

This PDF includes the Pathfinder stat blocks for all of the monsters contained in the *Dragonlance Campaign Setting*, plus a conversion for the dragon vassal template found in the *Bestiary of Krynn Revised*.

CR 9

Draconian, Aurak

XP 6,400

LE Medium dragon

Init +4; **Senses** Perception +14

DEFENSE

AC 16, touch 10, flat-footed 16 (+6 natural)

hp 71 (11d12)

Fort +14, **Ref** +14, **Will** +14

Immune all diseases; **SR** 18

OFFENSE

Speed 30 ft.

Melee 2 claws +9 (1d4), bite +9 (1d6)

Special Attacks breath weapon (15-ft. cone, 1d2 Str damage & blindness for 1d4 rounds, Fortitude DC 16 negates, usable every 1d4 rounds)

Spell-Like Abilities (CL 11th)

1/day - *dominate person* (DC 18)

3/day - *beast shape I, dimensional step, disguise self*

At will - *energy ray, greater invisibility, suggestion* (DC 16)

Sorcerer Spells Known (CL 8th)

4th (3/day) - *confusion* (DC 16)

3rd (5/day) - *dispel magic, fireball* (DC 16)

2nd (6/day) - *scorching ray, see invisibility, touch of idiocy* (DC 15)

1st (7/day) - *charm person* (DC 13), *mage armor, magic missile, shield, sleep* (DC 13)

0 (at will) - *acid splash, bleed* (DC 12), *detect magic, light, read magic, ray of frost, resistance, touch of fatigue* (DC 12)

STATISTICS

Str 10, **Dex** 10, **Con** 10, **Int** 14, **Wis** 10, **Cha** 14

Base Atk +11; **CMB** +11; **CMD** 21

Feats Combat Casting, Improved Initiative, Point Blank Shot, Multiattack, Spell Focus (evocation)

Skills Appraise +16, Diplomacy +16, Intimidate +16, Knowledge (arcana) +16, Perception +14, Sense Motive +14, Spellcraft +16, Use Magic Device +16

Languages Common, Draconic, Nerakese

SQ death throe, inspired by dragons

ECOLOGY

Environment any land

Organization solitary or pair

Treasure standard

SPECIAL ABILITIES

Death Throe (Su) When an aurak dies, it explodes in a blast of magical energy that deals 3d6 damage to all creatures within a 5 ft. radius. Affected creatures can attempt a Reflex save (DC 16 + the aurak's Con modifier) for half damage. Auraks can only be restored to life through a *resurrection*, *true resurrection*, or *wish* spell.

Dimensional Step (Sp) This ability functions exactly like *dimension door* except that it has a range of 60 feet and the aurak can only transport itself and any items carried. This ability is equivalent to a 1st-level spell and has a caster level equal to the aurak's Hit Dice.

Energy Ray (Sp) An aurak generates rays of energy from its hands at will. Each ray has a range of 60 feet and deal up to 4d6 points of force damage, divided any way the aurak sees fit as long as each ray deals at least 1d6 damage. The aurak must make a ranged touch attack to hit with each ray. This ability is equivalent to a 1st-level spell and has a caster level equal to the aurak's Hit Dice.

Spells Aurak draconians casts arcane spells as 8th level sorcerers. They do not gain access to bloodlines or other sorcerer abilities.

Draconian, Baaz

CR 1

XP 400

Baaz draconian warrior 3

CE Medium dragon

Init +0; **Senses** Perception +0

DEFENSE

AC 16, touch 10, flat-footed 16 (+2 natural, +4 armor)

hp 27 (3d10+6)

Fort +5, **Ref** +1, **Will** +0

Immune all diseases; **SR** 9

OFFENSE

Speed 30 ft; gliding wings

Melee longsword +3 (1d8/19-20), bite -2 (1d3)

STATISTICS

Str 11, **Dex** 11, **Con** 14, **Int** 7, **Wis** 8, **Cha** 10

Base Atk +3; **CMB** +3; **CMD** 13

Feats Deceitful, Power Attack, Run (b)

