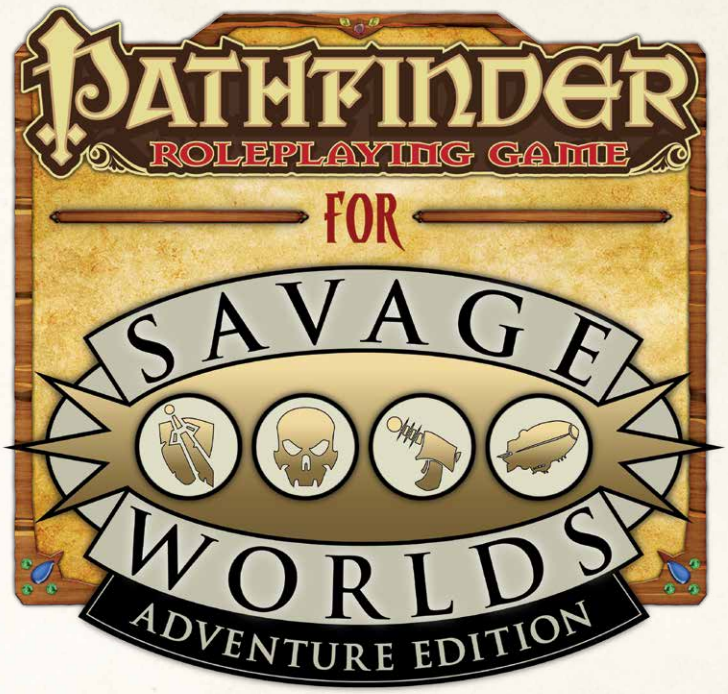
Pathfinder Roleplaying Game for Savage Worlds Adventure Edition



Bestiary

This page inserted for easier double-sided printing.



BESTIARY

©2024, Paizo Inc. All rights reserved. Paizo, the Paizo golem logo, Pathfinder, and the Pathfinder logo are registered trademarks of Paizo Inc.; the Pathfinder P logo, Pathfinder Adventure Path, Pathfinder Roleplaying Game, and Pathfinder Lost Omens are trademarks of Paizo Inc. Used under license. Savage Worlds, all unique logos, and the Pinnacle logo are ©2024 Pinnacle Entertainment Group. Inc.

WWW.PEGINC.COM
Second Printing

CREDITS

PATHFINDER CREDITS:

LEAD DESIGNER: Jason Bulmahn

DESIGNERS: Brian Cortijo, Adam Daigle, Mike Ferguson, Joshua J. Frost, James Jacobs, Rob McCreary, Erik Mona, Sean K Reynolds, F. Wesley Schneider, Lisa Stevens, James L. Sutter, and Greg A. Vaughan

COVER ARTIST: Wayne Reynolds

INTERIOR ARTISTS: Dave Allsop, Bento Box Studios, Peter Bergting, Matt Cavotta, Concept Art House, Matt Dixon, Jesper Ejsing, Jason Engle, Jon Hodgson, Andrew Hou, Imaginary Friends, Michael Jaecks, Eric Lofgren, Warren Mahy, Christian Pearce, Drew Pocza, Scott Purdy, Alex Shim, Dean Spencer, Francis Tsai, Adam Vehige, Ilker Serdar Yildiz, Eva Widermann, Tyler Walpole, Ben Wootten, Kevin Yan, and Kieran Yanner

ART DIRECTOR: Sarah E. Robinson

SENIOR ART DIRECTOR: James Davis

PATHFINDER FOR SAVAGE WORLDS:

SAVAGE WORLDS RULES: Shane Lacy Hensley, with Clint Black

PATHFINDER FOR SAVAGE WORLDS CONVERSION: Christopher S Warner, Karl Keesler, Clint Black, Donald Schepis, Michael Barbeau, Jessica Rogers, and Shane Hensley

LAYOUT: Karl Keesler, Thomas Shook

PINNACLE PLAYTESTERS & PROOFERS: Jessica Rogers, Michelle Hensley, Tracy Sizemore, Darrell Hayhurst, Michael Conn, Candace McAfee, Chelsea Kramer, Chris Landauer, Grace Austin, Dave Beardmore, Abby Benjamin, Molly Cuddihy, Ian Goldsmith, Drew Olds, Cavan Helps, Darren Meikle, James Hoppe II, Sam Shepardson, Glen Walker, Paul Brandenburg, Ty Fredericks, Rosalyn Helps, TJ Lea, Chris Ott, Paul Starr, Jacob Stick, Dirk Warner, Stephen Whitten, Kwame Workman, Sean Owen Roberson, Thomas Shook, Erica Balsley, M. Alfonso García.

PRODUCTION: Simon Lucas, Alexander Hau, Ryan Lee

LOGISTICS: Jodi Black, Christine Lapp, Chelsea Kramer, Jim Searcy

PAIZO LICENSING TEAM:

PRESIDENT, PAIZO INC.: Jeff Alvarez

CHIEF CREATIVE OFFICER, PUBLISHER: Erik Mona

VICE PRESIDENT OF MARKETING & LICENSING: Jim Butler

DIRECTOR OF LICENSING: John Feil

DIRECTOR OF BRAND STRATEGY: Mark Moreland

DIRECTOR OF VISUAL DESIGN: Sarah Robinson

CREATIVE DIRECTOR: James Jacobs

CREATIVE DIRECTOR: Robert G. McCreary

MARKETING AND MEDIA MANAGER: Aaron Shanks

MARKETING COORDINATOR: Leah Beckelman

The Savage Worlds game system is not an Open Game License system and cannot be reproduced. For licensing the Savage Worlds rules under our SWAG program or to become an ACE Licensee, please visit www.peginc.com/licensing.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: The Savage Worlds game system, all trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), content of this Pinnacle Entertainment game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

CONTENTS

DESIGNING THREATS 5

Special Abilities 5
Types 11
Alignment 11

BESTIARY 13

Aboleth 13
Alligator/Crocodile 14
Animated Object 14
Ankheg 15
Archons 16
Trumpet Archon 17
Auroch 18
Barghest 18
Barghest, Greater 18
Basilisk 19
Bear 19
Bear, Dire 19
Beetle, Fire 20
Bird of Prey 20
Black Pudding 20
Boar 21
Boar, Dire 21
Bugbear 22
Bunyip 22
Cat, Large 23
Cat, Large Dire 23
Cat, Small 23
Centaur 23
Cockatrice 24
Darkmantle 25
Deathweb 25
Demons 25
Balor 26
Devils 29
Pit Fiend 31
Dog/Wolf 32
Wolf, Dire 32
Doppelganger 32
Dragon 33
Black Dragon, Adult 34
Blue Dragon, Adult 35
Brass Dragon, Adult 36
Bronze Dragon, Adult 38
Copper Dragon, Adult 40
Gold Dragon, Adult 40
Green Dragon, Adult 42
Red Dragon, Adult 43
Silver Dragon, Adult 45
White Dragon, Adult 45
Dragon Turtle 46
Drider 47
Drow 48
Drow Noble 48
Dryad 49
Elementals 49
Elephant 52
Ettercap 53
Ettin 54
Gargoyle 54
Gelatinous Cube 55
Ghast 55
Ghost 56
Ghoul 56
Giant 57
Giant Animals 61
Giant Eagle 65
Gnoll 65
Goblin 66
Goblin Commando 66
Goblin Dog 66
Goblin Snake 67
Goblin Warchanter 67
Golem 67
Griffon 70
Hag 71
Night Hag 72
Harpy 73
Hell Hound 74
Nessian Hell Hound 74
Hobgoblin 75
Horse, Light 75
Horse, Heavy 75
Hydra 76
Intellect Devourer 76
Kobold 77
Kyton 78
Lamia 78
Lamia Matriarch 79
Lich 79
Linnorm 80
Crag Linnorm 81
Ice Linnorm 81
Tarn Linnorm 82
Lion 82

Lizardfolk 83
Lizard King 83
Lycanthrope 84
Manticore 86
Medusa 86
Mephit 87
Mimic 88
Minotaur 88
Mohrg 89
Morlock 90
Mule 90
Mummy 90
Naga 91
Dark Naga 91
Guardian Naga 91
Spirit Naga 92
Nightmare 92
Nymph 93
Ochre Jelly 93
Ogre 94
Ogre Mage, Oni 94
Ogre Spider 95
Orc 96
Orc, Chieftain 96
Otyugh 96
Owlbear 97
Phase spider 97
Phoenix 98
Pixie 98
Purple Worm 99
Rakshasa 100
Rat, Dire 100
Redcap 101
Remorhaz 101
Revenant 102
Rhinoceros 102
Roc 103
Roper 104
Rust Monster 104
Satyr 105
Shadow 105
Shambling Mound 106
Shark 106
Shocker Lizard 107
Shoggoth 107
Sinspawn 108
Skaveling 109
Skeleton 109
Skeletal Champion 110
Snake 111
Soldiers 111
Spectre 112
Swarm 112
Tarrasque 113
Tatzlwyrm 114
Tendriculos 114
Tentamort 115
Town/City Guard 115
Captain of the Guard 116
Townsfolk 116
Treant 117
Troglodyte 118
Troll 118
Unicorn 119
Vampire 119
Vargouille 120
Violet Fungus 121
Wendigo 121
Wight 122
Will-o'-Wisp 123
Wolverine 123
Wolverine, Dire 123
Worg 124
Wraith 124
Wyvern 125
Xill 125
Xorn 126
Yeth Hound 126
Yeti 127
Zombie 127

CHAPTER ONE

DESIGNING THREATS

Great heroes are defined by the threats they face and obstacles they overcome. This chapter provides the building blocks for monsters and other enemies the characters may encounter.

DESIGNING THREATS

Enemies and monsters can have any Edges or Hindrances the GM feels are appropriate. They *are not* created like player characters (though they generally have the prerequisites of any Edges, for completeness). Just give them the abilities you want them to have and spend your time and energy on the plot of the game or how best to entertain your group.

SPECIAL ABILITIES

ALL-AROUND VISION

Some creatures possess the ability to see in all directions, usually because of unique physical features. Creatures with All-Around Vision ignore one point of Gang Up bonuses, add +2 to Notice rolls to resist attacks from Stealth, and cannot be the target of a Sneak Attack

ANCESTRY

Many humanoids have special abilities, Edges, and Hindrances common to their ancestry. Goblins have Darkvision, Size –1, and Greedy (Major), for example. Some non-humanoids and other creature types may also have a universal set of features — such as archons, demons, and devils — when there are different versions within a creature category.

Instead of listing each of these features separately, they are listed together in one bullet in the creature's profile, such as "Ancestry (Goblin)."

AQUATIC

The creature is native to the water. It's a natural swimmer and cannot drown. Its Pace in water is specified after the Aquatic ability.

ARMOR

A creature's Armor is written in parentheses next to its total Toughness, and already added in. Thick, leathery hide generally offers 2 points of Armor. Supernatural creatures may have much higher Armor values. An iron golem, for example, might have 6 points of Armor or more.

Armor Piercing (AP) attacks allow an attacker to ignore a number of points of Armor equal to the weapon's AP value.

BASH

Larger creatures often use their bodies or body parts to pummel their opponents during combat. See the creature's statistics for any special effects.

BITE

See **Natural Weapons (page** 8).

BLINDSENSE

A creature with this ability can perceive its environment using non-visual senses. This includes keen sense of smell, echolocation, or the ability to sense vibrations in the ground or even in the air. They ignore *invisibility*, *illusion*, and all Illumination penalties.

BREATH WEAPONS

Most dragons and other "fire breathers" use a Cone Template for their attacks (see **Area Effect** attacks in *Pathfinder for Savage Worlds*). A few specific creatures, such as blue and black dragons, use the Stream Template instead.

Unless otherwise noted, breath attacks may be evaded (see **Evasion** in *Pathfinder for Savage Worlds*) and take the creature's entire turn — they can't perform Multi-Actions in the same round they make a breath attack.

BURROW

From massive worms to sand-dwelling humanoids, many creatures are able to burrow beneath the earth and move within it.

Burrowers can tunnel underground and reappear elsewhere for devastating surprise attacks against their foes. The distance a creature can burrow on its turn is written immediately after its Burrow ability.

A burrowing creature may tunnel on its action, and may erupt from the ground at any point within its burrowing Pace in the same turn. It can't be attacked beneath the earth unless the attacker has some means of detecting it and penetrating the intervening dirt.

Burrowing creatures erupt from beneath their foes and may take them by surprise. If the target was unaware of the burrower's presence, the creature makes an opposed Stealth roll versus the victim's Notice (see **Attacking from Stealth** in *Savage Pathfinder*). Targets on Hold may attempt to interrupt an attack before it occurs if they detect it.

Burrowers can't usually surprise a foe once their presence is known, but can still burrow for protection and mobility.

CLASS ABILITIES

When a creature has a Class Edge, the specific features of the Edge are listed in a single bullet as a reminder. A goblin warchanter, for example, has the Bard Class Edge, with all its features listed as "Class Abilities (Bard)."

CLAWS

See **Natural Weapons (**page 8).

COMMON ABILITIES

To save space and keep the profile as clean as possible, identical Special Abilities common to all members of a particular type of creature can often be found at the start of their section.

CONSTRUCT

Golems and other animated objects are collectively called "constructs." Some are sentient beings while others are mere automatons following the will of their masters.

Whatever their origin or material, constructs have several inherent advantages over creatures of flesh and blood.

Constructs add +2 when attempting to recover from being Shaken, ignore 1 point of Wound penalties, don't breathe or eat, are immune to poison and disease, don't Bleed Out, and Wounds are removed with Repair instead of Healing with no "Golden Hour."

DARKVISION

Some creatures on Golarion possess the extraordinary ability to see without a light source. Creatures with this ability ignore penalties for Illumination up to 10" (20 yards).

ENERGY DRAIN

With a successful touch or attack, a victim must make a resistance roll (usually Vigor) or lose a die type in the targeted attribute.

If the attack would reduce an attribute below d4, the victim is Incapacitated until healed or he recovers a lost die type (see below). If the targeted attribute was Vigor, he must make a Vigor roll at the end of his next turn or perish.

Recovery: Unless slain, a victim recovers one die type every 24 hours, or if given respite with the Restoration modifier.

ELEMENTAL

Air, earth, fire, and water form the basis of the elemental realms, wherein dwell strange, unfathomable creatures.

Elementals have bodies of pure earth, water, air, or fire and thus ignore additional damage from Called Shots, ignore 1 point of Wound penalties, don't breathe or eat, are immune to poison and disease, and can only be healed by magic or natural healing.

Environmental Resistance

The creature is resistant (but not immune) to a particular type of energy or substance, such as cold, heat, iron, etc.

Damage from the source is reduced by 4, and the being adds +4 to resist matching Hazards or powers with a similar Trapping.

Environmental Weakness

The being is susceptible to a specific type of energy or substance, such as cold, iron, etc.

The creature takes +4 damage from matching sources, and is at −4 when resisting matching Hazards or powers with a similar Trapping.

Ethereal

Ghosts, shadows, will-o'-wisps, and similar intangible creatures have no form in the physical world (or can turn it on and off at will). They can become substantial and invisible (and vice-versa) as a free action, and can only be affected by magical items or weapons and supernatural powers.

Unless its description says otherwise, ethereal creatures can throw objects, wield weapons, or even push heroes down stairs.

Fear

Particularly frightening monsters cause Fear checks to all who see them. Some truly terrifying monsters may inflict penalties on Fear checks as well. A creature with Fear −2, for instance, causes those who see it to make their Fear checks at −2. See the **Fear** rules in *Savage Pathfinder* for effects.

Fearless

Mindless creatures, constructs, and the like don't suffer from the weaknesses of the mortal mind. A fearless creature is immune to Fear effects and Intimidation. It may still be Taunted (usually due to catching its attention than to any emotional distress).

Flight

A creature can fly at the listed Pace. It uses its Athletics to maneuver if a roll is required.

If a creature's Pace is at least 24, attackers subtract 1 when making attacks against it. If its Pace is 48 or higher, attackers subtract 2.

Gargantuan

Gargantuan creatures are those that are at least Size 12 or higher. They have Heavy Armor, can take three additional Wounds, and their attacks count as Heavy Weapons.

Stomp: A Gargantuan creature may stomp by using an area effect template (the size of the template is determined by the GM based on the monster's "footprint"). Defenders must Evade the attack or take the listed damage.

Hardy

A decisive blow is needed to put very tough creatures down. A second Shaken result doesn't cause these tenacious beasts a Wound.

Horns

See **Natural Weapons (**page 8).

Immunity

Creatures born in fire aren't affected by heat, and a horror made of pure lightning ignores a *bolt* attack with an electrical Trapping. They ignore damage and effects based on any attack with that Trapping.

Immunities include related types of attacks as well. A monster that ignores cold-based

Other Special Abilities

The Special Abilities listed here cover a range of common characteristics for monsters and NPCs. They should help the GM figure out how to create their own foes or convert those from other Pathfinder products.

Of course many of the creatures in this book have rare or unique Special Abilities as well. Skim through those when creating or converting monsters, mixing and matching as you see fit.

effects and attacks also ignores powers with frost or ice Trappings, for example.

INFECTION

A vampire's bite, a horrid creature that injects eggs into its victim's skin, or the scratches of some vermin can all cause Infection.

A victim Shaken or Wounded by a creature with Infection must make a Vigor roll. Modifiers to the roll are listed in the creature's description, as are the effects of failure.

INNATE POWERS

Various creatures on Golarion have Innate Powers. These are usually magical abilities with "spell-like" effects or powers.

Activating an Innate Power is an action and follows all the power's usual rules such as Range, line of sight, etc.

Automatic Powers: These powers don't require a roll to activate. Minor powers activate with success and major powers activate with a raise. This is true even if the power normally requires an attack roll.

Minor *bolt*, for example, automatically hits its target if any part of it is visible and in Range, ignoring Cover, the Dodge Edge, etc.

Opposed Powers: These powers must still be resisted by the target. A minor power sets the target number to resist at 4 (because it's a success), a major power sets the target number to resist at 8 (because it's a raise).

Major *puppet* means the victim must make a Spirit check against a target number of 8 (for a major power) or be enthralled.

Rolled Powers: If an ability *does* require a Trait roll, the skill or attribute is listed in parentheses after the power, like so: *invisibility* (flamer; True; Spirit).

As with other powers, a Critical Failure causes Fatigue.

Duration: Creatures do not need to spend Power Points to maintain Innate Powers.

Power Modifiers: Innate Powers can't use Power Modifiers unless listed with the ability.

INVULNERABILITY

Invulnerable creatures ignore damage as listed in their description. Unless otherwise specified, they can be Shaken or Stunned but not Wounded by other forms of damage. An ancient god given life by cultists, for example, may only be vulnerable to relics of a rival deity.

LOW LIGHT VISION

Low Light Vision ignores penalties for Dim and Dark Illumination (not Pitch Darkness).

LYCANTHROPY

Lycanthropy is an infectious disease with special properties and effects. All naturally-born lycanthropes carry the disease and can infect others. Anyone Wounded by such a creature must make a Vigor roll or contract the disease (See the **Curse of Lyncanthropy** sidebar on page 84 for more details).

MINDLESS

The creature is immune to *puppet*, Intimidation, Taunt, and any attempts to manipulate it with abilities that Tests its Smarts.

NATURAL WEAPONS

Creatures with natural weapons such as fangs, claws, or horns may attack with any or all of them using their Fighting skill. Damage is stated for character ancestries and beasts in their various descriptions.

Creatures with natural weapons are always considered armed. This means they aren't Unarmed Defenders and foes fighting with Two Weapons gain no advantage against them. In addition, each attack has other features:

- **BITE:** The creature may bite a target it has grappled (instead of only crushing its prey, see **Grappling** in *Savage Pathfinder*).
- **CLAWS:** +2 to Athletics (climbing) rolls on any rough or soft surface (not sheer steel, glass, etc.).
- **HORNS:** Add +4 damage at the end of one Fighting action in which it runs, moves at least 5"(10 yards), and successfully hits with its horns.

NIGHT VISION

Some creatures thrive in the darkest depths of the night — or in underground caverns and dungeons. Creatures with night vision ignore all Illumination penalties.

Pack Tactics

The creature adds its Gang Up bonus to its Fighting damage as well as the attack roll.

Paralysis

Paralyzing poisons are covered under Poison, below. Other creatures might paralyze their victims with magic, electricity, or other sources. Victims Shaken or Wounded by a paralyzing effect are Stunned but can't attempt to recover for d4+1 rounds (or longer if otherwise specified).

Poison

Snakes, spiders, and other creatures inject poisonous venom via bite or scratch. To do so, the thing must cause at least a Shaken result to the victim, who then makes a Vigor roll modified by the strength of the poison (listed in parentheses after the creature's Poison ability). Effects of failure are described in more detail under **Hazards** in *Savage Pathfinder*.

Pounce

Predators often pounce on their prey to best bring their mass and claws to bear. If a creature with pounce makes a Wild Attack, it adds +4 to its damage instead of +2 to one successful Fighting attack.

Regeneration

Hydras, trolls, vampires, and other legendary creatures can Regenerate their injuries.

Regeneration can be Fast or Slow.

- **Fast:** Wounded creatures make a Vigor roll each round — even while Incapacitated. Success heals one Wound (or removes Incapacitated status), and a raise heals an additional Wound. Wounds caused by some damage types, listed in the creature's description, don't regenerate but may still heal naturally. Trolls can't regenerate Wounds caused by flame, for example.
- **Slow:** The creature makes a natural healing roll once per day.

Rending

Victims Shaken or Wounded by a rending attack are bleeding and must make a Vigor roll as a free action at the beginning of their next turn. Failure causes one Wound and the victim must make another Vigor roll next turn. Success means the victim doesn't suffer a Wound, but must make a Vigor roll again next turn. A raise stops the bleeding and no further rolls are required from that attack.

A successful Healing roll also stops the bleeding.

Resilient/Very Resilient

Elite Extras are tougher than usual. This might include specially bred orcs, particularly tough thugs and bodyguards, or giant and dire versions of common animals on Golarion.

Resilient Extras can take one Wound before they're Incapacitated, Very Resilient Extras can take two. Wild Cards can't be Resilient or Very Resilient. The abilities exist to bring select Extras a little closer to the heroes and villains who lead them.

Shape Change

The specific forms a creature can change into are listed in its description. This typically takes an action and has an indefinite Duration. A creature reverts to its natural form if killed, Stunned, or Incapacitated.

Size

Size grants a bonus to Toughness (or penalty for small creatures) and is a *guide* to the typical Strength of creatures in that general range.

Size is generally based on mass, but exceptions exist for extremely large but weak creatures, small but strong beings, etc. If no Size is listed, the creature is Size 0.

If the creature is of a size other than normal, it is listed in parentheses after the Size entry.

Additional Wounds: Large creatures can take an additional Wound, Huge can take two, and Gargantuan three. The maximum Wound penalty is always three. This stacks with **Resilient/Very Resilient** (see above).

Such creatures typically have Reach equal to the additional Wounds granted by Size.

Stun

A creature with this ability often has an electrical attack, mild toxin, mind lash, or similar Trapping. When it successfully hits

a character (even if it causes no damage), she must make a Vigor roll minus any listed penalties or be **Stunned** (see *Savage Pathfinder*).

SUMMON

The creature can summon another creature. This usually takes a limited action and may only be performed a certain number of times per day.

The creature appears within 10" (20 yards) and acts immediately on its summoner's Action Card. It remains five rounds unless otherwise noted, then returns to its original location.

A summoned creature can't summon another creature, even if it has that ability.

SWALLOW WHOLE

With a successful bite attack, the victim must make an Evasion roll or be Swallowed Whole. At the end of each of their subsequent turns, anyone swallowed must make a Vigor roll at −2 or take a Wound from the crushing gullet and acidic bile. This continues until they're freed or perish.

If the creature is Shaken or Wounded from the inside (ignoring its Armor!), everyone inside gets an immediate Athletics roll to escape. If the monster is Shaken or Wounded from the outside, the escape roll is made at −2.

Appropriate Tests (GM's call, such as pepper in the nose, extreme nausea from a spell effect or poison, etc.) might cause the beast to cough, sneeze, or vomit. This gives everyone inside an Athletics roll to escape.

SWAT

The monster has learned to hunt or deal with smaller opponents. It ignores up to 4 points of Scale penalties when attacking creatures smaller than itself.

TENTACLES

The creature has a number of "tentacle actions" specified in its description (usually 2 or 4) it may use once per turn. All of a creature's tentacle actions count as *one* of its three potential actions for the turn, and must stem from the tentacle in some way — usually a Fighting, Shooting, or grappling attack (GM's call). A giant octopus with four tentacle actions, for example, could make four attacks as one action and still have two actions left over.

If the creature is a Wild Card, it rolls its Wild Die with each tentacle action as usual.

If the being performs other actions on its turn, such as Taunting or casting a spell, these and the tentacle actions are affected by the Multi-Action penalty as usual.

Grappling rolls made with tentacles get a +2 bonus, and its crushing attack causes the creature's Strength in damage unless otherwise listed.

Severing a tentacle is a Called Shot. If damage exceeds the creature's Toughness, the limb is severed and the monster is Shaken. If it was already Shaken, it takes a Wound.

TRAMPLE

Elephants, rhinoceroses, and other large creatures can trample smaller victims underfoot while moving at least 5" (10 yards) in a straight line. This applies only when the foes are at least two sizes smaller. See the creature's description for other conditions.

Anyone in the creature's path must Evade or take the listed damage. Those trampled may attack it after it passes, if possible (see **Withdrawing from Melee** in *Savage Pathfinder*), unless it has Extraction or a similar ability.

UNDEAD

Zombies, skeletons, and similar physical horrors are particularly difficult to destroy. In most cases, undead creatures are Evil, but there are exceptions. Below are the benefits of being such an abomination.

- Add +2 to Toughness and Spirit rolls to recover from being Shaken, ignore additional damage from Called Shots, ignore 1 point of Wound penalties, don't breathe or eat and are immune to disease and poison, don't Bleed Out, ignore penalties for Illumination up to 10", and can only be healed with magical *healing*.

UNSTOPPABLE

The creature has strong will, magical protections, or great mass. It takes a maximum of one Wound per attack no matter how many Wounds would normally be caused (after Soak rolls are made).

If an attacker's Action Card is a Joker, he may ignore this rule. Some magic items or a creature's Weaknesses also bypass its Unstoppable ability, as listed in the description.

Wall Walker

Some creatures have the ability to walk on walls. They automatically walk on vertical or inverted surfaces.

A Wall Walker's movement rate when walking on walls is its standard Pace. It may run as usual when walking on walls unless the specific creature's text says otherwise.

Weakness

Some creatures can only be hurt by certain substances, are debilitated by sunlight or holy symbols, or might perish immediately if affected by some holy relic, rare object, or magical item. A Weakness not covered by **Environmental Weakness** (page 11) is listed here along with the specific rules and conditions required to trigger it.

Types

This Bestiary categorizes creatures within Thirteen distinct Types. These broad categories are referenced in other *Savage Pathfinder* rules.

- **ABERRATION:** Rare creatures with bizarre anatomy, strange abilities, or alien characteristics.
- **ANIMAL:** Any living vertebrate creature with no magical abilities and no innate language or culture. Smarts is relative to the animal world, as indicated by the (A) as a reminder of "animal intelligence."
- **CONSTRUCT:** An artificially created object or creature.
- **DRAGON:** The family of legendary magical reptilian creatures, usually winged.
- **FEY:** Supernatural creatures, usually humanoid in appearance, with connections to nature or some other fantastical realm.
- **HUMANOID:** Biped creatures, with a head, torso and limbs. Humanoids usually possess language and form cultures.
- **MAGICAL BEAST:** Similar to Animals, creatures of this type possess some kind of magical or supernatural ability.
- **MONSTROUS HUMANOID:** Similar to Humanoids, these creatures have some monstrous features or characteristics, as well as magical or beastly abilities.
- **OOZE:** Mindless amorphous creatures, Oozes consume resources and pose environmental hazards to other creature types.
- **OUTSIDER:** Although these creatures resemble other types, their origin, or perhaps their composition, comes from beyond the Material Plane.
- **PLANT:** Creatures composed of vegetation, different than regular plant life, which are considered objects.
- **UNDEAD:** Any once-living creature reanimated by some magical or supernatural force.
- **VERMIN:** Any living invertebrate creatures, from insects, to arachnids, and arthropods.

Alignment

Like characters, creatures have an alignment of either Evil, Good, or Neutral. Each creature's alignment is listed in parenthesis after the Type.

In general, most animals, constructs and vermin are Neutral, while most aberrations, outsiders, and undead are Evil. The alignments of Magical beasts and Humanoids vary widely.

Trappings

Like powers, creature attacks and abilities often have Trappings. A red dragon gives off a fiery aura, for example, and causes additional fire damage with its claws. A white dragon has an icy aura and does cold damage with its claws.

Specific descriptions may vary, but related types should be considered the same for purposes of environmental resistance and the like. A creature that's resistant to cold is also resistant to variations of that, such as ice, frost, abilities described as freezing, etc.

SIZE TABLE

Use the examples below to estimate the Size of creatures not included in the Bestiary. Mass is usually enough to determine its Size and Toughness bonus, but account for overall dimensions as makes sense.

Tiny creatures have a Strength score of 1. They can't make a Strength roll (and therefore can't Ace or get bonus damage). They can damage creatures with a Toughness of 1, but can only harm Small or larger beings if they swarm together (see **Swarms**, page 112).

SIZE / TOUGHNESS BONUS	TYPICAL STRENGTH RANGE	SCALE MODIFIER	TYPICAL HEIGHT / LENGTH UP TO...	MASS UP TO...	EXAMPLE CREATURES
TINY					
–4	1	–6	6″	<4 lbs	Crow, mouse
VERY SMALL					
–3	d4–3	–4	18″	16 lbs	House cat, quasit
SMALL					
–2	d4–1	–2	3′	32 lbs	Cockatrice, bobcat, mephit
NORMAL					
–1	d4 to d6	—	4′	125 lbs	Child, wolf, halfling, goblin
0	d6 to d12	—	6′	250 lbs	Human, dire wolf
1	d8 to d12+1	—	8′	500 lbs	Large human, gorilla, lion, orc
2	d10 to d12+2	—	9′	1000 lbs	Bear, hill giant, horse, ogre, yeti
3	d12 to d12+3	—	12′	2000 lbs	Stone giant, war horse, wyvern
LARGE (+1 WOUND)					
4	d12+1 to d12+4	+2	15′	2 tons	Frost giant, hydra, ogre spider
5	d12+2 to d12+5	+2	18′	4 tons	Fire giant, mammoth, giant slug
6	d12+3 to d12+6	+2	24′	8 tons	Drake, storm giant
7	d12+4 to d12+7	+2	30′	16 tons	Adult dragon, shoggoth
HUGE (+2 WOUNDS)					
8	d12+5 to d12+8	+4	36′	32 tons	Roc, elder air elemental
9	d12+6 to d12+9	+4	50′	64 tons	Purple worm, phoenix
10	d12+7 to d12+10	+4	63′	125 tons	Tarn linnorm
11	d12+8 to d12+11	+4	75′	250 tons	Goliath spider
GARGANTUAN (+3 WOUNDS)					
12	d12+9 to d12+12	+6	100′	500 tons	Tarrasque
13	d12+10 to d12+13	+6	125′	1K tons	
14	d12+11 to d12+14	+6	150′	2K tons	
15	d12+12 to d12+15	+6	200′	4K tons	
16	d12+13 to d12+16	+6	250′	8K tons	
17	d12+14 to d12+17	+6	300′	16K tons	
18	d12+15 to d12+18	+6	400′	32K tons	
19	d12+16 to d12+19	+6	500′	64K tons	
20	d12+17 to d12+20	+6	600′	125K tons	

CHAPTER TWO

BESTIARY

This section contains animals, humanoids, and monsters found throughout Golarion.

Some entries have elite or alternative roles listed. These take the form of upgrades to the base profile. Simply add the upgrades listed to turn the base profile into the elite variant (the base bugbear into a bugbear raider, for example).

If the creature has more than one available upgrade, the advancements are cumulative (unless otherwise stated), so apply the first before you apply the second (so to make a bugbear executioner, take the base bugbear profile, add the bugbear raider improvements and then add the executioner upgrades as well).

ABOLETH

As befits their hideous primeval appearance, the hermaphroditic aboleths are among the world's oldest forms of life. Ancient even when the gods first turned their eyes to the Material Plane, the aboleths have always existed apart from other mortal life, alien and cold and endlessly plotting.

They once ruled the world with vast empires, and today view most other forms of life as either food or slaves — and sometimes both. They disdain the gods and see themselves as the true masters of creation.

Type: Evil Aberration (Aboleth)
Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12, Vigor d12
Skills: Athletics d8, Common Knowledge d6, Fighting d10, Intimidation d10, Notice d8, Persuasion d4, Spellcasting d8, Stealth d4
Pace: 2; **Parry:** 7; **Toughness:** 14 (1)
Edges: Arcane Background (Magic)
Powers: *Illusion, puppet.* **Power Points:** 15.
Special Abilities:

- **Aquatic:** Pace 10.
- **Armor +1:** Thick skin.

WILD CARD MONSTERS

Creatures noted with this symbol are Wild Cards: . They roll a Wild Die with Trait checks and can take three Wounds before being Incapacitated.

Iconic creatures and "bosses," such as adult dragons or liches, are almost always Wild Cards.

Named creatures are often Wild Cards as well, such as the ogre Jaagrath Kreeg in the *Rise of the Runelords* Adventure Path or any of his named kin.

Groups of creatures are often led by a Wild Card as well, such as a pack of wolves led by a Wild Card "alpha."

Which creatures are and aren't Wild Cards is up to the GM and how challenging you want a threat to be.



- **Darkvision:** Aboleths ignore penalties for Illumination up to 10".
- **Hypnotic Pattern:** As a limited free action the aboleth can let loose a hypnotic pattern that disorients creatures. Place a Large Blast Template completely within 8". All creatures under the template are Distracted unless they make a Spirit roll.
- **Mucus Cloud:** While underwater, an aboleth exudes a cloud of transparent slime. Anyone starting their turn adjacent to an aboleth must make a Vigor roll or lose the ability to breathe air (but gain the ability to breathe water) for 3 hours. Renewed contact with an aboleth's mucus cloud and failing another Vigor roll extends the effect for another 3 hours.
- **Size 5 (Large):** An aboleth is 25 feet long and weighs 6,500 pounds. Aboleths can take one extra Wound.
- **Slime:** A creature hit by an aboleth's tentacle must make a Vigor roll at −2 or his skin and flesh transforms into a clear, slimy membrane over the course of 1d4 rounds. The creature's new "flesh" is soft and tender, reducing its Toughness by 2 as long as it persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 2d8 damage every 10 minutes. Healing with the Neutralize Poison or disease Power Modifier restores an afflicted creature to normal, but immunity to disease offers no protection from this attack.
- **Swat:** Ignores 4 points of Scale penalties.
- **Tentacles (2):** An aboleth has two tentacle actions and Reach 6. It may lash with its tentacles for Str+d6 damage.

Languages: Aboleth, Aklo, Aquan, Undercommon.

ALLIGATOR/CROCODILE

Alligators and crocodiles lurk in the wetlands of Golarion, usually freshwater but sometimes in brackish or saltwater. The statistics here represent an average specimen of either species. Much larger versions are often found in more remote areas.

Type: Neutral Animal (Alligator/Crocodile)
Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d10, Vigor d8
Skills: Athletics d6, Fighting d6, Intimidate d6, Notice d8, Stealth d8
Pace: 5; **Parry:** 5; **Toughness:** 10 (2)
Edges: —
Special Abilities:

- **Aquatic:** Pace 6.
- **Armor +2:** Thick skin.
- **Bite:** Str+d6.
- **Low Light Vision:** Gators and crocs ignore penalties for Dim and Dark Illumination.
- **Rollover:** Gators and crocs grasp prey in their vice-like jaws and roll with them. If one of these large reptiles hits with a raise, its bonus damage is a d10 instead of a d6.
- **Size 2:** Common gators are about 6 to 7′ long, thick, heavy, and weigh just under 500 lbs.

ANIMATED OBJECT

An animated object is not simply one monster, but a whole category. These constructs are created by powerful spellcasters as servants and guardians. The size and abilities of an animated object varies wildly.

Type: Neutral Construct (Animated Object)
Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Fighting d6, Notice d8, Stealth d8
Pace: 6; **Parry:** 5; **Toughness:** 7 (2)
Edges: —

Special Abilities:

- **Armor +2:** Sturdy construction.
- **Bash:** Str+d6.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; doesn't breathe or suffer from disease or poison.
- **Construction:** Choose the size of the animated object. The animated object has a number of Construction Points equal to its Size+2.
- **Night Vision:** Animated objects ignore all penalties for Illumination.

When creating an animated object, spend its Construction Points to give it Construction Abilities from the chart below. Each ability can only be taken once unless otherwise stated.

A GM can add additional abilities if they are trying to create a specific object.

CONSTRUCTION ABILITIES

ONE CONSTRUCTION POINT PER ABILITY

Additional Actions: The object can make two attacks each turn without suffering the two points of Multi-Action penalties.

Additional Movement: The object gains a new mode of movement (Aquatic, Burrow, Flight, or Wall Walker) equal to its Pace.

Augmented Damage: Increase the object's Bash damage one die type or increase its AP by 2. This may be taken up to three times.

Burn: The object deals an additional d6 (fire) damage on attacks. Anyone hit by this attack has a chance to catch on fire.

Constrict: The object can make a free grapple attempt when it hits a creature with a Bash attack.

Exceptional Reach: Increase the object's Reach by 1. This can be taken up to three times.

Faster: The object's Pace is increased by 2.

Improved Construction: The object's Armor is increased by 2.

Improved Trait: Increase one of this object's Traits by one die type or give it a new skill at d4. This can be taken any number of times.

Ranged Attack: Replace the Bash attack with a ranged attack (Range 6/12/24) with the same damage as the Bash it replaced. This object uses Athletics (throwing) for this attack.

Resilient/Very Resilient: This object is Resilient. If taken a second time it is Very Resilient.

Trample: This object gains the Trample Ability. An object must be Size 4 or larger to take this.

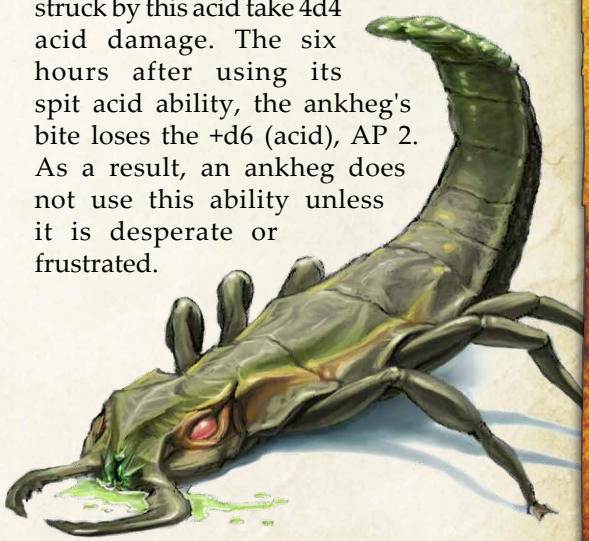
ANKHEG

Ankhegs are an all-too-common plague upon the rural areas of the world. These horse-sized burrowing monsters generally avoid heavily settled areas like cities, but their predilection for livestock and humanoid flesh ensures that they do not keep to the deep wilderness either.

Their preferred habitat is rural farmlands, as the loose soil of such regions makes it easy for the creatures to burrow. Tales speak of larger ankhegs that dwell in remote deserts — such creatures likely feed primarily on giant scorpions and camels, and rarely come in contact with civilization due to their remote locations.

Type: Neutral Magical Beast (Ankheg)
Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8
Skills: Athletics d6, Fighting d6, Notice d8, Stealth d8
Pace: 5; **Parry:** 5; **Toughness:** 10 (2)
Edges: —
Special Abilities:

- **Armor +2:** Chitinous hide.
- **Bite:** Str+d6 (+d6 Acid, AP 2).
- **Burrow (4"):** Ankhegs can glide through any natural earth or stone as easily as a fish swims through water.
- **Night Vision:** Ankhegs ignore all penalties for Illumination.
- **Size 2:** Ankhegs are the size of light horses.
- **Spit Acid:** Once every 6 hours as a limited action, an ankheg can spit acid in a Stream Template. Creatures struck by this acid take 4d4 acid damage. The six hours after using its spit acid ability, the ankheg's bite loses the +d6 (acid), AP 2. As a result, an ankheg does not use this ability unless it is desperate or frustrated.



ARCHONS

Archons are outsiders from the plane of Heaven. As creatures of Good and law, they are tasked with the protection of Heaven as well as all who are innocent or free of evil.

Archons are the natural enemies of devils and demons. Most are veterans of many attacks against their home plane by fiends of the Lower Planes.

Each archon begins as a lantern archon or lesser servitor spirit. They gain power and prestige through their efforts to aid the cause of Good. This includes time on the Material Plane, where they often take on the roles of questing knights or other champions, aiding mortals in good works and promoting courageous acts.

COMMON ABILITIES

- **Archons:** Ignores penalties for Illumination; +4 to resist poison; immune to electricity and petrification, aura of menace.
- **AURA OF MENACE:** Archons are surrounded by an aura of primal power they may activate as a free action. Any hostile being within 3" (6 yards) must make a Spirit roll. Those who fail subtract 1 from all Trait rolls for the next 24 hours, or until they successfully Shake or Wound the archon that caused the condition. Once a victim attempts the roll he can't be affected by the same archon's aura for another 24 hours.



HOUND ARCHON

Hound archons look like well-muscled humans with noble canine heads. They stand upright on two legs when in their human form, and they usually wield a two-handed greatsword.

These archons can also take the shape of a dog/wolf or dire wolf, losing their ability to fight with the sword but gaining the Pace, Speed, and Bite stats for that canine.

Hound archons are disciplined soldiers and sentinels. Good-aligned deities send them to watch over important people and places. Under the guise of friendly strays, such hounds might follow their ward or guard their post for years in their canine shape.

Type: Good Outsider (Hound Archon)
Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d6
Skills: Athletics d8, Common Knowledge d4, Fighting d8, Intimidation d8, Notice d8, Persuasion d4, Stealth d8, Survival d10
Pace: 7; **Parry:** 6; **Toughness:** 10 (5)
Edges: Frenzy, Soldier, Strong Willed
Gear: Masterwork greatsword (Str+d10, AP 3).
Special Abilities:

- **Armor +5:** Heavenly aspect.
- **Bite:** Str+d4.
- **Innate Powers:** Detect evil (per Paladin Class Edge), minor *light*, minor *mind link*, minor *speak language* (self), minor *shape change* (self, dire wolf), minor *teleport* (Greater Teleport, self).
- **Protection from Evil:** Evil creatures subtract 2 from Trait rolls made to attack a hound archon.

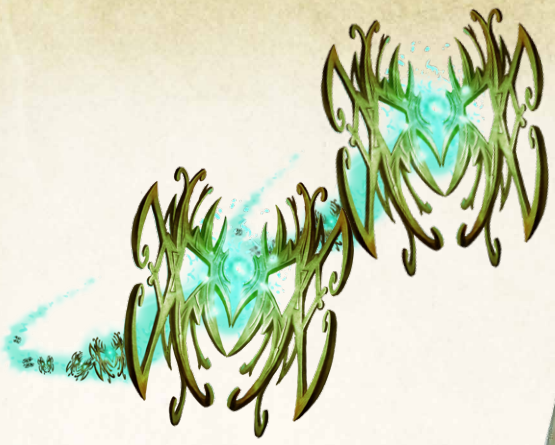
Languages: Celestial, Draconic, Infernal.

LANTERN ARCHON

Shedding a warm and calming radiance, these orbs of light move with a preternatural silence and otherworldly grace. They glow in whatever colors and intensity please them.

Lantern archons are friendly and curious beings. They are eager to converse with other creatures. They strive to provide assistance to those with good inclinations. They speak in airy, echoing voices.

These archons often serve as guardians for good creatures on the Material Plane, or as support troops for celestial armies.





Type: Good Outsider (Lantern Archon)
Attributes: Agility d8, Smarts d4, Spirit d6, Strength d4–2, Vigor d6
Skills: Athletics d8, Fighting d6, Notice d8, Occult d4, Persuasion d4, Stealth d4
Pace: —; **Parry:** 5; **Toughness:** 6 (2)
Edges: Quick
Special Abilities:
- **Armor +2:** Heavenly aspect.
- **Flight:** Pace 10.
- **Innate Powers:** Minor *bolt* (BEAM OF LIGHT; Disintegrate, AP 2), detect evil (per Paladin Edge), minor *light*, minor *speak language* (self), minor *teleport* (Greater Teleport, self).
- **Size –1:** These orbs of light are roughly two feet in diameter.

