

2 HYENA

CREATURE 1

Animal
Medium

Perception +5; low-light vision, scent

Languages –

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

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

AC 15, **TAC** 13; **Fort** +4, **Ref** +4, **Will** +2

HP 21

Speed 40 feet

◆ **Melee** jaws +7, **Damage** 1d6+2 piercing plus Knockdown

◆ **Drag** (attack, move) The hyena attempts a jaws Strike against a prone enemy. If it hits, in addition to dealing damage, the hyena Strides up to 10 feet, dragging the enemy along. Its movement doesn't trigger reactions from the creature being dragged.

Pack Attack The hyena's Strikes deal 1d4 extra damage to creatures within reach of at least two of the hyena's allies.

HYAENODON

CREATURE 3

Animal
Large

Perception +8; low-light vision, scent

Languages –

Skills +1; Acrobatics +7, Athletics +9, Stealth +9

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

AC 18, **TAC** 16; **Fort** +7, **Ref** +7, **Will** +5

HP 47

Speed 40 feet

◆ **Melee** jaws +9, **Damage** 1d10+5 piercing plus Knockdown

◆ **Drag** (attack, move) The hyaenodon attempts a jaws Strike against a prone enemy. If it hits, in addition to dealing damage, the hyaenodon Strides up to 10 feet, dragging the enemy along. The hyaenodon's movement doesn't trigger reactions from the creature being dragged.

Pack Attack The hyaenodon's Strikes deal 1d6 extra damage to any creature that's within the reach of at least two of the hyaenodon's allies.

QUICKSAND

HAZARD 3

Complex
Environmental

Stealth +11 (trained)

Description A patch of water and sand 15 feet across submerges creatures who step onto it.

Disable Survival DC 17 (trained) to disturb the surface and make the trap no longer hidden (Perception DC 0)

◆ **Submerge**

Trigger A Huge or smaller creature walks onto the quicksand.

Effect The triggering creature is pulled down into the quicksand up to its waist. The quicksand rolls initiative if it hasn't already.

Routine (1 action) On its initiative, the quicksand pulls down each creature within it. A creature that was submerged up to its waist becomes submerged up to its neck, and a creature that was submerged up to its neck is pulled under and has to hold its breath to avoid suffocation. On its turn, a creature in the quicksand can attempt a DC 18 Athletics check to Swim to raise itself by one step, or to move 5 feet if it's submerged only up to its waist. On a critical failure, the creature is pulled down one step. A creature that swims out of the quicksand patch escapes the hazard and is prone in a space adjacent to the quicksand.

Reset The hazard still submerges anyone who walks in, but the surface doesn't become hidden again until it settles over the course of 24 hours.

ANKHRAV

CREATURE 3

Animal
Large

Perception +8; darkvision, tremorsense 60 feet

Languages –

Skills +1; Acrobatics +5, Athletics +9, Stealth +7, Survival +9

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

AC 19, **TAC** 15; **Fort** +8, **Ref** +6, **Will** +5

HP 38

Speed 25 feet, burrow 20 feet

◆ **Melee** mandibles +9, **Damage** 1d6+4 piercing plus 1d6 acid

◆ **Ranged** acid spit +6 touch (range 30 feet), **Damage** 2d6 acid

◆ **Armor-Rending Bite** The ankhrav makes a mandibles Strike; if the Strike hits, the target's armor is dented.

◆ **Spray Acid** (acid)

Frequency Once per hour

Effect The ankhrav spews acid in a 30-foot cone, dealing 3d6 acid damage and 1d4 persistent acid damage (Reflex DC 17 half, no damage on a critical success, double damage on a critical failure).

2 ELITE GNOLL WARRIORS

CREATURE **3**

Chaotic
Evil
Gnoll
Humanoid
Medium

Perception +9, darkvision
Skills +2, **Acrobatics** +5, **Athletics** +7, **Stealth** +7,
Survival +9
Languages Gnoll
Str +3, **Dex** +1, **Con** +1, **Int** -1, **Wis** +0, **Cha** -1

Items battle axe, leather armor, shortbow with 20 arrows

AC 18, **TAC** 17; **Fort** +8, **Ref** +9, **Will** +6

HP 44

Speed 25 feet

◆ **Melee** battle axe (sweep) +10, **Damage** 1d8+5 slashing
bite (agile) +9, **Damage** 1d4+5 piercing

◆ **Ranged** shortbow +9 (deadly 1d10), **Damage** 1d6 piercing

Pack Attack The gnoll deals 1d4 extra damage to any creature that's within the reach of at least two of its allies.