Skills Bluff +2, Disguise +4, Perception +0

Languages Common

SQ death throe, inspired by dragons

ECOLOGY

Environment any land

Organization section (2-5), troop (20-40 plus 1 leader of 3rd to 6th level), or squadron (40-60 plus 2 troop commanders of 3rd - 6th levels plus 1 commander of 4th - 10th level)

Treasure NPC gear (longsword, chain shirt, other treasure)

SPECIAL ABILITIES

Death Throe (Su) A baaz's body petrifies to stone moment it dies. If the creature that struck the deathblow used a slashing or piercing weapon, it must make a Reflex save (DC 11 + baaz's Con modifier) or have its weapon fused inside the baaz's stone body. The baaz "statue" crumbles to dust after 1d4 minutes. Items carried by the baaz, or trapped within its stone body, are unaffected by the process. Baaz can only be restored to life with a *resurrection*, *true resurrection*, or *wish* spells.

Draconian, Bozak

CR 3

XP 800

LE Medium dragon

Init +4; **Senses** Perception +6

DEFENSE

AC 18, touch 10, flat-footed 18 (+8 natural)

hp 26 (4d12)

Fort +7, Ref +7, Will +7

Immune all diseases; **SR 10**

OFFENSE

Speed 30 ft; gliding wings

Melee 2 claws +4 (1d4+1), 1 bite +0 (1d6+2)

Melee short sword +5 (1d6+1/19-20), 1 bite +0 (1d6+2)

Sorcerer Spells Known (CL 2nd)

1st (5/day) – *burning hands* (DC 13), *shield*

0 (at will) – *acid splash*, *daze* (DC 12), *light*, *resistance*

STATISTICS

Str 12, Dex 10, Con 10, Int 12, Wis 10, Cha 14

Base Atk +4; CMB +5; CMD 15

Feats Combat Casting, Improved Initiative, Run

Skills Bluff +10, Diplomacy +10, Intimidate +10, Knowledge (arcana) +8, Perception +6, Spellcraft +8

Languages Common, Draconic

SQ death throes, inspired by dragons

ECOLOGY

Environment any land

Organization band (2d6)

Treasure standard (short sword, other treasure)

SPECIAL ABILITIES

Death Throe (Su) When a bozak dies its bones explode, dealing 1d6 points of damage to all affected creatures within a 10-foot radius (Reflex DC 14 + bozak's Con modifier for half). Bozaks can only be restored to life with a *resurrection*, *true resurrection* or *wish* spell.

Spells Bozak draconians casts arcane spells as 2nd-level sorcerers. They do not gain access to bloodlines or other sorcerer abilities.

Draconian, Kapak

CR 1

XP 400

Kapak draconian rogue 2

LE Medium dragon

Init +3; Senses Perception +1

DEFENSE

AC 15, touch 11, flat-footed 14 (+1 Dex, +2 natural, +2 armor)

hp 19 (2d8+7)

Fort +2, Ref +4, Will -1; evasion

Immune all diseases; **SR 8**

OFFENSE

Speed 30 ft.; gliding wings

Melee short sword +3 (1d6+1/19-20), 1 bite -3 (1d4+2 plus poison for males)

Ranged short bow +2 (1d6/x3)

Special Attacks poison (male only), sneak attack +1d6

STATISTICS

Str 13, Dex 13, Con 14, Int 9, Wis 8, Cha 8

Base Atk +1; CMB +2; CMD 13

Feats Quick-Thinking, Run, Toughness, Weapon Focus (short sword)

Skills Acrobatics +6, Climb +6, Escape Artist +6, Intimidate +4, Perception +6, Stealth +6, Swim +6

Languages Common

SQ death throe, inspired by dragons, rogue talent (weapon training), saliva (female only), trapfinding

ECOLOGY

Environment any land

Organization section (2-5), troop (20-40 plus 1 leader of 3rd to 6th level), or squadron (40-60 plus 2 troop commanders of 3rd - 6th levels plus 1 commander of 4th - 10th level)

Treasure NPC gear (short sword, short bow & 20 arrows, leather armor, other treasure)

SPECIAL ABILITIES

Death Throe (Su) A kapak's body dissolves into a pool of acid 5 ft. in radius the moment it dies. All creatures and unattended objects within the affected area suffer 1d6 points of acid damage per round of exposure. The acid evaporates in 1d6 rounds. Kapaks can only be restored to life with a *resurrection*, *true resurrection*, or *wish* spell.

