

The Confirmation

Compiled by Carlos Robledo
GA PFS

SPIDER SWARM

CR 1

N Diminutive vermin (swarm)

Init +3; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +4

DEFENSE**AC** 17, touch 17, flat-footed 14 (+3 Dex, +4 size)**hp** 9 (2d8) (or subtier 1, 4 PCs: **hp** 9)**Fort** +3, **Ref** +3, **Will** +0**Defensive Abilities** swarm traits; **Immune** mind-affecting effects, weapon damage

OFFENSE**Speed** 20 ft., climb 20 ft.**Melee** swarm (1d6 plus poison and distraction)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** distraction (DC 11)

STATISTICS**Str** 1, **Dex** 17, **Con** 10, **Int** —, **Wis** 10, **Cha** 2**Base Atk** +1; **CMB** —; **CMD** —**Skills** Climb +11, Perception +4; **Racial Modifiers** +4 Perception; uses Dexterity for Climb checks

SPECIAL ABILITIES**Poison (Ex)** Swarm—injury; *save* Fort DC 11; *frequency* 1/round for 2 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.**SNAKE SWARM**

CR 2

N Tiny animal (swarm)

Init +6; **Senses** low-light vision, scent; Perception +9

DEFENSE**AC** 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)**hp** 16 (3d8+3)**Fort** +4, **Ref** +7, **Will** +2**Defensive Abilities** swarm traits

OFFENSE**Speed** 20 ft., climb 20 ft., swim 20 ft.**Melee** swarm (1d6 plus distraction)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** distraction (DC 12)

STATISTICS**Str** 9, **Dex** 15, **Con** 12, **Int** 1, **Wis** 12, **Cha** 2**Base Atk** +2; **CMB** +2; **CMD** 11 (can't be tripped)**Feats** Improved Initiative, Lightning Reflexes**Skills** Climb +14, Perception +9, Stealth +18, Swim +7; **Racial Modifiers** +4 Perception, +4 Stealth, uses Dex to modify Climb and Swim**WOLF**

CR 1

N Medium animal

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

DEFENSE**AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)**hp** 13 (2d8+4)**Fort** +5, **Ref** +5, **Will** +1

OFFENSE**Speed** 50 ft.**Melee** bite +2 (1d6+1 plus trip)

STATISTICS**Str** 13, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6**Base Atk** +1; **CMB** +2; **CMD** 14 (18 vs. trip)**Feats** Skill Focus (Perception)**Skills** Perception +8, Stealth +6, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Survival when tracking by scent

YOUNG HIPPOGRIFF

CR 1

N Medium magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9**DEFENSE****AC** 15, touch 15, flat-footed 10 (+2 Dex, +1 dodge, +2 natural, -1 size)**hp** 16 (3d10) (or **subtier 1, 4 PCs: hp 10**)**Fort** +5, **Ref** +7, **Will** +2**OFFENSE****Speed** 40 ft., fly 100 ft. (average)**Melee** bite +3 (1d4), 2 claws +3 (1d3)**STATISTICS****Str** 11, **Dex** 19, **Con** 10, **Int** 2, **Wis** 12, **Cha** 9**Base Atk** +3; **CMB** +6; **CMD** 18 (22 vs. trip)**Feats** Dodge, Wingover**Skills** Fly +9, Perception +9; **Racial Modifiers** +4 Perception**GIANT FLEA**

CR ½

N Small vermin

Init +2; **Senses** darkvision 60 ft.; Perception +0**DEFENSE****AC** 13, touch 13, flat-footed 11 (+2 Dex, +1 size)**hp** 5 (1d8+1)**Fort** +3, **Ref** +2, **Will** +0**DR** 5/slashing; **Immune** disease, mind-affecting effects**OFFENSE****Speed** 30 ft.**Melee** bite +2 (1d4+1 plus disease)**STATISTICS****Str** 12, **Dex** 15, **Con** 13, **Int** —, **Wis** 11, **Cha** 6**Base Atk** +0; **CMB** +0; **CMD** 12**Skills** Acrobatics +0 (+20 when jumping); **Racial Modifiers** +20 Acrobatics when jumping**SQ** uncanny leap**SPECIAL ABILITIES****Disease (Ex)** Bite—injury; save Fort DC 11; onset 1d3 days; frequency 1 day; effect 1 Con damage; cure 1 save. The save DC is Constitution-based**Uncanny Leap (Ex)** As a full-round action, a giant flea can jump up to 120 feet. A flea can treat this jump as a charge, as long as the leap is made in a straight line.**Subtier 1, 4 PCs only:****RABID DOG**

