

5P: No change.

6P: Elite - +2 to everything, +10 hp.

SEWER OOZE

These amorphous masses of sewage and other detritus make their way through filthy culverts beneath cities large and small.

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

◆ **Melee** pseudopod +7, **Damage** 1d6+1 bludgeoning plus 1d4 acid

◆ **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.

5P: 5 Goblins

6P: Add Warchanter

GOBLIN

These small humanoids have green skin and large heads with wide ears. While some goblins are civilized and have worked their way into other humanoid communities, many goblins are wild and vicious creatures that delight in wreaking havoc.

Source: *Pathfinder RPG Bestiary* 156.

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

◆ **Goblin Scuttle**

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

Effect The warrior Steps.

Speed 25 feet

◆ **Melee** dogslicer +6 (agile, backstabber), **Damage** 1d6 slashing

◆ **Ranged** shortbow +6 (deadly 1d10), **Damage** 1d6 piercing

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.

GOBLIN WAR CHANTER

CREATURE 1

Chaotic
Evil
Goblin
Humanoid
Small

Perception +4; darkvision

Languages Common, Goblin

Skills +1; **Performance** +6, **Stealth** +4

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

Items dogslicer, leather armor, shortbow with 10 arrows

AC 14, **TAC** 13; **Fort** +3, **Ref** +5, **Will** +4

HP 18

◆ **Goblin Scuttle**

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

Effect The war chanter Steps.

Speed 25 feet

◆ **Melee** dogslicer +6 (agile, backstabber), **Damage** 1d6 slashing

◆ **Ranged** shortbow +6 (deadly 1d10), **Damage** 1d6 piercing

Arcane Spontaneous Spells DC 15; **Cantrips** *inspire courage*

INSPIRE COURAGE

CANTRIP

Cantrip
Composition
Emotion
Enchantment
Mental

Casting ◆ Verbal Casting

Area 60-foot aura

Duration 1 round

You inspire your allies with words or tunes of encouragement. You and all allies in the aura gain a +1 conditional bonus to attack rolls, damage rolls, and saves against fear.

5P: 7 Centipedes

6P: Add Zombie Brute

CENTIPEDE

Crawling about on dozens of pairs of legs, giant centipedes inject venom into their prey with their powerful mandibles.

Source: *Pathfinder RPG Bestiary* 43.

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

◆ **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)

MULTIPLE EXPOSURES

Multiple exposures to the same affliction have no effect if it's a curse or disease. However, for a poison, failing the initial saving throw against a new dose increases the stage by 1 (or by 2 if you critically fail) without affecting the maximum duration. This is true even if you're within the poison's onset period, though it doesn't change the length of the onset period.

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.

ZOMBIE BRUTE

CREATURE 2

Evil
Large
Mindless
Undead
Zombie

Perception +3; darkvision

Languages –

Skills +0; Athletics +7

Str +5, **Dex** –3, **Con** +4, **Int** –5, **Wis** +0, **Cha** –2

Slow A zombie is permanently slowed 1 and can't use reactions.

AC 14, **TAC** 11; **Fort** +8, **Ref** +2, **Will** +3

HP 80, negative healing; **Immunities** asleep, disease, paralysis, poison; **Weaknesses** positive 10, slashing 10

Speed 25 feet

◆ **Melee** fist +8 (reach 10 feet), **Damage** 1d10+6 bludgeoning plus knockback

◆ KNOCKBACK

FEAT 10

Barbarian
Rage

Requirements You use this action immediately after you successfully Strike a foe.

You push the foe back 5 feet, as if you had succeeded at an Athletics check to Shove the foe.

5P: –

6P: –

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

◆ **Spore Cloud**

Trigger A creature enters the fungus's room.

Effect The fungus rolls initiative.

◆ **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.

STUPEFIED

Your thoughts and instincts are clouded. Stupefied always includes a value. You take a conditional penalty equal to the value on spell rolls; spell DCs; and Intelligence-, Wisdom-, and Charisma-based checks. Anytime you attempt to cast a spell while stupefied, the spell is disrupted unless you succeed at a spell roll against the DC of the effect that gave you the stupefied condition.

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.

5P: Add Hom

6P: 3 Quasits

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

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

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

◆ **Abyssal Healing** (concentrate, divine, healing, necromancy) The quasit restores 1d4 HP to itself.

