

VORDINE (INFANTRY DEVIL)

CREATURE 5

MEDIUM

FIEND

DEVIL

UNHOLY

Monster Core pg. 87

Perception +12; greater darkvision

Languages Common, Diabolic; telepathy 100 feet

Skills Acrobatics +13, Athletics +15, Intimidation +13, Religion +12, Warfare Lore +13

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

Items breastplate, whip, trident

AC 22; **Fort** +14, **Ref** +13, **Will** +10 (+1 status to all saves vs. magic)

HP 60; **Immunities** fire; **Resistances** physical 5 (except silver), poison 5;

Weaknesses holy 5

Speed 25 feet

Melee ♦ trident +15 (magical, unholy), **Damage** 1d8+10 piercing

Melee ♦ hoof +15 (agile, magical, unholy), **Damage** 1d4+7 bludgeoning plus 1d4 fire

Melee ♦ whip +15 (disarm, magical, nonlethal, reach 10 feet, trip, unholy), **Damage** 1d4+10 bludgeoning

Ranged ♦ trident +13 (magical, thrown 20 feet, unholy), **Damage** 1d8+10 piercing

Divine Innate Spells DC 28 ; **4th** *translocate* (at will);

Ritual Spells DC +19 , **1st** *diabolic pact*;

Burning Hoofprints ♦♦ (divine, fire, unholy) The vordine Strides, trailing hoofprints in each square they exit. The hoofprints burn for 1 minute. A creature on the ground that enters a square with burning hoofprints or begins its turn in one takes 1d4 fire damage.

Trident of Dis ♦ The vordine makes a trident Strike, increasing their reach to 10 feet for that Strike. If there is an unholy ally between the vordine and their target, that creature's energy causes the Strike to deal an additional 1d6 spirit damage.

HELL HOUND

CREATURE 3

MEDIUM

BEAST

FIEND

FIRE

UNHOLY

Monster Core 194

Perception +9; darkvision, scent (imprecise) 60 feet

Languages Diabolic; (can't speak any language)

Skills Acrobatics +8, Athletics +9, Stealth +8, Survival +9 (+11 to track)

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

AC 17; **Fort** +9, **Ref** +10, **Will** +7

HP 40; **Immunities** fire; **Weaknesses** cold 5

Speed 40 feet

Melee ✦ jaws +13 (magical, unholy), **Damage** 1d8+4 piercing plus 1d6 fire

Hellfire Breath ✦ (divine, fire, unholy) The hell hound breathes flames that deal 4d6 fire damage to all creatures in a 15-foot cone (DC 19 basic Reflex save). The hell hound can't use Breath Weapon again for 1d4 rounds. If the hell hound would take fire damage or be targeted by a fire effect, its Breath Weapon recharges.

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

GIANT BAT

CREATURE 2

LARGE

ANIMAL

Monster Core 40

Perception +11; echolocation (precise) 40 feet, low-light vision


Skills Acrobatics +8, Athletics +8, Stealth +8

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

Echolocation A bat can use its hearing as a precise sense at the listed range.


AC 18; **Fort** +9, **Ref** +8, **Will** +7

HP 30

Wing Thrash  **Trigger** An adjacent enemy damages the giant bat. **Effect** The bat makes one or two wing Strikes—one against the triggering creature and one against another adjacent creature.

Speed 15 feet, fly 30 feet

Melee  fangs +9, **Damage** 1d10+4 slashing

Melee  fangs +9 (agile), **Damage** 1d6+4 piercing

DIABOLIC MESSENGER

CREATURE 4

UNCOMMON

MEDIUM

HUMANOID

HUMAN

Perception +12

Languages Common

Skills Acrobatics +12, Deception +14, Diplomacy +12, Intimidation +12, Society +12, Stealth +14, Thievery +12, Absalom Court Lore +14

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

Items dagger (4), disguise kit, fine clothes, leather armor, +1 rapier, thieves' toolkit

AC 21; **Fort** +10, **Ref** +14, **Will** +12

HP 70

Speed 25 feet

Melee ◆ rapier +15 (deadly d8, disarm, finesse, magical), **Damage** 2d6+5 piercing

Melee ◆ dagger +14 (agile, finesse, versatile s), **Damage** 1d4+5 piercing

Melee ◆ fist +14 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+5 piercing

Ranged ◆ dagger +15 (agile, finesse, thrown 10 feet, versatile s), **Damage** 1d4+5 piercing

Hidden Blade ◆ **Frequency** once per round; **Effect** The spy draws a weapon and then Strikes with it. The target of the Strike is off-guard against the attack.

