spell functions like *black tentacles*, except it creates a Large decapitated snake, which erupts from the ground and grapples a creature you specify within its 5-foot reach. As a standard action, you can command the snake to release its grappled target and direct it to attack a different creature.

Serpentfolk Magic Items

Serpentfolk often use the following magic items.

Serpentine Choker		Price 16,000 GP
Slot neck	**CL** 11th	**Weight** —
Aura moderate enchantment and necromancy		



This finely wrought iron slave collar is embedded with flecks of pyrite and resembles a stylized rendering of a snake eating its own tail. To function, it must be placed around the neck of a helpless living creature of up to Large size. A creature that speaks the command word while touching the collar can hold the wearer accountable to a single service or course of action (as if affected by *geas/quest*, DC 19) for the next 11 days.

Instead of the penalties associated with that spell, if the wearer deviates from this action or attempts to remove the collar before the service ends—either directly or by encouraging others to—the collar tightens and begins to choke the wearer into submission (as if affected by *suffocation*[APG]). The choking effect ends once the wearer falls unconscious. A *serpentine choker* can be removed safely if the controlling creature speaks the command word again while touching the collar, or as if it were a cursed item.

Construction Requirements	Cost 8,000 GP
Craft Wondrous Item, *geas/quest*, *suffocation*[APG]	

Serpent-Necked Flail		Price 32,315 GP
Slot none	**CL** 10th	**Weight** 10 lbs.
Aura moderate transmutation		



The head of this weapon resembles a knot of entwined serpents. In this form, it can be used as a masterwork heavy mace. Upon command, the head separates into three individual snakes joined to the weapon's handle by their tails, and the weapon acts as a *+1 speed heavy flail*. Speaking the command word again makes the weapon revert to its mace form.

Construction Requirements	Cost 16,165 GP
Craft Magic Arms and Armor, *haste*	

A Snake Reskinned

At the height of their conflict with humanity, the serpentfolk developed an especially devious technique for cloaking their agents in impenetrable disguises to assist them in infiltrating the enemy. By enduring a bath of alchemical oils in specially prepared incubation tanks, serpentfolk volunteers would engage in a form of ritual suicide that sheds their skins and grants a form made of human flesh. This irreversible process only works on purecaste serpentfolk, and functions as *reincarnate* with the shape of the new body specifically chosen to be human rather than determined randomly. These "reborn" serpentfolk then insinuate themselves into human society, acting as sleeper agents and spies to enable the growth and success of the serpentfolk empire.

Survivors of this ritual always retain the serpentfolk intellect, including the serpentfolk's racial bonuses to Intelligence, Wisdom, and Charisma, as well as their spell-like abilities, telepathy, and immunity to mind-affecting effects. The recipient's Strength, Dexterity, and Constitution scores change according to its new race (human) as described in the *reincarnate* spell. Although they resemble humans, these reborn serpentfolk are not fertile except with other serpentfolk, and a careful examination of internal organs of one of these creatures reveals its inhuman nature.

Snakebiter Arrow		Price 306 GP
Slot none	**CL** 12th	**Weight** —
Aura strong divination		

This animated wood and metal snake squirms and hisses when handled, attempting to bite its holder just as a real snake might. To use the *snakebiter arrow* as a projectile, the bearer must first succeed at a DC 10 Handle Animal or wild empathy check to get the snake to shape itself into a *+1 seeking arrow* or a *+1 seeking bolt* (this is considered a trick known by the snake) for 1 minute. Failure means the snake attacks the bearer for 1 round, using the statistics of a Tiny viper familiar (*Pathfinder RPG Bestiary* 133). A target struck by the projectile must succeed at a saving throw or be affected by a powerful variant black adder venom (Fortitude DC 20). Normally, these items are carried in a pouch rather than a quiver to prevent them from getting loose.

Construction Requirements	Cost 156 GP
Craft Magic Arms and Armor, *animate objects*, *poison*, *true strike*	

Serpentfolk Spy

Serpent spies are the eyes of their race on the surface world, keeping tabs on the mammalian empires and reporting on their activities.

SERPENTFOLK SPY **CR 5**

XP 1,600

Advanced serpentfolk rogue 1

NE Medium monstrous humanoid

Init +10; **Senses** darkvision 60 ft., scent; Perception +10

DEFENSE

AC 19, touch 16, flat-footed 13 (+6 Dex, +3 natural)

hp 56 (6 HD; 5d10+1d8+25)

Fort +7, **Ref** +12, **Will** +5

Immune mind-affecting effects, paralysis, poison; **SR** 16

OFFENSE

Speed 30 ft.

Melee *+1 short sword* +12 (1d6+2/19–20), bite +6 (1d6 plus poison) or
mwk dagger +12 (1d4+1/19–20), bite +6 (1d6 plus poison)

Ranged mwk hand crossbow +12 (1d4/19–20 plus black adder venom)

Special Attacks sneak attack +1d6

Spell-Like Abilities (CL 4th; concentration +9)
At will—*disguise self* (DC 16, humanoid form only), *ventriloquism* (DC 16)
1/day—*blur*, *mirror image*, *suggestion* (DC 18)

TACTICS

During Combat A serpentfolk spy lures and harries prey with telepathic taunts and ventriloquism before striking from ambush with poisoned weapons and venomous bites. It conceals its true numbers and position with *blur*, *disguise self*, or *mirror image*.

STATISTICS

Str 12, **Dex** 23, **Con** 19, **Int** 18, **Wis** 13, **Cha** 20

Base Atk +5; **CMB** +6; **CMD** 22

Feats Great Fortitude, Improved Initiative, Weapon Finesse

Skills Acrobatics +15, Bluff +13, Diplomacy +13, Disable Device +11, Disguise +15, Escape Artist +22, Intimidate +13, Knowledge (arcana) +9, Knowledge (local) +8, Perception +10, Sense Motive +10, Sleight of Hand +10, Spellcraft +9, Stealth +10, Use Magic Device +20; **Racial Modifiers** +8 Escape Artist, +4 Use Magic Device

Languages Aklo, Common, Draconic, Undercommon; telepathy 100 ft.

SQ trapfinding +1

Combat Gear black adder venom (3 doses); **Other Gear** *+1 short sword*, mwk dagger, mwk hand crossbow with 10 bolts, thieves' tools, 77 gp

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 consecutive saves. The save DC is Constitution-based.



A serpentfolk spy monitors activity in surface settlements, noting authority figures, defenses, and those who could be bribed or coerced into serving the serpentfolk empire. While most serpentfolk spies describe their professions in terms of analyzing weaknesses and preparing for the eventual large-scale assault on the surface world, the truth is that many spies (and their masters) have immediate goals in mind. Spies often stake out powerful priests and arcanists, posing as fellow scholars or simple servitors, in order to gain access to knowledge and arcane lore not readily available in their subterranean caverns. Given their long life spans and reptilian patience, these individuals may infiltrate an organization and stay implanted there for years, waiting for a choice artifact or tome to present itself. Once it does, the spy absconds with the relic and retreats back to the serpentfolk city of its paymasters—killing any warmbloods who stand in its way.

Serpentfolk Hunter

Serpentfolk hunters are adept at sneaking through the shadows of their subterranean homes to slay those who dare to cross into its borders, as well as at tracking their prey into the dangerous brightness of the world above.

SERPENTFOLK HUNTER **CR 6**

XP 2,400

Degenerate serpentfolk ranger 2

NE Medium monstrous humanoid

Init +7; **Senses** darkvision 60 ft., scent; Perception +13

DEFENSE

AC 20, touch 13, flat-footed 17 (+3 Dex, +7 natural)

hp 66 (7d10+28)

Fort +10, **Ref** +10, **Will** +4

Immune mind-affecting effects, paralysis, poison; **SR** 17

OFFENSE

Speed 30 ft.

Melee mwk scimitar +14/+9 (1d6+6/18–20), bite +8 (1d6+3 plus poison)

Ranged *+1 composite shortbow* +12/+7 (1d6+7/×3)

Special Attacks combat style (archery), favored enemy (humans +2)

TACTICS

During Combat A serpentfolk hunter delights in silently tracking opponents using its scent ability and firing arrows from darkness while communicating telepathically with its allies. It takes advantage of ranged combat until forced into melee, when it then uses its venomous bite to capture opponents for food or enslavement.

STATISTICS

Str 22, **Dex** 17, **Con** 19, **Int** 8, **Wis** 11, **Cha** 8

Base Atk +7; **CMB** +13; **CMD** 26

Feats Great Fortitude, Improved Initiative, Point-Blank Shot, Rapid Shot, Weapon Focus (composite shortbow)

Skills Climb +10, Escape Artist +14, Intimidate +5, Knowledge (dungeoneering) +5, Knowledge (nature) +3, Perception +13, Stealth +12, Survival +6 (+7 to identify or follow tracks), Swim +10; **Racial Modifiers** +8 Escape Artist, +4 Perception

Languages Aklo; telepathy 100 ft.

SQ track +1, wild empathy +1

Combat Gear *+1 human-bane arrows* (4), *potions of cure moderate wounds* (2); **Other Gear** *+1 composite shortbow* with 20 arrows, mwk scimitar, 95 gp

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 saves. The save DC is Constitution-based.

Trained in tracking and slaying warmblooded humanoids—humans in particular—a serpentfolk hunter is a powerful but blunt instrument of its intelligent, ruthless masters. It's often in the first wave of warriors sent to secure an area, and might serve as a bodyguard for a powerful serpentfolk priest or mage. In turn, it may well wield power and status over less specialized degenerate serpentfolk. The purecaste serpentfolk allow such hierarchical jostling among their underlings—the equivalent of letting a pack of dogs sort out their own structure—so long as their minions never question the purecastes' orders and judgments.

Despite the fact that the serpentfolk live underground, serpentfolk hunters usually train to work against a specific enemy rather than in a specific terrain. This allows them to do their job equally well when defending their cavern-cities against encroaching adventures as when making precise raids into aboveground communities. A single purecaste serpentfolk might have several different hunters working for him that all specialize in different favored enemies to maximize versatility, or he might have an entire squad trained as a unit from birth to fight a particular hated breed of surface-dwelling foe.



Serpentfolk Illusionist

Serpentfolk cherish knowledge—and hence know how valuable obscuring the truth can be.

SERPENTFOLK ILLUSIONIST **CR 8**

XP 4,800

Advanced serpentfolk illusionist 4

NE Medium monstrous humanoid

Init +10; **Senses** darkvision 60 ft., scent; Perception +13

DEFENSE

AC 21, touch 17, flat-footed 15 (+1 deflection, +6 Dex, +4 natural)

hp 99 (9 HD; 5d10+4d6+58)

Fort +7, **Ref** +11, **Will** +9

Immune mind-affecting effects, paralysis, poison; **SR** 19

OFFENSE

Speed 30 ft.

Melee mwk dagger +8/+3 (1d4/19–20), bite +2 (1d6 plus poison)

Spell-Like Abilities (CL 4th; concentration +8)

At will—*disguise self* (DC 15, humanoid form only), *ventriloquism* (DC 15)

1/day—*blur*, *dominate person* (DC 19), *major image* (DC 17), *mirror image*, *suggestion* (DC 17)

Arcane School Spell-Like Abilities (CL 4th; concentration +10)

9/day—*blinding ray*

Illusionist Spells Prepared (CL 4th; concentration +10)

2nd—*blindness/deafness* (DC 18), *detect thoughts* (DC 18), *illusion of calm*[UC] (DC 19), *invisibility*, *pernicious poison*[UM]

1st—*color spray* (2, DC 18), *hypnotism* (DC 18), *shield*, *silent image* (DC 18), *vanish*[APG]

0 (at will)—*dancing lights*, *detect magic*, *mage hand*, *read magic*

Opposition Schools conjuration, evocation

TACTICS

During Combat A serpentfolk illusionist seeks to deceive opponents with spells until it can debilitate them with *blindness/deafness*, *color spray*, or a venomous bite enhanced with *pernicious poison*. Otherwise, it attacks with its wand or uses *suggestion* and *dominate person* to turn enemies into allies.

STATISTICS

Str 10, **Dex** 22, **Con** 21, **Int** 22, **Wis** 13, **Cha** 18

Base Atk +7; **CMB** +7; **CMD** 24

Feats Combat Casting, Improved Initiative, Scribe Scroll, Spell Focus (enchantment), Spell Focus (illusion), Toughness

Skills Acrobatics +11, Bluff +10, Diplomacy +10, Disguise +10, Escape Artist +19, Intimidate +12, Knowledge (arcana) +18, Knowledge (dungeoneering, nobility, religion) +10, Knowledge (history, planes) +12, Perception +13, Sense Motive +7, Spellcraft +18, Use Magic Device +15; **Racial Modifiers** +8 Escape Artist, +4 Use Magic Device

Languages Abyssal, Aklo, Common, Draconic, Elven, Undercommon; telepathy 100 ft.

SQ arcane bond (viper), extended illusions (+2 rounds)

Combat Gear *potions of cure moderate wounds* (2), *scrolls of blur* (2), *scrolls of daze monster* (2), *scrolls of hideous laughter* (2), *scroll of hold person*, *scrolls of invisibility* (2), *scrolls of mirror image* (2), *scrolls of touch of idiocy* (2), *wand of mage armor* (20 charges), *wand of magic missile* (20 charges); **Other Gear** mwk dagger, *amulet of natural armor +1*, *ring of protection +1*, spellbook, 273 gp

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 saves. The save DC is Constitution-based.

A serpentfolk illusionist has greatly enhanced its racial gifts for deception with decades of intensive arcane study. On the surface world, it is often the leader of a group of serpentfolk or a cult of lesser reptilian humanoids.

SERPENTFOLK BONE PROPHET

Serpentfolk bone prophets speak to and for the dead—including their own dead god.

SERPENTFOLK BONE PROPHET **CR 11**

XP 12,800

Advanced serpentfolk oracle 7 (*Pathfinder RPG Advanced Player's Guide* 42)

NE Medium monstrous humanoid

Init +8; **Senses** darkvision 60 ft., scent; Perception +19

DEFENSE

AC 23, touch 13, flat-footed 20 (+7 armor, +2 Dex, +1 dodge, +3 natural)

hp 137 (12 HD; 5d10+7d8+79)

Fort +11, **Ref** +11, **Will** +16

Immune mind-affecting effects, paralysis, poison; **SR** 22

OFFENSE

Speed 15 ft.

Melee *+1 quarterstaff* +12/+7 (1d6+2), bite +6 (1d6 plus poison)

Spell-Like Abilities (CL 4th; concentration +9)

At will—*disguise self* (DC 16, humanoid form only), *ventriloquism* (DC 16)

1/day—*blur*, *dominate person* (DC 20), *major image* (DC 18), *mirror image*, *suggestion* (DC 18)

Oracle Spells Known (CL 7th; concentration +12)

3rd (5/day)—*animate dead*, *bestow curse* (DC 18), *chain of perdition*[UC], *inflict serious wounds*

2nd (7/day)—*dread bolt*[UM] (DC 17), *false life*, *hold person* (DC 17), *inflict moderate wounds*, *instrument of agony*[UC]

1st (8/day)—*cause fear* (DC 16), *cure light wounds*, *inflict light wounds*, *murderous command*[UM] (DC 16), *obscuring mist*, *ray of sickening*[UM] (DC 16), *shield of faith*

0 (at will)—*bleed* (DC 15), *detect magic*, *detect poison*, *guidance*, *light*, *resistance*, *stabilize*

Mystery bones

TACTICS

During Combat The bone prophet enforces mental control over enemies with *hold person*, *murderous command*, and *suggestion*. It casts *bestow curse* and *chain of perdition* to hamper those that come too close, and uses its damaging spells and scrolls against its most dangerous opponents.

STATISTICS

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

Base Atk +10; **CMB** +11; **CMD** 26

Feats Combat Casting, Command Undead, Dodge, Great Fortitude, Improved Initiative, Iron Will, Toughness

Skills Acrobatics +5 (+1 when jumping), Bluff +15, Diplomacy +15, Disguise +15, Escape Artist +10, Heal +11, Intimidate +13, Knowledge (arcana, history, religion) +17, Perception +19, Sense Motive +14, Spellcraft +18, Use Magic Device +15; **Racial Modifiers** +8 Escape Artist, +4 Use Magic Device

Languages Aklo, Common, Draconic, Undercommon; telepathy 100 ft.

SQ oracle's curse (lame), revelations (bleeding wounds, death's touch, undead servitude [8/day, DC 18])

Combat Gear *bead of force*, *potions of cure moderate wounds* (2), *potion of invisibility*, *scroll of greater command*, *scroll of slay living*, *wand of cure moderate wounds* (10 charges); **Other Gear** *+1 chainmail*, *+1 quarterstaff*, *cloak of resistance +1*, *headband of inspired wisdom +2*, unholy symbol, 175 gp

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 saves. The save DC is Constitution-based.

The serpentfolk bone prophet uses its powers to control slaves and convert the dead into mindless minions. It constantly hears the otherworldly whispers of the skeletal head of its god and relays those cryptic words to its mage colleagues.



Serpentfolk Spellblade

Spellblades blend magic with intricate blade work.

SERPENTFOLK SPELLBLADE **CR 13**

XP 25,600

Advanced serpentfolk magus 9 (*Pathfinder RPG Ultimate Magic* 9)
NE Medium monstrous humanoid

Init +10; **Senses** darkvision 60 ft., scent; Perception +18

DEFENSE

AC 26, touch 15, flat-footed 22 (+7 armor, +1 deflection, +3 Dex, +1 dodge, +4 natural)

hp 160 (14 HD; 5d10+9d8+93)

Fort +15, **Ref** +14, **Will** +12

Immune mind-affecting effects, paralysis, poison; **SR** 24

OFFENSE

Speed 20 ft.

Melee *+2 corrosive scimitar* +17/+12/+7 (1d6+5/15–20 plus 1d6 acid), bite +9 (1d6+1 plus poison)

Ranged mwk composite longbow +19/+14/+9 (1d8+4/×3)

Special Attacks improved spell combat, spell combat (–2 attack, +2 concentration), spellstrike

Spell-Like Abilities (CL 4th; concentration +7)

At will—*disguise self* (DC 14, humanoid form only), *ventriloquism* (DC 14)

1/day—*blur*, *dominate person* (DC 18), *major image* (DC 16), *mass suggestion* (DC 19), *mirror image*, *suggestion* (DC 16), *teleport*

Magus Spells Prepared (CL 9th; concentration +14)

3rd—*dispel magic*, *displacement*, *vampiric touch* (2)

2nd—*acid arrow*, *defensive shock*[UM], *frigid touch*[UM], *invisibility*, *web* (DC 17)

1st—*burning hands* (DC 16), *chill touch* (DC 16), *corrosive touch*[UM], *magic missile*, *ray of enfeeblement* (DC 16), *shocking grasp*

0 (at will)—*arcane mark*, *detect magic*, *mage hand*, *prestidigitation* (DC 15), *read magic*

TACTICS

Before Combat A spellblade casts *defensive shock* if it expects battle, often following with *displacement* and *invisibility* to pursue a chosen target more freely.

During Combat A spellblade combines arcane power and mental mastery with the deadly, sinuous grace of the blade. It uses its hasted assault ability whenever possible, and uses spell combat and spellstrike whenever it has appropriate spells available. It prefers to weaken opponents with poisoned bites and spells like *chill touch*, *ray of enfeeblement*, and *vampiric touch*.

STATISTICS

Str 16, **Dex** 23, **Con** 21, **Int** 20, **Wis** 13, **Cha** 16

Base Atk +11; **CMB** +14; **CMD** 32

Feats Combat Expertise, Craft Magic Arms and Armor, Dodge, Great Fortitude, Improved Critical (scimitar), Improved Initiative, Toughness, Weapon Focus (scimitar)

Skills Acrobatics +10 (+6 when jumping), Climb +10, Craft (alchemy) +13, Disguise +9, Escape Artist +19, Intimidate +15, Knowledge (arcana) +18, Knowledge (dungeoneering) +12, Knowledge (history) +8, Knowledge (nobility) +6, Perception +18, Sense Motive +8, Spellcraft +16, Stealth +15, Survival +8, Swim +4, Use Magic Device +15; **Racial Modifiers** +8 Escape Artist, +4 Use Magic Device

Languages Aklo, Common, Draconic, Undercommon; telepathy 100 ft.

SQ arcane pool (9 points, +3), knowledge pool, magus arcana (hasted assault, pool strike +4d6, spell shield), medium armor proficiency, spell recall

Combat Gear *potions of cure serious wounds* (2), *scroll of force hook charge*[UM], *scroll of gaseous form*, *scroll of greater invisibility*, *scroll of protection from energy*, acid (4); **Other Gear** *+2 glamered scale mail*, *+2 corrosive scimitar*, mwk composite longbow with 20 *+1 arrows*, *amulet of natural armor +1*, *belt of giant strength +2*, *cloak of resistance +1*, *ring of protection +1*, spellbook, 449 gp

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 saves. The save DC is Constitution-based.

Spellblades mix the brute power of degenerate serpentfolk with the skill and magic of purecastes. An enigma even among their own kind, spellblades are respected by all.

SERPENTFOLK HIGH PRIEST

Serpentfolk high priests are the leaders of their people.

SERPENTFOLK HIGH PRIEST **CR 14**

XP 38,400

Advanced serpentfolk cleric 10

CE Medium monstrous humanoid

Init +10; **Senses** darkvision 60 ft., scent; Perception +21

DEFENSE

AC 28, touch 13, flat-footed 25 (+8 armor, +3 Dex, +4 natural, +3 shield)

hp 182 (15 HD; 5d10+10d8+110)

Fort +15, **Ref** +13, **Will** +17

Immune mind-affecting effects, paralysis, poison; **SR** 25

OFFENSE

Speed 20 ft.

Melee *+3 unholy light mace* +24/+19/+14/+9 (1d6+6), bite +16 (1d6+3 plus poison)

Ranged mwk light crossbow +22 (1d8+3/19–20)

Special Attacks channel negative energy 10/day (DC 22, 5d6), scythe of evil (5 rounds, 1/day), weapon master (10 rounds/day)

Spell-Like Abilities (CL 4th; concentration +9)

At will—*disguise self* (DC 16, humanoid form only), *ventriloquism* (DC 16)

1/day—*blur*, *dominate person* (DC 20), *major image* (DC 18), *mass suggestion* (DC 21), *mirror image*, *suggestion* (DC 18), *teleport*

Domain Spell-Like Abilities (CL 10th; concentration +16)

9/day— battle rage (+5), touch of evil (5 rounds)

Cleric Spells Prepared (CL 10th; concentration +16)

5th—*flame strike*[D] (2, DC 21), *righteous might*, *slay living* (DC 21)

4th—*cure critical wounds*, *divine power*, *freedom of movement*, *spit venom*[UM] (DC 20), *unholy blight*[D] (DC 20)

3rd—*cure serious wounds*, *dispel magic*, *invisibility purge*, *magic circle against good*[D], *protection from energy*

2nd—*bear's endurance*, *calm emotions* (DC 18), *darkness*, *dread bolt*[UM] (DC 18), *hold person* (2, DC 18), *spiritual weapon*[D]

1st—*bane* (DC 17), *forbid action*[UM] (DC 17), *murderous command*[UM] (2, DC 17), *protection from good*[D], *shield of faith* (2)

0 (at will)—*bleed* (DC 16), *detect magic*, *resistance*, *stabilize*

D domain spell; **Domains** Evil, War

TACTICS

Before Combat A high priest prepares for battle by casting *divine power* and *freedom of movement*, then uses its scythe of evil ability to enhance its weapon.

