

FOUR HORSEMEN PRESENT

MINMAXED MONSTERS



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

STEPHEN ROWE



FOUR HORSEMEN PRESENT:

The hardest part about being a GM should be *not* killing your players every week. A GM-player dynamic should also not be adversarial. We all want to have a good time, with the GM sacrificing personal fun for the sake of the majority. However, we Horsemen hear all the time about how minmaxed or experienced players can run roughshod over carefully crafted encounters. A GM might devote years to a campaign, culminating in a climax against a villain that feels as important as any player character. Then it gets killed in the surprise round, and the GM is left wondering where it all went wrong.

So what do you do?

Cheating is always an option... “Oh no, that attack missed,” or “Actually the monster has more hit points than that,” are viable actions to take, if you can keep it subtle. It works as long as you aren’t caught doing it, even once, because every time thereafter when things don’t go the player’s way they are going to bring it up alongside accusations of cheating. Tweaking dice rolls to create a better game has its place, but it should generally be done to favor the player characters, not hurt them.

The GM might homebrew something, or pull from an overpowered/unbalanced source. Likewise, there is nothing stopping a GM from just removing monster weaknesses, granting new abilities, or boosting their stats in any way they like. However, this can come off as bad as cheating, especially if it isn’t foreshadowed or diverts considerably from the base rules.

The *best* way to create deadlier villains, monsters, and encounters is to play by the rules. The hard part is learning how to optimize within the core system. PCs have the opportunity to finely plan and hand-craft characters using a plethora of supplemental source material. The right feat, with the right class, and a mix of archetypes can become a brutal combination. So do the same thing!

If the players are optimized, monsters should be too. Heck, it is a lot easier for a GM to do it, since monsters don’t have to wait for gold or experience points to improve. This way, if challenged, the GM can defend the antagonist by saying they were made with all core products and is only fighting smart. Players who minmax to ruthlessly overcome all challenges have no logical defense for this tactic. It puts the power back where it belongs—in the hands of the GM. Once the GM regains confidence, they can go back to understanding that it is about intentional sacrifice, rather than “losing.”

MONSTER TACTICS

Player characters have tactics honed by familiarity. They are a tight-knit group with roles dictated by necessity. They often possess combinations of items and features to make optimal use of abilities, and stack buff spells on magic item suites. Having any monster act with less forethought and care (especially intelligent monsters) can greatly undermine its capability. Monsters usually make up for this with raw power, but they can *also* play smart. Remember that many monsters (and hopefully all major villains) are intelligent creatures, with lives and motivations. It is unlikely they wish to become a footnote in some adventurer’s glorious saga.

Due to the nature of the challenge rating system, any fair encounter against a group of monsters is almost always skewed in the PC’s favor. This means that every single monster the PCs ever fight is outmatched or outnumbered. All but the most arrogant or stupid monsters should realize this, and act accordingly. Truly consider how a single monster prepares for a conflict, especially against a superior foe, or when outnumbered.

BEFORE COMBAT

In the majority of encounters, PCs are the actors, with monsters the reactors. The PCs are usually the individuals invading the monster’s lair, confronting the dark prince, or attempting to prevent the summoning of a dangerous creature from beyond the stars. This can put monsters on the defensive, and allows PCs to have the advantage of surprise. This means that before engaging in combat, PCs can cast buff spells, activate magic items, and have a discussion regarding the specific tactics they should employ.

This is somewhat unrealistic, and should seldom happen when fighting any intelligent foe. Any truly formidable fortress, dungeon, or lair should have layers of defenses, solid lines of communication, and preplanned tactics for invasion. If there are not *alarm* spells or loud traps, there should be runners who warn the rest they are under attack. At the very least, combat is loud, and monsters in neighboring areas should hear it. The PCs should lose any element of surprise after the first encounter, and from that point onward they should be at a disadvantage.

A monster with anything approaching warning should have all helpful spells with a duration longer than rounds cast. Likewise, they should think to purchase cheap consumable items granting distinct combat advantages for use in emergencies. For example, potions of *barkskin*, *shield of faith*, and *mage armor*. Basically, any before combat buff tactic employed by PCs can just as easily (or more easily) be used by their enemies.

BACKUP

It is a common adage that splitting the party is tantamount to suicide. So why do monsters always seem so darn spread out? While having all the monsters congregate in the final room to actually prevent the PCs from foiling their master's dark ritual is the smart move, this becomes a recipe for a total party kill. However, action economy is a vital consideration. Even a powerful monster only gets one turn, in comparison to a party getting four or more. For this reason, no boss should engage the enemy without plenty of henchmen/minions/pets around to absorb some of the punishment. This also adds engaging layers to any encounter, as providing a mix of foes forces tactics beyond dogpiling on the big bad.

Most of the time, intelligent creatures backing the monster up should be a well-oiled machine. They are the monster-equivalent to the PCs themselves—generally weaker but with experience working together, and often a numerical advantage. They might even possess teamwork feats, or feats supporting combat maneuvers like trip, grapple, and disarm. They can all contribute toward hampering and really undermining a PC's ability to fight effectively. If fighting a single superior foe, they might flank and use the aid another action. Likewise, they might cluster around their leader, protecting her by filling squares, providing cover, and using the aid another action to improve her AC.

If the antagonist lacks this sort of backup, then it is imperative that the monster makes use of terrain and movement so she doesn't get surrounded or bogged down. Don't let her get out in the open where she can be flanked. If she can fly, she should never be on the ground without good reason. Let her make use of cover, to provide protection against ranged attacks.

TERRAIN AND MOVEMENT

PCs seldom have movement types like burrow, fly, and swim without magic. Unless the party prepared for an adventure where there is going to be a lot of water, caves, or flying foes, it is unlikely they've got the capability to grant any given movement type to all members of the party. Monsters with these sorts of capabilities should always have a distinct advantage in maneuverability. The hard part can be using it in a natural way without slowing down combat.

Having a burrow speed (or being incorporeal) opens up a large number of tactical options. Staying partially buried or concealed should grant cover. It also makes it really easy to employ hit and run tactics—attacking, burrowing away beyond reach, then popping back out at a moment of the monster's choosing.

It is hard to think quickly and easily in three dimensions. Pathfinder is a game geared toward two-dimensional thinking. However, a melee combat monster with the Flyby Attack feat and sufficient reach should only land to engage ranged combat threats. A patient flying ranged combat or spellcasting monster should stay airborne, picking off ranged combatants first. Even when forced to stick lower to the ground, a monster with any sort of maneuverability (or the Hover feat) and reach can hang out just overhead. Likewise, to a lesser extent, a creature with a swim speed against a creature without one in the water can employ similar tactics, albeit to a lesser extent.