Languages: Celestial, Draconic, Infernal.

TRUMPET ARCHON

Lithe and beautiful, with skin the color of marble, this heavenly archon hovers upon powerful white wings. It radiates a sense of serenity and good tidings.

These messengers of good deities and mighty celestials serve as the vanguard of divine armies. Trumpet archons often act as intermediaries between the gods and mortals. They speak with clear, musical voices.

All trumpet archons carry a gleaming magical horn. They use their trumpets to create wondrous music, paralyze enemies, and call other archons to the defense of just causes.

Type: Good Outsider (Trumpet Archon Cleric)
Attributes: Agility d10, Smarts d8, Spirit d10, Strength d12, Vigor d12
Skills: Athletics d10, Common Knowledge d4, Faith d10, Fighting d10, Notice d8, Occult d10, Performance d12, Persuasion d10, Stealth d10
Pace: 7; **Parry:** 7; **Toughness:** 15 (7)
Edges: Arcane Resistance, Cleric, Combat Reflexes, Favored Power (Cleric), Frenzy
Powers: *Banish, boost Trait, detect arcana, healing, light, planar travel, protection, resurrection.* **Power Points:** 25.
Gear: Trumpet, greatsword (Str+d10+1, AP 3, Accurate, Damaging).
Special Abilities:
- **Armor +7:** Heavenly aspect.
- **Flight:** Pace 9.
- **Innate Powers:** Detect evil (per Paladin Class Edge), minor *light*, minor *relief*, minor *mind link*, minor *speak language* (self), minor *teleport* (Greater Teleport, self).
- **Protection from Evil:** Evil creatures suffer –2 to attack the trumpet archon.
- **Trumpet:** As a limited action, the archon can sound a mighty blast. Non-archons within 20" make a Vigor roll at –2. Those who fail suffer Paralysis for d4+1 rounds. Those who succeed can't be affected this encounter.

Languages: Celestial, Draconic, Infernal.

AUROCH

This large, horned bull has a dirty black hide and an aggressive temper. Its horns are wide and sharp, and they usually travel in herds. Various breeds inhabit the wilds of Golarion, from the Nesmian plains of Nirmathas to the Storval Plateau in Varisia.

Type: Neutral Animal (Auroch)
Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+1, Vigor d8
Skills: Athletics d8, Fighting d6, Notice d6
Pace: 7; **Parry:** 5; **Toughness:** 9
Edges: —
Special Abilities:
- **Horns:** Str+d6.
- **Size 3:** Aurochs weigh just under a ton.
- **Stampede:** Anyone caught in a stampede must Evade as an action on their turn or take 2d6 damage. Add a bonus d6 if the victim Critically Fails to Evade. This may last for multiple rounds with a large herd.

BARGHEST

The four-legged barghest is likely related to the goblinoids of Golarion. In its natural state this evil hybrid resembles a cross between a wolf and a goblin — and it can assume the form of either.



Barghests come to the material plane to feed on the flesh and souls of mortals, especially humanoids. They have a connection with Lamashtu and often ally themselves with other followers of the goddess.

Type: Evil Outsider (Barghest)
Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8
Skills: Athletics d8, Common Knowledge d6, Fighting d8, Intimidation d8, Notice d8, Spellcasting d6, Stealth d8, Survival d6
Pace: 6; **Parry:** 6; **Toughness:** 9 (3)
Edges: Arcane Background (Magic), First Strike
Powers: *Deflection, puppet, teleport.* **Power Points:** 10.
Special Abilities:
- **Armor +3:** Fiendish hide.
- **Bite/Claws:** Str+d6.
- **Darkvision:** Barghests ignore penalties for Illumination up to 10".
- **Hardy:** A second Shaken result doesn't cause a Wound.
- **Innate Powers:** Minor *fly* (levitate up or down only), minor *shape change* (goblin or wolf).

Languages: Common, Goblin, Infernal

BARGHEST, GREATER

Having consumed enough flesh and souls, a few barghest return to the Abyss where they transform into greater barghests. Even fewer return to the material plan to feast yet again.

Type: Evil Outsider (Barghest, Greater)
Attributes: Agility d8, Smarts d10, Spirit d10, Strength d12+1, Vigor d10
Skills: Athletics d10, Common Knowledge d6, Fighting d10, Intimidation d8, Notice d8, Persuasion d8, Spellcasting d8, Stealth d6, Survival d8
Pace: 7; **Parry:** 7; **Toughness:** 12 (4)
Edges: Arcane Background (Magic), First Strike, Frenzy
Powers: *Boost Trait, deflection, growth, puppet, teleport.* **Power Points:** 15.
Special Abilities:
- **Armor +4:** Fiendish hide.
- **Bite/Claws:** Str+d8, AP 2.
- **Darkvision:** Greater barghests ignore penalties for Illumination up to 10".
- **Environmental Weakness:** Magic weapons.

- **Hardy:** A second Shaken result doesn't cause a Wound to a greater barghest.
- **Innate Powers:** Minor *fly* (levitate up or down only), minor *invisibility*, minor *shape change* (goblin or wolf).
- **Size 1:** Greater Barghests are massive creatures that average 400 lbs.

Languages: Common, Goblin, Infernal.

BASILISK

This squat, reptilian monster has eight legs, bony spurs jutting from its back, and eyes that glow with pale green fire. The basilisk has a nasty disposition and the ability to turn creatures to stone with its gaze.

Basilisks live in nearly any terrestrial environment, from forest to desert. Their hides tend to match and reflect their surroundings — a desert-dwelling basilisk might be tan or brown, while one that lives in a forest is bright or dark green. They lair in caves, burrows, or other sheltered areas. These dens are often marked by statues of people and animals in lifelike poses.

Type: Neutral Magical Beast (Basilisk)
Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d8, Vigor d8
Skills: Athletics d6, Fighting d8, Notice d10, Stealth d8
Pace: 4; **Parry:** 6; **Toughness:** 10 (3)
Edges: —
Special Abilities:
- **Armor +3:** Scaly skin.
- **Bite:** Str+d4, AP 2.
- **Gaze:** As a limited action, the basilisk can gaze at an opponent within 5" (10 yards). The target must succeed at a Vigor roll at −2 or be turned to stone. The victim can be restored with *dispel* at −2 or by being coated in fresh basilisk blood.
- **Night Vision:** Basilisks ignore all penalties for Illumination.
- **Size 1:** Basilisks are 10–13 feet long and weigh 300 pounds.

BEAR

This entry covers large and ferocious bears such as grizzlies, black bears, and polar bears. A favored tactic of all these bears is to grapple their prey then bite with their deadly fangs.



Type: Neutral Animal (Bear)
Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12, Vigor d10
Skills: Athletics d6, Fighting d8, Intimidate d6, Notice d8, Stealth d6
Pace: 7; **Parry:** 6; **Toughness:** 11 (2)
Edges: Brute
Special Abilities:
- **Armor +2:** Thick hide.
- **Bite/Claws:** Str+d6, AP 2.
- **Grab:** A bear may immediately make a grappling attempt (+2) as a free action if it Shakes or Wounds a foe with claw attack.
- **Low Light Vision:** Bears ignore penalties for Dim and Dark Illumination.
- **Size 2:** These creatures can stand up to 8' tall and weigh over 1,000 pounds.

BEAR, DIRE

A black or brown bear is fearsome enough; a dire bear doubly so.

Type: Neutral Animal (Bear, Dire)
Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12+1, Vigor d10
Skills: Athletics d10, Fighting d10, Intimidate d8, Notice d8, Stealth d8
Pace: 7; **Parry:** 7; **Toughness:** 13 (2)
Edges: Alertness, Brute, Killer Instinct
Special Abilities:
- **Armor +2:** Tough Hide.
- **Bite/Claws:** Str+d6, AP 2.
- **Low Light Vision:** Dire bears ignore penalties for Dim and Dark Illumination.
- **Grab (Imp):** A dire bear may immediately make a grappling attempt (+2) as a free action if it gets a raise on a claw attack against a target of its Size or less.



- **Resilient:** Dire bears can take one Wound before they're Incapacitated.
- **Size 4 (Large):** These creatures can stand up to 12′ tall and weigh up to 8,000 pounds. Dire bears can take one extra Wound.
- **Swat:** Ignores 4 points of Scale penalties.

BEETLE, FIRE

This nocturnal beetle is a dull brown color brightened by two glowing green-yellow spots on its carapace. This herbivore burrows through the earth, usually in clusters of several beetles or in a small colony of a dozen.

Caged fire beetles are a popular source of long-lasting illumination among eccentrics and miners.

Type: Neutral Vermin (Beetle, Fire)
Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d4–3, Vigor d6
Skills: Athletics d6, Fighting d6, Notice d6, Stealth d8
Pace: 6; **Parry:** 5; **Toughness:** 3 (1)
Special Abilities:

- **Armor +1:** Chitinous skin.
- **Bite:** Str+d4.
- **Flight:** Pace 6.
- **Low Light Vision:** Fire beetles ignore penalties for Dim and Dark Illumination.
- **Luminescence:** A fire beetle's glowing glands provide light in a 2″ (4 yard) radius. A dead fire beetle's luminescent glands continue to glow for 1d6 days after death.
- **Mindless:** Immune to *puppet*, Intimidation, and Taunt.
- **Pack Tactics:** The creature adds any Gang Up bonus to its Fighting damage rolls.
- **Size –3 (Very Small):** Fire beetles are the size of a house cat.

BIRD OF PREY

This profile covers eagles, hawks, and similar large birds of prey, collectively termed "raptors." Their talons and hooked-beaks can rip through flesh with ease.

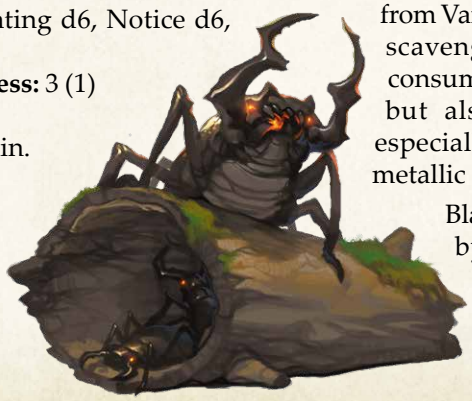
These nocturnal or diurnal hunters sometimes serve humanoid masters on Golarion. They prefer to seize and carry off smaller quarry, although some are known to attack livestock.

Type: Neutral Animal (Bird of Prey)
Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d4–2, Vigor d6
Skills: Athletics d8, Fighting d6, Notice d10, Stealth d8
Pace: 3; **Parry:** 5; **Toughness:** 3
Edges: —
Special Abilities:

- **Bite/Claws:** Str+d4.
- **Flight:** Pace 24.
- **Low Light Vision:** Birds of Prey ignore penalties for Dim and Dark Illumination.
- **Size –2 (Small):** Falcons, eagles, and owls stand about 3′ tall with wingspans of 5′ or more.

BLACK PUDDING

Somewhat common on Golarion, these dreaded oozes inhabit caves and tunnels from Varisia to the Darklands. They scavenge for organic material, consuming all manner of refuse but also attacking creatures — especially creatures that possess metallic substances.



Black pudding can reproduce by breaking off pieces of themselves, which grow over a month's time into a full-sized creature. They appear as dark,

amorphous blobs but can alter their shape to fit into tight spaces, and to attack with their ability to envelop an opponent.

Type: Neutral Ooze (Black Pudding)
Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d8, Vigor d12
Skills: Athletics d6, Fighting d8, Stealth d4
Pace: 5; **Parry:** 6; **Toughness:** 13
Edges: –
Special Abilities:

- **Acid Form:** When a black pudding hits non-magical armor, or a non-magical weapon hits a black pudding, it suffers acid damage. This reduces a weapon's total damage by 1 (to a maximum of −3). Armor loses 1 point of Armor bonus until it reaches 0 and falls apart. Weapons and armor can be Repaired with an hour's work per point of damage or armor bonus lost, a Repair roll, and appropriate resources and tools (and a forge if working with iron).
- **Acid Strike:** Str+d6.
- **Envelop:** Black puddings grapple their foes with elastic pseudopods that add +2 to their grappling attempts. They can't crush foes, but can automatically cause 2d6 acid damage as an action to any Bound or Entangled prey.
- **Immunity:** Acid.
- **Ooze:** Ignores *invisibility* and Illumination penalties; immune to poison, paralysis, *slumber*, Stun, *blind*, Intimidation, Taunt, *puppet*; doesn't sleep.
- **Size 5 (Large):** These amorphous blobs can fill a space of roughly 40 cubic yards. They can take one extra Wound.
- **Split:** Black puddings split into two smaller puddings when Wounded by edged or piercing weapons. These smaller black puddings are unwounded extras (not Wild Cards), are Resilient, and use the same profile except for the following changes: Strength d6, Vigor d6, Size 2, and Toughness 7. Any remaining Bennies are lost if the pudding splits.
- **Swat:** Ignores 4 points of Scale penalties.
- **Wall Walker:** The pudding can cling to vertical and inverted surfaces, and move at their standard Pace.

BOAR

This entry covers a variety of wild scrofines. Typically, these creatures pose a danger only during their rutting season, or when defending themselves. Certain humanoids sometimes keep these omnivores as guards, warbeasts, or garbage disposals.

Type: Neutral Animal (Boar)
Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d10, Vigor d8
Skills: Athletics d6, Fighting d6, Notice d6
Pace: 7; **Parry:** 5; **Toughness:** 7 (1)
Edges: —
Special Abilities:

- **Armor +1:** Thick hide.
- **Low Light Vision:** Boars ignore penalties for Dim and Dark Illumination.
- **Hardy:** A second Shaken result doesn't cause a Wound to a wild boar.
- **Tusks:** Str+d4 (counts as horns).

BOAR, DIRE

Much more aggressive than their smaller kin, dire boars attack anything that approaches them.



Type: Neutral Animal (Boar, Dire)
Attributes: Agility d6, Smarts d4 (A), Spirit d10, Strength d12+1, Vigor d10
Skills: Athletics d6, Fighting d8, Notice d6
Pace: 7; **Parry:** 5; **Toughness:** 10 (2)
Edges: Alertness
Special Abilities:
- **Armor +2:** Tough hide.
- **Hardy:** A second Shaken result doesn't cause a Wound to a dire boar.
- **Low Light Vision:** Dire boars ignore penalties for Dim and Dark Illumination.
- **Rage:** Per the Barbarian Class Edge in *Savage Pathfinder*.
- **Size 1:** Larger than humans, these dire creatures may grow to 8 feet long and weigh up to 800 pounds.
- **Tusks:** Str+d6, AP 2 (counts as horns).

BUGBEAR

Larger and stronger cousins of goblins, these evil, greedy humanoids resemble the animals for which they are named. The resemblance is superficial; bugbears are sapient hunters who prey on weaker humanoids.

Bugbears congregate in tribal bands, typically making lairs in the caves of mountainous regions. Often, they ally themselves with other goblinoids, usually demanding a leadership role or simply bullying weaker cronies.



Type: Evil Humanoid (Bugbear)
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6
Skills: Athletics d6, Common Knowledge d4, Fighting d6, Intimidation d6, Notice d6, Persuasion d4, Shooting d4, Stealth d8, Survival d6
Pace: 6; **Parry:** 5 or 6 (shield); **Toughness:** 9 (4)
Edges: Alertness
Gear: Flail (Str+d6, ignores shield bonus), Javelins (Range 4/8/16, Damage Str+d6), thick hide vest (+2), light shield.
Special Abilities:
- **Armor +2:** Thick hide.
- **Darkvision:** Bugbears ignore penalties for Illumination up to 10".

Languages: Common, Goblin.

BUGBEAR RAIDER: Agility d8, Vigor d8 (Toughness 10 (4)), Fighting d8 (Parry 6 or 7 (shield)), are Hardy.

BUGBEAR EXECUTIONER: Strength d10, Fighting d10 (Parry 7 or 9 (shield)), Intimidation d10, medium shield, Frenzy, are Resilient.

BUNYIP

This dangerous coastal predator looks something like a seal with fins and a mouth full of several rows of shark-like teeth. This territorial hunter prefers to lurk near shorelines and it thrives in either fresh or saltwater.

Type: Neutral Magical Beast (Bunyip)
Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6
Skills: Athletics d8, Fighting d8, Notice d6, Stealth d8
Pace: 6; **Parry:** 6; **Toughness:** 6 (1)
Edges: —
Special Abilities:
- **Aquatic:** Pace 6.
- **Armor +1:** Tough hide.
- **Bite:** Str+d6, AP 2.
- **Night Vision:** Bunyips ignore all penalties for Illumination.
- **Rage:** Per the Barbarian Class Edge in *Savage Pathfinder*.

- **Rending:** Anyone Shaken or Wounded by a bite attack begins to bleed profusely and must make a Vigor roll at the start of their next turn. Failure causes the victim to take a Wound. Success prevents the Wound but the roll must be made again on the victim's next turn. A raise or successful healing stops the bleeding.
- **Resilient:** Bunyips can take one Wound before they're Incapacitated.
- **Roar:** A bunyip can roar as a free action, causing anyone who can hear it to make a Spirit roll or become Shaken.



CAT, LARGE

This profile covers a variety of big cats, from mountain lions, to leopards, and cheetahs.

Type: Neutral Animal (Cat, Large)
Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d8, Vigor d8
Skills: Athletics d8, Fighting d6, Intimidation d6, Notice d6, Stealth d8, Survival d6
Pace: 8; **Parry:** 5; **Toughness:** 6
Edges: Frenzy
Special Abilities:
- **Bite/Claws:** Str+d6.
- **Low Light Vision:** A large cat ignores penalties for Dim and Dark Illumination.
- **Pounce:** A large cat pounces on its prey to best bring their mass and claws to bear. If it makes a Wild Attack, it adds +4 to its damage instead of +2.

CAT, LARGE DIRE

Patient hunters, these monstrous felines stalk and pounce upon prey with paws the size of bucklers.

Type: Neutral Animal (Cat, Large Dire)
Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d12, Vigor d8
Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d8, Stealth d8
Edges: Frenzy (Imp)
Pace: 8; **Parry:** 6; **Toughness:** 11 (2)
Special Abilities:
- **Armor +2:** Tough hide.
- **Bite/Claws:** Str+d6, AP 2.
- **Low Light Vision:** Dire large cats ignore penalties for Dim and Dark Illumination.
- **Pounce:** If a dire large cat makes Wild Attack, it adds +4 to its damage instead of +2.
- **Size 3:** Dire large cats can grow up to 12' and weigh more than 6,000 pounds.

CAT, SMALL

This is an ordinary house cat, the sort that might be a familiar for a spellcaster, a Beast Master's animal friend, or an alternate form for the *shape change* power.

Type: Neutral Animal (Cat, Small)
Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d4–3, Vigor d6
Skills: Athletics d8, Notice d6, Stealth d8
Pace: 6; **Parry:** 2; **Toughness:** 2
Edges: Acrobat
Special Abilities:
- **Bite/Claws:** Str.
- **Low Light Vision:** Cats ignore penalties for Dim and Dark Illumination.
- **Size –3 (Very Small):** Cats are typically less than a foot high.

CENTAUR

Legendary hunters and skilled warriors, centaurs are part man and part horse. These stoic people usually dwell on the fringes of civilization. Their skin is deeply tanned but similar to the humans who occupy nearby regions, while their lower bodies resemble the colorations of local horse breeds.



Aloof with other peoples and at odds even with their own kind, centaurs are only slowly coming to accept the modern world. While the majority of centaurs still live in tribes roaming vast plains or the fringes of eldritch forests, some have abandoned the isolationist ways of their ancestors to walk among the more cosmopolitan cities of Golarion.

Type: Neutral Monstrous Humanoid (Centaur)
Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Athletics d6, Common Knowledge d6, Fighting d6, Notice d8, Persuasion d4, Stealth d4, Survival d8
Pace: 8; **Parry:** 5 or 6 (shield); **Toughness:** 11 (3)
Edges: Fleet-Footed
Gear: Longsword (Str+d8), javelins (Range 3/6/12, Damage Str+d6), chainmail (+3), small shield.
Special Abilities:
- **Ancestry (Centaur):** Darkvision, Size 2, Kick (Str+d4).
- **Languages:** Common, Elven, Sylvan.
- **CENTAUR WARRIOR:** Vigor d10 (Toughness 12 (3)), Fighting d8 (Parry 6 or 7), are Resilient.
- **CENTAUR CHIEFTAIN:** Strength d10, Counterattack.

COCKATRICE

These small magical creatures look like featherless chickens with bat-like wings and reptilian tails. For those who encounter them for the first time, they seem harmless — and even a bit absurd — until their power of petrification makes itself known.

Fortunately, cockatrices are rare on Golarion, found primarily on the Whistling Plains on the eastern border of Taldor. Interestingly, cyclops are immune to the cockatrice's petrification. The one-eyed giants domesticate these creatures as livestock.

Type: Neutral Magical Beast (Cockatrice)
Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d4, Vigor d6
Skills: Athletics d6, Fighting d6, Notice d8, Stealth d8
Pace: 5; **Parry:** 5; **Toughness:** 3
Edges: Dodge
Special Abilities:
- **Bite:** Str+d4.
- **Darkvision:** Cockatrices ignore penalties for Illumination up to 10".
- **Energy Drain (Agility):** A non-cockatrice hit by a bite attack (whether it causes damage or not) must make a Vigor roll or lose a die type in Agility (−2 with a raise on the attack). The victim is Incapacitated if this would reduce Agility below d4.
- **Flight:** Pace 9.
- **Petrification:** Anyone Incapacitated by the monster's Energy Drain is turned to stone and must make a Vigor roll. If failed, the victim cannot recover on her own. If successful, she regains a die type of Agility and is no longer petrified. Any other lost Agility returns one die type per day. Victims may also be restored with *dispel* at −2, but each caster may only try once.



- **Size –2 (Small):** Cockatrices are 2′ tall and weigh 5 pounds.
- **Weakness (Roosters):** For irrational reasons, cockatrices become infuriated by roosters. They are Distracted while in the presence of roosters, fighting their enemies or fleeing on a moment's whim.

DARKMANTLE

These tentacled creatures cling to roosts in cave ceilings, room rafters, and the like. They often scavenge for food, but they also hunt in favorable conditions. They wait patiently in their perches, using their *darkness* ability before swooping down on prey.

Darkmantles are found in the Darklands, most commonly, although they may adopt a lair above ground in dark forests or ruins. Their names describe them — they look like cloaks with dark granite coloring that blends in with most natural surroundings.

Type: Neutral Magical Beast (Darkmantle)
Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Fighting d6, Notice d6, Stealth d10
Pace: 5; **Parry:** 5; **Toughness:** 4 (1)
Edges: Quick
Special Abilities:
- **Armor +1:** Thick hide.
- **Bite:** Str+d6.
- **Blindsense:** Darkmantles ignore *invisibility*, *illusion*, and all Illumination penalties.
- **Flight:** Pace 6.
- **Innate Powers:** Minor *darkness* (once per day).
- **Size –2 (Small):** Darkmantles are 3' tall and weigh 40 lbs.
- **Tentacles (2):** A darkmantle has two tentacle actions and Reach 1. It may lash with its tentacles for Str+d4 damage. Bound or Entangled prey may be bitten as usual.

DEATHWEB

A deathweb is the husk of an enormous spider, inhabited by thousands of living spiders. Individually these are normal spiders of varying size. Together, they form an undead hive mind. They work together to swarm around the giant spider's exoskeleton, weaving intricate web sheets and hunting prey. The hive's Infestation ability poses a threat to any adversary.

Deathwebs lair in tunnels, caves, and dense woods — anywhere they can weave traps to capture prey for the multitude of vociferous spiders.

Type: Neutral Undead (Deathweb)
Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d12+2, Vigor d10
Skills: Athletics d8, Fighting d8, Notice d8, Stealth d8
Pace: 6; **Parry:** 6; **Toughness:** 11 (2)
Edges: —
Special Abilities:
- **Armor +2:** Undead exoskeleton.
- **Bite:** Str+d6, AP 2.
- **Darkvision:** Deathwebs ignore penalties for Illumination up to 10".
- **Infestation:** A swarm of poisonous spiders, which nest within the exoskeleton, constantly surround a deathweb in a Medium Blast Template. Anyone starting their turn in the area must Evade or take 2d6 damage.
- **Poison (–1):** The deathweb's bite delivers a Lethal poison.
- **Size 2:** The exoskeleton is 10 feet long.

DEMONS

Demons come to the Material Plane from the Abyss. They are usually summoned by evil spellcasters as bodyguards or to complete some terrible mission. These irredeemably evil creatures have destructive and malicious tendencies. They sometimes do as they please, despite the reasons for their summoning.





BALOR

A balor is a towering figure of fire and flesh—a horned, flying nightmare armed with flaming whip and a mighty sword.

On the Abyss, most balors serve demon lords as general or captains. Some balors are even demon lords and masters themselves. A balor typically commands vast legions of demons. It often lets these slavering minions fight its battles, although most balors join a fight whenever an opportunity presents itself.

Type: Evil Outsider (Balor)
Attributes: Agility d12, Smarts d10, Spirit d10, Strength d12+4, Vigor d12+1
Skills: Athletics d8, Battle d10, Common Knowledge d8, Fighting d12, Intimidate d12, Notice d10, Occult d12, Persuasion d12, Spellcasting d10, Stealth d8
Pace: 7; **Parry:** 8 or 10 (longsword); **Toughness:** 16 (4)
Edges: Ambidextrous, Arcane Background (Magic), Arcane Resistance, Frenzy (Imp), Iron Will, Level Headed, Trademark Weapon (Imp, longsword), Two-Weapon Fighting
Powers: *Burst* (FIRE STORM), *puppet*, *stun*, *telekinesis*. **Power Points:** 20.
Gear: Longsword (Str+d8, AP 3, Keen), whip (Str+d4+1, AP 1, Reach 2, Damaging, Elemental (Fire)).
Special Abilities:

- **Armor +4 (Heavy Armor):** Demonic hide.
- **Death Throes:** When killed, a balor explodes in a blinding flash of fire. Anything within a Large Blast Template takes 4d6 fire damage. This can be Evaded for half-damage.
- **Demon:** Immune to electricity, fire, and poison; +4 damage from cold iron; −4 damage from acid, cold; minor *detect arcana*.
- **Entangle:** When a balor hits a Normal or smaller sized creature with its whip the victim is Entangled, or Bound with a raise.
- **Fiery Aura:** At the end of the balor's turn, all adjacent foes take 2d4 damage.
- **Flight:** Pace 9.
- **Innate Powers:** Major *dispel* (Area Effect, Multiple Powers), minor *mind link*, minor *teleport* (Greater Teleport, self).
- **Night Vision:** Balors ignore all penalties for Illumination.
- **Size 4 (Large):** A balor stands 14 feet tall and weighs 4,000 pounds. It can take one extra Wound.
- **Summon:** Once per day as a limited action this creature can summon any demon besides a balor.
- **Swat:** Ignores 4 points of Scale penalties.
- **Vorpal Strike:** When attacking with a sword or whip, a balor ignores 4 points of penalties for Called Shots to the head.

Languages: Abyssal, Celestial, Draconic.

GLABREZU

Ferocious and bestial in form, the glabrezu is a master of trickery and lies. These treacherous demons form from the souls of the treasonous, the false, and the subversive. That is, souls of mortals who, in life, bore false witness or used treachery and deceit to ruin the lives of others.

With its ability to cloak its true form in pleasant illusions, the glabrezu uses its magic to grant wishes to mortal humanoids as a method of rewarding those who succumb to its guile and deceit. A *wish* granted by a glabrezu always fulfills the wisher's need in the most destructive way possible—although such methods might not be immediately apparent.

Type: Evil Outsider (Glabrezu)
Attributes: Agility d6, Smarts d8, Spirit d8, Strength d12+3, Vigor d10
Skills: Athletics d6, Common Knowledge d6, Fighting d10, Intimidation d8, Notice d10, Persuasion d8, Stealth d4
Pace: 7; **Parry:** 7; **Toughness:** 17 (5)
Edges: Arcane Resistance, Sweep (Imp)
Special Abilities:

- **Armor +5:** Demonic hide.
- **Bite/Claws/Pincers:** Str+d6, AP 4.
- **Darkvision:** Glabrezu demons ignore penalties for Illumination up to 10".
- **Demon:** Immune to electricity and poison; +4 damage from cold iron; −4 damage from acid, cold, fire; minor *detect arcana*.
- **Grant Wish:** Once per month, a Glabrezu demon can grant a mortal humanoid a *wish*.
- **Innate Powers:** Minor *confusion*, minor *disguise* (size 0 creatures, self), minor *dispel*, minor *illusion* (duplicate of caster only), minor *teleport* (Greater Teleport, self).
- **Rending:** Anyone Shaken or Wounded by a bite attack begins to bleed profusely and must make a Vigor roll at the start of their next turn. Failure causes the victim to take a Wound. Success prevents the Wound but the roll must be made again on the victim's next turn. A raise or successful healing stops the bleeding.
- **Reverse Gravity:** As a limited action, a glabrezu can place a Large Blast Template within 10" (20 yards). Anyone in the template who doesn't Evade falls upward 60 feet. If this causes them to hit a hard surface (such as a ceiling) they take damage as if falling. Anyone who enters the template after it's created falls upward automatically. The Duration is five rounds, but anyone who somehow manages to move out of the template falls and is no longer affected.
- **Size 5 (Large):** Glabrezu demons stand 18' tall and weigh 6,000 lbs. They can take one extra Wound.
- **Summon:** As a limited action this creature can summon another glabrezu or two vrocks, once per day.
- **Swat:** Ignores 4 points of Scale penalties.
- **Very Resilient:** The glabrezu can take two Wounds before being Incapacitated.

Languages: Abyssal, Celestial, Draconic.

QUASIT

These tiny, winged demons appear on the Material Plane as a result of an evil spellcaster's attempt to summon a familiar. Usually, they serve a master, although free quasits are known to exist.

Despite their size, these versatile creatures pose real threats to almost any opponent.



Quasits have poisonous claws, magical abilities, and other innate nastiness.

Type: Evil Outsider (Quasit)
Attributes: Agility d8, Smarts d4, Spirit d6, Strength d4–2, Vigor d6
Skills: Athletics d8, Common Knowledge d4, Fighting d6, Notice d6, Occult d6, Persuasion d4, Stealth d10
Pace: 4; **Parry:** 5; **Toughness:** 6 (4)
Edges: Dodge, Extraction
Special Abilities:

- **Armor +4:** Demonic hide.
- **Bite/Claws:** Str.
- **Fast Regeneration:** Quasits may attempt a natural healing roll every round until Incapacitated.
- **Demon:** Immune to electricity and poison; +4 damage from cold iron; –4 damage from acid, cold, fire; minor *detect arcana*.
- **Flight:** Pace 12.
- **Innate Powers:** Minor *invisibility* (self only).
- **Night Vision:** Quasits ignore all penalties for Illumination.
- **Poison (–1):** The quasit's claws contain a Mild poison.
- **Resilient:** Quasits can take one Wound before they're Incapacitated.
- **Size –3 (Very Small):** Quasits are one-and-a-half feet tall, and weigh only 8 pounds.

Languages: Abyssal, Common.





SUCCUBUS

Among the demon hordes, a succubus can often rise to incredible heights of power via her manipulations and sensual charms. Many a demonic war has raged because of the subtle machinations of these demons. A succubus is formed from the souls of particularly lustful and rapacious evil mortals.

Type: Evil Outsider (Succubus)
Attributes: Agility d10, Smarts d10, Spirit d6, Strength d6, Vigor d10
Skills: Athletics d8, Common Knowledge d4, Fighting d8, Notice d8, Occult d8, Persuasion d10, Stealth d8
Pace: 6; **Parry:** 6; **Toughness:** 11 (4)
Edges: Very Attractive
Special Abilities:

- **Armor +4:** Infernal skin.
- **Claws:** Str+d6.
- **Darkvision:** A succubus ignores penalties for Illumination up to 10".
- **Demon:** Immune to electricity and poison; +4 damage from cold iron; –4 damage from acid, cold, fire; minor *detect arcana.*
- **Detect Good:** Succubi can detect good creatures within 5" (10 yards).
- **Energy Drain (Vigor):** A succubus can drain a mortal she lures into an act of passion, such as a kiss. The victim resists with Vigor –2. An unwilling victim must be grappled first. A victim already charmed by the demon's *empathy* power still resists but doesn't realize what's happening.
- **Flight:** Pace 8.
- **Innate Powers:** Major *disguise* (humanoid only), *empathy* (Charm, Duration of one week; Persuasion), major *puppet* (once per day), major *speak language* (self), minor *teleport* (Greater Teleport, self).
- **Profane Gift:** Once per day, a succubus may grant a profane gift to a willing creature. The target increases an attribute of their choice one die type. Once agreed, the demon has a permanent *mind link* with the creature that crosses any distance and can use her *puppet* power through it. A successful *dispel* removes the attribute increases and *mind link*.

- **Resilient:** Succubi can take one Wound before they're Incapacitated.

Languages: Abyssal, Celestial, Common, Draconic.

VROCK



Profane champions of the Abyss, vrocks embody all the rage, hatred, and violence of that despicable realm. As ravenous and grotesquely opportunistic as the avian scavengers they resemble, vrocks delight in bloodshed, relishing the sounds and sensations of ripping the still-pulsing entrails from a living husk.

Vrocks usually form from the evil souls of hateful and wrathful mortals, particularly criminals, mercenaries, or assassins.

Type: Evil Outsider (Vrock)
Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12, Vigor d10+1
Skills: Athletics d6, Common Knowledge d6, Fighting d10, Intimidation d8, Notice d10, Occult d8, Stealth d6, Survival d8
Pace: 6; **Parry:** 7; **Toughness:** 12 (4)
Edges: Arcane Resistance, Sweep
Special Abilities:

- **Armor +4:** Demonic hide.
- **Bite/Claws:** Str+d6, AP 2.
- **Dance of Ruin:** Any number of vrocks can spend their entire turn performing a dance of ruin, taking no other actions. If a vrock performs the Dance of Ruin for two consecutive turns, it releases an explosion of energy. Every foe within 20" (40 yards) takes 2d6 electricity damage for each vrock that finished the dance. This can be Evaded for half-damage.
- **Darkvision:** Vrocks ignore penalties for Illumination up to 10".
- **Demon:** Immune to electricity and poison; −4 damage from acid, cold, fire; minor *detect arcana*.
- **Flight:** Pace 8.
- **Innate Powers:** Minor *illusion* (duplicate of caster only), minor *teleport* (Greater Teleport, self).
- **Screech:** A vrock can screech as a limited action, causing non-demons within 5" (10 yards) to make a Vigor roll or be Stunned.
- **Size 1:** Vrocks stand 8' tall and weigh 400 lbs.
- **Spores:** When a vrock's Action Card is a Jack or higher, it releases a cloud of spores. All non-vrocks in a Small Blast Template centered on the vrock are Vulnerable, Distracted, and Fatigued as vines grow from their bodies.

Languages: Abyssal, Celestrial, Draconic.

DEVILS

Devils are evil outsiders from the nine layers of Hell. They seek to destroy all things good, on Golarion and elsewhere. Whether for sport or at the bidding of superiors, devils delight in dragging mortal souls to the depths of their home plane.

Many types of devils are known to scholars and occultists. Each of these masters of corruption specializes in unique forms of depravity or temptation. Devils are often summoned by evil spellcasters — and are quick to make devious bargains with the souls they intend to take. Ultimately their allegiance is always to the hierarchies of Hell.

BONE DEVIL

These tall, withered skeletal devils have long bony tails ending in a wicked barbed stinger. They are the interrogators and inquisitors of devilkind. As such they enforce the infernal order and the will of the archdevils.



Fearsome opponents, they possess several magical abilities, as well as flight and a poisonous sting.

Type: Evil Outsider (Bone Devil)
Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12, Vigor d12
Skills: Athletics d8, Common Knowledge d4, Fighting d8, Intimidation d10, Notice d8, Occult d8, Spellcasting d8, Stealth d6
Pace: 7; **Parry:** 6; **Toughness:** 14 (5)
Edges: Arcane Background (Magic), Arcane Resistance, Frenzy
Powers: *Barrier*, *illusion*, *invisibility*. **Power Points:** 15.
Special Abilities:

- **Armor +5:** Fiendish resilience.
- **Bite/Claws/Sting:** Str+d4, AP 2.
- **Devil:** Ignore penalties for Illumination up to 10″; −4 damage from acid, cold; immune to fire, poison.
- **Fear (−1):** Bone devils are terrifying beings.
- **Flight:** Pace 9.
- **Innate Powers:** Minor *mind link*, minor *teleport* (Greater Teleport, self).
- **Poison (−1):** The bone devil's stinger contains a Mild poison.
- **Resilient:** Bone devils can take one Wound before they're Incapacitated.
- **Size 1:** Bone devils are 9′ tall and weigh approximately 400 lbs.
- **Summon:** Once per day as a limited action, this creature can summon two bone devils.

Languages: Celestial, Common, Draconic, Infernal.

Ice Devil

Ice devils are monstrous humanoid insects, and the strategic geniuses of Hell's armies. They prefer to let their minions engage in melee while supporting them with their powers and other abilities, but are dangerous foes in combat in their own right.

Type: Evil Outsider (Ice Devil)
Attributes: Agility d12, Smarts d8, Spirit d8, Strength d12+1, Vigor d12
Skills: Athletics d10, Battle d8, Common Knowledge d8, Fighting d10, Intimidation d8, Notice d8, Occult d8, Spellcasting d8, Stealth d10
Pace: 7; **Parry:** 7 or 9 (Spear); **Toughness:** 15 (5)
Edges: Arcane Background (Magic), Arcane Resistance, Frenzy, Trademark Weapon (Imp, spear)
Powers: *Barrier* (wall of ice), *blast* (ice storm), *burst* (cone of cold), *illusion*. **Power Points:** 15.
Gear: Spear (Str+d6, AP 1, Reach 1, Elemental (Cold)).
Special Abilities:

- **Armor +5:** Fiendish resilience.
- **Bite/Tail:** Str+d6, AP 2.
- **Devil:** Ignore penalties for Illumination up to 10″; −4 damage from acid; immune to cold, fire, poison.
- **Fast Regeneration:** Ice devils may attempt a natural healing roll every round until Incapacitated.
- **Fear (−2):** Ice devils are terrifying enemies to witness.
- **Flight:** Pace 9.
- **Innate Powers:** Minor *mind link*, minor *teleport* (Greater Teleport, self).
- **Resilient:** Ice devils can take one Wound before they're Incapacitated.
- **Size 2:** Ice devils are 12′ tall and weigh approximately 700 lbs.





- **Slow:** A hit from an ice devil's tail or spear induces numbing cold. The opponent must make a Spirit roll at –2 or be affected by *sloth* (A raise on the attack is also raise on the *sloth* effect).
- **Summon:** Once per day as a limited action, this creature can summon a bone devil.

Languages: Celestial, Common, Draconic, Infernal.

LEMURE

The least of devilkind, lemures are shapeless masses of quivering flesh. These tortured souls bear little resemblance to whatever they once were. A malformed face and knobby limbs provide the only hint of their existence before being damned to Hell.

After suffering for ages, some souls are transformed into lemures. Greater devils can spot the most corrupt lemures, reshaping them into true devils to serve obediently in the legions of the damned.

Type: Evil Outsider (Lemure)
Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6
Skills: Fighting d4, Notice d4
Pace: 5; **Parry:** 4; **Toughness:** 7 (2)
Edges: —
Special Abilities:

- **Armor +2:** Goopy skin.
- **Claws:** Str.
- **Devil:** Ignore penalties for Illumination up to 10"; +4 damage from silvered weapons; –4 damage from acid, cold; immune to fire, poison.
- **Mindless:** Immune to *puppet*, Intimidation, and Taunt.

PIT FIEND

Pit Fiends are perhaps the most fearsome of the devils known to Golarian adventurers and scholars. These massive creatures have thick muscled frames covered in protective red scales, flame-seared wings, and eyes smoldering like embers.

The generals of Hell's armies — sometimes among the Dukes of Hell — pit fiends possess powerful magic and physical might. They have poisonous fangs as wide as daggers, claws like steel, and a dangerous long tail.

Type: Evil Outsider (Pit Fiend)
Attributes: Agility d12, Smarts d10, Spirit d10, Strength d12+5, Vigor d12
Skills: Athletics d8, Battle d10, Common Knowledge d8, Fighting d12, Intimidate d12, Notice d10, Occult d12, Persuasion d12, Spellcasting d10, Stealth d8, Survival d8
Pace: 7; **Parry:** 8; **Toughness:** 18 (6)
Edges: Arcane Background (Magic), Arcane Resistance, Block, Frenzy (Imp), Level Headed, No Mercy
Powers: *Barrier*, *blast* (METEOR SWARM), *deflection*, *illusion*, *invisibility*, *scrying*. **Power Points:** 15.
Special Abilities:

- **Armor +6 (Heavy Armor):** Bladed scales.
- **Bite/Claws:** Str+d6, AP 6.





- **Devil:** Ignore penalties for Illumination up to 10"; +4 damage from silvered weapons; −4 damage from acid, cold; immune to fire, poison.
- **Devil Shaping:** Pit fiends can transform nearby lemures into a lesser devil up to three times per day. Ten lemures are needed to shape one bone devil, while 15 are needed to shape one ice devil. The transformation takes a full minute.
- **Entangle:** When a pit fiend hits a Normal or smaller sized creature with its tail, the victim is Entangled, or Bound with a raise.
- **Fast Regeneration:** These devils may attempt a natural healing roll every round unless the Wounds were caused by silvered weapons or divine powers.
- **Flight:** Pace 9.
- **Infection:** A victim Shaken or Wounded by a Pit Fiend's bite must make a Vigor roll (at −2 with a raise on the attack) to resist a Debilitating disease.
- **Innate Powers:** Major *dispel* (Area Effect, Multiple Powers), minor *mind link, teleport* (Greater Teleport, self), major *wish* (once per year), major *zombie* (Permanent; five times per day, no more than 20 at once).
- **Poison (–2):** The pit fiends bite contains a Mild poison.
- **Size 4 (Large):** Pit fiends stand 14' tall with wingspans of 20'. They weigh at least 1,000 lbs. They can take one extra Wound.
- **Summon:** Any devil, once per day.
- **Tail:** Str+d6, AP 4.

Languages: Celestial, Common, Draconic, Infernal.

DOG/WOLF

The stats below are for large attack dogs, as well as wolves, hyenas, and the like.

Type: Neutral Animal (Dog/Wolf)
Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d6, Vigor d6
Skills: Athletics d8, Fighting d6, Notice d10, Stealth d8
Pace: 8; **Parry:** 5; **Toughness:** 4
Edges: Alertness
Special Abilities:

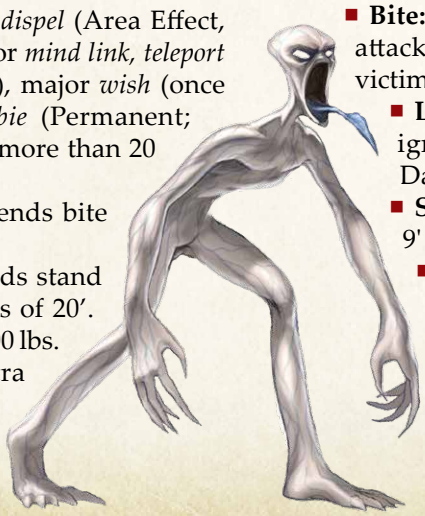
- **Bite:** Str+d4.
- **Low Light Vision:** A dog or wolf ignores penalties for Dim and Dark Illumination.
- **Size −1:** The heads of these canines come to an average human's waist, and they weigh about 60 pounds.
- **Speed:** d10 running die.

WOLF, DIRE

These large and feral canines are often used by orcs as attack dogs. They may also be found roaming in packs in the deepest, darkest woods.

Type: Neutral Animal (Wolf, Dire)
Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d10, Vigor d8
Skills: Athletics d8, Fighting d8, Intimidation d10, Notice d10, Stealth d8
Pace: 8; **Parry:** 6; **Toughness:** 10 (2)
Edges: Alertness
Special Abilities:

- **Armor +2:** Thick furry hide.
- **Bite:** Str+d6, AP 2. A raise on the attack staggers a Size 1 or smaller victim, making him Vulnerable.
- **Low Light Vision:** Dire wolves ignore penalties for Dim and Dark Illumination.
- **Size 2:** Dire wolves are around 9' long and 800lbs.
- **Speed:** d10 running die.



DOPPELGANGER

These strange beings take the shape and abilities of other humanoids. Accomplished

mimics, they often live among human communities without ever revealing their true form. Their abilities make them excellent spies and assassins; they sometimes ally themselves with powerful authorities, serving until it no longer suits their whim.