STATISTICS

Str 10, **Dex** 23, **Con** 20, **Int** 16, **Wis** 22, **Cha** 20

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

Feats Combat Casting, Extra Channel, Great Fortitude, Improved Channel, Improved Initiative, Selective Channeling, Toughness, Weapon Finesse

Skills Acrobatics +7 (+3 when jumping), Diplomacy +15, Disguise +10, Escape Artist +15, Intimidate +10, Knowledge (arcana, nobility, planes) +9, Knowledge (history) +10, Knowledge (religion) +15, Perception +21, Sense Motive +15, Spellcraft +15, Stealth +11, Use Magic Device +15

Languages Aklo, Common, Draconic, Undercommon; telepathy 100 ft.

Combat Gear *potion of aid*, *wand of cure moderate wounds* (10 charges); **Other Gear** *+2 breastplate*, *+1 heavy steel shield*, *+3 unholy light mace*, mwk light crossbow with 10 bolts, *amulet of natural armor +1*, *belt of incredible dexterity +2*, *headband of inspired wisdom +2*, *pearl of power* (1st), *phylactery of faithfulness*, silver unholy symbol, spell component pouch, 1,434 gp

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 saves. The save DC is Constitution-based.



Seru

The sound of flapping wings and an angry hiss accompany the appearance of this flying snake.

SERU **CR 3**

XP 800

NE Small magical beast

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

DEFENSE

AC 15, touch 14, flat-footed 12 (+2 Dex, +1 dodge, +1 natural, +1 size)

hp 22 (3d10+6)

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

OFFENSE

Speed 20 ft., fly 40 ft. (average)

Melee bite +6 (1d4–2 plus poison)

Ranged spit venom +6 ranged touch (poison)

Special Attacks poison, spit venom

STATISTICS

Str 6, **Dex** 15, **Con** 14, **Int** 11, **Wis** 13, **Cha** 10

Base Atk +3; **CMB** +0; **CMD** 13

Feats Dodge, Flyby Attack[B], Improved Initiative, Weapon Finesse[B]

Skills Bluff +7, Fly +4, Perception +10, Stealth +10 (+14 in rocky areas); **Racial Modifiers** +4 Bluff, +4 Perception

Languages Aklo, Common (can't speak any language); telepathy 60 ft.

ECOLOGY

Environment any land (jungles, swamps, or underground)

Organization solitary, pair, or nest (3–8)

Treasure none

SPECIAL ABILITIES

Poison (Ex) Bite or spit venom—injury; *save* Fort DC 15; *frequency* 1/minute for 6 minutes; *effect* 1 Con damage plus blindness for 1 minute; *cure* 1 save.

Spit Venom (Ex) As a standard action, a seru can spit venom up to 30 feet. This is a ranged touch attack with no range increment. Any opponent hit by this attack is exposed to the seru's poison.



A seru is an underground variety of telepathic venomous snake with the wings of a bat. These creatures have long held a special relationship with serpentfolk, and some legends suggest the snake-god created these winged vipers to assist the serpentfolk in their war against humanity. Intelligent enough to form their own culture, many serus live entirely separate lives from serpentfolk enclaves. Even so, many serpentfolk wizards still seek out serus to bind them as familiars. A spellcaster must have the Improved Familiar feat, be of an evil alignment, and be an arcane caster of level of 7th or higher to gain a seru familiar.

Serus are natural predators that prefer to track prey by scent. When ready to strike, they spit venom into the eyes of a victim and use ambush tactics to wear down their targets. When presented with overwhelming odds or those capable of resisting their venom, serus tend to flee and hide among their cavern rocks.

Serpentfolk often use serus to watch their territorial borders. These creatures serve both as a deterrent and as telepathic spies that can quickly alert their masters to the presence of outsiders. They sometimes enter into friendships with degenerate serpentfolk, participating in raiding parties as equal companions and trackers, or else command them by acting as mouthpieces for purecastes.

An adult seru weighs approximately 20 pounds, with a body nearly 3 feet long and a wingspan of 5 feet. A mated female lays two to five eggs every year, but many fall victim to underground predators before they ever hatch. Serus have an average life span of 25 years.

Encounters

Serpentfolk can be encountered in a variety of places and contexts. Whether underground or on the surface, they seek to mislead and subjugate their enemies, dominating others as representatives of the world's most predatory civilization. Serpentfolk hunting parties frequently raid settlements and then enslave survivors—using these slaves as laborers, expendable warriors, and food. Religious pilgrims travel to seek out the holy sites of their destructive serpentine god. Living undetected among surface dwellers, illusionists and spies work tirelessly to infiltrate the power structures of other societies, taking what they covet and tearing down what they despise.

Hunting Party (CR 8)

A serpentfolk hunting party ranges far from its lair in a continual effort to explore, conquer, and enslave other creatures. An experienced tracker always leads the group, usually aided by an equally sinister lieutenant. Together, they silently command the more brutish members of their force, giving telepathic orders to direct them in battle.

ADVANCED SERPENTFOLK **CR 4**

XP 1,200

hp 42 (*Pathfinder RPG Bestiary 2* 242)

DEGENERATE SERPENTFOLK **CR 4**

XP 1,200

hp 47 (*Pathfinder RPG Bestiary 2* 242)

SERPENTFOLK HUNTER **CR 6**

XP 2,400

hp 66 (see page 203)

Spy Ring (CR 9)

A cabal of serpentfolk spies usually comprises no more than five members operating under the direction of two leaders. The rest of the cell includes agents who rely heavily on *disguise self* or the reskinning ritual (see the sidebar on page 201) to hide their presence. Together, they work to sabotage the plans of their enemies and to steal any magical lore that could enhance the might of the serpentfolk empire.

ADVANCED SERPENTFOLK (3) **CR 4**

XP 1,200 each

hp 42 each (*Pathfinder RPG Bestiary 2* 242)

SERPENTFOLK SPIES (2) **CR 5**

XP 1,600 each

hp 56 each (see page 202)

Pilgrimage (CR 12)

Religion motivates many serpentfolk as they follow the strange dreams and visions provided by their half-dead snake-god—their deity charging them to make war upon all other races. Battlefields and holy sites often draw such pilgrims, who perform frenzied acts of bloodletting and feeding in an effort to appease their patron. A bone prophet typically leads these sojourns, accompanied by a handful of priests and degenerate serpentfolk to act as bodyguards and enforcers.

SERPENTFOLK BONE PROPHET **CR 11**

XP 12,800

hp 137 (see page 205)

SERPENTFOLK HUNTERS (3) **CR 6**

XP 2,400 each

hp 66 each (see page 203)





Troglodytes

The deep gnome prospectors we encountered two weeks earlier warned us not to explore the ancient troglodyte ruins, but we foolishly did so anyway. We had full confidence in Master Carraxiego, a veteran of many such expeditions. He explained that troglodytes were a primitive race—disorganized savages that fought with crude stone clubs and flint axes. He assured us that such creatures were no match for the two dozen dwarf mercenaries he had hired.

They came at us as we slept in the ruins, swift and silent. Before we could muster a defense, they overwhelmed the mercenaries and began carrying off the survivors. One of the dwarves they grabbed managed to slit his own throat with his belt-knife before the trogs could knock him out and carry him away. He was one of the lucky ones. Only three of us managed to escape the carnage and reach the surface alive.

—From the journal of Shazendra Opellor, cartographer

Troglodytes are a race of feral, violent, reptilian cave dwellers. They are relatively common in the upper reaches of the great subterranean wilderness, and have a long history of raiding the settlements of other humanoids—particularly humans—for food and slaves.

A typical troglodyte stands about 5 feet tall and weighs 150 pounds. Most are dull gray or gray-green, though other variations in coloration can appear depending on habitat. Troglodytes have short, stiff ridges running from the top of the head down to the base of the spine. They reach maturity at 10 years of age and have lifespans of about 50 to 60 years, though most troglodytes perish from violence much earlier than that. Troglodytes typically form primitive tribal societies, usually dominated by a powerful chieftain or a charismatic cleric or druid. Humans are a troglodyte's favored prey, and the very scent of a human is enough to drive troglodytes into a feeding frenzy. However, troglodytes are opportunistic predators that will hunt and devour other intelligent creatures if humans are unavailable. Troglodytes are also unapologetically cannibalistic, often eating the defeated members of rival tribes and the old and infirm members of their own tribe when other forms of prey are scarce.

Modern troglodytes are the degenerate descendants of an incredibly ancient race of reptilian humanoids known to scholars as the xulgaths, and indeed many troglodytes continue to use that name when they refer to themselves. Though the ancient xulgaths resembled modern troglodytes in form, they were more gifted, both intellectually and magically. When the world was still young, the xulgaths erected great stone cities of towering ziggurats, twisting canals and aqueducts, and many other advanced examples of stonework and architecture. Some of these still stand today in the deepest caverns of the underworld. Though the society the xulgaths built would be considered primitive by modern standards, it far outpaced the progress other races had made. Xulgath society was ruled by a religious caste of exceptionally powerful divine spellcasters who used their supernatural gifts to dominate their lesser kin and enslave the primitive humanoid races. The xulgaths worshiped ancient and inhuman gods, most notably the dreadful qlippoth lords who ruled the Abyss before the demon lords usurped their place.

However, the xulgaths were slow to progress and adapt, and lost their advantage. As hard as they fought against the rising civilizations of elves, dwarves, and other humanoids, they couldn't keep up with the technological progress the others had made. The xulgaths were finally cast down by one of the earliest human civilizations. All the xulgaths had created was lost, and many of them were enslaved. Now, not only have the troglodytes failed to keep up with other races, but they have in many ways regressed from what they once were.

A few large settlements of unusually civilized and intelligent troglodytes do exist in the deepest reaches of the world's subterranean wilds. Ruled over by despotic tyrants, these settlements consist of great stone ziggurats and other monolithic stone structures that modern troglodytes would be incapable of engineering and building on their own. Strangely, though these realms appear to be of xulgath origin, they were ruins before the enlightened troglodytes came to live there. This suggests that the troglodytes didn't live there continuously and develop their society, but rather abandoned the settlements as their civilizations collapsed into savagery, returning only when they became enlightened once again. Home to hundreds of organized troglodytes, these settlements are typically warlike in nature. Fortunately, the surface world remains safe from these aggressive raiders since these settlements are all located deep underground and remain isolated from the surface-dwelling races by miles of subterranean wilderness.

Troglodytes speak Draconic, though their vocabulary is limited because of their cultural isolation and stagnation. They are also adept at conveying information through gestures, guttural noises meant to convey their emotions, and culturally ubiquitous displays of dominance. Though troglodytes keep few written records, the creation of artwork has an important place within their culture as a leisure activity and religious practice. Troglodyte cave paintings and sculptures can be entirely abstract or loosely representational, and focus on expressing the creator's emotional state—joy and pride after a successful hunt, rage at a cunning enemy, or affection for family, for example—rather than conveying a complex narrative. Many troglodyte settlements keep lit torches so the vibrant colors of their art can be seen, since darkvision shows only black and white.

Religion is a strong influence among troglodytes, and their clerics and druids are almost always the highest regarded members of a tribe. Most tribes are led by charismatic clerics or druids. Chieftains who are incapable of wielding divine power find themselves serving as mere mouthpieces for the most powerful religious figures in the tribe. Troglodyte worship is a disorganized affair; veneration of the tribe's chosen demon lords mainly consisting of superstitious rituals, crude carvings and drawings on cave walls, and religious stories told and retold down countless troglodyte generations. Clerics among the troglodytes typically keep religious knowledge and power for themselves, encouraging their tribemates to worship devoutly but concentrating religious authority among an elite few. Troglodyte clerics typically choose their favorite offspring as their successors, prompting the children of holy people to engage in fierce (and sometimes bloody) competition to win the favor of their parents.

Full statistics for troglodytes can be found on page 267 of the *Pathfinder RPG Bestiary*.

New Rules

The following new rules include variant troglodytes and troglodyte-created spells.

Troglodyte Variants

Although most troglodytes are represented by the cave-dwelling creatures documented in the *Pathfinder RPG Bestiary*, after untold millennia, several troglodyte variants have evolved from the ancient xulgath bloodline and adapted to life in different environments and climates.

Enlightened Troglodytes (CR 2): These troglodytes dwell far deeper underground than most of their kind. Less bestial than other troglodytes but just as vile, they use their intelligence to enslave more primitive races. They become experts at taming beasts to serve as mounts and sentries.

An enlightened troglodyte's ability scores are Str 14, Dex 17, Con 16, Int 12, Wis 13, and Cha 13. A typical enlightened troglodyte's skills (not counting ranks gained through class levels) are Handle Animal +6, Stealth +5 (+9 in rocky areas), and Perception +3.



Kaergath (CR 1/2): Squat, warty, and diminutive, these troglodytes average just under 4 feet tall and weigh 180 pounds. Kaergaths have dull reddish-brown scales and huge, square teeth, but lack the claws of the other troglodytes. Native to the upper reaches of the subterranean wilderness underneath trackless deserts and sun-scorched badlands, kaergaths are known for their ability to burrow through sand, their expertise with the javelin, and their preference for the flesh of humanoid children.

Kaergaths are troglodytes with the young simple template and the ability to burrow through sand and loose earth (but not stone) at a rate of 20 feet per round. They gain a +1 racial bonus on attack rolls with javelins. Kaergaths have a bite attack that deals 1d8 points of damage, but do not have claw attacks.

Troglodyte Paragons (CR 5): Although most of the ancient xulgath race perished with the collapse of its great empire long ago, a few powerful individuals survived. These ancient troglodytes went into hiding in the deep places of the world, and though many of them perished, fled to other planes, or retreated into lichdom, a few sought refuge in magical stasis. Over the long centuries, troglodyte paragons have from time to time awakened from their magical slumber. Though some have sought out modern troglodytes in an effort to elevate them and reclaim the glory of their lost civilization, most troglodyte paragons despise their degenerate descendants. Distinguished from common troglodytes by their glowing, emerald eyes and gold-tinged scales, troglodyte paragons are long-lived, with maximum lifespans averaging 400 years. Troglodyte paragons are extremely paranoid and obsessed with self-preservation. Most troglodyte paragons have class levels in cleric or sorcerer.

Troglodyte paragons are Large troglodytes with 7 Hit Dice. Their natural armor bonus increases by 2, their claw attacks deal 1d8 points of damage, and their bite attacks deal 1d6 points of damage. Troglodyte paragons have the following ability scores instead of the standard troglodyte ability scores: Str 22, Dex 9, Con 16, Int 13, Wis 10, and Cha 15. They can use the following spell-like abilities: constant—*arcane sight*; at will—*hypnotism*, *speak with animals* (dinosaurs and reptiles only); 3/day—*cause fear*, *charm monster*. Troglodyte paragons with at least 14 Hit Dice (including both racial HD and those from class levels) can also use *dominate monster* once per day. A typical troglodyte paragon's skills (not counting ranks gained through class levels) are Intimidate +9, Perception +7, Stealth +10 (+14 in rocky areas).

Troglodyte Spells

Troglodyte spellcasters often learn the following spells.

Amplify Stench

School transmutation; **Level** cleric 2, druid 2, oracle 2, shaman 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 10 minutes/level

You amplify your natural stench special ability—its save DC increases by 2, and creatures that fail their saving throws against your stench become nauseated rather than sickened. If your stench ability normally causes a creature to become nauseated (such as with the foul stench ability), the radius of your stench doubles instead. This spell has no effect if you don't possess the stench special ability.

Mark of the Reptile God

School transmutation (curse); **Level** antipaladin 4, cleric 4, inquisitor 4, oracle 4
Casting Time 1 standard action
Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration permanent
Saving Throw Fortitude negates; **Spell Resistance** yes

If you succeed at a ranged touch attack, you burn your handprint onto the flesh of a creature, dealing 1d6 points of acid damage. The mark can be placed on any exposed portion of the creature, typically the head or forearm. The flesh around the handprint becomes rough and scaly, like the hide of a lizard. It also glows with a green radiance (shedding light as a torch) when brought within 60 feet of you. While the handprint glows, the target takes a –2 penalty to AC against your attacks and on saving throws to resist any spell you cast or spell-like ability you use.

Additionally, each day the target remains cursed, more and more of its flesh becomes covered in reptilian scales. The target must succeed at a Fortitude save each day or take 1d4 points of Charisma damage, 1 point of which is Charisma drain instead. A creature reduced to 0 Charisma by this effect is immediately transformed into a small, harmless cave lizard, as the *baleful polymorph* spell.

As with the effects of *bestow curse*, the curse inflicted by this spell cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Swarm of Fangs

School conjuration (summoning); **Level** druid 3, sorcerer/wizard 3, summoner 3, witch 3
Casting Time 1 round
Components V, S, M (a lizard's tooth)
Range close (25 ft. + 5 ft./2 levels)
Effect one swarm of animate teeth
Duration 1 round/level
Saving Throw none; **Spell Resistance** no

You summon a swarm consisting of thousands of animate, flying teeth in a 10-foot-by-10-foot cube. These fangs attack all creatures within the swarm's area. You can summon the swarm so that it shares an area with other creatures, and you can move the swarm up to 40 feet each round as a move action. If you choose not to move the swarm, it automatically moves up to 40 feet to envelop the nearest creature (including you) if it has not already done so.

Creatures caught inside the swarm's area of effect take 2d6 points of damage. The fangs deal damage to all creatures sharing their area when they first appear, and at the end of their movement each round.

Troglodyte Magic Items

Though troglodytes possess only primitive technology, their magical traditions do include crafting magic items.

Cave Dweller's Greataxe		Price 8,305 GP
Slot none	**CL** 11th	**Weight** 9 lbs.
Aura moderate transmutation		

A *cave dweller's greataxe* appears to be a thin slab of stone crudely lashed to a bone haft. It's as serviceable as a metal weapon of the same type would be, and functions as a *+1 greataxe*. Once per day when the wielder of a *cave dweller's greataxe* hits a creature, the wielder can speak a command word to force the hit creature to attempt a DC 16 Fortitude save. If the creature fails, it becomes slowed for 1 round. At the end of that round, the creature is no longer slowed, but it must succeed at a second saving throw or it becomes petrified for 1d4 rounds.

Construction Requirements	**Cost** 4,305 GP
Craft Magic Arms and Armor, *calcific touch*[APG]	

Stench Spray Amulet		Price 1,600 GP
Slot neck	**CL** 3rd	**Weight** —
Aura faint conjuration		

This fetish of bone, shed reptilian skin, and small stones can be worn around the neck to convert a creature's stench into a breath weapon. It has no benefits for a creature that doesn't have the stench special ability. While a creature wears this amulet, its stench aura is suppressed. Once per hour as a standard action, the creature can spray a brown slime from its mouth in a 30-foot cone. Any creature hit by the slime must succeed at a Fortitude saving throw or become sickened for the same duration. The save DC and duration are the same as those of the wearer's stench aura.

Furthermore, the floor in the cone becomes coated in the slick slime for 1 minute. This has the same effects as coating a solid surface with a *grease* spell (DC 11), but doesn't require creatures to attempt saving throws if they're in the area when the cone is created—only if they move through the area.

Construction Requirements	**Cost** 800 GP
Craft Wondrous Item, *grease*	

Troglodyte Sneaks

Using their natural stealth or magical invisibility, these troglodytes sneak up on enemies, then either slip away to report what they've seen to the tribe or attack enemies that look weak.

Troglodyte Skulker **CR 2**

XP 600

Troglodyte rogue 2

CE Medium humanoid (reptilian)

Init +5; **Senses** darkvision 90 ft.; Perception +8

Aura stench (30 ft., DC 14, 10 rounds)

Defense

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

hp 30 (4d8+12)

Fort +6, **Ref** +4, **Will** +1

Defensive Abilities evasion

Offense

Speed 30 ft.

Melee mwk club +6 (1d6+3), bite +0 (1d4+1), claw +0 (1d4+1) or bite +5 (1d4+3), 2 claws +5 (1d4+3)

Ranged javelin +3 (1d6+3)

Special Attacks sneak attack +1d6

Statistics

Str 16, **Dex** 13, **Con** 16, **Int** 8, **Wis** 13, **Cha** 9

Base Atk +2; **CMB** +5; **CMD** 16

Feats Improved Initiative, Point-Blank Shot

Skills Acrobatics +8, Climb +7, Disable Device +2, Escape Artist +8, Knowledge (dungeoneering) +3, Perception +8, Stealth +12 (+16 in rocky areas)

Languages Draconic

SQ rogue talents (fast stealth), trapfinding +1

Combat Gear *potion of cure moderate wounds*, smokesticks (2); **Other Gear** javelins (4), mwk club, sack of uncut gems (worth 120 gp in total), 16 gp

Far-ranging and mobile, troglodyte skulkers spend most of their time away from the tribe.

Troglodyte Sorcerer **CR 4**

XP 1,200

Troglodyte sorcerer 4

CE Medium humanoid (reptilian)

Init +1; **Senses** darkvision 90 ft.; Perception +1

Aura stench (30 ft., DC 13, 10 rounds)

Defense

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

hp 39 (6 HD; 2d8+4d6+16)

Fort +7, **Ref** +3, **Will** +6; +2 vs. poison

Resist electricity 5

Offense

Speed 30 ft.

Melee mwk club +4 (1d6), bite –2 (1d4), claw –2 (1d4) or bite +3 (1d4), 2 claws +3 (1d4)

Special Attacks claws (1d6, 6 rounds/day)

Sorcerer Spells Known (CL 4th; concentration +7)

2nd (4/day)—*acid arrow*

1st (7/day)—*cause fear* (DC 15), *corrosive touch*[UM], *ray of enfeeblement* (DC 15), *summon monster I*

0 (at will)—*acid splash*, *daze* (DC 13), *detect magic*, *ghost sound* (DC 13), *mage hand*, *mending*

Bloodline Abyssal

Statistics

Str 10, **Dex** 13, **Con** 14, **Int** 10, **Wis** 13, **Cha** 16

Base Atk +3; **CMB** +3; **CMD** 14

Feats Combat Casting, Eschew Materials, Silent Spell, Spell Focus (evocation)

Skills Knowledge (arcana) +7, Knowledge (planes) +4, Spellcraft +6, Stealth +9 (+13 in rocky areas)

Languages Draconic

SQ bloodline arcana (summoned creatures gain DR 2/good)

Combat Gear *potion of cure light wounds*, *wand of invisibility* (10 charges); **Other Gear** mwk club, *cloak of resistance +1*, 150 gp

Arcane casters often become scouts, as their divine counterparts monopolize the positions of power within the tribe. Most troglodyte sorcerers have the Abyssal, Deep Earth (*Pathfinder RPG Advanced Player's Guide* 137), Draconic, or Undead bloodline.



