

Iolite Squad Alpha

GM Notes

These stat blocks and other notes were compiled by Jen McTeague. If you notice any errors, please contact me at iammars21@gmail.com.

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A. Roadside Ambush

Grab [A]

Requirements The monster's last action was a success with a Strike 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. A grabbed creature can use the Escape action to get out of the grab, and the Grab ends for a grabbed creatures if the monster moves away from it.

Escape [A]

ATTACK

You attempt to escape from being grabbed, immobilized, or restrained. Choose one creature, object, spell effect, hazard, or other impediment imposing any of those conditions on you. Attempt a check using your unarmed attack modifier against the DC of the effect. This is typically the Athletics DC of a creature grabbing you, the Thievery DC of a creature who tied you up, the spell DC for a spell effect, or the listed Escape DC of an object, hazard, or other impediment. You can attempt an Acrobatics or Athletics check instead of using your attack modifier if you choose (but this action still has the attack trait).

Critical Success You get free and remove the grabbed, immobilized, and restrained conditions imposed by your chosen target. You can then Stride up to 5 feet.

Success You get free and remove the grabbed, immobilized, and restrained conditions imposed by your chosen target.

Critical Failure You don't get free, and you can't attempt to Escape again until your next turn.

Swallow Whole [A]

ATTACK

The monster attempts to swallow a creature of the listed size or smaller that it has grabbed in its jaws or mouth. If a swallowed creature is of the maximum size listed, the monster can't use Swallow Whole again. If the creature is smaller than the maximum, the monster can usually swallow more creatures; the GM determines the maximum. The monster attempts an Athletics check opposed by the grabbed creature's Reflex DC. If it succeeds, it swallows the creature. The monster's mouth or jaws no longer grab a creature it has swallowed, so the monster is free to use them to Strike or Grab once again. The monster can't attack creatures it has swallowed.

A swallowed creature is grabbed, is slowed 1, and has to hold its breath or start suffocating. The swallowed creature takes the listed amount of damage when first swallowed and at the end of each of its turns while it's swallowed. If the victim Escapes this ability's grabbed condition, it exits through the monster's mouth. This frees any other creature grabbed in the monster's mouth or jaws. A swallowed

creature can attack the monster that has swallowed it, but only with unarmed attacks or with weapons of light Bulk or less. The engulfing creature is flat-footed against the attack. If the monster takes piercing or slashing damage equaling or exceeding the listed Rupture value from a single attack or spell, the engulfed creature cuts itself free. A creature that gets free by either Escaping or cutting itself free can immediately breathe and exits the swallowing monster's space.

If the monster dies, a swallowed creature can be freed by creatures adjacent to the corpse if they spend a combined total of 3 actions cutting the monster open with a weapon or unarmed attack that deals piercing or slashing damage.

Knockdown [A]

Requirements The monster's last action was a success with a Strike that lists Knockdown in its damage entry. **Effect** The monster knocks the target prone.

Flat-Footed

You're distracted or otherwise unable to focus your full attention on defense. You take a –2 circumstance penalty to AC. Some effects give you the flat-footed condition only to certain creatures or against certain attacks. Others—especially conditions—can make you universally flat-footed against everything. If a rule doesn't specify that the condition applies only to certain circumstances, it applies to all of them; for example, many effects simply say "The target is flat-footed."

Grabbed

You're held in place by another creature, giving you the flat-footed and immobilized conditions. If you attempt a manipulate action while grabbed, you must succeed at a DC 5 flat check or it is lost; roll the check after spending the action, but before any effects are applied.

Immobilized

You can't use any action with the move trait. If you're immobilized by something holding you in place and an external force would move you out of your space, the force must succeed at a check against either the DC of the effect holding you in place or the relevant defense (usually Fortitude DC) of the monster holding you in place.

Prone

You're lying on the ground. You are flat-footed and take a –2 circumstance penalty to attack rolls. The only move actions you can use while you're prone are Crawl and Stand. Standing up ends the prone condition. You can Take Cover while prone to hunker down and gain cover against ranged attacks, even if you don't have an object to get behind, gaining a +4 circumstance bonus to AC against ranged attacks (but you remain flat-footed).

If you would be knocked prone while you're Climbing or Flying, you fall. You can't be knocked prone when Swimming.

Deadfall Ambush

Escape [A]

ATTACK

You attempt to escape from being grabbed, immobilized, or restrained. Choose one creature, object, spell effect, hazard, or other impediment imposing any of those conditions on you. Attempt a check using your unarmed attack modifier against the DC of the effect. This is typically the Athletics DC of a creature grabbing you, the Thievery DC of a creature who tied you up, the spell DC for a spell effect, or the listed Escape DC of an object, hazard, or other impediment. You can attempt an Acrobatics or Athletics check instead of using your attack modifier if you choose (but this action still has the attack trait).

Critical Success You get free and remove the grabbed, immobilized, and restrained conditions imposed by your chosen target. You can then Stride up to 5 feet.

Success You get free and remove the grabbed, immobilized, and restrained conditions imposed by your chosen target.

Critical Failure You don't get free, and you can't attempt to Escape again until your next turn.

Knockdown [A]

Requirements The monster's last action was a success with a Strike that lists Knockdown in its damage entry. **Effect** The monster knocks the target prone.

Weapon Traits

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

Clumsy

Your movements become clumsy and inexact. Clumsy always includes a value. You take a status penalty equal to the condition value to Dexterity-based checks and DCs, including AC, Reflex saves, ranged attack rolls, and skill checks using Acrobatics, Stealth, and Thievery.

Flat-Footed

You're distracted or otherwise unable to focus your full attention on defense. You take a –2 circumstance penalty to AC. Some effects give you the flat-footed condition only to certain creatures or against certain attacks. Others—especially conditions—can make you universally flat-footed against everything. If a rule doesn't specify that the condition applies only to certain circumstances, it applies to all of them; for example, many effects simply say "The target is flat-footed."

Paralyzed

Your body is frozen in place. You have the flat-footed condition and can't act except to Recall Knowledge and use actions that require only the use of your mind (as determined by the GM). Your senses still function, but only in the areas you can perceive without moving your body, so you can't Seek while paralyzed.

Prone

You're lying on the ground. You are flat-footed and take a –2 circumstance penalty to attack rolls. The only move actions you can use while you're prone are Crawl and Stand. Standing up ends the prone condition. You can Take Cover while prone to hunker down and gain cover against ranged attacks, even if you don't have an object to get behind, gaining a +4 circumstance bonus to AC against ranged attacks (but you remain flat-footed).

If you would be knocked prone while you're Climbing or Flying, you fall. You can't be knocked prone when Swimming.

Scene Flow Chart

Note: this is an outline for what's going on. Consult the scenario itself for a full description.

Symbols: DC X/Y – X = low tier, Y = high tier; CS = Crit Success, S = Success, F = Fail, CF = Crit Fail