Rugged Travel A gnoll ignores the first square of difficult terrain it moves into each time it Steps or Strides.

GIANT SCORPION

CREATURE **3**

Animal
Large

Perception +8; darkvision, tremorsense 60 feet
Languages -

Skills +1; **Acrobatics** +7, **Athletics** +9, **Stealth** +7

Str +4, **Dex** +0, **Con** +3, **Int** -5, **Wis** +0, **Cha** -4

AC 18, **TAC** 14; **Fort** +8, **Ref** +6, **Will** +4

HP 45

◆ Scorpion Sting

Trigger A creature moves from out of the scorpion's reach into the scorpion's reach.

Effect The scorpion makes a stinger Strike against the triggering creature. The scorpion's multiple attack penalty is not applied to this attack.

Speed 40 feet

◆ **Melee** pincer +9 (agile, reach 10 feet), **Damage** 2d4+4 slashing plus Grab

◆ **Melee** stinger +7 (reach 10 feet), **Damage** 1d12+4 plus giant scorpion venom

◆ **Constrict** 5 bludgeoning

Giant Scorpion Venom (poison) **Saving Throw** Fortitude DC 17;

Maximum Duration 6 rounds; **Stage 1** 1d4 poison and enfeebled 1 (1 round); **Stage 2** 1d4 poison and enfeebled 2 (1 round).

MANTICORE

CREATURE **6**

Beast
Evil
Large
Lawful

Perception +13; darkvision, scent

Languages Common

Skills +5; **Acrobatics** +9, **Athletics** +11, **Intimidation** +11, **Survival** +13

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

AC 20, **TAC** 18; **Fort** +13, **Ref** +10, **Will** +7

HP 95

Speed 25 feet, fly 40 feet

◆ **Melee** jaws +15, **Damage** 2d8+7 piercing

◆ **Melee** claw +15 (agile), **Damage** 2d6+7 slashing

◆ **Ranged** spike +12 (range 40 feet), **Damage** 1d10+5 piercing

◆ **Spike Volley** The manticore flings up to two spikes from its tail. If the manticore targets multiple creatures, these creatures must be within 20 feet of one another and the manticore makes a separate Strike against each; this counts as one Strike for the manticore's multiple attack penalty, and the penalty doesn't increase until after both attacks. If the manticore fires both spikes at the same creature, it makes a single Strike. If the attack hits, it deals the damage of a single spike, but the second spike pins the target in place, rendering it immobile. A creature who succeeds a DC 18 Athletics check can pull the spike free.

A manticore can fire no more than 12 spikes in 24 hours.

ZAKFAH**CREATURE 4**

Chaotic
Evil
Gnoll
Humanoid
Medium

Perception +10, darkvision
Skills +3, Athletics +9, Intimidation +11, Stealth +9, Survival +9
Languages Common, Gnoll
Str +4, **Dex** +3, **Con** +2, **Int** +1, **Wis** +2, **Cha** +1

Items composite shortbow with 20 arrows, hide armor, longspear

AC 19, **TAC** 16; **Fort** +7, **Ref** +10, **Will** +9

HP 65

◆ **Attack of Opportunity**

Speed 25 feet

◆ **Melee** scimitar (forceful, sweep) +11, **Damage** 2d6+4 slashing bite (agile) +10, **Damage** 1d4+4 piercing

◆ **Ranged** composite shortbow +10 (deadly 1d10), **Damage** 2d6+2 piercing

◆ **Bark Orders** (auditory, lingual) The sergeant issues a command to reposition its allies. Any allies who hear and understand this order can take a reaction to Step.

Pack Attack The gnoll deals 1d4 extra damage to any creature that's within the reach of at least two of its allies.

Rugged Travel A gnoll ignores the first square of difficult terrain it moves into each time it Steps or Strides.

ELECTRIC LATCH RUNE**HAZARD 3**

Magical
Trap

Stealth DC 19 (trained) or *detect magic*

Description An invisible rune imprinted on a door latch releases a powerful electric discharge.

Disable Thievery DC 19 (expert) to scratch out the rune without allowing electricity to flow, or spell DC 17 (2nd level) to dispel the rune

◆ **Electrocution** (arcane, electricity, evocation)

Trigger A creature grasps the door latch directly or with a tool.

Effect The trap deals 3d12 electricity damage to the triggering creature (Reflex DC 16 half, or no damage on a critical success).