Troglodyte Holy Ones

Troglodyte divine spellcasters act as spiritual advisors for their tribes. Troglodyte clerics usually worship demon lords, particularly those associated with caverns and reptiles.



Troglodyte Beast-Speaker **CR 3**

XP 800

Troglodyte druid 3

CE Medium humanoid (reptilian)

Init +4; **Senses** darkvision 90 ft.; Perception +10

Aura stench (30 ft., DC 13, 10 rounds)

Defense

AC 16, touch 10, flat-footed 16 (+6 natural)

hp 35 (5d8+13)

Fort +8, **Ref** +3, **Will** +5

Offense

Speed 30 ft., climb 20 ft.

Melee mwk club +4 (1d6), bite –2 (1d4), claw –2 (1d4) or bite +3 (1d4), 2 claws +3 (1d4)

Ranged javelin +3 (1d6)

Druid Spells Prepared (CL 3rd; concentration +5)

2nd—*hold animal*[D] (DC 14), *spider climb*, *summon swarm*

1st—*calm animals*[D] (DC 13), *charm animal* (DC 13), *cure light wounds*, *entangle* (DC 13)

0 (at will)—*create water*, *detect magic*, *guidance*, *know direction*

Tactics

Before Combat The beast-speaker casts *spider climb* on himself and tries to ambush his prey from the ceiling, high wall, or ledge.

Base Statistics Without *spider climb*, the beast-speaker's statistics are **Speed** 30 ft.; Skills **Climb** +0.

Statistics

Str 10, **Dex** 11, **Con** 14, **Int** 10, **Wis** 15, **Cha** 15

Base Atk +3; **CMB** +3; **CMD** 13

Feats Combat Casting, Improved Initiative, Lightning Reflexes

Skills Climb +8, Heal +7, Knowledge (nature) +2, Perception +10, Spellcraft +6, Stealth +7 (+11 in rocky areas), Survival +10

Languages Draconic, Druidic

SQ nature bond (Animal domain), nature sense, speak with animals (6 rounds/day), trackless step, wild empathy +5, woodland stride

Combat Gear *potion of cure moderate wounds*, *scroll of dominate animal*, *scroll of summon nature's ally II*; **Other Gear** javelins (6), mwk club, headdress (worth 500 gp), 19 gp

Troglodyte Priest **CR 3**

XP 800

Troglodyte cleric 3

CE Medium humanoid (reptilian)

Init –1; **Senses** darkvision 90 ft.; Perception +2

Aura stench (30 ft., DC 14, 10 rounds)

Defense

AC 19, touch 9, flat-footed 19 (+4 armor, –1 Dex, +6 natural)

hp 30 (5d8+8)

Fort +7, **Ref** +0, **Will** +5

Offense

Speed 20 ft.

Melee *+1 obsidian spiked gauntlet* +10 (1d4+6), bite +3 (1d4+5), claw +3 (1d4+5) or bite +8 (1d4+5), 2 claws +8 (1d4+5)

Ranged javelin +2 (1d6+5)

Special Attacks channel negative energy 4/day (DC 14, 2d6), fury of the Abyss (+1, 5/day)

Domain Spell-Like Abilities (CL 3rd; concentration +5)

5/day—strength surge (+1)

Cleric Spells Prepared (CL 3rd; concentration +5)

2nd—*amplify stench*[*], *bull's strength*[D], *hold person* (DC 14)

1st—*bless*, *command* (DC 13), *doom*[D] (DC 13), *magic weapon*

0 (at will)—*bleed* (DC 12), *detect magic*, *guidance*, *spark*[APG]

D domain spell; **Domains** Evil (Demon subdomain), Strength

Tactics

Before Combat The priest casts *amplify stench* and *bull's strength* on herself, and *magic weapon* on her spiked gauntlet.

Base Statistics Without *amplify stench*, *bull's strength*, and *magic weapon*, the priest's statistics are **Aura** stench (30 ft., DC 12, 10 rounds); **Melee** mwk obsidian spiked gauntlet +8 (1d4+3), bite +1 (1d4+3), claw +1 (1d4+3), or bite +6 (1d4+3), 2 claws +6 (1d4+3); **Ranged** javelin +2 (1d6+3); **Str** 16; **CMB** +6; **CMD** 15.

Statistics

Str 20, **Dex** 9, **Con** 12, **Int** 10, **Wis** 15, **Cha** 13

Base Atk +3; **CMB** +8; **CMD** 17

Feats Combat Casting, Improved Channel, Weapon Focus (spiked gauntlet)

Skills Heal +7, Knowledge (planes) +4, Knowledge (religion) +6, Sense Motive +7, Spellcraft +5, Stealth +1 (+5 in rocky areas)

Languages Draconic

Combat Gear *potions of cure moderate wounds* (2), *scroll of spiritual weapon*, *wand of cure light wounds* (20 charges), thunderstone; **Other Gear** mwk hide armor, javelins (6), mwk obsidian spiked gauntlet, wooden holy symbol, 96 gp

Troglodyte Cavalry

These mounted warriors ride reptilian steeds such as giant monitor lizards (*Pathfinder RPG Bestiary* 194, 295) or giant chameleons (*Pathfinder RPG Bestiary 3* 186) into combat.

TROGLODYTE SCALE-RIDER **CR 6**

XP 2,400

Troglodyte ranger 5

CE Medium humanoid (reptilian)

Init +2; **Senses** darkvision 90 ft.; Perception +10

Aura stench (30 ft., DC 14, 10 rounds)

DEFENSE

AC 19, touch 12, flat-footed 17 (+1 armor, +2 Dex, +6 natural)

hp 69 (7 HD; 2d8+5d10+33)

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

OFFENSE

Speed 30 ft.

Melee mwk club +10/+5 (1d6+3), bite +4 (1d4+1), claw +4 (1d4+1)

Ranged javelin +8/+3 (1d6+3)

Special Attacks combat style (mounted combat), favored enemy (dwarves +2, humans +4)

Ranger Spells Prepared (CL 2nd; concentration +3)

1st—*animal messenger*, *entangle* (DC 12)

STATISTICS

Str 16, **Dex** 14, **Con** 16, **Int** 8, **Wis** 13, **Cha** 9

Base Atk +6; **CMB** +9; **CMD** 21

Feats Deadly Aim, Endurance, Mounted Archery, Mounted Combat, Point-Blank Shot, Quick Draw, Toughness

Skills Handle Animal +8, Knowledge (dungeoneering) +5, Perception +10, Ride +11, Stealth +12 (+16 in rocky areas), Survival +7

Languages Draconic

SQ favored terrain (underground +2), hunter's bond (companions), track +2, wild empathy +4

Combat Gear *potions of cure moderate wounds* (2), *potion of protection from arrows*, tanglefoot bags (2); **Other Gear** javelins (15), mwk club, *bracers of armor +1*, 85 gp

TROGLODYTE CHAMPION **CR 7**

XP 3,200

Troglodyte fighter 6

CE Medium humanoid (reptilian)

Init +1; **Senses** darkvision 90 ft.; Perception +3

Aura stench (30 ft., DC 15, 10 rounds)

DEFENSE

AC 23, touch 11, flat-footed 22 (+6 armor, +1 Dex, +6 natural)

hp 82 (8 HD; 2d8+6d10+40)

Fort +13, **Ref** +4, **Will** +4 (+2 vs. fear)

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee mwk lance +13/+8 (1d8+5/×3), bite +6 (1d4+2), claw +6 (1d4+2)

Ranged javelin +9/+4 (1d6+5)

Special Attacks weapon training (spears +1)

STATISTICS

Str 18, **Dex** 12, **Con** 18, **Int** 8, **Wis** 13, **Cha** 9

Base Atk +7; **CMB** +11 (+13 bull rush); **CMD** 22 (24 vs. bull rush)

Feats Improved Bull Rush, Mounted Combat, Power Attack, Quick Draw, Ride-By Attack, Spirited Charge, Toughness, Unseat

Skills Handle Animal +6, Intimidate +6, Perception +3, Ride +6, Stealth +3 (+7 in rocky areas)

Languages Draconic

SQ armor training 1

Combat Gear *potion of cure moderate wounds*; **Other Gear** mwk breastplate, javelins (7), mwk lance, *belt of giant strength +2*, *cloak of resistance +1*, 33 gp



Troglodyte Chieftain

One chieftain usually leads each troglodyte tribe, ruling over the lesser members of the tribe with a strong and vengeful hand.

Troglodyte Chieftain **CR 8**

XP 4,800

Troglodyte barbarian 2/druid (cave druid) 6 (*Pathfinder RPG Advanced Player's Guide* 99)

CE Medium humanoid (reptilian)

Init +4; **Senses** darkvision 90 ft.; Perception +12

Aura stench (30 ft., DC 14, 10 rounds)

Defense

AC 21, touch 11, flat-footed 21 (+4 armor, +9 natural, –2 rage)

hp 100 (10 HD; 8d8+2d12+46)

Fort +14, **Ref** +4, **Will** +10; +2 vs. abilities of aberrations and oozes

Defensive Abilities uncanny dodge; **Resist** fire 10

Offense

Speed 50 ft.

Melee *+1 greataxe* +15/+10 (1d12+8/×3), *+1 bite* +10 (1d4+4) or
+1 bite +15 (1d4+8), 2 *+1 claws* +15 (1d4+8)

Ranged javelin +7 (1d6+7)

Special Attacks fire bolt (1d6+3 fire, 6/day), rage (7 rounds/day), rage powers (moment of clarity), wild shape 1/day (can adopt ooze form but not plant form)

Druid Spells Prepared (CL 6th; concentration +9)

3rd—*fireball*[D] (DC 16), *greater magic fang* (2), *swarm of fangs*[*] (DC 16)

2nd—*barkskin*, *bull's strength* (2), *produce flame*[D], *stone call*[APG]

1st—*burning hands*[D] (DC 14), *cure light wounds* (2), *longstrider*, *pass without trace*

0 (at will)—*create water*, *detect magic*, *know direction*, *mending*

D domain spell; **Domain** Fire

Tactics

Before Combat The chieftain casts *bull's strength* and *greater magic fang* on both himself and one ally, then casts *barkskin* on himself.

During Combat While his enemies are still at range, the chieftain casts *swarm of fangs*, *stone call*, and other attack spells. When cornered in melee, he rages and attacks with his greataxe.

Base Statistics When he's not raging, and without *barkskin*, *bull's strength*, and *greater magic fang*, the chieftain's statistics are **AC** 20, touch 13, flat-footed 20; **hp** 84; **Fort** +12, **Will** +8; **Melee** *+1 greataxe* +13/+8 (1d12+6/×3), bite +7 (1d4+2) or bite +12 (1d4+5), 2 claws +12 (1d4+5); **Ranged** javelin +7 (1d6+7); **Str** 16, **Con** 13; **CMB** +12, **CMD** 22.

Statistics

Str 24, **Dex** 11, **Con** 17, **Int** 10, **Wis** 16, **Cha** 13

Base Atk +7; **CMB** +14; **CMD** 22

Feats Combat Casting, Improved Initiative, Lightning Reflexes, Power Attack, Toughness

Skills Diplomacy +7, Intimidate +10, Knowledge (dungeoneering) +2, Knowledge (religion) +6, Perception +12, Sense Motive +9, Spellcraft +9, Stealth +3, Survival +5

Languages Draconic, Druidic

SQ fast movement, lightfoot, nature bond (Fire domain), nature sense, tunnelrunner, wild empathy +7 (influence oozes, not magical beasts)

Combat Gear *potions of cure moderate wounds* (2), *scroll of meld with stone*; **Other Gear** mwk chain shirt, *+1 greataxe*, javelins (5), *belt of incredible dexterity +2*, bag of gemstones (worth 200 gp in total), 50 gp

Most ferocious troglodyte chieftains earn their positions by killing and eating their predecessors. Almost all chieftains practice some form of divine magic, and they must be strong—and cruel—to reign over their fractious, savage tribes. Troglodyte chieftains often wear fine metal items claimed from other creatures that they or their subjects have killed.



Troglodyte Warren Guard

The largest and most aggressive troglodytes are chosen to supervise the tribes' egg clutches and keep them safe from intruders.

Troglodyte Warren Guard **CR 9**

XP 6,400

Troglodyte barbarian (brutal pugilist) 8 (*Pathfinder RPG Advanced Player's Guide* 78)

CE Medium humanoid (reptilian)

Init +1; **Senses** darkvision 90 ft.; Perception +14

Aura stench (30 ft., DC 16, 10 rounds)

Defense

AC 19, touch 11, flat-footed 18 (+2 armor, +1 Dex, +8 natural, –2 rage)

hp 124 (10 HD; 2d8+8d12+58)

Fort +15, **Ref** +4, **Will** +8

Defensive Abilities improved savage grapple; **DR** 1/—

Offense

Speed 40 ft.

Melee *+1 bite* +16 (1d4+7), 2 *+1 claws* +16 (1d6+7)

Ranged javelin +10 (1d6+6)

Special Attacks rage (21 rounds/day), rage powers (intimidating glare, knockback, strength surge +8, terrifying howl [DC 20])

Tactics

Before Combat The warren guard drinks her *potion of barkskin* if she believes danger is coming.

During Combat With a single-minded devotion to protecting the tribe's eggs, the warren guard rages and starts attacking with her natural attacks. She uses intimidating glare, following it up with terrifying howl once one or two enemies are shaken. If enemies approach the eggs, she uses knockback to drive them away or grapples them to get them under control.

Base Statistics Without barkskin and when she's not raging, the barbarian's statistics are **AC** 19, touch 13, flat-footed 18; **hp** 104; **Fort** +13, **Will** +6; **Melee** *+1 bite* +14 (1d4+5), 2 *+1 claws* +14 (1d6+5); **Ranged** javelin +10 (1d6+4); **Str** 18, **Con** 16; **CMB** +13 (+17 bull rush, +15 grapple).

Statistics

Str 22, **Dex** 13, **Con** 20, **Int** 8, **Wis** 13, **Cha** 9

Base Atk +9; **CMB** +15 (+19 bull rush, +17 grapple); **CMD** 24 (26 vs. bull rush)

Feats Diehard, Improved Bull Rush, Improved Natural Attack (claws), Iron Will, Power Attack

Skills Acrobatics +7 (+11 when jumping), Heal +7, Intimidate +12, Perception +14, Stealth +5 (+9 in rocky areas); **Racial Modifiers** +4 Acrobatics when jumping, +4 Stealth (+8 in rocky areas)

Languages Draconic

SQ fast movement

Combat Gear *potion of barkskin, potion of cure serious wounds*; **Other Gear** *amulet of mighty fists +1, bracers of armor +2, cloak of resistance +1*



Troglodyte tribes trust only their most powerful members to look after the tribe's future members. Warren guards care for all of the tribe's eggs except those that are badly flawed; the warren guards consume eggs that will not hatch or that will likely result in a weak or sickly hatchling to ensure the future strength of the tribe. Despite warren guards' usual impartiality, religious leaders in the tribe are sometimes able to arrange for preferential treatment for eggs they laid or fertilized. This stops, however, at getting a warmer position for their eggs. A leader who tries to destroy a rival's eggs by pressuring or bribing a warren guard almost invariably draws that guard's wrath. These hulking, savage troglodytes fight with only tooth and claw. They're devoted to guarding the egg clutches, and leave their warrens only if all of the eggs have been destroyed. When set loose from this obligation, warren guards are feral, uncontrolled, and extremely dangerous.

Troglodyte Tyrant

Troglodyte tyrants are sovereigns of advanced troglodyte societies found in the lowest depths of the world's subterranean wilderness.

Troglodyte Tyrant **CR 10**

XP 9,600

Enlightened troglodyte cleric 7/fighter 2 (see page 212)
CE Medium humanoid (reptilian)
Init +2; **Senses** darkvision 90 ft.; Perception +13
Aura stench (30 ft., DC 21, 10 rounds)

DEFENSE

AC 24, touch 10, flat-footed 24 (+8 armor, +6 natural)
hp 135 (11 HD; 9d8+2d10+84)
Fort +17, **Ref** +6, **Will** +10 (+1 vs. fear)
Defensive Abilities bravery +1

OFFENSE

Speed 20 ft.
Melee *+1 battleaxe* +15/+10 (1d8+6/×3), bite +8 (1d4+2), claw +8 (1d4+2) or bite +13 (1d4+5), 2 claws +13 (1d4+5)
Ranged javelin +10/+5 (1d6+5)
Special Attacks channel negative energy 5/day (DC 15, 4d6), fury of the Abyss (+3, 8/day),
Domain Spell-Like Abilities (CL 7th; concentration +12)
8/day—strength surge (+3)
Cleric Spells Prepared (CL 7th; concentration +12)
4th—*divine power*, *mark of the reptile god** (DC 19), *unholy blight*[D] (DC 19)
3rd—*bestow curse* (DC 18), *prayer*, *rage*[D], *searing light*
2nd—*amplify stench**, *bull's strength*[D], *cure moderate wounds*, *hold person* (DC 17), *spiritual weapon*
1st—*bless*, *command* (DC 16), *cure light wounds* (3), *entropic shield*, *protection from good*[D]
0 (at will)—*bleed* (DC 15), *detect magic*, *guidance*, *stabilize*
D domain spell; **Domains** Evil (Demon subdomain), Strength

TACTICS

Before Combat The tyrant casts *amplify stench* on herself and *bull's strength* on a trusted ally. She then uses her *wand of bear's endurance*.
During Combat When combat begins, the tyrant casts *rage* on her allies—though she doesn't concentrate on it. She then casts *divine power* on herself if the enemies haven't reached her yet. She casts ma*rk of the reptile god* and *bestow curse* on strong enemies, then fights in melee.
Base Statistics Without *amplify stench* and *bear's endurance*, the tyrant's statistics are **Aura** stench (30 ft., DC 19, 10 rounds); **hp** 113; **Fort** +15; **Con** 18.

STATISTICS

Str 20, **Dex** 15, **Con** 22, **Int** 14, **Wis** 20, **Cha** 14
Base Atk +8; **CMB** +13; **CMD** 25
Feats Ability Focus (stench), Combat Casting, Lightning Reflexes, Power Attack, Quick Draw, Selective Channeling, Toughness, Weapon Focus (battleaxe)
Skills Intimidate +13, Knowledge (planes) +11, Knowledge (religion) +13, Perception +13, Sense Motive +16, Spellcraft +11, Stealth +0 (+4 in rocky areas)
Languages Abyssal, Draconic, Undercommon
Combat Gear *potions of cure moderate wounds* (2), *wand of bear's endurance* (6 charges); **Other Gear** mwk half-plate, *+1 battleaxe*, javelins (6), *belt of giant strength +2*, *headband of inspired wisdom +2*, gold crown set with jet and bloodstones (worth 500 gp), 44 gp



Troglodyte tyrants come from the enlightened troglodytes who live far deeper underground than common troglodytes. Stronger, more intelligent, and longer-lived than their degenerate kin, they find it easy to assert dominance over tribes of normal troglodytes. Warlike in the extreme, tyrants are seasoned veterans of numerous military campaigns and they are expert tacticians, willing to sacrifice large numbers of troglodyte warriors to probe an enemy's strengths and weaknesses.

Slaugrak

This hulking reptilian humanoid's torso bristles with twitching vestigial limbs, milk-white eyes, and drooling half-formed mouths. The creature's oversized maw is filled with curved teeth reminiscent of sickle blades.

SLAUGRAK **CR 6**

XP 2,400

CE Large outsider (chaotic, evil, extraplanar, native)

Init +1; **Senses** darkvision 120 ft., see in darkness; Perception +1

Aura stench (30 ft., DC 17, 10 rounds)

DEFENSE

AC 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, –1 size)

hp 68 (8d10+24)

Fort +9, **Ref** +7, **Will** +5

DR 10/cold iron or good; **Immune** acid, poison; **Resist** cold 10, electricity 10, fire 10

Weaknesses sunlight powerlessness

OFFENSE

Speed 30 ft.

Melee bite +13 (1d10+5/19–20 plus 1d6 acid and corrupting bite), 2 claws +12 (1d6+5)

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

Special Attacks corrupting bite, vicious jaws

Spell-Like Abilities (CL 8th; concentration +10)

1/day—*deeper darkness*, *slow* (DC 15), *unholy blight* (DC 16)

STATISTICS

Str 20, **Dex** 12, **Con** 17, **Int** 5, **Wis** 13, **Cha** 14

Base Atk +8; **CMB** +14; **CMD** 25

Feats Diehard, Endurance, Iron Will, Weapon Focus (bite)

Skills Climb +12, Intimidate +13, Stealth +8 (+12 in rocky areas), Swim +12; **Racial Modifiers** +4 Stealth in rocky areas

Languages Abyssal

ECOLOGY

Environment any underground

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Corrupting Bite (Su) A slaugrak's caustic saliva is infused with the corrupting power of the Abyss. Any living creature that takes acid damage from a slaugrak's bite must succeed at a DC 17 Fortitude save or take 2 points of Constitution bleed damage as its blood boils and its internal organs liquefy. Creatures without a discernible anatomy (blood and internal organs) are immune to the Constitution bleed. The save DC is Constitution-based.

Vicious Jaws (Ex) A slaugrak's bite attack threatens a critical hit on a roll of 19–20.



The taint of demonkind has long corrupted the troglodyte bloodline. Each generation a few mutant creatures marked with the taint of the Abyss are born, and fiendish deformities and stillbirths reeking of brimstone are all too common. The rapacious slaugrak is one of these fiendish mutants.

A slaugrak is born with an unnatural and incessant hunger for living flesh. Young slaugraks grow at an unnatural rate, reaching full and awful maturity in just 2 weeks. From birth, a slaugrak is little more than a walking collection of fangs and claws with no thought other than to slay and eat.

Slaugraks are sterile and solitary, holding no special love for troglodytes. A well-fed captive slaugrak might form an affectionate bond with its troglodyte keeper, but this affection merely makes the slaugrak more likely to eat its keeper last.

A typical slaugrak stands 12 to 14 feet tall and weighs 6,000 pounds.