GUERRILLA WARFARE

Monsters are almost always outgunned or outnumbered, but likewise almost always are on their home turf. This is historically a recipe for hit and run tactics. Why should the monster stand and fight to the death, when it can inflict harm, flee, and set up an ambush? In the real world, this has allowed outmatched armies to foil superior foes time and time again.

Intelligent monster should almost never fight to the death, and also learn from repeated conflict. This is especially true if the monster has access to fast healing, regeneration, or healing magic to quickly

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recuperate between fights. They should identify a party's spellcasters, and preferentially target them. If a heavy armor character steps out front or charges, it is worth an attack of opportunity for your monsters to rush past and get the people in the rear. If the monsters are setting up an ambush, try to take out the glass hammers (high damage, low defense PCs) early.

Hit and run tactics can also really wear down a party's resources, forcing them to be more careful how they use them. All of those stacked round per level and minute per level duration spells count for a lot less when the PCs are getting attacked for a few rounds every 30 minutes. Keep the pressure up, and force the PCs to try and rest. While resting, if they don't take adequate precautions, hit them hard and repeatedly, each time running away before they can mount an offense. If the monsters can't get to them, have them redouble their defenses, prepare ambush locations, and erect barriers. Do not allow PCs to easily employ the 15-minute a day adventuring strategy.

RUTHLESSNESS

It is important to play monsters with an appropriate level of ruthlessness. This can be the hardest tactic to employ, simply because as a GM we are probably nicer people than the antagonists we represent. We don't *want* to crush the PCs, who are our friends, and we ultimately (usually) want them to succeed. It can be easy to fudge a few dice rolls or make a dumb tactical mistake, on purpose, so that we don't steamroll the good guys. However, in the real world, good doesn't always triumph.

To appropriately represent a smart and deadly foe, resist the urge to be merciful. Don't cheat for the PCs, and let the dice fall where they may. A smart monster with a lot of attacks should never spread them around among party members most capable of handling damage. It should concentrate them all on a single PC, preferably one it can guess has less hit points. The PCs have the numerical advantage, so every PC removed pushes things in the monster's favor.

In a world with easy access to healing magic, a downed opponent can easily become a healthy threat again. One of a monster's adjacent henchmen should almost always take a full-round action to coup de grace a fallen PC, or at least put an attack

into them. An intelligent monster with a lot of attacks can always put an extra attack into a downed or unconscious PC. A creature that demonstrates the capability to heal (or is an obvious cleric) makes themselves any intelligent monster's number one priority for destruction.

BAD APPLE

The adage of one bad apple can ruin the bunch applies itself well to player characters and minmaxing. Maybe on the whole the party composition is pretty mediocre to fair, or the players have a stark mix of experience levels. There is perhaps only one player who somehow convinced you to let him make the most broken summoner build he could find on the internet. He ends up stealing the show every combat, effortlessly mowing down foes, acting as a one-man party, and generally causing everyone else to have less fun. You can up the challenge to compensate, but then you risk unintentionally destroying the other PCs. How do you deal with "that guy" but not murder the entire party?

The obvious answer is simply creating tailor-made threats to be specifically dangerous to that character. However, doing so almost always comes off as metagaming. It makes the GM seem bitter about the character, and can be called out as unfair, even if it is necessary. To avoid this, establish an in-game and in-character reason for your villains doing it. Remember, a minmaxed PC stands out as a powerful threat, and your antagonists aren't dumb. Let him steamroll encounters, but also allow word about his supremacy to spread. Let him get a deserved reputation for incredible power. However, this also means that he becomes a known threat before his enemies ever face him in battle. This gives you a solid roleplay-based justification to even the playing field. This also supports most player's motivation for playing a minmaxed character—they likely really enjoy having everyone whisper fearfully about them, or occasionally Intimidating an entire room simply by revealing their identity.

Like in any real world conflict, wise enemies make the biggest danger the primary target. Every ambush targets the powerful character first. Villains start equipping their henchmen with resources to deal with them specifically. Maybe a few assassins begin hunting them down, since nobody is strong in their sleep. The villains might even invest in

magical or mundane resources specifically to spy on this singularly dangerous threat, so they can remain one step ahead. Let the strategies vary, and adapt to the player's tactics. The result is some encounters becoming specifically more dangerous for the bad apple. If the party overcomes these challenges... good! They are supposed to win, but not because of one solitary member. Better still, encourage the party to use the targeting of the minmaxer tactically to *their* advantage. At that point, you've regained control, and the PCs act like a team again... ironically protecting the "strongest" character.

CONCLUSIONS

In short, there is nothing wrong with players making optimal characters. Everybody has fun in different ways, and some people really enjoy cleverly using the rules to become more powerful. In can be a lot of fun to play an epically powerful minmaxed build, for the same reason epic or mythic games are fun. We Horsemen are big believers in the idea that PCs can be both mechanically strong and possess excellent stories. Problems only arise when the challenges aren't balanced to compensate. However, there is no such thing as too powerful or broken, if the GM is willing to up the game's difficulty to compensate. The challenge comes in learning how to take a game from normal or hard to hardcore or nightmare mode.

MINMAXED MONSTROUS VILLAINS

In addition to advice, the *Four Horsemen Present Minmaxed Monsters* seeks to provide GMs with completely core-rules legitimate villains and tactics, which are nevertheless broken as all nine hells. As always, GMs should practice maturity and restraint when using these villains. However, not every campaign is built equally. Some players might need more of a challenge, or maybe a Big Bad is required for optimized PCs. In these cases, the following might represent difficult challenges. However, while the challenge ratings shown are "technically" correct, some of these villains have one or more statistics falling outside of the standard monster

abilities by CR (see *Pathfinder Roleplaying Game: Bestiary* for details). Consider in each case granting additional story award experience for overcoming these daunting challenges.

Also remember, it can be okay for the PCs to lose. This becomes an opportunity to create a recurring villain, if the badguy just straight-up wins the first fight. Perhaps the PCs face one of these foes, and are handedly beaten. They then must recover and carefully plan for facing them a second time, investing time and funds in methods of countering the villain's specific powers and abilities. Even then, the fight might prove a difficult challenge.

TWINKY TWEAKING

Almost every monster can be made a little or a lot more deadly with some minor tweaks. Monsters often have less than optimal feat and spell selections, designed to keep them a fair challenge for players. There is no reason why your monsters must have the exact feats or spells shown in their statblock. After all, nagas and giants aren't manufactured on an assembly line. Especially keep an eye out for feats like Alertness, Skill Focus, Weapon Focus, etc. These tend to be easily dropped in favor of something better. Also recall that most spells in the game are written with player's in mind, more than monsters. This is especially true for defensive spells. This usually assumes a level of metagaming separation to keep balanced... but why shouldn't the dragon know and cast *greater invisibility* at the start of every fight? Lastly, magic item selection can have a severe impact on a monster's capabilities. Most monsters that should have treasure don't have it assigned, and it can be tempting to assume they just have a big pile of gold or items useless to them in combat. Don't roll that treasure randomly! Hand-pick whatever makes the monster meaner. Consumable or one-use items are perfectly justifiable, and have the added benefit of being a resource that the players are not certain to gain. If you *really* want to be a jerk, you can always give the monster's powerful item a dependent curse or to keep it from falling into your player's hands. In all these cases, it is better to focus more on things that improve the monster's tactical options rather than giving it grossly inappropriate statistics for its CR.