Sneak Attack The spy deals an extra 2d6 precision damage to off-guard creatures.

HOMUNCULUS

CREATURE 0

TINY

CONSTRUCT

Monster Core 200

Perception +3; darkvision

Languages Common; (can't speak any language); master link

Skills Acrobatics +5, Stealth +5

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

Master Link (arcane, 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 17; **Fort** +2, **Ref** +7, **Will** +3

HP 17; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, nonlethal, attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void

Speed 15 feet, fly 40 feet

Melee ♦ jaws +7 (finesse, magical), **Damage** 1d4 piercing plus homunculus poison

Homunculus Poison (poison) A homunculus has one dose of poison in a reservoir in its head. It can refill this poison from its reserves with an Interact action.

Saving Throw DC 15 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and enfeebled 1 (1 round)

PIPEFOX

CREATURE 2

TINY

BEAST

Perception +11; darkvision

Languages Common, Draconic, translate

Skills Acrobatics +8, Arcana +9, Athletics +7, Occultism +9, Society +9, Stealth +8

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

AC 19; **Fort** +8, **Ref** +11, **Will** +7

HP 30

Speed 25 feet, climb 20 feet

Melee ✦ jaws +12 (finesse, reach 0 feet), **Damage** 1d6+4 piercing

Arcane Innte Spells DC 18, attack +8 ; **2nd** *invisibility* (at will, self only); **cantrips (1st)** *read aura* **Constant (2nd)** *translate*

Master of Tingles Even if the pipefox does not speak a creature's language, it can rapidly pick up on inflection, root words, and body language. If the pipefox interacts or observes a creature for at least 10 minutes and that creature can speak a language, it can communicate basic concepts to that creature.

Rapid Erudition ✦ (concentrate); **Requirements** The pipefox saw a cantrip cast within the last minute; **Effect** The pipefox can cast the cantrip it saw as an innate arcane spell for 1 minute.

WEAK SPY

CREATURE 5

MEDIUM

HUMANOID

HUMAN

NPC Core 125

Perception +12

Languages Common

Skills Acrobatics +12, Deception +14, Diplomacy +12, Intimidation +12, Society +14, Stealth +14, Thievery +12, Local Court Lore +14

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

Items dagger (4), disguise kit, fine clothes, leather armor, +1 rapier, thieves toolkit

AC 21; **Fort** +10, **Ref** +14, **Will** +12

HP 75

Speed 25 feet

Melee ✦ rapier +15 (deadly d8, disarm, finesse, magical), **Damage** 1d6+5 piercing

Melee ✦ dagger +14 (agile, finesse, versatile S), **Damage** 1d4+5 piercing

Melee ✦ fist +14 (agile, nonlethal, unarmed), **Damage** 1d4+5 bludgeoning

Ranged ✦ dagger +14 (agile, thrown 10 feet, versatile S), **Damage** 1d4+5 piercing

Hidden Blade ✦ **Frequency** once per round; **Effect** The spy draws a weapon and then Strikes with it. The target of the Strike is off-guard against the attack.

Sneak Attack The spy deals an additional 2d6 precision damage to offguard creatures..

WEAK MUSKETEER

CREATURE 2

MEDIUM

HUMANOID

HUMAN

NPC Core 77

Perception +8

Languages Common

Skills Acrobatics +9, Athletics +6, Deception +6 (+8 to feint), Intimidation +8, Stealth +9, Thievery +7

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

Items flintlock musket (10 rounds), leather armor, rapier

AC 18; **Fort** +9, **Ref** +6, **Will** +4

HP 25

Speed 25 feet

Melee ♦ rapier +9 (deadly d8, disarm, finesse), **Damage** 1d6+3 piercing

Melee ♦ fist +9 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+3 bludgeoning

Ranged ♦ flintlock musket +9 (concussive, fatal d10, range 70 feet, reload 1), **Damage** 1d6+2 piercing

Musketeer's Advance ♦♦ **Requirements** The musketeer is wielding a flintlock musket;

Effect The musketeer makes a flintlock musket Strike. If the Strike hits, the target is off-guard to melee attacks by the musketeer until the end of the musketeer's next turn. Regardless of whether the Strike hit, the musketeer then Interacts to swap their flintlock musket for their rapier and Strides toward the creature they attacked.