Encounters

Part of an intensely tribal structure, troglodytes rarely fight alone. If a single troglodyte sees enemies coming, it alerts its tribe. However, if it believes it's being followed, it attempts to lead pursuers into dangerous areas away from the tribe, even if doing so might prove fatal to the troglodyte itself.

Hunting Party (CR 5)

This type of small hunting party scouts the subterranean wilderness, typically venturing several days' travel from the troglodyte lair.

Troglodyte Beast-Speaker CR 3

XP 800

hp 35 (see page 215)

Troglodyte Skulkers (2) CR 2

XP 600 each

hp 30 each (see page 214)

Squad (CR 8)

This group of troglodytes represents a larger raiding party or a typical small clan or individual family unit, encountered on its own in the wilderness or in an isolated cave within a larger troglodyte lair.

Monitor Lizards (2) CR 2

XP 600 each

hp 22 each (*Pathfinder RPG Bestiary* 194)

Troglodyte Priest CR 3

XP 800

hp 30 (see page 215)

Troglodytes (7) CR 1

XP 400 each

hp 13 each (*Pathfinder RPG Bestiary* 267)

Chieftain's Entourage (CR 10)

This encounter can represent the occupants of a troglodyte chieftain's audience cave or a chieftain and his bodyguards found traveling between troglodyte settlements in the subterranean wilds.

Troglodyte Chieftain CR 8

XP 4,800

hp 100 (see page 217)

Troglodyte Priest CR 3

XP 800

hp 30 (see page 215)

Troglodytes (10) CR 1

XP 400 each

hp 13 each (*Pathfinder RPG Bestiary* 267)

Outriders (CR 11)

Found patrolling the fringes of troglodyte territory or leading the charge of a troglodyte attack, these outriders represent the devastating heavy cavalry of a troglodyte tribe.

Giant Monitor Lizards (4) CR 3

XP 800 each

hp 28 each (*Pathfinder RPG Bestiary* 194, 295)

Troglodyte Champion CR 7

XP 3,200

hp 82 (see page 216)

Troglodyte Scale-Riders (3) CR 6

XP 2,400 each

hp 69 each (see page 216)





Trolls

Then the trolls grabbed another little halfling and stuffed her in the bag. A whole dozen halflings, just imagine! And every single one had left home and gone out into the woods alone.

Oh, I would love to tell you that all the little halflings walked back home all alive and happy, children. I would love to say that they outsmarted all the trolls because they were so very, very clever.

And they were clever little halflings all! Far cleverer than the big, mean, stupid trolls. But the mama troll was big and strong, and sometimes being clever isn't enough when someone else is big and strong and you are small and weak.

The trolls, so happy with their treats, ate every one of the little halflings. They even fought to see who got to eat the smallest. But they ate every one.

—Conclusion of "A Troll Tale for Children," by Storyteller Tanna

If folk tales are to be believed, trolls are solitary brutes who empty the wildlands of prey, then rampage through border villages and far-flung homesteads, eating livestock and defenders alike and moving on only when the food runs out or defenders chase them off with flame. But rangers, druids, and other seasoned adventurers know that these isolated trolls are not the whole story. Deep in the wilderness, trolls live in traveling families led by ruthlessly pragmatic females, hunting the forests and fens in carefully managed patterns to avoid exhausting the land's bounty.

While it's true that trolls are generally dangerous, selfish, and wicked monsters, troll culture and society are a strange and complicated jumble of contradictions. Trolls care for their young, and viciously kill or exile any who threaten the tribe's survival. Those who are exiled tend to become even more dangerous to both the tribal unit and creatures outside the tribe, as they grow more daring and ravenous, treating any creature as prey, including other trolls. When such exiles make their way into more populated areas, their destructive exploits give rise to the tales commonly told about trolls. Trolls who work together are more cautious and likely to avoid civilization, but can still be an organized storm of carnage in unified hunts and raids. And when many tribes can unify under a troll monarch, the ground shakes with thundering troll feet and every scrap of edible material is torn up and gulped down to fill their bellies. Fortunately, such gatherings of trolls are rare affairs that often burn themselves out through infighting, the passing of the threat that united them, or eventual over-hunting.

Trolls average 14 feet tall when standing upright, but seem no more than 8 feet tall because they hunch forward, perpetually on the verge of knuckle-walking. They generally have greenish skin, matted hair, large tusks protruding from their lower jaws, and inky-black eyes. Several kinds of troll variants also possess adaptations to different environments (such as wintry lands, deep caves, and oceans). Trolls of different types typically do not feel any close kinship to one another.

A troll's greatest motivation is its constant, gnawing hunger. An adult troll needs to eat the equivalent of a large pig every day just to fuel its demanding metabolism. This constant consumption powers the ability that sets trolls apart from other giants: the effortless regeneration of damaged tissue. A troll can reattach its severed limbs or grow new ones within minutes, and even a hacked-apart troll can restore itself, given enough time. Since under ordinary circumstances trolls cannot die from injury, they are fearless in battle, aggressively attacking without fearing loss of life or limb. Trolls are well aware of the few ways in which they can be killed, but even when confronted by the possibility of death, they have a hard time comprehending that it could really happen to them.

It is extremely difficult to kill a troll as long as its regeneration is in effect, but there are several ways to temporarily impede the regeneration long enough for a troll to die, or to kill it via means other than direct physical damage. A troll who doesn't get enough to eat over the course of a few days loses its regeneration and becomes vulnerable, though a single adequate meal will bring it back into fighting trim, and starvation itself is a common cause of death for trolls. Drowning a troll is also effective. The two most common ways to negate a troll's regeneration, however, are fire and acid, both of which create horrible wounds that damage the flesh beyond the power of regeneration to repair. Burning the stumps and corpse of an unconscious troll is the best way to permanently kill the creature.

Female trolls are significantly larger than males and slightly more intelligent. Male trolls are usually solitary; female trolls are much more social, banding together into nomadic groups of two to four plus younglings. Female trolls are highly protective of their young and run off any male trolls who overstay their welcome as well as any other creatures that might pose a threat. However, female trolls turn a blind eye to the vicious fighting between young trolls, viewing it as a necessary part of toughening them up for adult life.

Sometimes an elder female troll who has mastered the magic arts will temporarily join a group to observe and test the female young for magical aptitude, often staying with the group until a promising juvenile reaches maturity, protecting her from the worst of the fighting if her strengths don't lie in that direction. Once the juvenile is mature enough to leave her group, she is trained in the ways of magic.

Unlike females, most male trolls spend much of their lives alone. At maturity they either leave on their own or are run off by the adult females. A solitary male usually finds a large territory that it uses as a hunting ground, building a lair in the center and driving off any other trolls or other monsters. Males usually leave their territory only to mate, and often woo by attempting to best other suitors in combat.

Trolls have simple religious beliefs; they usually revere a demon lord of storms and natural disasters. Priests of this faith use acid and fire to intentionally burn and mutilate themselves, leaving them with horrific disfiguring scars.

Trolls generally live in wilderness regions with heavy forests or rocky terrain where it's easier for them to surprise their prey. They try to maintain a distance between themselves and other major predators and intelligent creatures. Troll druids, known as troll furies, mind the health of an entire region and are always the first to realize emerging dangers from encroaching ogres, humans, or other outside forces.

Full statistics for trolls can be found on page 268 of the *Pathfinder RPG Bestiary*.

New Rules

Trolls are known primarily for their dangerous natural attacks and regenerative abilities. Most of the new troll options presented here complement these racial abilities.

Troll Archetype

The following archetype is available to trolls.

Troll Fury (Druid)

Troll furies combine a druid's love of natural balance with a single-minded devotion to the welfare of the troll tribe. Trolls require a lot of prey to keep fed, and if their hunting grounds are upset by incursions of other monsters, civilized deforestation, or careless trolls who eat more than they need, a troll tribe can find itself without a sustainable food source.

Troll furies take the long view on sustainability, protecting the trolls' territory from gluttonous trolls and outsiders alike, and even hunting down tribal enemies when necessary. Holding themselves aloof from the rest of troll society, troll furies command great respect and can rally a region's trolls quickly to deal with threats to their existence and the health of their environment.

Inspire Fervor (Ex): At 1st level, once per day as a standard action, a troll fury can chant over another troll within 30 feet, bolstering it against fear and improving its combat abilities. This works like the inspire courage bard ability, but affects only one troll and lasts 1 minute. The troll fury uses her druid level as her bard level to determine the effects of this ability. This ability replaces wild empathy.

Chosen Prey (Ex): At 4th level, a troll fury can select one creature type from the ranger's favored enemy list and gains a favored enemy bonus against that creature type with an effective ranger level equal to her druid level. This ability never grants the troll fury favored enemy bonuses against a second favored enemy creature type. A troll fury can change her favored enemy type once per week by performing a ritual that takes 1 hour to perform. If a troll fury already has a favored enemy from another class, the levels from the classes that grant favored enemies stack with this one to determine the favored enemy bonuses, and in this case she can gain other favored enemy creature types. This ability replaces resist nature's lure.

Troll Fury's Mark (Su): At 9th level, each time a troll fury or her animal companion damages a creature with a natural attack, the troll fury gains a +10 insight bonus on Survival checks to track that creature for 24 hours. The duration of this ability does not stack with itself. Each time the troll fury or her animal companion hits the target, this ability lasts for the next 24 hours. This ability replaces venom immunity.

Troll Feats

The following feats are available to trolls.

Cooperative Rend (Combat, Teamwork)

You and an ally each sink a claw into your foe—then all you have to do is pull.

Prerequisites: Rend, troll.

Benefit: Whenever you and an ally who has this feat are both threatening the same creature, you must hit the target with at least one of your claw attacks to use your rend ability.

Normal: You must hit with two of your claw attacks to use your rend ability.

Great Rend (Combat)

You use your teeth and claws to rip your foes to shreds.

Prerequisites: Bite attack, rend, troll.

Benefit: If you are able to use your rend ability on the same turn that you also succeed at a bite attack, your rend deals an amount of additional damage equal to half your Strength modifier.

Mighty Bite (Combat)

Your rending claws expose your opponent's vital organs to your teeth.

Prerequisites: Base attack bonus +6, bite attack, rend, troll.

Benefit: If you deal damage to a creature with your rend ability, the critical threat range of your bite attack becomes 18–20 until the start of your next turn. This increase does not stack with other effects that increase your bite's critical threat range (such as the *keen* weapon special ability or the Improved Critical feat).

Raging Regeneration (Combat)

Your rage pushes your ability to regenerate beyond its normal limits.

Prerequisites: Rage class ability, regeneration, troll.

Benefit: While you are raging, fire and acid damage don't make your regeneration stop functioning on the round following the attack, and instead reduce the number of hit points regained by regeneration each round by 2 until the end of your next turn.

Normal: Acid and fire damage cause your regeneration to stop functioning on the round following the attack.

Regenerate Muscles

You use your powerful metabolism to temporarily increase the strength of your muscles, but doing so costs you your regeneration powers.

Prerequisites: Power Attack, regeneration, troll.

Benefit: As a free action, you can make your regeneration stop working for 1 minute and gain a +2 enhancement bonus to your Strength. You lose your regeneration ability

while you benefit from this bonus to Strength and for 1 minute afterward. You can end this ability early as a free action. You can activate this ability only if your regeneration is functioning.

Sprinting Troll

You use your powerful metabolism to hunt swiftly, starving your regenerative powers in the interest of granting yourself greater speed.

Prerequisites: Fleet, regeneration, troll.

Benefit: As a free action, you can increase your land speed by 10 feet for 1 minute. You lose your regeneration ability while you benefit from this enhancement bonus to your land speed and for 1 minute afterward. You can end this ability early as a free action. You can activate this ability only if your regeneration is functioning.

Troll Equipment

The following piece of equipment is intended for trolls, but similar items can be crafted for other clawed creatures with only minor alterations.

Barbed Troll Claws

PRICE 20 GP
WEIGHT 4 lbs.

These metal sheaths slide onto the claws of a troll. When a troll hits with a claw attack while wearing the sheaths, it can either keep the sheaths on its hand (in which case the claw attack deals 1 extra point of damage) or allow the four sheaths on that hand to slide off and become embedded in the wound (in which case the claw attack deals 1 point of bleed damage). The listed price is for a set of 8 sheaths (one for each claw on both of a troll's four-fingered hands).

Troll Spells

The following spells are used almost exclusively by trolls.

Transfer Regeneration

School transmutation; **Level** cleric 3, druid 3, shaman 3, witch 3
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target 1 willing living creature
Duration 1 minute
Saving Throw none; **Spell Resistance** no

You bestow your regenerative abilities on the target. Your regeneration stops functioning for the duration of the spell, and the target gains your regeneration. For example, if you have regeneration 5 (acid or fire), your target gains regeneration 5 (acid or fire). This regeneration overlaps (does not stack) with any regeneration the creature already has, including other castings of this spell. This spell has no effect if you don't have the regeneration ability or your regeneration isn't functioning when you cast the spell.

Trial of Fire and Acid

School evocation [acid, fire]; **Level** bloodrager 3, cleric 3, magus 3, shaman 3, sorcerer/wizard 3, witch 3
Casting Time 1 standard action
Components V, S
Range touch
Target creature touched
Duration 1 round/level
Saving Throw Fortitude half (see text); **Spell Resistance** no

The target creature is covered in burning acid that deals 1d6 points of acid damage and 1d6 points of fire damage each round. The subject can attempt a Fortitude saving throw each round to reduce the damage by half. Dousing the target in water ends the effect (both the acid and the fire), but rolling on the ground does not extinguish the fire or affect the acid.

Troll Magic Items

Rarely does a troll spellcaster take an interest in crafting magic items, but when it does, it usually creates an item that enhances trolls' natural attacks.

Cloak of the Troll King

PRICE 9,000 GP
SLOT shoulders | **CL** 5th | **WEIGHT** 2 lbs.
AURA faint evocation



This long cloak is a patchwork of beast and humanoid hides roughly stitched together. A crude, crown-shaped patch of yellow-dyed fabric is sewn on the back, and a length of knotted hemp rope secures the cloak around the wearer's neck. The wearer gains a +5 competence bonus on Intimidate checks and the ability to use *burning hands* as a spell-like ability three times per day.

CONSTRUCTION REQUIREMENTS | **COST** 4,500 GP

Craft Wondrous Item, *burning hands*, *cause fear*

Gauntlets of Rending

PRICE 8,000 GP
SLOT hands | **CL** 5th | **WEIGHT** 4 lbs.
AURA faint evocation



These Large gauntlets are bulky, and the palms and fingers are studded with wickedly serrated spikes. The wearer gains a +2 bonus on damage rolls with its claw attacks; the wearer adds this bonus damage once for each claw attack used in a rend. The crude construction and thick metal used in the gauntlets make it difficult for the wearer to perform fine manipulation. Consequently, the wearer takes a –4 penalty on all Dexterity-based checks involving her hands.

CONSTRUCTION REQUIREMENTS | **COST** 4,000 GP

Craft Magic Arms and Armor, *magic weapon*

Troll Defenders

In small troll groups, one member is singled out to safeguard the tribe members and the wilderness they call home. Such a troll might have magical power or simply knowledge of the natural world.

Troll Acolyte **CR 6**

XP 2,400

Troll cleric 2

CE Large humanoid (giant)

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +7

Defense

AC 17, touch 11, flat-footed 16 (+1 deflection, +1 Dex, +6 natural, –1 size)

hp 92 (8d8+56); regeneration 5 (acid or fire)

Fort +15, **Ref** +3, **Will** +8

Offense

Speed 30 ft.

Melee bite +9 (1d8+5), 2 claws +10 (1d6+5)

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

Special Attacks channel negative energy 3/day (DC 11, 1d6), destructive smite (+1, 4/day), rend (2 claws, 1d6+7)

Domain Spell-Like Abilities (CL 2nd; concentration +3)

4/day—storm burst (1d6+1 nonlethal)

Cleric Spells Prepared (CL 2nd; concentration +3)

1st—*bless*, *divine favor*, *obscuring mist*[D], *sun metal*[UC]

0 (at will)—*bleed* (DC 11), *detect magic*, *resistance*, *spark*[APG]

D domain spell; **Domains** Destruction, Weather

Tactics

Before Combat The troll acolyte casts *bless* on herself and her allies.

During Combat The troll acolyte casts *divine favor* or *sun metal*, then attacks.

Statistics

Str 21, **Dex** 12, **Con** 25, **Int** 8, **Wis** 13, **Cha** 10

Base Atk +5; **CMB** +11; **CMD** 23

Feats Channel Smite, Improved Iron Will, Iron Will, Weapon Focus (claw)

Skills Intimidate +4, Perception +7

Languages Giant

Combat Gear *potion of bull's strength*, *potion of invisibility*; **Other Gear** *amulet of natural armor +1*, *ring of protection +1*, 50 gp

A troll acolyte has tested her devotion to a demon lord by searing her flesh with acid and fire so it must heal naturally, without regeneration.



Troll Warden **CR 6**

XP 2,400

Troll ranger 2

CE Large humanoid (giant)

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +15

Defense

AC 24, touch 14, flat-footed 20 (+5 armor, +1 deflection, +4 Dex, +5 natural, –1 size)

hp 102 (8 HD; 6d8+2d10+64); regeneration 5 (acid or fire)

Fort +17, **Ref** +10, **Will** +3

Offense

Speed 30 ft.

Melee bite +12 (1d8+6), 2 claws +12 (1d6+6)

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

Special Attacks combat style (natural weapon), favored enemy (humans +2), rend (2 claws, 1d6+9)

Statistics

Str 23, **Dex** 18, **Con** 27, **Int** 6, **Wis** 11, **Cha** 4

Base Atk +6; **CMB** +13; **CMD** 28

Feats Rending Claws[APG], Skill Focus (Perception), Sprinting Troll*, Weapon Focus (claw), Weapon Focus (bite)

Skills Intimidate +4, Perception +15, Survival +6

Languages Giant

SQ track +1, wild empathy –1

Combat Gear *potion of invisibility*; **Other Gear** *+1 chain shirt*, *cloak of resistance +1*, *ring of protection +1*, 100 gp

Troll wardens are hunters, messengers, and scouts, tasked with exploring new lands, finding food, and relaying news.

TROLL RAGERS

More feral than typical trolls, ragers are bloodthirsty maniacs in battle, known for tearing off and swallowing pieces of living opponents. These trolls are the most likely to overeat and devastate the food supply in an area.

TROLL BRUTE **CR 7**

XP 3,200

Troll barbarian 2

CE Large humanoid (giant)

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

DEFENSE

AC 21, touch 11, flat-footed 18 (+4 armor, +1 deflection, +3 Dex, +6 natural, –2 rage, –1 size)

hp 125 (8 HD; 6d8+2d12+80); regeneration 5 (acid or fire)

Fort +19, **Ref** +6, **Will** +5; +2 vs. magic

Defensive Abilities uncanny dodge

OFFENSE

Speed 40 ft.

Melee bite +14 (1d8+9), 2 claws +15 (1d6+9)

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

Special Attacks rage (14 rounds/day), rage powers (superstition +2), rend (2 claws, 1d6+13)

TACTICS

Before Combat The brute drinks her potion and rages.

Base Statistics When she's not raging, the barbarian's statistics are **AC** 23, touch 13, flat-footed 20; **hp** 109; **Fort** +17, **Will** +3; bite +12 (1d8+7), 2 claws +13 (1d6+7); rend (2 claws, 1d6+10); **Str** 25, **Con** 27; **CMB** +14, **CMD** 28; **Skills** Intimidate +11.

STATISTICS

Str 29, **Dex** 16, **Con** 31, **Int** 6, **Wis** 11, **Cha** 4

Base Atk +6; **CMB** +16; **CMD** 28

Feats Intimidating Prowess, Mighty Bite*, Raging Regeneration*, Weapon Focus (claw)

Skills Intimidate +13, Perception +11

Languages Giant

SQ fast movement

Combat Gear *potion of bull's strength*; **Other Gear** chain shirt, *amulet of natural armor +1*, *cloak of resistance +1*, *ring of protection +1*, barbed troll claws*, 130 gp

TROLL BERSERKER **CR 9**

XP 6,400

Troll barbarian 4

CE Large humanoid (giant)

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12

DEFENSE

AC 20, touch 10, flat-footed 17 (+5 armor, +3 Dex, +5 natural, –2 rage, –1 size)

hp 168 (10 HD; 6d8+4d12+110); regeneration 5 (acid or fire)

Fort +20, **Ref** +6, **Will** +5; +3 vs. magic

Defensive Abilities trap sense +1, uncanny dodge

OFFENSE

Speed 40 ft.

Melee bite +16 (1d8+9), 2 claws +17 (1d6+11)

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

Special Attacks rage (19 rounds/day), rage powers (increased damage reduction, superstition +3), rend (2 claws, 1d6+17)

TACTICS

Base Statistics When he's not raging, the barbarian's statistics are **AC** 22, touch 12, flat-footed 19; **hp** 148; **Fort** +18, **Will** +3; bite +14 (1d8+7), 2 claws +15 (1d6+9); rend (2 claws, 1d6+14); **Str** 25, **Con** 28; **CMB** +16, **CMD** 29; **Skills** Intimidate +16.

STATISTICS

Str 29, **Dex** 16, **Con** 32, **Int** 6, **Wis** 11, **Cha** 4

Base Atk +8; **CMB** +18; **CMD** 29

Feats Great Rend*, Intimidating Prowess, Mighty Bite*, Raging Regeneration*, Weapon Focus (claw)

Skills Intimidate +18, Perception +12

Languages Giant

SQ fast movement

Combat Gear *potion of protection from energy* (fire); **Other Gear** *+1 chain shirt*, *gauntlets of rending**, 50 gp



Troll Fighters

These trolls are a cut above a common troll in terms of combat ability, but even less intelligent. They wear armor made from the hides of creatures they hunted and killed.

Troll Ripper **CR 8**

XP 4,800

Troll fighter 3

CE Large humanoid (giant)

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +5

Defense

AC 23, touch 13, flat-footed 19 (+5 armor, +3 Dex, +1 dodge, +5 natural, –1 size)

hp 118 (9 HD; 6d8+3d10+75); regeneration 5 (acid or fire)

Fort +17, **Ref** +7, **Will** +4 (+1 vs. fear)

Defensive Abilities bravery +1



Offense

Speed 30 ft.