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VAHASOON

Vahasoon is known by many honorifics. Vahasoon the Great, the Merciful, the Wise... and she is called such without irony or disdain by those she conquers. The underworld dragon rules a grand swathe of the lands hidden from sky, but she has no shortage of ambition. Each year her armies stretch further, and new lands acknowledge her superiority. Those who fight intelligently and valiantly are spared... should they surrender. More so, the worthy are given positions of great honor. Many of Vahasoon's greatest generals were once her fiercest enemies.

The dragon believes most of her kind (regardless of color or climate) are morons plagued by arrogance and pointless greed. They collect baubles and currency... for no reason... they just sleep on it! Other dragons, even those declaring themselves good, believe they are inherently superior to short-lived mortals. They abuse or protect them like livestock. They squabble for some scant territory, and know nothing of unity. To Vahasoon, gold is only worth what it can buy, mortals are valuable allies with appreciated insights, and ruling all of creation is the only worthwhile goal. She envisions an empire spanning the world and an age, where she pushes the mortals to meet their potential, and leaves her mark upon creation for all time.

Many attribute Vahasoon with great tactical acumen, and these rumors are not mistaken. However, her greatest genius is her ability to appreciate teamwork, delegate, and accept criticism. The dragon knows well the worth of loyal and capable underlings. All of her trusted council freely speak their minds, and question her decisions. More importantly, she listens, and humbly alters plans when they are shown to be less than optimal. Her generals remain in constant communication, but are trusted to act with autonomy.

The nations under her control are ruthlessly enforced meritocracies, where all have equal ability to rise to power. Those who show themselves corrupt or incompetent are cast down. Individuals holding to pointless traditions or doctrines contrary to Vahasoon's goals—such as racism, aristocracy, or religion—are mercilessly dealt with. Now Vahasoon begins turning her patient eyes toward the surface.

Her philosophies might appeal to many, but not all, which is unfortunate for anyone in her way. She believes with a mountain-shaking faith that she is the answer a divided and backward world requires, and she may not be wrong.

When using change shape, vahasoon prefers to don a humanoid form combining features of many underground races—dark skin, white hair, and a short stout build.

VAHASOON

CR 11

ADULT UNDERWORLD DRAGON^{B3}

XP 12,800

LE Large dragon (fire)

Init +0; **Senses** dragon senses, smoke vision; Perception +20

Aura frightful presence (180 ft., DC 20)

DEFENSE

AC 32, touch 9, flat-footed 32 (+4 armor, +19 natural, -1 size)

hp 161 (14d12+70)

Fort +14, **Ref** +9, **Will** +12

DR 5/magic; **Immune** fire, paralysis, sleep; **SR** 22

Weaknesses vulnerability to cold

OFFENSE

Speed 40 ft., burrow 40 ft., fly 200 ft. (poor)

Melee bite +22 (2d6+12), 2 claws +22 (1d8+8/19-20), gore +21 (1d8+12), tail slap +16 (1d8+12)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite and gore)

Special Attacks adamantine claws, breath weapon (80-ft. line, 12d6 fire damage, DC 22)

Spell-Like Abilities (CL 14th; concentration +17)

At will—*soften earth and stone*, *spike stones* (DC 17), *stone shape*

3/day—quicken *soften earth and stone*

Spells Known (CL 5th; concentration +8)

2nd (5/day)—*mirror image*, *resist energy*

1st (7/day)—*anticipate peril*^{UM}, *mage armor*, *shield*, *unerring weapon*^{UC}

0 (at will)—*bleed*, *detect magic*, *ghost sound*, *light*, *mage hand*, *resistance*



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TACTICS

Before Combat Vahasoon casts *mage armor* at the start of every day, and recasts it when the duration expires. Before any potential conflict she casts *resist energy (cold)* on herself, and both *resist energy (cold)* and *resist energy (fire)* on her rider. She then casts *anticipate peril*, *mirror image*, and *shield*.

During Combat Vahasoon prefers to keep to the air, using her breath weapon, *necklace of fireballs*, and her rider's ranged attacks (augmented with *unerring weapon*) to pick off threats. She uses quickened *soften earth and stone* to hamper or slow foes, collapse tunnels, and to better take advantage of her superior mobility. She only engages in melee against flying opponents or threats at range, using the Lunge feat to remain at reach while hovering or employing Flyby Attack.

Morale If Vahasoon or her rider are reduced to 1/2 hit points or less, she retreats from combat, uses her *wand of cure critical wounds* (with Use Magic Device) to heal, before returning. If her rider is killed or she is reduced to 1/2 hit points or less twice, she retreats, using burrow to escape pursuit. She then often plans an ambush designed to specifically destroy the enemy thwarting her, but first offers an opportunity to join her.

STATISTICS

Str 27, **Dex** 10, **Con** 21, **Int** 16, **Wis** 17, **Cha** 16

Base Atk +14; **CMB** +23; **CMD** 33 (37 vs. trip)

Feats Combat Expertise, Death from Above^{UC}, Flyby Attack, Hover, Leadership, Lunge, Quicken Spell-Like Ability (*soften earth and stone*)

Skills Bluff +20, Diplomacy +20, Fly +4, Heal +13, Knowledge (history) +20, Knowledge (local) +20, Perception +20, Sense Motive +20, Spellcraft +20, Use Magic Device +20

Languages Common, Draconic, Ignan, Terran

SQ change shape, underworld burrower

Combat Gear *necklace of fireballs type VII*, *wand of cure serious wounds* (50 charges)

*These statistics (adult underworld dragon) are appropriate for a young Vahasoon at the beginning of her campaign of domination.