3 GNOLL WARRIOR**CREATURE 2**

Chaotic
Evil
Gnoll
Humanoid
Medium

Perception +7; darkvision
Skills +0; Acrobatics +3, Athletics +5, Stealth +5, Survival +7
Languages Gnoll
Str +3, **Dex** +1, **Con** +1, **Int** -1, **Wis** +0, **Cha** -1

Items battleaxe, leather armor, shortbow with 20 arrows

AC 16, **TAC** 15; **Fort** +6, **Ref** +7, **Will** +4

HP 29

Speed 25 feet

◆ **Melee** battleaxe (sweep) +8, **Damage** 1d8+3 slashing

◆ **Melee** bite (agile) +7, **Damage** 1d4+3 piercing

◆ **Ranged** shortbow +7 (deadly 1d10), **Damage** 1d6 piercing

Pack Attack The gnoll's Strikes deal 1d4 extra damage to creatures within reach of at least two of the gnoll's allies.

Rugged Travel A gnoll ignores the first square of difficult terrain it moves into each time it Steps or Strides.

LESSER WATER ELEMENTAL**CREATURE 5**Aquatic
Elemental
Large
Water**Perception** +12; darkvision**Languages** Aquan**Skills** +5; Athletics +12, Stealth +10**Str** +3, **Dex** +4, **Con** +3, **Int** -2, **Wis** +0, **Cha** +0

Vortex (aura, water) 30 feet. Water in the aura and also in the same body of water as the elemental is difficult terrain for swimming creatures that do not have the water trait.

Waterbound When not touching water, a water elemental is slowed 1 and can't take reactions.

AC 20, **TAC** 20; **Fort** +9, **Ref** +12, **Will** +8**HP** 75; **Immunities** asleep, critical hits, paralysis, poison, precision, stun; **Resistances** fire 5◆ **Vortex Pull** (water)**Trigger** A creature in the elemental's vortex takes a move action.**Effect** The elemental creates a current of water, forcing the triggering creature to attempt a DC 19 Athletics check to Swim. If the triggering creature fails, it's pulled 15 feet toward the elemental and the triggering move action is lost.**Speed** 20 feet, swim 65 feet◆ **Melee** wave +13 (reach 10 feet), **Damage** 2d8+6 bludgeoning plus Push 5 feet◆ **Drench** (abjuration, arcane) The elemental puts out all fires within 5 feet. It extinguishes every nonmagical fire automatically, and attempts to dispel any magical fire (as 3rd-level *dispel magic*, spell roll +9).**MINOR EARTH ELEMENTAL****CREATURE 3**Earth
Elemental
Medium**Perception** +8; darkvision**Languages** Terran**Skills** +3; Athletics +9, Stealth +7**Str** +4, **Dex** -1, **Con** +3, **Int** -3, **Wis** +0, **Cha** -1

Earthbound When not touching solid ground, an earth elemental is slowed 1 and can't take reactions.

AC 19, **TAC** 15; **Fort** +8, **Ref** +4, **Will** +6**HP** 40; **Immunities** asleep, critical hits, paralysis, poison, precision, stun◆ **Crumble****Trigger** The elemental takes damage from a hostile source while atop rock or earth.**Effect** The elemental crumbles into the ground, burrowing down 5 feet. This burrowing does not trigger reactions. The elemental can't use this reaction if it emerged from the ground earlier this round.**Speed** 20 feet, burrow 20 feet (earth glide)◆ **Melee** fist +8, **Damage** 1d8+4 bludgeoning**Earth Glide** The elemental can burrow through dirt and stone at its full burrow Speed, leaving no tunnels or signs of its passing.**LESSER FIRE ELEMENTAL****CREATURE 5**Elemental
Fire
Large**Perception** +12; darkvision**Languages** Ignan**Skills** +5; Acrobatics +12**Str** +3, **Dex** +4, **Con** +2, **Int** -2, **Wis** +0, **Cha** +0**AC** 20, **TAC** 20; **Fort** +9, **Ref** +12, **Will** +8**HP** 79, explosion; **Immunities** asleep, critical hits, fire, paralysis, poison, precision, stun; **Weaknesses** cold 8, water 8**Explosion** (fire) When the elemental dies, it explodes, dealing 3d6 fire damage to all creatures in a 10-foot aura (Reflex DC 18 half, double damage on a critical failure, no damage on a critical success).**Speed** 50 feet◆ **Melee** tendril +13 (reach 10 feet), **Damage** 2d6+6 fire plus 2d4 persistent fire**Water Weakness** When this creature is doused with water, either through a spell or some other effect (such as pouring a bucket of water over it) it takes damage equal to its water weakness value. If it starts its turn within water, it also takes that amount of damage.**MINOR AIR ELEMENTAL****CREATURE 3**Air
Elemental
Medium**Perception** +7; darkvision**Languages** Auran**Skills** +3; Acrobatics +11, Stealth +11**Str** +2, **Dex** +4, **Con** +1, **Int** -3, **Wis** +0, **Cha** +0

High Winds (air, aura) 30 feet. Air in the aura is difficult terrain for flying creatures that do not have the air trait.