Melee bite +15 (1d8+8), 2 claws +15 (1d6+8)

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

Special Attacks rend (2 claws, 1d6+10)

Statistics

Str 25, **Dex** 16, **Con** 27, **Int** 4, **Wis** 11, **Cha** 6

Base Atk +7; **CMB** +15; **CMD** 29

Feats Combat Reflexes, Cooperative Rend*, Dodge, Great Rend*, Power Attack, Weapon Focus (bite), Weapon Focus (claw)

Skills Intimidate +5, Perception +5

Languages Giant

SQ armor training 1

Combat Gear *potion of barkskin*, *potions of bull's strength (2)*, *potion of protection from energy* (fire); **Other Gear** *+1 hide armor*, *amulet of mighty fists +1*, *cloak of resistance +1*, barbed troll claws*, 265 gp

Troll Render **CR 10**

XP 9,600

Troll fighter 5

CE Large humanoid (giant)

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +6

Defense

AC 24, touch 14, flat-footed 20 (+5 armor, +1 deflection, +3 Dex, +1 dodge, +5 natural, –1 size)

hp 147 (11 HD; 6d8+5d10+93); regeneration 5 (acid or fire)

Fort +17, **Ref** +6, **Will** +3 (+1 vs. fear)

Defensive Abilities bravery +1

Offense

Speed 30 ft.

Melee bite +19 (1d8+10), 2 claws +19 (1d6+10)

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

Special Attacks rend (2 claws, 1d6+12), weapon training (natural +1)

Tactics

Before Combat The render drinks his potions.

Statistics

Str 26, **Dex** 16, **Con** 27, **Int** 4, **Wis** 11, **Cha** 6

Base Atk +9; **CMB** +18; **CMD** 33

Feats Cleave, Combat Reflexes, Cooperative Rend*, Dodge, Great Cleave, Great Rend*, Power Attack, Weapon Focus (bite), Weapon Focus (claw)

Skills Acrobatics +0 (+5 when jumping), Intimidate +6, Perception +6

Languages Giant

SQ armor training 1

Combat Gear *potion of barkskin*, *potions of bull's strength* (2), *potion of protection from energy* (fire); **Other Gear** *+1 hide armor*, *amulet of mighty fists +1*, *elixir of fire breath*, *ring of jumping*, *ring of protection +1*, barbed troll claws*, 315 gp

TROLL FURY

The troll fury is an experienced steward of nature, watching over nearby troll individuals and tribes to make sure they don't consume too much game.

TROLL FURY **CR 8**

XP 4,800

Troll druid (troll fury) 6 (see page 224)

CE Large humanoid (giant)

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +24

DEFENSE

AC 21, touch 11, flat-footed 19 (+5 armor, +2 Dex, +5 natural, –1 size)

hp 156 (12d8+102); regeneration 5 (acid or fire)

Fort +19, **Ref** +7, **Will** +13

Resist fire 10

OFFENSE

Speed 20 ft.

Melee bite +13 (1d8+6), 2 claws +13 (1d6+6)

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

Special Attacks chosen prey (humans +2), fire bolt (1d6+3 fire, 6/day), rend (2 claws, 1d6+7), wild shape 2/day

Druid Spells Prepared (CL 6th; concentration +9)

3rd—*call lightning* (DC 18), *fireball* (DC 18), *poison* (2, DC 16)

2nd—*barkskin*, *bull's strength*, *flaming sphere* (DC 17), *hold animal* (DC 15), *produce flame*[D]

1st—*burning hands*[D] (DC 16), *entangle* (DC 14), *magic fang*, *obscuring mist*, *pass without trace*,

0 (at will)—*detect magic*, *guidance*, *read magic*, *resistance*

TACTICS

During Combat The fury attacks her foes with fire and electricity spells, typically starting with *fireball*. She avoids melee combat until her offensive spells are exhausted. She then casts *bull's strength* on herself and starts attacking.

STATISTICS

Str 23, **Dex** 14, **Con** 27, **Int** 8, **Wis** 16, **Cha** 4

Base Atk +8; **CMB** +15; **CMD** 27

Feats Combat Casting, Greater Spell Focus (evocation), Improved Initiative, Iron Will, Skill Focus (Perception), Spell Focus (evocation)

Skills Intimidate +5, Knowledge (nature) +6, Perception +24, Survival +10

Languages Druidic, Giant

SQ inspire fervor +2, nature bond (Fire domain), nature sense, trackless step, woodland stride

Combat Gear *pearl of power* (1st), *scroll of fog cloud*, *scroll of protection from energy* (fire); **Other Gear** *+1 hide armor*, *cloak of resistance +1*, *headband of inspired wisdom +2*, 110 gp

A troll fury's first duty is to see to the welfare of her tribe, and to ensure its prosperity in the long term. Watching the lands around her carefully, monitoring the migration of game, and minding the lessons of her predecessors all let a troll fury anticipate times of plenty and times of need, and to stockpile or conserve as necessary. Though a troll fury never rushes into a decision that could endanger the tribe, she commands her own tribe or newcomers to their territory to move on if there's a risk that the hunting grounds will be overhunted. Wise tribes leave the area when she tells them to, but sometimes she must drive them away with fire and poison so the animals have time to repopulate.

To a troll fury's mind, it's wiser to risk traveling to another land in the short term so exhausted lands can recover. This attitude, combined with her knowledge of natural environments, means she's the member of the tribe most likely to lead a migration. In larger tribes, a triumvirate or larger group of furies works together. Each concentrates on a particular area of expertise, but they all back one another up once one of them makes a decision that affects the tribe. This solidarity lets them cow even the most autocratic tribal leaders.



Troll Elder Matron

Mysterious and learned, the elder matron examines all troll younglings for the potential to learn magic.

TROLL ELDER MATRON **CR 10**

XP 9,600

Troll witch 10 (*Pathfinder RPG Advanced Player's Guide* 65)

CE Large humanoid (giant)

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +16

DEFENSE

AC 18, touch 11, flat-footed 16 (+2 armor, +2 Dex, +5 natural, –1 size)

hp 200 (16 HD; 6d8+10d6+138); regeneration 5 (acid or fire)

Fort +17, **Ref** +8, **Will** +12

OFFENSE

Speed 30 ft.



Melee bite +12 (1d8+4), 2 claws +12 (1d6+4)

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

Special Attacks hexes (agony [10 rounds], cackle, evil eye [–4, 6 rounds], misfortune [2 rounds], slumber [10 rounds], water lung[UM]), rend (2 claws, 1d6+7)

Witch Spells Prepared (CL 10th; concentration +13)

5th—*flame strike* (DC 20), *mass pain strike*[APG] (DC 18)

4th—*confusion* (DC 17), *enervation*, *wall of ice* (DC 17)

3rd—*fireball* (2, DC 18), *ray of exhaustion* (DC 16), *screech*[APG] (DC 16)

2nd—*bull's strength*, *burning gaze*[APG] (DC 17), *enthrall* (DC 15), *flaming sphere* (DC 17), *touch of idiocy*

1st—*burning hands* (DC 16), *cause fear* (DC 14), *ray of enfeeblement* (DC 14), *reduce person* (DC 14)

0 (at will)—*bleed* (DC 13), *detect magic*, *purify food and drink*, *touch of fatigue* (DC 13)

Patron elements

TACTICS

During Combat The troll elder matron attacks with *flame strike* or *mass pain strike*. She then adjusts her strategy to suit her opponents, usually choosing the misfortune or evil eye hex and using Split Hex to apply it to the two enemies who would be most hindered by it.

STATISTICS

Str 19, **Dex** 14, **Con** 27, **Int** 16, **Wis** 11, **Cha** 8

Base Atk +9; **CMB** +14; **CMD** 26

Feats Combat Casting, Craft Wondrous Item, Elemental Focus[APG] (fire), Greater Elemental Focus[APG] (fire), Improved Initiative, Improved Iron Will, Iron Will, Split Hex

Skills Bluff +7, Intimidate +14, Knowledge (arcana) +14, Knowledge (nature) +11, Perception +16, Sense Motive +8, Spellcraft +11, Stealth +8, Survival +8, Swim +9

Languages Abyssal, Giant, Goblin, Orc

SQ witch's familiar (bat)

Combat Gear *dust of disappearance*; **Other Gear** *bracers of armor +2*, *cloak of resistance +1*, *headband of vast intelligence +4*, 500 gp

A troll elder matron serves her tribe as the fount of all magical knowledge. She is both her tribemates' fiercest protector and their harshest critic, doling out punishments to those who fail to achieve the (sometimes cryptic) goals she sets for them. Female trolls benefit from a matron's teachings almost exclusively, though she might set a promising young male on the path toward becoming a ranger. The matron often lives or travels with females nearing adulthood who are struggling with their studies; those she rejects as unworthy rejoin their sisters and never speak of the strange things they experienced while apprenticed to the matron. Even a troll monarch listens to an elder matron's counsel, for she has outlived many monarchs and watched generations of trolls be born, grow, and die.

Troll Monarch

Only the mightiest of trolls hope to become kings or queens among their kind. Becoming a monarch requires a combination of luck, skill, brute strength, intelligence (at least compared to other trolls), and perhaps a helpful magic item to give an advantage compared to others.

TROLL MONARCH **CR 15**

XP 51,200

Troll fighter 10

CE Large humanoid (giant)

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9

DEFENSE

AC 26, touch 11, flat-footed 25 (+10 armor, +1 deflection, +1 Dex, +5 natural, –1 size)

hp 220 (16 HD; 6d8+10d10+138); regeneration 5 (acid or fire)

Fort +20, **Ref** +8, **Will** +6 (+3 vs. fear)

Defensive Abilities bravery +3

OFFENSE

Speed 30 ft.

Melee bite +25 (1d8+11), 2 claws +25 (1d6+13/19–20)

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

Special Attacks rend (2 claws, 1d6+17), weapon training (natural +2, thrown +1)

TACTICS

Before Combat The troll monarch drinks his *potion of bear's endurance* only if he expects a truly worthy challenge to his rule.

During Combat The troll monarch closes with his opponents as soon as possible, attacking the strongest-looking melee combatant. He uses *burning hands* from his cloak to disperse and damage groups of enemies, but otherwise uses melee attacks and rend.

STATISTICS

Str 29, **Dex** 12, **Con** 27, **Int** 8, **Wis** 9, **Cha** 10

Base Atk +14; **CMB** +24; **CMD** 36

Feats Bleeding Critical, Cooperative Rend*, Critical Focus, Great Rend* Improved Critical (claws), Improved Initiative, Improved Iron Will, Intimidating Prowess, Iron Will, Lightning Reflexes, Mighty Bite*, Throw Anything, Weapon Focus (bite), Weapon Focus (claw)

Skills Intimidate +18, Perception +9

Languages Giant

SQ armor training 2

Combat Gear *potion of bear's endurance*, *potion of cure serious wounds*, *potion of haste*, *potion of invisibility*; **Other Gear** *+1 full plate*, *bag of holding* (type I), *belt of giant strength +2*, *cloak of the troll king**, *gauntlets of rending**, *headband of alluring charisma +2*, *ring of minor energy resistance* (fire), *ring of protection +1*, 750 gp

Most monarchs claim large territories and dominion over a dozen troll tribes within that area, but only rarely do they call these minions together into a single place, for they know that too many hungry troll bellies in close proximity means over-hunting and starvation.

Though female trolls control troll groups in most cases, troll monarchs may be male or female—female trolls have more access to training and more political savvy as a result of their communal upbringing, but male trolls sometimes benefit from unusual experiences gained during their years of relative isolation. Either way, would-be monarchs tell audacious lies and exaggerate their accomplishments to win followers, drawing their gullible fellows in.

Word spreads quickly once one becomes dominant. Wild tales make the monarch sound far more powerful than he truly is, exaggerating his size and appetite, and often claiming he is impervious to acid and fire. Troll monarchs typically add an epithet to their names, such as "the Firewalker," "the Green," or "the Many-Fanged."



Sewer Troll

This creature looks like a lanky, underfed troll. Its oversized claws drag along the ground, and its large eyes glow with inner light.

SEWER TROLL **CR 2**

XP 600

CE Medium humanoid (giant)

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +4

DEFENSE

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

hp 19 (3d8+6); regeneration 2 (acid or fire)

Fort +5, **Ref** +3, **Will** +0

Weaknesses light blindness

OFFENSE

Speed 30 ft.

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

Space 5 ft.; **Reach** 5 ft. (10 ft. with claws)

Special Attacks rend (2 claws, 1d6+1), sneak attack +1d6

STATISTICS

Str 13, **Dex** 14, **Con** 15, **Int** 6, **Wis** 9, **Cha** 6

Base Atk +2; **CMB** +3; **CMD** 15

Feats Improved Initiative, Stealthy

Skills Climb +9, Escape Artist +4, Perception +4, Stealth +5 (+9 underground); **Racial Modifiers** +8 Climb, +4 Stealth underground

Languages Giant

SQ compression

ECOLOGY

Environment any underground

Organization solitary or gang (2–5)

Treasure standard

Sewer trolls are close relations to both common trolls and scrags. They are much smaller, however, only weighing around 200 pounds and reaching up to 6 feet tall. Like normal trolls, sewer trolls possess regenerative powers that allow them to recover from almost any wound and even regrow limbs, though these powers can be thwarted by fire or acid. Their regeneration is significantly slower than a normal troll's, however.

Unlike the eyes of normal trolls, sewer trolls' eyes are so sensitive to light that they are momentarily blinded by bright lights. Their eyes absorb ambient light, which damages the slimy membrane that covers them. As the membrane regenerates, a strange reaction causes the eyes to glow orange.

In addition to being smaller than normal trolls, sewer trolls are incredibly flexible and can squeeze through small spaces with ease. When the terrain is favorable, they hunt by ambushing prey from small spaces that don't appear capable of harboring a threat.

Sewer trolls can eat almost anything, but prefer fresh meat, and like normal trolls they need a lot of food to power their regenerative abilities. Though they can subsist on subterranean fish, they prefer the warm blood and flesh of mammals.

Sewer trolls tend to lair underground in areas with a large prey population or ample sources of other nutrients. While sewer trolls are common in some of the immense caves deep underground, their name derives from their lairs under the cities of the surface world. A major city often hosts dozens of the creatures, living in small family groups or lairing on their own. They rarely leave the sewers because of their light blindness, but they have been known to hide just below sewer grates and snatch children who walk too close. In times of desperate hunger, sewer trolls may leave the sewers, invariably at night. They stick to the shadows and ambush lone walkers, or sneak through windows to snatch babies from their cribs. Sewer trolls outside of their native environment are easily scared, but woe to the unprepared foe who follows them back into the sewers.



Sewer trolls sometimes join groups of normal trolls or, being semiaquatic, groups of scrags, to benefit from safety in numbers. Their smaller size and weakness mean they're often bullied by their more dangerous cousins, but many sewer trolls accept this as inevitable. They typically have to do menial chores, like collecting rodents to eat if bigger game is scarce, or being the first to venture into unexplored caves, in exchange for protection.

Encounters

Encounters with trolls are usually with hungry creatures in search of food, ready to snack on livestock or people.

Troll Shrine (CR 8)

A typical troll shrine consists of a pyramid of bones topped by a metal symbol of the trolls' demon-god.

Troll Acolyte CR 6
XP 2,400
hp 92 (see page 226)

Trolls (2) CR 5
XP 1,600 each
hp 63 each (*Pathfinder RPG Bestiary* 268)

Troll Matron's Lair (CR 11)

A troll elder matron has established a lair with several female followers hoping to be trained in witchcraft.

Troll Elder Matron CR 10
XP 9,600
hp 200 (see page 230)

Trolls (3) CR 5
XP 1,600 each
hp 63 each (*Pathfinder RPG Bestiary* 268)

Troll Fury Hunting Party (CR 12)

These troll furies have banded together to deal with a major threat to the region's troll population.

Troll Furies (3) CR 8
XP 4,800 each
hp 156 each (see page 229)

Troll Wardens (2) CR 6
XP 2,400 each
hp 102 each (see page 226)

Troll Raiders (CR 13)

Troll raiding parties come in many sizes and compositions, but are always vicious.

Troll Brutes (2) CR 7
XP 3,200 each
hp 125 each (see page 227)

Troll Rippers (3) CR 8
XP 4,800 each
hp 118 each (see page 228)

Trolls (3) CR 5
XP 1,600 each
hp 63 each (*Pathfinder RPG Bestiary* 268)

Throne Room (CR 16)

Too important for all but the biggest raids, the troll monarch lives in his secluded lair, surrounded by his inner circle of bodyguards and advisors.

Troll Elder Matron CR 10
XP 9,600
hp 200 (see page 230)

Troll Monarch CR 15
XP 51,200
hp 220 (see page 231)

Troll Renders (2) CR 10
XP 9,600 each
hp 147 each (see page 228)





Vampires

"And that's when he came for me, the dark lord. Backlit by the moon, he cast no shadow, yet I felt as though his presence stretched all the way from the windowsill to the bed where I lay shivering. With one long claw, he reached out and pried open the latch, stepping through into the room as silently as a ghost.

"Though he was terrible, he was also beautiful—as pale as the moon. His eyes glowed as he stared down at me. I felt myself freeze in place, unable to move."

Selene paused to take a sip of her drink, and the tavern's patrons let the silence stretch, unwilling to break the story's spell. At last, a small girl stepped forward.

"But how did you escape?" she asked.

Selene smiled then, her teeth growing longer in the moonlight.

"Why, my dear—whyever would I want to escape?"

—Excerpt from *The Three Deaths of Selene Macorey: A Cautionary Tale*

Whether they are considered terrifying, blood-sucking night-walkers, vicious brutes who steal their victims' lives, or creatures of eternal beauty and haunting allure, vampires feed upon the living to maintain their unnatural power and youth. Unlike many other undead creatures, vampires vary as widely as the creatures from which they originate. They come from all walks of life—some are civilized, preferring lives of opulence and splendor, amassing wealth as well as influence. Others act more like terrifying savages, feeding upon the local population and causing wanton destruction throughout the area. Vampires can be found anywhere intelligent, living creatures reside. The larger the population, the more potential victims and the more likely it is that vampires can be found there.

In contrast to more grotesque undead, vampires can move among mortal society with relative ease. As long as their bodies are not excessively mangled or decayed, vampires can pass themselves off as unusually pale mortals. These vampires present themselves as nobility, criminal overlords, leaders of barbarian tribes, or other people of power or influence. But blending into mortal society isn't without risk, as subtle distinctions can give a vampire away. The inability to cast a shadow or show a reflection in a mirror can tip off astute mortals to the vampire's true nature.

Due to these weaknesses, some vampires prefer to operate from the shadows, serving as advisors to those in power, trusted guardians for suspicious leaders, or fences for mortal thieves' guilds. Such vampires draw less attention, but are still able to manipulate the strings of the devious plans they concoct.

Vampires that hide their undead natures from mortal society and don't want to feed on mortals have some options to help them survive. Alchemical blood (see page 237) is one, but a more common method is to drink the blood of animals. No one questions when someone purchases an animal, slaughters it, and serves it for dinner. Unlike mortals, a vampire does not eat the animal's remains, so it must take care not to leave carcasses drained of blood where they can be found, since these could point to the vampire's true nature.

By contrast, other vampires live openly, making no effort to hide their undead nature at all. They generally possess such wealth and power that they don't fear angry mobs of mortals. A few such vampires are powerful spellcasters who use magic to dampen the light around them, allowing them to operate in broad daylight. Others openly act as subordinates to even more powerful undead, such as liches and raveners.

Vampires can dominate the minds of mortals, compelling them to obey the vampire's every whim. Potent vampires can compel lifelong friends to turn on each other, or even force people to kill their own loved ones. Other mortals willingly give themselves over to vampires, either in exchange for a reward or a taste of power, or because the mortal falls for the vampire's dangerous mystique and romanticizes the act of the vampire's bite.

Vampires often collectively refer to humans who willingly allow themselves to be bitten as a herd. Frequently, vampires view these humans as little more than livestock, since they serve the same purpose. However, they often need to provide their herds with other benefits to keep them around and docile. These can be anything from favors, to illegal alchemical narcotics, to bribes of gold and treasure.

A few humans might provide vampires—especially exceptionally charismatic ones—with their blood for the thrill of the experience, but those that do so are rare. Vampires end up dominating most of the thralls in their herds, but value willing servants because of their autonomy and ability to function as envoys. The more willing the members in a herd are, the greater prestige a vampire holds among his fellow undead.

Beyond their mortal minions, vampires can drain the blood or life energy from a victim to create spawn enslaved to their will—either full-fledged vampires or weaker vampire spawn. These servitors are stronger than mortals, but also consume blood the master could use.

The frightening power of vampires is offset by their vulnerabilities. Vampires burn to ash in the light of the sun, a weakness that condemns them to feed and work at night. They cannot endure running water, and a simple wooden stake through the heart is enough to slay a vampire—at least until the stake is removed. Vampires also recoil from garlic, holy symbols, and mirrors. Furthermore, a vampire cannot enter a private home without first being invited inside, though nothing stops a vampire's mortal followers from breaking down a door and dragging a target out of a dwelling which the vampire cannot enter. A vampire is also tied to its coffin; if unable to return to its sarcophagus to recuperate, an injured vampire might very well be destroyed.

From the typical vampire's perspective, her only equal is another vampire. They see themselves as inherently superior to living creatures, and this hubris extends to most other undead as well. Vampires view most other undead creatures as their inferiors at best, or as servants or slaves at worst. Reality sometimes intrudes on these perceptions, and especially powerful undead such as liches more readily earn the vampires' grudging respect.

On rare occasions, vampires can conceive children with the living. These cursed creatures, the dhampirs (*Pathfinder RPG Bestiary 2* 89), retain some traits of their vampire parent, and live as misunderstood outcasts. Often, they grow to become vampire hunters, using their natural gifts to resist the undead they despise. They seek vengeance upon their undead parent, and many vampires try to kill these offspring before they are hunted down.

Full statistics for vampires can be found on page 270 of the *Pathfinder RPG Bestiary*.

New Rules

The following section describes the main types of vampires, gives templates for their minions, and details new feats, a piece of equipment, and magic items favored by vampires.

Vampire Templates

Game statistics for vampires are created by using vampire templates. Each template creates a different kind of vampire. Other types of vampire exist, some of them arising from rare or even unique circumstances, but the following are the most notable types.

Jiang-Shi: Created when a restless spirit does not leave its corpse at the time of death, a jiang-shi (*Pathfinder RPG Bestiary 3* 278) more closely resembles a rotting corpse than other vampires do. Instead of feeding on blood, jiang-shi siphon chi from their victims' breath. Marked with a rune-inscribed parchment affixed to its head, a jiang-shi has different drawbacks than moroi and nosferatu.

Moroi: The standard vampire template (*Pathfinder RPG Bestiary* 270) creates what most people would consider a "common" vampire. They sometimes call themselves "moroi" to distinguish them from other kinds of vampires, which are inferior in their estimation.

Nosferatu: Said by some to be the progenitors of all vampires, nosferatu (*Pathfinder RPG Bestiary 4* 268) are immortal but lack the eternal youthful beauty of the moroi. Resentful of their more attractive offshoot race, nosferatu tend to be hermits, keeping their hideous, withered visages out of mortal sight to avoid suspicion. Nosferatu cannot create others of their kind, thus their numbers are dwindling.