Doppelgangers revert to their natural form when killed. They can also assume their natural appearance at will, with a fearsome effect. They appear as slender humans with hairless gray skin, bulbous eyes and long arms. Their nebulous facial features give the impression of a creature not yet fully-formed.

Type: Neutral Monstrous Humanoid (Doppelganger)
Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d6
Skills: Athletics d4, Common Knowledge d6, Fighting d8, Notice d6, Persuasion d8, Stealth d6, Thievery d4
Pace: 6; **Parry:** 6; **Toughness:** 7 (2)
Edges: Combat Reflexes, Dodge, Extraction
Gear: Same as their last victim.
Special Abilities:
- **Armor +2:** Rubbery hide.
- **Claws:** Str+d6.
- **Darkvision:** Doppelgangers ignore penalties for Illumination up to 10".
- **Immunity:** *Puppet, slumber*.
- **Innate Powers:** Major *disguise* (Size, no Notice roll to detect disguise), Major *mind reading* (Spirit; once per character per encounter).

Languages: Common.

DRAGON

Dragons are fearsome monsters that bring doom and despair to the communities they ravage. Dragons, especially adults, are often more than a match for even a party of experienced adventurers. Their breath weapons can destroy flora and fauna, not to mention the infrastructure of humanoid settlements.

These beasts are quite intelligent as well, and use all of their advantages when confronted by would-be dragon-slayers.

True dragons are divided into two broad categories: chromatic and metallic. In Golarion, chromatic dragons are almost universally evil, seeking only to slake their endless lust for food, treasure, and bloodshed. Metallic dragons are generally good and often protect the lands and peoples under their care.

DRAGON AGE

Dragons vary in age and size. The base profiles are for a young dragon, with all the creature's statistics and Special Abilities. Additional profiles are listed for adults and wyrmlings, which build up or scale down from the base statistics.

ADULT

This profile lists all Traits, Derived Statistics, and Edges. Adults have the same Special Abilities as their base counterpart, with any adjustments listed. Adults are Wild Cards and so they aren't Resilient or Very Resilient.

WYRMLING

This profile lists all Traits, Derived Statistics, and Edges. Wyrmlings have the same Special Abilities as their base counterpart, with any adjustments listed. Wyrmlings haven't developed arcane abilities, and thus have no Arcane Background or powers and are Resilient instead of Very Resilient.

BLACK DRAGON

Hissing green acid drips from the fanged maw of this black-scaled, horned dragon.

Type: Evil Dragon (Black Dragon)
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12, Vigor d10
Skills: Athletics d8, Common Knowledge d4, Fighting d8, Intimidation d8, Notice d8, Persuasion d4, Stealth d10
Pace: 9; **Parry:** 6; **Toughness:** 13 (4)
Edges: Dodge, Frenzy, Quick
Special Abilities:
- **Breath Weapon (Acid):** Stream Template, 3d6 damage. May breathe while submerged.
- **Aquatic:** Pace 9.
- **Armor +4:** Scaly hide.

- **Bite/Claws:** Str+d6, AP 2.
- **Dragon:** Ignore penalties for Illumination; immune to acid, paralysis, *slumber*, Stun; ignore up to 4 points of Scale penalties when attacking; minor *detect arcana.*
- **Flight:** Pace 24.
- **Size 2:** Black dragons are 9 feet long from nose to tail and weigh around 1,000 lbs.
- **Swamp Stride:** Black dragons move through swamps, bogs, and quicksand with ease. They ignore movement penalties for Difficult Ground in such terrain.
- **Speak with Reptiles:** Black dragons can speak with any reptiles.
- **Very Resilient:** These dragons can take two Wounds before they're Incapacitated.

Languages: Draconic.

Black Dragon, Adult

As Black Dragon with the following updates:

Type: Evil Dragon (Black Dragon)
Attributes: Agility d6, Smarts d8, Spirit d8, Strength d12+2, Vigor d12
Skills: Athletics d8, Common Knowledge d6, Fighting d10, Intimidation d10, Notice d8, Occult d10, Persuasion d10, Spellcasting d8, Stealth d10
Pace: 9; **Parry:** 7; **Toughness:** 18 (5)
Edges: Arcane Background (Magic), Arcane Resistance, Dodge, Frenzy (Imp), Quick
Powers: *Light/darkness, mind link, protection.*
Power Points: 10.
Special Abilities:

- **Breath Weapon (Acid):** Stream Template, 4d6 damage. May breathe while submerged.
- **Armor +5:** Scaly hide.
- **Bite/Claws:** Str+d8, AP 2.
- **Corrupt Water:** Once per day, a black dragon can stagnate 10 cubic feet of still water up to 60 yards away, making it foul and unable to support water-breathing life. The ability spoils liquids containing water and ruins liquid-based magic items (such as potions).
- **Fear (–2):** The frightful presence of dragons causes Fear checks at –2.
- **Size 5 (Large):** Adult black dragons are 18 feet long from nose to tail and weigh around 4 tons. They take one extra Wound.

Languages: Common, Draconic, Giant.

Black Dragon, Wyrmling

As Black Dragon with the following updates:

Type: Evil Dragon (Black Dragon)
Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d8, Common Knowledge d4, Fighting d6, Intimidation d6, Notice d6, Persuasion d4, Stealth d12
Pace: 9; **Parry:** 5; **Toughness:** 6 (2)
Edges: —
Special Abilities:





- **Breath Weapon (Acid):** Stream Template, 2d6 damage. May breathe while submerged.
- **Armor +2:** Scaly hide.
- **Bite/Claws:** Str+d6.
- **Flight:** Pace 12.
- **Resilient:** Wyrmlings can take one Wound before they're Incapacitated.
- **Size –1:** Wyrmlings are small creatures.

Languages: Draconic.

BLUE DRAGON

With scales the color of the desert sky, this large, serpentine dragon moves with an unsettling grace.

Type: Evil Dragon (Blue Dragon)
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+1, Vigor d10
Skills: Athletics d6, Common Knowledge d6, Fighting d8, Intimidation d8, Notice d8, Persuasion d6, Spellcasting d8, Stealth d6, Survival d8
Pace: 7; **Parry:** 6; **Toughness:** 14 (3)
Edges: Arcane Background (Magic), Dodge, Frenzy
Powers: *Sound.* **Power Points:** 5.
Special Abilities:

- **Armor +3:** Scaly hide.
- **Bite/Claws:** Str+d6, AP 2.
- **Breath Weapon (Electricity):** Stream Template, 3d6 damage.
- **Burrow (4"):** Blue dragons can burrow underground.
- **Desert Thirst:** Blue dragons can create or destroy two gallons of water as a limited free action, at a range of 5" (10 yards).
- **Dragon:** Ignores penalties for Illumination; immune to electricity, paralysis, *slumber*, Stun; ignore up to 4 points of Scale penalties when attacking; minor *detect arcana.*
- **Flight:** Pace 24.
- **Size 4 (Large):** Blue dragons are creatures of immense stature. They take one extra Wound.
- **Very Resilient:** These dragons can take two Wounds before they're Incapacitated.

Languages: Common, Draconic.

BLUE DRAGON, ADULT

Type: Evil Dragon (Blue Dragon)
Attributes: Agility d6, Smarts d8, Spirit d8, Strength d12+3, Vigor d12
Skills: Athletics d6, Common Knowledge d8, Fighting d10, Intimidation d8, Notice d10, Occult d10, Persuasion d8, Spellcasting d8, Stealth d6, Survival d8
Pace: 7; **Parry:** 7; **Toughness:** 18 (3)
Edges: Arcane Background (Magic), Arcane Resistance, Dodge, Frenzy (Imp), Level Headed

Powers: *Boost Trait, environmental protection, illusion, invisibility, protection, sound.* **Power Points:** 25.

Special Abilities:

- **Bite/Claws:** Str+d8+d6 (electricity), AP 2.
- **Breath Weapon (Electricity):** Stream Template, 4d6 damage.
- **Electrical Aura:** At the end of the dragon's turn, all adjacent foes take 2d4 damage.
- **Fear (–2):** The frightful presence of dragons causes Fear checks at –2.
- **Size 7 (Large):** Adult blue dragons are creatures of immense stature. They take one extra Wound.

Languages: Auran, Common, Draconic, Giant.

BLUE DRAGON, WYRMLING

Type: Evil Dragon (Blue Dragon)
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d4, Fighting d6, Intimidation d6, Notice d8, Persuasion d6, Stealth d10
Pace: 7; **Parry:** 5; **Toughness:** 7 (3)
Edges: —
Special Abilities:

- **Bite/Claws:** Str+d6.
- **Breath Weapon (Electricity):** Stream Template, 2d6 damage.
- **Flight:** Pace 18.
- **Resilient:** Wyrmlings can take one Wound before they're Incapacitated.
- **Size –1:** Wyrmlings are small creatures.

Languages: Draconic.

BRASS DRAGON

A crest of horns sweeps back from the head of this metallic dragon, leading to a long neck and serpentine brass body.

Type: Good Dragon (Brass Dragon)
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12, Vigor d10
Skills: Athletics d8, Common Knowledge d6, Fighting d8, Healing d8, Notice d8, Persuasion d10, Spellcasting d6, Stealth d4
Pace: 9; **Parry:** 6; **Toughness:** 12 (3)
Edges: Arcane Background (Magic), Dodge, Frenzy, Linguist, Quick
Powers: *Light, puppet, mind link, speak language.* **Power Points:** 10.
Special Abilities:

- **Armor +3:** Scaly hide.
- **Bite/Claws:** Str+d6, AP 2.
- **Breath Weapon (Fire):** Stream Template, 3d6 damage.
- **Breath Weapon (Slumber):** Cone Template (sleep gas), major *slumber.*
- **Burrow (6"):** Brass dragons can burrow underground.
- **Dragon:** Ignores penalties for Illumination; immune to fire, paralysis, *slumber*, Stun; +4 damage from cold; ignores up to 4 points of Scale penalties when attacking; minor *detect arcana.*
- **Flight:** Pace 18.
- **Innate Powers:** Major *darkness* (blizzard), major *elemental manipulation* (sand only).
- **Size 2:** Brass dragons are 9 feet long from nose to tail and weigh around 1,000 lbs.
- **Speak with Animals:** Brass dragons can speak with any animals.
- **Very Resilient:** These dragons can take two Wounds before they're Incapacitated.

Languages: Common, Draconic, and any eight others (GM's call).

BRASS DRAGON, ADULT

Type: Good Dragon (Brass Dragon)
Attributes: Agility d6, Smarts d10, Spirit d8, Strength d12+2, Vigor d12
Skills: Athletics d8, Common Knowledge d8, Fighting d10, Healing d10, Notice d12, Persuasion d12, Spellcasting d6, Stealth d4, Survival d10
Pace: 9; **Parry:** 7; **Toughness:** 17 (4)
Edges: Arcane Background (Magic), Arcane Resistance, Dodge, Frenzy (Imp), Level Headed, Linguist
Powers: *Deflection, disguise, dispel, environmental protection, light, mind link, mind reading, puppet, sound, speak language.* **Power Points:** 25.
Special Abilities:

- **Armor +4:** Scaly hide.
- **Bite/Claws:** Str+d8, AP 2.
- **Breath Weapon (Fire):** Stream Template, 4d6 damage.
- **Breath Weapon (Slumber):** Cone Template (sleep gas), major *slumber* at –2.
- **Desert Wind:** As an action, the dragon can call forth a small sandstorm that functions as minor *blind* for everyone in a Medium Blast Template.
- **Fear (–2):** The frightful presence of dragons causes Fear checks at –2.
- **Flight:** Pace 24.

- **Size 5 (Large):** Adult brass dragons are 18 feet long from nose to tail and weigh around 4 tons. They take one extra Wound.

Languages: Common, Draconic, and any 14 others (GM's call).



Brass Dragon, Wyrmling

Type: Good Dragon (Brass Dragon)
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d8, Common Knowledge d4, Fighting d6, Notice d6, Persuasion d6, Stealth d4
Pace: 9; **Parry:** 5; **Toughness:** 7 (3)
Edges: —
Special Abilities:

- **Bite/Claws:** Str+d6.
- **Breath Weapon (Fire):** Stream Template, 2d6 damage.
- **Breath Weapon (Slumber):** Small Cone Template (sleep gas), minor *slumber*.
- **Flight:** Pace 12.
- **Resilient:** Wyrmlings can take one Wound before they're Incapacitated.
- **Size –1:** Wyrmlings are small creatures.

Languages: Common, Draconic, and any three others (GM's call).

Bronze Dragon

This sleek metallic dragon is covered in dull metallic scales that range in color from shining bronze to mottled blue.

Type: Good Dragon (Bronze Dragon)
Attributes: Agility d6, Smarts d8, Spirit d8, Strength d12+1, Vigor d10
Skills: Athletics d6, Common Knowledge d6, Fighting d8, Intimidation d10, Notice d10, Occult d10, Persuasion d10, Spellcasting d8, Stealth d8
Pace: 7; **Parry:** 6; **Toughness:** 13 (3)
Edges: Arcane Background (Magic), Dodge, Frenzy
Powers: *Light, mind link.* **Power Points:** 5.
Special Abilities:

- **Aquatic:** Pace 9.
- **Armor +3:** Scaly hide.
- **Bite/Claws:** Str+d6, AP 2.
- **Breath Weapon (Electricity):** Stream Template, 3d6 damage. May breath while submerged.
- **Breath Weapon (Repulsion):** Cone Template (repulsion gas). Anyone in the template must make a Spirit roll (at –2 with a raise on the Athletics roll) or Panic for d4+1 turns (see **Fear** in *Savage Pathfinder*).
- **Dragon:** Ignores penalties for Illumination; immune to electricity, paralysis, *slumber*, Stun; ignore up to 4 points of Scale penalties when attacking; minor *detect arcana.*
- **Flight:** Pace 24.
- **Shape Change:** Bronze dragons can take any animal or humanoid form, up to three times per day.

- **Size 3:** Bronze dragons stand around 12 feet long from nose to tail and weigh nearly 2,000 lbs.
- **Speak with Animals:** Bronze dragons can speak with any animals.
- **Very Resilient:** These dragons can take two Wounds before they're Incapacitated.

Languages: Aquan, Common, Draconic, Elven.

Bronze Dragon, Adult

Type: Good Dragon (Bronze Dragon)
Attributes: Agility d6, Smarts d12, Spirit d10 Strength d12+3, Vigor d12
Skills: Athletics d6, Common Knowledge d8, Fighting d12, Intimidation d12, Notice d12, Occult d10, Persuasion d12, Spellcasting d10, Stealth d8
Pace: 7; **Parry:** 8; **Toughness:** 18 (3)
Edges: Arcane Background (Magic), Arcane Resistance, Dodge, Frenzy (Imp)
Powers: *Boost Trait*, *deflection*, *dispel*, *illusion*, *light*, *mind link*, *protection*, *sloth/speed*. **Power Points:** 20.
Special Abilities:

- **Armor +3:** Scaly hide.
- **Bite/Claws:** Str+d8, AP 2.
- **Breath Weapon (Electricity):** Stream Template, 4d6 damage. May breath while submerged.
- **Conjure Food and Water:** This dragon can conjure nourishing food and water for up to 10 humanoids per day.
- **Fear (–2):** The frightful presence of dragons causes Fear checks at –2.
- **Size 7 (Large):** Adult bronze dragons are creatures of immense stature. They take one extra Wound.

Languages: Aquan, Common, Draconic, Dwarven, Elven, Gnome, Halfling.

Bronze Dragon, Wyrmling

Type: Good Dragon (Bronze Dragon)
Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6





Skills: Athletics d6, Common Knowledge d6, Fighting d6, Intimidation d6, Notice d6, Occult d6, Persuasion d6, Stealth d8
Pace: 7; **Parry:** 5; **Toughness:** 7 (3)
Edges: —
Special Abilities:
- **Armor +3:** Scaly hide.
- **Bite/Claws:** Str+d6, AP 2.
- **Breath Weapon (Electricity):** Stream Template, 2d6 damage. May breath while submerged.
- **Flight:** Pace 18.
- **Resilient:** Wyrmlings can take one Wound before they're Incapacitated.
- **Size −1:** Wyrmlings are small creatures.

Languages: Aquan, Common, Draconic.

COPPER DRAGON

Bright, metallic copper scales run from the horn-crowned head to the ridged tail of this long-winged dragon.

Type: Good Dragon (Copper Dragon)
Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12, Vigor d10
Skills: Athletics d6, Common Knowledge d6, Fighting d8, Notice d8, Performance d6, Persuasion d8, Spellcasting d8, Stealth d8, Taunt d6, Thievery d6
Pace: 7; **Parry:** 6; **Toughness:** 12 (3)
Edges: Arcane Background (Magic), Danger Sense, Dodge, Frenzy, Quick
Powers: *Light*, *mind link*, *sloth*, *sound.* **Power Points:** 10.
Special Abilities:
- **Armor +3:** Scaly hide.
- **Bite/Claws:** Str+d6, AP 2.
- **Breath Weapon (Acid):** Stream Template, 3d6 damage.
- **Breath Weapon (Slow):** Cone Template (gas), major *sloth.*
- **Dragon:** Ignores penalties for Illumination; immune to acid, paralysis, *slumber*, Stun; ignore up to 4 points of Scale penalties when attacking; minor *detect arcana.*
- **Flight:** Pace 18.
- **Innate Powers:** Major *wall walker* (stone only).
- **Size 2:** Copper dragons are 9′ long from nose to tail and weigh around 1,000 lbs.
- **Very Resilient:** These dragons can take two Wounds before they're Incapacitated.

Languages: Common, Draconic, Gnome.

COPPER DRAGON, ADULT

Type: Good Dragon (Copper Dragon)
Attributes: Agility d6, Smarts d10, Spirit d10, Strength d12+2, Vigor d12
Skills: Athletics d6, Common Knowledge d6, Fighting d12, Notice d12, Performance d10, Persuasion d12, Spellcasting d10, Stealth d8, Taunt d8, Thievery d10
Pace: 7; **Parry:** 8; **Toughness:** 17 (4)
Edges: Arcane Background (Magic), Arcane Resistance, Danger Sense, Dodge, Extraction, Frenzy (Imp), Quick, Provoke
Powers: *Bolt*, *deflection*, *dispel*, *illusion*, *invisibility*, *light*, *mind link*, *sloth*, *sound*. **Power Points:** 25.
Special Abilities:

- **Armor +4:** Scaly hide.
- **Bite/Claws:** Str+d8, AP 2.
- **Breath Weapon (Acid):** Stream Template, 4d6 damage.
- **Breath Weapon (Slow):** Cone Template (gas), major *sloth*. –2 to Spirit rolls to resist.
- **Fear (–2):** The frightful presence of dragons causes Fear checks at –2.
- **Flight:** Pace 18.
- **Innate Powers:** Major *elemental manipulation* (stone).
- **Size 5 (Large):** Copper dragons are 18' long from nose to tail and weigh around 4 tons. They can take one extra Wound.

Languages: Common, Draconic, Gnome.

COPPER DRAGON, WYRMLING

Type: Good Dragon (Copper Dragon)
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d4, Fighting d6, Notice d6, Performance d6, Persuasion d6, Stealth d10, Taunt d6, Thievery d4
Pace: 7; **Parry:** 5; **Toughness:** 7 (3)
Edges: Quick
Special Abilities:

- **Bite/Claws:** Str+d6.
- **Breath Weapon (Acid):** Stream Template, 2d6 damage.
- **Breath Weapon (Slow):** Small Cone Template (gas), minor *sloth*.
- **Flight:** Pace 12.
- **Resilient:** Wyrmlings can take one Wound before they're Incapacitated.
- **Size –1:** Wyrmlings are small creatures.

Languages: Common, Draconic.

GOLD DRAGON

Golden metallic scales cover the body of this majestic dragon, and a regal crest of horns arches backward above wise and piercing eyes.

Type: Good Dragon (Gold Dragon)
Attributes: Agility d6, Smarts d8, Spirit d8, Strength d12+2, Vigor d12
Skills: Athletics d6, Common Knowledge d10, Fighting d10, Healing d10, Notice d8, Persuasion d10, Spellcasting d10, Stealth d4
Pace: 9; **Parry:** 7; **Toughness:** 15 (4)
Edges: Arcane Background (Magic), Dodge, Frenzy, Strong Willed
Powers: *Deflection*, *light*, *protection*, *relief*. **Power Points:** 10.
Special Abilities:

- **Aquatic:** Pace 9.
- **Armor +4:** Scaly hide.
- **Bite/Claws:** Str+d6, AP 2.
- **Breath Weapon (Fire):** Cone Template, 3d6 damage.
- **Breath Weapon (Weakening):** Cone Template (gas), major *lower Trait* (Strength).
- **Detect Gems:** Gold dragons can detect the presence of gems within 100 yards.
- **Dragon:** Ignores penalties for Illumination; immune to fire, paralysis, *slumber*, Stun; +4 damage from cold; ignore up to 4 points of Scale penalties when attacking; minor *detect arcana*.
- **Flight:** Pace 24.
- **Shape Change:** Gold dragons can take any animal or humanoid form, up to three times per day.
- **Size 3:** Gold dragons stand around 12' long from nose to tail and weigh nearly 2,000 lbs.
- **Very Resilient:** These dragons can take two Wounds before they're Incapacitated.

Languages: Common, Draconic, Elven, Halfling.

GOLD DRAGON, ADULT

Type: Good Dragon (Gold Dragon)
Attributes: Agility d6, Smarts d12, Spirit d10, Strength d12+4, Vigor d12+1
Skills: Athletics d6, Common Knowledge d12, Fighting d12, Healing d12, Notice 12, Persuasion d12, Spellcasting d12, Stealth d4
Pace: 9; **Parry:** 8; **Toughness:** 19 (4)
Edges: Arcane Background (Magic), Arcane Resistance, Common Bond, Dodge, Frenzy (Imp), Luck, Strong Willed



Powers: *Arcane protection, boost Trait, deflection, dispel, healing, protection, light, relief.* **Power Points:** 25.

Special Abilities:

- **Bite/Claws:** Str+d8+d6 (fire), AP 2.
- **Breath Weapon (Fire):** Cone Template, 4d6 damage.
- **Breath Weapon (Weakening):** Cone Template (gas), major *lower Trait* (Strength). Spirit rolls to resist are made at −2.
- **Fear (−2):** The frightful presence of dragons causes Fear checks at −2.
- **Size 7 (Large):** Adult gold dragons stand 30 feet tall and weigh 16 tons. They can take one extra Wound.

Languages: Celestial, Common, Dwarven, Draconic, Elven, Halfling.

Gold Dragon, Wyrmling

Type: Good Dragon (Gold Dragon)
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d8
Skills: Athletics d6, Common Knowledge d6, Fighting d8, Healing d8, Notice d8, Persuasion d8, Stealth d4
Pace: 9; **Parry:** 6; **Toughness:** 10 (4)
Edges: —
Special Abilities:

- **Bite/Claws:** Str+d6.
- **Breath Weapon (Fire):** Small Cone Template, 2d6 damage.
- **Breath Weapon (Weakening):** Small Cone Template (gas), minor *lower Trait* (Strength).
- **Flight:** Pace 18.
- **Resilient:** Wyrmlings can take one Wound before they're Incapacitated.
- **Size 0:** Gold wyrmlings are man-sized creatures.

Languages: Common, Draconic, Elven.

Green Dragon

Scales the color of emeralds armor this ferocious acid-breathing dragon. A single sharp horn protrudes from the end of its toothy snout.

Type: Evil Dragon (Green Dragon)
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+1, Vigor d10
Skills: Athletics d6, Common Knowledge d6, Fighting d8, Notice d8, Persuasion d4, Spellcasting d8, Stealth d6, Survival d8
Pace: 7; **Parry:** 6; **Toughness:** 14 (3)
Edges: Arcane Background (Magic), Dodge, Frenzy
Powers: *Entangle.* **Power Points:** 5.
Special Abilities:

- **Aquatic:** Pace 7.
- **Armor +3:** Scaly hide.
- **Bite/Claws:** Str+d6, AP 2.
- **Breath Weapon (Acid):** Cone Template, 3d6 damage. May breath while submerged.



- **Flight:** Pace 24.
- **Dragon:** Ignores penalties for Illumination; immune to acid, paralysis, *slumber*, Stun; ignore up to 4 points of Scale penalties when attacking; minor *detect arcana.*
- **Size 4 (Large):** Green dragons stand around 15 feet long from nose to tail and weigh 2,000 lbs. They can take one extra Wound.
- **Very Resilient:** These dragons can take two Wounds before they're Incapacitated.
- **Woodland Stride:** Green dragons move through grasslands, forests and other green landscapes with ease. They ignore movement penalties for Difficult Ground in such terrain.

Languages: Common, Draconic.

Green Dragon, Adult

Type: Evil Dragon (Green Dragon)
Attributes: Agility d6, Smarts d8, Spirit d8, Strength d12+3, Vigor d12
Skills: Athletics d6, Common Knowledge d6, Fighting d10, Notice d10, Occult d10, Persuasion d6, Spellcasting d10, Stealth d6, Survival d12
Pace: 7; **Parry:** 7; **Toughness:** 18 (3)
Edges: Arcane Background (Magic), Arcane Resistance, Dodge, Frenzy (Imp)
Powers: *Deflection*, *disguise*, *entangle*, *illusion*, *light*, *puppet*, *sound/silence*. **Power Points:** 25.
Special Abilities:

- **Bite/Claws:** Str+d8, AP 2.
- **Breath Weapon (Acid):** Cone Template, 4d6 damage. May breath while submerged.
- **Fear (–2):** The frightful presence of dragons causes Fear checks at –2.
- **Size 7 (Large):** Adult green dragons stand 30 feet tall and weigh 16 tons. They can take one extra Wound.
- **Trackless Step:** Adult green dragons leave little trace of their movements. Enemies make Survival (tracking) rolls at –4.

Languages: Common, Draconic, Elven, Sylvan.

Green Dragon, Wyrmling

Type: Evil Dragon (Green Dragon)
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Fighting d6, Notice d8, Stealth d8, Survival d6
Pace: 7; **Parry:** 5; **Toughness:** 7 (3)

Edges: —
Special Abilities:
- **Aquatic:** Pace 7.
- **Bite/Claws:** Str+d6.
- **Breath Weapon (Acid):** Small Cone Template, 2d6 damage. May breath while submerged.
- **Flight:** Pace 18.
- **Resilient:** Wyrmlings can take one Wound before they're Incapacitated.
- **Size –1:** Wyrmlings are small creatures.

Languages: Draconic.

RED DRAGON

A crown of cruel horns surrounds the head of this mighty fire-breathing dragon. Thick scales the color of molten rock cover its long body.

Type: Evil Dragon (Red Dragon)
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+2, Vigor d10
Skills: Athletics d6, Common Knowledge d6, Fighting d8, Intimidation d8, Notice d8, Persuasion d6, Spellcasting d8, Stealth d6
Pace: 7; **Parry:** 6; **Toughness:** 14 (3)
Edges: Arcane Background (Magic), Dodge, Frenzy
Powers: *Deflection*, *mind link*. **Power Points:** 5.
Special Abilities:
- **Armor +3:** Scaly hide.
- **Bite/Claws:** Str+d6+d6 (fire), AP 2.
- **Breath Weapon (Fire):** Cone Template, 3d6 damage.
- **Dragon:** Ignores penalties for Illumination; immune to fire, paralysis, *slumber*, Stun; +4 damage from cold; ignore up to 4 points of Scale penalties when attacking; minor *detect arcana*.
- **Flight:** Pace 24.
- **Size 4 (Large):** Red dragons stand around 14′ long from nose to tail and weigh over 2,000 lbs. They can take one extra Wound.
- **Very Resilient:** These dragons can take two Wounds before they're Incapacitated.

Languages: Common, Draconic.

RED DRAGON, ADULT

Type: Evil Dragon (Red Dragon)
Attributes: Agility d6, Smarts d8, Spirit d8, Strength d12+4, Vigor d12+1
Skills: Athletics d8, Common Knowledge d8, Fighting d10, Intimidation d10, Notice d10, Occult d8, Persuasion d8, Spellcasting d10, Stealth d6
Pace: 7; **Parry:** 7; **Toughness:** 19 (4)
Edges: Arcane Background (Magic), Arcane Resistance, Dodge, Frenzy (Imp), Level Headed
Powers: *Bolt*, *boost Trait*, *deflection*, *dispel*, *light*, *invisibility*, *mind link*, *speed*. **Power Points:** 25.
Special Abilities:
- **Armor +4:** Scaly hide.



- **Bite/Claws:** Str+d8+d6 (fire), AP 2.
- **Breath Weapon (Fire):** Small Cone Template, 4d6 damage.
- **Innate Powers:** Major *empathy* (Charm).
- **Fear (–2):** The frightful presence of dragons causes Fear checks at –2.
- **Fiery Aura:** At the end of the dragon's turn, all adjacent foes take 2d4 fire damage.



- **Size 7 (Large):** Adult red dragons are 30' long from nose to tail and weigh 16 tons. They can take one extra Wound.

Languages: Common, Draconic, Dwarven, Orc.

RED DRAGON, WYRMLING

Type: Evil Dragon (Red Dragon)
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d6
Skills: Athletics d6, Common Knowledge d4, Fighting d6, Intimidation d6, Notice d8, Persuasion d6, Stealth d10
Pace: 7; **Parry:** 5; **Toughness:** 7 (3)
Edges: —
Special Abilities:

- **Bite/Claws:** Str+d6.
- **Breath Weapon (Fire):** Small Cone Template, 2d6 damage.
- **Flight:** Pace 18.
- **Resilient:** Wyrmlings can take one Wound before they're Incapacitated.
- **Size –1:** Wyrmlings are small creatures.

Languages: Draconic.

SILVER DRAGON

The metallic scales of this tall, elegant dragon shine like polished silver, and its tail has a feathered appearance.

Type: Good Dragon (Silver Dragon)
Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12+1, Vigor d10
Skills: Athletics d8, Common Knowledge d8, Fighting d10, Healing d10, Intimidation d10, Notice d10, Persuasion d10, Spellcasting d10, Stealth d4
Pace: 7; **Parry:** 7; **Toughness:** 13 (3)
Edges: Acrobat, Arcane Background (Magic), Dodge, Frenzy, Strong Willed
Powers: *Boost Trait*, *light*, *mind link*. **Power Points:** 10.
Special Abilities:

- **Armor +3:** Scaly hide.
- **Bite/Claws:** Str+d6, AP 2.
- **Breath Weapon (Ice):** Cone Template, 3d6 damage.
- **Breath Weapon (Paralyzing):** Cone Template (paralyzing gas), major *stun*.
- **Dragon:** Ignores penalties for Illumination; immune to acid, cold, paralysis, *slumber*, Stun; +4 damage from fire; ignore up to 4 points of Scale penalties when attacking; minor *detect arcana*.

- **Cloud Walker:** Silver dragons can walk and run on clouds or fog at their full Pace, as if on solid ground.
- **Flight:** Pace 24.
- **Shape Change:** Silver dragons can take any animal or humanoid form as an action.
- **Size 3:** Silver dragons are 12′ long from nose to tail and weigh around 2,000 lbs.
- **Very Resilient:** These dragons can take two Wounds before they're Incapacitated.

Languages: Auran, Common, Draconic, Giant.

Silver Dragon, Adult

Type: Good Dragon (Silver Dragon)
Attributes: Agility d8, Smarts d12, Spirit d10, Strength d12+3, Vigor d12
Skills: Athletics d8, Common Knowledge d12, Fighting d12, Healing d12, Intimidation d12, Notice d12, Persuasion d12, Spellcasting d12, Stealth d4
Pace: 7; **Parry:** 8; **Toughness:** 19 (4)
Edges: Arcane Background (Magic), Arcane Resistance, Combat Acrobat, Dodge, Frenzy (Imp), Strong Willed
Powers: *Barrier*, *boost Trait*, *deflection*, *dispel*, *divination*, *healing*, *light*, *mind link*. **Power Points:** 25.
Special Abilities:
- **Armor +4:** Scaly hide.
- **Bite/Claws:** Str+d8, AP 2.
- **Breath Weapon (Ice):** Cone Template, 4d6 damage.
- **Breath Weapon (Paralyzing):** Cone Template (paralyzing gas), major *stun*. Vigor rolls to resist are at −2).
- **Fear (−2):** The frightful presence of dragons causes Fear checks at −2.
- **Size 7 (Large):** Adult silver dragons are 30′ long from nose to tail and weigh 16 tons. They can take one extra Wound.

Languages: Auran, Common, Draconic, Dwarven, Giant, Terran.

Silver Dragon, Wyrmling

Type: Good Dragon (Silver Dragon)
Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Fighting d8, Healing d8, Intimidation d8, Notice d8, Persuasion d8, Stealth d4
Pace: 7; **Parry:** 6; **Toughness:** 7 (3)
Edges: —
Special Abilities:
- **Bite/Claws:** Str+d6.
- **Breath Weapon (Ice):** Small Cone Template, 2d6 damage.
- **Breath Weapon (Paralyzing):** Small Cone Template (paralyzing gas), minor *stun*.
- **Flight:** Pace 18.
- **Resilient:** Wyrmlings can take one Wound before they're Incapacitated.
- **Size −1:** Wyrmlings are small creatures.

Languages: Auran, Common, Draconic.

White Dragon

This dragon's scales are a frosty white. Its head is crowned with slender horns, with a thin membrane stretched between them.

Type: Evil Dragon (White Dragon)
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12, Vigor d10
Skills: Athletics d8, Common Knowledge d4, Fighting d8, Intimidation d8, Notice d8, Persuasion d4, Stealth d8
Pace: 6; **Parry:** 6; **Toughness:** 11 (2)
Edges: Dodge, Frenzy, Quick
Special Abilities:
- **Aquatic:** Pace 9.
- **Armor +2:** Scaly hide.
- **Bite/Claws:** Str+d6+d6 (cold), AP 2.
- **Breath Weapon (Ice):** Cone Template, 3d6 damage.
- **Burrow (6″):** White dragons can burrow underground.
- **Dragon:** Ignores penalties for Illumination; immune to cold, paralysis, *slumber*, Stun; +4 damage from fire; ignore up to 4 points of Scale penalties when attacking; minor *detect arcana*.
- **Flight:** Pace 24.
- **Innate Powers:** Major *darkness* (blizzard), major *elemental manipulation* (snow and ice only), major *wall walker* (any icy surface, including vertical or inverted surfaces.
- **Size 2:** White dragons are 9′ long from nose to tail and weigh around 1,000 lbs.
- **Very Resilient:** These dragons can take two Wounds before they're Incapacitated.

Languages: Draconic.

White Dragon, Adult

Type: Evil Dragon (White Dragon)
Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+1, Vigor d10

Skills: Athletics d8, Common Knowledge d6, Fighting d10, Intimidation d10, Notice d12, Occult d10, Persuasion d4, Spellcasting d8, Stealth d8
Pace: 6; **Parry:** 7; **Toughness:** 16 (5)
Edges: Arcane Background (Magic), Arcane Resistance, Dodge, Frenzy (Imp), Quick
Powers: *Bolt*, *boost Trait*, *deflection*, *dispel*, *light*.
Power Points: 20.
Special Abilities:
- **Armor +5:** Scaly hide.
- **Bite/Claws:** Str+d8+d6 (cold), AP 2.
- **Breath Weapon (Ice):** Cone Template, 4d6 damage.
- **Fear (–2):** Anyone who sees a mighty dragon must make a Fear check at –2.
- **Icy Aura:** At the end of the dragon's turn, all adjacent foes take 2d4 cold damage.
- **Size 4 (Large):** Adult white dragons are 15 feet long from nose to tail and weigh around 2 tons. They can take one extra Wound.

Languages: Common, Draconic.

WHITE DRAGON, WYRMLING

Type: Evil Dragon (White Dragon)
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d4, Fighting d6, Notice d6, Persuasion d4, Stealth d10
Pace: 6; **Parry:** 5; **Toughness:** 6 (2)
Edges: —
Special Abilities:
- **Bite/Claws:** Str+d6.
- **Breath Weapon (Ice):** Small Cone Template, 2d6 damage.
- **Flight:** Pace 18.
- **Resilient:** Wyrmlings can take one Wound before they're Incapacitated.
- **Size –1:** Wyrmlings are small creatures.

Languages: Draconic.

DRAGON TURTLE

This massive aquatic creature resembles an unlikely cross between a dragon and a common snapping turtle. Their giant shells vary in color, like their dragon namesakes. An average specimen grows to 25 feet long, from their head to their dragon-like tails.

Dragon turtles inhabit both fresh and salt water, making their lairs in vast underwater caverns. Usually solitary creatures, they claim large territories as their own, hunting large fish and posing threats to shipping routes. They are known to roam the western seas of the Shackles, the waters near the Devil's Drain, and the Embaral Ocean.

Dragon turtles have powerful teeth and claws, a breath weapon, and a natural ability to capsize naval vessels. Sailors have



learned to offer gifts to ensure safe passage on the waterways ruled by these aquatic dragons—who have come to expect such tithes.

Type: Neutral Dragon (Dragon Turtle)
Attributes: Agility d6, Smarts d6, Spirit d10, Strength d12+3, Vigor d12
Skills: Athletics d10, Fighting d10, Intimidate d10, Notice d10, Persuasion d10, Stealth d6, Survival d10
Pace: 5; **Parry:** 7; **Toughness:** 17 (2)
Edges: Mighty Blow, Sweep
Special Abilities:

- **Aquatic:** Pace 6. +2 Stealth rolls underwater.
- **Armor +2:** Hard shell.
- **Bite/Claws:** Str+d8, AP 2.
- **Breath Weapon (Steam):** Cone Template 5d6 damage. May breath while submerged.
- **Capsize:** A dragon turtle can attempt to capsize a ship by making an opposed roll of its Strength against the ship captain's Boating skill.
- **Dragon:** Ignore Illumination penalties; immune to fire, paralysis, *slumber,* Stun.
- **Size 7 (Large):** These huge creatures average 25' long, with shells 15' in diameter. They can take one extra Wound before they're Incapacitated.

Languages: Aquan, Common, Draconic.



DRIDER

Driders are created from the body of a drow, warped and mutated through special poisons and elixirs to take on the characteristics of a giant spider.

A female drider's lower spider body is sleek and graceful like a black widow's body, while its torso and beautiful face retain characteristics of the drow (with the addition of sharp, poisonous fangs). A male drider's lower body is bulky like a tarantula, while its upper body is wiry and its hideous face more spider than drow, complete with fanged mandibles.

Type: Evil Aberration (Drider)
Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d10
Skills: Athletics d8, Common Knowledge d4, Fighting d8, Intimidation d8, Notice d6, Occult d8, Persuasion d4, Shooting d6, Spellcasting d8, Stealth d6
Pace: 6; **Parry:** 6 or 7 (mace); **Toughness:** 11 (2)
Edges: Arcane Background (Magic), Dodge, Trademark Weapon (heavy mace)
Powers: *Bolt, dispel, entangle, illusion, invisibility, lower Trait, protection, puppet.* **Power Points:** 20.
Gear: Masterwork heavy mace (Str+d8, AP 2), masterwork composite bow (Range 12/24/48, Damage Str+d6, AP 2).
Special Abilities:

- **Ancestry (Elf):** Agile, Elven Magic, Low Light Vision, Keen Senses, Slender.
- **Armor +2:** Mutated hide.
- **Bite:** Str+d4.
- **Darkvision:** Driders ignore penalties for Illumination up to 10".
- **Immunity:** *Slumber.*
- **Innate Powers:** Major *detect arcana* (self, all Modifiers), minor *fly* (levitate up or down only), minor *light/darkness*.



- **Poison (–2):** The drider's bite contains a Mild poison.
- **Size 2:** Driders are the size of a horse.
- **Wall Walker:** Driders can walk on vertical or inverted surfaces at their full Pace.
- **Webbing:** Driders can cast webs from their thorax that are the size of Small Blast Templates. This is an Athletics roll with a Range of 6". A hit means the victim is Entangled, or Bound with a raise.

Languages: Common, Elven, Undercommon.

DROW

Drow society is corrupt and evil, ruling vast subterranean cities through fear and might. Many worship demons and enslave other peoples, and so are among the underworld's most feared and despised denizens.

A powerful nobility rules over drow society. The nobles are governed by sadistic and dangerous matriarchs who constantly plot and scheme against rival houses — and lesser kin within their own families. The majority of drow are common soldiers and decadent citizenry, using this base profile.

Type: Evil Humanoid (Drow)
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d4, Fighting d6, Intimidation d6, Notice d6, Occult d4, Persuasion d4, Shooting d6, Stealth d6
Pace: 6; **Parry:** 5 or 6 (rapier); **Toughness:** 6 (2)
Edges: —
Gear: Rapier (Str+d4), hand crossbow (Range 5/10/20, Damage 2d4), light leather armor (+2), 2× Knockout poison.
Special Abilities:

- **Ancestry (Elf):** Agile, (Elves), Elven Magic, Intelligence, Low Light Vision, Keen Senses, Slender.
- **Darkvision:** Drow ignore penalties for Illumination up to 10".
- **Immunity:** *Slumber.*
- **Innate Powers:** Minor *light* (once per day), minor *darkness* (once per day).
- **Weakness (Light):** Drow subtract 1 from Trait rolls requiring sight in bright light.

Languages: Elven, Undercommon.

DROW PRIESTESS: Vigor d8 (Toughness 7(2)), Fighting d8 (Parry 6 or 7), are Resilient

or

DROW INFILTRATOR: Strength d8, Stealth d8, Extraction, are Very Resilient

DROW NOBLE

Drow society tends to be matriarchal, with nobles defined by their Class Edges. The following profile representing a typical matriarch priestess.

Type: Evil Humanoid (Drow Cleric)
Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Athletics d8, Common Knowledge d6, Faith d8, Fighting d8, Intimidation d8, Notice d6, Occult d6, Persuasion d4, Shooting d8, Stealth d6
Pace: 6; **Parry:** 6, 7, or 9 (rapier, shield); **Toughness:** 9 (4)
Edges: Cleric, Extraction, Frenzy.
Powers: *Boost Trait*, *deflection*, *dispel*, *fear*, *healing*, *puppet*, *silence.* **Power Points:** 15.
Gear: Masterwork rapier (Str+d4, AP 1), hand crossbow (Range 5/10/20, Damage 2d4), masterwork plate corselet (+4), medium shield (+2 Parry, –2 Cover), 2× Knockout poison.

Special Abilities:

- **Ancestry (Elf):** Agile, Elven Magic, Intelligent, Low Light Vision, Keen Senses, Slender.
- **Class Abilities (Cleric):** Arcane Background (Cleric, Lamashtu), Channel Energy, Vow.
- **Darkvision:** Drow ignore penalties for Illumination up to 10".
- **Immunity:** *Slumber.*
- **Innate Powers:** Minor *fly* (levitate up or down only), minor *light/darkness*.
- **Weakness (Light):** Drow subtract 1 from Trait rolls requiring sight in bright light.

Languages: Elven, Undercommon.

DRYAD

Dryads are tree-based fey who live in secluded woodlands far from humanoid settlements. They appear as comely humanoids with wooden skin and leaves or blossoms for hair.

These good and benign creatures are nimble but not very strong. They use bows and other weapons in defense, in addition to their potent magic abilities.

Each Dryad is bound to a single tree, usually an oak. The creature sickens and eventually dies if it strays more than 300 yards from its tree. Dryads dwell in all forests of Avistan, although the largest populations exist in the Mwangi Expanse.

Type: Good Fey (Dryad)
Attributes: Agility d8, Smarts d6, Spirit d10, Strength d6, Vigor d6
Skills: Athletics d8, Common Knowledge d8, Fighting d8, Notice d10, Persuasion d6, Shooting d8, Spellcasting d8, Stealth d10, Survival d6
Pace: 6; **Parry:** 6; **Toughness:** 9 (4)
Edges: Arcane Background (Magic), Attractive, Charismatic
Powers: *Empathy*, *slumber.* **Power Points:** 15.
Gear: Dagger (Str+d4), masterwork longbow (Range 15/30/60, Damage 2d6, AP 2).
Special Abilities:

- **Armor +4:** Enchanted skin.
- **Fey:** Ignore penalties for Dim and Dark Illumination; +4 damage from cold iron.
- **Innate Powers:** Minor *entangle* (LBT).
- **Speak with Plants:** Dryads can communicate freely with all plant life.
- **Tree Meld:** A dryad can meld into or out of a tree as a limited action. She can remain melded with a tree as long as she wishes.
- **Weakness (Tree Dependent):** Beyond 300 yards of its tree, a dryad suffers a level of Fatigue. After an hour, it is Exhausted. Every 24 hours, it must make a Vigor roll or suffer Energy Drain (Vigor). The dryad can perform a ritual to bond to a new tree.

Languages: Common, Elven, Sylvan.