AC 20, **TAC** 20; **Fort** +4, **Ref** +9, **Will** +5**HP** 32; **Immunities** asleep, critical hits, paralysis, poison, precision, stun◆ **Disperse****Trigger** The air elemental takes damage from a hostile action.**Effect** The air elemental disperses. Until the end of the current turn, it can't be attacked or targeted, doesn't take up space, and deactivates its aura. At the end of the turn, the elemental re-forms in any square within 15 feet of where it dispersed and its aura reactivates.**Speed** fly 80 feet; swiftness◆ **Melee** gust +10 (reach 10 feet), **Damage** 1d6+4 bludgeoning**Swiftness** An air elemental doesn't trigger reactions with its movement.

4 MUMMY GUARD

CREATURE 2

Evil
Lawful
Medium
Mummy
Undead

Perception +7; darkvision

Languages one ancient language

Skills +0; Acrobatics +2, Athletics +6, Stealth +6

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

AC 16, **TAC** 13; **Fort** +4, **Ref** +2, **Will** +7

HP 40, negative healing; **Immunities** asleep, death effects, disease, paralysis, poison; **Weaknesses** fire 10

Speed 20 feet

◆ **Melee** fist +8, **Damage** 1d8+4 bludgeoning plus lesser mummy rot
Lesser Mummy Rot (curse, disease, divine, necromancy) This is both a curse and a disease. The disease can't be healed until the curse is first counteracted. **Saving Throw** Fortitude DC 16; **Stage 1** carrier with no ill effect (1 minute); **Stage 2** -1 conditional penalty to Charisma-based checks and DCs (1 day).

TOUCH OF CORRUPTION

POWER 1

Necromancy
Negative

Casting ◆ Somatic Casting

Range touch; **Target** one willing living creature or one undead creature

You infuse a creature with negative energy, damaging a living target or healing an undead target. If you use *touch of corruption* against a living target, you deal negative damage equal to 1d4 + your spellcasting modifier if you succeed at a melee touch attack, and the target takes a -1 conditional penalty to AC for 1 round. On a willing undead target, you restore 1d4+2 HP, and if the target is an ally, it gains a +1 conditional bonus to AC for 1 round.

Heightened (+1) Increase the amount of damage (or healing to undead) by 2d4.

MABAR

CREATURE 4

Male janni (*Pathfinder Playtest Bestiary*)

Initiative usually Perception +9

Skills +4; Acrobatics +9, Arcana +10, Architecture Lore +12, Crafting +11

Languages Ancient Osiriani, Auran

◆ **Melee** fist +11 (agile), **Damage** 1d4+4 bludgeoning

GLIMPSE OF THE DARK TAPESTRY

HAZARD 3

Magical
Trap

Stealth DC 19 (trained) or *detect magic*

Description This scrying mirror is a window into the blackness of the Dark Tapestry.

Disable Thievery DC 17 (trained) to cover the mirror without looking into it

◆ **Minor Mind Quake** (enchantment, fear, mental, occult)

Trigger A creature looks into the mirror frame.

Effect The darkness in the frame churns and then winks out, leaving the mirror within the frame reflective once again. An alien mind from the Dark Tapestry brushes against the thoughts of the triggering creature, who must attempt a DC 23 Will save.

Success The creature feels discomfort, as if being watched.

Failure The creature becomes frightened 1 and doesn't automatically recover for 24 hours.

Critical Failure The creature is confused for 1d6 rounds, and afterward is frightened 1 for 24 hours and can't recover automatically.

HENAH THE ANTIPALADIN**CREATURE 5**

Chaotic
Evil
Human
Humanoid
Medium

Perception +8
Languages Common
Skills +4, Athletics +11, Intimidation +13, Religion +11
Str +4, **Dex** +1, **Con** +1, **Int** +1, **Wis** +0, **Cha** +2

Items expert composite shortbow with 10 arrows, +1 *full plate*, +1 *greataxe*, *moderate healing potion*

AC 20, **TAC** 16; **Fort** +12, **Ref** +8, **Will** +9

HP 78

◆ **Vengeful Strike**

Trigger A creature within your reach critically hits you.

