

COARTI (MESSENGER DEVIL)

CREATURE 7

MEDIUM

FIEND

DEVIL

UNHOLY

Monster Core pg. 87

Perception +17; greater darkvision

Languages Common, Diabolic, Draconic, Emyrean; telepathy 100 feet, truespeech

Skills Acrobatics +15, Athletics +15, Deception +17, Religion +17, Legal Lore +14, Lore +15

Str +4, **Dex** +6, **Con** +2, **Int** +3, **Wis** +4, **Cha** +4

Items +1 morningstar

AC 24; **Fort** +13, **Ref** +17, **Will** +15 (+1 status to all saves vs. magic)

HP 110; **Immunities** fire; **Resistances** physical 5 (except silver), poison 5;

Weaknesses holy 5 (see blood contract)

Blood Contract When the coarti takes damage from their holy weakness, blood flows freely from their eyes and the contract carved into their skin. They take 1d6 persistent bleed damage and are dazzled as long as the persistent damage continues, but their Despairing Shriek recharges.

Speed 25 feet, fly 40 feet

Melee ◆ morningstar +18 (magical, unholy, versatile P), **Damage** 1d6+10 bludgeoning plus 1d6 spirit damage

Melee ◆ wing +17 (agile, unholy, versatile P), **Damage** 1d6+7 bludgeoning plus 1d6 fire

Divine Spells DC 28 ; **4th** *darkness*, *translocate* (at will); **Constant (5th)** *truespeech*

Ritual Spells DC 25 , **1st** *diabolic pact*;

Despairing Shriek ◆◆ (divine, sonic, unholy) The coarti lets out a terrible cry, dealing 4d6 sonic damage to all creatures in a 30-foot emanation with a DC 25 basic Will save. Holy creatures that fail this save are also frightened 2; this added effect has the emotion, fear, and mental traits. The coarti can't use Despairing Shriek again for 1d4 rounds.

Wing Snap ◆ **Frequency** once per turn; **Effect** The coarti makes two wing Strikes, then falls if it's flying. It can't Fly until the end of its turn.

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.

SPY

CREATURE 6

MEDIUM

HUMANOID

HUMAN

NPC Core 125

Perception +14

Languages Common

Skills Acrobatics +14, Deception +16, Diplomacy +14, Intimidation +14, Society +14, Stealth +16, Thievery +14, Local Court Lore +16

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 23; **Fort** +12, **Ref** +16, **Will** +14

HP 90

Speed 25 feet

Melee ✦ rapier +17 (deadly d8, disarm, finesse, magical), **Damage** 1d6+7 piercing

Melee ✦ dagger +16 (agile, finesse, versatile S), **Damage** 1d4+7 piercing

Melee ✦ fist +16 (agile, nonlethal, unarmed), **Damage** 1d4+7 bludgeoning

Ranged ✦ dagger +16 (agile, thrown 10 feet, versatile S), **Damage** 1d4+7 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..

PIPEFOX

CREATURE 2

TINY

BEAST

Monster Core 265

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

Master of Tongues 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.

PORACHA

CREATURE 4

UNCOMMON

MEDIUM

BEAST

Perception +10; tremorsense (imprecise) 10 feet, darkvision

Languages Common, Fey

Skills Acrobatics +13, Athletics +9, Deception +11, Diplomacy +11, Stealth +13, Survival +10

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

AC 23; **Fort** +9, **Ref** +13, **Will** +10

HP 50; **Weaknesses** sonic 5

Speed 40 feet

Melee ✦ jaws +13 (finesse, magical), **Damage** 2d6+7 piercing

Melee ✦ claw +13 (agile, finesse, magical), **Damage** 2d4+7 slashing

Jaunt ✦ (move, primal, teleportation) The poracha teleports up to 40 feet to a location they can see. They can't use Jaunt again for 1d4 rounds.

Object Meld ✦✦ (primal) The poracha touches an adjacent object that possesses enough volume to contain them. They merge into the object indefinitely, and while they're inside, time moves exceptionally slowly for them, and they have only a limited perception of the outside world. The poracha can sense what's going on outside the object only using tremorsense. They can use only mental actions or Jaunt; if they Jaunt, they leave the object and appears where in a space of their choosing. If a creature Strikes the object, the poracha is expelled unharmed.

ELITE SPY

CREATURE 7

MEDIUM

HUMANOID

HUMAN

NPC Core 15

Perception +16

Languages Common

Skills Acrobatics +16, Deception +18, Diplomacy +16, Intimidation +16, Society +16, Stealth +18, Thievery +6, Local Court Lore +18

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 25; **Fort** +14, **Ref** +18, **Will** +16

HP 110

Speed 25 feet

Melee ✦ rapier +19 (deadly d8, disarm, finesse, magical), **Damage** 1d6+9 piercing

Melee ✦ dagger +18 (agile, finesse, versatile S), **Damage** 1d4+9 piercing

Melee ✦ fist +18 (agile, nonlethal, unarmed), **Damage** 1d4+9 bludgeoning

Ranged ✦ dagger +18 (agile, thrown 10 feet, versatile S), **Damage** 1d4+9 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..

CAPTAIN OF THE GUARD

CREATURE 6

MEDIUM

HUMANOID

HUMAN

NPC Core 115

Perception +15

Languages Common

Skills Athletics +15, Diplomacy +11, Intimidation +13, Society +10, Legal Lore +12, Warfare Lore +8

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

Items crossbow (20 bolts), dagger, full plate, +1 longsword, steel shield (Hardness 5, HP 20, BT 10)

AC 24 (26 with shield raised); **Fort** +14, **Ref** +12, **Will** +15

HP 95

Aura of Command (aura 30 feet, emotion, mental) The captain of the guard bolsters lower-level guards under their command, granting them a +1 status bonus to their attack rolls and a +2 status bonus to their Will saves

Bravery When the watch officer rolls a success on a Will save against a fear effect, they get a critical success instead. In addition, any time they gain the frightened condition, reduce its value by 1.

Shield Warden When the captain has their shield raised, they can Shield Block when an attack is made against an adjacent ally. If they do, the shield prevents that ally from taking damage instead of the captain.

Reactive Strike ↻

Shield Block ↻

Speed 25 feet

Melee ✦ longsword +18 (magical, versatile P), **Damage** 1d8+11 slashing

Melee ✦ fist +17 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+11 bludgeoning

Ranged ✦ crossbow +12 (range 120 feet, reload 1), **Damage** 1d8+6 piercing

Melee ✦ strike +0, **Damage**

Shielded Advance ✦ **Requirements** The captain of the guard has their shield raised;

Effect The captain of the guard presses forward, using their shield to push back foes.

The captain Strides and Shoves, in either order. The multiple attack penalty doesn't

apply to this Shove, though the Shove does count toward the captain's multiple attack penalty.

ELITE MUSKETEER

CREATURE 4

MEDIUM

HUMANOID

HUMAN

NPC Core 77

Perception +12

Languages Common

Skills Acrobatics +13, Athletics +10, Deception +10 (+12 to feint), Intimidation +12, Stealth +12, Thievery +11

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

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

AC 22; **Fort** +10, **Ref** +12, **Will** +8

HP 55

Speed 25 feet

Melee ♦ rapier +13 (deadly d8, disarm, finesse), **Damage** 1d6+7 piercing

Melee ♦ fist +13 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+7 bludgeoning

Ranged ♦ flintlock musket +13 (concussive, fatal d10, range 70 feet, reload 1), **Damage** 1d6+6 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.