Poison (Ex) Bite – injury; *save* Fort DC 13; *frequency* 1/minute for 6 minutes; *effect* 1d6 Dex damage, creature reduced to 0 Dexterity paralyzed; *cure* 2 consecutive saves

Saliva (Su) When a female kapak licks an injured living creature, the target is healed of 2d6 points of damage. A creature can only be healed by kapak saliva once every four hours. This is a standard action that provokes an attack of opportunity.

Draconian, Sivak

CR 6

XP 2,400

LE Large dragon

Init +3; **Senses** Perception +9

DEFENSE

AC 20, touch 8, flat-footed 20 (-1 size, -1 Dex, +4 natural, +8 armor)

hp 71 (7d12+26)

Fort +10, **Ref** +7, **Will** +8

Immune all diseases; **SR** 16

OFFENSE

Speed 30 ft.; fly 60 ft. (poor)

Melee greatsword +13 (2d6+6/19-20), bite +9 (1d8+6), tail slap +9 (1d8+2 plus trip)

Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 18, **Dex** 8, **Con** 14, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +7; **CMB** +12; **CMD** 21

Feats Armor Proficiency (heavy), Improved Initiative, Multiattack, Run, Weapon Focus (greatsword)

Skills Bluff +9, Diplomacy +9, Fly +8, Disguise +9, Intimidate +9, Perception +9

Languages Common

SQ blend (females only), death throe, inspired by dragons, shapeshift (males only)

ECOLOGY

Environment any land

Organization band (2d6)

Treasure standard (large half-plate, greatsword, other treasure)

SPECIAL ABILITIES

Blend (Ex) Female sivaks have a chameleon-like ability to blend in with their surroundings. This ability functions exactly like a *ring of chameleon power*.

Death Throe (Su) When a male sivak dies, it changes shape, assuming the form of the humanoid being that killed it. This death shape lasts for three days, then the entire body decomposes into black soot. If the sivak's slayer is larger than the sivak or not humanoid, or if the sivak is female, it instead

bursts into flame, dealing 2d4 points of fire damage to all creatures within a 10-foot radius. Affected creatures can attempt a Reflex save (DC 15 + sivak's Con modifier) to avoid damage. Sivaks can only be restored to life with a *resurrection*, *true resurrection*, or *wish* spell.

Shapeshift (Su) A male sivak can assume the form of a Large or smaller humanoid that it has just killed. The shapeshift is a standard action that must be performed within 1 round of killing the victim. The sivak's appearance and voice are an exact match of its victim's but the sivak does not gain the memories, skills, or spell use of the victim. The sivak can remain in its alternate form until it chooses to assume the form of a new victim or it returns to its natural form.

Dragonspawn

This example uses a 2nd-level human warrior as the base creature.

Red Dragonspawn Warrior

CR 4

XP 1,200

Male red dragonspawn warrior 2

CE Medium dragon (augmented human, fire)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 24, touch 11, flat-footed 23 (+1 Dex, +6 armor, +7 natural)

hp 24 (2d10+8)

Fort +7, **Ref** +1, **Will** +1

Immune fire, paralysis, sleep

Weaknesses vulnerability to cold

OFFENSE

Speed 20 ft. (mwk breastplate); base speed 30 ft.;

fly 50 ft. (mwk breastplate); base speed 60 ft. (average)

Melee mwk greatsword +10 (2d6+9/19-20), bite +8 (1d6+9)

Special Attacks death throee, breath weapon (15-ft. cone, 2d8 fire damage, DC 15 Reflex for half, usable 1/day)

Sorcerer Spells Known (CL 1st)