EMPRESS VAHASOON

CR 16

ANCIENT UNDERWORLD DRAGON^{B3}

XP 76,800

LE Huge dragon (fire)

Init +3; **Senses** dragon senses, smoke vision; Perception +30

Aura frightful presence (300 ft., DC 26)

DEFENSE

AC 38, touch 7, flat-footed 38 (–1 Dex, +31 natural, –2 size)

hp 297 (22d12+154)

Fort +20, **Ref** +12, **Will** +18

DR 15/magic; **Immune** fire, paralysis, sleep; **SR** 27

Weaknesses vulnerability to cold

OFFENSE

Speed 40 ft., burrow 60 ft., fly 200 ft. (poor)

Melee bite +32 (2d8+18/19–20), 2 claws +32 (2d6+12/19–20), gore +32 (2d6+18), tail slap +30 (2d6+18)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks adamantine claws, breath weapon (100-ft. line, 20d6 fire damage, DC 28), crush (DC 28, 2d8+12)

Spell-Like Abilities (CL 22nd; concentration +27)

At will—*repel metal or stone*, *soften earth and stone*, *spike stones* (DC 19), *stone shape*, *wall of stone*

3/day—quickened *soften earth and stone*, quickened *stone shape*, quickened *wall of stone*

Spells Known (CL 13th; concentration +18)

6th (4/day)—*antimagic field*, *greater heroism*

5th (7/day)—*telepathic bond*, *teleport*, *waves of fatigue*

4th (7/day)—*dimension door*, *greater invisibility*, *lesser globe of invulnerability*, *stoneskin*

3rd (7/day)—*displacement*, *heroism*, *magic circle against good*, *haste*

2nd (5/day)—*cat's grace*, *mirror image*, *pyrotechnics*, *resist energy*, *see invisibility*

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1st (7/day)—*abundant ammunition*^{UC}, *anticipate peril*^{UM}, *mage armor*, *shield*, *unerring weapon*^{UC}

0 (at will)—*arcane mark*, *bleed*, *detect magic*, *detect poison*, *ghost sound*, *light*, *mage hand*, *prestidigitation*, *resistance*

TACTICS

Before Combat As above, except Vahasoon uses *greater heroism*, casts *cat's grace*, *magic circle against good*, and *stoneskin* on herself and her rider. She uses *telepathic bond* to maintain communication with her underlings.

During Combat As above. If threatened by spellcasters, she uses *lesser globe of invulnerability*. If threatened by ranged attackers she uses *displacement* or *greater invisibility* before engaging in melee while hovering above. She also makes greater use of quickened *stone shape* and quickened *wall of stone* to divide her enemies.

Morale As above, except she preferentially uses *dimension door* or *teleport* to escape to a prepared location.

STATISTICS

Str 35, **Dex** 8, **Con** 25, **Int** 20, **Wis** 21, **Cha** 20

Base Atk +22; **CMB** +36; **CMD** 45 (49 vs. trip)

Feats Combat Expertise, Death from Above^{UC}, Flyby Attack, Hover, Leadership, Lunge, Multiattack, Power Attack, Quicken Spell-Like Ability (*soften earth and stone*), Quicken Spell-Like Ability (*stone shape*), Quicken Spell-Like Ability (*wall of stone*)

Skills Acrobatics +21 (+25 when jumping), Bluff +30, Diplomacy +30, Fly +16, Heal +30, Knowledge (history) +30, Knowledge (local) +30, Perception +30, Sense Motive +30, Spellcraft +30, Use Magic Device +30

Languages Common, Draconic, Dwarven, Giant, Ignan, Terran

SQ change shape, underworld burrower

Combat Gear *necklace of fireballs type VII*, *ring of friend shield* (pair), *wand of cure critical wounds* (50 charges)

*These statistics (ancient underworld dragon) are appropriate for an older Vahasoon after centuries spent conquering and assembling a vast empire.

GENERAL

CR 10

XP 9,600

Duergar fighter 11

LE Medium humanoid

Init +1; **Senses** darkvision 120 ft.; **Perception** +10

DEFENSE

AC 23, **touch** 13, **flat-footed** 21 (+10 armor, +1 deflection, +1 Dex, +1 dodge)

hp 85 (11d10+25)

Fort +11, **Ref** +6, **Will** +5; +3 vs. fear; +2 vs. spells

Defensive Abilities bravery +3, stability; **Immune** paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee mwk lance +18/+13/+8 (1d10+9/19-20/×3) or armor spikes +15/+10/+5 (1d6+4)

Ranged +1 *composite longbow* +17/+12/+7 (1d8+9/19-20/×3)

Special Attacks weapon training (bows +2, spears +1)

Spell-Like Abilities (CL 11, concentration +9)

1/day—*enlarge person*, *invisibility*

STATISTICS

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

Base Atk +11; **CMB** +15; **CMD** 28

Feats Greater Weapon Focus (bow), Improved Critical (bow, lance), Lunge, Mounted Archery, Mounted Combat, Ride-By Attack, Skill Focus (Ride), Spirited Charge, Weapon Focus (bow, lance), Weapon Specialization (bow, lance)

Skills Diplomacy +9, Intimidate +12, Profession (soldier) +16, Ride +21

Languages Common, Dwarven, Undercommon

SQ armor training 3, slow and steady

Combat Gear *potions of cure light wounds* (2); **Other Gear** +1 *full plate* with cold iron armor spikes, masterwork lance, +1 *composite longbow* (+4 *Str*) with 40 arrows, *belt of giant strength* +2, *cloak of resistance* +2, *ring of protection* +1, and military saddle.

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CLASS LEVELS

The *Pathfinder Roleplaying Game: Bestiary* covers the rules for adding character class levels to monsters. In summary, you add the class level to the monster's CR if it directly benefits from it (so adding barbarian to a giant) or 1/2 the class levels to CR if it doesn't directly benefit the monster's function (adding wizard levels to a giant). This shifts around when you add a lot of levels, but basically you can add 1-2 levels of any character class to any monster for only +1 CR. There are classes with some really interesting capabilities at 1st and 2nd level that can really unbalance a monster's power. Monk is a great example, especially for monsters with a good Wisdom score. Any spellcaster gets access to low-level defensive spells which can cause a monster's AC to skyrocket. Even just a few levels of barbarian can handily boost a monster's ability to inflict punishment. Also, don't forget that the creature then gains treasure as an NPC and ability score bumps (+4, +4, +2, +2, +0, and -2).

In short, this is a quick way to really boost a monster's base statistics and capabilities beyond the recommended statistics by CR, if you are willing to put a little more effort in. However, the point of these exercises (and this book in general) is not to make every monster you throw at your party unstoppable, but rather to show GMs who feel bested by their players how easy it is to "win." The point being, that winning isn't (usually) the goal. Knowing these tricks hopefully creates confidence, and allows you to run the game you *want* to run, understanding that whatever your players do, you can do better.

MONASTERY OF THE GREEN FLAME

Hell holds many secrets, but the existence of the Green Flame Monastery is one archdevils all carefully conceal. The Balefire Bastion is hidden within Hell's deepest layer, only reachable through magic. Supplicants sign their names to a contract personally overseen by the Lord of Hell personally. Bound by ancient magic, none may ever reveal or discuss the lessons learned outside of the monastery.

Each archduke is permitted to send only one follower each year to the bastion, and not all return

from the grueling trials. However, centuries of the tradition leads to each being capable of calling upon many of the balefire monks, should the need arise. Indistinguishable from others of their kind, each devil-monk studies a martial art suited to inborn gifts.

