

Choker

Aberration small

Perception +7; darkvision

Languages Undercommon

Skills +2; Athletics +5 (+9 to Grapple), Stealth +7

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

AC 17, **TAC** 16;

Fort +5, **Ref** +7, **Will** +4

HP 22

Yank (manipulate)

Trigger An enemy targets the choker with an attack.

Effect The choker attempts to pull a creature it has Grabbed or restrained into the path of the attack. The choker attempts an Athletics check. If it succeeds against both the grabbed or restrained creature's Fortitude DC and the attacker's attack DC, the choker redirects the attack to the grabbed or restrained creature. The attacker rolls to hit the grabbed or restrained creature instead of the choker. If the triggering attack is a melee attack, the choker must pull the creature into a space adjacent to itself and within the attacker's reach. If the triggering attack is a ranged attack, the choker must pull the creature into a space adjacent to itself and in a line between it and the attacker. The choker can't use the triggering enemy to block the attack, even if it's grabbing or restraining that enemy.

Speed 20 feet, climb 15 feet

Melee tentacle +8 (reach 10 feet),

Damage 2d4+2 bludgeoning plus strangling fingers

Constrict (1 action) 4 bludgeoning

Hidden Movement If the choker starts its turn unseen or sensed by a creature, that creature is flat-footed against its attacks until the end of the turn.

Strangling Fingers A choker automatically grabs any creature it hits and begins to strangle that creature. The creature is suffocating as long as it's strangled, and can't speak. This prevents it from using the Verbal Casting and Command Activation actions.

Animated Bureau

Construct Medium Mindless

Perception +1; darkvision

Languages –

Skills +0

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

AC 16 (13 when broken), **TAC** 11 (10 when broken);

construct armor;

Fort +5, **Ref** +1, **Will** +1

HP 10; **Hardness** 5; **Immunities** asleep, bleed, disease, death effects, enervated, enfeebled, healing, mental, necromancy, nonlethal attacks, paralysis, poison, stun

Construct Armor As animated broom.

Speed 20 feet

Melee drawer +7

Damage 2d4 +1 bludgeoning

Ranged drawer +5 (range increment 20 feet), Damage 2d4+1 bludgeoning

Drawers An animated bureau has six drawers. It can fire a drawer as a ranged attack and can make melee attacks as long as it has at least one drawer remaining. A creature can attempt to pull a drawer free with a Grapple action, making that drawer inanimate. An animated bureau's drawers often contain treasure or other items of interest.

Cockatrice

Animal small

Perception +8; darkvision

Languages –

Skills +1; **Acrobatics** +9

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

AC 18, **TAC** 16

Fort +5, **Ref** +8, **Will** +5

HP 42;

Immunities calcification

Speed 20 feet, fly 40 feet

Melee beak +9

Damage 1d6-1 plus calcification

Calcification (primal, transmutation) A peck from a cockatrice hardens the flesh of the creature hit. It must succeed at a **DC 17 Fortitude** save or be slowed 1 (or slowed 2 on a critical failure). Further pecks increase the slowed condition by 1. Once a creature's actions are reduced to 0 by calcification, that creature becomes petrified. Every 24 hours after it was petrified, the victim can attempt a DC 17 Fortitude save to recover. On a success, it becomes flesh again, but is slowed 1 for the next 24 hours. On a critical success, the creature recovers and isn't slowed. On a failure, the creature remains petrified, but can try again in 24 hours. On a critical failure, the petrification is permanent and the creature can't attempt any more saves.