CR ½

N Small animal

Init +1; **Senses** low-light vision, scent; Perception +8**DEFENSE****AC** 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size)**hp** 6 (1d8+2)**Fort** +4, **Ref** +3, **Will** +1**OFFENSE****Speed** 40 ft.**Melee** bite +2 (1d4+1 plus disease)**STATISTICS****Str** 13, **Dex** 13, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6**Base Atk** +0; **CMB** +0; **CMD** 11 (15 vs. trip)**Feats** Skill Focus (Perception)**Skills** Acrobatics +1 (+9 jumping), Perception +8, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by scent**SPECIAL ABILITIES****Disease (Ex)** Bite—injury; save Fort DC 14; onset 2d6 weeks; frequency 1/day; effect 1 Con damage plus 1d3 Wis damage (minimum reduction to 1 Wis); cure 2 consecutive saves. The save DC is Constitution-based

MINOTAUR**CR 4**

CE Large monstrous humanoid

Init +0; **Senses** darkvision 60 ft.; Perception +10**DEFENSE****AC** 14, touch 9, flat-footed 14 (+5 natural, -1 size)**hp** 45 (6d10+12)**Fort** +6, **Ref** +5, **Will** +5**Defensive Abilities** natural cunning**OFFENSE****Speed** 30 ft.**Melee** greataxe +9/+4 (3d6+6/x3) and gore +4 (1d6+2)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** powerful charge (gore +11, 2d6+6)**STATISTICS****Str** 19, **Dex** 10, **Con** 15, **Int** 7, **Wis** 10, **Cha** 8**Base Atk** +6; **CMB** +11; **CMD** 21**Feats** Great Fortitude, Improved Bull Rush, Power Attack**Skills** Intimidate +5, Perception +10, Stealth +2, Survival +10; **Racial****Modifiers** +4 Perception, +4 Survival**Languages** Giant**SPECIAL ABILITIES****Natural Cunning (Ex)** Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells and prevents them from ever becoming lost. Further, they are never caught flat-footed.**GILLMAN SKELETON****CR 1/3**

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +0**DEFENSE****AC** 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)**hp** 4 (1d8)**Fort** +0, **Ref** +2, **Will** +2**DR** 5/bludgeoning; **Immune** cold, undead traits**OFFENSE****Speed** 30 ft.**Melee** broken scimitar +0 (1d6), claw -3 (1d4+1) or 2 claws +2 (1d4+2)**STATISTICS****Str** 15, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10**Base Atk** +0; **CMB** +2; **CMD** 14**Feats** Improved Initiative^B**Gear** broken chain shirt, broken scimitar**GILLMAN ZOMBIE****CR 1/2**

NE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +0**DEFENSE****AC** 12, touch 10, flat-footed 12 (+2 natural)**hp** 12 (2d8+3)**Fort** +0, **Ref** +0, **Will** +3**DR** 5/slashing; **Immune** undead traits**OFFENSE****Speed** 30 ft.**Melee** slam +4 (1d6+4)**STATISTICS****Str** 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10**Base Atk** +1; **CMB** +4; **CMD** 14**Feats** Toughness^B**Special Qualities** staggered

Subtier 2 only:

ADVANCED GILLMAN SKELETON

CR 2

NE Medium undead

Init +8; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 20, touch 14, flat-footed 16 (+2 armor, +4 Dex, +4 natural)

hp 6 (1d8+2)

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

DR 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.