The true purpose of the Green Flame is a single subtle cog in the overall unification of Hell. While the training does not strip away all prior loyalties, it creates a common bond with secrecy and training. Each balefire monk represents a threat equaled by another, and all are united by common experience.

Training befitting monks of hell is demanding beyond mortal imagination, sometimes requiring lifetimes. All efforts are overseen by the school's ancient master—Duke Tarveset. Should the bastion ever fall or the duke be removed, it would strike a deep blow to Hell's power and stability.

DUKE TARVESET

CR 22

PIT FIEND^{BI} MONK 2

XP 615,000

LN Large outsider (devil, evil, extraplanar, lawful)

Init +15; **Senses** darkvision 60 ft., see in darkness; Perception +33

Aura fear (20 ft., DC 29)

DEFENSE

AC 53, touch 33, flat-footed 42 (+11 Dex, +13 monk, +20 natural, -1 size)

hp 405 (20d10+2d8+286); regeneration 5 (good weapons, good spells)

Fort +28, **Ref** +26, **Will** +23

Defensive Abilities evasion; **DR** 15/good and silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 33

OFFENSE

Speed 40 ft., fly 60 ft. (average)

Melee 2 claws +34 (2d8+14 plus 1d6 fire), 2 wings +32 (2d6+7), bite +34 (4d6+14 plus poison and disease), tail slap +32 (2d8+7 plus grab)

Space 10 ft., **Reach** 10 ft.

Special Attacks constrict (2d8+21), devil shaping, hellfire breath (60-ft. cone, 10d10 fire and 10d10 unholy, Reflex DC 34 for half, usable every 1d4 rounds)

Spell-Like Abilities (CL 18th)

At will—*blasphemy* (DC 25), *create undead*, *fireball* (DC 21), *greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *greater scrying* (DC 25), *invisibility*, *magic circle against good*, *mass hold monster* (DC 27), *persistent image* (DC 23), *power word stun*, *scorching ray*, *trap the soul* (DC 26), *unholy aura* (DC 26), *wall of fire*

3/day—quicken *fireball* (DC 21), quicken *wall of fire*, quicken *greater dispel magic*

1/day—*meteor swarm*, *summon* (level 9, any 1 CR 19 or lower devil, 100%)

1/year—*wish*

TACTICS

Before Combat Duke Tarveset is always surrounded by his newest students (eight to nine balefire monks, see below). Prior to combat, he summons a horned devil, casts *invisibility* and *magic circle against good* on himself and several of his allies. He then casts *unholy aura* on the assembled group.

During Combat Duke Tarveset begins combat by casting a quickened *wall of fire* (as a ring focused inward) and casting a *meteor swarm* or using hellfire breath, before his balefire monks and summoned horned devil immediately *greater teleport* to surround foes. He further separates and contains using additional quickened *walls of fire*. In following rounds, he attempts to paralyze with *mass hold monster* to allow his followers to coup de grace (while also casting quickened *fireballs*). If engaged, he uses *blasphemy* or *power word stun*, before moving in for melee combat. In melee, he adopts snake style as a swift action and makes use of Stunning Fist (DC 33). He uses quickened *greater dispel magic* to target any foe that is displaying powerful magic defenses or single-handedly standing against his monks.

Morale If Duke Tarveset is reduced to 1/2 hit points or his forces are depleted, he uses *wish* to heal all survivors of all hit point damage. If he does not have *wish* available, he calls for a retreat, and everyone *greater teleports* to a safe location with supplies set aside for healing. The monks then begin adopting hit and run tactics, teleporting in, viciously attacking, and then teleporting away.

STATISTICS

Str 39, **Dex** 33, **Con** 37, **Int** 24, **Wis** 34, **Cha** 26

Base Atk +20; **CMB** +34 (+38 grapple); **CMD** 53

Feats Combat Reflexes^B, Deflect Arrows^B, Feral Combat Training^{UC}, Improved Initiative, Improved Unarmed Strike^B, Quicken Spell-Like Ability (*fireball*), Quicken Spell-Like Ability (*greater dispel magic*), Quicken Spell-Like Ability (*wall of fire*), Skill Focus (Sense Motive), Snake Fang^{UC}, Snake Sidewind^{UC}, Snake Style^{UC}, Stand Still, Stunning Fist^B, Weapon Focus (claw)

Skills Acrobatics +36, Bluff +30, Craft (alchemy) +32, Fly +29, Intimidate +30, Knowledge (arcana) +29, Knowledge (history) +32, Knowledge (planes) +32, Knowledge (religion) +32, Perception +37, Sense Motive +45, Stealth +32, Use Magic Device +30

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

Gear *forge fist amulet*^{UE}, *monk's robe*, *ring of freedom of movement*

Before the Monastery of the Green Flame, before even Hell, Duke Tarveset lived many mortal lives. His soul had reached a higher state of existence, but he chose to reincarnate in order to share the path to enlightenment with others. In his last life, the cycle became broken when a group of cultists kidnapped him at a young age. Torture, blasphemous magic, and brainwashing were enough to overwhelm the memories of his previous incarnations. He became a corrupted force for Hell, swearing his soul to the Pit for all eternity.

After this final death, his scarred soul was reborn into a lowly infernal body. However, the echoes of so many lives made him uniquely intelligent among the hordes of mindless fiends. He rose through the ranks of devils with impossible speed, each step up the chain of command allowing him to unlock the hidden depths of his once enlightened soul. His meteoric ascent and unique talents did not go unnoticed. The Lord of Hell himself took an interest, seeing the patterns in the weave of fate. The Devil God raised Tarveset to a pit fiend, unlocking the true potential within the once-bodhisattva.

The duke now remembers every piece of every mortal life ever experienced by his tainted soul. While these recovered memories somewhat balance

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the cruelty of his infernal nature, they also allow him to share countless styles and techniques with the forces of Hell.

Locked away within the monastery, Duke Tarveset knows little of the true depths of infernal evil. He believes that suffering is a necessity, in order to clear away weakness. However, he does not believe in torture or sadism for its own sake. The God of Devils believes there is a remote possibility that the pit fiend's noble soul might someday overcome millennia of careful manipulation. So, he keeps Duke Tarveset close and contained, not only to control the irreplaceable resource he represents, but to retain his loyalty.

BALEFIRE MONK

CR 12

BARBED DEVIL (HAMATULA) MONK 1

XP 19,200

LE Medium outsider (devil, evil, extraplanar, lawful)

Init +6; **Senses** darkvision 60 ft., see in darkness; Perception +21

DEFENSE

AC 32, touch 22, flat-footed 24 (+8 Dex, +4 monk, +10 natural)

hp 161 (12d10+1d8+91)

Fort +16, **Ref** +16, **Will** +10

Defensive Abilities barbed defense; **DR** 10/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 23

OFFENSE

Speed 30 ft.