Vampire Minion Simple Templates

Vampires can change mortals that they frequently come into contact with. The following templates are indicative of such phenomena, and are available to creatures associated with or victims of vampires.

Addle-Minded (CR +0)

A creature that remains dominated by vampires for long stretches begins to lose touch with his sense of identity. The creature no longer knows exactly what his own desires are anymore and he becomes easily confused. Should that mortal ever be the target of a mind-affecting spell, that mortal is just as likely to babble madly to himself as he is to lash out and strike anyone nearby. An addle-minded creature's quick and rebuild rules are the same.

Rebuild Rules: **Saves** –2 penalty on all Will saves. **Special Qualities** Gains the addled defensive ability.

Addled (Su): Whenever the addle-minded creature fails a saving throw against a mind-affecting effect (other than *dominate person*, *dominate monster*, or any other spell or spell-like ability with "dominate" in its name), it becomes confused as the *confusion* spell, and it must roll on that spell's table to determine its behavior. Instead of acting normally on a roll of 01–25, the creature is instead normally affected by the spell or effect that round.

Repeatedly Drained (CR –1)

A creature from which a vampire routinely drinks blood usually adapts to the rapid and repeated blood loss, but a thirsty vampire can push too far, physically weakening her prey. The victim's skin turns pale and her eyes become listless; others describe the victim as "wasting away" or "a walking corpse." Few mortals realize that these descriptions are accurate, and the victim is, in fact, courting death.

Quick Rules: –2 on all rolls based on Con or Cha and to the DCs of all special abilities based on Con or Cha, –2 hp/HD, +2 on saving throws vs. energy drain.

Rebuild Rules: **Defensive Abilities** resist drain special ability; **Ability Scores** –4 Con, –4 Cha.

Resist Drain (Ex): After having its blood sucked out over and over again by a vampire, the repeatedly drained creature becomes used to the effects and builds a natural tolerance for energy drain. The repeatedly drained creature gains a +4 bonus on saving throws against energy drain attacks and the saving throw to overcome negative levels. It suffers no penalties from negative levels, though it still dies if its negative levels equal or exceed its Hit Dice.

Vampire Feats

Vampires and their ilk can make use of the following feats to help them better survive.

Aversion Tolerance

You have been hunted for so long that you have developed resistances to slayers' usual scare tactics.

Prerequisite: Vampire.

Benefit: You gain a +2 bonus on saves made to resist aversions to objects, sounds, and materials appropriate to your vampire type (such as garlic, holy symbols, and mirrors for a moroi). When confronted with such things, you can attempt a saving throw immediately instead of after 1 round.

Vampiric Companion

Just as your undead existence mocks nature, so too does your twisted companion reflect the vile nature of vampirism.

Prerequisites: Dhampir or vampire, nongood alignment, 10th level in a class that grants a familiar or animal companion.

Benefit: Your animal companion or familiar's type changes to "undead." The creature gains fast healing 5 as well as your vampire or dhampir weaknesses. If you are a vampire, the creature also gains the following abilities, depending on what type of vampire you are.

Jiang-Shi: While the creature is adjacent to or in your square, it gains the benefit of your prayer scroll ability. The creature crumbles into dust if destroyed (just like a jiang-shi), but is not permanently destroyed unless measures are taken that would destroy a jiang-shi.

Moroi: If the creature is adjacent to or in your square when you assume gaseous form, it transforms with you and follows you; its transformation ends when yours does. If reduced to 0 hit points, it's forced into gaseous form and must return to your coffin to reform (or the foot of your coffin if it cannot fit within it).

Nosferatu: If the creature is adjacent to or in your square when you assume swarm form, it transforms with you and follows you; its transformation ends when yours does. The creature can climb as if using the spider climb vampire ability, even if its anatomy is not suitable for climbing (such as a horse).

Special: If your animal companion or familiar is destroyed, dismissed, or lost, you can apply the effects of this feat to the replacement creature. If you are destroyed, the creature retains its undead type but loses all other special abilities from this feat. If you have more than one animal companion or familiar, choose one of them when you select this feat and apply its effects to that creature.

You can select this feat more than once. Each time you select the feat, it applies to a different animal companion or familiar.

Vampire Equipment

Some vampires make use of the following item.

Alchemical Blood

Price 40 GP
Weight 1 lb.

This flask of red liquid is enough to for 1 day stave off a vampire's hunger for blood. Few vampires enjoy it; most describe it as tasting stale and artificial. Some, particularly weaker or newer ones, feel that it interferes with the unholy magic keeping their bodies animated. However, it's an option utilized by vampires that are running for their unlives and attempting to stay hidden from vampire hunters. Crafting this item requires a successful DC 40 Craft (alchemy) check.

Vampire Magic Items

The following magic items are especially useful to vampires and vampire spawn.

Bloodfeast Shield

Price 18,770 GP

Slot shield | **CL** 12th | **Weight** 15 lbs.

Aura strong necromancy

Three flensed skulls jut from the face of this *+2 heavy steel shield*. Three times per day as a free action, the shield's wearer can command the heads to attack independently of her, biting with the wearer's base attack bonus (making multiple attacks if the wearer has a high enough base attack bonus). This attack is in addition to any actions performed by the wearer, and deals 1d6 points of damage plus 1 point of Constitution damage.

When using the *bloodfeast shield's* ability, if the wearer is a vampire (or regains hit points from blood drain in a similar manner), she also heals 5 hit points or gains 5 temporary hit points for 1 hour.

Construction Requirements | **Cost** 9,545 GP

Craft Magic Arms and Armor, *vampiric touch*

Bloodletting Thimble

Price 2,000 GP

Slot ring | **CL** 3rd | **Weight** —

Aura faint enchantment

This platinum thimble, intricately crafted in the shape of an animal claw, is worn on one finger. A vampire wearer can use the thimble to inflict a tiny wound as part of the use of a blood drain, energy drain, or drain chi ability; use of the thimble in this way isn't an action. This wound deals no additional damage, but it turns the target's pain to pleasure. The target must succeed at a DC 14 Will save or become fascinated by the wearer and make no attempt to resist the draining on that round and the following 2 rounds. At the end of this time, the creature's senses return and it can react accordingly.

Construction Requirements | **Cost** 1,000 GP

Forge Ring, *enthrall*

Vampire Servants

A vampire often needs mortal minions—especially during the day, when it must retreat to its coffin for safety.

COFFIN GUARD **CR 3**

XP 800

Elf ranger 4

NE Medium humanoid (elf)

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

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)

hp 38 (4d10+12)

Fort +5, **Ref** +8, **Will** +2; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee mwk rapier +7 (1d6+1/18–20), mwk rapier +7 (1d6/18–20)

Ranged mwk composite longbow +9 (1d8+2/×3)

Special Attacks combat style (two-weapon), favored enemy (humans +2)

Ranger Spells Prepared (CL 1st; concentration +2)

1st—*entangle* (DC 12)

STATISTICS

Str 12, **Dex** 18, **Con** 12, **Int** 12, **Wis** 13, **Cha** 8

Base Atk +4; **CMB** +5; **CMD** 19

Feats Endurance, Toughness, Two-Weapon Fighting, Weapon Finesse

Skills Intimidate +6, Knowledge (geography) +8, Knowledge (local) +5, Perception +10, Sense Motive +5, Stealth +10, Survival +8

Languages Common, Draconic, Elven

SQ elven magic, favored terrain (urban +2), hunter's bond (companions), track +2, wild empathy +3

Combat Gear *potion of cat's grace*, *potion of cure moderate wounds*, *potion of protective penumbra*[UM], *scroll of animal messenger*, *scroll of longstrider*; **Other Gear** mwk chain shirt, mwk composite longbow with 20 arrows, mwk rapiers (2), sunrods (5), 9 gp

Only the most trusted of servants are given the position of a vampire's coffin guard. This mortal stands watch over the vampire while his master is resting.

The coffin guard isn't just tasked with protecting his master. He snatches corpses and ingredients required for the vampire's workings. He knows where to find many ingredients in the woods, away from the prying eyes of the city folk, though he's not afraid to coerce those same city-dwellers into doing his bidding for him.

WEIRD BUTLER **CR 4**

XP 1,200

Halfling oracle 5 (*Pathfinder RPG Advanced Player's Guide* 42)

CE Small humanoid (halfling)

Init +7; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 19, touch 14, flat-footed 16 (+5 armor, +3 Dex, +1 size)

hp 31 (5d8+5)

Fort +3, **Ref** +5, **Will** +5; +2 vs. fear

OFFENSE

Speed 20 ft.

Melee mwk dagger +3 (1d3–2/19–20)

Ranged dagger +7 (1d3–2/19–20)

Oracle Spells Known (CL 5th; concentration +9)

2nd (5/day)—*desecrate*, *false life*, *hold person* (DC 16), *inflict moderate wounds* (DC 16)

1st (7/day)—*cause fear* (DC 15), *compel hostility*[UC] (DC 15), *cure light wounds*, *inflict light wounds* (DC 15), *obscuring mist*, *shield of faith*

0 (at will)—*bleed* (DC 14), *detect magic*, *mending*, *resistance*, *stabilize*, *virtue*

Mystery bones

STATISTICS

Str 6, **Dex** 16, **Con** 12, **Int** 13, **Wis** 10, **Cha** 18

Base Atk +3; **CMB** +0; **CMD** 13

Feats Combat Casting, Improved Initiative, Lucky Halfling[APG]

Skills Acrobatics +4, Bluff +12, Climb –1, Diplomacy +12, Intimidate +12, Knowledge (local) +6, Knowledge (religion) +9, Perception +7

Languages Abyssal, Common, Halfling

SQ oracle's curse (clouded vision), revelations (bleeding wounds, death's touch)

Combat Gear *potion of invisibility*, *scrolls of dread bolt* (2), *scroll of helping hand*, *scroll of hide from undead*, *scroll of lesser animate dead*, *scroll of protective penumbra*[UM], *scroll of silence*, *scroll of status*, unholy water (4); **Other Gear** *+1 chain shirt*, dagger, mwk dagger, spell component pouch, sunrods (2), silver dust (worth 50 gp), 92 gp



The highest-ranked mortal servant of a vampire, the butler is responsible for maintaining order among the other servants. He knows all his master's secrets and guards them well. He's responsible for disposing bodies that result from his master's deadlier feeding sessions.

A butler might work for a vampire because he wants to be rewarded with unlife himself. As many vampires collect vast fortunes over their long lives, some butlers are initially lured into service due to avarice.

Vampire Seducer

Vampires trained in the bardic arts couple those skills with their vampiric abilities of domination and persuasion to freely mingle with mortal society.

VAMPIRE SEDUCER **CR 6**

XP 2,400

Human vampire bard 5

NE Medium undead (augmented humanoid, human)

Init +8; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 25, touch 15, flat-footed 20 (+4 armor, +4 Dex, +1 dodge, +6 natural)

hp 61 (5d8+35); fast healing 5

Fort +7, **Ref** +10, **Will** +5; +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities channel resistance +4; **DR** 10/magic and silver; **Immune** undead traits; **Resist** cold 10, electricity 10

Weaknesses vampire weaknesses

OFFENSE

Speed 30 ft.

Melee slam +7 (1d4+4 plus energy drain)

Special Attacks bardic performance 24 rounds/day (countersong, distraction, fascinate [DC 18], inspire competence +2, inspire courage +2), blood drain, children of the night, create spawn, dominate (DC 18), energy drain (2 levels, DC 18)

Bard Spells Known (CL 5th; concentration +11)

2nd (4/day)—*darkness*, *enthrall* (DC 20), *share memory*[UM] (DC 18)

1st (6/day)—*charm person* (DC 19), *ear-piercing scream*[UM], *lesser confusion* (DC 19), *memory lapse*[APG] (DC 19)

0 (at will)—*daze* (DC 18), *detect magic*, *mage hand*, *open/close*, *prestidigitation* (DC 16), *unwitting ally*[APG] (DC 18)

TACTICS

During Combat The vampire seducer uses her dominate ability to make others defend her, calls for assistance using her children of the night ability, and attacks with her slams. She uses her *necklace of fireballs* when she can target multiple opponents.

STATISTICS

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

Base Atk +3; **CMB** +7; **CMD** 22

Feats Alertness[B], Combat Casting, Dodge[B], Extra Performance, Greater Spell Focus (enchantment), Improved Initiative[B], Lightning Reflexes[B], Spell Focus (enchantment), Toughness[B]

Skills Bluff +22, Diplomacy +14, Intimidate +14, Knowledge (local) +12, Knowledge (nobility) +12, Perception +19, Perform (act) +14, Perform (dance) +14, Sense Motive +19, Stealth +19; **Racial Modifiers** +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth

Languages Common, Dwarven, Elven

SQ bardic knowledge +2, change shape (dire bat or wolf, *beast shape II*), gaseous form, lore master 1/day, shadowless, spider climb, versatile performance (dance)

Combat Gear *feather token* (whip), *necklace of fireballs* (type I), *potion of inflict moderate wounds*, *potion of invisibility*, *scroll of haste*, *wand of disguise self* (15 charges), smokesticks (2), thunderstones (2); **Other Gear** mwk chain shirt, *animated portrait*[UE], 450 gp



A vampire seducer relies on getting others to do her bidding instead of acting in the open herself. Deception, manipulation, and spells are all tools of her trade. This does not mean that such a vampire cannot defend herself in combat—it simply means that she prefers to get others to risk their necks instead of taking matters into her own cold, dead hands.

Through a blend of natural charm, physical beauty, and supernatural persuasion, the vampire seducer selects her prey from among her admirers and critics, takes her victim back to her home, and convinces them to let her bite them willingly—all part of her game. The vampire might dispose of her victims before they are too obviously afflicted by her unnatural appetites by forcing them to duel rivals for her affection or arranging for mysterious accidents and suicides (usually easily explained as the result of broken hearts).

If the seducer's true nature is ever discovered, she has no qualms about abandoning the paramours she has acquired and relocating to a new city to begin her plots anew. Some seducers do this many times over the course of their long unlives, if only to stave off the eternal boredom that inevitably afflicts them all.

Vampire Warrior

Some vampires learn the arts of war while alive, then carry on those traditions into undeath.

VAMPIRE WARRIOR **CR 8**

XP 4,800

Vishkanya jiang-shi vampire fighter 7 (*Pathfinder RPG Bestiary 3* 278, 281)

LE Medium undead (augmented humanoid, vishkanya)

Init +9; **Senses** blindsight 60 ft. (breathing creatures only), darkvision 60 ft., low-light vision; Perception +21

DEFENSE

AC 25, touch 15, flat-footed 20 (+8 armor, +4 Dex, +1 dodge, +2 natural)

hp 78 (7d10+35); fast healing 5

Fort +9, **Ref** +7, **Will** +4 (+2 vs. fear); +2 vs. poison

Defensive Abilities bravery +2, channel resistance +4, prayer scroll; **DR** 10/magic and slashing; **Immune** undead traits; **Resist** cold 20

Weaknesses jiang-shi weaknesses

OFFENSE

Speed 20 ft.

Melee mwk katana +15/+10 (1d8+8/15–20 plus poison) or bite +12 (1d6+5), 2 claws +12 (1d8+5/19–20 plus grab)

Ranged shuriken +12/+7 (1d2+5)

Special Attacks drain chi (DC 17), poison, weapon training (heavy blades +1)

TACTICS

Before Combat The warrior vampire uses her *oil of keen edge* on her katana and applies a dose of her racial poison to it.

During Combat The warrior vampire uses her *scabbard of vigor* to grant her katana a +3 enhancement bonus for 3 rounds. Once that expires, or if her katana attacks are ineffective, she resorts to natural attacks, grappling, and her drain chi ability.

STATISTICS

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

Base Atk +7; **CMB** +12; **CMD** 28

Feats Alertness[B], Cleave, Combat Reflexes, Dodge[B], Exotic Weapon Proficiency (katana), Improved Initiative, Mobility[B], Power Attack, Quick Draw, Skill Focus (Acrobatics)[B], Spring Attack[B], Weapon Focus (katana), Weapon Specialization (katana)

Skills Acrobatics +12, Craft (calligraphy) +4, Craft (paintings) +4, Escape Artist +3, Knowledge (local) +2, Knowledge (nobility) +2, Perception +21, Sense Motive +4, Stealth +12; **Racial Modifiers** +8 Acrobatics, +8 Perception, +10 Stealth

Languages Common, Vishkanya

SQ armor training 2, poison use, toxic (4/day)

Combat Gear *oil of keen edge*, *potion of bull's strength*, *potion of fly*, *potion of haste*, *potion of inflict moderate wounds*, *potion of invisibility*; **Other Gear** o-yoroi[UE], mwk katana, shuriken (20), *brooch of shielding* (50 points), *scabbard of vigor*[UE], 46 gp

SPECIAL ABILITIES

Drain Chi (Su) Instead of draining blood, a jiang-shi vampire drains "chi," or life energy, from a victim's breath. When a jiang-shi makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage), the jiang-shi can attempt to drain chi by drinking the victim's breath. The victim can resist this attack by succeeding at a DC 17 Fortitude save. On a failed save, the victim gains 1 negative level and is staggered for 1d4 rounds.

Poison (Ex) *Vishkanya Venom*: Weapon—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex; *cure* 1 save.

Prayer Scroll (Su) The scroll attached to the brow of a jiang-shi grants immunity to any effects generated by spell-completion or spell-trigger magic items, such as scrolls and wands. Such magical effects treat the jiang-shi as if she had unbeatable spell resistance. A jiang-shi's prayer scroll can be removed with a successful steal combat maneuver (*Pathfinder RPG Advanced Player's Guide* 322), which immediately ends the jiang-shi's immunity to these effects. If a jiang-shi's prayer scroll is destroyed (a standard action), the vampire also loses her fast healing ability. A jiang-shi can create a replacement prayer scroll by using any strip of parchment and a writing instrument, but doing so requires 10 minutes of uninterrupted work.

Toxic (Ex) Four times per day as a swift action, a vishkanya can envenom a weapon that she wields with her toxic saliva or blood.



When this vishkanya was alive, she pursued the path of the samurai, but wasn't allowed to join their honorable ranks. Her restless spirit remained trapped in her flesh after death, and eventually she animated her own rotting body and sought out those who had wronged her.

Vampire Savage

Not all vampires clothe themselves in the trappings of civilization. Some embrace their bestial natures.

VAMPIRE SAVAGE **CR 10**

XP 9,600

Half-orc vampire barbarian 9

CE Medium undead (augmented humanoid, human, orc)

Init +8; **Senses** darkvision 60 ft.; Perception +24

DEFENSE

AC 21, touch 14, flat-footed 16 (+1 deflection, +4 Dex, +1 dodge, +7 natural, –2 rage)

hp 136 (9d12+72); fast healing 5

Fort +13, **Ref** +10, **Will** +8

Defensive Abilities channel resistance +4, improved uncanny dodge, orc ferocity, trap sense +3; **DR** 10/magic and silver and DR 1/—; **Immune** undead traits; **Resist** cold 10, electricity 10

Weaknesses vampire weaknesses

OFFENSE

Speed 40 ft.

Melee *+1 greataxe* +20/+15 (1d12+16/×3), bite +14 (1d4+5 plus energy drain), slam +15 (1d4+5 plus energy drain)

Special Attacks blood drain, children of the night, create spawn, dominate (DC 20), energy drain (2 levels, DC 20), rage (24 rounds/day), rage powers (animal fury, bleeding blow[UC], no escape, powerful blow +3)

TACTICS

Before Combat The vampire savage drinks one or more of his potions as appropriate to the upcoming battle.

During Combat The vampire savage rages and makes full attacks against his opponents, grappling an opponent and draining blood if he has an opportunity to do so.

Base Statistics When he's not raging, the savage's statistics are **AC** 23, touch 16, flat-footed 18; **hp** 118; **Fort** +11, **Will** +6; **Melee** *+1 greataxe* +18/+13 (1d12+13/×3), slam +13 (1d4+4 plus energy drain), bite +12 (1d4+4 plus energy drain); **Str** 26, **Cha** 18; **CMB** +17 (+21 bull rush); **CMD** 33 (33 vs. bull rush).

STATISTICS

Str 30, **Dex** 18, **Con** —, **Int** 10, **Wis** 14, **Cha** 22

Base Atk +9; **CMB** +19 (+23 bull rush); **CMD** 33 (35 vs. bull rush)

Feats Alertness[B], Cleave, Dodge[B], Greater Bull Rush, Improved Bull Rush, Improved Initiative[B], Lightning Reflexes[B], Power Attack, Toughness[B], Weapon Focus (slam)

Skills Acrobatics +16 (+20 when jumping), Intimidate +20, Knowledge (nature) +12, Perception +24, Sense Motive +12; **Racial Modifiers** +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth

Languages Common, Orc

SQ change shape (dire bat or wolf, *beast shape II*), fast movement, gaseous form, orc blood, shadowless, spider climb

Combat Gear *potion of blur, potion of haste, potion of resist energy* (fire); **Other Gear** *+1 greataxe, amulet of natural armor +1, belt of giant strength +2, cloak of resistance +1, ring of protection +1*, 80 gp

SPECIAL ABILITIES

Undead Barbarian An undead creature with the ability to enter a rage gains the morale bonuses from rage despite being immune to morale effects. The bonus to Constitution from the rage applies to an undead creature's Charisma instead.

With razor-sharp fangs and the ability to drain the life out of his opponents, a vampire savage is a frightening sight to behold. This vampire tears his victims apart even as he bleeds them dry—savoring every scream he causes, enjoys the last heartbeat of each victim, and laughs at adventurers who dare to try stopping his murderous rampage. Because the vampire savage mangles the bodies of his victims so badly, many believe that his killings are the work of a wild animal. The carnage he leaves in his wake stands as an easy trail for a hunter to follow, but those would-be vampire slayers who get too close are not usually seen again.

This sort of vampire often takes control of a violent tribe of orcs, gnolls, and similar creatures, driving them into a frenzy and demanding blood sacrifices from them to appease his appetite.



Enlightened Vampire

An enlightened vampire tries to live in peace with his surroundings, drinking the blood of the living only when he must do so to survive and trying not to kill his victims when he does.

Enlightened Vampire **CR 12**

XP 19,200

Human vampire monk (hungry ghost monk) 11 (*Pathfinder RPG Advanced Player's Guide* 110)

LE Medium undead (augmented humanoid, human)

Init +9; **Senses** darkvision 60 ft.; Perception +30

Defense

AC 34, touch 25, flat-footed 28 (+2 armor, +1 deflection, +5 Dex, +1 dodge, +4 monk, +4 Wis, +7 natural)

hp 108 (11d8+55); fast healing 5

Fort +10, **Ref** +14, **Will** +11; +2 vs. enchantments

Defensive Abilities channel resistance +4, improved evasion; **DR** 10/magic and silver; **Immune** disease, poison, undead traits; **Resist** cold 10, electricity 10

Weaknesses vampire weaknesses



Offense

Speed 60 ft.