Melee broken scimitar +2 (1d6+2), claw –1 (1d4+2) or 2 claws +4 (1d4+4)

STATISTICS

Str 19, **Dex** 18, **Con** —, **Int** —, **Wis** 14, **Cha** 14

Base Atk +0; **CMB** +4; **CMD** 18

Feats Improved Initiative^B

Gear broken chain shirt, broken scimitar

Subtier 2 only:

PLAGUE GILLMAN ZOMBIE

CR ½

NE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 natural)

hp 12 (2d8+3)

Fort +0, **Ref** +0, **Will** +3

Immune undead traits

OFFENSE

Speed 30 ft.

Melee slam +4 (1d6+4 plus disease)

Special Attacks death burst (DC 11)

STATISTICS

Str 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +4; **CMD** 14

Feats Toughness^B

SQ staggered

SPECIAL ABILITIES

Death Burst (Ex) When a plague zombie dies, it explodes in a burst of decay. All creatures adjacent to the plague zombie are exposed to its plague as if struck by a slam attack and must make a Fortitude save or contract zombie rot.

Disease (Ex) Slam—injury; *save* Fort DC 11; *onset* 1d4 days; *frequency* 1/day; *effect* 1d2 Con damage (this damage cannot be cured while the creature is infected); *cure* 2 consecutive saves. Anyone who dies while infected rises as a plague zombie in 2d6 hours. The save DC is Charisma-based.

KOBOLD

CR ¼

Kobold warrior 1

LE Small humanoid (reptilian)

Init +1; **Senses** darkvision 60 ft.; Perception +5**DEFENSE****AC** 15, touch 12, flat-footed 14 (+2 armor, +1 Dex, +1 natural, +1 size)**hp** 5 (1d10)**Fort** +2, **Ref** +1, **Will** –1**Weaknesses** light sensitivity**OFFENSE****Speed** 30 ft.**Melee** spear +1 (1d6–1)**Ranged** sling +3 (1d3–1)**STATISTICS****Str** 9, **Dex** 13, **Con** 10, **Int** 10, **Wis** 9, **Cha** 8**Base Atk** +1; **CMB** –1; **CMD** 10**Feats** Skill Focus (Perception)**Skills** Craft (trapmaking) +6, Perception +5, Stealth +5; **Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)**Languages** Common, Draconic**SQ** crafty**Treasure** NPC gear (leather armor, spear, sling, other treasure)**SPECIAL ABILITIES****Crafty (Ex)** Craft (trapmaking) and Stealth are always class skills for a kobold.**GIANT CENTIPEDE**

CR ½

N Medium vermin

Init +2; **Senses** darkvision 60 ft.; Perception +4**DEFENSE****AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)**hp** 5 (1d8+1)**Fort** +3, **Ref** +2, **Will** +0**Immune** mind-affecting effects**OFFENSE****Speed** 40 ft., climb 40 ft.**Melee** bite +2 (1d6–1 plus poison)**Special Attacks** poison**STATISTICS****Str** 9, **Dex** 15, **Con** 12, **Int** —, **Wis** 10, **Cha** 2**Base Atk** +0; **CMB** –1; **CMD** 11 (can't be tripped)**Feats** Weapon Finesse^B**Skills** Climb +10, Perception +4, Stealth +10; **Racial Modifiers** +4 Perception, +8 Stealth**SPECIAL ABILITIES****Poison (EX)** Bite—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d3 Dex damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.**MITE**