Melee 2 claws +19 (2d8+7/19–20 plus fear and grab)

Special Attacks fear, impale 3d8+10

Spell-Like Abilities (CL 12th)

At will—*greater teleport* (self plus 50 lbs. of objects only), *hold person* (DC 16), *major image* (DC 16), *produce flame*, *pyrotechnics* (DC 15), *scorching ray* (2 rays only)

1/day—*order's wrath* (DC 18), *summon* (level 4, 1 barbed devil 35%), *unholy blight* (DC 18)

STATISTICS

Str 25, **Dex** 27, **Con** 24, **Int** 12, **Wis** 19, **Cha** 16

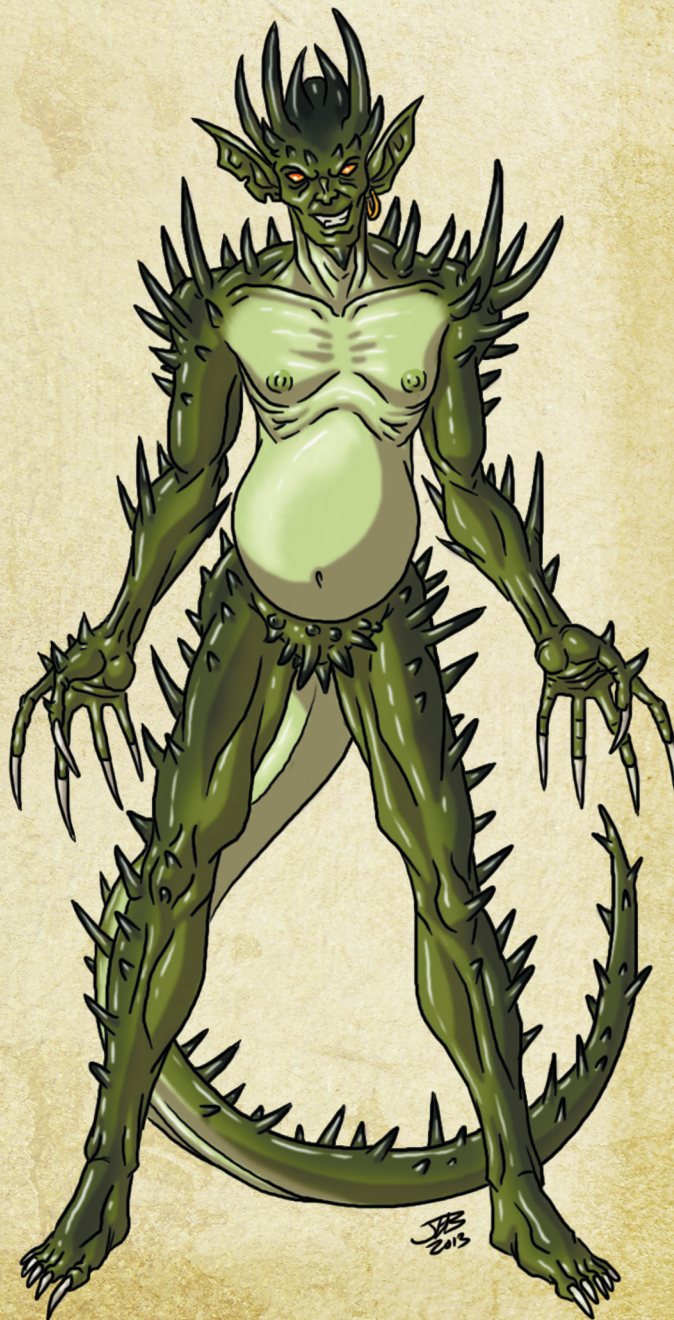
Base Atk +12; **CMB** +19 (+23 grapple); **CMD** 35

Feats Crane Riposte^{UC}, Crane Style^{UC}, Crane Wing^{UC}, Dodge^B, Feral Combat Training^{UC}, Improved Unarmed Strike^B, Mobility, Spring Attack, Stunning Fist^B

Skills Acrobatics +18, Diplomacy +12, Intimidate +18, Knowledge (planes) +16, Knowledge (religion) +16, Perception +24, Sense Motive +24, Spellcraft +13, Stealth +16, Survival +16

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

Gear bonebreaker gauntlets^{UE}



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MONSTER EXPLOITS

A few rare monsters have abilities that are more powerful than what they should have access to for their CR, but it often gets balanced out by requiring some special circumstance to employ. This all sounds fair... in theory, but basically assumes the GM hands the monster an idiot ball so it doesn't create situations where it can make the best use of its powers. Assuming the monster takes steps to ensure they fight in optimal circumstances for them always makes tactical sense. This can be done to a lower general level as well: a monster with blindsight should fight in the dark, a monster with a weakness to fire should get themselves some fire resistance spells or magic items, and a creature that heals quickly without limits should employ guerrilla tactics.

THE VIZIER

Rastas Emar is the one dark vizier of a thousand tales. He has whispered lies and truth into the ears of a hundred sultans, kings, and emperors. He has worked great miracles and brought about terrible destruction. Rastas has sacrificed entire mortal civilizations for the sake of a single word, and thought the price cheap.

The Vizier is an efreeti exiled for heretical experimentation into the One Wish. Genie legends speak of a single perfect wish, which if spoken, unlocks the depthless bounds of the genie's magic forever after. A being given the ability to make his wishes true without limit, would be liken unto a god. Fearing the legends, and Emar's dangerous pursuit of this profane knowledge, the nobility banished him from the Plane of Fire. They believed that cast out from the heart of efreet power, he would find no traction in his searching. They were mistaken.

From a position as a trusted advisor of nearly every kingdom, Rastas Emar uses infinite patience and incalculable connections to seek the words to the One Wish. Like a spider within a vast web, he leaps and pounces upon the merest hint of a promising avenue of research. Often he kidnaps forgettable mortals, forcing them to speak *wish* after *wish* in various tongues under threat of torture. He has tried and failed many times to speak the *wish* to end all wishes, each time causing terrible disaster or allowing unfathomable beings access to reality. As he draws closer to what he believes to be success, the catastrophes grow worse. Unperturbed, he sees each failure as an important step toward his inevitable godhood.

