

The Lost Star Stat Blocks

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A1. Slimy Cistern

SEWER OOZE

CREATURE 1

Medium, Mindless, Ooze

Perception +1; blindsight (tremors) 60 feet

Languages —

Skills –1; **Stealth** –3 (+6 in sewers)

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

AC 5, **TAC** 5; **Fort** +5, **Ref** +1, **Will** +1

HP 40; **Immunities** acid, asleep, critical hits, mental, precision, visual

Speed 10 feet

[[A]] Melee pseudopod +7, **Damage** 1d6+1 bludgeoning plus 1d4 acid

[[A]] Filth Wave

Frequency Once per minute

Effect The sewer ooze unleashes a wave of filth and slime, hitting all creatures within a 20-foot aura. Creatures in the area take 1d4 acid damage and are hampered 10 feet for 1 minute unless they succeed at a DC 15 Reflex save (no damage or hampered on a success, and a character additionally falls prone on a critical failure). An affected creature can clean off the muck as an Interact action, reducing the hampered condition by 5 feet with each action.

Hampered - Your Speed is reduced. Hampered is always followed by a number indicating by how many feet the condition reduces your Speed. This condition can't reduce your Speed below 5 feet. If the condition doesn't specify which of your movement types it applies to, it applies to all of them. You can have both the accelerated and hampered conditions at the same time, so if you were accelerated 10 and hampered 15, your Speed would be reduced by 5 feet.

A2. Mudchewer Central

4 GOBLIN WARRIOR

CREATURE 0

Chaotic, Evil, Goblin, Humanoid, Small

Perception +1; darkvision

Languages Goblin

Skills –2; Acrobatics +3, Athletics +3, Stealth +5

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

Items dogslicer, leather armor, shortbow with 10 arrows

AC 14, **TAC** 13; **Fort** +1, **Ref** +4, **Will** +0

HP 6

[[R]] Goblin Scuttle

Trigger A goblin ally ends a move action adjacent to the warrior.

Effect The warrior Steps.

Speed 25 feet

[[A]] Melee dogslicer +6 (agile, backstabber), **Damage** 1d6 slashing

[[A]] Ranged shortbow +6 (deadly 1d10), **Damage** 1d6 piercing

Agile The multiple attack penalty you take on the second attack each turn with this weapon is –4 instead of –5, and –8 instead of –10 on the third and subsequent attacks in the turn.

Backstabber When you hit a flat-footed creature, this weapon deals 1 precision damage. The damage increases to 2 if the weapon is master quality or to 3 if it's legendary.

Deadly On a critical hit, the weapon adds a weapon damage die of the listed size. This damage increases to two dice if the weapon is master quality and three dice if the weapon is legendary.

HEALING POTION

ITEM 1

Consumable, Healing, Magical, Necromancy, Potion

Method of Use held, 1 hand; **Bulk** L

Activation **[[A]]** Operate Activation

When you drink a *healing potion*, you regain the listed number of Hit Points.

Type minor; **Level** 1; **Price** 3 gp

The potion restores 1d8 Hit Points.

OWLBEAR CLAW

ITEM 1

Consumable, Evocation, Magical, Trinket

Price 3 gp

Method of Use affixed, weapon; **Bulk** —

Activation **[[R]]** Focus Activation; **Trigger** You critically succeed at an attack roll with the affixed weapon.

Requirements You are an expert with the affixed weapon.

This claw set in an iron clasp and chain isn't always the claw of an owlbear, but this trinket is associated with that strange beast due to its original formula. When you activate the claw, the triggering attack gains the weapon's critical specialization effect. If you already gain the critical specialization effect for the affixed weapon, this trinket has no effect.

A3. Vermin Den

6 GIANT CENTIPEDE

CREATURE 0

Animal, Medium

Perception +4; darkvision

Languages —

Skills –2; Acrobatics +3, Athletics +5, Stealth +6

Str –1, **Dex** +2, **Con** +1, **Int** –5, **Wis** +0, **Cha** –4

AC 13, **TAC** 10; **Fort** +4, **Ref** +2, **Will** +1

HP 8

Speed 30 feet, climb 30 feet

[[A]] Melee mandibles +6, **Damage** 1d4–1 piercing plus centipede venom

Centipede Venom (poison) **Saving Throw** Fortitude DC 13; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and flat-footed (1 round); **Stage 2** 1d6 poison, flat-footed, and sluggish 2 (1 round)

Poison details are on page 325.