CR ¼

LE Small fey

Init +1; **Senses** darkvision 120 ft., low-light vision, scent; Perception +5**DEFENSE****AC** 12, touch 12, flat-footed 11 (+1 Dex, +1 size)**hp** 3 (1d6)**Fort** +0, **Ref** +3, **Will** +3**DR** 2/cold iron**Weaknesses** light sensitivity**OFFENSE****Speed** 20 ft., climb 20 ft.**Melee** dagger +0 (1d3–1/19–20)**Ranged** dart +2 (1d3–1)**Special Attacks** hatred**Spell-Like Abilities (CL 1st)**At will—*prestidigitation*1/day—*doom* (DC 10)**STATISTICS****Str** 8, **Dex** 13, **Con** 11, **Int** 8, **Wis** 13, **Cha** 8**Base Atk** +0; **CMB** –2; **CMD** 9**Feats** Point-Blank Shot**Skills** Climb +7, Handle Animal +0, Perception +5, Ride +2, Sleight of Hand +9, Stealth +13; **Racial Modifiers** +4 Sleight of Hand, +4 Stealth**Languages** Undercommon**SQ** vermin empathy +4**SPECIAL ABILITIES****Hatred (Ex)** Mites receive a +1 bonus on attack rolls against humanoid creatures of the dwarf or gnome subtype due to special training against these hated foes.**Vermin Empathy (Ex)** This ability functions as a druid's wild empathy, save that a mite can only use this ability on vermin. A mite gains a +4 racial bonus on this check. Vermin are normally mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing mites to train Medium vermin and use them as mounts. Vermin empathy treats swarms as if they were one creature possessing a single mind—a mite can thus use this ability to influence and direct the actions of swarms with relative ease.

Subtier 2 only:**ADVANCED KOBOLD**

CR 1/3

Kobold warrior 1

LE Small humanoid (reptilian)

Init +3; **Senses** darkvision 60 ft.; Perception +7**DEFENSE****AC** 19, touch 14, flat-footed 16 (+2 armor, +3 Dex, +3 natural, +1 size)**hp** 7 (1d10+2)**Fort** +4, **Ref** +3, **Will** +1**Weaknesses** light sensitivity**OFFENSE****Speed** 30 ft.**Melee** spear +3 (1d6+1)**Ranged** sling +5 (1d3+1)**STATISTICS****Str** 13, **Dex** 17, **Con** 14, **Int** 14, **Wis** 13, **Cha** 12**Base Atk** +1; **CMB** +1; **CMD** 14**Feats** Skill Focus (Perception)**Skills** Craft (trapmaking) +8, Perception +7, Stealth +7; **Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)**Languages** Common, Draconic**SQ** crafty**Treasure** NPC gear (leather armor, spear, sling, other treasure)**SPECIAL ABILITIES****Crafty (Ex)** Craft (trapmaking) and Stealth are always class skills for a kobold.**Subtier 2 only:****ADVANCED GIANT CENTIPEDE**

CR 2

N Medium vermin

Init +4; **Senses** darkvision 60 ft.; Perception +6**DEFENSE****AC** 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)**hp** 7 (1d8+3)**Fort** +5, **Ref** +4, **Will** +2**Immune** mind-affecting effects**OFFENSE****Speed** 40 ft., climb 40 ft.**Melee** bite +4 (1d6+1 plus poison)**Special Attacks** poison**STATISTICS****Str** 13, **Dex** 19, **Con** 16, **Int** —, **Wis** 14, **Cha** 6**Base Atk** +0; **CMB** +1; **CMD** 15 (can't be tripped)**Feats** Weapon Finesse^B**Skills** Climb +12, Perception +6, Stealth +12; **Racial Modifiers** +4 Perception, +8 Stealth**SPECIAL ABILITIES****Poison (EX)** Bite—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d3 Dex damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.**Subtier 2 only:****ADVANCED MITE**

CR 2

LE Small fey

Init +3; **Senses** darkvision 120 ft., low-light vision, scent; Perception +7**DEFENSE****AC** 16, touch 14, flat-footed 13 (+3 Dex, +1 size, +2 natural)**hp** 5 (1d6+2)**Fort** +2, **Ref** +5, **Will** +5**DR** 2/cold iron**Weaknesses** light sensitivity**OFFENSE****Speed** 20 ft., climb 20 ft.**Melee** dagger +2 (1d3+1/19–20)**Ranged** dart +4 (1d3+1)**Special Attacks** hatred**Spell-Like Abilities (CL 1st)***At will—prestidigitation**1/day—doom* (DC 12)**STATISTICS****Str** 12, **Dex** 17, **Con** 15, **Int** 12, **Wis** 17, **Cha** 12**Base Atk** +0; **CMB** +0; **CMD** 13**Feats** Point-Blank Shot**Skills** Climb +9, Handle Animal +2, Perception +7, Ride +4, Sleight of Hand +11, Stealth +15;**Racial Modifiers** +4 Sleight of Hand, +4 Stealth**Languages** Undercommon**SQ** vermin empathy +4**SPECIAL ABILITIES****Hatred (EX)** Mites receive a +1 bonus on attack rolls against humanoid creatures of the dwarf or gnome subtype due to special training against these hated foes.**Vermin Empathy (Ex)** See above**Subtier 2 only:****POISONED DART TRAP**