ELEMENTALS

Elementals are living spirits of earth, fire, water, or air. Below are the standard elementals, as well as their elder and small variants.

Elder: The profile lists all Traits, Derived Statistics, and Edges. The Elder elemental has the same Special Abilities as its base counterpart, with any adjustments listed.

Small: The profile lists all Traits, Derived Statistics, and Edges. The Small elemental has the same Special Abilities as its base counterpart, with any adjustments listed.

COMMON ABILITIES





- **Elemental:** No additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe, immune to disease and poison; ignore penalties for Illumination up to 10".

AIR ELEMENTAL

This cloud-like creature has dark hollows reminiscent of eyes and a mouth, and a howling wind whips it into ominous shapes.

Type: Neutral Outsider (Air Elemental)
Attributes: Agility d12, Smarts d4, Spirit d6, Strength d10, Vigor d8
Skills: Athletics d10, Fighting d8, Notice d6, Occult d4, Shooting d8, Stealth d8
Pace: —; **Parry:** 6; **Toughness:** 10
Edges: —
Special Abilities:

- **Air Mastery:** Airborne creatures suffer a –1 penalty to attack air elementals.
- **Bash:** Str+d6.
- **Flight:** Pace 12.
- **Gaseous Form:** Can pass through cracks in doors or windows, bubble through water, etc.
- **Immunity:** Air or wind-based effects.
- **Size 4 (Large):** An air elemental is 16 feet long and weighs 4 pounds. It can take one extra Wound.
- **Swat:** Ignores 4 points of Scale penalties.
- **Wind Blast:** Air elementals can send directed blasts of air to push their foes away. They may choose one target or a Cone Template, and use Shooting for the roll. Those affected make a Strength roll (at –2 if the elemental gets a raise) or are hurled 2d6". Anyone who strikes a hard object (such as a wall) takes 2d4 non-lethal damage.

AIR ELEMENTAL, ELDER

Attributes: Agility d12+3, Smarts d4, Spirit d8, Strength d12+2, Vigor d10
Skills: Athletics d10, Fighting d10, Intimidation d10, Notice d8, Occult d8, Shooting d10, Stealth d8
Pace: —; **Parry:** 7; **Toughness:** 15
Edges: Extraction, Frenzy, Quick
Special Abilities:

- **Bash:** Str+d6, AP 2.
- **Size 8 (Huge):** An elder air elemental is 40 feet long and weighs 12 lbs. It can take two extra Wounds.

AIR ELEMENTAL, SMALL

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d8, Fighting d6, Notice d6, Occult d4, Shooting d6, Stealth d8
Pace: —; **Parry:** 5; **Toughness:** 4
Special Abilities:

- **Size –1:** A small air elemental is 4 feet long and weighs 1 lbs.

EARTH ELEMENTAL

This hulking, roughly humanoid creature of dirt and stone explodes up from the earth, faceless save for two glowing gemstone eyes.

Type: Neutral Outsider (Earth Elemental)
Attributes: Agility d4, Smarts d4, Spirit d6, Strength d12+1, Vigor d8
Skills: Athletics d6, Fighting d8, Notice d6, Occult d4, Stealth d6
Pace: 5; **Parry:** 6; **Toughness:** 12 (2)
Edges: —
Special Abilities:

- **Armor +2:** Rocky hide.
- **Bash:** Str+d6.
- **Burrow (5"):** Earth elementals can meld into and out of the ground.
- **Earth Mastery:** An earth elemental gets a free reroll on attack and damage rolls if both it and its target are touching the ground.

- **Immunity:** Immune to earth-based attacks (including thrown stones or powers with earth, mud, stone, or sand Trappings).
- **Size 4 (Large):** An earth elemental is 16 feet long and weighs 6,000 pounds. It can take one extra Wound.
- **Swat:** Ignores 4 points of Scale penalties.

Earth Elemental, Elder

Attributes: Agility d4, Smarts d4, Spirit d8, Strength d12+4, Vigor d8
Skills: Athletics d6, Fighting d10, Notice d8, Occult d8, Stealth d6
Pace: 5; **Parry:** 7; **Toughness:** 16 (2)
Edges: Sweep
Special Abilities:
- **Bash:** Str+d6, AP 2.
- **Size 8 (Huge):** An elder earth elemental is 40 feet long and weighs 60,000 lbs. It can take two extra Wounds.



Earth Elemental, Small

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d8, Vigor d8
Skills: Athletics d6, Fighting d6, Notice d6, Occult d4, Stealth d6
Pace: 5; **Parry:** 5; **Toughness:** 7 (2)
Special Abilities:
- **Size −1:** A small earth elemental is 4 feet long and weighs 80 lbs.

Fire Elemental

This creature looks like a living, mobile bonfire, tongues of flame reaching out in search of things to burn.

Type: Neutral Outsider (Fire Elemental)
Attributes: Agility d12, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Fighting d8, Intimidate d6, Notice d6, Occult d4
Pace: 8; **Parry:** 6; **Toughness:** 9
Edges: —
Special Abilities:
- **Bash:** Str+d6.
- **Burn:** Anyone hit by a fire elemental's bash must make an Evasion roll or catch fire, taking 2d6 initial damage.
- **Environmental Weakness:** Cold.
- **Immunity:** Fire.



- **Size 4 (Large):** This fire elemental is 16 feet long and weighs 4 pounds. It can take one extra Wound.
- **Swat:** Ignores 4 points of Scale penalties.

Fire Elemental, Elder

Attributes: Agility d12+1, Smarts d4, Spirit d8, Strength d12+2, Vigor d10
Skills: Athletics d6, Fighting d10, Intimidation d10, Notice d8, Occult d8
Pace: 8; **Parry:** 7; **Toughness:** 15
Edges: Extraction, Frenzy
Special Abilities:
- **Bash:** Str+d6, AP 2.
- **Size 8 (Huge):** An elder fire elemental is 40 feet long and weighs 12 lbs. It can take two extra Wounds.

Fire Elemental, Small

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Fighting d6, Intimidate d6, Notice d6, Occult d4
Pace: 8; **Parry:** 5; **Toughness:** 4
Special Abilities:

- **Size –1:** A small fire elemental is 4 feet long and weighs 2 lbs.

WATER ELEMENTAL

This translucent creature's shape shifts between a spinning column of water and a crashing wave.

Type: Neutral Outsider (Water Elemental)
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d8
Skills: Athletics d6, Fighting d8, Notice d6, Occult d4, Shooting d8, Stealth d6
Pace: 5; **Parry:** 6; **Toughness:** 10
Edges: Sweep (Imp)
Special Abilities:

- **Aquatic:** Pace 12.
- **Bash:** Str+d6.
- **Drench:** The elemental extinguishes any flames it comes into contact with.
- **Immunity:** Immune to water-based attacks.
- **Seep:** Can squeeze through any porous gap as if it were Difficult Ground.
- **Size 4 (Large):** This water elemental is 16 feet long and weighs 2,250 pounds. It can take one extra Wound.
- **Swat:** Ignores 4 points of Scale penalties.
- **Water Blast:** Water elementals can send directed blasts of water to push their foes away. They may choose one target or a Cone Template, and use Shooting for the roll. Those affected make a Strength roll (at –2 if the elemental gets a raise) or are hurled 2d6". Anyone who strikes a hard object (such as a wall) takes 2d4 non-lethal damage.
- **Water Mastery:** A water elemental gets a free reroll on attack and damage rolls if both it and its target are touching water.



WATER ELEMENTAL, ELDER

Attributes: Agility d12, Smarts d4, Spirit d8, Strength d12+3, Vigor d8
Skills: Athletics d12, Fighting d10, Notice d8, Occult d8, Shooting d10, Stealth d6
Pace: 5; **Parry:** 7; **Toughness:** 14
Special Abilities:

- **Bash:** Str+d6, AP 2.
- **Size 8 (Huge):** An elder water elemental is 40 feet long and weighs 24,000 lbs. It can take two extra Wounds.

WATER ELEMENTAL, SMALL

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8
Skills: Athletics d6, Fighting d6, Notice d6, Occult d4, Shooting d6, Stealth d6
Pace: 5; **Parry:** 5; **Toughness:** 5
Special Abilities:

- **Size –1:** A small water elemental is 4 feet long and weighs 34 lbs.

ELEPHANT

These large herbivores wander the plains of Golarion in family herds. Common elephants dwell in warmer climes, while mammoths inhabit colder regions, such as the northern reaches of Avistan and the Crown of the World.

Elephants are hunted for their meat and their ivory tusks. They sometimes serve as mounts and beasts of burden — or even beasts of war.

ELEPHANT, COMMON

Type: Neutral Animal (Elephant, Common)
Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d12+4, Vigor d12
Skills: Athletics d6, Fighting d8, Notice d8, Survival d6

Pace: 7; **Parry:** 6; **Toughness:** 13 (1)
Special Abilities:
- **Armor +1:** Thick hide.
- **Gore:** Str+d6, AP 2 (counts as horns).
- **Low Light Vision:** Elephants ignore penalties for Dim and Dark Illumination.
- **Size 4 (Large):** Elephants can take one extra Wound.
- **Swat:** Ignores 4 points of Scale penalties.
- **Trample:** Str+d8.

Elephant, Mammoth

Type: Neutral Animal (Elephant, Mammoth)
Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+4, Vigor d12
Skills: Athletics d6, Fighting d10, Notice d10, Survival d8
Pace: 7; **Parry:** 7; **Toughness:** 14 (1)
Edges: —
Special Abilities:
- **Armor +1:** Shaggy fur.
- **Horns:** Str+d8, AP 2.
- **Low Light Vision:** Mammoths ignore penalties for Dim and Dark Illumination.
- **Size 5 (Large):** Mammoths stand around 22' tall and weighing over 6 tons. They take can take one extra Wound.
- **Swat:** Ignores 4 points of Scale penalties.
- **Trample:** Str+d8.

Ettercap

Strange and reclusive creatures, Ettercaps live among arachnids in the forests of Avistan, Varisia, and Andoran. Because of their power to befriend spiders, an Ettercap usually has a few giant spiders in its lair.

The creature walks upright like a man but bears the face a spider. Instead of hands, an ettercap's arms end in long claws from which it casts webs. They excel at setting clever traps with their webbing.

Type: Evil Aberration (Ettercap)
Attributes: Agility d10, Smarts d4, Spirit d6, Strength d6, Vigor d10
Skills: Athletics d10, Fighting d6, Notice d8, Shooting d6, Stealth d8
Pace: 6; **Parry:** 5; **Toughness:** 7
Edges: Alertness, Quick
Special Abilities:
- **Bite/Claws:** Str+d6.
- **Hardy:** The creature doesn't suffer a Wound from being Shaken twice.



- **Innate Power:** Minor *beast friend* (spiders only).
- **Night Vision:** Ettercaps ignore all penalties for Illumination.
- **Poison:** The ettercap's bite contains a Mild poison.
- **Traps:** Ettercaps are particularly skilled at crafting cunning traps with its webs and debris.
  - Deadfall (Type: Mechanical; Notice: Yes, −2; Thievery: Yes −2; Effects: Walking under deadfall triggers; targets within 2" suffer 2d6 damage and are Entangled; Ettercap can reset in 5 minutes).
  - Noose (Type: Mechanical; Notice: Yes −2; Thievery Modifier: Yes −2; Effects: webbing tripwire triggers; target suffers 1d6 damage and is Bound; Ettercap can reset with webbing in 2 minutes).
  - Spear Trap (Type: Mechanical; Notice: Yes −2; Thievery: Yes −2; webbing tripwire triggers; target suffers 2d6 damage; Ettercap can reset with webbing and in 5 minutes).
- **Wall Walker:** Ettercaps can cling to vertical and inverted surfaces at their standard Pace.
- **Webbing:** Ettercaps can cast webs the size of Small Blast Templates as an action. This is a Shooting roll with Range 2/4/8. A hit means the victim is Entangled, or Bound with a raise.

Languages: Common.



ETTIN

These two-headed creatures are kin to giants. They have orc-like tusks and grimy gray skin. Ettins prefer solitude, living in secluded hilly regions with cold climes. They lair in caves and hollows throughout Golarion, but most commonly in Varisia. Adult ettins stand upwards of 15 feet tall and weigh up to 5,000 pounds.

Although not the brightest minds in the realm, ettins are skillful hunters who prefer to ambush their prey. Their two heads give them prowess in fighting with two weapons — they usually wield a flail in each hand. They are known to associate with trolls and harpies, forming temporary alliances. Ettins sometimes have orc or goblin followers, as well as dire bears as pets.

Type: Evil Humanoid (Ettin)
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+1, Vigor d6
Skills: Athletics d4, Common Knowledge d4, Fighting d8, Intimidation d6, Notice d8, Stealth d4, Survival d6
Pace: 7; **Parry:** 7; **Toughness:** 11 (2)
Edges: Ambidextrous, Block, Sweep (Imp), Two-Weapon Fighting
Gear: 2× Flail (Str+d6), thick animal pelts (+2), 2× javelin (Range 3/6/12, Damage Str+d6).
Special Abilities:
- **Ancestry (Giant):** Low Light Vision, Reach 1, Size 4 (+1 Wound), Swat.
- **Hardy:** The creature doesn't suffer a Wound from being Shaken twice.

Languages: Giant, Goblin, Orc.

ETTIN HUNTER: Vigor d8 (Toughness 12 (2)), Fighting d10 (Parry 8), Iron Jaw

ETTIN REAPER: Block (Imp), Trademark Weapon (Flail)

GARGOYLE

Resembling hideous stone statues, Gargoyles are patient winged predators. These evil creatures often perch high upon natural rock formations or man-made stone structures, with equal ease. They remain still enough to fool all but the most perceptive observers.

While gargoyles require no sustenance, they often feast on their kills for reasons unknown. They dwell in the wilds and in cities where stone structures exist, from Varisia to Avistan and across the continents.



Type: Evil Monstrous Humanoid (Gargoyle)
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8
Skills: Athletics d8, Fighting d6, Notice d6, Stealth d8
Pace: 7; **Parry:** 5; **Toughness:** 10 (4)
Edges: —
Special Abilities:
- **Armor +4:** Body of stone.
- **Bite/Claws:** Str+d6.
- **Camouflage:** Gargoyles blend with natural stone, granting them +4 to Stealth rolls in appropriate environments.
- **Darkvision:** Gargoyles ignore penalties for Illumination up to 10".
- **Environmental Weakness:** Magic weapons.
- **Flight:** Pace 9.

Languages: Common.

Gelatinous Cube

These mindless predators and scavengers roam the Darklands. They consume any organic material. Sometimes materials they can't digest — such as metal or stone — remain inside the cube. This includes the possessions of past humanoid victims.

The large cubes of ooze are usually 3–4 yards per side, although they are known to grow larger and their shape is malleable as they move through tunnels and caverns.

Scholars debate the origin of the creatures. Wealthy and powerful people go to great lengths to capture and use them as guardians.

Type: Neutral Ooze (Gelatinous Cube)
Attributes: Agility d4−2, Smarts d4 (A), Spirit d6, Strength d6, Vigor d12+1
Skills: Fighting d6, Notice d4
Pace: 3; **Parry:** 5; **Toughness:** 12
Edges: —
Special Abilities:

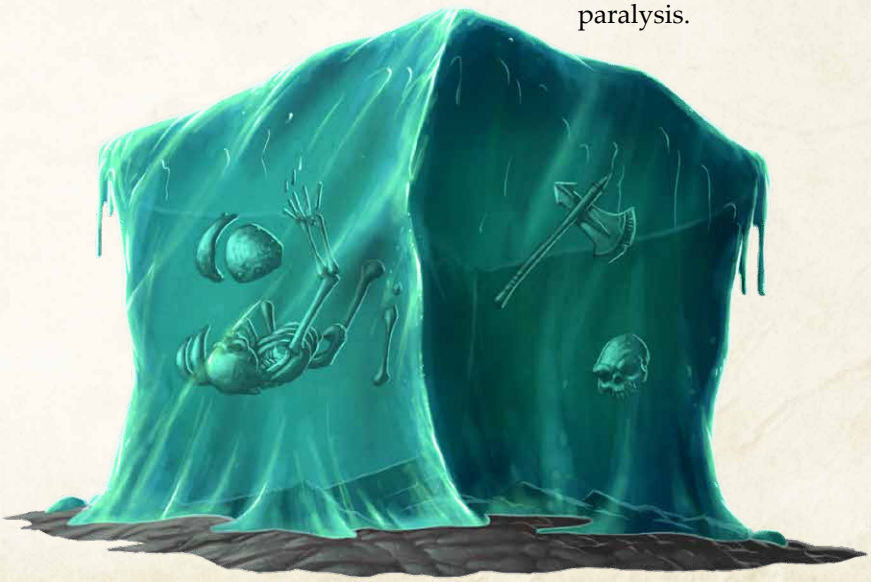
- **Bash:** Str+d6. A raise adds +2 acid damage.
- **Engulf:** The cube can attempt to engulf opponents by taking no other actions in a turn but moving over other creatures. Those who don't Evade are Bound and paralyzed for d4+1 rounds. While Engulfed, the victim takes 2d6 acid damage at the start of their turn.
- **Immunity:** Electricity.
- **Ooze:** Ignores *invisibility* and all Illumination penalties; immune to poison, paralysis, *slumber*, Stun, *blind*, Intimidation, Taunt, *puppet*; doesn't sleep.
- **Paralysis:** A gelatinous cube secretes an anesthetizing slime. Anyone Shaken or Wounded by its bash attack must make a Vigor roll (at −2 with a raise on the attack) or be paralyzed for d4+1 rounds.
- **Resilient:** A gelatinous cube can take one Wound before being Incapacitated.
- **Size 4 (Large):** These creatures are at least 10' per side and weigh several tons. They can take one extra Wound.
- **Transparent:** When motionless, gelatinous cubes are hard to see (+2 Stealth). Those who walk or fall into a cube are automatically engulfed.

Ghast

Like their lesser kin (ghouls), these undead creatures resemble whatever humanoid form they had before coming into unlife. They are similar to ghouls in most respects, though more cunning and dangerous.

Type: Evil Undead (Ghast)
Attributes: Agility d10, Smarts d8, Spirit d10, Strength d8, Vigor d8
Skills: Athletics d8, Fighting d8, Notice d8, Stealth d8
Pace: 6; **Parry:** 6; **Toughness:** 9 (1)
Edges: Frenzy
Special Abilities:

- **Armor +1:** Necrotic resilience.
- **Bite/Claws:** Str+d6, AP 2.
- **Greater Paralysis:** Anyone Wounded by a ghast's claw or bite attack must make a Vigor roll or be Paralyzed. Elves are not immune as they are to a ghoul's paralysis.



- **Hardy:** A second Shaken result in combat doesn't cause a Wound to ghasts.
- **Infection:** Anyone Wounded by a ghast's bite attack must make a Vigor roll (at −2 with a raise on the attack) or contract ghoul fever. Ghoul fever is a Lethal disease, requiring a Vigor roll each day to prevent taking a Wound. Anyone killed by ghoul fever rises from the dead at midnight, becoming a ghoul themselves.
- **Stench:** The first time anyone moves adjacent to a ghast, they become Distracted as they are overcome by nausea.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison; ignore penalties for Illumination up to 10".

Languages: Common.

GHOST

A ghost is the spirit of a mortal creature that returns from death to haunt the living or fulfill some unfinished business. They can't — or won't — leave a specific location on the Material Plane until they complete some specific task or meet some condition.



Type: Evil Undead (Ghost)
Attributes: Agility d6, Smarts d4, Spirit d8, Strength d6, Vigor d8
Skills: Athletics d6, Common Knowledge d6, Fighting d8, Notice d8, Stealth d8
Pace: —; **Parry:** 6; **Toughness:** 6
Edges: —
Gear: Thrown objects (Range 3/6/12, Str+d4).
Special Abilities:

- **Corrupting Touch:** Str+2d6.
- **Darkvision:** Ghosts ignore penalties for Illumination up to 10".
- **Ethereal:** Ghosts can become invisible and immaterial at will and can only be harmed by magical attacks.
- **Fear (–2):** Ghosts cause Fear checks at −2 when they let themselves be seen.
- **Flight:** Pace 12.
- **Rejuvenation:** Even after it is "destroyed" a spirit will restore itself in 2d4 days. The only way to permanently destroy a ghost is to set right whatever is preventing it from moving on.

Languages: Common.

GHOUL

These undead creatures resemble whatever humanoid form they had before they came into unlife. At a distance, observers might mistake them for living creatures, but up close, their undead state is obvious.

Ghouls always appear emaciated and sickly. These characteristics belie their true threat to the living, as they can infect humanoids and turn them into ghouls. Necromancers can create these vile creatures as well. These undead exist in a constant state of hunger; their desire for flesh motivates most of their behavior, although they possess a modicum of intelligence.

Type: Evil Undead (Ghoul)
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Fighting d6, Notice d8, Stealth d8
Pace: 6; **Parry:** 5; **Toughness:** 7
Edges: —
Special Abilities:

- **Bite/Claws:** Str+d4, AP 2.

- **Hardy:** A second Shaken result in combat doesn't cause a Wound to ghouls.
- **Infection:** Anyone Shaken or Wounded by a ghoul's bite attack must make a Vigor roll (at −2 with a raise on the attack) or contract ghoul fever. Ghoul fever is a Lethal disease, requiring a Vigor roll each day to prevent taking a Wound. Anyone killed by ghoul fever rises from the dead at midnight, becoming a ghoul themselves.
- **Paralysis:** Anyone Wounded by a ghoul's natural attack must make a Vigor roll or be Stunned. Elves are immune to this effect.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison; ignore penalties for Illumination up to 10".

Languages: Common.



GIANT

This section details several varieties of giantkind found on Golarion. These humanoids all share a common characteristic — they are all massive compared to humans.

All giants speak the Giant language, while some also understand other tongues.

COMMON ABILITIES

- **Ancestry (Giant):** Low Light Vision, Reach 1, Swat.

CLOUD GIANT

These majestic giants dwell in the highest mountains on Golarion. Their skin ranges in color from milky white to powder blue. They dress in the finest clothing and jewelry available. They are 20 feet tall and weigh almost 5,500 pounds.

Cloud giants are divided into two distinct societies at odds with each other. The Good faction believes in peace and harmony, preferring to coexist with all giantkind and other humanoid societies. Their Evil counterparts live in seclusion in their mountain lairs, viewing other peoples as mere objects to exploit or ignore.

Type: Evil or Good Humanoid (Cloud Giant)
Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+5, Vigor d12
Skills: Athletics d8, Common Knowledge d6, Fighting d10, Intimidation d8, Notice d8, Performance d6, Persuasion d6, Stealth d4
Pace: 8; **Parry:** 7; **Toughness:** 17 (4)
Edges: Sweep
Gear: Gargantuan morningstar (Str+d10), chain shirt (+3).
Special Abilities:

- **Armor +1:** Tough skin.
- **Hardy:** Cloud giants do not suffer a Wound from being Shaken twice.
- **Innate Powers:** Minor *fly* (levitate up and down, self only).
- **Obscuring Mist:** As an action, cloud giants can create a supernatural mist in a Large Blast Template at will. The mist lasts 10 minutes and subtracts 2 from any vision-based Trait roll made through or within the mist. This stacks with Illumination



penalties, and is not negated by Darkvision, Night Vision, or Low Light Vision.
- **Rock Throwing:** Giants are exceptionally good at throwing rocks, and can even throw at Extreme Range. Damage Str+d12, Range 20/40/80, Heavy Weapon.
- **Size 5 (Large):** 20' tall, +1 Wound.

Languages: Common, Giant.

Fire Giant

These lumbering giants have short stumpy legs, broad chests, and powerful, muscular arms. They are 16 feet tall and weigh upwards of 7,000 pounds. Their hair and beard seem to be made of fire. They prefer hot locations — the hotter, the better — from the Mindspin Mountains of Avistan, to the volcanic regions of the Darklands.

Fire giants are the most rigid and militaristic of all the giants. They constantly train for war and employ brutal tactics on anyone and everyone that gets in their way. Their rigid command structure is complete with soldiers, officers, and even generals, and they obey orders from their kings unquestioningly.

Type: Evil Humanoid (Fire Giant)
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+3, Vigor d10
Skills: Athletics d8, Common Knowledge d4, Fighting d8, Intimidation d10, Notice d8
Pace: 7; **Parry:** 6; **Toughness:** 16 (4)
Edges: Sweep
Gear: Large greatsword (Str+d10, AP 2), chain shirt (+3).
Special Abilities:
- **Armor +1:** Fire-tempered skin.
- **Environmental Weakness:** Cold.
- **Immunity:** Fire.
- **Rock Throwing:** Giants are exceptionally good at throwing rocks, and can even throw at Extreme Range. Damage Str+d12, Range 20/40/80, Heavy Weapon.
- **Size 5 (Large):** 16' tall, +1 Wound.

Languages: Common, Giant.

Frost Giant

These giants usually have frosty-white or icy-blue skin and long braided hair. They are 15 feet tall and weigh almost 2,800 pounds. They dwell in the coldest environments of Golarion, such as the northern reaches of Avistan and the Crown of the World. Their lairs typically include pets such as winter wolves, young white dragons, and mammoths.

Frost giants are feared by other humanoids because of their battle lust and habit of taking captives. These giants survive by hunting, foraging, and raiding for supplies and slaves. They perceive other peoples purely as commodities.

They prefer to ambush their prey, throwing heavy rocks from afar or starting an avalanche before engaging with their greataxes. Impervious to cold, some frost giants wear nothing more than animal skins, although warriors often don chain shirts and decorative helmets of their own design.

Type: Evil Humanoid (Frost Giant)
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+2, Vigor d10
Skills: Athletics d8, Common Knowledge d4, Fighting d8, Intimidation d8, Notice d8
Pace: 7; **Parry:** 6 or 5 (greataxe); **Toughness:** 15 (4)
Edges: Sweep
Gear: Large greataxe (Str+d10, AP 3), chain shirt (+3).

Special Abilities:

- **Armor +1:** Icy skin.
- **Environmental Weakness:** Fire.
- **Immunity:** Cold.
- **Rock Throwing:** Giants are exceptionally good at throwing rocks, and can even throw at Extreme Range. Damage Str+d12, Range 20/40/80, Heavy Weapon.
- **Size 4 (Large):** 15' tall, +1 Wound.

Languages: Common, Giant.

Hill Giant

Hill giants are the most nomadic of all giantkind. They usually travel in small clans, looking for easy pillaging among other humanoid settlements. Many hill giants roam the frontier of Varisia, especially in the Storval Plateau.

Hill giants look much like humans, just a lot bigger. They are around 10 feet tall and weigh 1,100 pounds. These selfish brutes tend to solve all of their problems with violence. They like to hit things hard.

Type: Evil Humanoid (Hill Giant)
Attributes: Agility d4, Smarts d4, Spirit d6, Strength d12+1, Vigor d10
Skills: Athletics d6, Common Knowledge d4, Fighting d8, Notice d6, Persuasion d4, Stealth d4
Pace: 7; **Parry:** 6; **Toughness:** 13 (4)
Edges: Sweep
Gear: Flail (Str+d8, Ignores shield bonus, two hands), hide armor (+2).
Special Abilities:

- **Armor +2:** Leathery Skin.
- **Rock Throwing:** Giants are exceptionally good at throwing rocks, and can even throw at Extreme Range. Damage Str+d12, Range 20/40/80, Heavy Weapon.
- **Size 2:** 10' tall

Languages: Giant.

Stone Giant

This breed of giantkind has dark granite skin, with sharp, angular facial features. They blend in easily with natural stone surroundings. Stone giants are usually 12 feet tall and weigh around 1500 pounds.

Like their rival hill giant cousins, many stone giants live in the Storval Plateau of Varisia. Some dwell in Tusk and Kodar mountain ranges to the north. They divide themselves into two primary societies: so-called "high culture" and "low culture" philosophies. The Rune Road giants adopt Thassilonian knowledge, which is considered taboo by the low culture adherents who swear by the old ways.

Type: Neutral Humanoid (Stone Giant)
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+2, Vigor d10
Skills: Athletics d8, Common Knowledge d6, Fighting d8, Notice d8, Persuasion d6, Stealth d8
Pace: 7; **Parry:** 6; **Toughness:** 13 (3)
Edges: Sweep
Gear: Maul (Str+d10, AP 2).
Special Abilities:

- **Armor +3:** Granite flesh.
- **Resilient:** Stone giants can take one Wound before they're Incapacitated.
- **Rock Throwing:** Giants are exceptionally good at throwing rocks, and can even throw at Extreme Range. Damage Str+d12, Range 20/40/80, Heavy Weapon.
- **Size 3:** 12' tall.

Languages: Common, Giant.



STORM GIANT

Storm giants tend toward tanned complexions, though some rare specimens have violet skin, deep violet or blue-black hair, and silvery gray or purple eyes. Such violet coloration is considered to be good luck among storm giants, and those possessing it tend to become leaders among their kind. Adults typically stand 21 feet tall and weigh almost 12,000 pounds.

Storm giants tend to be reclusive, preferring to dwell along remote coastlines or on tropical islands. They are prone to violent mood swings, and are quick to anger in the face of evil. They are brutal and dangerous foes when insulted.

Type: Good Humanoid (Storm Giant)



Attributes: Agility d6, Smarts d6, Spirit d10, Strength d12+6, Vigor d12+1

Skills: Athletics d8, Common Knowledge d6, Fighting d10, Intimidation d10, Notice d8, Performance d6, Persuasion d4, Spellcasting d10, Stealth d4

Pace: 8; **Parry:** 7; **Toughness:** 18 (4)

Edges: Arcane Background (Magic), Frenzy, Sweep

Gear: Masterwork giant greatsword (Str+d10, AP 3), masterwork composite longbow (Range 12/24/48, Damage Str+d6, AP 2), chain shirt (+3).

Powers: *Burst* (LIGHTNING BOLT; **Stream Template**). **Power Points:** 10.

Special Abilities:

- **Ancestry (Giant):** Low Light Vision, Reach 1, Swat.
- **Aquatic:** Storm giants swim at Pace 7.
- **Armor +1:** Tough skin.
- **Control Weather:** A storm giant can concentrate for 10 minutes to summon and control any type of weather with appropriate effects (GM's call) within a two mile radius.
- **Immunity:** Electricity.
- **Innate Powers:** Minor *fly* (levitate up and down, self only).
- **Rock Throwing:** Giants are exceptionally good at throwing rocks, and can even throw at Extreme Range. Damage Str+d12, Range 20/40/80, Heavy Weapon.
- **Size 6 (Large):** 22' tall, +1 Wound.

Languages: Auran, Common, Draconic, Giant.

TAIGA GIANT

These nomadic hunters wander the northern reaches of Avistan and Casmaron. They patiently follow herds of auroch, mammoths, and other creatures. They usually avoid humanoid settlements, although they sometimes raid towns or villages when prey is scarce.

Large even for giantkind — 20 feet tall and almost 10,000 pounds — taiga giants decorate themselves with tattoos, jewelry, and spirit fetishes. They are fond of music and song.

Type: Neutral Humanoid (Taiga Giant)

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+3, Vigor d12

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Notice d6, Occult d6, Stealth d4, Survival d10
Pace: 6; **Parry:** 6; **Toughness:** 15 (2)
Edges: Sweep
Gear: Massive spear (Str+d10), hide armor (+2).
Special Abilities:

- **Immunity:** *Illusion, puppet, slumber.*
- **Rock Throwing:** Giants are exceptionally good at throwing rocks, and can even throw at Extreme Range. Damage Str+d12, Range 20/40/80, Heavy Weapon.
- **Size 5 (Large):** 20' tall, +1 Wound.
- **Spirit Summoning:** Once per day a taiga giant may spend 10 minutes performing this ritual. Once completed, attacks targeting the giant suffer a −2 penalty for 24 hours. In addition, the giant gains one of the following benefits for 24 hours: *boost Fighting, boost Spirit, detect arcana*, or environmental resistance (cold and heat).

Languages: Common, Giant.

Giant Animals

A wide variety of fauna exists on Golarion — some creatures grow to gigantic proportions relative to their normal-sized cousins. This section highlights several dangerous examples of giant animals or vermin found in the wilderness or underground.

Giant Ant

These insects look much like their smaller relatives, but they can grow to the size of small ponies. A giant ant mound is the size of a human village.

Type: Neutral Vermin (Giant Ant)
Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d8
Skills: Athletics d6, Fighting d6, Notice d8, Stealth d4, Survival d6
Pace: 8; **Parry:** 5; **Toughness:** 8 (2)
Edges: Formation Fighter
Special Abilities:

- **Armor +2:** Chitinous hide.
- **Bite:** Str+d4.
- **Darkvision:** Ants ignore penalties for Illumination up to 10".
- **Hardy:** The creature doesn't suffer a Wound from being Shaken twice.
- **Mindless:** Immune to *puppet*, Intimidation, and Taunt.
- **Poison (−2):** The ant's stinger contains a Mild poison.
- **Sting:** Str+d4.
- **Wall Walker:** Giant ants can walk on vertical or inverted surfaces at their full Pace, and may run.

Giant Centipede

These long, segmented predators are as long as a man is tall. They attack almost any local fauna — including humanoids — with venomous mandibles.

Type: Neutral Vermin (Giant Centipede)
Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6
Skills: Athletics d8, Fighting d6, Notice d6, Stealth d6, Survival d6
Pace: 7; **Parry:** 5; **Toughness:** 7 (2)
Edges: —
Special Abilities:

- **Armor +2:** Chitinous hide.
- **Bite:** Str+d4.





- **Darkvision:** Centipedes ignore penalties for Illumination up to 10".
- **Mindless:** Immune to *puppet*, Intimidation, and Taunt.
- **Poison:** The centipede's bite contains a Lethal poison.
- **Wall Walker:** These carnivores can walk on vertical or inverted surfaces at their full Pace, and may run.

Giant Crab

This profile serves for any number of giant crustaceans, from hermits to hardshells.

Type: Neutral Vermin (Giant Crab)
Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12, Vigor d10
Skills: Athletics d8, Fighting d10, Notice d6
Pace: 6; **Parry:** 7; **Toughness:** 10 (3)
Edges: First Strike
Special Abilities:
- **Aquatic:** Pace 5.
- **Armor +3:** Hardened shell.
- **Claws:** Str+d4, AP 2, Reach 1.
- **Darkvision:** Giant crabs ignore penalties for Illumination up to 10".
- **Mindless:** Immune to *puppet*, Intimidation, and Taunt.



Giant Leech

While some folks believe their smaller cousins have medicinal value, giant leeches are dangerous vermin. As big as humans, they can latch on to an enemy with their circular row of teeth and drain all its blood. They lurk in murky waters anywhere on Golarion.

Type: Neutral Vermin (Giant Leech)
Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d8
Skills: Athletics d4, Fighting d6, Notice d6, Stealth d6
Pace: 1; **Parry:** 5; **Toughness:** 6
Edges: —
Special Abilities:
- **Aquatic:** Pace 4; +2 Stealth in swamps.
- **Bite:** Str.
- **Blindsense:** Ignores *invisibility* and all Illumination penalties.
- **Bloodsucker:** A giant leech's bite causes a level of Fatigue unless completely covered in armor with a natural bonus of +3 or more. The leech remains attached after the attack and is Vulnerable. On its subsequent turns, it automatically causes another level of Fatigue until it or its victim is Incapacitated.
- **Hardy:** A giant leech doesn't suffer a Wound from being Shaken twice.
- **Mindless:** Immune to *puppet*, Intimidation, and Taunt.

Giant Lizard

This profile represents various giant lizards, from geckos to iguanas.

Type: Neutral Animal (Giant Lizard)
Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6
Skills: Athletics d10, Fighting d6, Notice d8, Stealth d6, Survival d6
Pace: 7; **Parry:** 5; **Toughness:** 7 (2)
Special Abilities:
- **Armor +2:** Rubbery hide.
- **Bite:** Str+d4.
- **Low Light Vision:** Giant lizards ignore penalties for Dim and Dark Illumination.
- **Wall Walker:** Giant lizards can walk on vertical or inverted surfaces at their full Pace, and may run.

Giant Mosquito

Usually nothing more than an annoyance, these giant bloodsuckers rarely kill.

Type: Neutral Vermin (Giant Mosquito)
Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d4, Vigor d6
Skills: Athletics d6, Fighting d6, Notice d6, Stealth d8
Pace: 6; **Parry:** 5; **Toughness:** 4
Edges: —
Special Abilities:

- **Bite:** A mosquito's Bite causes no damage, but allows the creature to use its Bloodsucker ability.
- **Bloodsucker:** Anyone hit by a giant mosquito takes a level of Fatigue unless completely covered in armor with a natural bonus of +3 or more. The mosquito remains attached after the attack and is Vulnerable. On its next turn, it automatically causes another level of Fatigue then flies away at half Pace, fat and bloated. The mosquito's attack can't Incapacitate a victim.
- **Darkvision:** The mosquito ignores penalties for Illumination up to 10" (20 yards).
- **Flight:** Pace 12.
- **Mindless:** Immune to *puppet*, Intimidation, and Taunt.
- **Size –1:** Size of a human child.

Giant Octopus

The giant octopus is a true monster capable of catching and eating sharks, humans, or anything else it can grab with its 20' long tentacles.

Type: Neutral Animal (Giant Octopus)
Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d12, Vigor d10
Skills: Athletics d10, Fighting d8, Notice d6, Stealth d10
Pace: 4; **Parry:** 6; **Toughness:** 10 (2)
Edges: Combat Reflexes, Extraction, Quick
Special Abilities:

- **Aquatic:** Pace 6.
- **Armor +2:** Leathery skin.
- **Bite:** Str+d4.
- **Low Light Vision:** A giant octopus ignores penalties for Dim and Dark Illumination.
- **Poison:** The creature's bite delivers a Lethal poison.
- **Size 1:** The body of a giant octopus is 7' long.
- **Tentacles (4):** A giant octopus has four tentacle actions and Reach 2. It may lash with its tentacles for Str+d4 damage. Bound or Entangled prey may be bitten as usual.

Giant Scorpion

Giant scorpions are usually found in hot climates. Unlike their normal-size cousins, giant scorpions are fierce predators.

Type: Neutral Vermin (Giant Scorpion)
Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d10, Vigor d8
Skills: Athletics d6, Fighting d8, Notice d6, Stealth d4
Pace: 8; **Parry:** 6; **Toughness:** 11 (3)
Edges: Frenzy
Special Abilities:

- **Armor +3:** Chitinous skin.
- **Claws:** Str+d4, AP 2, +2 to grappling attacks.
- **Darkvision:** The scorpion ignores penalties for Illumination up to 10".
- **Mindless:** Immune to *puppet*, Intimidation, and Taunt.
- **Poison (–2):** The scorpion's stinger contains a Lethal poison.
- **Size 2:** Giant scorpions are 8' long.
- **Stinger:** Str+d4.

Giant Slug

No simple garden pests, giant slugs pose a serious threat to those caught in their path. Folk who dwell near swamps, especially, risk losing livestock and even their homes to these enormous, solitary beasts.



Giant slugs constantly wander in search of food, their preference being fleshy organic material, which they slice into smaller, easily gulped chunks with their rasp-like tongues. Deep in the Darklands, some creatures are known to ride these slugs as mounts.

Type: Neutral Vermin (Giant Slug)
Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d12+2, Vigor d10
Skills: Fighting d8, Notice d6
Pace: 6; **Parry:** 6; **Toughness:** 15 (3)
Edges: —
Special Abilities:
- **Armor +3:** Rubbery hide.
- **Blindsense:** Ignores *invisibility* and all Illumination penalties.
- **Malleable:** A giant slug can squeeze through narrow openings. It ignores penalties for Difficult Ground.
- **Mindless:** Immune to *puppet*, Intimidation, and Taunt.
- **Immunity:** Acid.
- **Size 5 (Large):** Giant slugs grow up to 20' long and weigh up to 8,000 pounds. They can take one extra Wound.
- **Spit Acid:** As a limited action, the slug can spit acid in a Cone Template, 3d6 damage. May be Evaded.
- **Tongue:** Str+d6.
- **Very Resilient:** Giant slugs can take two Wounds before they're Incapacitated.
- **Weakness (Salt):** A handful of salt burns a slug (Damage 3d6).



Giant Spider

Giant spiders are about the size of large dogs and live in nests of 1d6+2 arachnids. They frequently go hunting in packs when prey is scarce in their home lair.

Their dens are littered with the bones and treasures of their victims, often providing ripe pickings for those brave enough to venture within.

Type: Neutral Vermin (Giant Spider)
Attributes: Agility d10, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6
Skills: Athletics d10, Fighting d6, Notice d8, Stealth d8
Pace: 8; **Parry:** 5; **Toughness:** 4
Edges: —
Special Abilities:
- **Bite:** Str+d4.
- **Darkvision:** Giant spiders ignore penalties for Illumination up to 10".
- **Mindless:** Immune to *puppet*, Intimidation, and Taunt.
- **Poison (–2):** A giant spider's bite contains a Mild or Lethal poison, depending on species.
- **Size –1:** These spiders are dog-sized.
- **Wall Walker:** The creatures move at their full Pace on walls and ceilings! Creepy!
- **Webbing:** The spiders can cast webs from their thorax that are the size of Small Blast Templates. This is an Athletics roll with a Range of 6". A hit means the victim is Entangled, or Bound with a raise.

Giant Stag Beetle

Giant stag beetles have sleek bodies and huge mandibles. They're known to wander into logging camps, driven by their appetite for decaying wood. Called stag beetles because of their large, antler-like mandibles, they use these appendages to wrestle competing suitors and quickly put down enemy threats.

Type: Neutral Vermin (Giant Stag Beetle)
Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12, Vigor d8
Skills: Athletics d6, Fighting d6, Notice d6
Pace: 6; **Parry:** 5; **Toughness:** 10 (2)
Special Abilities:
- **Armor +2:** Chitinous skin.
- **Bite:** Str+d6, AP 2.
- **Darkvision:** Giant stag beetles ignore penalties for Illumination up to 10".

- **Flight:** Pace 4.
- **Mindless:** Immune to *puppet*, Intimidation, and Taunt.
- **Resilient:** These creatures can take one Wound before they're Incapacitated.
- **Size 2:** This beetle is nearly 10 feet long and weighs 1,000 pounds.
- **Trample:** Str+d6.

Goliath Stag Beetle

This carnivorous beast is the largest species of giant stag beetle. It has a taste for humanoids as well as rotting lumber.

Type: Neutral Vermin (Goliath Stag Beetle)
Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+5, Vigor d10
Skills: Athletics d6, Fighting d8, Notice d6
Pace: 6; **Parry:** 6; **Toughness:** 14 (2)
Special Abilities:
- **Armor +2:** Chitinous skin.
- **Bite:** Str+d6, AP 2.
- **Darkvision:** Goliath stag beetles ignore penalties for Illumination up to 10".
- **Flight:** Pace 4.
- **Mindless:** Immune to *puppet*, Intimidation, and Taunt.
- **Size 5 (Large):** A goliath stag beetle is 25 feet long and weighs 8,000 pounds. It can take one extra Wound.
- **Trample:** Str+d6.
- **Very Resilient:** Goliath stag beetles can take two Wounds before they're Incapacitated.

Giant Eagle

This immense eagle's feathers are golden brown and shimmer in the light. Its sharp beak and curved talons are dark yellow.

Giant eagles are far more than animals — they possess a supernatural intellect and view themselves as guardians and protectors of their mountain territories. They form lasting friendships with those who respect them and their mountaintop eyries.

Type: Good Magical Beast (Giant Eagle)
Attributes: Agility d10, Smarts d6, Spirit d6, Strength d10, Vigor d6
Skills: Athletics d8, Fighting d8, Notice d12, Stealth d4
Pace: 3; **Parry:** 6; **Toughness:** 9 (2)
Edges: Alertness
Special Abilities:
- **Armor +2:** Thick feathers.
- **Bite/Claws:** Str+d6, AP 2.
- **Flight:** Pace 9.
- **Low Light Vision:** Giant eagles ignore penalties for Dim and Dark Illumination.
- **Size 2:** This magical beast stands 15' tall, has a wingspan of 30' and weighs 500 lbs.

Languages: Auran (can't speak).

Gnoll

Sometimes called hyenafolk, gnolls stand roughly a head taller than humans. These vicious creatures have double-jointed legs of hyenas, with torsos and prehensile hands of humans. Their normal upright posture is humanoid though they drop to all fours when it suits them. Their heads and facial features — with short muzzles, furry ears and powerful jaws — are distinctly hyena-like.

Organizing themselves into packs, gnolls survive through raiding, hunting, and scavenging. They prefer warm climes, particularly the plains and deserts of Garund and Casmaron. Gnolls rarely form settlements or make attempts to alter their environments. They stay on the move, hunting, raiding, and sometimes taking humanoid slaves. It's common for gnolls to keep hyenas as pets.