Melee unarmed strike +15/+10 (2d8+6/19–20 plus energy drain) or flurry of blows +15/+15/+10/+10/+5 (2d8+6/19–20 plus energy drain) or
slam +14 (1d4+6 plus energy drain)

Special Attacks blood drain, children of the night, create spawn, dominate (DC 18), energy drain (2 levels, DC 18), flurry of blows, life from a stone, life funnel, steal ki

Tactics

During Combat The enlightened vampire uses flurry of blows and ki strike to gain extra attacks, and uses steal ki and life funnel to replenish his ki and hit points. He uses Punishing Kick to knock his most dangerous opponent prone, then grapples it and drains its blood.

Statistics

Str 22, **Dex** 20, **Con** —, **Int** 14, **Wis** 18, **Cha** 16

Base Atk +8; **CMB** +17 (+21 grapple); **CMD** 39 (41 vs. grapple)

Feats Alertness[B], Combat Expertise, Dodge[B], Gorgon's Fist, Greater Grapple, Improved Critical (unarmed strike), Improved Grapple, Improved Initiative[B], Improved Unarmed Strike, Ki Stand[UM], Lightning Reflexes[B], Mobility, Power Attack, Punishing Kick[APG], Scorpion Style, Step Up, Toughness[B], Weapon Focus (unarmed strike)

Skills Acrobatics +19 (+42 when jumping), Climb +20, Intimidate +17, Knowledge (history) +16, Perception +30, Sense Motive +30, Stealth +27; **Racial Modifiers** +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth

Languages Celestial, Common, Elven

SQ change shape (dire bat or wolf, *beast shape II*), fast movement, gaseous form, high jump, ki pool (9 points, cold iron/lawful/magic), life funnel, maneuver training, shadowless, slow fall 50 ft., spider climb

Combat Gear *potion of displacement*, *potion of haste*; **Other Gear** *amulet of natural armor +1*, *belt of physical might +2* (Str, Dex), *bracers of armor +1*, *headband of alluring charisma +2*, *ring of protection +1*, 500 gp

An enlightened vampire spends his nights in meditation. He tries to live an ascetic's life, in search of purity and wholeness, even if his very nature requires him to harm others on a regular basis. Because of this, he lives in a state of suffering, seeking to atone for his nature while exploring the mysteries of enlightenment. This outlook on unlife doesn't stop him from killing his enemies. Whenever someone harms his spawn or one of his herd, an enlightened vampire responds with deliberate and decisive action.

Vampire Lord

A vampire lord is a ruthless, calculating noble or other figure of authority that dominates her political landscape.

VAMPIRE LORD **CR 15**

XP 51,200

Half-elf vampire magus 14 (*Pathfinder RPG Ultimate Magic* 9)
NE Medium undead (augmented humanoid, elf, human)
Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +35

DEFENSE

AC 28, touch 14, flat-footed 25 (+7 armor, +1 deflection, +2 Dex, +1 dodge, +7 natural)
hp 150 (14d8+84); fast healing 5
Fort +16, **Ref** +10, **Will** +13; +2 vs. enchantments
Defensive Abilities channel resistance +4; **DR** 10/magic and silver; **Immune** sleep, undead traits; **Resist** cold 10, electricity 10
Weaknesses vampire weaknesses

OFFENSE

Speed 20 ft.
Melee *+1 frost longsword* +20/+15 (1d8+11/17–20 plus 2d6), slam +13 (1d4+8 plus energy drain)
Special Attacks blood drain, children of the night, create spawn, dominate (DC 22), energy drain (2 levels, DC 22), greater spell combat, improved spell combat, spell combat (–2 attack, +2 concentration, double bonus), spellstrike
Magus Spells Prepared (CL 14th; concentration +18)
5th—*baleful polymorph* (DC 19), *monstrous physique III*[UM]
4th—*fire shield*, *greater invisibility*, *ice storm*, *shout* (DC 18), *stoneskin*
3rd—*cloak of winds*[APG], *dispel magic*, *fireball* (DC 17), *haste*, *slow* (DC 17)
2nd—*darkness*, *frigid touch*[UM], *mirror image*, *scorching ray* (2), *web* (DC 16)
1st—*expeditious retreat*, *frostbite*[UM], *shield*, *shocking grasp* (2), *true strike*
0 (at will)—*arcane mark*, *dancing lights*, *detect magic*, *ghost sound* (DC 14), *ray of frost*

TACTICS

Before Combat The vampire lord casts *stoneskin* on herself.
During Combat The vampire casts *cloak of winds*, *expeditious retreat*, *greater invisibility*, and *shield* on herself. She uses accurate strike against better-defended opponents, Mobility to avoid flanking, and Flanking Foil to negate sneak attacks.

STATISTICS

Str 26, **Dex** 14, **Con** —, **Int** 18, **Wis** 15, **Cha** 20
Base Atk +10; **CMB** +18; **CMD** 32
Feats Alertness[B], Combat Casting, Critical Focus, Disruptive, Dodge[B], Flanking Foil[UC], Improved Critical (longsword), Improved Initiative[B], Lightning Reflexes[B], Mobility, Power Attack, Skill Focus (Perception), Spellbreaker[B], Toughness[B], Weapon Focus (longsword), Weapon Specialization (longsword)
Skills Diplomacy +12, Intimidate +22, Knowledge (arcana) +21, Knowledge (dungeoneering) +21, Knowledge (local) +11, Knowledge (nobility) +11, Perception +35, Sense Motive +12, Spellcraft +21, Use Magic Device +15; **Racial Modifiers** +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth
Languages Common, Dwarven, Elven, Giant, Sylvan, Undercommon
SQ arcane pool (11 points, +4), change shape (dire bat or wolf, *beast shape II*), elf blood, fighter training (fighter level 7), gaseous form, heavy armor proficiency, improved spell recall, knowledge pool, magus arcana (accurate strike[UC], concentrate, spell shield, spellbreaker[UC]) medium armor proficiency, shadowless, spider climb
Gear *+1 breastplate*, *+1 frost longsword*, *amulet of natural armor +1*, *belt of physical might +2* (Str, Dex), *cloak of resistance +2*, *headband of alluring charisma +4*, *ring of protection +1*, granite and diamond dust (worth 500 gp), 835 gp



Vampire Spawn

This pale humanoid has fangs and burning red eyes.

VAMPIRE SPAWN **CR 2**

XP 600

Human rogue 2

NE Medium undead (human)

Init +6; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 20, touch 12, flat-footed 18 (+4 armor, +2 Dex, +4 natural)

hp 18 (2d8+6); fast healing 2

Fort +2, **Ref** +5, **Will** +1

Defensive Abilities channel resistance +2, evasion; **DR** 5/silver; **Immune** undead traits; **Resist** cold 10, electricity 10

Weaknesses resurrection vulnerability, vampire weaknesses

OFFENSE

Speed 30 ft.

Melee slam +4 (1d4+4 plus energy drain)

Ranged dagger +3 (1d4+3/19–20)

Special Attacks blood drain, dominate (DC 13), energy drain (1 level, DC 13), sneak attack +1d6

STATISTICS

Str 17, **Dex** 14, **Con** —, **Int** 8, **Wis** 12, **Cha** 15

Base Atk +1; **CMB** +4; **CMD** 16

Feats Improved Initiative, Intimidating Prowess, Power Attack, Skill Focus (Perception)[B]



Skills Acrobatics +13, Climb +6, Intimidate +10, Knowledge (local) +4, Perception +9, Sense Motive +6, Sleight of Hand +5, Stealth +13

Languages Common, Halfling

SQ gaseous form, rogue talents (strong impression[APG]), shadowless, spider climb, trapfinding +1

ECOLOGY

Environment any

Organization gang (2–8) or family (vampire plus 2–8)

Treasure NPC Gear (chain shirt, dagger, other treasure)

The following template can be used to create unique vampire spawn with class levels.

Creating a Vampire Spawn

"Vampire spawn" is an acquired template that can be added to any living creature with 4 or more Hit Dice (referred to hereafter as the base creature). A vampire spawn uses the base creature's stats and abilities except as noted here.

CR: Same as the base creature + 1.

Alignment: Any evil.

Type: The creature's type changes to undead. Do not recalculate class Hit Dice, BAB, or saves.

Senses: A vampire spawn gains darkvision to 60 feet.

Armor Class: Natural armor increases to +4, unless the base creature's natural armor is already +4 or higher.

Hit Dice: Change all racial Hit Dice to d8s. Class Hit Dice are unaffected. As undead, vampire spawn use their Cha modifier to determine bonus hit points (instead of Con).

Defensive Abilities: A vampire spawn gains channel resistance +2, DR 5/silver, resistance 10 against cold and electricity, and fast healing 2.

Weaknesses: A vampire spawn has the same weaknesses of the vampire that created it.

Resurrection Vulnerability (Su): A *raise dead* or similar spell cast on a vampire spawn destroys it (Will negates). Using the spell in this way does not require a material component.

Melee: A vampire spawn gains a slam attack if the base creature didn't have one. Damage for the slam depends on the vampire spawn's size (see *Bestiary* 301).

Special Attacks: A vampire spawn gains a vampire's blood drain and dominate special attacks. The vampire who created the spawn can influence a spawn's dominated creature as if she had dominated it herself.

Energy Drain (Su): A creature hit by a vampire spawn's slam (or other natural weapon) gains 1 negative level. This ability only triggers only once per round.

Special Qualities: A vampire spawn gains the gaseous form, shadowless, and spider climb abilities of a vampire.

Ability Scores: Cha +2.

Skills: Spawn gain a +8 racial bonus on Acrobatics and Stealth checks.

Feats: Spawn gain Skill Focus (Perception) as a bonus feat.

Encounters

Encounters with vampires can be as varied as a wandering group of hunting vampires or an established family that has been in residence for decades.

False Family (CR 5)

Many times, a true vampire sends mortal and undead minions to scout out an area, with a spawn pretending to be full vampire. If the group prospers, the vampire might visit. If the group is destroyed, the vampire knows it should proceed with caution. A vampire might also use this sort of team to claim a newly risen spawn from its coffin or crypt.

SHADY MINIONS (5) **CR 1/2**

XP 200 each

Addle-minded brigand (see page 236, *Pathfinder RPG NPC Codex* 266)

hp 15 each

VAMPIRE SPAWN **CR 2**

XP 600

hp 18 (see page 244)

Celebration (CR 8)

When a vampire seducer throws a party, it is the talk of the town, and everyone hopes to be invited. The exotic pleasures are unforgettable. The vampire's herd works the party, ushering individuals away from the crowd to spend a few quiet moments with the vampire. Those partygoers return to the party feeling light headed, while the vampire feeds well that night.

VAMPIRE SEDUCER **CR 6**

XP 2,400

hp 61 (see page 239)

VAMPIRE SPAWN (2) **CR 2**

XP 600 each

hp 18 each (see page 244)

WEIRD BUTLER **CR 4**

XP 1,200

hp 31 (see page 238)

Hunger (CR 12)

When several vampires are on the prowl for blood, they collectively call themselves a hunger of vampires. This group constantly tries to creatively one up each other in the ways they seduce and kill their victims. At least one vampire brings along a butler to ensure any other desires are met.

COFFIN GUARD **CR 3**

XP 800

hp 38 (see page 238)

VAMPIRE SEDUCERS (2) **CR 6**

XP 2,400 each

hp 61 each (see page 239)

VAMPIRES (2) **CR 9**

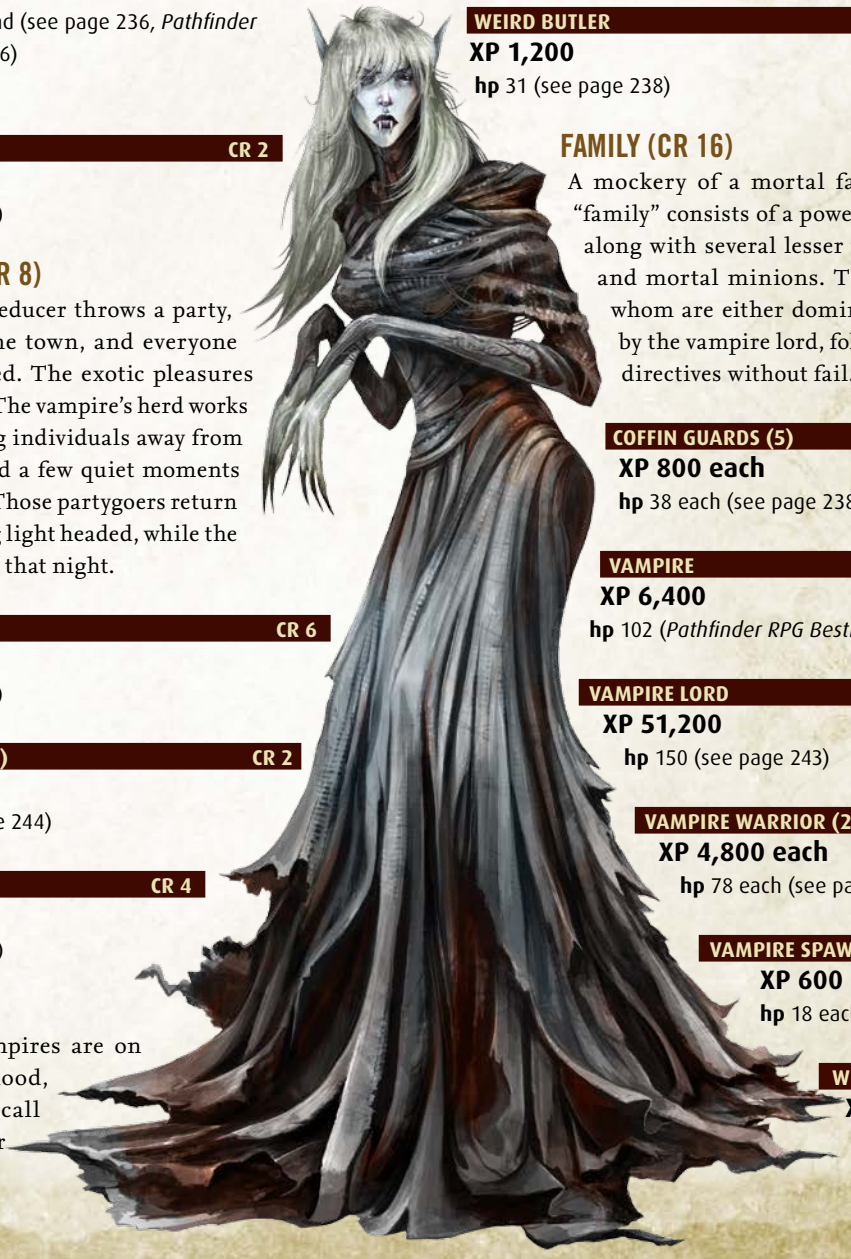
XP 6,400 each

hp 102 each (*Pathfinder RPG Bestiary* 270)

WEIRD BUTLER **CR 4**

XP 1,200

hp 31 (see page 238)



Family (CR 16)

A mockery of a mortal family, a vampire "family" consists of a powerful vampire lord along with several lesser vampires, spawn, and mortal minions. This family, all of whom are either dominated or enslaved by the vampire lord, follow their leader's directives without fail.

COFFIN GUARDS (5) **CR 3**

XP 800 each

hp 38 each (see page 238)

VAMPIRE **CR 9**

XP 6,400

hp 102 (*Pathfinder RPG Bestiary* 270)

VAMPIRE LORD **CR 15**

XP 51,200

hp 150 (see page 243)

VAMPIRE WARRIOR (2) **CR 8**

XP 4,800 each

hp 78 each (see page 240)

VAMPIRE SPAWN (5) **CR 2**

XP 600 each

hp 18 each (see page 244)

WEIRD BUTLER **CR 4**

XP 1,200

hp 31 (see page 238)

Appendix 1: Modifying Monsters

A GM can change up a monster by altering its appearance, adding a simple template, or giving it class levels. Of these options, adding class levels is the most time-consuming for busy GMs, but it also results in a monster that is truly different. To simplify that process, this book contains simple templates that add a class's key features to a creature without drastically altering all of its statistics.

Simple Class Templates

Simple class templates function in much the same way as all other simple templates. They enable GMs to customize creatures by giving them the flavor and abilities of classes without the complexity of adding class levels.

All simple class templates have two categories of changes. The "quick rules" present a fast way to modify a creature's abilities and statistics without having to actually rebuild the stat block. The "rebuild rules" list the exact changes to make to the base stat block if you have the time to completely rebuild it, such as between sessions when you are planning the next game. The two methods result in creatures of similar (if not identical) abilities. These templates grant their respective classes' class features, which are denoted by a dagger (†). Many of these function slightly differently than the original class ability, as noted in the templates.

Spellcasting: A number of these templates grant the ability to cast spells as a member of the class on which the template is based. These templates only grant spells for the three highest spell levels the creature has access to. If the creature casts all of the spells of its higher levels, you can keep the combat challenging by adding lower-level spells—denoted by a double dagger (‡)—but no more than two for any given spell level.

Barbarian Creature (CR +2 or +3)

A barbarian creature can fly into a rage, granting it numerous bonuses in combat. It also gains additional hit points and a few valuable defensive abilities. A barbarian creature's CR increases by 3 if the creature has 10 or more HD. A barbarian creature must be chaotic.

Quick Rules: +2 on all rolls based on Str; can rage† for a number of rounds per day equal to 4 + its HD + its Con modifier (this functions as greater rage† if the creature has 10 or more HD); gains DR 1/— and uncanny dodge† (DR 3/— and improved uncanny dodge† if the creature has 10 or more HD).

Rebuild Rules: **Defensive Abilities** uncanny dodge† (improved uncanny dodge† if the creature has 10 or more HD; **DR** 1/— (3/— if the creature has 10 or more HD); **Special Attacks** rage† (can be used a number of rounds per day equal to 4 + its HD + its Con modifier, functions as the greater rage† class feature if the creature has 10 or more HD); **Ability Scores** +4 Strength.

Bard Creature (CR +1 or +2)

Capable of inspiring its companions to accomplish great things, a bard creature is most effective when surrounded by allies. It also gains some limited spellcasting. A bard creature's CR increases by 2 if the creature has 10 or more HD.

Quick Rules: +2 on all rolls based on Cha; can use bardic performance† for a number of rounds per day equal to 4 + its HD + its Cha modifier (using its HD as its bard level to determine the bonuses and types of performance); can cast a small number of bard spells (see the Bard Spells Known table, below) using its HD as its CL and gaining two spell slots of each level for every level of spells known.

Rebuild Rules: **Special Attacks** bardic performance† (can be used a number of rounds per day equal to 4 + the creature's HD + its Cha modifier, using its HD as its bard level to determine bonuses and types of performance); **Bard Spells** can cast a small number of bard spells (see the Bard Spells Known table below) using its HD as its CL and gaining two spell slots of each level for every level of spells known; **Ability Scores** +4 Charisma.

Bard Spells Known

HD	0	1st	2nd	3rd	4th	5th	6th
1–4	2	1	—	—	—	—	—
5–8	2	2	1	—	—	—	—
9–12	‡	2	2	1	—	—	—
13–16	‡	‡	2	2	1	—	—
17–20	‡	‡	‡	2	2	1	—
21+	‡	‡	‡	‡	2	2	1

Cleric Creature (CR +1, +2, or +3)

As a conduit of divine power, a cleric creature is often viewed with great respect by its community. A cleric creature's CR increases by 2 if the creature has 7 or more HD, and it increases by 3 if the creature has 13 or more HD. A cleric creature must worship a deity (which must be determined when the template is added) and its alignment must be within one step of that deity's.

Quick Rules: +2 on all rolls based on Wis; can channel energy† a number of times per day equal to 3 + its Cha modifier (positive if good, negative if evil, choose if neutral; using its HD – 2 as its cleric level to determine the effect and DC, minimum 1); can cast a small number of cleric spells (see the Cleric, Druid, and Wizard Spell Slots table on page 251) using its HD as its CL.

Rebuild Rules: **Special Attacks** channel energy† (can be used a number of times per day equal to 3 + is Cha modifier—positive if good, negative if evil, choose if neutral—using its HD – 2 as its cleric level to determine effect and DC, minimum 1); **Cleric Spells** can cast a small number of cleric spells (see the Cleric, Druid, and Wizard Spell Slots table on page 251) using its HD as its CL; **Ability Scores** +4 Wisdom.

Cleric, Druid, and Wizard Spells Slots

HD	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1–3	2	1	—	—	—	—	—	—	—	—
4–6	2	2	1	—	—	—	—	—	—	—
7–9	‡	2	2	1	—	—	—	—	—	—
10–12	‡	‡	2	2	1	—	—	—	—	—
13–15	‡	‡	‡	2	2	1	—	—	—	—
16–18	‡	‡	‡	‡	2	2	1	—	—	—
19–21	‡	‡	‡	‡	‡	2	2	1	—	—
22–24	‡	‡	‡	‡	‡	‡	2	2	1	—
25+	‡	‡	‡	‡	‡	‡	‡	2	2	1

Druid Creature (CR +1, +2, or +3)

Drawn to the raw might and power of nature, a druid creature gains the ability to change shape and cast druid spells. A druid creature's CR increases by 2 if the creature has 7 or more HD, and it increases by 3 if the creature has 13 or more HD.

Quick Rules: +2 on all rolls based on Wis; can use wild shape† if it has 7 or more HD (using its HD – 3 as its druid level to determine the effect of the wild shape); can cast a small number of druid spells (see the Cleric, Druid, and Wizard Spell Slots table above) using its HD as its CL; woodland stride†.

Rebuild Rules: **Special Attacks** wild shape† (if it has 7 or more HD, using its HD – 3 as its druid level to determine the effect of the wild shape); **Druid Spells** can cast a small number of druid spells (see the Cleric, Druid, and Wizard Spell Slots table above) using its HD as its CL; **Ability Scores** +4 Wisdom; **SQ** woodland stride†.

Animal Companion: These rules assume the druid creature doesn't have an animal companion. If you want to add one, select a creature from the list of a *summon nature's ally* spell. The spell must have a level no higher than 1/2 the creature's CR. Treat the companion as an additional creature in the encounter, awarding XP for defeating it as if it was not an animal companion.

Fighter Creature (CR +1 or +2)

A fighter creature gains bonus combat feats, and both armor and weapon training. A fighter creature's CR increases by 2 if the creature has 10 or more HD.