VISIER RASTAS EMAR

CR 11

EFREETI ABJURER 6

XP 12,800

LE Large outsider (extraplanar, fire)

Init +8; **Senses** darkvision 60 ft., detect magic; Perception +21

DEFENSE

AC 21, touch 13, flat-footed 17 (+4 Dex, +8 natural, -1 size)

hp 172 (10d10+6d6+96)

Fort +11, **Ref** +13, **Will** +14

Defensive Abilities energy absorption, protective ward; **Immune** fire; **Resist** 5 cold

Weaknesses vulnerability to cold

OFFENSE

Speed 20 ft., fly 40 ft. (perfect)

Melee 2 slams +19 (1d8+7 plus 1d6 fire) or mwk falchion +20/+15/+10 (2d6+10/15-20)

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

Special Attacks change size, heat

Spell-Like Abilities (CL 17th, concentration +18)

Constant—*detect magic*

At Will—*plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *produce flame*, *pyrotechnics* (DC 14), *scorching ray*

3/day—quicken *invisibility*, quickened *scorching ray*, *wall of fire* (DC 16)

1/day—grant up to 3 *wishes* (to nongenies only), *gaseous form*, *permanent image* (DC 18)

Abjurer Spells Prepared (CL 6th, concentration +9)

3rd—*blink*, *haste*, *protection from energy*, *magic circle against good*

2nd—*bear's endurance*, *false life*, *resist energy*, *see invisibility*, *summon monster II* (2)

1st—*disguise self*, *mage armor*, *protection from good*, *shield* (2)

0 (at will)—*detect magic*, *read magic*, *mage hand*, *message*

Prohibited Schools enchantment, necromancy

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TACTICS

Before Combat Vizier Emar casts *mage armor*, and if combat seems imminent also casts *bear's endurance*, *false life*, *protection from energy (cold)*, *magic circle against good*, *see invisibility*, and *shield*. He then drinks potions of *aid*, *barkskin*, and *shield of faith*.

During Combat Emar casts *invisibility* to buy time to make *wishes* and cast shorter duration spells (*blink* and *haste*). Emar uses his familiar to bypass the normal *wish* limitation, and is attacked rarely enough that he immediately goes for massive overkill against any foe. When Emar is under attack, his familiar is trained to make the following *wishes* in Ignan (if his familiar is unavailable, he summons a Small fire elemental with *summon monster II* and orders it to do likewise): *summon monster VIII* (to summon an elder fire elemental or 1d3 greater fire elementals) and *antilife shell* (centered on Emar).

The elementals use the *antilife shell* for protection and defend Emar, while the efreeti attacks at reach using the Lunge feat and spell-like abilities.

Morale If Vizier Emar is reduced to 1/2 hit points or less, he orders his familiar to make a *wish* to transport him and any allies to a preplanned safe location. If he believes he cannot escape in this manner due to some magical effect, he instead uses the *wish* to fully heal himself and all of his allies, before attempting to flee with quickened *invisibility* and *gaseous form*.

STATISTICS

Str 25, Dex 19, Con 22, Int 16, Wis 14, Cha 13

Base Atk +13; CMB +22; CMD 36

ACTION ECONOMY

One of the biggest weaknesses of any badguy, no matter how big, is that the PCs get four or more turns each round. This is mitigated somewhat by adding minions to the fight, or having villains who can summon aid. However, the essential fact is that villains with tons of special abilities almost never get to use them all in a normal combat. So, really endeavor to squeeze every ounce of efficiency you can out of your villain's turn. If a monster has spell-like abilities and is high enough caster level, it is almost silly for them *not* to have the Quicken Spell-Like Ability feat. Most should have it with maybe two or three spells they are going to cast all the time, especially at higher levels. This means you don't have to choose between casting a spell OR attacking each round, or be forced to decide which of the 10 SLAs you want to cast. If the monster is a spellcaster, the Quicken Spell feat can also be an option, but isn't as good by comparison (the monster is unlikely to be a really high level spellcaster). It is better for the monster to get most of the impact out of his spellcasting levels prior to combat with preparatory magic. When your monsters are in a fight, don't waste precious actions with less than optimal tactics, saving a surprise for later. Have the monster go big, with their biggest weapons first and foremost. Think carefully about tactics beforehand, with your PC's likely course of action in mind.

Feats Arcane Strike, Brew Potion^B, Combat Casting, Eschew Materials, Lunge, Improved Critical (scimitar), Improved Familiar, Improved Initiative^B, Quicken Spell-Like Ability (*invisibility*), Quicken Spell-Like Ability (*scorching ray*), Scribe Scroll^B

Skills Bluff +19, Craft (alchemy) +20, Disguise +16, Fly +13, Intimidate +15, Knowledge (arcana) +22, Knowledge (planes) +22, Perception +21, Sense Motive +15, Spellcraft +20, Stealth +14

Languages Auran, Aquan, Common, Ignan, Terran; telepathy 100 ft.

SQ arcane bond (Bez, Small fire elemental), change shape (humanoid or giant, *alter self* or *giant form I*), resistance, protective ward (6/day)

Combat Gear *potion of aid* (2), *potion of barkskin* (2), *potion of cure serious wounds* (2), *potion of shield of faith* (2), *scroll of clairaudience/clairvoyance*, *scroll of mage armor* (2), *scroll of major image*, *scroll of phantom steed*, *scroll of rope trick*, *scroll of tongues*; **Gear** masterwork falchion, ring of counterspells (*dispel magic*)

BEZ (FAMILIAR)

CR 1

SMALL FIRE ELEMENTAL

XP 400

N Small outsider (elemental, extraplanar, fire)

Init +5; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 19, touch 13, flat-footed 17 (+1 Dex, +1 dodge, +6 natural, +1 size)

hp 86 (2d10)

Fort +5, **Ref** +10, **Will** +12

Defensive Abilities improved evasion; **Immune** elemental traits, fire

Weaknesses vulnerability to cold

OFFENSE

Speed 50 ft.

Melee slam +15 (1d4 plus burn)

Special Attacks burn (1d4, DC 11), deliver touch spells

STATISTICS

Str 10, **Dex** 13, **Con** 10, **Int** 8, **Wis** 11, **Cha** 11

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

Feats Dodge, Improved Initiative^B, Weapon Finesse^B

Skills Acrobatics +5, Climb +4, Escape Artist +5, Intimidate +4, Knowledge (planes) +1, Perception +4

Languages Ignan

SQ alertness, share spells, empathic link, speak with master

FEVERED DREAM OF THE SCREAMING OASIS

Long ago, Evra's forest died. Not through the greed of humans, or even some supernatural terror. Sometimes, bad things just happen. The streams dried up, the animals left or died, and the trees turned to rot. The nymph fought this terrible slow death with every fiber of her being, using desperate magic to maintain a dwindling oasis within a growing desert. At some point over the long centuries, she went mad. In her heart, she could not accept that all life dies, and chose instead to blame mortals for the whims of nature.

Blinded by grief and directionless anger, she swore to heaven, the pit, and all gods between that she would never rest until the blood of those responsible filled the dried stream. She was so far gone; Evra never noticed the curse of undeath consuming her spirit.

She set out with a mind for vengeance. Lone travelers, caravans, and even small villages all fell to her in the night. One at a time she dragged their bodies back to the dead forest, sticking their corpses to the trees, or burying them in the dry soil. In her insanity, she hoped that through sacrifice and death, she might create new life, but nothing grew in the bloody ground. Far beyond reason, she decided to try living victims, crushing their wills into following her homeward before impaling them upon the old limbs, or burying them alive between the roots.