CR 1

Type mechanical; **Perception** DC 20; **Disable Device** DC 20**EFFECTS****Trigger** location; **Reset** manual**Effect** Atk +10 ranged (1d3 plus medium spider venom; injury; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Str damage; *cure* 1 save)

YOUNG GELATINOUS CUBE**CR 2**

N Medium ooze

Init -2; **Senses** blindsight 60 ft.; Perception -5**DEFENSE****AC** 8, touch 8, flat-footed 8 (-2 Dex)**hp** 42 (4d8+24) (or 4 PCs: **hp 34**)**Fort** +7, **Ref** -1, **Will** -4**Immune** electricity, ooze traits**OFFENSE****Speed** 15 ft.**Melee** slam +2 (1d4 plus 1d6 acid)**Special Attacks** engulf (DC 12), paralysis (DC 18) (or 4 PCs: both DC -2)**STATISTICS****Str** 11, **Dex** 7, **Con** 22, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +3; **CMB** +3; **CMD** 11 (can't be tripped)**SQ** transparent**SPECIAL ABILITIES****Acid (Ex)** A gelatinous cube's acid does not harm metal or stone.

Engulf (Ex) Although it moves slowly, a gelatinous cube can simply engulf Large or smaller creatures in its path as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity can attempt a DC 12 Reflex save to avoid being engulfed—on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, gain the pinned condition, are in danger of suffocating, and are trapped within its body until they are no longer pinned. The save DC is Strength-based.

Paralysis (Ex) A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 18 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Transparent (Ex) Due to its lack of coloration, a gelatinous cube is difficult to discern. A DC 15 Perception check is required to notice a motionless gelatinous cube. Any creature that fails to notice a gelatinous cube and walks into it is automatically engulfed.

AMOEBIA, GIANT**CR 1**

N Small ooze (aquatic)

Init -5; **Senses** blindsight 30 ft.; Perception -5**DEFENSE****AC** 6, touch 6, flat-footed 6 (-5 Dex, +1 size)**hp** 15 (2d8+6)**Fort** +3, **Ref** -5, **Will** -5**Defensive Abilities** ooze traits**OFFENSE****Speed** 10 ft., climb 10 ft., swim 20 ft.**Melee** slam +3 (1d3+1 plus 1d3 acid and grab)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** constrict (1d3+1 plus 1d3 acid)**STATISTICS****Str** 12, **Dex** 1, **Con** 16, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +1; **CMB** +1 (+5 grapple); **CMD** 6 (can't be tripped)**Skills** Climb +9, Swim +9**SQ** amphibious**SLIME MOLD****CR 2**

N Large ooze

Init -1; **Senses** Perception -5**DEFENSE****AC** 8, touch 8, flat-footed 8 (-1 Dex, -1 size)**hp** 28 (3d8+15) (or 4 PCs: **hp 20**)**Fort** +6, **Ref** +0, **Will** -4**Immune** ooze traits; **Resist** fire 10**OFFENSE****Speed** 20 ft.**Melee** slam +4 (1d6+4 plus disease)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** engulf (DC 14, 1d6+4 bludgeoning plus disease) (or 4 PCs: **DC 13**)**STATISTICS****Str** 16, **Dex** 8, **Con** 21, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +2; **CMB** +6; **CMD** 15 (can't be tripped)**SQ** freeze**SPECIAL ABILITIES**