Quick Rules: +2 on all rolls based on Str; gains a bonus combat feat and an additional bonus combat feat for every 4 HD (to a maximum of 10 feats; a fighter creature is considered a fighter with a level equal to its HD for the purpose of qualifying for combat feats). If the creature has 3 or more HD, it gains armor training† (the bonus increases and penalty decreases for every 4 HD the creature possesses thereafter, to the class feature's normal maximums). If the creature has 5 or more HD, it gains weapon training† (the creature gains only one weapon group, and its bonuses increase by 1 every 4 HD thereafter, to a maximum of +4).

Rebuild Rules: **Special Attacks** If the creature has 5 or more HD, it gains weapon training† (the creature gains only one weapon group, and its bonuses increase by 1 every 4 HD thereafter, to a maximum of +4); **Special Abilities** If the creature has 3 or more HD, it gains armor training† (the bonus increases and penalty decreases for every 4 HD it possesses thereafter, to the class feature's normal maximums); **Ability Scores** +4 Strength; **Feats** The creature gains a bonus combat feat and an additional combat feat for every 4 HD (to a maximum of 10 feats from this ability).

Monk Creature (CR +2 or +3)

A monk creature gains extra attacks with unarmed strikes or natural attacks, an increase in damage with those attacks, and defensive abilities. A monk creature's CR increases by 3 if the creature has 10 or more HD. A monk creature must be lawful.

Quick Rules: +2 on all rolls based on Dex and Wis; gains the Improved Unarmed Strike feat. When the creature makes a full attack with unarmed strikes or natural attacks, it can make an extra attack of the same type (of its choice)



with a –5 penalty. If the creature uses unarmed strikes, it deals damage as if it were a monk of a level equal to its HD (maximum 20 HD). A creature with 10 or more HD that uses natural attacks instead increases the damage dealt by all of its natural attacks by one die step. If the creature is wearing no armor, it gains a bonus to AC equal to 2 + its Wis modifier. This bonus to AC increases by 1 for every 4 HD it possesses (to a maximum of +5 at 20 HD). The creature gains evasion† (improved evasion† if the creature has 10 or more HD).

Rebuild Rules: **Defensive Abilities** evasion† (improved evasion† if the creature has 10 or more HD), and if the creature is wearing no armor, it gains a bonus to AC equal its Wis modifier. This bonus to AC increases by 1 for every 4 HD (to a maximum of +5 at 20 HD); **Special Attacks** when the creature makes a full attack with unarmed strikes or natural attacks, it can make an extra attack of the same type with a –5 penalty. If the creature uses unarmed strikes, it deals damage as if it were a monk with a level equal to its HD (maximum 20 HD). A creature with 10 or more HD that uses natural attacks increases the damage dealt by all of its natural attacks by one die step instead; **Ability Scores** +4 Dexterity and Wisdom; **Feats** Improved Unarmed Strike.

Paladin Creature (CR +2 or +3)

Paladin creatures can battle evil using smite evil and heal using lay on hands, and they possesses some defensive abilities as well. A paladin creature's CR increases by 3 if the creature has 10 or more HD. A paladin creature must be lawful good.

Quick Rules: +2 on all rolls based on Str and Cha; can smite evil† once per day (treating its HD as its paladin level for the purposes of damage); can use lay on hands† once per day (healing 1d6 hit points for every 2 HD it possesses instead of using its paladin level); gains detect evil† and divine grace† (if the creature has 10 or more HD, it also gains aura of resolve†).

Rebuild Rules: **Defensive** divine grace† (if the creature has 10 or more HD, it also gains aura of resolve†); **Special Attacks** smite evil† ability once per day (treating its HD as its paladin level for the purposes of damage); **Special Qualities** detect evil† as the paladin class feature, lay on hands† once per day (healing 1d6 hit points for every 2 HD the creature possesses instead of using its paladin level); **Ability Scores** +4 Strength and Charisma.

Ranger Creature (CR +1 or +2)

A ranger creature gains a favored enemy. It also gains a basic combat style, tracking, and some defensive abilities. A ranger creature's CR increases by 2 if the creature has 10 or more HD.

Quick Rules: Choose either Str or Dex. The creature gains +2 on all rolls based on the chosen ability score (and +2 to AC if Dex is chosen). The creature gains either Point Blank Shot or Two-Weapon Fighting as a bonus feat (if the creature has 10 or more HD, choose two more bonus feats from the lists in combat style† class feature—from archery if the creature took Point-Blank Shot, or from two-weapon combat if the creature took Two-Weapon Fighting). The creature also gains favored enemy† (choosing only one favored enemy; the favored enemy bonus increases by 2 at 5 HD and every 5 HD thereafter, to a maximum of +10 at 20 HD). Lastly, the creature gains track† (and evasion† if the creature has 10 or more HD).

Rebuild Rules: **Defensive Abilities** evasion† (if the creature has 10 or more HD); **Special Attacks** favored enemy† (choosing only one favored enemy; the favored enemy bonus increases by 2 at 5 HD and every 5 HD thereafter, to a maximum of +10 at 20 HD); **Special Qualities** track†; **Ability Scores** +4 Strength or Dexterity; **Feats** either Point-Blank Shot or Two-Weapon Fighting as a bonus feat (if the creature has 10 or more HD, choose two more bonus feats from the lists in the combat style ranger class feature—either from archery if the creature took Point-Blank Shot, or from two-weapon combat if the creature took Two-Weapon Fighting).

Rogue Creature (CR +1 or +2)

A rogue creature gains sneak attack. It also gains defensive abilities and rogue talents if it has 10 or more Hit Dice. A rogue creature's CR increases by 2 if the creature has 10 or more HD.

Quick Rules: +2 to AC and on all rolls based on Dex; gains sneak attack† with a number of sneak attack dice equal to 1/2 its HD (maximum 10d6 at 20 HD); gains evasion† and uncanny dodge† (if the creature has 10 or more HD, it also gains improved uncanny dodge† and two rogue talents†, one of which can be an advanced talent†).

Rebuild Rules: **Defensive abilities** evasion†, uncanny dodge† (improved uncanny dodge† if the creature has 10 or more HD); **Special Attacks** sneak attack† (with a number of sneak attack dice equal to 1/2 the creature's HD, to a maximum of 10d6 at 20 HD); **Special Qualities** if the creature has 10 or more HD, it gains two rogue talents†, one of which can be an advanced talent†; **Ability Scores** +4 Dexterity.

Sorcerer Creature (CR +1, +2, or +3)

Sorcerer creatures can use a variety of powerful spells and abilities to devastate their foes. Select a sorcerer creature's bloodline when the template is added. A sorcerer creature's CR increases by 2 if the creature has 8 or more HD, and it increases by 3 if the creature has 14 or more HD.

Quick Rules: +2 on all rolls based on Cha; gains the bloodline arcana† and bloodline powers† of its chosen bloodline (using its HD – 2 as its sorcerer level to determine



the effect and DC [minimum 1]); can cast a small number of sorcerer spells (see the Sorcerer Spells Known table below) using its HD as its CL and gaining two spell slots for every level of spells known.

Rebuild Rules: **Special Attacks** bloodline arcana†, bloodline powers† (using its HD – 2 as its sorcerer level to determine the effect and DC [minimum 1]); **Sorcerer Spells** can cast a small number of sorcerer spells (see the Sorcerer Spells Known table below) using its HD as its CL and gaining two spell slots for every spell level known; **Ability Scores** +4 Charisma.

Sorcerer Spells Known

HD	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1–4	2	1	—	—	—	—	—	—	—	—
5–7	2	2	1	—	—	—	—	—	—	—
8–10	‡	2	2	1	—	—	—	—	—	—
11–13	‡	‡	2	2	1	—	—	—	—	—
14–16	‡	‡	‡	2	2	1	—	—	—	—
17–19	‡	‡	‡	‡	2	2	1	—	—	—
20–22	‡	‡	‡	‡	‡	2	2	1	—	—
23–25	‡	‡	‡	‡	‡	‡	2	2	1	—
26+	‡	‡	‡	‡	‡	‡	‡	2	2	1

Wizard Creature (CR +1, +2, or +3)

A wizard creature is skilled in the ways of arcane magic, and its spellcasting ability is unmatched. Beyond casting damaging spells, a wizard creature can call upon mighty forces to serve the will of the creature and its allies. Select a wizard creature's arcane school when the template is added. A wizard creature's CR increases by 2 if the creature has 7 or more HD, and it increases by 3 if the creature has 13 or more HD.

Quick Rules: +2 on all rolls based on Int; gains the arcane school abilities† of its chosen school (using its HD – 2 as its wizard level to determine the effect and DC [minimum 1]); can cast a small number of wizard spells (see the Cleric, Druid, and Wizard Spell Slots table on page 251) using its HD as its CL; can designate one item as its arcane bond and use that item to cast any one spell it knows once per day.

Rebuild Rules: **Special Attacks** arcane bond†, arcane school abilities† (using its HD – 2 as its wizard level to determine the effect and DC [minimum 1]); **Wizard Spells** can cast a small number of wizard spells (see the Cleric, Druid, and Wizard Spell Slots table on page 251) using its HD as its CL; **Ability Scores** +4 Intelligence.

Appendix 2: Ability Index

The monsters in this volume draw upon the following sourcebooks. APG refers to the *Advanced Player's Guide*. ARG refers to the *Advanced Race Guide*. CRB refers to the *Core Rulebook*. MC refers to this book, the *Monster Codex*. UC refers to *Ultimate Combat*. UM refers to *Ultimate Magic*.

alchemical trapper (archetype) MC 128
alchemy APG 26
ancient guardian (archetype) MC 140
arcane bond CRB 78
arcane pool UM 9
arcane school CRB 78
arctic druid (archetype) APG 98
armor training CRB 55
aura of cowardice APG 120
aura of despair APG 122
aura of vengeance APG 122
banner APG 34, UC 20
bardic knowledge CRB 35
bardic performance CRB 35
beast rider (archetype) UC 36
bloodline CRB 71
bomb APG 28
bouda (archetype) MC 92
bravery CRB 55
brutal pugilist (archetype) APG 78
cavalier's charge APG 33
cave druid (archetype) APG 99
challenge APG 32, UC 18
channel negative energy APG 121, CRB 40
cruelty APG 120
death attack CRB 378
deeds UC 10
demanding challenge UC 20
demonic apostle (archetype) ARG 104
detect good APG 120
dirge bard (archetype) UM 26
discoveries APG 28
domains CRB 40
dragon yapper (archetype) MC 128
evasion CRB 59,68,392
expert trainer APG 33
favored enemy CRB 64
favored terrain CRB 65
fearmonger (archetype) MC 20
fiendish boon APG 121
fighter training UM 13
flurry of blows CRB 57
gray disciple (archetype) ARG 187
greater resolve UC 20
greater spell combat UM 13
greater tactician APG 34
grenadier (archetype) MC 116
grit UC 9
gunsmith UC 9
heavy armor proficiency UM 13
hexes APG 66
hide in plain sight CRB 392
high jump CRB 59
honorable stand UC 20
hungry ghost monk (archetype) APG 110
hunter's bond CRB 66
improved evasion CRB 59
improved spell combat UM 12
improved spell recall UM 13
improved uncanny dodge CRB 34,69
ki pool CRB 59, UC 14
knowledge pool UM 12
lore master CRB 38
magus arcana UM 10
medium armor proficiency UM 12
mount APG 33, UC 18
mounted archer UC 19
mutagen APG 28
mystery APG 43
nature bond CRB 50
nature sense CRB 50
nimble UC 12
ninja tricks UC 14
no trace UC 16
oracle's curse APG 43
order APG 33, UC 18
pack rager (archetype) MC 92
patron APG 70
poison use APG 31, CRB 379, UC 13
polearm master (archetype) APG 106
rage CRB 32
rage powers CRB 32
resolve UC 19
rogue talents CRB 68
savage skald (archetype) APG 84
scarred witch doctor (archetype) ARG 140
shadow call CRB 393
shadow illusion CRB 392
skirmisher (archetype) APG 128
slow fall CRB 59
smite good APG 120
sneak attack CRB 68, 378, UC 13
sniper (archetype) APG 134
spell combat UM 10
spell recall UM 12
spellstrike UM 10
stunning fist CRB 59
summon shadow CRB 392
swift alchemy APG 31
swift poisoning APG 31
swift tracker CRB 67
tactician APG 33
throw anything APG 28
touch of corruption APG 120
track CRB 64
trackless step CRB 51
trap sense CRB 34,69
trapfinding CRB 68
trapper (archetype) UM 65
troll fury (archetype) MC 224
uncanny dodge CRB 34,69
weapon expertise UC 19
weapon training CRB 56
wholeness of body CRB 59
wild empathy CRB 50,64
wild shape CRB 51
winged marauder (archetype) MC 104
witch's familiar APG 67
woodland stride CRB 51,66

Appendix 3: Rules Index

This list indexes the *Monster Codex*'s major new rules.

Archetypes

alchemical trapper (alchemist, kobold) 128
ancient guardian (druid, lizardfolk) 140
bouda (witch, gnoll) 92
dragon yapper (bard, kobold) 128
fearmonger (antipaladin, bugbear) 20
grenadier (alchemist, hobgoblin) 116
pack rager (barbarian, gnoll) 92
troll fury (druid, troll) 224
winged marauder (alchemist, goblin) 104

Class Features

apocalypse mystery (oracle mystery) 56
blackstar bomb (alchemist discovery) 32
cold-blooded (oracle curse) 140
ghoul bloodline (sorcerer bloodline) 80
infested (oracle curse) 104
mud witch (witch hex) 105
void bomb (alchemist discovery) 32

Equipment

alchemical blood 237
alchemical sling bullet 117

barbed troll claws 225
bolas bolts 44
bombchucker 117
fervor juice 117
flindbar 93
flying straps 105
gorthek saddle 164
horn harness 164
light-killer's grease 33
rhinarium paste 177
riding rat 177
signal rocket 117
slaver's crossbow 45
spiderdraw 33

Feats

Ancestral Enmity 68
Angelbane Strike 32
Aquatic Adaption 140
Aquatic Advantage 188
Aversion Tolerance 237
Awesome Charge 68
Bag of Bones 80
Blood Tide 189
Born of Frost 68
Bred Commander 116
Bushwhack 20
Chain Challenge 116
Chilled Rock 68
Cleaving Sweep 68
Commander of Goblinkind 116
Cooperative Rend 224
Coordinated Reposition 92
Corpse Companion 80
Corrupted Flesh 152
Dangerous Tail 140
Disarm Partner 93
Draconic Magic 129
Extra Croaking 8
Fetid Breath 152
Gluttonous Gobbler 152
Gnawer 176
Gray Dwarf Magic 44
Great Rend 224
Greater Blood Frenzy 189
Horn Rider 164
Horn Rider's Charge 164
Hurtful 20
Icy Stare 68
Improved Disarm Partner 93
Innate Arcana 200
Innate Flexibility 44
Mighty Bite 224
Motivated March 117
Mutual Hatred 164
Night Stalker 153
Ogre Crush 153
Old as Dust 80
Pack Rat 176
Pile On 20
Powerful Tongue 8
Raging Brute 153
Raging Regeneration 224
Regenerate Muscles 224
Savage Critical 153
Scarred Legion 164
Serpentine Compression 200
Shadow Shroud 32
Shared Stash 177
Sharptooth 177
Shocking Bellow 20
Sleeper 80
Slurk Rider 129
Smoking Boulder 57
Snapping Flank 93
Snapping Jaws 93
Sniper's Lantern 32
Sonic Croak 8
Spirit of the Corps 117
Sprinting Troll 225
Staggering Blow 20
Strangler 20
Stunning Croak 9
Sure on Ice 68
Swift Swimmer 141
Tail Weapon 200
Telepathic Distraction 200
Throat Pouch 9
Tough as Iron 44
Vampiric Companion 237
Venomous Spray 200
Vestigial Head 153
Visceral Threat 21
Warmonger 117
Warren Digger 81

Magic Items

ambush cauldron 164
banner of the rushing horde 165
bloodfeast shield 237
bloodletting thimble 237
burning weapon special ability 57
cap of enervation 9
catalytic weapon special ability 177
cave dweller's greataxe 213
caver's bolt 33
cloak of the troll king 225
crashing boots 165
elixir of oppression 21
extractor's gloves 33
fog-cutting lenses 69
frostblood axe 69
gauntlets of rending 225
gorthek masks 165
headband of vermin control 45
horror dust 21
hunter's nose ring 93
hyena shawl 93
irongrip gauntlets 69
pugwampi braid 93
serpent-necked flail 201
serpentine choker 201
snakebiter arrow 201
spikebones 165
steaming armor special ability 57
stench spray amulet 213
venomsweat salve 9
virulent weapon special ability 177
war drums of savagery 165
winter wolf runetooth 69

Spells

air breathing 189
amplify stench 213
aura of cannibalism 9
blood in the water 189
bouncy body 105
control vermin 45
dust ward 45
endothermic touch 141
fleshy facade 81
gift of the deep 189
hungry earth 81
ice slick 69
ironskin 45
isolate 21
magic boulder 69
mark of the reptile god 213
mud buddy 105
scale spikes 141
scales spikes, greater 141
spellsteal 200
sundered serpent coil 200
swarm of fangs 213
transfer regeneration 225
trial of fire and acid 225

Appendix 4: Monsters by CR

This appendix organizes all of the monsters in this book by their CR. Parenthetical references indicate a monster's section in the book.

CR 1/2

duergar sharpshooter 46
duergar slaver 47
kobold scalecaster 131
kobold sniper 130
sootwing bat (ghoul) 88

CR 1

bogwiggle (boggard) 16
drow scout 34
duergar anvil 49
duergar bombardier 48
duergar sergeant 50
ghoul hound 88
goblin outrider 106
goblin sneak 107
kobold bomber 133
kobold monster wrangler 132
ratfolk tinkerer 178
yzobu (hobgoblin) 124

CR 2

drow house guard 35
goblin commando 108
hobgoblin battlefield zealot 118
hobgoblin sergeant 118
lizardfolk vanguard 142
orc mystic 167
orc sergeant 166
ratfolk bravo 179
sewer troll 232
troglodyte skulker 214
vampire spawn 244

CR 3

boggard brute 10
boggard farcroaker 11
coffin guard (vampire) 238
dark spitter beetle (duergar) 52
flind (gnoll) 100
ghoul creeper 82
gnoll bruiser 95
gnoll rageborn 94
goblin vulture pilot 109
kirrix (ratfolk) 184
kobold blade 130
kyrana (kobold) 136
lizardfolk stalker 143
mutant goblin 112
orc thug 168
orc war drummer 168
ratfolk caravan guard 180
sahuagin brute 191
sahuagin scout 190
seru (serpentfolk) 208
troglodyte beast-speaker 215
troglodyte priest 215

CR 4

boggard savage 12
boggard swampseer 13
bugbear gnasher 22
gnoll sergeant 96
goblin firestarter 107
hobgoblin lieutenant 119
kobold master trapper 133
ogre priestess 154
ogre stalker 154
orc lieutenant 166
ratfolk warden 179
sahuagin deep racer 192
troggle (ogre) 160
troglodyte sorcerer 214
weird butler (vampire) 238

CR 5

boggard hunter 14
boggard prophet 13
bugbear stalker 23
drow priestess 36
duergar lieutenant 46
eye of Lamashtu (gnoll) 97
goblin frog talker 110
grizzled rider (goblin) 106
kobold guilecaster 131
lizard scion 148
lizardfolk berserker 142
lizardfolk rattler 144
orc scout 169
ratfolk troubleshooter 178
sahuagin lieutenant 194
sahuagin underpriestess 193
serpentfolk spy 202

CR 6

boggard scarred one 12
drow house captain 35
ghoul stalker 82
gnoll lieutenant 96
goblin stickylord 111
gorthek rider (orc) 169
hobgoblin forerunner 119
kobold battle master 132
ogre brute 155
orc warlord 170
ratfolk sage 181
sahuagin shark sentry 192
serpentfolk hunter 203
slaugrak (troglodyte) 220
troggle raider (ogre) 160
troglodyte scale-rider 216
troll acolyte 226
troll warden 226
vampire seducer 239

CR 7

boggard champion 10
bugbear cultist 24
drow master scout 34
ghoul huntsmaster 83
gorthek (orc) 172
hobgoblin bombardier 120
kobold devilspeaker 134
kobold yapper 135
ogre boss 155
ratfolk chemist 182
ratfolk expedition leader 180
sahuagin infiltrator 190
steam hog (fire giant) 64
troglodyte champion 216
troll brute 227

CR 8

boggard abyssal warrior 11
bugbear flesh glutton 22
bugbear lurker 25
duergar captain 50
feeder in the depths (sahuagin) 196
frightful haunter (bugbear) 28
ghoul commander 84
hobgoblin battle priest 121
kobold chieftain 135
lizardfolk swamp lurker 143
masked murderer (ghoul) 85
ogre mancatcher 156
orc witch doctor 171
ratfolk elder 183
serpentfolk illusionist 204
troglodyte chieftain 217
troll fury 229
troll ripper 228
vampire warrior 240

CR 9

boggard stalker 14
drow demonic champion 37
duergar taskmaster 47
gnoll packlord 94
goblin chief 108
ogre hunter 157
orc chieftain 170
sahuagin baron 194
sahuagin high priestess 193
troglodyte warren guard 218
troll berserker 227

CR 10

ancient gravedigger (ghoul) 86
bugbear ambusher 23
bugbear shadow sneak 25
gnoll warden 95
hobgoblin paragon 122
lizardfolk champion 145
ogre destroyer 158
sahuagin champion 191
troglodyte tyrant 219
troll elder matron 230
troll render 228
vampire savage 241

CR 11

boggard priest-king 15
bugbear bloodmage 26
drow poisoner 38
duergar hammer 49
frost giant hunter 71
frost giant raider 70
gnoll ravager 97
ogre glutton 156
serpentfolk bone prophet 205
svathurim (frost giant) 76

CR 12

chosen of Lamashtu (gnoll) 98
duergar high priest 51
enlightened vampire 242
fire giant glaive 58
frost giant ice mage 72
ghoul monarch 87
hobgoblin commander 123
lizardfolk sorcerer 146

CR 13

abrakarn viper (drow) 40
bugbear tyrant 27
fire giant strongarm 58
frost giant battle priest 73
frost giant elite scout 71
gnoll bouda 99
lizardfolk clutch mother 147
ogre king 159
sahuagin prince 195
serpentfolk spellblade 206

CR 14

frost giant houndmaster 74
juggernaut beetle (duergar) 52
serpentfolk high priest 207

CR 15

drow matron 39
troll monarch 231
vampire lord 243

CR 16

fire giant lieutenant 59

CR 17

fire giant magmablade 60

CR 18

fire giant doombringer 61
frost giant jarl 75

CR 19

fire giant queen 62

CR 20

fire giant king 63

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