◆ **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).

◆ Knockdown

Requirements The monster's last action was a success with an attack that lists Knockdown in its damage entry.

Effect The monster automatically knocks the target prone.

FEAR

SPELL 1

Emotion
Enchantment
Fear
Mental

Casting ◆ Somatic Casting, ◆ Verbal Casting

Range 30 feet; **Targets** one creature

Duration varies

You plant fear in the target, with effects based on its Will save.

Success The target is frightened 1.

Critical Success The target is unaffected.

Failure The target is frightened 2.

Critical Failure The target is frightened 3 and fleeing for 1 round.

Heightened (3rd) You can target up to five creatures.

INVISIBILITY

SPELL 2

Illusion
Visual

Casting ◆ Material Casting, ◆ Somatic Casting

Range touch; **Targets** one creature

Duration 1 minute or until dismissed

The target becomes invisible. This makes it unseen to all creatures, though they can attempt to find the target, making it sensed by them instead (see page 303). If the target acts in a hostile manner, the spell is dismissed after that hostile action, reaction, free action, or activity is completed.

Heightened (4th) The spell is not dismissed if the target acts in a hostile manner.

HOMUNCULUS

CREATURE 0

Construct
Tiny

Perception +2; darkvision

Languages Common (can't speak); master link

Skills -1; Acrobatics +5, Stealth +5

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

Master Link (arcane, divination, mental) A homunculus can't speak, but it is telepathically linked to its creator. It can share information back and forth, including its master's knowledge and everything the homunculus hears. The range of this link is 1,500 feet.

The homunculus adopts the same alignment as its creator, and is utterly faithful. If the homunculus is destroyed, the master takes 2d10 mental damage. If the master is slain, the homunculus becomes mindless, claims its current location as its lair, and instinctively attacks anyone who comes near.

AC 14, **TAC** 13; **Fort** +0, **Ref** +3, **Will** +1

HP 6; **Immunities** asleep, bleed, disease, death effects, enervated, enfeebled, healing, necromancy, nonlethal attacks, paralysis, poison, stun

Speed 15 feet, fly 40 feet

◆ **Melee** jaws +6, **Damage** 1d4-1 piercing plus homunculus poison

Homunculus Poison (poison) A homunculus can hold one dose of poison in a reservoir in its head. The homunculus can generate a new dose of poison to refill its reservoir using an Interact action. **Saving Throw** Fortitude DC 13; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and enfeebled 1 (1 round).

5P: Add weak goblin dog

6P: Add elite goblin dog

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

◆ Goblin Scuttle

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

Effect The warrior Steps.

Speed 25 feet

◆ **Melee** dogslicer +6 (agile, backstabber), **Damage** 1d6 slashing

◆ **Ranged** shortbow +6 (deadly 1d10), **Damage** 1d6 piercing

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.

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, shortbow with 20 arrows, studded leather

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

HP 18

◆ Goblin Scuttle

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

Effect The commando Steps.

Speed 25 feet

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

◆ **Ranged** shortbow +8 (deadly 1d10), **Damage** 1d6 piercing

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.

GOBLIN DOG

CREATURE 1

Animal
Medium

Perception +6; low-light vision, scent

Languages —

Skills +1; Stealth +6

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

AC 15, **TAC** 14; **Fort** +5, **Ref** +5, **Will** +3

HP 18

Allergenic Dander A creature that hits the goblin dog with an unarmed attack, tries to Grapple it, or otherwise touches it is exposed to goblin pox.

◆ Juke

Requirement A creature must be mounted on the goblin dog.

Trigger The rider issues a command to the goblin dog.

Effect The goblin dog Steps before following the command.

Speed 40 feet

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

◆ **Scratch** (manipulate) The goblin dog vigorously scratches itself, exposing all creatures within 5 feet of it to allergenic dander.

Goblin Pox (disease) Goblins and goblin dogs are immune. **Saving Throw** Fortitude DC 15; **Stage 1** sick 1 (1 round); **Stage 2** sick 1 and slowed 1 (1 round); **Stage 3** sick 1 and can't reduce its sick value below 1 (1 day).

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).

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

◆ Goblin Scuttle

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

Effect The pyro Steps.