When someone is hit by the centipede, they must make a Fortitude Save. On a failure, they contract Stage 1 of the disease, and on a critical failure, they contract Stage 2.

Every round afterwards, if the target has the poison, they must make a Fortitude save. On a failure, they drop down one stage. On a critical failure, they drop down two stages. On a success, they rise up one stage. On a critical success, they rise up two stages. If this brings them to Stage 0, they recover. In addition, if the poison lasts 6 rounds, they recover.

If someone already affected by the poison fails a save against another dose of the poison, they drop down one stage on the track (or 2 stages if they critically failed).

Flat-Footed – You're unable to focus your full attention on defense. You take a –2 circumstance penalty to AC.

Sluggish – Your movements become clumsy and inexact. Sluggish always includes a value. When you are sluggish, you take a conditional penalty to AC, attack rolls, Dexterity-based checks, and Reflex saves equal to the condition's value.

A5. Fungus Bloom

MINDFOG FUNGUS

HAZARD 2

Complex, Environmental

Stealth +0

Description A mass of red fungus emits mind-altering spores.

Disable Survival DC 19 (trained) to prevent the plant from emitting spores

AC 15, **TAC** 13; **Fort** +7, **Ref** +4

Hardness 6; **Immunities** mental; **Weaknesses** fire 10

[[F]] Spore Cloud

Trigger A creature enters the fungus's room.

Effect The fungus rolls initiative.

[[F]] Spore Explosion

Trigger The fungus takes damage.

Effect If the damage was not fire damage, spores spray out, causing the same effect as the fungus's routine. The fungus is then destroyed. If the attack dealt fire damage, the fungus explodes, leaving virulent spores that linger for 10 minutes. Though the fungus isn't there anymore, this continues the fungus's routine at an increased DC of 16.

Routine (1 action) On its initiative, the fungus disperses its spores through the room. Each creature in the room must succeed at a DC 14 Fortitude save or become confused for 1d4 rounds. On a critical failure, the creature is also stupefied 4 for 1 hour and is easy to control and bully. A confused creature takes a –4 circumstance penalty on its saving throws against the fungus.

This can be removed in one of the following ways:

- **Someone succeeds at a Survival 19 check** – The fungus is bypassed. (This takes one action.)
- **Someone deals 7 points of non-fire damage** – The fungus is destroyed. Do its routine action once.
- **Someone deals 1 point of fire damage** – The fungus explodes. It continues to do its routine for 10 minutes with a DC of 16.

Confused – You don't have your wits about you, and you act rashly. You can't use reactions, nor can you Delay or Ready. On each of your turns, you must use your actions to attack the creature that attacked you most recently since your last turn. The GM might allow you to use actions to draw a weapon, move so the creature is in reach, and so forth, as long as the actions lead up to you attacking as required.

If no creature attacked you since your last turn, roll 1d4. On a 1, you must spend your turn attempting to attack the nearest creature to you. On a 2, you must attack yourself once, hitting automatically for your normal damage, and use no further actions. On a 3, you must do nothing but babble incoherently. On a 4, you can act normally.

A6. Purification Fountain

2 QUASIT

CREATURE 1

Chaotic, Demon, Evil, Fiend, Tiny

Perception +4; darkvision

Languages Abyssal, Common

Skills +1; Acrobatics +4, Arcana +6, Deception +6, Diplomacy +4, Planar Lore +6, Religion +6, Stealth +5

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

Abyssal Knowledge When a quasit Aids an ally with an Arcana, Planar Lore, or Religion check, any result that is a success is instead a critical success and any result that is a failure is instead a critical failure.

AC 15, **TAC** 14; **Fort** +2, **Ref** +5, **Will** +4

HP 26; **Weaknesses** cold iron 3, good 3, sonic 3

Speed 15 feet, fly 40 feet

[[A]] Melee claw +7 (agile), **Damage** 1d4-1 slashing plus quasit venom

Divine Innate Spells DC 15; **4th** *read omens* (x1); **1st** *fear* (x1); **At Will** *detect alignment* (good only), *invisibility* (self only); **Cantrips** *detect magic*

[[A]] Abyssal Healing (concentrate, divine, healing, necromancy) The quasit restores 1d4 HP to itself.