Effect Make a melee Strike against the triggering creature at a -2 penalty before the opponent rolls the damage for the triggering critical hit. If your attack hits, the target is enfeebled 1 for the remainder of its turn, or enfeebled 2 for the remainder of its turn if your Strike was a critical hit. The enfeebled condition ends immediately if the creature makes a Strike against another creature. If Retributive Strike incapacitates or kills the triggering creature, the triggering critical hit deals no damage.

Speed 15 feet

◆ **Melee** +1 *greataxe* +13 (magical, sweep), **Damage** 2d12+4 slashing

◆ **Ranged** composite shortbow +10 (deadly d10), **Damage** 1d6+4 piercing

Divine Powers 2 Spell Points, DC 19, attack +12; **3rd** *touch of corruption* (1 Spell Point, 5d6+2)

Insidious Corruption The damage from Henah's *touch of corruption* is increased to deal d6s instead of d4s.

◆◆ **Terrifying Strike** Henah Strikes. On a hit, the target is flat-footed for 1 round and frightened 1. On a critical hit, the target is flat-footed for 1 round and frightened 2.

LIBAR**CREATURE 3**

Evil
Human
Humanoid

Perception +10
Languages Common, Gnoll
Skills +1; Acrobatics +9, Athletics +8, Nature +8, Stealth +9, Survival +9

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

Items expert composite shortbow with 40 arrows, *lesser healing potion*, hide armor, 2 kukris

AC 18, **TAC** 15; **Fort** +6, **Ref** +9, **Will** +7

HP 45

Speed 30 feet

◆ **Melee** kukri +9 (agile, trip), **Damage** 2d6+2 slashing

◆ **Melee** fist (agile, nonlethal), **Damage** 1d4+4 bludgeoning

◆ **Ranged** composite shortbow +9 (deadly 1d10), **Damage** 2d6+2 piercing

Perfect Aim The scout ignores the concealed condition. When he targets a creature, that creature doesn't benefit from being screened; reduce the AC bonus the creature gets from cover by 2 against that attack.

MOTEK**CREATURE 3**

Chaotic
Evil
Human
Humanoid
Medium

Perception +8
Languages Common, Orcish
Skills +1; Athletics +7, Intimidation +5, Religion +8
Str +3, **Dex** +0, **Con** +2, **Int** -1, **Wis** +4, **Cha** +1
Items chain mail, *greataxe*, heavy crossbow with 10 bolts, *scroll of ray of enfeeblement*

AC 18, **TAC** 15; **Fort** +7, **Ref** +5, **Will** +8

HP 41

Speed 20 feet

◆ **Melee** *greataxe* +8 (sweep), **Damage** 1d12+3 slashing

◆ **Ranged** heavy crossbow +5, **Damage** 1d10 piercing

Divine Prepared Spells DC 17, attack +9; **2nd** *harm* (×4), *sound burst*, *spiritual weapon*; **1st** *bane*, *burning hands* (×2); **Cantrips** (2nd) *daze*, *detect magic*, *know direction*, *light*

Cleric Powers 4 Spell Points, DC 17; **2nd** *destructive cry* (1 Spell Point)

RANDWIK**CREATURE 3**

Chaotic
Evil
Human
Humanoid
Medium

Perception +5
Languages Common, Abyssal, Necril
Skills +1; Arcana +9, Deception +7, Occultism +9
Str +0, **Dex** +3, **Con** +1, **Int** +4, **Wis** +0, **Cha** +1
Items *bracers of armor* (1st), *lesser healing potion*, *scroll of web*, expert sickle

AC 17, **TAC** 17; **Fort** +4, **Ref** +7, **Will** +6

HP 32 plus 10 temporary

Speed 25 feet

◆ **Melee** sickle +7 (agile, trip), **Damage** 2d4 slashing

◆ **Melee** fist (agile, nonlethal) +5, **Damage** 1d4 bludgeoning

Arcane Prepared Spells DC 17, attack +8; **2nd** *acid arrow*, *false life* (already cast), *invisibility*; **1st** *fear*, *grease*, *grim tendrils*, *magic missile*; **Cantrips** (2nd) *chill touch*, *detect magic*, *light*, *mage hand*, *ray of frost*

Wizard Powers 4 Spell Points, DC 17; **2nd** *call of the grave* (1 Spell Point)