Type: Evil Humanoid (Gnoll)
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6
Skills: Athletics d6, Common Knowledge d4, Fighting d6, Intimidation d6, Notice d6, Persuasion d4, Shooting d6, Stealth d4, Survival d6



Pace: 6; **Parry:** 5 or 6 (spear, two-handed); **Toughness:** 7 (2)
Edges: —
Gear: Spear (Range 3/6/12, Damage Str+d6), battle axe (Str+d8), short bow (Range 12/24/48, Damage 2d6), hide armor (+1).
Special Abilities:
- **Armor +1:** Thick fur.
- **Darkvision:** Gnolls ignore penalties for Illumination up to 10".

Languages: Gnoll.

GNOLL SERGEANT: Vigor d8 (Toughness 8 (2)), Fighting d8 (Parry 6 or 7 (spear, two-handed), Shooting d8, Iron Jaw, are Resilient.

GNOLL LIEUTENANT: Strength d10, Fighting d10, (Parry 7 or 8 (spear, two-handed), are Very Resilient.

GOBLIN

These short, evil humanoids have pointed ears, wide mouths, and sinewy arms too long for their bodies. Tribal creatures, Goblins usually live underground in dark caves or long-forgotten ruins. They form war bands ruled by the strongest or smartest of the group.

Goblin tribes survive by raiding nearby settlements and waylaying travelers on the road, and then moving along once their pillaging leaves little left to steal or despoil.

Type: Evil Humanoid (Goblin)
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Fighting d6, Notice d6, Persuasion d4, Shooting d6, Stealth d10, Taunt d6
Pace: 5; **Parry:** 5; **Toughness:** 4
Edges: Formation Fighter
Gear: Dogslicer (Str+d4), goblin bow (Range 8/16/32, Damage 2d6).
Special Abilities:
- **Ancestry (Goblin):** Darkvision, Size −1, Greedy (Major).

Languages: Common, Goblin.

GOBLIN STALKER: Vigor d8 (Toughness 5), Fighting d8 (Parry 6), Shooting d8, Hardy, Pack Tactics.

GOBLIN CUTTHROAT: Strength d6, Extraction, Trademark Weapon (dogslicer).

GOBLIN COMMANDO

An elite goblin warrior, the commando often rides a goblin dog in combat. They usually wear some manner of leather armor, equipping themselves with special weapons.

Type: Evil Humanoid (Goblin Ranger)
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Fighting d8, Notice d6, Persuasion d4, Riding d8, Shooting d8, Stealth d10, Taunt d6
Pace: 5; **Parry:** 6; **Toughness:** 6 (2)
Edges: Beast Bond, Formation Fighter, Luck, Ranger
Gear: Horsechopper (Str+d6), bow (Range 12/24/48, Damage 2d6), light leather jacket and leggings (+2), potion of minor *healing*.
Special Abilities:
- **Ancestry (Goblin):** Darkvision, Size −1, Greedy (Major).
- **Class Abilities (Ranger):** Armor Restriction (Medium), Favored Enemy (Animal), Favored Terrain (Plains), Wilderness Stride.
- **Pack Tactics:** The creature adds any Gang Up bonus to its Fighting damage rolls.

Languages: Common, Goblin.



GOBLIN DOG

Goblin dogs are foul-smelling, rodent-faced canines with evil temperaments matching those of their goblin masters.

Type: Neutral Animal (Goblin Dog)
Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Fighting d6, Notice d10, Stealth d8

Pace: 8; **Parry:** 5; **Toughness:** 5 (1)
Edges: Alertness
Special Abilities:

- **Allergic Reaction:** Any non-goblin Shaken or Wounded by a goblin dog's bite must make a Vigor roll (at −2 with a raise on the attack) or suffer Fatigue as a rash spreads out from the injury. The rash lasts 24 hours, and doesn't stack with itself.
- **Armor +1:** Itchy, leathery hide.
- **Bite:** Str+d4.
- **Low Light Vision:** These dogs ignore penalties for Dim and Dark Illumination.
- **Size −1:** The heads of these canines come to an average human's waist, and they weigh about 60 pounds.
- **Speed:** d10 running die.

Goblin Snake

A gray, lipless goblin head with serpent's fangs sits atop the sinuous black body of this greasy-scaled snake.

Type: Evil Aberration (Goblin Snake)
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Fighting d6, Notice d6, Stealth d8
Pace: 6; **Parry:** 5; **Toughness:** 5 (1)
Edges: —
Special Abilities:

- **Armor +1:** Thick hide.
- **Bite:** Str+d4.
- **Darkvision:** Ignores Illumination penalties up to 10".
- **Goblin Breath:** A goblin snake can release a disgusting belch as an action. Any non-goblin creature in a Small Blast Template placed adjacent to the snake must make a Vigor roll at −2 or suffer a level of Fatigue from the stench.
- **Size −1:** Goblin snakes grow to 9 feet long and weigh up to 30 pounds.

Languages: Common, Goblin.

Goblin Warchanter

This goblin bard possesses great skill at whipping fellow goblins into furious, shrieking frenzies.

Type: Evil Humanoid (Goblin Bard)
Attributes: Agility d8, Smarts d6, Spirit d8, Strength d4, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Fighting d6, Notice d6, Performance d8, Persuasion d4, Shooting d6, Stealth d10
Pace: 5; **Parry:** 5 or 4 (Whip); **Toughness:** 6 (2)
Edges: Bard, Bolster, Formation Fighter
Gear: Dogslicer (Str+d4), whip (Str+d4, Parry −1, Reach 2), goblin bow (Range 8/16/32, Damage 2d6), masterwork light leather jacket (+2), potion of minor *healing*.
Powers: *Dispel, healing, lower Trait.* **Power Points:** 10.
Special Abilities:

- **Ancestry (Goblin):** Darkvision, Size −1, Greedy (Major).
- **Class Abilities (Bard):** Arcane Background (Bard), Armor Interference (Light), Sharp Tongued.

Languages: Common, Goblin.

Golem

Golems are magically created automatons of great power. Unlike other constructs, golems are granted their magical life via an elemental spirit. The process of creating a golem binds the spirit to the artificial body, merging it with this specially prepared vessel and subjecting it to the will of the golem's creator.

Being mindless, golems do nothing without orders from their creators. They follow



instructions explicitly and are incapable of complex strategy or tactics. A golem's creator can command it within 10" (20 yards). A golem usually follows its last instruction to the best of its ability. If attacked it returns the attack.

The creator can give the golem a simple command to govern its actions in his absence — or can order the golem to obey the commands of another. The golem's creator can always resume control by issuing a new command.

Clay Golem

This lumbering figure is sculpted from soft clay, with a vaguely humanoid face. It usually wears no clothing, except for a stiff leather garment around its midsection.

Type: Neutral Construct (Clay Golem)
Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12+1, Vigor d8
Skills: Athletics d4, Fighting d10, Notice d6, Spellcasting d8, Stealth d4
Pace: 5; **Parry:** 7; **Toughness:** 13 (5)
Edges: Arcane Background (Magic)
Powers: *Speed.* **Power Points:** 10



Special Abilities:

- **Armor +5:** Hardened clay.
- **Bash:** Str+d8.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; doesn't breathe or suffer from disease or poison.
- **Cursed Wounds:** Wounds caused by a clay golem don't heal naturally and all rolls for magical *healing* are at –2.
- **Environmental Weakness:** Adamantine and bludgeoning weapons.
- **Fearless:** Golems are immune to Fear and Intimidation.
- **Immunity:** Powers and magical effects. Magical weapons and the Damage enchantment applies normally, but any additional effects do not.
- **Night Vision:** Clay golems ignore all penalties for Illumination.
- **Rage:** May Rage, per the Barbarian Class Edge.
- **Resilient:** Clay golems can take one Wound before they're Incapacitated.
- **Size 2:** Clay golems are 9' tall and weigh around 1,000 lbs.

Flesh Golem

A flesh golem is a ghoulish collection of stolen humanoid body parts, stitched together into a single composite form. Its cadaverous flesh has a sickly green or yellowish tint. A flesh golem wears whatever clothing its creator desires, usually just rags. It typically has no possessions and no weapons.

A flesh golem can't speak, although it can emit a hoarse roar of sorts. Most of these constructs are mindless beings.

Type: Neutral Construct (Flesh Golem)
Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12, Vigor d8
Skills: Athletics d6, Fighting d8, Notice d6, Stealth d4
Pace: 6; **Parry:** 6; **Toughness:** 12 (5)
Edges: —
Special Abilities:

- **Armor +5:** Enchanted flesh.
- **Bash:** Str+d8.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; doesn't breathe or suffer from disease or poison.
- **Environmental Weakness:** Adamantine.
- **Fearless:** Golems are immune to Fear and Intimidation.

- **Immunity:** Powers and magical effects. Magical weapons and the Damage enchantment applies normally, but any additional effects do not.
- **Night Vision:** Flesh golems ignore all penalties for Illumination.
- **Rage:** May Rage, per the Barbarian Class Edge.
- **Resilient:** Flesh golems can take one Wound before they're Incapacitated.
- **Size 1:** Flesh golems can be up to 8' tall and weigh over 500 lbs.

Ice Golem

Ice golems are humanoid constructs formed of carved ice. Their appearance can range from roughly chiseled figures of ice and snow to elaborately detailed ice sculptures and beautiful crystalline statues.

Ice golems can't speak. They move with the sound of cracking and popping ice. They stand a head taller than most humans.

Type: Neutral Construct (Ice Golem)
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8
Skills: Athletics d6, Fighting d8, Notice d6, Stealth d4
Pace: 6; **Parry:** 6; **Toughness:** 10 (4)
Edges: —
Special Abilities:
- **Armor +4:** Enchanted ice.
- **Bash:** Str+d6, AP 2 (cold).
- **Breath Weapon (Cold):** Cone Template, 3d6 damage.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; doesn't breathe or suffer from disease or poison.
- **Environmental Weakness:** Adamantine, Fire.
- **Fearless:** Golems are immune to Fear and Intimidation.
- **Icy Destruction:** When an ice golem is Incapacitated, it shatters in an explosion of jagged shards of ice. Anyone adjacent to the golem takes 2d6 damage.
- **Immunity:** Cold, powers and magical effects (not including magical weapons).
- **Night Vision:** Ice golems ignore all penalties for Illumination.
- **Resilient:** Ice golems can take one Wound before they're Incapacitated.



Iron Golem

An iron golem has a humanoid body made from iron. It can be sculpted into any shape its creator desires, but it almost always displays armor of some sort. Its features are much smoother than those of a stone golem. An iron golem cannot speak or make any vocal noise, nor does it have any distinguishable odor.

Iron golems sometimes carry a weapon in one hand, though they rarely use it, relying instead on their bash attacks.

Type: Neutral Construct (Iron Golem)
Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12+3, Vigor d8
Skills: Athletics d6, Fighting d10, Notice d6
Pace: 6; **Parry:** 7; **Toughness:** 16 (6)
Edges: —
Special Abilities:
- **Armor +6:** Iron plating.
- **Bash:** Str+d8, AP 2.

- **Breath Weapon (Knockout Gas):** Cone Template, knockout poison.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; doesn't breathe or suffer from disease or poison.
- **Environmental Weakness:** Adamantine.
- **Fearless:** Golems are immune to Fear and Intimidation.
- **Immunity:** Powers and magical effects. Magical weapons and the Damage enchantment applies normally, but any additional effects do not.
- **Night Vision:** Iron golems ignore all penalties for Illumination.
- **Size 4 (Large):** Iron golems can be up to 12′ tall and weigh over 5,000 lbs.
- **Very Resilient:** Iron golems can take two Wounds before they're Incapacitated.

Stone Golem

A stone golem has a humanoid body made from stone, frequently stylized to suit its creator. For example, it might look like it is wearing armor, with a particular symbol carved on the breastplate, or have designs worked into the stone of its limbs.

Its head is often carved to resemble a helmet or the head of some beast. While it may be sculpted to carry a stone shield or stone weapon such as a sword, these aesthetic choices don't affect its combat abilities.

A stone golem can't speak—it makes no sound other than the grinding of stone against stone when it moves.

Type: Neutral Construct (Stone Golem)
Attributes: Agility d4, Smarts d4, Spirit d6, Strength d12+2, Vigor d8
Skills: Athletics d4, Fighting d10, Notice d6, Spellcasting d8, Stealth d4
Pace: 5; **Parry:** 7; **Toughness:** 15 (6)
Edges: Arcane Background (Magic)
Powers: *Sloth.* **Power Points:** 10.
Special Abilities:

- **Armor +6:** Stone body.
- **Bash:** Str+d8.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; doesn't breathe or suffer from disease or poison.
- **Environmental Weakness:** Adamantine.
- **Fearless:** Golems are immune to Fear and Intimidation.
- **Immunity:** Powers and magical effects. Magical weapons and the Damage enchantment applies normally, but any additional effects do not.
- **Night Vision:** Stone golems ignore all penalties for Illumination.
- **Size 3:** Stone golems can be up to 9′ tall and weigh over 2,000 lbs.
- **Very Resilient:** Stone golems can take two Wounds before they're Incapacitated.



Griffon

This majestic beast has the body of a lion, the head and forelegs of a great eagle, and a massive pair of feathered wings.

Griffons prefer to make their nests in high places, such as mountain bluffs and crags in various regions of Golarion, from Varisia to Cheliax. Occasionally, these predators serve as mounts for experienced adventurers.

Griffons have a taste for horse meat, although they hunt just about any available prey.

Type: Neutral Magical Beast (Griffon)
Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d8, Vigor d8
Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d10, Stealth d6
Edges: Frenzy (Imp)
Pace: 6; **Parry:** 6; **Toughness:** 9 (2)

Special Abilities:

- **Armor +2:** Tough hide.
- **Bite/Claws:** Str+d6, AP 2.
- **Flight:** Pace 12.
- **Horse Terror:** Griffons' favorite prey is horse flesh. Horses seeing a griffon must make a Fear check or become Panicked.
- **Night Vision:** These beasts ignore all penalties for Illumination.
- **Pounce:** If a griffon makes a Wild Attack when swooping down on prey from above, it adds +4 damage instead of +2 to one successful Fighting attack.
- **Size 1:** Griffons weigh around 500 pounds.

Languages: Common (can't speak).

HAG

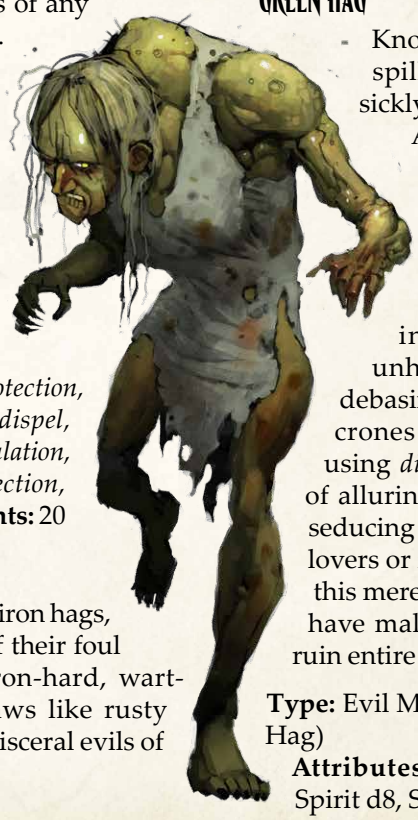
Hags are evil crones who prey on humanoids for vicious and vile purposes. All hags despise beauty, virtue, and purity. They seek to corrupt, despoil, and torment humanoid societies on Golarion.

COMMON ABILITIES

All hags have the Ugly (Minor) hindrance.

- **Coven:** Hags sometimes form a coven, to pool their talents and gain shared magical abilities. Any three crones of any type can form a coven. When the hags are within 2" (4 yards) of each other, they gain the Coven Benefits listed below.

  The coven gains Arcane Background (Magic), Arcane Mastery, and access to the following powers, using Spellcasting d8: *Arcane protection, baleful polymorph, curse, dispel, divination, elemental manipulation, mind wipe, puppet, resurrection, scrying, zombie.* **Power Points:** 20



ANNIS HAG

Also known as black hags or iron hags, annis hags are the largest of their foul brood. Known for their iron-hard, wart-covered skin and their claws like rusty blades, annis hags revel in visceral evils of torture and slaughter.

Annis hags dwell in dark caves, tangled hollows, and cursed ruins deep within frozen swamps or icy moors. They stalk forth by night to sow fear and hunt the unwary, using their *disguise* to lure victims into a false sense of security before attacking. They often pose as travelers in need of aid or pilgrims seeking to share a camp.

Type: Evil Monstrous Humanoid (Annis Hag)
Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+1, Vigor d10
Skills: Athletics d6, Common Knowledge d8, Fighting d8, Notice d8, Persuasion d6, Stealth d6
Pace: 7; **Parry:** 6; **Toughness:** 12 (4)
Edges: Alertness
Special Abilities:

- **Armor +4:** Cursed skin.
- **Bite/Claws:** Str+d6, AP 2.
- **Darkvision:** Annis hags ignore penalties for Illumination up to 10".
- **Innate Powers:** Major *disguise* (self).
- **Size 1:** Annis hags stand 8 feet tall and weigh around 300 lbs.

Languages: Common, Giant.

GREEN HAG

Knots of dark, moldering hair spill over the features of this sickly, thin, green-skinned crone. A typical green hag stands between 5 and 6 feet tall and weighs roughly 150 pounds.

Green hags haunt foul swamps and dark, tangled forests. They delight in murdering innocents, unhinging noble minds, and debasing the pure of heart. These crones are particularly fond of using *disguise* to assume the forms of alluring young maidens and then seducing young men away from their lovers or families. Sometimes they do this merely for spite, other times they have malevolent plans to infect and ruin entire settlements.

Type: Evil Monstrous Humanoid (Green Hag)
Attributes: Agility d6, Smarts d8, Spirit d8, Strength d12, Vigor d6

Skills: Athletics d6, Common Knowledge d6, Fighting d8, Notice d8, Occult d8, Persuasion d8, Stealth d8
Pace: 6; **Parry:** 6; **Toughness:** 9 (4)
Edges: Alertness
Special Abilities:
- **Aquatic:** Pace 6. Athletics (swimming) +2.
- **Armor +4:** Cursed skin.
- **Claws:** Str+d4.
- **Darkvision:** Green hags ignore penalties for Illumination up to 10".
- **Energy Drain:** Anyone hit by a green hag's claws, suffers Energy Drain (Strength). A Vigor roll (at −2 with a raise on the attack) resists this effect.
- **Innate Powers:** Major *disguise* (self), major *environmental protection* (water, self), major *invisibility* (self), minor *light*, minor *speak language* (self), minor *sound*.
- **Wilderness Stride:** Green hags pass through terrain such as dense forest, rocky hills, or desert sands with ease. They ignore penalties for Difficult Ground

Languages: Aklo, Common, Giant.

NIGHT HAG

Grisly fetishes and the rags of once fine clothes hang off the cadaverous frame of these horrifying, sharp-fanged crones. Their size varies, ranging from 5 to 7 feet tall and 150 to 300 pounds.



Night hags are foul murderesses and greedy soul brokers who prey upon mortals while they're most vulnerable. They haunt the dreams of their victims night after night, eventually trapping their poor, tormented souls within dark gems — which they sell in the infernal markets of the outer planes.

Type: Evil Outsider (Night Hag)
Attributes: Agility d12, Smarts d10, Spirit d8, Strength d12, Vigor d12
Skills: Athletics d6, Common Knowledge d4, Fighting d8, Intimidation d8, Notice d10, Occult d8, Persuasion d10, Spellcasting d8, Stealth d6
Pace: 6; **Parry:** 6; **Toughness:** 14 (6)
Edges: Alertness, Arcane Background (Magic)
Powers: *Bolt, lower Trait.* **Power Points:** 10.
Special Abilities:
- **Armor +6:** Cursed skin.
- **Bite/Claws:** Str+d4.
- **Darkvision:** Night hags ignore penalties for Illumination up to 10".
- **Dream Haunting:** Once per night, a night hag can enter the dream of any sentient target, causing intense nightmares. The victim must make a Spirit roll at −4 or suffer Fatigue. The Fatigue can't be removed until the victim gets a full night sleep without suffering nightmares.
- **Environment Resistance:** Cold iron, magical damage.
- **Immunity:** Cold, Fear, fire, *puppet*, *slumber*.
- **Infection:** Anyone Wounded by a night hag's bite must make a Vigor roll (at −2 with a raise on the attack) or contract demon fever. This is a Lethal disease, requiring a Vigor roll each day to prevent taking a Wound.
- **Innate Powers:** Major *detect arcana* (self, all Modifiers), major *disguise* (self), minor *intangibility*, major *invisibility* (self), major *slumber*, major *shape change* (self, humanoid only).
- **Soul Bind:** After spending one minute to conduct a ritual, the night hag can imprison a newly dead soul in a black sapphire gem. The soul can't be resurrected or otherwise restored to life while in the gem (even *wish* has no effect). When destroyed, the soul is released, but still dead.
- **Weakness (Heartstone):** A night hag carries a gemstone that fuels some of her magical energies. If it is destroyed or stolen she

cannot use her Soul Bind or *intangibility* ability. It's worth 1,800 gp.

Languages: Abyssal, Celestial, Common, Infernal.

Sea Hag

Hair like rotting seaweed drapes this ancient witch. Loose, algae-colored skin sags off her half-starved 6 foot tall frame. Despite her emaciated appearance, a sea hag weighs about 150 pounds.

These wicked hags possess terrifying features that few dare look upon. Reveling in discord, the foul crones drag sailors to watery graves and torment the peoples of the oceans with deceitful promises. Sea hags prefer to dwell relatively close to shore where they can prey upon fishermen and crew of trading vessels.

Type: Evil Monstrous Humanoid (Sea Hag)
Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12, Vigor d10
Skills: Athletics d6, Common Knowledge d4, Fighting d6, Notice d8, Occult d6, Persuasion d6, Stealth d8
Pace: 6; **Parry:** 5; **Toughness:** 9 (2)
Edges: —
Special Abilities:

- **Aquatic:** Pace 8. Sea hags get +2 to all Stealth rolls underwater.
- **Armor +2:** Cursed skin.
- **Claws:** Str+d4.
- **Darkvision:** Sea hags ignore penalties for Illumination up to 10".
- **Evil Eye:** As a limited action, the crone can stare down her opponent, causing distress and uncertainty. If the hag succeeds in an opposed Spirit roll, her opponent is Distracted. If she gets a raise, the victim is also Vulnerable.
- **Fear:** A sea hag is nauseatingly hideous. Anyone who looks at a sea hag makes a Fear check.

Languages: Common, Giant.

Harpy

These winged carnivorous creatures look like a cross between a human and a bird of prey. Their faces appear human from a distance, although closer inspection reveals sharp teeth and inhuman eyes.



Harpies have feathers instead of hair. Their hands and feet bear the flesh-ripping talons of predatory avians. These creatures are known for their overpowering musk — they are usually smelled before they are seen. They sometimes wear perfumes to cover their natural odors.

Harpies live in temperate mountain areas of the Inner Sea region. They prefer craggy rookeries overlooking bogs and marshlands. They relish the "taste" of their prey's fear and pain. Harpies tend to "play" with their food, especially favoring humans and elves.

Type: Evil Monstrous Humanoid (Harpy)
Attributes: Agility d8, Smarts d4, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d8, Common Knowledge d6, Fighting d8, Intimidation d6, Notice d8, Performance d8, Stealth d4
Pace: 5; **Parry:** 6; **Toughness:** 8 (3)
Edges: —
Gear: Morning star (Str+d6), leather vest and greaves (+2).
Special Abilities:

- **Armor +1:** Tough hide.
- **Captivating Song:** When a harpy sings, all non-harpies within 100 yards must make a Spirit roll. Anyone who fails must move



towards the harpy, using the most direct path possible. Anyone encountering a cliff or other hazard gets another Spirit roll to end the effect before moving into peril. The effect lasts as long as the harpy sings. Those who succeed on the Spirit roll are immune to the captivating song for 24 hours.

- **Claws:** Str+d6.
- **Darkvision:** Harpies ignore penalties for Illumination up to 10".
- **Flight:** Pace 12.

Languages: Common.

HELL HOUND

These outsiders from the plane of Hell are nightmarish hunters and trackers.

HELL HOUND

This more common type of hell hound resembles a thin, lanky wolf with reddish-brown fur, white claws, and fiery red eyes. They stand up to 5 feet at their shoulder and weigh roughly 120 pounds.

When in packs, these creatures prefer to surround prey, with one or two using their fiery breath to force opponents into the rest of the pack.

Fire giants often keep hell hounds in their lairs, as guardians and companions. The hounds respect the giants if treated as equals rather than pets or servants.

Type: Evil Outsider (Hell Hound)
Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d6, Vigor d8
Skills: Athletics d8, Fighting d8, Notice d8, Stealth d10, Survival d8
Pace: 8; **Parry:** 6; **Toughness:** 9 (3)
Edges: Formation Fighter, Quick
Special Abilities:

- **Armor +3:** Outsider hide.
- **Bite:** Str+d6.
- **Breath Weapon (Fire):** Cone Template, 2d6 damage.
- **Darkvision:** Hell hounds ignore penalties for Illumination up to 10".
- **Environmental Weakness:** Cold.
- **Immunity:** Fire.
- **Pack Tactics:** The creature adds any Gang Up bonus to its Fighting damage rolls.
- **Speed:** d10 running die.

Languages: Infernal (can't speak).

NESSIAN HELL HOUND

This creature resembles a powerfully built wolf the size of a large draft horse, with ebony fur and burning red eyes.

Asmodeus, the Prince of Darkness, keeps vast kennels of these brutal war hounds beneath his palace in Nessus. All are fitted with shirts of fire-scorched barding. These loyal beasts always obey their master. They track their prey relentlessly — to the corners of Hell and beyond — until they complete their task or perish.

Type: Evil Outsider (Nessian Hell Hound)
Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d12+2, Vigor d12
Skills: Athletics d10, Fighting d10, Notice d8, Stealth d10, Survival d8
Pace: 10; **Parry:** 7; **Toughness:** 17 (6)
Edges: Alertness, Formation Fighter, Quick
Gear: Chain shirt barding (+3).
Special Abilities:

- **Armor +3:** Outsider hide.
- **Bite:** Str+d6, AP 2.
- **Breath Weapon (Fire):** Cone Template, 3d6 damage.
- **Darkvision:** Nessian hell hounds ignore penalties for Illumination up to 10".
- **Environmental Weakness:** Cold.
- **Immunity:** Fire.

- **Pack Tactics:** The creature adds any Gang Up bonus to its Fighting damage rolls.
- **Size 3:** Size of a war horse.
- **Speed:** d10 running die.

Languages: Infernal.

HOBGOBLIN

Hobgoblins are larger cousins of goblins, similar in size to humans. Unlike their smaller kin, these creatures value societal structure and organization, with strict behavioral mores, traditional rites of passage, and tribal laws.

Most hobgoblins live in military-style communities in the wilds, favoring hilly regions, especially in Avistan, Andoran, and Tian Xia. Soldiers have high status in all Hobgoblin strongholds, as warfare is their primary means of survival. These creatures raid and pillage nearby settlements, often taking slaves along with their plunder.

Type: Evil Humanoid (Hobgoblin)
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Athletics d6, Common Knowledge d6, Fighting d6, Notice d6, Persuasion d4, Shooting d6, Stealth d6
Pace: 6; **Parry:** 5; **Toughness:** 8 (2)
Hindrances: Ruthless (Minor)
Edges: —
Gear: Longsword (Str+d8), javelin (2) (Range 4/8/16, Damage Str+d6), hide armor (+2).
Special Abilities:
- **Darkvision:** Hobgoblins ignore penalties for Illumination up to 10".

Languages: Common, Goblin.

HOBGOBLIN BRUTE: Strength d8, Vigor d10 (Toughness 9 (2)), Fighting d8, Soldier, are Hardy, light shield (Parry 6 or 7 (shield)).

HOBGOBLIN MAULER: Strength d10, Fighting d10, First Strike, No Mercy, are Resilient, Maul (Str+d10, AP 2).

HORSE, LIGHT

Riding horses compromise speed with carrying capacity. The smaller "pony" version is Size 1 and Strength d10.

If trained for combat, increase Fighting to d6.

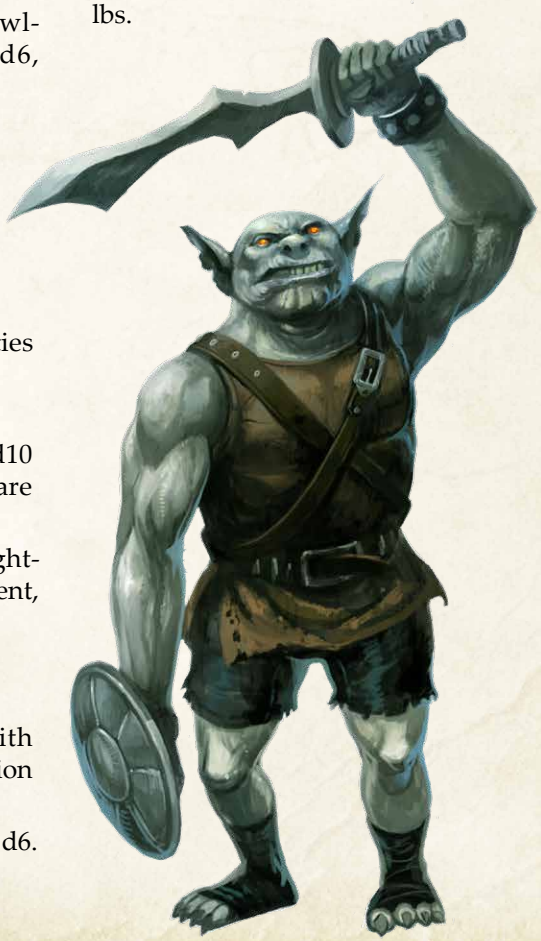
Type: Neutral Animal (Horse, Light)
Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12, Vigor d8
Skills: Athletics d8, Fighting d4, Notice d6
Pace: 12; **Parry:** 4; **Toughness:** 8
Edges: Fleet-Footed.
Special Abilities:
- **Kick:** Str+d4, to the front or rear as desired.
- **Size 2:** Typical light horse weighs about 1,000 lbs.

HORSE, HEAVY

These beasts are meant for labor or carrying heavy riders. The smaller "pony" version is Size 2, Strength d10, and Vigor d8.

If trained for combat, increase Fighting to d6.

Type: Neutral Animal (Horse, Heavy)
Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12+1, Vigor d10
Skills: Athletics d8, Fighting d4, Notice d6
Pace: 10; **Parry:** 4; **Toughness:** 10
Edges: —
Special Abilities:
- **Kick:** Str+d4, to the front or rear as desired.
- **Size 3:** A draft horse of about 1,000 to 1,500 lbs.



HYDRA

Multiple angry snake-like heads rise from the sleek, serpentine body of this terrifying monster. Legends describe hydras with five to twelve heads, although the most common have seven. Tales of some fire-breathing specimens strike fear into the hearts of those who encounter them.

These solitary carnivores usually live in swamps and marshes, although some are rumored to lair in coastal reefs. Found primarily on Avistan, Casmarond, and Garund, hydra have a voracious appetite. They hunt and devour large prey whenever possible, but will feed on vermin and other animals — including humanoids — anytime the opportunity presents itself.



Type: Neutral Magical Beast (Hydra)
Attributes: Agility d6, Smarts d4, Spirit d8, Strength d10, Vigor d10
Skills: Athletics d6, Fighting d6, Intimidation d10, Notice d6
Pace: 5; **Parry:** 5; **Toughness:** 13 (2)
Edges: —
Special Abilities:

- **Armor +2:** Scaly hide.
- **Bite:** Str+d6. Reach 1.
- **Breath Weapon (Fire):** Cone Template, 3d6 damage (GM's call). A fire-breathing hydra may only breathe fire with one of its heads each turn.
- **Fast Regeneration:** Hydras may attempt a natural healing roll every round as a free action, even if Incapacitated, unless their Wounds were caused by fire or acid. This can regenerate limbs—including heads!
- **Fear (–X):** The mere sight of a hydra causes a Fear check. The penalty is equal to half its current number of heads (round up, maximum of –4).
- **Multiple Heads:** As a limited action, a hydra can take a number of actions equal to half the number of its remaining heads (round up, to a maximum of four). These can be actions such as biting, breathing fire, Intimidating with a roar, etc., but must use the creature's heads. These collectively count as one of its possible three actions in a turn. Heads may be severed like Tentacles (see page 10).
- **Night Vision:** The hydra ignores all penalties for Illumination.
- **Pounce:** If a hydra makes Wild Attack, it adds +4 to its damage instead of +2.
- **Size 4 (Large):** These large creatures weigh up to 5,000 pounds and grow to 20 feet long or more. They can take one extra Wound.

INTELLECT DEVOURER

Thought by some to be invaders from another dimension or planet, the sinister intellect devourers are certainly one of the world's cruelest races. Incapable of experiencing emotions or wallowing in the sins of physical pleasure on their own, intellect devourers are forced to steal bodies in order to indulge their gluttony, lust, and cruelty.

Stories tell of entire cities of these creatures deep underground, where host bodies are worn like clothes to hideous orgies and vile feasts. Lone intellect devourers often dwell in ruins or caves on the edge of a civilized region so they can make periodic forays into town to "shop" for an attractive new body.



Type: Evil Aberration (Intellect Devourer)
Attributes: Agility d12, Smarts d8, Spirit d8, Strength d6, Vigor d12
Skills: Athletics d6, Common Knowledge d8, Fighting d8, Notice d10, Persuasion d6, Spellcasting d10, Stealth d12
Pace: 7; **Parry:** 6; **Toughness:** 8 (2)
Edges: Arcane Resistance, Quick
Special Abilities:

- **Armor +2:** Aberrant hide.
- **Blindsense:** Intellect devourers ignore *invisibility*, *illusion*, and all Illumination penalties.
- **Body Thief:** As a limited action, an intellect devourer can reduce its size, crawl into the mouth of a helpless or recently dead creature (no more than one day), and burrow into the victim's skull to devour its brain. This causes four Wounds that can be soaked. If the victim is slain (or already dead), the creature usurps control of the body and may use it as its own. Otherwise the intellect devoured is ejected.

  While in control, the devourer has access to the host's abilities, except Arcane Backgrounds and Innate or Mystic Powers (it can still use its own Innate Powers, however). It knows (and can speak) the languages known by the victim and basic information about the victim's identity and personality, yet has none of its specific memories or knowledge.

  The host decays to uselessness in seven days (unless magically preserved). If this happens or the host body is slain, the intellect devourer is ejected. Once ejected, the devourer is stunned.
- **Claws:** Str+d4.
- **Environmental Resistance:** Cold, electricity.
- **Environmental Weakness:** Adamantine and magic weapons.
- **Immunity:** Fire, *empathy*, *puppet*, *slumber*.
- **Innate Powers:** Minor *confusion*, minor *detect arcana*, minor *invisibility*, major *mind link*, major *shrink* (self), minor *stun*.
- **Resilient:** Intellect devourers can take one extra Wound before they're Incapacitated.
- **Size –2 (Small):** An intellect devourer is 3 feet long and weighs about 60 pounds.

Languages: Undercommon (can't speak).

KOBOLD

Small reptilian humanoids, kobolds have short snouts and long tails. Known as craven creatures, they are sensitive to light. They typically reside in underground caverns or in the sewers of great cities, coming to the surface only in the dark of night to steal livestock or precious minerals.

Kobolds dwell in various regions of Golarion, most commonly in Andoran but also in other nations from Cheliax to Absalom. Their underground tunnels and cave systems are known to contain many traps designed to discourage intruders or capture small prey.

Type: Evil Humanoid (Kobold)
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d6



Skills: Athletics d6, Common Knowledge d6, Fighting d6, Notice d6, Persuasion d4, Shooting d6, Stealth d8
Pace: 6; **Parry:** 5; **Toughness:** 6 (2)
Edges: Alertness
Gear: Small spear (Str+d4), sling (Range 4/8/16, Damage Str+d4), leather tunic (+2).
Special Abilities:
- **Ancestry:** Darkvision, Size −1.
- **Weakness (Light):** Kobolds subtract 1 from Trait rolls requiring sight in bright light.

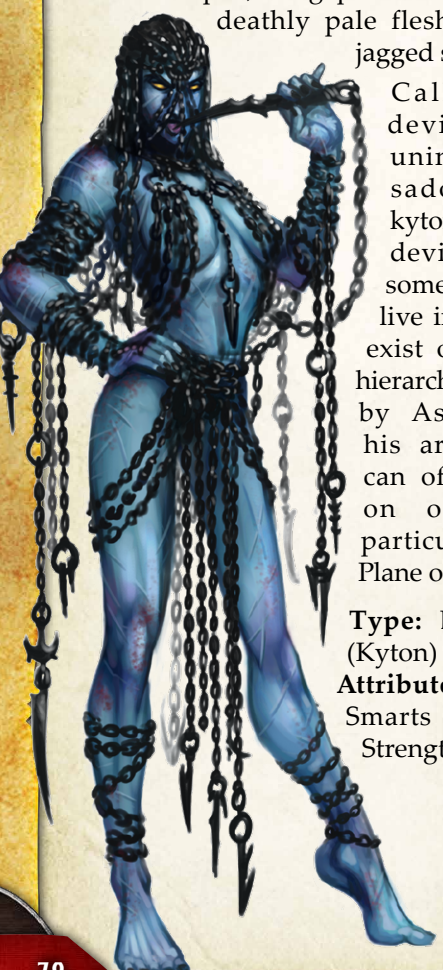
Languages: Draconic.

KOBOLD RAIDER: Vigor d8 (Toughness 7 (2)), Fighting d8 (Parry 6), Formation Fighter, are Resilient

KOBOLD SHAMAN: Strength d6, Spellcasting d8, Block (Parry 7), Arcane Background (Magic), *bolt*, *deflection*, *lower Trait*, **Power Points:** 10, is a Wild Card.

KYTON

Wickedly-barbed chains adorn this lean biped, and gaps in the bindings reveal deathly pale flesh etched with jagged scars.



Called chain devils by the uninitiated, the sadomasochistic kytons are not true devils. Although some are known to live in Hell, kytons exist outside of the hierarchies established by Asmodeus and his archdevils and can often be found on other planes, particularly on the Plane of Shadow.

Type: Evil Outsider (Kyton)
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6
Skills: Athletics d8, Common Knowledge d6, Fighting d8, Intimidate d8, Notice d8, Stealth d6
Pace: 6; **Parry:** 6 or 7 (chain); **Toughness:** 10 (5)
Edges: Trademark Weapons (Spiked Chain)
Gear: Spiked chain (Str+d6, AP 1, Ignore Shields), spiked chain armor (+3).
Special Abilities:
- **Armor +2:** Extraplanar resistance.
- **Dancing Chains:** Damage 2d6, AP 2, Reach 4, roll four Fighting dice as a limited action.
- **Darkvision:** Kytons ignore penalties for Illumination up to 10".
- **Environmental Weakness:** Silver.
- **Fear:** A Kyton's unnerving gaze causes Fear in mortals.
- **Immunity:** Cold.

Languages: Common, Infernal.

KYTON LASHER: Vigor d8 (Toughness 11 (5)), Fighting d10, Block (Parry 8 or 9 (chain))

KYTON CHAIN MASTER: Smarts d8, Strength d10, Improved Trademark Weapon (Spiked Chain) (Parry 8 or 10 (chain)), Level Headed

LAMIA

With the lower body of a lion combined with the form of a fetching humanoid woman from the waist up, these evil creatures often charm victims to do their bidding. Cruel and evil, these deceitful monsters serve the goddess Lamashtu.

Lamia, the weakest of the lamyros family, have ancient connections with the lost realm of Thassilon. Therefore they are most likely encountered in the Inner Sea regions, especially Varisia.

Type: Evil Monstrous Humanoid (Lamia)
Attributes: Agility d10, Smarts d8, Spirit d8, Strength d10, Vigor d8
Skills: Athletics d10, Common Knowledge d6, Fighting d8, Notice d8, Occult d8, Persuasion d8, Spellcasting d10, Stealth d8
Pace: 8; **Parry:** 6; **Toughness:** 10 (2)
Edges: Arcane Background (Magic), Frenzy, Nerves of Steel, Quick
Powers: *Illusion*, *puppet*, *slumber*, *sound.* **Power Points:** 15
Gear: Magical dagger (Str+d4, AP 1, Accurate).
Special Abilities:
- **Armor +2:** Lamia hide.

- **Change Shape:** As a limited action, a lamia can assume the form of any Size 0 humanoid.
- **Claws:** Str+d6, AP 2.
- **Night Vision:** Lamias ignore all penalties for Illumination.
- **Pounce:** If a lamia makes a Wild Attack it adds +4 damage instead of +2 to one successful Fighting attack.
- **Resilient:** Lamias can take one extra Wound before they're Incapacitated.
- **Size 2:** Lamia are more than 8 feet long and weigh upwards of 650 lbs.

Languages: Abyssal, Common.

Lamia Matriarch

These evil leaders of the lamyros delight in causing pain and suffering. They sometimes equip themselves with armor, weapons and magical items, even though Lamashtu has endowed them with magical prowess and dangerous claws.

Type: Evil Monstrous Humanoid (Lamia Matriarch)
Attributes: Agility d12, Smarts d8, Spirit d8, Strength d12, Vigor d10
Skills: Athletics d10, Common Knowledge d6, Fighting d10, Notice d8, Occult d8, Persuasion d8, Spellcasting d8, Stealth d8
Pace: 7; **Parry:** 8; **Toughness:** 11 (1)
Edges: Arcane Background (Magic), Arcane Resistance, Block, Frenzy, Two-Weapon Fighting
Powers: *Bolt*, *healing*, *illusion*, *invisibility*, *protection*, *speed*. **Power Points:** 20.
Gear: 2× scimitar (Str+d6).
Special Abilities:
- **Armor +1:** Serpent hide.
- **Change Shape:** As a limited action a lamia matriarch can change into any humanoid between Size −1 and 1 with a Spellcasting roll. Changing back also requires a roll.
- **Innate Powers:** Minor *detect arcana*, *empathy* (Charm; Spellcasting, Duration of one week), minor *sound*.
- **Night Vision:** Lamia matriarchs ignore all penalties for Illumination.
- **Size 3:** Lamia are massive serpent like creatures that weigh more than 1000 lbs.

Languages: Abyssal, Common, Draconic.



Lich

Few creatures on Golarion are more feared than the lich. The pinnacle of necromantic art, the lich is a spellcaster who has chosen to shed his or her life as a method to cheat death by becoming undead. While many who reach such heights of power stop at nothing to achieve immortality, the very idea of becoming a lich is abhorrent to most creatures.

Type: Evil Undead (Lich Wizard)
Attributes: Agility d8, Smarts d12, Spirit d8, Strength d6, Vigor d8
Skills: Academics d8, Athletics d6, Common Knowledge d8, Fighting d6, Notice d6, Occult d8, Persuasion d6, Shooting d6, Spellcasting d10, Stealth d4
Pace: 6; **Parry:** 5; **Toughness:** 12 (4)
Edges: Concentration, Extraction, Level Headed (Imp), Wizard
Powers: *Barrier*, ***blind***, *bolt*, ***curse***, *darkness/light*, *detect arcana*, ***fear***, *fly**, *illusion**, *invisibility**, *intangibility**, ***lower trait***, *sloth**, *shrink**, *speak language*, *summon ally*, *teleport*. **Power Points:** 25

Gear: Boots of levitation, headband of major mental superiority (Smarts), ring of minor *protection*, potion of *invisibility*, scroll of *puppet*, scroll of *teleport* with Greater Teleport modifier.

Special Abilities:

- **Armor +2:** Lich resilience.
- **Bash:** Str+d4.
- **Class Abilities (Wizard):** Arcane Background (Wizard), Arcane Bond (phylactery), Armor Interference (Any), School (Necromancy; Illusion, Transmutation).
- **Environmental Weakness:** Bludgeoning and enchanted weapons.
- **Fear (–2):** The sight of a lich inspires terror in mortals.
- **Immunity:** Cold, electricity.
- **Paralyzing Touch:** Any living creature hit by a lich must make a Vigor roll (at –2 with a raise on the attack) or be permanently paralyzed, unless *dispel* is cast on them. Anyone paralyzed appears dead unless examined with a Healing or Notice roll at –1.
- **Power over Undead:** A lich has the ability to command any mindless undead, such as skeletons and zombies.
- **Rejuvenation:** Liches store their essence in a jar, bottle, metal box, or other container called a "phylactery." When a lich is slain, its phylactery immediately begins to rebuild the undead spellcaster's body over the next 1d10 days. After this time the lich awakens fully healed. Destroying the phylactery stops the lich from returning to undeath.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison; ignores penalties for Illumination up to 10"
- **Unstoppable:** A lich can't suffer more than one Wound from a single attack (after Soak rolls are made).