[[A]] Change Shape (concentrate, divine, polymorph, transmutation)

- **Bat** echolocation 40 feet; Speed 15 feet, fly Speed 30 feet; fangs Strike +7 for 1d4-1 piercing, wing Strike +7 (agile) for 1d4-1 bludgeoning
- **Centipede** Speed 10 feet, climb Speed 10 feet; mandibles Strike +7 for 1 piercing plus 1d4 poison
- **Toad** scent 30 feet; Speed 5 feet; jaws Strike +7 for 1 bludgeoning
- **Wolf** size Medium; scent 30 feet; Speed 40 feet, climb Speed 10 feet; jaws Strike +7 for 1d6+1 piercing plus Knockdown

Quasit Venom (poison) **Saving Throw** Fortitude DC 15; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison (1 round); **Stage 2** As stage 1; **Stage 3** 1d4 poison and slowed 1 (1 round).

Invisibility (Illusion, Visual; MS, touch, one creature, 1 min or dismiss) – Invisible until after a hostile action is completed.

Fear (Emotion, Enchantment, Fear, Mental; SV, 30 ft, one creature) – WILL CS nothing; S frightened 1; F frightened 2; CF frightened 3 and fleeing 1 round

Read Omens – Irrelevant to combat (10 min casting time)

Frightened – You're gripped by fear and struggle to control your nerves. The frightened condition always includes a value. You take a conditional penalty equal to this value to your checks and saving throws. Unless specified otherwise, at the end of each of your turns, the value of your frightened condition decreases by 1.

Slowed – You can spend fewer actions. Slowed always includes a value. When you regain your actions at the start of your turn, reduce that number of actions by your slowed value. You can't Ready an action when you're slowed. If you become slowed during your turn, you don't lose any actions until the start of your next turn.

A7. Goblin Headquarters

GOBLIN COMMANDO

CREATURE 1

Chaotic, Evil, Goblin, Humanoid, Small

Perception +5; darkvision

Languages Common, Goblin

Skills –1; Acrobatics +4, Athletics +4, Stealth +6

Str +1, **Dex** +3, **Con** +2, **Int** –1, **Wis** +0, **Cha** +0

Items horsechopper, *minor healing potion*, shortbow with 20 arrows, studded leather

AC 15, **TAC** 13; **Fort** +5, **Ref** +5, **Will** +3

HP 18

[[R]] Goblin Scuttle

Trigger A goblin ally ends a move action adjacent to the commando.

Effect The commando Steps.

Speed 25 feet

[[A]] **Melee** horsechopper +7 (reach 10 feet, trip, versatile P), **Damage** 1d8+1 slashing

[[A]] **Ranged** shortbow +8 (deadly 1d10), **Damage** 1d6 piercing

[[A]] **Minor Potion of Healing** Regain 1d8 hit points.

GOBLIN PYRO

CREATURE 1

Chaotic, Evil, Goblin, Humanoid, Small

Perception +2; darkvision

Languages Common, Goblin

Skills –1; Fire Lore +6

Str –1, **Dex** +2, **Con** +0, **Int** +0, **Wis** –1, **Cha** +3

Items club

AC 13, **TAC** 13; **Fort** +3, **Ref** +5, **Will** +1

HP 15

[[R]] Goblin Scuttle

Trigger A goblin ally ends a move action adjacent to the pyro.

Effect The pyro Steps.

Speed 25 feet

[[A]] **Melee** club +4, **Damage** 1d6–1 bludgeoning

[[A]] **Ranged** club +6 (thrown 10 feet), **Damage** 1d6–1 bludgeoning

Arcane Spontaneous Spells DC 15, attack +6; **1st** (2 slots) *burning hands, grease*; **Cantrips** *light, mage hand, prestidigitation, produce flame, tanglefoot*