1st – *burning hands* (DC 12), *disguise self*, *true strike*

0 – *flare* (DC 11), *light*, *resistance*, *virtue*

STATISTICS

Str 23, **Dex** 13, **Con** 18, **Int** 11, **Wis** 12, **Cha** 12

Base Atk +2; **CMB** +8; **CMD** 18

Feats Power Attack, Weapon Focus (greatsword)

Skills Acrobatics +3, Intimidate +6; **Racial Modifiers** list

Languages Khur

SQ draconic link

ECOLOGY

Treasure NPC gear (mwk breastplate, mwk greatsword, other treasure)

Creating a Dragonspawn

“Dragonspawn” is an acquired template that can be added to any corporeal humanoid (referred to hereafter as the base creature). It retains all of the base creature's statistics and special abilities except as noted here.

CR: Red dragonspawn are the same as the base creature +4. Blue dragonspawn are the same as the base creature +3. Black, green, and sea dragonspawn are the same as the base creature +2. White

dragonspawn are the same as the base creature +1.

Alignment: Same as dragon creator.

Type: The creature's type changes to dragon and gains the augmented subtype and the same subtype as its dragon creator. Do not recalculate HD, BAB, or saves.

Armor Class: Natural armor improves by +7 or retains the base creature's natural armor, whichever is greater.

Speed: A non-sea dragonspawn has wings. Unless the base creature has a better fly speed, the dragonspawn can fly at twice the base creature's base land speed (average maneuverability). Sea dragonspawn can swim at a speed equal to the base creature's land speed +20 feet.

Melee: A dragonspawn gains two claw attacks and a bite attack. Damage depends on its size (see pages 301-302 in the *Pathfinder Role-playing Game Bestiary*).

Special Attacks: A dragonspawn gains the following.

Spellcasting (Su): All dragonspawn casts spells as 1st level sorcerers. They do not gain access to bloodlines or other sorcerer abilities. If the base creature already possessed levels in sorcerer, the dragonspawn's effective sorcerer level increases by +1.

Special Abilities: A dragonspawn retains all of the special attacks of the base creature and gains a breath weapon usable once per day base that is the same as its dragon creator's (see below). The breath weapon deals 3d8 hit points of damage (Reflex half; DC 10 + ½ creature's HD + creature's Con modifier).

Dragon Variety	Breath Weapon	Death Throe Damage
Black or green	20 ft. line of acid	1d8 acid
Blue	20 ft. line of electricity	2d6 electricity
Red or sea	15 ft. cone of fire	2d8 fire
White	15 ft. cone of cold	1d6 cold

Special Qualities: A dragonspawn gains all of the following.

A sea dragonspawn gains the amphibious special quality.

Draconic Link (Su): All bound dragonspawn are magically linked to their dragon creators. The link functions as long as the dragonspawn and the dragon creator are on the same plane. It is suppressed as long as one or the other is on a different plane or in an antimagic field. The dragon creator may extend its senses through the dragonspawn as a full-round action, and compel the dragonspawn (like a *dominate monster* spell) to act as they desire. Independent dragonspawn do not have this special quality.

Death Throe (Su): When a dragonspawn dies it explodes or dissolves dealing energy damage specific to its type (see below) to all creatures within a 10-ft. radius (Reflex half; DC 10 + ½ creature's HD + creature's Con modifier). Dragonspawn can only be restored to life with a *resurrection*, *true resurrection*, or *wish* spell.

Abilities: Adjust the abilities of the base creature based on the type of the dragon creator.

Black & Green: Str +2, Con +2, Cha +2.

Blue: Str +6, Con +4, Wis +2, Cha +4.

Red: Str +8, Dex +2, Con +6, Int +2, Wis +2, Cha +4.

Sea: Str +6, Con +4, Wis +2, Cha +4.

White: Dex +2, Con +2.

Skills: Sea dragonspawn gain a +8 racial bonus on Swim checks.

Dragon Vassal

This example uses a 5th level half-ogre fighter as the base creature.