Languages: Abyssal, Aklo, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Infernal, Orc, Undercommon.

LINNORM

Linnorms are primeval dragons of the northern regions of Golarion. They thrive on their hatred for those they deem lesser creatures, and seek to inflict as much suffering as possible unto their unfortunate victims. Linnorms usually live in remote areas and hibernate for centuries, so their lust for devastation can go unnoticed — even forgotten — for generations.



These greedy and gluttonous creatures have massive serpentine, wingless bodies. They all have breath weapons and an innate magical ability to fly, even without wings. Most notably, all linnorms share a potent defense, known as the Death Curse.



COMMON ABILITIES

- **Linnorm:** Fly at Pace 18; ignore all penalties for Illumination; may attempt a natural healing roll every round unless the Wounds were caused by cold iron objects; +4 damage from cold iron weapons; major *detect arcana* (all Modifiers); immune to Bound & Entangled, cold, *curse*, *puppet*, *illusion*, *invisibility*, paralysis, poison, *sloth, slumber*, Stun; ignore 4 points of Scale penalties when attacking with their claws.

CRAG LINNORM

This immense, wingless dragon has a green serpentine body, a triple tail, and powerful talons. The crag linnorm is among the weakest of its kind, yet still a devastating predator in its own right. Favored by the gods or perhaps some primal intelligence of the fey, the crag linnorm bestows a fiery curse on any who manage to slay it.

Type: Evil Dragon (Crag Linnorm)
Attributes: Agility d10, Smarts d4, Spirit d10, Strength d12+5, Vigor d12+1
Skills: Athletics d8, Fighting d12, Notice d12
Pace: 7; **Parry:** 8; **Toughness:** 18 (3)
Edges: Arcane Resistance, Combat Reflexes
Special Abilities:

- **Aquatic:** Pace 10.
- **Armor +3:** Scaly hide.
- **Bite/Claws:** Str+d8, AP 2.
- **Breath Weapon (Magma):** Crag linnorms expel magma using a Stream Template for 3d6 damage. Lingering Damage inflicts another 3d4 at the start of the victim's next turn.
- **Death Curse (Fire):** Anyone who slays a crag linnorm must make a Spirit roll at −4 to resist acquiring a Weakness to Fire. This curse can't be *dispelled.*
- **Immunity:** Fire.
- **Poison (−4):** The crag linnorm's bite contains a Knockout poison.
- **Size 7 (Large):** These linnorms are upwards of 60' long and weigh 12,000 pounds. They can take one extra Wound.

Languages: Aklo, Draconic, Sylvan.

ICE LINNORM

The ice linnorm dwells amid glacial crevasses and atop wind-blasted mountain peaks. Tales speak of climbers unwittingly clambering over the flanks of a particularly immense ice linnorm coiled around a mountain, only to find death at its furious fangs and claws at the summit of their goal. During the fiercest winters, ice linnorms are said to slither down to the lowlands to eat entire villages.

Type: Evil Dragon (Ice Linnorm)
Attributes: Agility d12+1, Smarts d4, Spirit d10, Strength d12+7, Vigor d12+2
Skills: Athletics d10, Fighting d12, Notice d12+1



Pace: 7; **Parry:** 8; **Toughness:** 22 (4)
Edges: Arcane Resistance, Combat Reflexes, Quick
Special Abilities:

- **Aquatic:** Pace 7.
- **Armor +4:** Scaly hide.
- **Bite/Claws:** Str+d8, AP 2.
- **Breath Weapon (Cold):** Cone Template, 3d6 damage. Lingering Damage inflicts another 3d4 at the start of the victim's next turn.
- **Death Curse (Cold):** Anyone who slays a ice linnorm must make a Spirit roll at −4 to resist acquiring a Weakness to Cold. This curse can't be dispelled.
- **Immunity:** Cold.
- **Poison (−2):** The ice linnorm's bite contains a Lethal poison.
- **Size 9 (Huge):** Ice linnorms are upwards of 90' long and weigh 18,000 pounds. They can take two extra Wounds.

Languages: Aklo, Draconic, Sylvan.

TARN LINNORM

This nightmarishly gargantuan linnorm possesses two equally fearsome heads. Its twin jaws seethe with acid and poison.

Although legends speak of even more powerful linnorms, it's hard to believe after witnessing the devastation a two-headed tarn linnorm can wreak. Content to sleep away the centuries at the bottom of dark, deep mountain lakes, a tarn is a true horror feared by even the mightiest of heroes on Golarion.

Type: Evil Dragon (Tarn Linnorm)
Attributes: Agility d12+1, Smarts d6, Spirit d12, Strength d12+7, Vigor d12+2
Skills: Athletics d12, Fighting d12, Notice d12+2, Stealth d10
Pace: 7; **Parry:** 8; **Toughness:** 22 (3)
Edges: Arcane Resistance, Combat Reflexes, Quick
Special Abilities:

- **All-Around Vision:** Tarns can see in all directions. They ignore 1 point of Gang Up bonuses.
- **Aquatic:** Pace 12.
- **Armor +3 (Heavy Armor):** Scaly hide.
- **Bite/Claws:** Str+d8, AP 4.
- **Breath Weapon (Acid):** Cone Template, 5d6 damage. Lingering Damage inflicts another 5d4 at the start of the victim's next turn.
- **Death Curse (Death):** Anyone who slays a tarn linnorm must make a Spirit roll at −4 to resist acquiring an Immunity to magical *healing*. This curse can't be dispelled.
- **Immunity:** Acid.
- **Poison (−4):** The tarn linnorm's bite contains a Lethal poison.
- **Size 10 (Huge):** These linnorms are upwards of 100' long and weigh 24,000 pounds. They can take two extra Wounds.

Languages: Aklo, Draconic, Sylvan.

LION

The kings of the jungle are fierce predators, particularly in open grassland where their prey cannot seek refuge.

Type: Neutral Animal (Lion)
Attributes: Agility d8, Smarts d6 (A), Spirit d10, Strength d12, Vigor d8
Skills: Athletics d10, Fighting d8, Intimidate d6, Notice d8, Stealth d10

Pace: 8; **Parry:** 6; **Toughness:** 7
Edges: Frenzy (Imp)
Special Abilities:
- **Bite/Claws:** Str+d6 AP 2.
- **Low Light Vision:** Lions ignore penalties for Dim and Dark Illumination.
- **Pounce:** Lions pounce on their prey to best bring their mass and claws to bear. If a lion makes a Wild Attack, it adds +4 to its damage instead of +2.
- **Size 1:** Typical males are about 400 pounds.

LIZARDFOLK

Lizardfolk are proud and powerful reptilian predators. They live in communal villages scattered deep within swamps and marshes.

Although many other peoples view lizardfolk society poorly, their isolated communities are actually vibrant cultures. Lizardfolk have an oral history stretching back to before humans walked upright.

Most lizardfolk stand 6 to 7 feet tall and weigh 200 to 250 pounds, their powerful muscles covered in scales of gray, green, or brown. They prefer to hunt and work during the day and retire to their communal homes at night.

Type: Neutral Humanoid (Lizardfolk)
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d4, Fighting d6, Notice d6, Persuasion d4, Stealth d4
Pace: 6; **Parry:** 5 or 6 (shield); **Toughness:** 8 (3)
Edges: —
Gear: Light mace (Str+d6), 3× javelin (Range 3/6/12, Damage Str+d6), light shield.
Special Abilities:
- **Aquatic:** Pace 3. Lizardfolk can hold their breath four times longer than a human.
- **Armor +3:** Scaly skin.
- **Bite/Claws:** Str+d4.

Languages: Draconic.

LIZARD KING

Lizardfolk continue to grow throughout their lives, and once every few generations, a tribe is blessed with a lizard king — an individual who for unknown reasons has a lifespan twice the length of his fellows, causing him to grow to prodigious size and strength.

Due to their superior size and the experience and wisdom gleaned over their long lives, these individuals inevitably become chieftains and warriors of the highest caliber.

Type: Neutral Humanoid (Lizardfolk)
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d10
Skills: Athletics d8, Common Knowledge d4, Fighting d10, Notice d6, Persuasion d4, Stealth d4
Pace: 6; **Parry:** 8 or 9 (shield); **Toughness:** 15 (5)
Edges: Trademark Weapon (Trident)
Gear: Trident (Range 3/6/12, Str+d6, AP 1, Accurate), light shield.
Special Abilities:
- **Aquatic:** Pace 3. Lizardfolk can hold their breath four times longer than a human.
- **Armor +5:** Scaly skin.
- **Bite/Claws:** Str+d6, AP 2.
- **Size 3:** A lizard king is often at least twice as large as other lizardmen.

Languages: Draconic.

LYCANTHROPE

Lycanthropes are shape changing humanoid creatures. They can take humanoid form, animal form, or fearsome hybrid shape with characteristics of the two.

Two types of lycanthropes are known — those born naturally and those infected with the disease (or curse) of lycanthropy.



CURSE OF LYCANTHROPY

Often called a curse, lycanthropy is an infectious disease. Anyone Wounded by a naturally-born lycanthrope must succeed at a Vigor roll or contract the disease.

A creature that catches lycanthropy displays no immediate symptoms. The infected doesn't gain any of the profile's abilities until the night of the next full moon when the victim involuntarily assumes animal form and forgets his or her own identity.

The character remains in animal form until the next dawn. He remembers nothing about the entire episode (or subsequent episodes) unless he succeeds with a Spirit roll at −2, in which case he becomes aware of his condition.

Success with the *healing* power and Neutralize Disease modifier cures the affliction if applied within the first hour after being infected. With a raise, the power cures the disease within the first full 24 hours.

Consuming a potion of wolfsbane, created with a Survival roll at −2, within an hour of being infected gives an afflicted lycanthrope an additional Vigor check to recover from the disease.

See Becoming a Lycanthrope sidebar on page 85 for more information about characters contracting this disease.

The former have better control over their shapechanging, while the inflicted are compelled to take the were-shape during a full moon. Natural lycanthropes carry the disease and can infect others. See **Curse of Lycanthropy** above.

Several types of were-creatures exist on Golarion, from werebears to weretigers. The Inner Sea region is known as a particular hub of activity, from the Darkmoon Vale in Andoran to Wolf's Ear in Varisia. Were-creatures often join together in secret guilds or other lycanthrope societies.

WERERAT (HYBRID FORM)

Whether naturally born or cursed with lyncanthropy, wererats are shapechangers feared by anyone with common sense. They tend to keep their abilities a secret known only to others in their hidden guilds.

Natural wererats usually look like short and wiry humans — often with a nervous disposition and darting rodent-like eyes — when in human form. Those cursed with this existence appear exactly as they did before they became infected. Both can take a hybrid form as well as that of a dire rat (see page 100).

Type: Evil Humanoid (Wererat, Hyrbid Form)
Attributes: Agility d10, Smarts d4, Spirit d8, Strength d8, Vigor d8
Skills: Athletics d8, Common Knowledge d6, Fighting d8, Notice d10, Persuasion d4, Stealth d8
Pace: 6; **Parry:** 6; **Toughness:** 9 (2)



Edges: Dodge
Special Abilities:
- **Armor +2:** Thick hide.
- **Bite/Claws:** Str+d6
- **Change Shape:** As a limited action, a wererat can assume one of three forms: dire rat, hybrid, or original form.
- **Environmental Weakness:** Silver.
- **Fast Regeneration:** Lycanthropes may attempt a natural healing roll every round unless the Wounds were caused by silvered objects.
- **Infection:** Anyone Wounded by a naturally-born wererat's bite must make a Vigor roll or contract lycanthropy (see page 83).
- **Low Light Vision:** Lycanthropes ignore penalties for Dim and Dark Illumination.
- **Size 1:** Wererats are stout creatures.

Languages: Common.

Werewolf (Hybrid Form)

In their humanoid form, natural werewolves look like normal people, though some tend to look a bit feral and have wild hair. Eyebrows that grow together, index fingers longer than the middle fingers, and strange birthmarks on the palm of the hand are all commonly accepted indications of a werewolf.

Of all the lycanthropes, the werewolf is the most widespread and the most feared. Stories of werewolves haunting lonely forest roads, prowling misty moors on the outskirts of rural societies, or dwelling in the shadows of the largest cities are quite common.

Type: Evil Humanoid (Werewolf, Hybrid Form)
Attributes: Agility d8, Smarts d4, Spirit d8, Strength d10, Vigor d8
Skills: Athletics d8, Common Knowledge d8, Fighting d8, Intimidation d8, Notice d10, Stealth d10, Survival d10
Pace: 8; **Parry:** 6; **Toughness:** 9 (2)
Edges: —
Special Abilities:
- **Armor +2:** Thick hide.
- **Bite/Claws:** Str+d6, AP 2.
- **Change Shape:** As a limited action, this lycanthrope can assume one of three forms: dire wolf (see page 32), hybrid, or original form.

Becoming a Lycanthrope

When a character becomes a lycanthrope, he develops the ability to change into multiple forms (listed with each type).

Each form also has the following Special Abilities:

- **Change Shape:** As a limited action, a lycanthrope can assume one of three forms: animal, hybrid, or original.

Animal Form: Use the dire creature profile.

Hybrid Form: Use the original profile with the following adjustments:

Attributes: Increase these attributes by one die type—Spirit, Strength, and Vigor.
Special Abilities:
- **Armor +2:** Thick hide.
- **Bite/Claws:** Str+d6.
- **Environmental Weakness:** Silver.
- **Fast Regeneration:** Lycanthropes may attempt a natural healing roll every round unless the Wounds were caused by silvered objects.
- **Low Light Vision:** Lycanthropes ignore penalties for Dim and Dark Illumination.
- **Size +1:** They hybrid form is one Size larger than the original.

Original: Use the original creature's profile with the Shape Change ability.

- **Fast Regeneration:** Lycanthropes may attempt a natural healing roll every round unless the Wounds were caused by silvered objects.
- **Environmental Weakness:** Silver.
- **Infection:** Anyone Wounded by a naturally-born werewolf's bite must make a Vigor roll or contract lycanthropy (see page 8).
- **Low Light Vision:** Lycanthropes ignore penalties for Dim and Dark Illumination.
- **Size 1:** Werewolves are stout creatures.

Languages: Common.



MANTICORE

A manticore has the body of a lion, the wings of a dragon, and a vaguely human head. Its mouth contains rows of razor sharp teeth and its tail ends in a ball of darts or spines.

Manticores inhabit many wild areas of Golarion, favoring the hills of Glenebon and the Mwangi Expanse, as well as the hinterlands of Varisia. For unknown reasons, they also gravitate towards forests where Darkwood grows.

These fierce and thoroughly evil predators devour every part of their victims, even their gear.

Type: Evil Magical Beast (Manticore)
Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12, Vigor d10
Skills: Athletics d8, Fighting d8, Intimidation d6, Notice d8, Shooting d8, Stealth d6, Survival d6
Pace: 6; **Parry:** 7; **Toughness:** 10 (1)
Edges: Trademark Weapon (Spikes)
Special Abilities:
- **Armor +1:** Spiny hide.
- **Bite/Claws:** Str+d6, AP 2.
- **Flight:** Pace 8.
- **Night Vision:** Manticores ignore all penalties for Illumination.
- **Size 2:** These strange creatures grow to 10 feet tall and more than 600 pounds.
- **Spikes:** A manticore may fire spikes from its tail as an action (Range 12/24/48, Damage 2d6, AP 2). A typical manticore has 24 tail spikes that regrow once per day.

Languages: Common.

MEDUSA

Medusas are human-like creatures with snakes instead of hair. All known medusas are female. At distances of 10 yards or more, a medusa can easily pass for a beautiful human if she wears something to cover her serpentine locks. Even up close it's hard to discern her identity if she wears clothing to conceal her head and face.

Medusas use lies and disguises to get close enough to opponents to use their petrifying gaze. Sometimes they choose to play with their prey and fire arrows from a distance to lead enemies into traps. Some enjoy creating intricate decorations out of their victims, using their petrified remains as accents to their swampy lairs.

Type: Evil Monstrous Humanoid (Medusa)
Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d10
Skills: Athletics d8, Common Knowledge d6, Fighting d8, Intimidation d10, Notice d10, Occult d8, Persuasion d10, Shooting d10, Stealth d8
Pace: 6; **Parry:** 7; **Toughness:** 9 (2)
Edges: Alertness, Level Headed, Marksman, Trademark Weapon (Longbow)
Gear: Dagger (Str+d4), masterwork longbow (Range 15/30/60, Damage 2d6, AP 2), quiver of 20 arrows.
Special Abilities:
- **All-Around Vision:** Medusas can see in all directions. They ignore one point of Gang Up bonuses.
- **Armor +2:** Monstrous flesh.
- **Bite:** Str. The snake heads can bite.
- **Darkvision:** The medusa ignores penalties for Illumination up to 10".

- **Gaze:** As a limited action, the medusa can gaze at an opponent within 5" (10 yards). The victim must make a Vigor roll (−2) or be turned to stone. He can be restored with *dispel* at −2, though any individual caster may try only once per target.
- **Poison (−2):** Each snake head's bite contains Lethal poison.

Languages: Common.

Mephit

Mephits are the servants of powerful elemental creatures. Key sites and locations on the elemental planes are full of mephits scurrying about on important errands or duties.

Each kind of mephit is associated with one element that defines its special abilities. This is the base profile, followed by Special Abilities for each mephit.

Type: Neutral Outsider (Mephit)
Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d8, Fighting d6, Notice d6, Spellcasting d8, Stealth d8
Pace: 6; **Parry:** 5; **Toughness:** 5 (2)
Edges: Arcane Background (Magic), Dodge
Powers: *Varies.* **Power Points:** 5.
Special Abilities:
- **Armor +2:** Outsider resistance.
- **Claws:** Str +d4.
- **Darkvision:** Mephits ignore penalties for Illumination up to 10".
- **Mephit Summoning:** Once per day as a limited action, a mephit can summon a mephit of the same element to aid her.
- **Size −2 (Small):** Mephits are small creatures.

Air Mephit

Air mephits are commonly found on the Plane of Air. These mephits are whimsical and prone to distraction.

Powers: *Deflection.*
Special Abilities:
- **Flight:** Pace 10.
- **Breath Weapon (Sand):** Cone Template, 2d4 damage.
- **Regeneration (Winds):** May attempt a natural healing roll every round, even if Incapacitated, in gusty or windy areas.

Earth Mephit

Earth mephits are commonly found on the Plane of Earth. These mephits are plodding and humorless.

Powers: *Elemental Manipulation* (soften earth and stone), *growth.*
Special Abilities:
- **Breath Weapon (Stone):** Cone Template, 2d4 damage.
- **Burrow (6"):** Earth mephits can burrow underground.
- **Regeneration (Below Ground):** May attempt a natural healing roll every round, even if Incapacitated, while underground.



Fire Mephit

Fire mephits are commonly found on the Plane of Fire. Fire mephits are vengeful and quick to anger.

Powers: *Bolt* (scorching ray), *Elemental Manipulation* (heat metal).
Special Abilities:
- **Environmental Weakness:** Cold.
- **Breath Weapon (Fire):** Cone Template, 2d4 damage.
- **Immunity:** Fire.
- **Regeneration (Fire):** May attempt a natural healing roll every round, even if Incapacitated, if in contact with fire.

Water Mephit

Water mephits are commonly found on the Plane of Water. These mephits are constant jokesters.

Powers: *Bolt* (acid arrow).
Special Abilities:
- **Aquatic:** Pace 6.
- **Breath Weapon (Acid):** Cone Template, 2d4 damage.
- **Regeneration (Water):** May attempt a natural healing roll every round, even if Incapacitated, if underwater.



Mimic

These aberrations can transform themselves into simulacra of man-made objects. They position themselves in places humanoids are sure to go, but remote enough where they can attack without being seen by large numbers.

Sages of occult matters debate the exact origins of this creature, though most agree it was the result of magical or alchemical experimentation. Some believe mimics hunt for sport rather than sustenance.

A typical mimic has a volume of 150 cubic feet. Legends tell of some of much greater sizes, with the ability to assume the form of houses, ships, or even entire dungeon complexes.

Type: Neutral Aberration (Mimic)
Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12, Vigor d10
Skills: Athletics d6, Fighting d8, Notice d10
Pace: 2; **Parry:** 6; **Toughness:** 9 (2)
Edges: Quick
Special Abilities:
- **Adhesive:** A mimic exudes a thick, adhesive slime that affects any creatures or items that touch it. When it hits with a Fighting attack, it automatically grapples the victim. Likewise, when the mimic is hit by an opponent's physical attack, it automatically grapples the attacker. Opponents can't break free while the mimic is alive, except by using a strong alcohol or universal solvent.
- **Armor +2:** Stout body.
- **Bash:** Str+d6, AP 2.
- **Darkvision:** Mimics ignore penalties for Illumination up to 10".
- **Immunity:** Acid.
- **Mimic Object:** A typical mimic can assume the shape of an object roughly man-sized, such as a large chest, a statue, or a door. The creature can't substantially alter its Size.
- **Very Resilient:** A mimic can take two Wounds before being Incapacitated.

Languages: Common.

Minotaur

Minotaurs have massive, bull-like heads, horns, and hooves. On

Golarion, minotaurs live in small tribes or solitary lairs. They typically worship Lamashtu or Rovagug. These fierce humanoids are eager for battle and they the savor the taste of their opponents' flesh.

Most notably, minotaurs possess an uncanny ability: they never get lost. Perhaps this is a gift from Lamashtu, who legends say created the minotaur before Earthfall. Regardless, minotaurs prefer to lair in mazes, using this ability to their advantage when intruders dare to invade.

Type: Evil Monstrous Humanoid (Minotaur)
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d8
Skills: Athletics d6, Fighting d10, Common Knowledge d4, Intimidation d8, Notice d6, Stealth d4, Survival d6
Pace: 6; **Parry:** 7 or 6 (great axe); **Toughness:** 11 (2)
Edges: —
Gear: Great axe (Str+d10, AP 3, Parry −1, two hands), heavy leather vest (+2).
Special Abilities:

- **Darkvision:** These creatures ignore penalties for Illumination up to 10".
- **Horns:** Str+d6, AP 2.
- **Resilient:** Minotaurs can take one Wound before they're Incapacitated.
- **Size 3:** Minotaurs stand around 7' tall and have the mass of bulls.

Languages: Giant.

MOHRG

Mohrgs are former serial killers whose remains returned to unlife after they were brought to justice and publicly executed for their heinous crimes.

These undead things care even less for life than they did before their own deaths. They exist solely to wreak havoc on the living. Sometimes mistaken for skeletons or zombies, they are far more dangerous than those mindless abominations. They retain some semblance of their own memories — and the delight they once took in hearing the screams of the dying.

Type: Evil Undead (Mohrg)
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12, Vigor d10



Skills: Athletics d8, Fighting d8, Notice d10, Stealth d10
Pace: 6; **Parry:** 6; **Toughness:** 13 (4)
Edges: Extraction, Quick
Special Abilities:

- **Armor +4:** Necrotic resistance.
- **Bash:** Str+d8.
- **Infection:** Anyone slain by a mohrg raises as a zombie one round later. When a zombie is created, the mohrg may immediately make a natural healing roll from the surge of negative energy.
- **Paralysis:** Anyone hit by a mohrg's tongue attack must make a Vigor roll (−2 with a raise on the attack) or be Stunned.
- **Tongue:** Touch attack.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison; ignore penalties for Illumination up to 10".
- **Very Resilient:** Mohrgs can take two Wounds before they're Incapacitated.



MORLOCK

The tragic morlocks are descendants of the ancient Azlanti who escaped the death of their empire by fleeing into the Darklands. Morlocks still resemble their human forebears despite their transformation over generations underground. They have bulging eyes and wide mouths full of flesh-rending teeth. The tallest reach five feet in height, although they appear shorter because of their tendency to run on all fours.

These subterranean tribal creatures are excellent climbers and leapers. Hunting skills are most important in morlock communities. They know how to gain high ground, leaping from crags onto their prey for fast and effective attacks. Used to living and fighting in cramped underground spaces, morlocks fight well in groups. They see clearly in darkness, while bright light is their bane.

Type: Evil Monstrous Humanoid (Morlock)
Attributes: Agility d10, Smarts d4, Spirit d8, Strength d6, Vigor d8
Skills: Athletics d10, Fighting d6, Notice d6, Stealth d8, Survival d6
Pace: 6; **Parry:** 5; **Toughness:** 7 (1)
Edges: Formation Fighter, Quick
Gear: Club (Str+d6).
Special Abilities:

- **Armor +1:** Tough hide.
- **Bite:** Str+d4.
- **Darkvision:** Morlocks ignore penalties for Illumination up to 10".
- **Immunity:** Disease and poison.
- **Pounce:** If a morlock makes a Wild Attack, it adds +4 to its damage instead of +2.
- **Wall Walker:** Morlocks can walk on vertical or inverted surfaces at full Pace, and may run.
- **Weakness (Light):** Morlocks subtract 1 from Trait rolls requiring sight in bright light.

Languages: Undercommon.

FERAL MORLOCK: Vigor d10 (Toughness 8 (1)), Fighting d8 (Parry 6), are Hardy.

MORLOCK ALPHA: Strength d8, Combat Reflexes, Frenzy.

MULE

Mules are a cross between a donkey and a horse, and are usually used to haul heavy goods or pull wagons. Like any good pet, the GM should give the mule a little personality. The expression "stubborn as a mule" certainly comes to mind.

Type: Neutral Animal (Mule)
Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8
Skills: Athletics d4, Notice d4
Pace: 6; **Parry:** 2; **Toughness:** 8
Edges: —
Special Abilities:

- **Kick:** Str.
- **Ornery:** Mules are contrary creatures. Characters must subtract 1 from their Riding rolls when riding them.
- **Size 2:** Mules are stocky creatures usually weighing under 1000 pounds.



MUMMY

Usually created to guard the tombs of the honored dead, mummies are ever vigilant for those who would desecrate their sacred ground. Most mummies remain loyal to their charge until they are destroyed, some mummies retain free will even in their unlife.

Type: Evil Undead (Mummy)
Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12+1, Vigor d10
Skills: Athletics d8, Fighting d10, Notice d8, Stealth d8
Pace: 5; **Parry:** 7; **Toughness:** 14 (5)
Edges: —
Special Abilities:

- **Armor +5:** Necromantic hide.
- **Bash:** Str+d6.
- **Environmental Weakness:** Fire.
- **Fear (–1):** The aura of despair emanating from a mummy causes terror in mortals.
- **Hardy:** The creature doesn't suffer a Wound from being Shaken twice.
- **Immunity:** Cold.
- **Mummy Rot:** Anyone Shaken or Wounded by a mummy's attack must make a Vigor roll or contract mummy rot. This is both a curse and disease, and can only be cured if the curse is first removed. Mummy rot is a Lethal disease that requires a Vigor roll every day. The victim can't benefit from natural healing or the Healing skill while afflicted. Attempts to use *healing* on the character suffer –2 to the roll.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison; ignore penalties for Illumination up to 10".

NAGA

Nagas are large snake-like aberrations with humanoid faces. Some are Evil, some are Good, but all have poisonous bites or stings, magical abilities, and their own personal agendas.

DARK NAGA

A sharp-featured humanoid head crowns the shimmering, eel-like black body of the dark naga.

Arrogant and sybaritic, dark nagas seek to dominate lesser creatures, relishing the fear they inspire and the power they wield over other beings. Their forked tongues spread only lies, and anyone they can't manipulate they destroy with their poison and destructive magical abilities.

Dark nagas hate other nagas, especially other dark nagas, seeing their brethren as deadly enemies — rightly so.

Type: Evil Aberration (Dark Naga)
Attributes: Agility d12, Smarts d8, Spirit d8, Strength d8, Vigor d10
Skills: Athletics d8, Common Knowledge d6, Fighting d8, Intimidation d8, Notice d10, Occult d8, Persuasion d8, Spellcasting d8, Stealth d10
Pace: 7; **Parry:** 6; **Toughness:** 11 (2)
Edges: Arcane Background (Magic), Dodge (Imp), Extraction
Powers: *Blast* (FIRE), *bolt*, *boost Trait*, *deflection*, *invisibility*. **Power Points:** 15
Special Abilities:

- **Armor +2:** Scaly hide.
- **Bite/Sting:** Str+d6, AP 2.
- **Darkvision:** Nagas ignore penalties for Illumination up to 10".
- **Immunity:** *Mind reading*, poison.
- **Innate Powers:** Major *detect/conceal arcana*, minor *light*, major *lower Trait* (Smarts), major *mind reading*, minor *telekinesis*.
- **Poison (–2):** The naga's sting delivers a Knockout poison.
- **Size 2:** Dark nagas are usually 12 feet long.

Languages: Common, Infernal.

GUARDIAN NAGA

A contemplative humanoid face framed by a cobra-like hood adorns the body of this long, brightly colored serpent.

Guardian nagas serve as dutiful protectors of places of fundamental power and sanctity. Many guardian nagas adhere to the practices of ancient or forgotten faiths. Others are merely drawn to sites of innate wonder — towering waterfalls, natural spires, mountaintop temples — minding them out of their own senses of duty and reverence.

Type: Good Aberration (Guardian Naga)
Attributes: Agility d12+1, Smarts d8, Spirit d10, Strength d12, Vigor d12
Skills: Athletics d8, Common Knowledge d6, Fighting d10, Notice d12+1, Occult d12, Persuasion d10, Spellcasting d10, Stealth d10
Pace: 7; **Parry:** 7; **Toughness:** 13 (2)
Edges: Arcane Background (Magic), Dodge (Imp), Level Headed

Powers: *Blast* (fire), *bolt, dispel, divination, healing, invisibility, mind reading, protection, relief, speed.* **Power Points:** 20

Special Abilities:

- **Armor +2:** Scaly hide.
- **Bite:** Str+d6, AP 2.
- **Darkvision:** Nagas ignore penalties for Illumination up to 10".
- **Innate Powers:** Major *detect arcana,* minor *light*, minor *telekinesis.*
- **Poison (–2):** The naga's bite (or spit) delivers a Lethal poison.
- **Size 3:** Guardian nagas are usually 14 feet long.
- **Spit Venom:** As an action, guardian nagas can spit their venom, using Athletics (Range 3/6/12). Anyone hit by the venom must make a Vigor roll at –2 for Lethal poison.

Languages: Celestial, Common.

Spirit Naga

Morbid-minded and wretched to look upon, spirit nagas are evil witches of the naga culture. They are hateful outcasts long-shunned for their dark powers and loathsome ways. A typical spirit naga is slender, with the scales of a venomous serpent and a tangle of greasy hair framing their pale faces.

Spirit nagas delight in places of death and desolation. Battle-scarred ruins, untended graveyards, despoiled forests, and tangled swamps all attract these repulsive creatures. Most spirit nagas believe they are the inheritors of some mysterious dark favor, seeing their innate magical talents as evidence of such.



Type: Evil Aberration (Spirit Naga)

Attributes: Agility d12, Smarts d8, Spirit d10, Strength d10, Vigor d12

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Intimidation d8, Notice d12, Occult d10, Persuasion d8, Spellcasting d8, Stealth d12

Pace: 7; **Parry:** 6; **Toughness:** 13 (2)

Edges: Arcane Background (Magic), Dodge, Level Headed

Powers: *Blast* (Fire), *bolt, boost Trait, dispel, divination, healing, illusion, invisibility, mind reading, protection, relief, speed.* **Power Points:** 20

Special Abilities:

- **Armor +2:** Scaly hide.
- **Bite:** Str+d6.
- **Darkvision:** Nagas ignore penalties for Illumination up to 10".
- **Innate Powers:** Major *detect arcana, empathy* (Charm; Spellcasting, Duration of one week), minor *telekinesis*.
- **Poison (–2):** The creature's bite contains a Lethal poison.
- **Size 3:** Spirit nagas are 14 feet long.

Languages: Abyssal, Common.

Nightmare

Nightmares are flaming harbingers of death. They allow only the most evil of creatures to ride them, and are never mere mounts, but rather willing partners in destruction.

This eerie horse-like creature's skin is an inky blackness. Fire spurts from its hair and nostrils and its hooves spray sparks.

Type: Evil Outsider (Nightmare)

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d8, Occult d6, Stealth d6, Survival d8

Pace: 12; **Parry:** 6; **Toughness:** 10 (2)

Edges: Alertness, Fleet-Footed

Special Abilities:

- **Armor +2:** Outsider hide.
- **Bite:** Str+d4, AP 2.
- **Breath Attack (Poison):** Cone Template, Mild poison.
- **Darkvision:** Nightmares ignore penalties for Illumination up to 10".

- **Flight:** Pace 12.
- **Innate Power:** Minor *plane shift* (self plus rider, once per day).
- **Kick:** Str+d6.
- **Size 2:** Size of a riding horse.

Languages: Abyssal, Infernal.



NYMPH

Nymphs appear as gorgeous young women with large almond-shaped eyes, elf-like ears and silky human hair. Their beauty is so dazzling that a mere glance can stun a person — a direct look from a nymph can blind.

These fey creatures are found across the Inner Sea region, from Avistan, to Varisia and Andoran. They sometimes provide aid to travelers of Good alignment, though they have an impulsive and unpredictable streak.

Type: Good Fey (Nymph)
Attributes: Agility d12, Smarts d8, Spirit d8, Strength d4, Vigor d10
Skills: Athletics d8, Fighting d8, Notice d8, Persuasion d10, Spellcasting d8, Stealth d8, Survival d8
Pace: 6; **Parry:** 6; **Toughness:** 10 (3)
Edges: Arcane Background (Magic), Very Attractive
Powers: *Beast friend*, *blast*, *boost trait*, *environmental protection*, *entangle*, *healing*, *relief*, *protection*, *summon ally*.
Power Points: 20.
Gear: Masterwork dagger (Str+d4, AP 1).
Special Abilities:

- **Armor +3:** Enchanted skin.
- **Blinding Beauty:** As a limited action, a nymph can force a humanoid looking directly at her to make a Vigor roll or gain the Blind Hindrance. This can be cured using *healing* with the Greater Healing Modifier.
- **Fey:** Ignore penalties for Dim and Dark Illumination; +4 damage from cold iron.
- **Innate Powers:** Major *detect arcana*, minor *stun*, minor *teleport* (self).
- **Inspiration:** A nymph can choose to inspire a single creature and serve as a muse. She gives the creature a token (typically a lock of her hair). As long as she favors this person, they add +1 to all Spirit and Performance rolls. This effect lasts as long as the nymph desires.

Languages: Common, Sylvan.

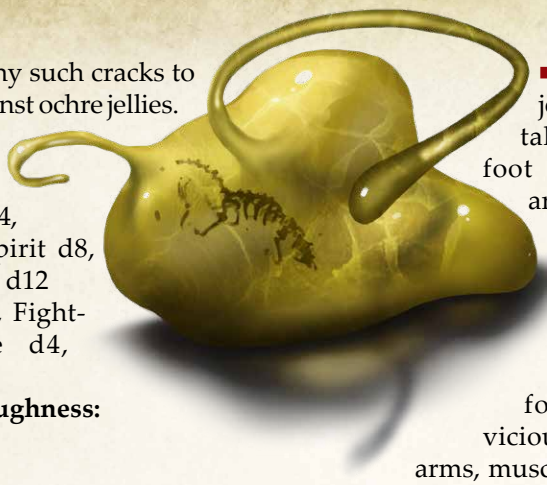


OCHRE JELLY

Ochre jellies are animate masses of yellow, orange, and brown protoplasm. At rest, their flat, pulsing bodies stretch out to a wide diameter. In motion, they often ball up into quivering spherical shapes and almost seem to roll as they move. In combat, they exude long, dripping pseudopods to bash opponents with acidic damage.

Their malleable bodies allow them to seep through cracks and holes far smaller than the space they usually fill. Creatures dwelling below ground often

attempt to seal up any such cracks to fortify their lairs against ochre jellies.



Type: Neutral Ooze (Ochre Jelly)
Attributes: Agility d4, Smarts d4 (A), Spirit d8, Strength d6, Vigor d12
Skills: Athletics d4, Fighting d6, Notice d4, Stealth d4
Pace: 2; **Parry:** 5; **Toughness:** 12
Edges: —
Special Abilities:

- **Bash:** Str+d6 (acid).
- **Divide:** Slashing weapons, piercing weapons, and electricity attacks do no damage to an ochre jelly. When it would be Shaken or Wounded, the creature instead splits into two identical jellies. An ochre jelly can't split more than two times before it is Incapacitated.
- **Immunity:** Electricity, slashing and piercing attacks.
- **Ooze:** Ignore *invisibility*, and all Illumination penalties; immune to poison, paralysis, *slumber*, Stun, *blind*, Intimidation, Taunt, *puppet*; doesn't sleep.
- **Size 4 (Large):** Ochre jellies stand one-half foot tall, spreads out to a ten foot diameter, and weighs around 2,600 lbs. They can take one extra Wound.

OGRE

Ogres are foul creatures known for their cruelty and viciousness. They have long arms, muscular torsos, and stumpy legs that seem far too short for their tall frames. Their small eyes and large toothsome mouths give them an odious countenance.

These tribal giantkind live in caves throughout Golarion's mountain ranges. Ogres stand upwards of 10 feet tall and weigh roughly 650 pounds. They are more common in untamed areas, especially in the wilds of Varisia and Avistan. Ogre tribes value strength, fertility, and hunting prowess above all else. Many ogre societies worship Lamashtu.



Type: Evil Humanoid (Ogre)
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d8
Skills: Athletics d6, Common Knowledge d4, Fighting d8, Intimidation d8, Notice d6, Persuasion d4, Stealth d4
Pace: 7; **Parry:** 6; **Toughness:** 10 (2)
Hindrances: Mean
Edges: Frenzy
Gear: Great flail (Str+d8, ignore shields), thick hide vest (+2), javelin (Range 3/6/12, Damage Str+d6).
Special Abilities:

- **Ancestry (Ogre):** Menacing, Night Vision, are Resilient, Size 2.

Languages: Giant.

OGRE RAIDER: Vigor d10 (Toughness 11 (2)), Fighting d10 (Parry 7), are Very Resilient

OGRE TORTURER: Strength d12, Powerful Blow, Frenzy (Imp)

OGRE MAGE, ONI

Although these evil outsiders usually manifest in the form of an ogre, they are truly fiendish spirits with powerful magical abilities. They often take command of ogre

tribes, pressing the brutes into servitude. They are also known to subjugate other humanoid settlements, ruling without mercy and demanding all manners of tribute.

Whatever the reason for leaving the lower planes, an ogre mage indulges its destructive lusts while on the Material Plane. They gravitate to Inner Sea region, wreaking havoc from Tian Xia to Cheliax. They usually have ornate armor and weapons, forged at the expense of whatever society they have commandeered.



Type: Evil Outsider (Ogre Mage, Oni)
Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+1, Vigor d12+1
Skills: Athletics d6, Common Knowledge d6, Fighting d8, Intimidation d8, Notice d8, Occult d6, Persuasion d6, Spellcasting d8, Stealth d6
Pace: 7; **Parry:** 6; **Toughness:** 14 (4)
Edges: Arcane Background (Magic), Arcane Resistance, Frenzy
Powers: *Intangibility*, *puppet*. **Power Points:** 10
Gear: Greatsword (Str+d10, AP 2), composite longbow (Range 12/24/48, Str+d8, AP 1), chain shirt (+3).
Special Abilities:

- **Armor +1:** Thick hide.
- **Change Shape:** As a limited action, this creature can change into any humanoid between Size −2 and 4 with a Spellcasting roll. Changing back also requires a roll.
- **Flight:** Pace 10.
- **Hardy:** The creature doesn't suffer a Wound from being Shaken twice.
- **Innate Powers:** Major *darkness*, minor *invisibility* (self only).
- **Night Vision:** Ogre mages ignore all penalties for Illumination.
- **Resilient:** Ogre mages can take one Wound before they're Incapacitated.
- **Size 2:** Ogre mages stand around 9′ tall and weigh almost 1,000 lbs.

Languages: Common, Giant.

OGRE SPIDER

Often as large as an elephant, an ogre spider has the thorax and legs of an arthropod, and a vaguely humanoid face. The visual effect is disturbing, to say the least.

Type: Neutral Vermin (Ogre Spider)
Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12, Vigor d10
Skills: Athletics d8, Fighting d8, Notice d8, Stealth d4
Pace: 8; **Parry:** 6; **Toughness:** 11
Edges: —
Special Abilities:

- **Bite:** Str+d6, AP 2.
- **Darkvision:** Ogre spiders ignore penalties for Illumination up to 10″.
- **Poison (−2):** The spider's bite contains a Lethal poison.
- **Size 4 (Large):** Ogre spiders can grow to be as large as an elephant, and can take one extra Wound.
- **Swat:** Ignores 4 points of Scale penalties.
- **Very Resilient:** Ogre spiders can take two Wounds before they're Incapacitated.
- **Wall Walker:** An ogre spider can move on vertical surfaces at full Pace. It's too large and heavy to walk on inverted surfaces.

ORC

Orcs are brutal green-skinned humanoids with pig-like features, including snouts, long teeth, and sometimes tusks. They have beady eyes and frames slightly larger than most humans.

Orcs are tribal creatures who value strength and combat ability. Their societies are usually dominated by the strongest warriors, who subjugate the meek. Orc bands raid any neighboring communities — even other orc settlements. They have foul temperaments and rarely take prisoners.

Most orcs worship Rovagug, though some follow other gods such as Lamashtu. They inhabit many areas of Golarion, usually in the Darklands.

Type: Evil Humanoid (Orc)
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d6
Skills: Athletics d6, Common Knowledge d4, Fighting d6, Intimidation d6, Notice d6, Shooting d6, Stealth d6
Pace: 6; **Parry:** 5; **Toughness:** 8 (2)
Edges: Brute
Gear: Falchion (Str+d8, AP 1), javelin (Range 4/8/16, Damage Str+d6), light leather armor (+2).



Special Abilities:
- **Ancestry (Orc):** Darkvision, Size 1, Weakness (Light).
- **Weakness (Light):** Orcs subtract 1 from Trait rolls requiring sight in bright light.

Languages: Common, Orc.

ORC BERSERKER: Vigor d8 (Toughness 9 (2)), Fighting d8 (Parry 6), are Resilient

ORC SKOLL: Strength d10, Riding d8, Beast Bond, wolf mount, are Very Resilient

ORC, CHIEFTAIN

The leader of a small orc clan is always the most deadly brute in the bunch. Orc chieftains on Golarion generally have a magical item or two, as well as superior armor and weaponry, at least compared to their subjects.

Type: Evil Humanoid (Orc, Chieftain)
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d8
Skills: Athletics d8, Common Knowledge d6, Fighting d8, Intimidation d8, Notice d6, Shooting d8, Stealth d6
Pace: 6; **Parry:** 6 or 5 (great axe); **Toughness:** 11 (4)
Gear: Great axe (Str+d10, AP 3, Parry −1), plate corselet (+4), chain arms and legs (+3).
Edges: Brute, Sweep
Special Abilities:
- **Ancestry (Orc):** Darkvision, Size 1, Weakness (Light).
- **Weakness (Light):** Orcs subtract 1 from Trait rolls requiring sight in bright light.

Languages: Common, Orc.

OTYUGH

Scholars and experts in the occult debate the origin of this strange omnivore. Whether an accident of nature or the result of a magical experiment, the scavenger is known to dwell in the swamps and sewers of Avistan and Garund. They survive on the garbage and waste of other creatures.

The large spherical body of an otyugh is dominated by its large toothy mouth. The creature has three stumpy legs and three long tentacles — two with barbs and one with numerous eyes. Although their appearance may give the impression of a mindless

carrion-eater, the aberrations possess reason and the power of Common speech.

Type: Neutral Aberration (Otyugh)
Attributes: Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d6
Skills: Athletics d6, Fighting d6, Intimidation d6, Notice d8, Stealth d6, Survival d6
Pace: 4; **Parry:** 6; **Toughness:** 10 (2)
Edges: Block, First Strike, Quick
Special Abilities:

- **Armor +2:** Thick rubbery hide.
- **Bite:** Str+d4, AP 2.
- **Darkvision:** These creatures ignore penalties for Illumination up to 10".
- **Immunity:** Disease.
- **Infection:** Victims Shaken or Wounded from a bite must make a Vigor roll at −2 or gain a Debilitating disease.
- **Resilient:** Otyughs can take one Wound before they're Incapacitated.
- **Size 3:** An average otyugh's main body is roughly the size of a horse. Some grow even larger.
- **Tentacles:** (2): Str+d4, Reach 1.

Languages: Common.

OWLBEAR

Appearing as a cross between a giant owl and a dire bear, this magical predator is known for its ferocity and aggression.

Theories abound as to their origins. They prefer to dwell in forests but are sometimes found in the Darklands. A mated pair will fight to the death to defend their offspring.