One For All ♦ **Requirements** The musketeer is wielding a single one-handed weapon in one hand and has their other hand free; **Effect** The musketeer grants a +1 circumstance bonus to AC to themselves until the start of their next turn. Allies also gain this bonus while adjacent to the musketeer. If a creature would benefit from more than one creature's One for All ability, the bonus is +2 instead of +1.

Sneak Attack The musketeer deals an extra 1d6 precision damage to off-guard creatures.

STREET MUSICIAN

CREATURE 2

MEDIUM

HUMANOID

HUMAN

NPC Core 125

Perception +9

Languages Common

Skills Athletics +6, Crafting +5, Deception +8, Diplomacy +8, Performance +8 (+11 when playing an instrument), Society +6

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

Items dagger, musical instrument (handheld)

AC 17; **Fort** +8, **Ref** +8, **Will** +9

HP 32

Speed 25 feet

Melee ♦ dagger +9 (agile, versatile s), **Damage** 1d4+4 piercing

Melee ♦ fist +9 (agile, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

Ranged ♦ dagger +8 (agile, thrown 10 feet, versatile S), **Damage** 1d4+4 piercing

Occult Spells DC 18, attack +10 ; **1st** (3 slots) *charm, force barrage, ventriliquism; cantrips (1st) daze, figment, light, summon instrument*

Distracting Drone ♦ **Requirements** The street musician is playing their instrument;

Effect The street musician attempts a Performance check compared to the Will DC of an observer within 30 feet. On a success,

Sneak Attack The street musician deals an additional 1d4 precision damage to offguard creatures. This increases to 1d6 against creatures off-guard due to the street musician's Feint or distracting drone.

MUSKETEER

CREATURE 3

MEDIUM

HUMANOID

HUMAN

NPC Core 77

Perception +10

Languages Common

Skills Acrobatics +11, Athletics +8, Deception +8 (+10 to feint), Intimidation +10, Stealth +11, Thievery +9

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

Items flintlock musket (10 rounds), leather armor, rapier

AC 20; **Fort** +11, **Ref** +8, **Will** +6

HP 40

Speed 25 feet

Melee ♦ rapier +11 (deadly d8, disarm, finesse), **Damage** 1d6+5 piercing

Melee ♦ fist +11 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+5 bludgeoning

Ranged ♦ flintlock musket +11 (concussive, fatal d10, range 70 feet, reload 1), **Damage** 1d6+4 piercing

Musketeer's Advance ♦♦ **Requirements** The musketeer is wielding a flintlock musket;

Effect The musketeer makes a flintlock musket Strike. If the Strike hits, the target is off-guard to melee attacks by the musketeer until the end of the musketeer's next turn. Regardless of whether the Strike hit, the musketeer then Interacts to swap their flintlock musket for their rapier and Strides toward the creature they attacked.

One For All ♦ **Requirements** The musketeer is wielding a single one-handed weapon in one hand and has their other hand free; **Effect** The musketeer grants a +1 circumstance bonus to AC to themselves until the start of their next turn. Allies also gain this bonus while adjacent to the musketeer. If a creature would benefit from more than one creature's One for All ability, the bonus is +2 instead of +1.

Sneak Attack The musketeer deals an extra 1d6 precision damage to off-guard creatures.

MAGE FOR HIRE

CREATURE 3

MEDIUM

HUMANOID

HUMAN

NPC Core 82

Perception +7

Languages Common

Skills Arcana +11, Society +9, Stealth +7, Thievery +9

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

Items invisibility potion, spellbook, staff, thieves tools

AC 17; **Fort** +8, **Ref** +9, **Will** +10

HP 30

Speed 25 feet

Melee ◆ staff +7 (two-handed d8), **Damage** 1d4 bludgeoning

Arcane Spells DC 20, attack +12 ; **2nd** *floating flame, knock, see the unseen*; **1st** *force barrage, grease, mystic armor, sure strike*; **cantrips (2nd)** *daze, detect magic, electric arc, message, shield, telekinetic hand*