Speed 25 feet

◆ **Melee** club +4, **Damage** 1d6-1 bludgeoning

◆ **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*

PRODUCE FLAME

CANTRIP

Attack
Cantrip
Evocation
Fire

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Targets** one creature

A flame appears in your palm. Make a melee or ranged touch attack. On a success, you deal 1d4 fire damage. On a critical success, the target takes 1d4 persistent fire damage in addition to the cantrip dealing double damage.

Heightening this spell increases its damage.

TANGLEFOOT

CANTRIP

Cantrip
Conjuration
Plant

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Targets** one creature

A vine covered in sticky sap appears from thin air, flicking from your hand and lashing itself to the target. Attempt a ranged touch attack against the target.

Success The target is entangled. It can attempt an Acrobatics or Athletics check against your spell DC to remove the entangled condition (and immobile condition, if necessary).

Critical Success Per success, and the target immobile as long as it's entangled.

Failure No effect.

BURNING HANDS

SPELL 1

Evocation
Fire

Casting ◆ Somatic Casting, ◆ Verbal Casting
Area 15-foot cone

Gouts of flame rush from your hands. You deal 2d6 fire damage to creatures in the area; they must each attempt a Reflex save.

Success The creature takes half damage.

Critical Success The creature takes no damage.

Failure The creature takes full damage.

Critical Failure The creature takes double damage.

Heightened (+1) The damage increases by 2d6.

GREASE

SPELL 1

Conjuration

Casting ◆ Somatic Casting, ◆ Verbal Casting

Range 30 feet; **Targets** one object of 1 Bulk or less or **Area** four contiguous 5-foot squares

Duration 1 minute

You conjure greasy goo, with effects based on your target.

- **Target an Area** Each creature within the area must attempt an Acrobatics check to Maintain Balance against your spell DC. Creatures later entering a square within the area must also attempt an Acrobatics check to Balance. A creature that takes a Step doesn't have to Balance.
- **Target an Object** If you cast the spell on an unattended object, those trying to pick up the object must succeed at an Acrobatics check against your spell DC to do so. If you target an attended object, the creature that has the object must attempt an Acrobatics check. On a failure, the holder or wielder takes a -2 circumstance penalty to any attack roll or to any check attempted that involves using the object; on a critical failure, the holder or wielder drops the item. The object lands in an adjacent square of the GM's choice. If the object is worn, the wearer gains a +2 circumstance bonus to Fortitude saving throws against attempts to grapple or shove them.

◆ MAINTAIN BALANCE

Trigger You take damage while standing on a narrow surface or uneven ground or otherwise have your balanced tested, as determined by the GM.

You try to keep your balance to avoid falling.

Success You keep your balance.

Critical Success You keep your balance and don't need to attempt further checks to Maintain Balance this round.

Failure You fall.

◆ BALANCE

Move

You can move across a narrow surface or uneven ground by attempting an Acrobatics check against the DC of the narrow surface or uneven ground. You start this action while in a square that contains a narrow surface, uneven ground, or another similar feature. You are always flat-footed while on a narrow surface or uneven ground.

Success You move up to your Speed across the narrow surface or uneven ground, treating it as difficult terrain (see page 312).

Critical Success You move up to your Speed across the narrow surface or uneven ground, treating it as normal terrain.

Failure You must stay stationary (wasting the action) or you fall. If you fall, your turn ends.

Critical Failure You fall, and your turn ends.

5P: Add one skeleton.
6P: Add two skeletons.

SKELETON GUARD

CREATURE 0

Evil	Perception +0; darkvision
Medium	Languages –
Mindless	Skills –3; Acrobatics +3, Athletics +3
Skeleton	Str +0, Dex +4, Con +0, Int –5, Wis +0, Cha +0
Undead	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

- ◆ **Melee** scimitar +6 (forceful, sweep), **Damage** 1d6 slashing
- ◆ **Melee** claw +6 (agile), **Damage** 1d4 slashing
- ◆ **Ranged** shortbow +6 (deadly 1d10, range increment 60 feet), **Damage** 1d6 piercing

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.

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
	◆ 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)

5P: Add Giant Rat

6P: Add Elite Giant Rat

DRAKUS THE TAKER

CREATURE 3

Aberration
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 Pharasma, 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

◆ **Attack of Opportunity**

Speed 25 feet

◆ **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.

◆ **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.

◆ **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.

◆ **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.

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.

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.

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

◆ **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.

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.