3 GOBLIN WARRIOR**CREATURE 0**

Chaotic, Evil, Goblin, Humanoid, Small

Perception +1; darkvision**Languages** Goblin**Skills** –2; Acrobatics +3, Athletics +3, Stealth +5**Str** +0, **Dex** +3, **Con** +0, **Int** +0, **Wis** –1, **Cha** +1**Items** dogslicer, leather armor, shortbow with 10 arrows**AC** 14, **TAC** 13; **Fort** +1, **Ref** +4, **Will** +0**HP** 6**[[R]] Goblin Scuttle****Trigger** A goblin ally ends a move action adjacent to the warrior.**Effect** The warrior Steps.**Speed** 25 feet**[[A]] Melee** dogslicer +6 (agile, backstabber), **Damage** 1d6 slashing**[[A]] Ranged** shortbow +6 (deadly 1d10), **Damage** 1d6 piercing**Agile** The multiple attack penalty you take on the second attack each turn with this weapon is –4 instead of –5, and –8 instead of –10 on the third and subsequent attacks in the turn.**Backstabber** When you hit a flat-footed creature, this weapon deals 1 precision damage. The damage increases to 2 if the weapon is master quality or to 3 if it's legendary.**Deadly** On a critical hit, the weapon adds a weapon damage die of the listed size. This damage increases to two dice if the weapon is master quality and three dice if the weapon is legendary.**Reach** This weapon is long and can be used to attack creatures up to 10 feet away instead of only adjacent creatures. For creatures that already have reach with the limb or limbs that wield the weapon, the weapon increases their reach by 5 feet.**Trip** You can use this weapon to Trip with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls (if any) as a bonus to the Athletics check. If you critically fail a check to Trip using the weapon, you can drop the weapon to treat the outcome as a normal failure.**Versatile** A versatile weapon can be used to deal a different type of damage than the type listed in the damage entry. This trait indicates the alternate damage type. For instance, a piercing weapon that has versatile S can be used to deal piercing or slashing damage. You choose the damage type each time you make an attack.**Burning Hands** (Evocation, Fire; SV, 15ft. cone) – REF for 2d6 fire; CS take none; S take half; F take full; CF take double.**Grease** (Conjuration; SV, 30 ft, one object of 1 Bulk or less or 4 contiguous squares, 1 minute) – Choose one of the following:**Target an Area** – Those who are in area or enter area must Acro to maintain balance**Target an Object** – Acro to pick up item, wielder must Acro or take -2 to use object. CF and drop item. If object was worn, the user gets a +2 vs. grapple or being shoved.**Produce Flame** (Attack, Cantrip, Evocation, Fire; SV, 30 ft., one creature) – Melee or ranged touch attack deals 1d4 fire. CS deals 1d4 persistent fire & doubles damage.**Tanglefoot** (Cantrip, Conjuration, Plant; SV, 30 ft., one creature) – Ranged touch attack. S creature is entangled, escape DC is spell DC. CS creature is entangled and immobile.

FALLING ROCK TRAP**HAZARD 0**

Mechanical, Trap

Stealth DC 17 (trained)**Description** A net filled with rocks is set to drop in a 10-foot-by-10-foot square area.**Disable** Thievery DC 12 (trained) to sabotage the rope that releases the trap**AC** 10, **TAC** 7; **Fort** +1, **Ref** +1**Hardness** 0; **Immunity** critical hits, object immunities, precision damage**[[R]] Rock Fall****Trigger** A creature pulls the rope at the spot marked with an “X” on the map.**Effect** Rocks fall on the are marked with a “T,” dealing 2d6 bludgeoning damage to everyone in the area (DC 13 Reflex half, or no damage on a critical success).**ALCHEMIST’S FIRE****ITEM 1**

Alchemical, Bomb, Consumable, Fire, Splash

Price 3 gp**Method of Use** held, 1 hand; **Bulk** L

Alchemist’s fire is combination of several volatile liquids that ignite when exposed to air, typically stored in a sealed flask. Alchemist’s fire deals 1d8 fire damage, 1 persistent fire damage, and 1 fire splash damage. The target can end this persistent damage by spending an Interact action or by becoming submerged in water or otherwise entering an area deprived of air. A creature adjacent to the target can also end the persistent damage by spending an Interact action.

SMOKESTICK**ITEM 1**

Alchemical, Consumable

Price 2 gp**Method of Use** held, 2 hands; **Bulk** L**Activation** [[A]] Operate Activation, no cost

With a sharp twist of this item, you instantly create a screen of thick, opaque smoke in a 5-foot-radius burst centered on one corner of your space. All creatures within that area are concealed. The smoke lasts for 1 minute or until dispersed by a strong wind.

Concealed – A creature is concealed from you if it’s in mist, within dim light, or amid something else that obscures sight but does not provide a physical barrier to effects. An effect or type of terrain that describes an area of concealment makes all creatures within it concealed.

When you target a creature that’s concealed from you, before you roll to determine your effect, you must attempt a DC 5 flat check. If you fail that check, you don’t affect the target. Sometimes the level of concealment is so great that a creature is considered merely sensed instead of seen and concealed.