Romogar Elfslayer

CR 6

XP 1,600

Male dragon vassal half-ogre fighter 5

LE Medium humanoid (air, augmented)

Init +5; **Senses** low-light vision, darkvision 60 ft.; Perception +7

DEFENSE

AC 26, touch 14, flat-footed 22 (+5 Dex, +5 natural, +6 armor)

hp 43 (5d10+15); fast healing 5

Fort +10, **Ref** +5, **Will** +2

OFFENSE

Speed 30 ft

Melee +1 *bastard sword* +16 (1d10+14/19-20)

STATISTICS

Str 27, **Dex** 18, **Con** 21, **Int** 8, **Wis** 12, **Cha** 6

Base Atk +5; **CMB** +13; **CMD** 27

Feats Dazzling Display, Cleave, Exotic Weapon Proficiency (bastard sword), Improved Sunder (b), Power Attack (b), Weapon Focus (bastard sword) (b),

Skills* Climb +6, Intimidate +3, Swim +6, Survival +5; **Racial Modifiers** +6 Perception

*Includes a -3 Armor Check penalty.

Languages Common, Ogre

SQ armor training 1, bravery +1, improved draconic link, weapon training (heavy blades)

ECOLOGY

Environment any land

Treasure NPC gear (mwk breastplate, +1 *bastard sword*, other treasure)

Creating a Dragon Vassal

“Dragon vassal” is an acquired template that can be added to any corporeal humanoid (referred to hereafter as the base creature). It retains all of the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature +2 (minimum 3).

Alignment: The base creature's alignment shifts one step closer to that of its dragon Overlord's.

Type: The base creature gains the augmented subtype. Creatures with five or more Hit Dice gain the same subtype as its dragon Overlord.

Armor Class: Natural armor improves by +4.

Special Qualities and Defenses: A dragon vassal gains darkvision 60 feet; low-light vision, and fast healing 5.

Special Qualities: A dragon vassal gains all of the following.

Improved Draconic Link (Su): All dragon vassals are magically linked to their Dragon Overlord via a *scale of proxy*. The link functions as long as the vassal and the Overlord are on the same plane. It is suppressed as long as one or the other is on a different plane or in an *antimagic field*. Otherwise the Overlord may extend its senses through the dragon vassal as a full-round action, allowing them to see or hear anything the vassal can see or hear as long as the Overlord maintains concentration. The vassal can always sense when the Overlord is doing this and can never willfully hide their mind from them, even through magic. The Overlord may affect the vassal with the following spell-like abilities at will (Will resists; DC 10 + ½ Overlord's Hit Dice + Overlord's Cha modifier): *dominate person*, *telepathic bond*, *symbol of pain*, *symbol of weakness*.

Abilities: Increase from the base creature as follows: Str +8, Dex +4, Con +6.

Skills: Dragon vassals gain a +6 racial bonus to Perception checks.

CR 6

Fetch

XP 2,400

CE Medium outsider (chaotic, evil, extraplanar)

Init +3; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 16, touch 9, flat-footed 16 (-1 Dex, +7 natural)

hp 52 (8d10+8)

Fort +7, **Ref** +1, **Will** +9

Defensive Abilities unnatural invisibility

OFFENSE

Speed 20 ft

Melee touch +11 (1d4 plus energy drain)

Special Attacks create spawn, energy drain (2 levels, DC 15)

Spell-Like Ability (CL 8th)

At will – *mirror portal*

STATISTICS

Str 17, **Dex** 8, **Con** 13, **Int** 14, **Wis** 13, **Cha** 12

Base Atk +8; **CMB** +11; **CMD** 20

Feats Improved Initiative, Iron Will, Power Attack, Stealthy

Skills Acrobatics +10, Climb +10, Intimidate +15, Knowledge (planes) +14, Perception +14, Sense Motive +14, Stealth +14

Languages Understands Abyssal and Common

ECOLOGY

Environment any (Abyss)

Organization solitary or band (2 – 5)

Treasure none

SPECIAL ABILITIES

Create Spawn (Su) Any humanoid creature that is slain by a fetch's energy drain and taken back to the Abyss becomes a fetch itself in 1d4 days. Killing the original fetch or destroying the mirror portal leaves the slain creature on the Material Plane, where it is merely dead.