Type: Neutral Magical Beast (Owlbear)
Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d10, Vigor d10
Skills: Athletics d6, Fighting d8, Notice d10, Stealth d6, Survival d6
Pace: 6; **Parry:** 6; **Toughness:** 10 (1)
Hindrances: Loyal
Edges: Alertness
Special Abilities:

- **Armor +1:** Thick hide.
- **Bite/Claws:** Str+d6, AP 2.
- **Grab (Imp):** An owlbear may immediately make a grappling attempt (at +2) as a free action if it gets a raise on its claw attack against a target of its Size or less.
- **Night Vision:** These creatures ignore all penalties for Illumination.



- **Resilient:** Owlbears can take one Wound before they're Incapacitated.
- **Size 2:** Owlbears stand 8–10 feet tall, and weigh up to 1,500 lbs.

PHASE SPIDER

This large spider-like monster has an eerie, humanoid face surrounded by a shaggy mane of fur.

Phase spiders are voracious predators from the Ethereal Plane who hunt on the Material Plane. When prey is located, the spider shifts to the Ethereal Plane to prepare an ambush. They like to shift to the Material Plane, bite the victim, then retreat back to the Ethereal Plane to wait for the poison to take effect.

Phase spiders are the natural enemy of another denizen of the Ethereal Plane — the xill. The two cultures have long fought a bloody war with no real prospect of a resolution anytime soon.

Type: Neutral Magical Beast (Phase Spider)
Attributes: Agility d10, Smarts d6, Spirit d6, Strength d12, Vigor d8
Skills: Athletics d8, Fighting d8, Notice d6, Stealth d8
Pace: 7; **Parry:** 6; **Toughness:** 9 (2)
Edges: Quick
Special Abilities:

- **Armor +2:** Thick hide.



- **Bite:** Str+d6, AP 2.
- **Ethereal Ambush:** When ambushing foes on the Material Plane from the Ethereal Plane, their prey subtracts 4 from their Notice rolls to avoid Surprise.
- **Ethereal Jaunt:** Phase spiders can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as an action. While on the Ethereal Plane they can be harmed only by magical attacks.
- **Night Vision:** Phase spiders ignore all penalties for Illumination.
- **Poison (–2):** The spider's bite contains a Lethal poison.
- **Size 1:** Phase spiders are 8 feet long and weigh about 700 lbs.
- **Wall Walker:** Phase spiders move at their full Pace on walls and ceilings.

Languages: Aklo.

PHOENIX

The phoenix is a legendary bird of fire that dwells in the most remote parts of the desert. As the birds are known to be great scholars, many seekers of rare lore search out particular phoenixes for advice. Yet it is the phoenix's ability to rebirth itself from its own dead body for which the creature is best known.

The phoenix is a benevolent creature, aiding those who do good and actively harming those who do evil.

Type: Good Magical Beast (Phoenix)
Attributes: Agility d12+2, Smarts d12, Spirit d10, Strength d12+2, Vigor d12
Skills: Academics d8, Athletics d10, Common Knowledge d8, Fighting d10, Notice d8, Occult d10, Persuasion d10, Spellcasting d10, Stealth d6, Survival d4
Pace: 6; **Parry:** 7; **Toughness:** 17
Edges: Arcane Background (Magic), Arcane Resistance, Dodge
Powers: *blast* (FIRE STORM), *dispel*, *healing*, *relief*. **Power Points:** 20.
Special Abilities:

- **Bite/Claws:** Str+d8+d6 (fire), AP 2.
- **Environmental Weakness:** Cold.
- **Fiery Aura:** At the end of the phoenix's turn, all adjacent foes take 2d4 damage.
- **Flight:** Pace 12.
- **Immunity:** Fire.
- **Innate Powers:** Major *barrier* (WALL OF FIRE), major *detect arcana*.
- **Night Vision:** These creatures ignore all penalties for Illumination.
- **Self-Resurrection:** A slain phoenix remains dead for 1d4 rounds unless its body is completely destroyed by an effect such as *bolt* with the Disintegrate modifier. Otherwise, a fully healed phoenix emerges from the remains 1d4 rounds after death. A phoenix can self-resurrect once per year.
- **Size 9 (Huge):** They can take two extra Wounds.
- **Swat:** Ignores 4 points of Scale penalties.

Languages: Auran, Celestial, Common, Ignan.

PIXIE

This tiny, whimsical-looking fey creature darts about swiftly on wildly colored gossamer wings. They look like very small humans with long pointed ears. Pixies enjoy using their magical abilities to confuse and befuddle humanoids.

Pixies usually dwell in the forests of Golarion — especially in Avistan — but are also found in the Darklands.

Type: Good Fey (Pixie)
Attributes: Agility d12, Smarts d8, Spirit d8, Strength d4, Vigor d6
Skills: Athletics d10, Common Knowledge d8, Fighting d8, Notice d6, Persuasion d8, Shooting d8, Spellcasting d8, Stealth d10
Pace: 5; **Parry:** 6; **Toughness:** 7 (4)
Edges: Arcane Background (Magic), Arcane Resistance, Dodge
Powers: *Confusion*, *dispel*, *entangle*, *light*, *protection*. **Power Points:** 15.
Gear: Pixie bow (Range 8/16/32, Damage 2d4) with 20 arrows, pixie sword (Str+d4).
Special Abilities:

- **Armor +4:** Enchanted skin.
- **Fey:** Ignore penalties for Dim and Dark Illumination; +4 damage from cold iron.
- **Flight:** Pace 12.
- **Innate Powers:** Minor *invisibility* (Self only).
- **Resilient:** Pixies can take one Wound before they're Incapacitated.
- **Size −2 (Small):** Pixies grow to just over two feet tall and weigh around 30 lbs.
- **Special Arrows:** Pixies can sprinkle pixie dust on their arrow, adding one of the following powers to the arrow: *confusion*, *mind wipe*, *slumber*. Use Shooting to activate the power and hit the target.

Languages: Common, Sylvan.

PURPLE WORM

These massive scavenger worms tunnel beneath the earth of Golarion, consuming almost any organic material they find. They sometimes consume gemstones and other items able to withstand the corrosive acid inside their gullets. The worms sense vibrations through the earth, detecting a walking person upwards of 200 yards.

Purple worms are notorious for swallowing their prey whole. Bards sing songs about groups of adventurers vanishing down the ravenous maw of a purple worm, screaming as they disappear one by one.

The stats below are for a monster some 50–80 feet long.

Type: Neutral Magical Beast (Purple Worm)
Attributes: Agility d6, Smarts d4 (A), Spirit d10, Strength d12+5, Vigor d10
Skills: Athletics d6, Fighting d10, Notice d10
Pace: 4; **Parry:** 7; **Toughness:** 18 (2)
Edges: —
Special Abilities:

- **Armor +2:** Scaly purple hide.
- **Bite:** Str+d8, ignores shield bonuses.
- **Blindsense:** Purple worms ignore penalties for Illumination. They can detect vibrations up to 200 yards.
- **Burrow (4"):** These giant worms tunnel through the ground, blocked only by solid bedrock.
- **Energy Drain:** A creature hit by the worm's sting suffers Energy Drain (Strength). The victim makes a Vigor roll to resist the effect (−2 with a raise on the attack).



- **Size 9 (Huge):** These worms are usually more than 50′ long and 10′ or more in diameter. They can take two extra Wounds.
- **Slam:** Str. Purple worms crush prey beneath their massive bodies. Lay three Small Blast Templates adjacent to one another in a relatively straight line to represent the portion of the creature's body used to crush. Everything within must beat the worm in an opposed Athletics versus Agility roll or take its Str as damage. Ignore Scale modifiers when making a slam attack.
- **Sting:** Str+d8, AP 3, Reach 2.
- **Swallow Whole:** Anyone hit by a bite attack must make an Evasion roll or be Swallowed Whole. The victim suffers one Wound at the end of his turn from the crushing gullet and acidic bile.

  If the worm is Shaken or Wounded from the inside (ignoring its Armor!), everyone inside gets an immediate Athletics roll to escape. If the worm is Shaken or Wounded from the outside, everyone inside gets an Athletics roll at –2 to escape.

  Appropriate Tests (GM's call, such as pepper in the nose, extreme nausea from a spell effect or poison, etc.) might cause the beast to cough, sneeze, or vomit. This gives everyone inside an Athletics roll to escape.
- **Swat:** Ignores 4 points of Scale penalties.

RAKSHASA

Rakshasas are evil spirits cloaked in the guise of humanoid creatures, walking unseen among their intended prey. While in the shape of those it seeks to defile, rakshasas gorge themselves in hideous acts. Were they human, these acts of cannibalism, blasphemy, and worse would mark them as criminals condemned to the cruelest of hells.

When not in the shape of their prey, rakshasas appear as bipeds with the head of an animal. They generally possess the heads of great cats such as tigers or lions.

Although rakshasas are outsiders, they are at home on the Material Plane. They usually hunt alone, but sometimes extended families work together to take down a specific threat or ruin a mortal civilization from the inside out over the course of many generations.



Type: Evil Outsider (Rakshasa)
Attributes: Agility d12, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Athletics d6, Common Knowledge d6, Fighting d8, Notice d10, Performance d8, Persuasion d12, Spellcasting d10, Stealth d10
Pace: 7; **Parry:** 6; **Toughness:** 11 (5)
Edges: Arcane Background (Magic), Arcane Resistance
Powers: *Bolt*, *dispel*, *illusion*, *invisibility*, *puppet*, *protection*. **Power Points:** 20.
Gear: Dagger (Str+d4+1, AP 1, Damaging).
Special Abilities:

- **Armor +5:** Enchanted skin.
- **Claws:** Str+d4.
- **Darkvision:** Ignore Illumination penalties up to 10″.
- **Environmental Weakness:** Piercing.
- **Innate Powers:** Major *disguise* (humanoid only, self only), minor *light*, major *mind reading* (Spellcasting), minor *sound*.
- **Resilient:** Rakshasas can take one Wound before they're Incapacitated.

Languages: Common, Infernal, Undercommon.

RAT, DIRE

As big as dogs and wolves, these omnivorous creatures are dangerous if cornered or defending their nests. They tend to move and scavenge in small packs.

Type: Neutral Animal (Rat, Dire)
Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6
Skills: Athletics d8, Fighting d6, Notice d8, Stealth d8, Survival d6
Pace: 7; **Parry:** 5; **Toughness:** 4

Edges: Acrobat, Alertness
Special Abilities:
- **Bite:** Str+d4.
- **Infection:** Dire rats often bear a disease (GM's call for type and severity).
- **Low Light Vision:** Dire rats ignore penalties for Dim and Dark Illumination.
- **Size –1:** Dire rats grow to 5 feet long and 50 pounds.

REDCAP

These stumpy, misanthropic fey exist only to indulge themselves in blissful bloodletting and wanton slaughter. Like prune-faced, angry old men, they mollycoddle their own inefficiencies and miseries in gore.

Redcaps are most widely recognized for their long woolen caps, which they drench in the blood of their victims. They are three feet tall, with twisted frames, pointed ears, and long white beards. They dress in soiled leather armor and wear iron-shod boots that make a distinctive clanging when they run.

Type: Evil Fey (Redcap)
Attributes: Agility d10, Smarts d8, Spirit d8, Strength d10, Vigor d10
Skills: Athletics d10, Common Knowledge d6, Fighting d8, Intimidation d8, Notice d8, Persuasion d4, Stealth d10
Pace: 8; **Parry:** 6; **Toughness:** 10 (5)
Edges: Formation Fighter, Level Headed
Gear: Scythe (Str+d8, AP 1), leather armor (+2).
Special Abilities:
- **Armor +3:** Enchanted skin.
- **Boot Stomp:** Redcaps wear heavy iron boots with spiked soles. They can make an attack with them as a limited free action, dealing Str+d4 damage.
- **Fey:** Ignore penalties for Dim and Dark Illumination; +4 damage from cold iron.
- **Pack Tactics:** The creature adds any Gang Up bonus to its Fighting damage rolls.
- **Size –2 (Small):** Redcaps stand only 3' tall.
- **Weakness (Irreligious):** Bitter and blasphemous, redcaps can't stand the symbols of good-aligned religions. Presenting such a holy symbol causes a redcap to make a Spirit roll or be Panicked for two rounds. Once tested, they are immune to the effect for the rest of an encounter.

Languages: Aklo, Common, Giant, Sylvan.

REMORHAZ

This immense creature's body is covered in chitinous plates, with dozens of centipede-like legs and a massive head. Inside, fires burn with intense heat, causing its external chitin to glow white-hot. This helps the remorhaz to burrow into the earth, especially into glaciers and other icy landscapes in its preferred environments.

These magical beasts are found in a variety of icy climes on Golarian, from the Algid Wastes to the northern reaches of Avistan and the Lands of the Linnorm Kings.

Type: Neutral Magical Beast (Remorhaz)
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+1, Vigor d10

Skills: Athletics d6, Fighting d8, Notice d10, Stealth d6
Pace: 6; **Parry:** 6; **Toughness:** 14 (2)
Edges: Sweep (Imp)
Special Abilities:

- **Armor +2:** Chitinous plates.
- **Bite/Claws:** Str+d6, AP 2.
- **Burrow (5"):** Remorhazes can tunnel swiftly through the earth, stopped only by heavy rock.
- **Immunity:** Fire and cold.
- **Intense Heat:** Anyone hitting the remorhaz with Natural Weapons or unarmed attacks takes 3d6 fire damage. The attacker can also catch fire (see *Savage Pathfinder*). Weapons hitting the creature take 3d6 damage—if this exceeds the weapon's Hardness, the weapon melts.
- **Night Vision:** Remorhazes ignore all penalties for Illumination.
- **Resilient:** Remorhazes can take one Wound before they're Incapacitated.
- **Size 5 (Large):** Remorhazes are about 25 feet long and weigh about 5 tons. They can take one extra Wound.
- **Swallow Whole:** Anyone hit by a bite attack must make an Evasion roll or be Swallowed Whole. The victim suffers one Wound at the end of his turn from the crushing gullet and acidic bile.

  If the creature is Shaken or Wounded from the inside (ignoring its Armor!), everyone inside gets an immediate Athletics roll to escape. If the remorhaz is Shaken or Wounded from the outside, everyone inside gets an Athletics roll at –2 to escape.

  Appropriate Tests (GM's call, such as pepper in the nose, extreme nausea from a spell effect or poison, etc.) might cause the beast to cough, sneeze, or vomit. This gives everyone inside an Athletics roll to escape.

Languages: Giant (can't speak).

Revenant

These undead exist only to exact revenge. They rise from the grave to hunt and kill their murderers. They can't rest until they find and destroy the culprit. Until they do, they languish in self-loathing and intense hatred.

A revenant appears as bony corpse with similar features as it possessed during life.

Type: Evil Undead (Revenant)
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12, Vigor d8
Skills: Athletics d8, Fighting d10, Intimidation d8, Notice d8, Persuasion d4, Stealth d6
Pace: 6; **Parry:** 7; **Toughness:** 11 (3)
Edges: —
Special Abilities:

- **Armor +3:** Resilient flesh.
- **Baleful Shriek:** A revenant can shriek as a limited action, but no more than once every three rounds. All creatures in a 30-yard radius become Stunned. A successful Spirit roll reduces this to Distracted, or negates the effect with a raise.
- **Claws:** Str+d6.
- **Hate:** A revenant's existence is fueled by hatred for its murderer. As long as the murderer exists, the revenant exists. If the murderer dies, the revenant dies too. When a revenant sees its murderer, it gains the benefits of minor *speed* with the Quickness Modifier.
- **Sense Murderer:** A revenant knows the direction but not the distance to its murderer. This sense can bypass any illusions or lies created by the guilty party.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison; ignore penalties for Illumination up to 10".
- **Weakness (Self-Loathing):** When confronted with its reflection or any object that was important to it in life, a revenant makes a Spirit roll to avoid becoming overwhelmed with self-pity. This condition renders the revenant helpless and lasts until it is attacked or sees its murderer. If a revenant resists being overwhelmed, it becomes obsessed with destroying the object of its self-loathing.

Languages: Common.

Rhinoceros

This large herbivore is known for its size, short-temper, and large horn(s) atop the end of its nose. At least two varieties exist on Golarion — both are notoriously ill-tempered and prone to charging and attacking anything they perceive as approaching too closely. They have a strong sense of smell.

Rhinoceros

The rhinoceros feeds on leafy plants, branches, and even thorny shrubs. Its thick hide is a mottled gray color, and it can run surprisingly fast for a beast of its size. These creatures inhabit warmer grasslands and usually travels in small herds, sometimes called a crash.

Type: Neutral Animal (Rhinoceros)
Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+1, Vigor d10
Skills: Athletics d6, Fighting d8, Notice d8
Pace: 7; **Parry:** 6; **Toughness:** 13 (2)
Special Abilities:
- **Armor +2:** Thick hide.
- **Horns:** Str+d6, AP 2.
- **Size 4 (Large):** Rhinoceroses can take one extra Wound.
- **Trample:** Str+d8.

Woolly Rhinoceros

This large rhinoceros has a shaggy pelt of long, brown fur and a row of immense horns on its snout and brow. Unlike its non-woolly cousin, this herbivore usually grazes for food rather than browsing on larger, fibrous plants. They tend to dwell in herds on the plains of colder climates.

Whenever these temperamental beasts perceive a threat (real or imagined), they issue loud bellows and stomp their feet as a prelude to charging and attacking.

Type: Neutral Animal (Woolly Rhinoceros)
Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+2, Vigor d12
Skills: Athletics d6, Fighting d8, Notice d8
Pace: 7; **Parry:** 6; **Toughness:** 14 (2)
Special Abilities:
- **Armor +2:** Thick hide.
- **Hardy:** The creature doesn't suffer a Wound from being Shaken twice.
- **Horns:** Str+d6, AP2.
- **Size 4 (Large):** Woolly rhinoceroses can take one extra Wound.
- **Trample:** Str+d8.

Roc

Rocs are terrifying, legendary birds renowned for their ability to carry off elephants and other large animals. Rocs seize such prey in their massive, clawed talons and drop them from great heights before feasting on the shattered remains.

While rocs are capable of sleeping in the air as they soar across great ranges in search of food, they generally return home to the mountains to roost and procreate.

Rocs prefer rocky crags for their massive nests — places completely inaccessible by terrestrial means. Outside of mating, rocs are extremely antisocial, and may attack others of





their kind in vicious aerial battles in order to establish their territorial boundaries

Type: Neutral Animal (Roc)
Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+3, Vigor d8
Skills: Athletics d6, Fighting d8, Notice d10, Stealth d6
Pace: 4; **Parry:** 6; **Toughness:** 14
Edges: —
Special Abilities:
- **Claws:** Str+d6.
- **Flight:** Pace 12.
- **Low Light Vision:** Rocs ignore penalties for Dim and Dark Illumination.
- **Size 8 (Huge):** The typical roc is 30' in length with an 80' wingspan. It weighs 8,000 lbs on average. It can take two Wounds before being Incapacitated.

ROPER

The roper is an ambush hunter. Capable of altering the coloration and shape of its body, a roper in hiding looks remarkably like a stalagmite or pillar — or even a boulder.

When moving or fighting, the roper opens one huge eye, just above a toothy mouth. Long strands of fibrous material whip from the sides of its conical body. They can attack and manipulate items with these strands.

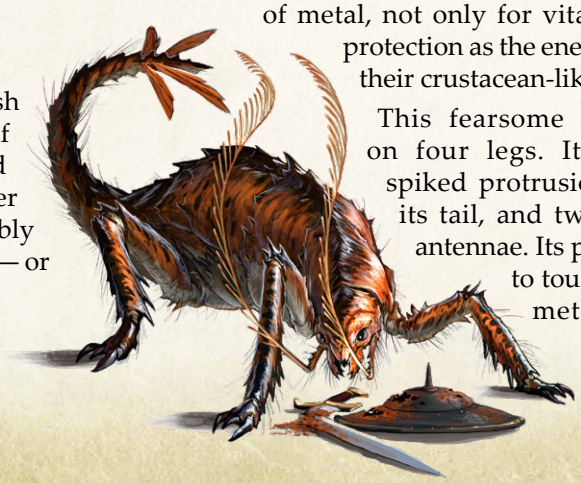
The roper is one of the more intelligent denizens of the deep caverns of Golarion. Its intellectual curiosity is known to some scholars, though this inquisitiveness is eventually overcome by its hunger.

Type: Evil Aberration (Roper)
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+4, Vigor d12+1
Skills: Athletics d10, Fighting d8, Notice d8, Occult d8, Persuasion d4, Stealth d10
Pace: 2; **Parry:** 6; **Toughness:** 17 (6)
Edges: Arcane Resistance
Special Abilities:
- **Armor +6:** Rubbery hide.
- **Bite:** Str+d6.
- **Environmental Resistance:** Cold.
- **Environmental Weakness:** Fire.
- **Immunity:** Electricity.
- **Night Vision:** Ropers ignore all penalties for Illumination.
- **Size 3:** A roper is 9' tall and weighs approximately 2,200 pounds.
- **Strands:** Anyone Shaken or Wounded by a tentacle suffers Energy Drain (Vigor). A Vigor roll (at −2 with a raise on the attack) resists this effect.
- **Tentacles (4):** A roper has four tentacle actions and Reach 3. It may lash with its tentacles for Str+d4 damage. Bound or Entangled prey may be bitten as usual.

Languages: Aklo, Undercommon.

RUST MONSTER

Rust monsters spark terror in those who live by the sword and shield. The creature subsists on the heat generated by the oxidation of metal, not only for vitality but also for protection as the energy reinvigorates their crustacean-like shells.



This fearsome monster stands on four legs. It has a strange spiked protrusion at the end of its tail, and two long, feathery antennae. Its preferred attack is to touch an opponent's metal garments or

weapons with its antennae, catalyzing the rusting process.

Type: Neutral Aberration (Rust Monster)
Attributes: Agility d10, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6
Skills: Athletics d8, Fighting d6, Notice d10, Survival d6
Pace: 7; **Parry:** 5; **Toughness:** 8 (3)
Edges: —
Special Abilities:
- **Armor +3:** Hard shell.
- **Bite:** Str+d4.
- **Darkvision:** Rust monsters ignore penalties for Illumination up to 10".
- **Rusting Touch:** When a rust monster hits non-magical armor, or a non-magical weapon hits a rust monster, it suffers rust damage. This reduces a weapon's total damage by 1 (to a maximum of −3, which destroys it). Armor loses 1 point of Armor bonus until it reaches 0 and falls apart. If not destroyed, weapons and armor can be Repaired with an hour's work per point of damage or armor bonus lost, a Repair roll, and appropriate resources and tools (and a forge if working with iron).
- **Scent Metal:** +2 to Survival (tracking) rolls when pursuing prey clad in metal.

SATYR

This handsome, grinning man-creature has the furry legs of a goat and a set of curling ram horns extending from his temples. He lives a solitary life in the forests and woodlands near humanoid settlements, serving as a protector of nature. Known for hedonistic tendencies, a satyr enjoys seducing humanoid women — his only way to reproduce.

A satyr focuses and empowers his magic by playing haunting melodies on his panpipes.

Type: Neutral Fey (Satyr)
Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8
Skills: Athletics d8, Common Knowledge d8, Fighting d6, Intimidate d6, Notice d10, Performance d8, Persuasion d8, Shooting d6, Stealth d10, Survival d6
Pace: 7; **Parry:** 5; **Toughness:** 9 (3)
Hindrances: —
Edges: Arcane Background (Magic), Attractive, Charismatic, Dodge
Gear: Short bow (Range 12/24/48, Damage 2d6), dagger (Str+d4), panpipes.
Powers: *Fear*, *summon ally*. **Power Points:** 10.
Special Abilities:
- **Armor +3:** Enchanted skin.
- **Fey:** Ignore penalties for Dim and Dark Illumination; +4 damage from cold iron.
- **Horns:** Str+d4.
- **Innate Powers:** Minor *puppet*, minor *slumber*, minor *sound*.
- **Pipes:** A satyr uses Performance as his arcane skill. When a satyr plays the panpipes, he gains +2 to Performance rolls. When using his pipes, his Innate Powers are major instead of minor.

Languages: Common, Sylvan.

SHADOW

These incorporeal creatures look like a shadow of a humanoid form. For unknown reasons, they haunt ruins they inhabited in life. They have no goals or discernible motivations other than to sap life from the living.

Type: Evil Undead (Shadow)
Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6
Skills: Athletics d6, Fighting d8, Notice d8, Stealth d12



Pace: —; **Parry:** 6; **Toughness:** 7
Special Abilities:

- **Claws:** A hit with this attack causes Energy Drain (Strength). A Vigor roll (at −2 with a raise on the attack) resists this effect.
- **Infection:** Those slain by a shadow's Energy Drain rise as a shadow one round later.
- **Fearless:** Shadows are immune to Fear and Intimidation.
- **Flight:** Pace 8.
- **Incorporeal:** Shadows can become invisible and immaterial at will and can only be harmed by magical weapons or attacks.
- **Invulnerability:** Shadows take no damage from non-magical attacks.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison; ignore penalties for Illumination up to 10".

SHAMBLING MOUND

These solitary creatures wander swamps and forests in search of prey. While they can and do consume rotting vegetation to survive, the omnivorous hunters require living tissue in order to reproduce. They relish the brains of humanoids, especially elves.



Shamblers, as they are often called, appear as a mass of tangled vines and dripping slime. They reek of rot, detritus, and freshly turned earth. Despite their appearance, they are intelligent beings — and surprisingly good swimmers.

Type: Neutral Plant (Shambling Mound)
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d10
Skills: Athletics d6, Fighting d8, Notice d8, Stealth d10
Pace: 4; **Parry:** 6; **Toughness:** 12 (2)
Edges: Sweep
Special Abilities:

- **Aquatic:** Pace 4.
- **Armor +2:** Thick vines.
- **Bash:** Str+d6.
- **Constrict:** +2 to Athletics and Strength rolls made to grapple.
- **Electric Fortitude:** Electricity attacks against the shambler increase its Vigor one die type for the duration of the encounter (max +4 die types).
- **Environmental Resistance:** Shamblers are oddly resistant to fire.
- **Immunity:** Electricity.
- **Night Vision:** Shambling mounds ignore all penalties for Illumination.
- **Plant:** Immune to paralysis, poison, *puppet*, *slumber*, Stun, doesn't sleep.
- **Size 3:** Shambling mounds can stand up to 9′ tall and weigh up to 3,800 lbs.

Languages: Common, Sylvan (can't speak).

SHARK

Dangerous predators such as bull sharks and similar fish swim the seas of Golarion.

Type: Neutral Animal (Shark)
Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d8 (d10 for bull shark), Vigor d8
Skills: Athletics d8, Fighting d8, Notice d12, Stealth d8
Pace: —; **Parry:** 6; **Toughness:** 8 (1)
Edges: —
Special Abilities:

- **Aquatic:** Pace 10.
- **Armor +1:** Rubbery hide.
- **Bite:** Str+d6, AP 2.
- **Size 1:** Sharks weigh up to 500 pounds.

Shark, Great White

These statistics cover great whites and similar fishes, 18 to 25 feet long.

Type: Neutral Animal (Shark, Great White)
Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d12+4, Vigor d12
Skills: Athletics d8, Fighting d10, Notice d12, Stealth d12
Pace: —; **Parry:** 7; **Toughness:** 13 (1)
Edges: —
Special Abilities:

- **Aquatic:** Pace 10.
- **Armor +1:** Rubbery hide.
- **Bite:** Str+d8, AP 2.
- **Hardy:** The creature doesn't suffer a Wound from being Shaken twice.
- **Size 4 (Large):** Great whites can grow up to 25′ in length. They can take one extra Wound.

Shocker Lizard

This dog-sized lizard has two horns, one on either side of its head, and green scales that crackle with sparks of lightning. They live in colonies of various numbers, almost always near a source of water. In groups, they become formidable foes.

Type: Neutral Magical Beast (Shocker Lizard)
Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d4, Vigor d6
Skills: Athletics d8, Fighting d6, Notice d8, Stealth d10
Pace: 7; **Parry:** 5; **Toughness:** 4 (1)
Edges: —
Special Abilities:

- **Armor +1:** Rubbery hide.
- **Bite:** Str+d4.
- **Electrical Aura:** Anyone adjacent to a shocker lizard at the end of its turn must make a Vigor roll or be Shaken by mild electrical shock (at −2 if wearing chain or plate mail).
- **Electric Sense:** Shocker lizards automatically detect any electrical discharges within 6″ (12 yards), including bioelectrical impulses.
- **Immunity:** Electricity.
- **Night Vision:** Shocker lizards ignore all penalties for Illumination.
- **Shock:** As a limited action, a shocker lizard can deliver a nonlethal burst to an enemy within 1" (2 yards), dealing 2d4 electrical damage. Two or more shocker lizards within 4″ (8 yards) of each other can deliver a lethal blast. Place a Medium Blast Template on any contributing lizard. All creatures under any of the templates take 2d6 electrical damage. Increase this damage by 1d6 for each additional contributing lizard, up to a maximum of 12d6.
- **Size −2 (Small):** Shocker lizards grow to about three feet long, and weigh around 35 lbs.

Shoggoth

This immense mound of black slime has no defined shape, but can form eyes, tentacles, mouths, and even stranger things in its heaving bulk.

Some lunatics and fools desperately claim the monstrous shoggoth is nothing more than a nightmare. They're wrong. The truth is altogether more dire. Shoggoths exist in



the deepest of ocean trenches or the most remote and forgotten caverns and ruins, emerging only rarely to spread madness and destruction in their slime-caked wakes.

Type: Neutral Ooze (Shoggoth)
Attributes: Agility d12, Smarts d4, Spirit d12, Strength d12+6, Vigor d12+1
Skills: Athletics d12, Fighting d12+2, Notice d12
Pace: 8; **Parry:** 9; **Toughness:** 17 (2)
Edges: Arcane Resistance (Imp), Combat Reflexes, Counterattack, Frenzy, Nerves of Steel, Strong Willed
Special Abilities:

- **All-Around Vision:** A shoggoth has many eyes in its slimy mass organs. It ignores 1 point of Gang Up bonuses.
- **Aquatic:** Pace 8. Amphibious.
- **Armor +2 (Heavy Armor):** Dense slimy mass.
- **Bash:** Str+d8, AP 4, Reach 2.
- **Environmental Resistance:** Acid, electricity, and fire.
- **Fast Regeneration:** Shoggoths may attempt a natural healing roll every round, even if Incapacitated, until they're slain.
- **Fear (–2):** Anyone who sees the terrifying shoggoth must make a Fear check at –2.



- **Fearless:** Shoggoths are immune to Fear and Intimidation.
- **Immunity:** Cold, *baleful polymorph*, sonic attacks.
- **Maddening Cacophony:** A shoggoth can give voice to sounds and words sane creatures aren't meant to hear. As a limited action, all creatures within 10" (20 yards) must make a Spirit roll or be Stunned. Each round victims are Stunned they also take 2d6 damage, ignoring armor, from this mind melting attack.
- **Ooze:** Ignores *invisibility* and all Illumination penalties; immune to poison, paralysis, *slumber*, Stun, *blind*, Intimidation, Taunt, *puppet*; doesn't sleep.
- **Size 7 (Large):** Shoggoths are huge mounds of black slime filled with mouths and eyes. They are about 30' wide and weigh around 30 tons. They can take one extra Wound.
- **Swallow Whole:** Anyone hit by a bash attack must make an Evasion roll or be Swallowed Whole. The victim suffers one Wound at the end of his turn from the crushing gullet and acidic bile.

  If the creature is Shaken or Wounded from the inside (ignoring its Armor!), everyone inside gets an immediate Athletics roll to escape. If the shoggoth is Shaken or Wounded from the outside, everyone inside gets an Athletics roll at –2 to escape.

  Appropriate Tests (GM's call) might cause the beast to cough, sneeze, or vomit. This gives everyone inside an Athletics roll to escape.
- **Wall Walker:** Shoggoths move at their full Pace on walls and ceilings. They can't run.

Languages: Aklo.

SINSPAWN

Sinspawn are corrupted products of magic, manifested by spellcasters in a past era as shock troops for their armies. Literally the embodiment of a sin made flesh, they are sentient abominations of distilled ectoplasm imprinted with the soul-image of slain creatures that possessed an abundance of a particular sin.

The following stats represent the most common form of sinspawn.

Type: Evil Aberration (Sinspawn)
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Athletics d6, Fighting d8, Intimidation d6, Notice d6, Stealth d6, Survival d4
Pace: 4; **Parry:** 6; **Toughness:** 7 (1)
Edges: First Strike
Gear: Ranseur (Str+d6, AP 1, Reach 1).
Special Abilities:

- **Armor +1:** Aberrant hide.
- **Bite/Claws:** Str+d4.
- **Darkvision:** Sinspawn ignore penalties for Illumination up to 10".
- **Sinful Bite:** Anyone Shaken or Wounded by a sinspawn's bite becomes overwhelmed by sinful thoughts and is Distracted for the next d6 minutes.

Languages: Aklo.

SKAVELING

Skavelings are undead giant bats. They are used as guardians and mounts by the foul necromantic denizens of the deepest reaches of the Darklands.

Type: Evil Undead (Skaveling)
Attributes: Agility d10, Smarts d4 (A), Spirit d10, Strength d12, Vigor d10
Skills: Athletics d8, Fighting d10, Notice d8, Stealth d8
Pace: 4; **Parry:** 7; **Toughness:** 12 (2)
Edges: —
Special Abilities:

- **Armor +2:** Undead resilience.
- **Bite:** Str+d6.
- **Blindsense:** Skavelings ignore *invisibility*, *illusion*, and all Illumination penalties.
- **Flight:** Pace 5.
- **Infection:** Anyone Shaken or Wounded by a skaveling's bite must make a Vigor roll (at −2 with a raise on the attack) or contract ghoul fever. Ghoul fever is a Lethal disease, requiring a Vigor roll each day to prevent taking a Wound. Anyone killed by ghoul fever rises from the dead at midnight, becoming a ghoul themselves.
- **Resilient:** Skavelings can take one Wound before they're Incapacitated.
- **Screech:** A skaveling can screech once per day as a limited action. This affects everyone in a 10 yard radius, who make a Spirit roll or be Stunned.
- **Size 1:** Skavelings are 7' tall with a massive wingspan.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots' ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison; ignore penalties for Illumination up to 10".

SKELETON

The skin has already rotted from these risen dead, leaving them slightly quicker than their flesh-laden zombie counterparts. Skeletons exist in various shapes and sizes. Many are mindless, but some retain enough memories of their lives to use weapons and armor.

Skeletons are often found swarming in vile necromancers' legions, haunting ruins, or guarding objects and places according to some long forgotten imperative.

ANIMAL SKELETON

This profile covers most animal skeletons smaller than humans.

Type: Evil Undead (Skeleton)
Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6
Skills: Athletics d8, Fighting d6, Notice d6, Stealth d6
Pace: 8; **Parry:** 5; **Toughness:** 6
Edges: —
Special Abilities:

- **Bite/Claws:** Str+d4.
- **Fearless:** Skeletons are immune to Fear and Intimidation.
- **Size −1:** These stats represent a dog-sized skeleton, but may be smaller or larger.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison; ignore penalties for Illumination up to 10".

DWARF SKELETON

Type: Evil Undead (Skeleton)
Attributes: Agility d8, Smarts d4, Spirit d4, Strength d6, Vigor d8
Skills: Athletics d6, Fighting d8, Intimidation d6, Notice d4, Shooting d6
Pace: 5 (d4); **Parry:** 6; **Toughness:** 8
Edges: —

Gear: Varies.
Special Abilities:
- **Claws:** Str+d4.
- **Fearless:** Skeletons are immune to Fear and Intimidation.
- **Reduced Pace:** Dwarf skeletons reduce pace by −1 and decrease running die by one die type.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison; ignore penalties for Illumination up to 10".

Giant Skeleton

This profile is for skeleton hill giants, although other giantkind may be animated for larger and stronger versions. Sometimes, giant skeletons have weapons and hide armor (+2).

Type: Evil Undead (Skeleton)
Attributes: Agility d8, Smarts d4, Spirit d4, Strength d12, Vigor d6
Skills: Athletics d4, Fighting d10, Intimidation d6, Notice d4, Shooting d6
Pace: 6; **Parry:** 7; **Toughness:** 9
Edges: —
Gear: Varies.
Special Abilities:
- **Bite/Claws:** Str+d4.
- **Fearless:** Skeletons are immune to Fear and Intimidation.
- **Reach (1):** Hill giant skeletons have an unnaturally long reach.
- **Size 2:** These skeletons are around 10 feet tall.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison; ignore penalties for Illumination up to 10".



Humanoid Skeleton

This profile is for most man-sized humanoid skeletons. Some have weapons and armor.

Type: Evil Undead (Skeleton)
Attributes: Agility d8, Smarts d4, Spirit d4, Strength d6, Vigor d6
Skills: Athletics d6, Fighting d6, Intimidation d6, Notice d4, Shooting d6
Pace: 6; **Parry:** 5; **Toughness:** 7
Edges: —
Gear: Varies.
Special Abilities:
- **Claws:** Str+d4.
- **Fearless:** Immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison; ignore penalties for Illumination up to 10".

Skeletal Champion

A skeletal champion retains some of its intelligence from life. They are far more cunning, formidable, and powerful than common, mindless skeletons.

Some skeletal champions remember powers from a life as a mage or priest (GM's call).

Type: Evil Undead (Skeleton)
Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8
Skills: Athletics d6, Fighting d8, Intimidation d6, Notice d4, Shooting d8
Pace: 6; **Parry:** 7 or 9 (shield); **Toughness:** 12 (4)

Edges: Elan, Trademark Weapon (Longsword)
Gear: Masterwork Longsword (Str+d8, AP 1), plate corselet (+4), medium shield.
Special Abilities:
- **Claws:** Str+d4.
- **Fearless:** Skeletal Champions are immune to Fear and Intimidation.
- **Immunity:** Cold.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison; ignore penalties for Illumination up to 10".



Snake

Snakes on Golarion are rarely aggressive unless cornered or frightened.

Constrictors

Pythons, boa constrictors, and other snakes over 15′ long are rarely deadly to man in the real world because they aren't particularly aggressive. On Golarion, however, such snakes might be guardians, familiars, or just plain carnivorous hunters.

Type: Neutral Animal (Snake, Constrictor)
Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d8, Vigor d6
Skills: Athletics d6, Fighting d6, Notice d10, Stealth d6
Pace: 4; **Parry:** 5; **Toughness:** 5
Edges: —
Special Abilities:
- **Bite:** Str.
- **Constrict:** +2 to Athletics and Strength rolls made to grapple.

Venomous

These stats cover a variety of medium-sized snakes with extremely deadly poison. Such venomous snakes usually live solitary lives, although it's possible to stumble into a nest of poisonous vipers.

Type: Neutral Animal (Snake, Venomous)
Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d4–2, Vigor d6
Skills: Athletics d6, Fighting d8, Notice d12, Stealth d8
Pace: 4; **Parry:** 6; **Toughness:** 2
Edges: Quick
Special Abilities:
- **Bite:** Str+2.
- **Poison:** The GM chooses what kind of poison the venomous snake injects with its bite (see **Poison**, page 9).
- **Size –3 (Very Small):** Most venomous snakes are 4–6′ in length, but only a few inches thick.

Soldiers

Goons, grunts, or others with training serve as foot soldiers for more powerful characters. They can be customized and outfitted to fit their particular role.

Soldier

Type: Any Humanoid (Soldier)
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Fighting d6, Intimidation d6, Notice d6, Persuasion d6, Shooting d6, Stealth d4
Pace: 6; **Parry:** 5; **Toughness:** 5
Hindrances: —
Edges: Soldier
Gear: Varies depending on their employer and locality.

Soldier, Seasoned

These mercenaries and troops have seen battle and lived to tell about it. They are more capable and experienced than regular soldiers. They can be customized and outfitted to fit their particular role.



Type: Any Humanoid (Soldier)
Attributes: Agility d6, Smarts d4, Spirit d8, Strength d6, Vigor d8
Skills: Athletics d6, Common Knowledge d6, Fighting d8, Intimidation d8, Notice d6, Persuasion d6, Shooting d6, Stealth d4
Pace: 6; **Parry:** 7; **Toughness:** 6
Hindrances: —
Edges: Combat Reflexes, Soldier, Trademark Weapon
Gear: Varies depending on their employer and locality. They usually have one weapon of quality—masterwork or magical—as well as thick hide armor (+2) or chain armor (+3).

SPECTRE

These translucent, incorporeal figures have faces distorted by wrath into a hideous mask. Most spectres are the remnants of murdered or evil humans, their anger preventing them from entering the afterlife. Like ghosts, spectres haunt the places of their deaths, and seek to draw others into the lonely abyss of undeath.

Spectres look much as they did in life. They are easily recognized by those who knew them. They retain a strong sense of identity, and even ancient, insane spectres generally remain coherent.

Type: Evil Undead (Spectre)
Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d10, Common Knowledge d6, Fighting d8, Intimidation d8, Notice d10, Persuasion d4, Stealth d12
Pace: —; **Parry:** 6; **Toughness:** 5
Special Abilities:

- **Claws:** A hit with this attack causes Energy Drain (Vigor). A Vigor roll (at −2 with a raise on the attack) resists this effect.
- **Darkvision:** Spectres ignore penalties for Illumination up to 10".
- **Flight:** Pace 10.
- **Incorporeal:** Spectres can become invisible and immaterial at will and can only be harmed by magical weapons or attacks.
- **Infection:** Anyone slain by a claw attack raises as a spectre 1d4 rounds later.
- **Invulnerability:** Spectres take no damage from non-magical attacks.
- **Resilient:** Spectres can take one Wound before they're Incapacitated.
- **Unnatural Aura:** Animals, wild or domesticated, can sense the unnatural presence of a spectre at a distance of 10 yards. They will not willingly get closer unless persuaded. As long as an animal is within 10 yards of a spectre, it is Distracted.
- **Weakness (Daylight):** Spectres flee from direct sunlight. While exposed to it, they cannot attack and are Vulnerable.

Languages: Common.

SWARM

Sometimes the most deadly foes come in the smallest packages. The swarm described here can consist of most anything—from biting ants to stinging wasps to filthy rats. They cover an area equal to a Large, Medium, or Small Blast Template and attack everyone within it every round. When a swarm is Incapacitated it's effectively dispersed.

Swarms aren't intelligent enough to do anything but move and bite and shouldn't take Multi-Actions, make Tests, etc.

Type: Neutral Animal or Vermin (Swarm)
Attributes: Agility d10, Smarts d4 (A), Spirit d12, Strength d8, Vigor d10
Skills: Notice d6
Pace: 10; **Parry:** 4; **Toughness:** 7
Edges: —
Special Abilities:

- **Bite or Sting:** Swarms inflict hundreds of tiny bites or stings every round, hitting automatically (unless Shaken) and causing 2d4 damage to everyone in the template at the end of their turn. Damage is applied to the least armored location (victims in completely sealed suits are immune).
- **Split:** Some swarms split into two smaller swarms when Wounded (GM's call). Reduce the Blast Template one size after a Wound; Small swarms are destroyed.
- **Swarm:** +2 to recover from being Shaken, Parry +2. Swarms are composed of many small creatures, so cutting and piercing weapons do no real damage. Area effect weapons work normally, and a character can stomp to inflict his damage in Strength each round. Some swarms (bees, hornets, birds) may be foiled by total immersion in water.



TARRASQUE

The legendary tarrasque is among Golarion's most destructive monsters. Thankfully, it spends most of its time in a deep torpor in an unknown cavern in a remote corner of the world. Yet when it wakens, kingdoms perish.

Although far from intelligent, the tarrasque is smart enough to understand a few words in Aklo. Likewise, it isn't mindless in its rampages, but instead focuses on targets that threaten it. The tarrasque is difficult to distract with trickery.

Type: Neutral Magical Beast (Tarrasque)
Attributes: Agility d8, Smarts d6, Spirit d12, Strength d12+7, Vigor d12+4
Skills: Athletics d6, Fighting d12+2, Notice d12+4
Pace: 7; **Parry:** 9; **Toughness:** 29 (6)
Edges: Arcane Resistance (Imp), Combat Reflexes, Counterattack, Frenzy, Nerves of Steel, Strong Willed, Sweep (Imp)
Special Abilities:

- **Armor +6 (Heavy Armor):** Super-dense carapace.
- **Bite/Claws/Horns:** Str+d8, AP 4, Reach 2.
- **Carapace:** The tarrasque is immune to all magical attacks, except those using blast templates. On a roll of 1 or 2 on a d6, any

non-blast template attack is deflected back to the caster at full force.