Evra's single-minded fanaticism, magic, and sacrifice tapped into some lingering power of the dead fey forest. She ripped a small, but growing gateway through to the darkest land within the Dimension of Dreams. Nightmares poured forth, and called her mistress. They possessed the dead trees and dying people, growing fat off terror. To her, this was a sort of victory, for her forest had returned to life.

Known by travelers as the Fevered Dream of the Screaming Oasis, Evra still feeds the growing gate.

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She reaches out to mortal creatures with *dreams* or *nightmares*; making sweet promises that turn to boundless terror if she is defied. Those she cannot lure close enough to kill, she often forces to give up the names of others to take their place. Now, she controls an ever-increasing nightmare forest. Each mortal's blood that spills within her oasis increases her power and connection to dreams. Should she continue unchecked, she might ascend to the ranks of nightmare lord. Should Evra gain the power to enslave creatures from within dreams, then no one is safe from her influence. A slow stream of dream slaves would inevitably flood the oasis, before the realm of nightmares consumes the world.

TEMPLATE STACKING

Everyone knows about stacking templates. It can get pretty whacky and ridiculous quickly. There is no player in the world that won't cry foul at a lich/vampire or a half-fiend/half-celestial/half-dragon (how would that work?!). This also can be a bit of a trap, depending on the template. If you are throwing various templates onto a combat-monster, then unless it is getting sufficient bumps to base statistics, it might not be as nasty as it might sound. So instead of lumping a bunch of crazy templates on, be strategic with their use. Use templates that offset a monster's weaknesses or play to its strengths. A half blue dragon troll is less scary than a half red dragon troll. Fey get a lot of HD, so work great with templates that function off of HD (like half-celestial/fiend), and creatures with high Charisma scores make more terrifying undead.

EVRA, THE FEVERED DREAM CR 10 NIGHTMARE VAMPIRE NYMPH

XP 9,600

CE Medium undead (augmented fey)

Init +9; **Senses** darkvision 120 ft., low-light vision; Perception +23

Aura blinding beauty (30 ft., DC 25), fear (60 ft., DC 25), frightful presence (30 ft., DC 25)

DEFENSE

AC 37, touch 31, flat-footed 27 (+11 deflection, +9 Dex, +1 dodge, natural +6)

hp 124 (8d6+96); fast healing 5

Fort +13, **Ref** +17, **Will** +10

Defensive Abilities channel resistance +4, illusion resistance, *protection from good*; **DR** 10/magic and cold iron; **Immune** undead traits; **Resist** cold 10, electricity 10

Weaknesses vampire weaknesses

OFFENSE

Speed 30 ft., swim 20 ft.

Melee slam +7 (1d4+4 plus energy drain)

Special Attacks blood drain, children of the night, create spawn, dominate (DC 25), energy drain (2 levels, DC 25), night terrors (DC 25), stunning glance

Spell-Like Abilities (CL 8th; concentration +19)

Constant—*protection from good*

3/day—*detect thoughts* (DC 23), *dream* (DC 26), *nightmare* (DC 26), *suggestion* (DC 24)

1/day—*dimension door*, *shadow walk*

Druid Spells Prepared (CL 7th)

4th—*dispel magic*, *freedom of movement*

3rd—*sleet storm* (2), *spike growth*

2nd—*barkskin*, *fog cloud* (3)

1st—*entangle* (3), *faerie fire*, *longstrider*

0—*detect magic*, *detect poison*, *know direction*, *stabilize*

TACTICS

Before Combat With her ability to cast *dream* and *nightmare*, Evra rarely leaves her oasis without purpose. When she does, the patient vampire nymph might follow a group for hours or days, using dominated slaves to gain insight into her enemies or weaken them with nightmares. Within its bounds she is aided by animals and plants with the nightmare template. She summons 1d4+1 bat swarms and casts *barkskin*, *freedom of movement*, and *longstrider* on herself. She then casts *fog cloud*, *spike growth*, and *entangle* across her oasis to make it a nightmarish environment to enter or challenge her.

During Combat Evra uses every advantage her environment gives her, preferring to turn numerically superior foes against each other. She sets bat swarms to attack her targets as a distraction. She then uses *detect thoughts* to track enemies within darkness or fog. Finally, she approaches carefully with

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stealth before employing *dominate person* to crush wills. She abstains from direct conflict if possible, preferring to flee or control her foes.

Morale If injured beyond her oasis, Evra uses *dimension door* or *shadow walk* to flee, returning to ambush or enslave her victims at a moment of her choosing. If challenged within her oasis, she has prepared a deadly trap for dangerous invaders once reduced to 1/2 or less hit points. She holds an action to shift to gaseous form if hit, then flies toward a hollowed-out tree near to the nightmare gate. Animals with the nightmare template pour out to attack while she uses the feign death ability. While the PCs deal with her minions, she dominate them. Her true dead tree “coffin” is kept safely within the land of nightmares.

STATISTICS

Str 16, **Dex** 29,
Con —, **Int** 20,
Wis 19, **Cha** 33

Base Atk +4;
CMB +13;
CMD 34

Feats

Acrobatic
Steps, Agile
Maneuvers, Alertness^B,
Blind-Fight, Combat
Reflexes^B, Dodge^B,
Improved Initiative^B,
Lightning
Reflexes^B,
Nimble Moves,
Toughness^B

Skills

Acrobatics
+20, Bluff
+30, Escape Artist
+20, Diplomacy +30,
Knowledge (geography)
+16, Knowledge (local)
+16, Knowledge (nature)
+16, Perception +23, Sense
Motive +23, Stealth +28, Swim
+22; **Racial Modifiers** +8 Bluff, +8

Perception, +8 Sense Motive, +8 Stealth

Languages Common, Sylvan

SQ change shape (dire bat or wolf, *beast shape II*), feign death (DC 25), gaseous form, inspiration, shadowless, spider climb, unearthly grace, wild empathy +21



FOUR HORSEMEN PRESENT:

CREDITS

Cover Illustration: KMC Geijyutsuka, courtesy of Purple Duck Games

Interior Illustrations: Cerberus; Jacob E. Blackmon; and Gary Dupuis, courtesy of Purple Duck Games

Designer: Stephen Rowe

Developer: Steven T. Helt

Editor: Steven T. Helt

Producer/Publisher: Owen K.C. Stephens

Graphic Design and Typesetting: Lj Stephens

Produced by: Rogue Genius Games

Project Manager: Lj Stephens

Consigliere: Stan!

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Rogue Genius Games, follow us on Facebook:
www.Facebook.com/RogueGeniusGames
on Twitter: @Owen_Stephens

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