Mirror Portal (Sp) A fetch can create a two-way portal connecting its pocket plane of the Abyss to any reflective surface on the Material Plane, such as a mirror or pool of water. This ability functions as a *gate* spell cast as an 8th level wizard, but can only be used for limited planar travel. Only the fetch and any objects it carries can pass through the mirror portal. The reflective surface must be large enough for the fetch to pass through (minimum of 2 ½ feet on a side). The fetch can use the reflective surface even if it is not reflecting anything. When created the portal is latent. The fetch can see and hear into the Material Plane through the reflective surface, but it cannot actually pass through. To fully open the portal, a humanoid creature must look into the reflective surface and meet the fetch's gaze. A creature who looks into the reflective surface automatically meets the fetch's gaze unless it specifically avoids looking into the reflection's eyes; if it does avoid the eyes, it has a 50% chance each round of meeting the fetch's gaze as long as it continues to look at the reflective surface. Once the fetch opens the portal, it can pass through in either direction as a move action. The portal remains open indefinitely, although it only functions for fetches. If the fetch's reflective surface is destroyed, the mirror portal is closed. The fetch can open a new portal if it has access to another suitable reflective surface. For every day that the fetch is prevented from returning to the Abyss, it suffers 1d6 points of Constitution damage.

Unnatural Invisibility (Ex) This ability is constant – a fetch remains invisible at all times, even when

attacking. Its intended victim can see it, but only in a reflection or reflective surface. As this ability is inherent, it is not subject to the *invisibility purge* spell. Against foes that cannot pinpoint it, the fetch gains a +20 bonus on Stealth checks when moving, or +40 when standing still – these bonuses are not included in the statistics above.

Fireshadow

CR 10

XP 9,600

CE Huge undead (chaotic, extraplanar, evil)

Init -2; **Senses** darkvision 60 ft.; Perception +21

Aura fire (10 ft., 1d6, DC 21 Fort negates)

DEFENSE

AC 19, touch 10, flat-footed 19 (-2 size, -2 Dex, +9 natural, +4 deflection)

hp 127 (15d8+60)

Fort +5, **Ref** +3, **Will** +12

DR 10/bludgeoning

Immune undead traits

SR 20

Weaknesses fireshadow weaknesses

OFFENSE

Speed 20 ft

Melee 2 claws +16 (1d8+5 plus 1d6 fire plus green flame),
bite +11 (2d6+2 plus 1d6 fire plus green flame)

Space 15 ft.; **Reach** 15 ft.

Special Attacks create spawn, green flame

Spell-Like Abilities (CL 12th)

2/day – *disintegrate* (DC 20)

STATISTICS

Str 21, **Dex** 6, **Con** -, **Int** 17, **Wis** 16, **Cha** 18

Base Atk +11; **CMB** +18; **CMD** 26

Feats Cleave, Great Cleave, Greater Sunder, Improved Bull Rush, Improved Overrun, Improved Sunder, Power Attack

Skills Acrobatics +13, Climb +23, Intimidate +21, Perception +21, Sense Motive +21, Spellcraft +21, Stealth +8

Languages *telepathy* with summoner only

SQ create spawn

ECOLOGY

Environment any land or underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Create Spawn (Su) Any living creature slain by a fireshadow's green flame becomes a fireshadow in 1d4 rounds. These spawn are less powerful than typical fireshadows, and suffer a -2 penalty on all d20 rolls and checks, and receive -2 hp per HD. Spawn are under the command of the fireshadow that created them until its death, at which point they lose their spawn penalties and become free-willed fireshadows. Spawn do not possess any of the abilities they had in life. A fireshadow can choose to absorb its spawn as a standard action and be healed of 2d10 points of damage.

Green Flame (Su) Any living creature that takes fire damage from a fireshadow's melee attacks takes

1d6 points of Constitution damage each round unless holy water is applied to the victim's injury, the victim is exposed to sunlight (not a *daylight* spell), or a *cure* spell is cast upon them.