- **Fear (–4):** Anyone who sees the terrifying tarrasque must make a Fear check at –4.
- **Fearless:** The tarrasque is immune to Fear and Intimidation.
- **Hyper Fast Regeneration:** The tarrasque may attempt two natural healing rolls every round, even if Incapacitated, until they're slain.
- **Immunity:** Acid, *baleful polymorph*, disease, Energy Drain, fire, *lower Trait*, paralysis, poison, *puppet*, Rending, Stun.
- **Low Light Vision:** The tarrasque ignores penalties for Dim and Dark Illumination.
- **Powerful Leaper:** +4 to Athletics (jumping) rolls.
- **Size 13 (Gargantuan):** The tarrasque can reach up to 90' tall and weigh more than 30 tons. They can take three extra Wounds.
- **Speed:** d10 running die.
- **Spines:** A tarrasque may fire a spine from its tail as an action (Range 15/30/60, Damage Str+d6, AP 2).
- **Swallow Whole:** Anyone hit by a bite attack must make an Evasion roll or be Swallowed Whole. The victim suffers one Wound at the end of his turn from the crushing gullet and acidic bile.

  If the creature is Shaken or Wounded from the inside (ignoring its Armor!), everyone inside gets an immediate Athletics roll to escape. If the tarrasque is Shaken or Wounded from the outside, everyone inside gets an Athletics roll at –2 to escape.

  Appropriate Tests (GM's call, such as pepper in the nose, extreme nausea from a spell effect or poison, etc.) might cause the beast to cough, sneeze, or vomit. This gives everyone inside an Athletics roll to escape.
- **Unstoppable:** The tarrasque can't suffer more than one Wound from a single attack (after soak rolls are made).

Languages: Aklo (can't speak).

TATZLWYRM

Slithering like a large snake, this creature has the head of a dragon and a pair of clawed arms to help with movement and grappling. A sickly green mists wafts from its open maw.

Tatzlwryms spend most of their time lying in wait for prey, whether animal or humanoid. They hoard the remains of their hunts even though they have no use for the treasure. The eldest accumulate morbid troves of bones, debris, and valuables. These creatures often dwell in dense forests or underground caverns. They are known to favor Darkwood forests, in particular.

Type: Neutral Dragon (Tatzlwyrm)
Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d6
Skills: Athletics d10, Fighting d6, Intimidation d6, Notice d6, Stealth d10, Survival d6
Pace: 6; **Parry:** 5; **Toughness:** 7 (2)
Edges: Alertness, Extraction
Special Abilities:

- **Armor +2:** Scaly skin.
- **Bite/Claws:** Str+d4, AP 2.
- **Grab (Imp):** A tatzlwyrm may immediately make a grappling attempt (at +2) as a free action if it gets a raise on a Fighting attack against a target of its Size or less.
- **Immunity:** S*lumber*, stun.
- **Poisonous Breath:** As a limited action, the tatzlwrym breathes a vapor of Paralyzing poison each round it has an opponent Entangled or Bound. The victim is automatically Shaken by the poison and must make a Vigor roll. Failure means the victim is Incapacitated for 2d6 rounds, or twice that with a Critical Failure.
- **Pounce:** The wyrm pounces on its prey to best bring its mass and claws to bear. If a tatzlwyrm makes a Wild Attack, it adds +4 to its damage instead of +2.
- **Night Vision:** The creature ignores all penalties for Illumination.

TENDRICULOS

A tendriculos is a creature brought into being through a corruption of nature. This is often a result of foul magic concentrated in a particular area. Sometimes, these creatures manifest from places where the boundaries between the Material Plane and the mysterious realm of the fey have worn thin.

The plant creature's thick trunk is capped by a crown of wide leaves, whipping vines, mushrooms, and a ravenous purple maw. It is a voracious and dangerous hunter, preferring to ambush prey.

Type: Neutral Plant (Tendriculos)

Attributes: Agility d4, Smarts d4 (A), Spirit d8, Strength d12+1, Vigor d10
Skills: Fighting d8, Notice d6, Stealth d8
Pace: 5; **Parry:** 6; **Toughness:** 12 (2)
Edges: —
Special Abilities:

- **Armor +2:** Dense bark.
- **Bite:** Str+d6, AP 2.
- **Fast Regeneration:** Tendriculos may attempt a natural healing roll every round, even if Incapacitated, unless their Wounds were caused by fire or flame or they're put to the torch afterward.
- **Immunity:** Acid.
- **Plant:** Ignores penalties for Dim and Dark Illumination; immune to paralysis, poison, *puppet*, *slumber*, Stun; doesn't sleep.
- **Size 4 (Large):** Tendriculos grow up to 20 feet tall and weigh around 3,500 lbs.
- **Swallow Whole:** Anyone hit by a bite attack must make an Evasion roll or be Swallowed Whole. The victim suffers one Wound at the end of his turn from the crushing gullet and acidic bile.

  If the creature is Shaken or Wounded from the inside (ignoring its Armor!), everyone inside gets an immediate Athletics roll to escape. If the tendriculos is Shaken or Wounded from the outside, everyone inside gets an Athletics roll at −2 to escape.

  Appropriate Tests (GM's call, such as pepper in the nose, extreme nausea from a spell effect or poison, etc.) might cause the beast to cough, sneeze, or vomit. This gives everyone inside an Athletics roll to escape.
- **Tentacles (2):** A tendriculos has two tentacle actions and Reach 1. It may lash with its tentacles for Str+d4 damage. Bound or Entangled prey may be bitten as usual.
- **Very Resilient:** A tendriculos can take two Wounds before it's Incapacitated.

Languages: Sylvan (can't speak).

TENTAMORT

This monster looks something like a leathery, eyeless squid with a squat body the size of a rain barrel. Its lower body splits into a tangle of tentacles the creature uses to slowly move. Meanwhile, two longer tentacles — one thick and muscular, the other lithe and tipped with a bone stinger — emerge from either side of its upper body.

Tentamorts live in marshes or in underground caverns near water sources. These patient predators usually wait for prey to come to them, relying on their poison and quickness.

Type: Neutral Aberration (Tentamort)
Attributes: Agility d6, Smarts d4, Spirit d8, Strength d8, Vigor d8
Skills: Athletics d6, Fighting d8, Notice d8
Pace: 4; **Parry:** 6; **Toughness:** 9 (3)
Edges: Quick
Special Abilities:

- **All-Around Vision:** Tentamorts have many eyes across their cone-like bodies. They ignore 1 point of Gang Up bonuses.
- **Armor +3:** Aberrant hide.
- **Blindsense:** Tentamorts ignore *invisibility*, *illusion*, and all Illumination penalties.
- **Poison (−2):** Mild poison.
- **Resilient:** Tentamorts can take one Wound before they're Incapacitated.
- **Sting:** Str+d6, Reach 1.
- **Tentacle (2):** Tentamorts have two tentacle actions and Reach 1. They may lash with their tentacles for Str+d4 damage. Bound or Entangled prey may be stung as usual.

TOWN/CITY GUARD

Individuals charged with maintaining law and order, or keeping the peace, are covered by this profile.



Their attributes and skills may vary depending on the locality they serve. Their gear represents likely weapons and armor — which also varies depending on the climate, size of the settlement and other circumstances.

Captain of the Guard

These stats represent a typical leader of guardsmen, with the Fighter Class Edge.

Type: Any Humanoid (Human Fighter)
Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Athletics d6, Battle d4, Common Knowledge d6, Fighting d8, Intimidation d8, Notice d6, Persuasion d6, Shooting d6, Stealth d6, Survival d6
Pace: 6; **Parry:** 7 or 9 (shield); **Toughness:** 9 (3)
Hindrances: —
Edges: Block, Command, Extraction, Fighter, Soldier
Gear: Masterwork long sword (Str+d8, AP 1), club (Str+d4), light crossbow (Range 10/20/40, Damage 2d6, AP 2), chain armor (+3), medium shield.



Special Abilities:
- **Class Abilities (Fighter):** Martial Flexibility.

Elite Guard

Elite guards or watchmen have extensive life experience or special training. They serve as shock troops, bodyguards for important persons, and protectors of valuable property.

Type: Any Humanoid (Human)
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Athletics d6, Common Knowledge d6, Fighting d8, Intimidation d6, Notice d6, Persuasion d6, Shooting d6, Stealth d4, Survival d4
Pace: 6; **Parry:** 7 or 9 (shield); **Toughness:** 8 (2)
Hindrances: —
Edges: Block, Extraction, Soldier
Gear: Long sword (Str+d8), club (Str+d4), light crossbow (Range 10/20/40, Damage 2d6, AP 2), studded leather armor (+2), medium shield.

Regular Guard

These are everyday regular town or city patrols.

Type: Any Humanoid (Human)
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d4, Common Knowledge d4, Fighting d6, Intimidation d4, Notice d6, Persuasion d6, Shooting d4, Stealth d4
Pace: 6; **Parry:** 5 or 7 (shield); **Toughness:** 7 (2)
Hindrances: —
Edges: Soldier
Gear: Short sword (Str+d6), light crossbow (Range 10/20/40, Damage 2d6, AP 2), leather armor (+2), medium shield (Parry +2, Cover −2).

Townsfolk

This profile covers everything from farmers, to merchants, and artisans. They are everyday folks, not soldiers or town guards.

Their attributes and skills may vary as needed. For example, artisans probably have Repair d6, while a stableboy probably has Riding d4. Their gear represents only what might be in hand whenever any unplanned combat takes place. Townsfolk rarely wear armor.

Type: Any Humanoid (Human)
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d4, Common Knowledge d4, Fighting d4, Notice d6, Persuasion d4, Stealth d6
Pace: 6; **Parry:** 4; **Toughness:** 5
Hindrances: —
Edges: —
Gear: Knife (Str+d4), club (Str+d4), or improvised weapons (Str+d4).



TREANT

Treants are guardians of the forest and speakers for the trees. As long-lived as the forests themselves, they are slow and methodical in most things but formidable when compelled to fight. They excel at tearing down what others build and they have an inherent dislike of loggers.

Treants are primarily solitary creatures, although they occasionally gather to share information and reproduce. In grave and rare times, treants convene a moot, which may last for months on end.

These animated trees have knotted bark with vaguely humanoid features. They tend to resemble the species of trees most common in their woodland territories — from the jungles of Garund, to Fangwood Forest in Nirmathas, and the Verduran Forest in Avistan.

Type: Good Plant (Treant)
Attributes: Agility d6, Smarts d6, Spirit d10, Strength d12+3, Vigor d12
Skills: Athletics d6, Common Knowledge d6, Fighting d10, Intimidation d8, Notice d8, Persuasion d6, Stealth d4 (+4 in forests)
Pace: 6; **Parry:** 7; **Toughness:** 15 (2)
Hindrances: Cautious
Edges: Brave, Iron Jaw, Iron Will
Special Abilities:

- **Animate Trees:** A treant can animate two trees at a time, within 30" (60 yards), as a limited free action. The trees take one round to uproot, then can move at Pace 2. These Extras have the same attributes, Fighting die type, and derived statistics as the treant. If they move out of the treant's range or become Incapacitated, they re-root themselves. The treant can also end the animation at will. The trees serve the treant loyally.
- **Armor +2:** Bark skin.
- **Bash:** Str+d6, AP 2.
- **Destroy Objects:** Treants do double damage when attacking objects.
- **Environmental Weakness:** Fire, slashing.
- **Plant:** Ignore penalties for Dim and Dark Illumination; immune to paralysis, poison, *puppet*, *slumber*, Stun, doesn't sleep.
- **Size 5 (Large):** A typical treant is usually 20–30' feet tall, with a trunk 2 feet in diameter, and weighs 4,500 lbs. It can take one extra Wound.
- **Rock Throwing:** Treants are exceptionally good at throwing rocks, and can even throw at Extreme Range. Damage Str+d12, Range 20/40/80, Heavy Weapon.

- **Trample:** Str+d6.
- **Treespeak:** Treants can speak with any plant. They always begin with a Friendly reaction from other plant life.
- **Very Resilient:** Treants can take two wounds before they're Incapacitated.

Languages: Common, Sylvan, Treant.

TROGLODYTE

Troglodytes are feral cave dwellers with scaly gray bodies like that of cave lizards. They are among the most populous denizens of the upper reaches of the endless caverns of the underworld, raiding the settlements of those who dwell above or below ground.

Troglodytes are one of the oldest of the intelligent peoples. Ruins found in some remote caverns testify to the fact that their empire was once among the largest in the world. At the dawn of recorded history, troglodyte civilization was generations ahead of other humanoids.

Type: Evil Humanoid (Troglodyte)
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Fighting d6, Notice d6, Stealth d6
Pace: 6; **Parry:** 5; **Toughness:** 7 (2)
Edges: Combat Reflexes, Formation Fighter
Gear: Heavy club (Str+d6), 2× Javelin (Range 3/6/12, Damage Str+d6).



Special Abilities:

- **Armor +2:** Scaly skin.
- **Bite/Claws:** Str+d4.
- **Darkvision:** Troglodytes ignore penalties for Illumination up to 10".
- **Hardy:** The creature doesn't suffer a Wound from being Shaken twice.
- **Stench:** The first time anyone enters within 2" (four yards) of a troglodyte, they must make a Vigor roll or become Distracted as they are overcome by nausea.

Languages: Draconic.

TROLL

Trolls are large humanoids with greenish hide, sharp claws, and bestial faces. Their stooped posture belies their size — 14 feet tall and 1,000 pounds — but doesn't diminish their formidable presence.

Trolls regenerate quickly, unless the damage inflicted is fire or acid-based. They deliver powerful blows with their claws, though they are also capable of fighting with weapons.

The creatures dwell in the wild areas of the Inner Sea region, most commonly in northern Avistan. In most troll societies, the males are solitary hunters and wanders, while the females and children live in extended family groups.

Type: Evil Humanoid (Troll)
Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12, Vigor d12
Skills: Athletics d6, Fighting d8, Intimidation d10, Notice d6, Stealth d6
Pace: 6; **Parry:** 6; **Toughness:** 11 (1)
Edges: Sweep
Special Abilities:

- **Ancestry (Giant):** Night Vision, Reach 1, Size 2, Swat.
- **Armor +1:** Rubbery hide.
- **Bite/Claws:** Str+d6, AP 2.
- **Fast Regeneration:** Trolls may attempt a natural healing roll every round, even if Incapacitated, unless their Wounds were caused by fire or acid or they're put to the torch afterward.
- **Rending:** Victims Shaken or Wounded by a rending attack are bleeding and must make a Vigor roll as a free action at the beginning of their next turn. Failure causes one Wound and the victim must make another Vigor roll next turn. Success means the victim

doesn't suffer a Wound, but must make a Vigor roll again next turn. A raise stops the bleeding and no further rolls are required from that attack. A successful Healing roll also stops the bleeding.

- **Very Resilient:** Trolls can take two Wounds before they're Incapacitated.

Languages: Giant.

FERAL TROLL: Vigor d12+2 (Toughness 12 (1)), Fighting d10 (Parry 7), First Strike.

TROLL BRUTE: Strength d12+2, Fighting d12 (Parry 8), Counterattack

UNICORN

Unicorns are fierce, intelligent creatures of the forest, noble beasts who keep their own counsel and typically appear only to defend their homes against evil.

They universally shun all creatures except for good-aligned fey, good-aligned humanoid women, and the woodlands' native animals, though they may fight alongside other good creatures against common enemies. A typical unicorn is 8 feet long and 5 feet tall at the shoulder, weighing 1,200 pounds.

Type: Good Magical Beast (Unicorn)
Attributes: Agility d10, Smarts d6, Spirit d8, Strength d10, Vigor d8
Skills: Athletics d6, Faith d8, Fighting d8, Notice d6, Stealth d6, Survival d6
Pace: 10; **Parry:** 6; **Toughness:** 9 (1)
Edges: Arcane Background (Miracles), Frenzy
Powers: *Healing*, *light.* **Power Points:** 10.
Special Abilities:

- **Armor +1:** Magical hide.
- **Horn:** Str+d8, AP 1
- **Immunity:** *Empathy*, *puppet*, Poison.
- **Innate Powers:** Detect evil (per Paladin Class Edge), minor *teleport* (Greater Teleport, self).
- **Kick:** Str+d4.
- **Night Vision:** A unicorn ignores all penalties for Illumination.
- **Protection from Evil:** Evil creatures subtract 2 from Trait rolls made to attack a unicorn.
- **Resilient:** Unicorns can take one Wound before they're Incapacitated.
- **Size 2:** Unicorns are the size of large horses.

Languages: Common, Sylvan.



VAMPIRE

Vampires are intelligent undead creatures. They feeds off the blood of the living in order to prolong their own unnatural existence.

Vampires came to Golarion from the Plane of Shadow long ago. Exactly how they arrived remains lost to history and is a matter of debate in scholarly circles. Over time, these "true vampires" have spawned many more.

Amongst their own kind, true vampires use the slang term full-blood to distinguish themselves from those they consider lesser but associated beings, such as vampire spawn.

Type: Evil Undead (Vampire)
Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d10
Skills: Athletics d8, Common Knowledge d10, Fighting d10, Intimidation d12, Notice d8, Persuasion d12, Shooting d8, Stealth d10
Pace: 6; **Parry:** 7; **Toughness:** 12 (3)
Edges: Frenzy (Imp), Level Headed

Special Abilities:

- **Armor +3:** Necrotically augmented skin.
- **Bite/Claws:** Str+d4.
- **Blood Drain:** A vampire can suck blood from a bound opponent; instead of crushing a bound opponent, it drains blood, causing Energy Drain (see below). The vampire heals one Wound each round it drains blood.
- **Charm:** Vampires can cast *puppet* without spending Power Points, up to five times per day. They use Smarts as their arcane skill and can maintain the power indefinitely, though they may never have more than 20 thralls at a time.
- **Children of the Night:** Vampires have the ability to summon and control 1d6 wolves, 1d6 swarms of bats or rats, once per night. The creatures come from the surrounding wilds in 1d4+1 rounds.
- **Energy Drain:** A creature hit by a vampire's natural weapon or Blood Drain ability suffers Energy Drain (Vigor). A Vigor roll (at −2 with a raise on the attack) resists this effect. This ability triggers once per round.
- **Environmental Resistance:** Cold, electricity.
- **Environmental Weakness:** Magic and Silver.
- **Fast Regeneration:** Vampires may attempt a natural healing roll every round until Incapacitated.
- **Gaseous Form:** Vampires have the ability to turn into gaseous form. Doing so (or returning to their original form) requires an action, and a Smarts roll at −2. It can remain gaseous indefinitely and fly at Pace 5.
- **Invulnerability:** If Incapacitated, a vampire automatically assumes gaseous form and attempts to escape. It must reach its coffin home within two hours or be utterly destroyed. Additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest, the vampire is helpless. It regains one Wound after one hour, then is no longer helpless and its Fast Regeneration resumes.
- **Sire:** Anyone slain by Energy Drain raises as a vampire themselves in 1d4 days.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison; ignore penalties for Illumination up to 10".
- **Wall Walker:** A vampire can move on vertical or inverted surfaces at its normal Pace and may run.
- **Weakness (Vampiric):** See Vampire Weaknesses for a full list.

Languages: Abyssal, Common, Draconic.

VAMPIRE WEAKNESSES

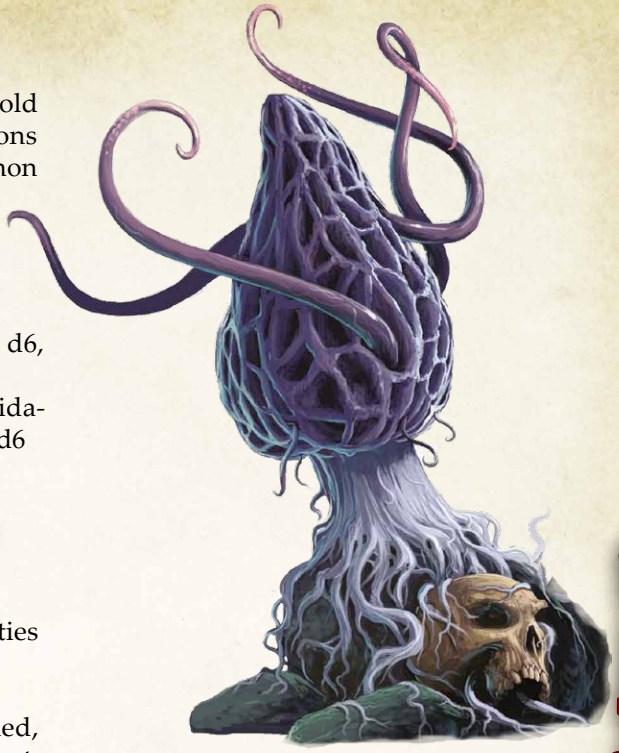
- **Weakness (Garlic and Mirror):** Vampires cannot tolerate the strong odor of garlic or the sight of mirrors and will not enter an area laced with it.
- **Weakness (Holy Symbol):** A character with a holy symbol may keep a vampire at bay by displaying a holy symbol. A vampire who wants to directly attack the victim must beat her in an opposed Spirit roll.
- **Weakness (Holy Water):** A vampire sprinkled with holy water is Fatigued. If immersed, he combusts as if it were direct sunlight (see below).
- **Weaknesses (Invitation Only):** Vampires cannot enter a private dwelling without being invited. They may enter public domains as they please.
- **Weakness (Running Water):** Each round of immersion in running water inflicts one Wound to a vampire—a vampire Incapacitated in this manner is destroyed.
- **Weakness (Sunlight):** Exposing any vampire to direct sunlight causes it to suffer one Wound each round. If Incapacitated, the vampire is utterly destroyed.



VARGOUILLE

Originally from the lower planes, these creatures are grotesque flying heads with bat-like wings. Despite their otherworldly origins, they turn up on the Material Plane, especially in Andoran, Kaer Maga, and the Mwangi Expanse.

Typically, vargouilles lurk or lair near old battlefields, graveyards, or other locations visited by death. Evil spellcasters summon these creatures to Golarion from time to time. Their putrid kiss transforms their victims into vargouilles.



Type: Evil Outsider (Vargouille)
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d8
Skills: Athletics d10, Fighting d6, Intimidation d6, Notice d6, Stealth d6, Survival d6
Pace: —; **Parry:** 5; **Toughness:** 6 (2)
Edges: —
Special Abilities:

- **Armor +2:** Leathery hide.
- **Bite:** Str+d4.
- **Darkvision:** Vargouilles ignore penalties for Illumination up to 10".
- **Flight:** Pace 12.
- **Kiss:** A vargouille can kiss a Stunned, unconscious, or otherwise helpless target. Anyone kissed must make a Vigor roll at −2. If failed, the victim goes bald over the next 24 hours, her skin becomes leathery, and she sprouts tentacles on her face (she has the Ugly (Major) Hindrance). After the second day, the transformation becomes lethal—she dies and her head pops off and flies away! Every six hours during the transformation process, she can make another Vigor roll. A successful roll pauses the transformation for a day, or two with a raise. It can be cured using *healing* with Greater Healing at a −2 on the casting roll.
- **Shriek:** As a limited action, a vargouille can shriek. Non-vargouilles within 10" (20 yards) must make a Vigor roll or be Stunned.
- **Size −2 (Small):** A vargouille is a flying head.

Languages: Infernal.

Violet Fungus

This human-sized fungus grows from a bed of tentacular roots. Deep violet tendrils slither out of the dozens of fissures in its pointed cap. It is usually found in a small grove of up to a dozen fungi.

The carnivorous violet fungus is one of the most notorious and feared dangers of Golarion's Darklands. It feeds on the rot and decay of organic matter. A violet fungus's tendrils are coated with a virulent venom. These plants can move, but they usually stay rooted in one place as long as they have rotting organic matter to sustain them.

Type: Neutral Plant (Violet Fungus)
Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d6, Vigor d8
Skills: Fighting d6, Notice d6
Pace: 2; **Parry:** 5; **Toughness:** 9 (3)
Edges: —
Special Abilities:

- **Armor +3:** Dense fibrous hide.
- **Plant:** Ignore penalties for Dim and Dark Illumination; immune to paralysis, poison, *puppet*, *slumber*, Stun; doesn't sleep.
- **Rot:** A victim Shaken or Wounded by the plant's tentacles must make a Vigor roll to resist the effects of rot (−2 with a raise on the attack). Failure means one of the victim's limbs rots away. This is a permanent Injury. Any successful healing effect within one hour stops the rot and saves the limb.
- **Tentacles (2):** A violet fungus has two tentacle actions and Reach 1. It may lash with its tentacles for Str+d4 damage.

Wendigo

A wendigo appears much like a tall humanoid in the last stages of death from starvation. Completely hairless, its flesh is deathly pale except for its blackened extremities. Its

fingers end with long talons, while needle-like fangs fill its mouth.

A wendigo has ragged, bloody flesh around its maw because it constantly devours its own lips. Its tongue is long, pocked with sores, and the color of a fresh bruise. It has glowing, yellow eyes that float in large sockets full of blood.

Type: Evil Outsider (Wendigo)
Attributes: Agility d12, Smarts d8, Spirit d8, Strength d12+3, Vigor d10
Skills: Athletics d10, Common Knowledge d8, Fighting d10, Intimidation d8, Notice d8, Occult d10, Persuasion d8, Stealth d10
Pace: 7; **Parry:** 7; **Toughness:** 14 (5)
Edges: Arcane Resistance
Special Abilities:

- **Armor +5:** Wendigo hide.
- **Bite/Claws:** Str+d6 (cold).
- **Blindsense:** Wendigos ignore *invisibility, illusion*, and all Illumination penalties.
- **Control Weather:** A wendigo can concentrate for 10 minutes to summon a snowstorm or blizzard in a two mile radius. This creates Dim Illumination and extreme cold throughout the area.
- **Dream Haunting:** Once per night, a wendigo can enter the dream of any sentient target, causing intense nightmares. The victim must make a Spirit roll at −4 or suffer Fatigue. The Fatigue can't be removed until the victim gets a full night sleep without suffering nightmares.
- **Environmental Weakness:** Cold iron, fire.
- **Fast Regeneration:** Wendigos may attempt a natural healing roll every round, even if Incapacitated, unless their Wounds were caused by fire or they're put to the torch afterward.
- **Fearless:** Wendigos are immune to Fear and Intimidation.
- **Flight:** Pace 12; can become intangible as a limited free action while flying.
- **Howl:** Three times per day, a wendigo can emit a forlorn howl that can be heard up to a mile away. Creatures who hear this must test Fear at −2.
- **Immunity:** Cold.
- **Size 2:** A wendigo stands around 10' tall and weights 1,000 lbs.
- **Wendigo Psychosis:** Anyone Wounded by a bite attack, or fails to resist Dream Haunting, must make a Spirit roll or contract this curse. Every day, the victim suffers Energy Drain (Spirit)—a Spirit roll suppresses the effect. If Spirit would be reduced below d4, he instead seeks an individual of his ancestry to devour. After completing this heinous act, the afflicted begins transforming into a wendigo. He takes off at a run, and in 1d4 rounds sprints up into the sky at such a speed that his feet burn away into jagged stumps. The transformation into a wendigo takes 2d6 minutes as the victim flies across the sky.



WIGHT

Wights are animated corpses, resembling a cross between ghouls and spectres. Their eyes burn with hatred, and they have a hunger for the souls of the living. For some, earthly desires or material bonds cause their spirits to remain behind to guard a treasure or their place of death. Others serve whomever brought them to unlife. Wights are sometimes found underwater, in caves or shipwrecks.

Type: Evil Undead (Wight)
Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8
Skills: Athletics d8, Fighting d8, Intimidation d10, Notice d6, Stealth d8
Pace: 6; **Parry:** 6; **Toughness:** 10 (2)

Edges: —
Special Abilities:

- **Armor +2:** Leathery dried skin.
- **Claws:** Str +d4.
- **Energy Drain:** Anyone Shaken or Wounded by a wight's claws, suffers Energy Drain (Vigor). A Vigor roll (at –2 with a raise on the attack) resists this effect.
- **Fearless:** Wights are immune to Fear and Intimidation.
- **Infection:** Anyone slain by these undead raise as a wight one round later.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison; ignore penalties for Illumination up to 10".



Languages: Common.

WILL-O'-WISP

These strange aberrations live in swamps throughout Golarion, although no one is certain why they prefer such environments. Most commonly, they are encountered in the River Kingdoms, where they sometimes gather in small groups.

Will-o'-wisps appear as floating lights often mistaken as lanterns or beacons by travelers. The creatures attempt to lure such travelers into deep marshes and quicksand, or even to the lairs of other creatures. They do this in hopes of feeding on the fear of dying victims. They can deliver a shocking attack, but they prefer to feed on victims who can't fight back.

Type: Evil Aberration (Will-O'-Wisp)
Attributes: Agility d12+2, Smarts d8, Spirit d8, Strength 1, Vigor d6
Skills: Athletics d12, Fighting d8, Notice d10, Persuasion d8, Stealth d10
Pace: —; **Parry:** 6; **Toughness:** 2
Edges: Alertness, Dodge, Level Headed
Special Abilities:

- **Darkvision:** Will-o'-wisps ignore penalties for Illumination up to 10".
- **Feed on Fear:** Any time a will-o'-wisp is within 2" (4 yards) of an Incapacitated creature, or a creature that failed a Fear check, it becomes Resilient for 24 hours.
- **Flight:** Pace 8.
- **Immunity:** Magic.
- **Innate Powers:** Major *invisibility* (self). Will-o'-wisps have the ability to extinguish their natural glow.
- **Size –3 (Very Small):** Will-o'-wisps are 1' in diameter.
- **Zap:** Will-o'-wisps can make a Touch Attack for 2d6 electrical damage.

Languages: Aklo, Common.

WOLVERINE

This muscular omnivore resembles a bear cub but smells more like a skunk. Known for its ferocity, a wolverine is often a solitary animal, though a male may have a few females in his territory.

Wolverines have thick, oily fur, and sharp crampon-like claws, perfect for climbing.

Type: Neutral Animal (Wolverine)
Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d8, Vigor d6
Skills: Athletics d8, Fighting d6, Notice d6, Stealth d4
Pace: 6; **Parry:** 5; **Toughness:** 5 (1)
Edges: Alertness
Special Abilities:

- **Armor +1:** Thick hide.
- **Bite/Claws:** Str+d4.
- **Hardy:** A wolverine doesn't suffer a Wound from being Shaken twice.
- **Low Light Vision:** Wolverines ignore penalties for Dim and Dark Illumination.
- **Rage:** Wolverines go into a Rage when attacked (per the Barbarian Class Edge ability in *Savage Pathfinder*). The creature can't end its Rage voluntarily.
- **Size –1:** Wolverines are small creatures.

WOLVERINE, DIRE

A dire wolverine is as large as a bear, its jaws and claws oversized and brutal, its eyes dark and filled with rage. Even more territorial than their smaller relatives, they defend their lairs to the death.

Type: Neutral Animal (Wolverine, Dire)
Attributes: Agility d10, Smarts d4 (A), Spirit d8, Strength d10, Vigor d8

Skills: Athletics d10, Fighting d8, Notice d10, Stealth d4
Pace: 6; **Parry:** 6; **Toughness:** 9 (1)
Edges: Quick
Special Abilities:
- **Armor +1:** Thick hide.
- **Bite/Claws:** Str+d6, AP 2.
- **Low Light Vision:** Dire wolverines ignore penalties for Dim and Dark Illumination.
- **Rage:** Dire wolverines go into a Rage when attacked (per the Barbarian Class Edge ability in *Savage Pathfinder*). The creature can't end its Rage voluntarily.
- **Resilient:** Dire wolverines can take one Wound before they're Incapacitated.
- **Size 2:** Dire wolverines may grow to 12 feet long and weigh up to 1,000 pounds.
- **Stench:** The first time anyone enters within 2" (four yards) of a dire wolverine, they must make a Vigor roll or become Distracted as they are overcome by nausea.

WORG

These intelligent and evil creatures are a magical species of wolves. Larger than their animal cousins, they often hunt in packs, typically lead by an alpha worg who dominates the other members of the pack.



Unlike their cousins, worgs possess the power of speech —and guile. They sometimes make alliances with goblins and other evil humanoids.

Type: Evil Magical Beast (Worg)
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d6
Skills: Athletics d8, Common Knowledge d4, Fighting d8, Notice d8, Persuasion d4, Stealth d6, Survival d6
Pace: 8; **Parry:** 6; **Toughness:** 6 (1)
Edges: Alertness
Special Abilities:
- **Armor +1:** Thick fur.
- **Bite/Claws:** Str+d4, AP 2.
- **Night Vision:** Worgs ignore all penalties for Illumination.
- **Resilient:** Worgs can take one Wound before they're Incapacitated.

Languages: Common, Goblin.

WRAITH

Wraiths are undead creatures born of evil and darkness. They hate light and living things, as they have lost much of their connection to their former lives. The vile creatures appear as little more than dark shapes with two flickering pinpoints of light where their eyes should be.

Type: Evil Undead (Wraith)
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d10
Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d8, Persuasion d6, Stealth d6
Pace: —; **Parry:** 6; **Toughness:** 7
Edges: —
Special Abilities:
- **Claws:** Str+d4, AP 2.
- **Darkvision:** Wraiths ignore penalties for Illumination up to 10".
- **Energy Drain:** Anyone hit by a wraith's claws, suffers Energy Drain (Vigor). A Vigor roll (at –2 with a raise on the attack) resists this effect.
- **Ethereal:** Wraiths can become invisible and immaterial at will and can only be harmed by magical attacks.
- **Flight:** Pace 10.
- **Infection:** Anyone slain by these undead raise as a wraith one round later.
- **Weakness (Daylight):** A wraith caught in sunlight cannot attack and is Vulnerable.

Languages: Common, Infernal.

WYVERN

Wyverns are two-legged dragons. They have no fiery breath, but possess long necks, sharp teeth, and a poisonous stinger in their tail.

Wyverns are territorial, aggressive, and impatient creatures. Unlike some of their dragon cousins, they have no interest in diplomacy or subtlety. They are quick to resort to force to accomplish their selfish goals.



Type: Neutral Dragon (Wyvern)
Attributes: Agility d8, Smarts d4, Spirit d8, Strength d12, Vigor d10
Skills: Athletics d6, Fighting d10, Notice d10, Stealth d6
Pace: 5; **Parry:** 7; **Toughness:** 12 (2)
Edges: Frenzy (Imp)
Special Abilities:

- **Armor +2:** Draconic scales.
- **Bite/Sting:** Str+d6, AP 2.
- **Flight:** Pace 8.
- **Immunity:** *Slumber*, Stun.
- **Night Vision:** Wyverns ignore all penalties for Illumination.
- **Poison (–2):** The wyvern's stinger contains a Mild poison.
- **Size 3:** Wyverns are 16' long, weighing nearly 2,000 lbs.

Languages: Draconic.

XILL

Evil and alien, these flame-red humanoids are a strange mix of insect and reptile, with four arms and fanged mandibles.

Xills have only one purpose: to perpetuate themselves at the expense of others. All xills are female and capable of fertilizing their own eggs, but they require living hosts as incubators. A xill injects eggs into paralyzed victims via a grotesque ovipositor behind their mandibles. They prefer phase spiders as hosts.

Xills are the scourge of the Ethereal Plane. These plane-shifters possess impressive intelligence and a totalitarian, militaristic culture all their own. They sometimes come to the Material Plane to find hosts.

Type: Evil Outsider (Xill)
Attributes: Agility d10, Smarts d6, Spirit d6, Strength d10, Vigor d6
Skills: Athletics d10, Common Knowledge d6, Fighting d8, Intimidate d8, Notice d8, Occult d8, Shooting d8, Stealth d10, Survival d6
Pace: 7; **Parry:** 6 or 8 (shield); **Toughness:** 7 (2)
Edges: Ambidextrous, Quick, Two-Weapon Fighting
Gear: 2× short sword (Str+d6), longbow (Range 15/30/60, Damage 2d6, AP 1), medium shield.
Special Abilities:

- **Armor +2:** Chitinous hide.
- **Bite:** Str+d4.
- **Darkvision:** Xills ignore penalties for Illumination up to 10".
- **Extra Arms:** Xills may ignore 2 points of Multi-Action penalties each turn.

- **Implant:** As a limited action, a xill can lay a clutch of eggs in a helpless living creature. The eggs hatch in 24 hours, at which point they begin to consume the host, causing Energy Drain (Vigor) once per hour. A successful *healing* with Remove Disease kills all of the eggs. A Healing roll at −2 removes the eggs. Failure causes Fatigue. A critical failure causes a Wound.
- **Innate Powers:** Major *plane shift* (self, Ethereal plane only).
- **Paralysis:** Anyone Shaken or Wounded by a xill's bite must succeed at a Vigor roll or be paralyzed.

Languages: Common, Infernal.

XORN

This squat beast is as wide as it is tall. Strangely symmetrical, a xorn has three arms, three legs, three eyes, and one huge mouth. It typically grows to 8 feet in height, but older and larger specimens exist.

Xorns are outsiders from the elemental plane of Earth. They travel to Golarion's Darklands to find and eat precious metals and gemstones. Xorns have little interest in native species, unless they happen to carry favorite meals. Xorns are known to accept bribes to avoid a fight or to provide temporary aid underground.

Xorn elders and leaders often have Class Edges. Rogue and Barbarian are most common.

Type: Neutral Outsider (Xorn)
Attributes: Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d10
Skills: Athletics d4, Fighting d8, Intimidate d8, Notice d10, Stealth d8, Survival d8
Pace: 4; **Parry:** 6; **Toughness:** 13 (5)
Edges: Combat Reflexes, Counterattack, Iron Jaw
Special Abilities:

- **All-Around Vision:** Xorns can see in all directions. They ignore 1 point of Gang Up bonuses.
- **Armor +5:** Stone flesh.
- **Bite/Claws:** Str+d6, AP 2.
- **Burrow (4"):** Xorns can glide through any natural earth or stone as easily as a fish swims through water.
- **Darkvision:** Xorns ignore penalties for Illumination up to 10".
- **Environmental Resistance:** Electricity.
- **Immunity:** Cold, fire.
- **Resilient:** Xorns can take one Wound before they're Incapacitated.
- **Size 1:** Xorn can grow to 8' tall.

Languages: Terran.

YETH HOUND

These emaciated creatures resemble canines, though they originate from the lower planes. More importantly, the strange hounds have magical powers, including the ability to fly.

Yeth Hounds sometimes serve evil humanoids or other masters, such as demons. They travel in pairs or wander in packs in the darkest parts of Golarion, such as the Anferita Wood of Cheliax.



Type: Evil Outsider (Yeth Hound)
Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d6, Vigor d8
Skills: Athletics d8, Fighting d8, Notice d8, Stealth d6
Pace: 7; **Parry:** 6; **Toughness:** 9 (3)
Edges: Alertness
Special Abilities:

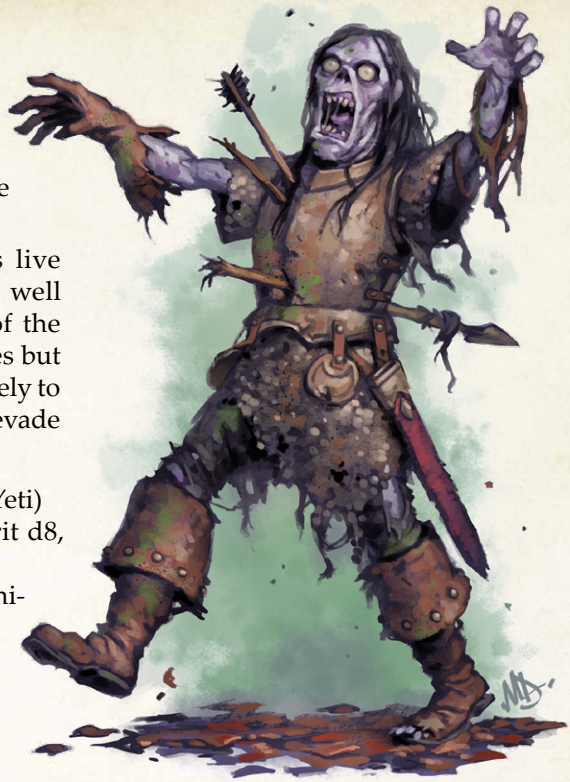
- **Armor +3:** Outsider hide.
- **Bay:** As a limited action, a yeth hound can let out a terrible howl. All creatures except evil outsiders within 100 yards must make a Spirit roll or become Panicked.
- **Bite:** Str+d4.
- **Darkvision:** Yeth hounds ignore penalties for Illumination up to 10".
- **Environmental Weakness:** Silver.
- **Flight:** Pace 12.
- **Sinister Bite:** Any non-outsider Shaken or Wounded by a yeth hound's bite must make a Spirit roll or become Distracted.

Languages: Abyssal or Infernal (can't speak).

YETI

Large, white-haired humanoids, Yeti are sometimes called abominable snowmen, although it's unclear whether that mythical label is accurate or a misnomer.

These intelligent, stealthy creatures live in mountain ranges across Avistan as well as the icy landscapes of the Crown of the World. Typically, they form small tribes but are rarely seen in groups — it is more likely to spot a solitary Yeti, who might easily evade any attempts to follow it.



Type: Neutral Monstrous Humanoid (Yeti)
Attributes: Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d8
Skills: Athletics d10, Fighting d8, Intimidation d8, Notice d8, Stealth d6
Pace: 7; **Parry:** 6; **Toughness:** 10 (2)
Edges: Fast Healer
Special Abilities:

- **Armor +2:** Thick fur.
- **Bite/Claws:** Str+d6, AP 2.
- **Darkvision:** Yeti ignore penalties for Illumination up to 10".
- **Environmental Weakness:** Fire.
- **Frightful Gaze:** Enemies that meet the gaze of one or more Yeti must succeed at a Spirit roll or be paralyzed.
- **Immunity:** Cold.
- **Rage:** Yeti go into a Rage when attacked. See the Barbarian Class Edge in *Savage Pathfinder*.
- **Resilient:** Yetis can take one Wound before they're Incapacitated.
- **Size 2:** A Yeti stands around 9' tall and weigh almost 1,100 lbs.

Languages: Aklo.

ZOMBIE

These walking dead are typical groaning fiends looking for fresh meat. They come in various shapes and sizes, such as the following.

ANIMAL ZOMBIE

This profile is for animal zombies smaller than humans.

Type: Evil Undead (Zombie)
Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6
Skills: Athletics d8, Fighting d6, Notice d6, Stealth d6
Pace: 6; **Parry:** 5; **Toughness:** 6
Edges: —
Special Abilities:

- **Bite/Claws:** Str+d4.
- **Fearless:** Zombies are immune to Fear and Intimidation.
- **Size −1:** These stats represent a dog-sized zombie, but may be smaller or larger.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison; ignore penalties for Illumination up to 10".
- **Weakness (Head):** Called Shots to a zombie's head do the usual +4 damage.

GIANT ZOMBIE

These stats are for zombie hill giants, although other giantkind may be animated for larger and stronger versions. Sometimes, giant zombies have weapons and hide armor (+2).

Type: Evil Undead (Zombie)
Attributes: Agility d4, Smarts d4, Spirit d6, Strength d12+2, Vigor d10

Skills: Athletics d6, Fighting d8, Notice d6, Stealth d4
Pace: 6; **Parry:** 6; **Toughness:** 11 (2)
Edges: Sweep
Special Abilities:
- **Armor +2:** Leathery Skin.
- **Bite/Claws:** Str+d4.
- **Fearless:** Zombies are immune to Fear and Intimidation.
- **Reach (1):** Hill giant zombies have an unnaturally long reach.
- **Size 2:** These zombies are around 10 feet tall and weigh 1,100 lbs.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison; ignore penalties for Illumination up to 10".
- **Weakness (Head):** Called Shots to a zombie's head do the usual +4 damage.

HUMAN ZOMBIE

This profile covers most any man-sized humanoid zombie.

Type: Evil Undead (Zombie)
Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6
Skills: Athletics d4, Fighting d6, Intimidation d6, Notice d4, Shooting d6
Pace: 4; **Parry:** 5; **Toughness:** 7
Edges: —
Special Abilities:
- **Bite/Claws:** Str+d4.
- **Fearless:** Zombies are immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison; ignore penalties for Illumination up to 10".
- **Weakness (Head):** Called Shots to a zombie's head do the usual +4 damage.

RELENTLESS ZOMBIE: Vigor d8 (Toughness 8), Fighting d8 (Parry 6), Fleet Footed, are Hardy

DREAD ZOMBIE: Strength d8, No Mercy, Bite Str+d6, AP 2.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.
1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE
Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.
System Reference Document. © 2000. Wizards of the Coast, Inc; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.
Pathfinder for Savage Worlds Bestiary, © 2021, 2024 Pinnacle Entertainment Group; Author: Shane Hensley
Pathfinder RPG Bestiary, © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.
Giant Slug from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Ice Golem from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene.
Tentamort from the *Tome of Horrors Complete* © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Mike Roberts.
Wood Golem from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger.
Yeti from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.