A8. Room of Ruined Repose

6 SKELETON GUARD

CREATURE 0

Evil, Medium, Mindless, Skeleton, Undead

Perception +0; darkvision

Languages —

Skills –3; Acrobatics +3, Athletics +3

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

Items scimitar

AC 14, **TAC** 12; **Fort** +1, **Ref** +3, **Will** +1

HP 6, negative healing; **Immunities** asleep, disease, mental, paralysis, poison; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 25 feet

[[A]] Melee scimitar +6 (forceful, sweep), **Damage** 1d6 slashing

[[A]] Melee claw +6 (agile), **Damage** 1d4 slashing

[[A]] Ranged shortbow +6 (deadly 1d10, range increment 60 feet), **Damage** 1d6 piercing

Agile The multiple attack penalty you take on the second attack each turn with this weapon is –4 instead of –5, and –8 instead of –10 on the third and subsequent attacks in the turn.

Deadly On a critical hit, the weapon adds a weapon damage die of the listed size. This damage increases to two dice if the weapon is master quality and three dice if the weapon is legendary.

Forceful This weapon becomes more dangerous when you build up momentum. When you attack with it more than once on your turn, the second attack adds a circumstance bonus to damage equal to the number of weapon damage dice, and each subsequent attack adds a circumstance bonus to damage equal to double the number of weapon damage dice.

Sweep This weapon makes wide sweeping or spinning attacks, making it easier to attack multiple enemies. When you attack with this weapon, you gain a +1 circumstance bonus to your attack roll if you already attempted an attack this turn against a creature other than the target of this attack.

Shocking Grasp (Attack, Electricity, Evocation; SV, touch, one creature) – On a hit, target takes 1d12 + spellcasting modifier electricity damage. If the target is wearing metal or made of metal, +1 circumstance to hit and target takes 1d4 persistent electricity damage. On a crit, double the damage but not the persistent damage.

WAYFINDER

ITEM 2

Evocation, Magical

Price 27 gp

Method of Use held, 1 hand; **Bulk** —

Activation [[A]] Command Activation

This compact compass features ancient technology repurposed to draw fantastic powers from the *aeon stones* the lost Azlanti empire held sacred thousands of years ago. It serves as a badge of office for agents of the Pathfinder Society and as a status symbol among adventurers of any stripe. A *wayfinder* functions as a compass, and you can activate it with a command word to cast the *light* cantrip on the *wayfinder*.

An indentation in the middle of the *wayfinder* can hold a single *aeon stone*. Placing an *aeon stone* in this indentation provides you all the benefits of having the *aeon stone* orbiting your head, but protects the stone from being stolen or noticed as easily. You must invest the stone when you place it in the *wayfinder* in order to gain its benefits. An invested *aeon stone* slotted in a *wayfinder* also grants its resonant power. If you have more than one *wayfinder* with an invested *aeon stone* on your person at a given time, destructive interference from their resonance prevents you from gaining benefits from any of them.

A10. Befouled Shrine

DRAKUS THE TAKER

CREATURE 3

Abberation, Chaotic, Evil, Medium

Perception +6, darkvision

Languages Aquan, Common; *tongues*

Skills +3, Athletics +9, Deception +10, Stealth +9

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

Items expert longsword, master key (unlocks all doors in the dungeon), 2 *minor healing potions*, silver religious symbol of Pharama, expert studded leather

AC 18, **TAC** 16; **Fort** +7, **Ref** +8, **Will** +5; +2 circumstance bonus vs. auditory and visual

HP 40; **Resistances** bludgeoning 5

[[R]] Attack of Opportunity

Speed 25 feet

[[A]] Melee long sword +10 (versatile P), **Damage** 1d8+3 slashing
claw +9 (agile), **Damage** 1d4+3 plus grab

Occult Innate Spells DC 17; **Constant** *tongues*

Assume Form (concentrate, occult, polymorph, transmutation) The faceless stalker spends 10 minutes reshaping its appearance to take on the shape of any Small or Medium humanoid. It gains a +4 circumstance bonus on Deception checks to pass as that creature.

[[A]] Blood Nourishment The faceless stalker uses its three-pronged tongue to drink the blood of an adjacent restrained or unconscious creature. The creature gains drained 1.

[[A]] Revert Form

Requirements The faceless stalker is in an assumed form.

Effect The faceless stalker resumes its true form. Until the start of its next turn, it gains a +2 conditional bonus on attack rolls, damage rolls, saving throws, and skill checks.

Sneak Attack (precision) The faceless stalker deals 1d6 extra precision damage to flat-footed creatures.

[[A]] Minor Potion of Healing Regain 1d8 hit points.