Disease (Ex) Fungal rot: Slam—contact; save Fortitude DC 16 (or 4 PCs: **DC 15**); onset 1 day; frequency 1/day; effect 1d2 Str damage and 1 Con damage and fatigue; cure 1 save. Any creature that touches a slime mold with an unarmed strike or a natural attack is also exposed to this foul disease. The save DC is Constitution-based.

subtier 1 and 4 PCs only:

MINOTAUR (fatigued)

CR 4

CE Large monstrous humanoid

Init -1; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 13, touch 8, flat-footed 14 (+5 natural, -1 size, -1 Dex)

hp 45 (currently 38 plus 1 non-lethal; 6d10+12)

Fort +6, **Ref** +4, **Will** +5

Defensive Abilities natural cunning

OFFENSE

Speed 30 ft.

Melee broken battleaxe +6/+1 (2d6+3/x2) and gore +3 (1d6+1)

Ranged javelin +4 (1d8+3)

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

Special Attacks none

TACTICS

During Combat The minotaur attempts to finish off Janira with a single strike. Once Janira is down, the minotaur turns its attention to the PCs if they have joined the fight. Otherwise, it inspects the fallen halfling and finishes her off. Outnumbered against the PCs, the minotaur tries to make its attacks count by forgoing the use of its Power Attack feat, and it spreads out its attacks against multiple targets if possible to fend off the many attackers.

Morale Though not overly intelligent, the minotaur can clearly recognize when it's outnumbered and in a losing battle. It attempts to flee if reduced to 10 or fewer hit points.

STATISTICS

Str 17, **Dex** 8, **Con** 15, **Int** 7, **Wis** 10, **Cha** 8

Base Atk +6; **CMB** +10; **CMD** 19

Feats Great Fortitude, Improved Bull Rush, Power Attack

Skills Intimidate +5, Perception +10, Stealth +1, Survival +10;

Racial Modifiers +4 Perception, +4 Survival

Languages Giant

Combat Gear broken greataxe, javelins (3)

subtier 2 and 5-4 PCs only:

MINOTAUR

CR 4

CE Large monstrous humanoid

Init +0; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

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

hp 45 (6d10+12)

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

Defensive Abilities natural cunning

OFFENSE

Speed 30 ft.

Melee broken greataxe +7/+2 (3d6+4/x2) and gore +4 (1d6+2)

Ranged javelin +5 (1d8+3)

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

Special Attacks powerful charge (gore +11, 2d6+6)

TACTICS

During Combat The minotaur attempts to finish off Janira with a single strike. Once Janira is down, the minotaur turns its attention to the PCs if they have joined the fight. Otherwise, it inspects the fallen halfling and finishes her off. Outnumbered against the PCs, the minotaur tries to make its attacks count by forgoing the use of its Power Attack feat, and it spreads out its attacks against multiple targets if possible to fend off the many attackers.

Morale Though not overly intelligent, the minotaur can clearly recognize when it's outnumbered and in a losing battle. It attempts to flee if reduced to 10 or fewer hit points.

STATISTICS

Str 19, **Dex** 10, **Con** 15, **Int** 7, **Wis** 10, **Cha** 8

Base Atk +6; **CMB** +11; **CMD** 21

Feats Great Fortitude, Improved Bull Rush, Power Attack

Skills Intimidate +5, Perception +10, Stealth +2, Survival +10;

Racial Modifiers +4 Perception, +4 Survival

Languages Giant

Combat Gear broken greataxe, javelins (3)

Player Handout – Janira’s Backpack

- potion of barkskin*
- potion of cure light wounds*
- potion of cure light wounds*
- potion of feather step*
- potion of vanish*
- scroll of entangle*
- scroll of gust of wind*
- scroll of identify*
- scroll of mage armor* (CL 6th)
- scroll of obscuring mist*
- wand of burning hands* (CL 3rd, 4 charges)
- wand of cure light wounds* (CL 3rd, 8 charges)
- acid
- alchemist’s fire
- alchemist’s fire
- holy water
- smoke stick
- tanglefoot bag
- thunderstone