GIANT RAT

CREATURE 0

Animal, Small

Perception +4; low-light vision, scent 30 feet

Languages —

Skills +1; Athletics +2 (+5 to Climb or Swim), Acrobatics +4, Stealth +4

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

AC 13, **TAC** 13; **Fort** +3, **Ref** +3, **Will** +1

HP 8

Speed 30 feet, climb 10 feet

[[A]] Melee jaws +6 (agile), **Damage** 1d4 piercing plus filth fever

Filth Fever (disease) Sickness and unconsciousness from filth fever can't be reduced or recovered from naturally. Fort DC 13. **Stage 1** carrier with no ill effect (1d4 hours), **Stage 2** sick 1 (1 day), **Stage 3** sick 1 and slowed 1 as long as it remains sick (1 day), **Stage 4** unconscious (1 day), **Stage 5** dead.

Agile The multiple attack penalty you take on the second attack each turn with this weapon is –4 instead of –5, and –8 instead of –10 on the third and subsequent attacks in the turn.

Versatile A versatile weapon can be used to deal a different type of damage than the type listed in the damage entry. This trait indicates the alternate damage type. For instance, a piercing weapon that has versatile S can be used to deal piercing or slashing damage. You choose the damage type each time you make an attack.

Drained – When a creature successfully drains you of blood or some other life force, you become less healthy. Drained always includes a value. You take a conditional penalty equal to the value on Fortitude saves and Constitution-based checks. You also lose a number of Hit Points equal to your level (minimum 1) times the drained value, and your maximum Hit Points are reduced by the same amount. For example, if you're hit with an effect that inflicts drained 3 and you're a 3rd-level character, you lose 9 Hit Points and reduce your maximum Hit Points by 9. Losing these Hit Points doesn't count as taking damage.

In most cases, the drained condition heals naturally at a slow rate. Each day, when you regain Hit Points by resting, your drained value is reduced by 1. This increases your maximum Hit Points, but you don't immediately recover the lost Hit Points. When the drained value reaches 0, you no longer have this condition.

Grabbed – You're held in place by another creature, making you immobile and flat-footed. If you attempt a manipulate action, activity, free action, or reaction while grabbed, you must succeed at a DC 5 flat check or it is lost; attempt the check after using it but before any effects are applied.

Sick – You feel ill. Sick always includes a value. You take a conditional penalty equal to this value on all your checks. You can't willingly ingest anything (including potions) while sick.

You can spend an action retching in an attempt to recover, which lets you attempt a Fortitude save against the DC of the effect that made you sick. On a success, you reduce your sickness value by 1 (or by 2 on a critical success).

Slowed – You can spend fewer actions. Slowed always includes a value. When you regain your actions at the start of your turn, reduce that number of actions by your slowed value. You can't Ready an action when you're slowed. If you become slowed during your turn, you don't lose any actions until the start of your next turn.

[[R]] Attack of Opportunity

Trigger A creature within the monster's reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using.

Effect The monster attempts a melee Strike against the triggering creature at a –2 penalty. If the attack hits and the trigger was a manipulate action, the monster disrupts that action. This Strike doesn't count toward the monster's multiple attack penalty, and its multiple attack penalty doesn't apply to this Strike.

[[A]] Grab

Requirements The monster's last action was a success with an attack that lists Grab in its damage entry, or it has a creature grabbed using this action.

Effect The monster automatically Grabs the target until the end of the monster's next turn. The creature is grabbed by whichever body part the monster attacked with, and that body part can't be used to Strike creatures until the grab is ended.

Using Grab extends the duration of the monster's Grab until the end of its next turn for all creatures grabbed by it.

The grabbed creature can Escape using Acrobatics or Break the Grapple with Athletics, and the Grab ends if the monster moves away.

A12. Drakus' Lair

POISONED LOCK

HAZARD 1

Mechanical, Trap

Stealth DC 15 (trained)

Description A spring-loaded poisoned spine is hidden near the keyhole of a lock.

Disable Thievery DC 18 (trained) on the spring mechanism

AC 15, **TAC** 12; **Fort** +4, **Ref** +3

Hardness 6; **Immunities** critical hits, object immunities, precision damage

[[R]] Spring (attack)

Trigger A creature attempts to unlock or Pick the Lock.

Effect A spine springs out and attacks the triggering creature.

Melee spine +10, **Damage** 1 piercing plus cladis poison

Cladis Poison (poison) Fortitude DC 15; **Maximum Duration** 4 hours; **Stage 1** 1d6 poison damage and drained 1 (1 hour); **Stage 2** 2d6 poison damage and drained 2 (1 hour); **Stage 3** 3d6 poison damage and drained 2 (1 hour)