Weaknesses: Fireshadows are greatly weakened by natural sunlight (not a *daylight* spell) and avoid it. A fireshadow that is exposed to natural sunlight automatically suffers the effects of a *slow* spell and takes 2d6 points of damage each round they are exposed. They suffer double damage from magic weapons with the disruption special quality.

Shadowperson

CR 3

XP 600

NG Medium monstrous humanoid (shadowperson)

Init +2; **Senses** blindsense 30 ft.; darkvision 60 ft.,
detect thoughts; Perception +14

DEFENSE

AC 18, touch 18, flat-footed 16; telepathic awareness

hp 19 (3d10+3)

Fort +2, **Ref** +5, **Will** +3

Weaknesses light blindness

OFFENSE

Speed 30 ft.; glide

Melee shadowstaff +4 (1d8+1)

STATISTICS

Str 12, **Dex** 14, **Con** 12, **Int** 13, **Wis** 14, **Cha** 12

Base Atk +3; **CMB** +4; **CMD** 16

Feats Alertness, Dodge

Skills Acrobatics +5, Escape Artist +10, Perception +14, Sense Motive +4, Stealth +14

Racial Modifiers +4 Escape Artist, Perception, Stealth

Languages Shadowpeople; telepathy 60 ft.

SQ weapon familiarity

ECOLOGY

Environment any underground

Organization solitary, patrol (2-5), or clan (40-60 plus 2 shadowpeople warriors of 3rd - 6th level and 1 counselor of 4th - 6th level)

Treasure half standard

SPECIAL ABILITIES

Detect Thoughts (Su) A shadowperson can continuously *detect thoughts* as a spell cast by a 4th level sorcerer (DC 13). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Gliding Membranes (Ex) Shadowpeople take no damage from falling (as if they were affected by a constant non-magical feather fall spell). While in midair, they can move up to 5 feet in any horizontal direction for every 1 foot they fall, at a speed of 60 feet per round. A shadowperson cannot gain height with these wings alone; it merely coasts in other directions as it falls. If subjected to a strong wind or any other effect that causes a creature with gliding wings to rise, it can take advantage of the updraft to increase the distance it can glide.

Mindweave (Su) The mindweave ritual takes one hour to perform, and involves a circle of shadowpeople linking hands and chanting in union to tie their minds together. For 1d4+4 hours after the ritual, all participants share a collective awareness that enables them to move, fight, and defend in perfect unison, receiving a +1 insight bonus on attack rolls, initiative checks, and saving throws. A character of another race invited to participate in a mindweave may receive the

benefits of the ritual if he or she succeeds in a DC 20 Concentration check.

Telepathic Awareness (Su) A shadowperson's mental awareness of other creatures' presence around it grants it a +6 insight bonus to AC against living creatures within 60 feet.

Skeletal Champion

The skeletal champion in the *Pathfinder Roleplaying Game Bestiary* replaces the skeletal warrior listed in the *Dragonlance Campaign Setting*. The rules for golden circlet listed on p. 230 of the DLCS still apply except for the following. Please use the following rules for creating golden circlets.

CONSTRUCTION

Requirements Craft Wondrous Items, creator must be a 6th level spellcaster; **Cost** 30,000 stl

Spectral Minion

CR 3

XP 800

Male civilized human spectral minion fighter 3

LN Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 15, touch 15, flat-footed 12 (+3 Dex, +2 deflection)

hp 26 (3d10+3)

Fort +4, **Ref** +4, **Will** +1

Defensive Abilities channel resistance +8;

Immune undead traits; **SR** 13

OFFENSE

Speed fly 30 ft (perfect)

Melee +1 *ghost touch halberd* +5 (1d10+1/x3)

Space 5 ft.; **Reach** 10 ft.

STATISTICS

Str -, **Dex** 16, **Con** -, **Int** 12, **Wis** 10, **Cha** 14

Base Atk +3; **CMB** +3; **CMD** 13

Feats Alertness, Cleave, Power Attack, Improved Initiative, Weapon Focus (halberd)

Skills Intimidate +8, Perception +16, Ride +9, Stealth +17; **Racial Modifiers** +8 Perception, +8 Stealth

Languages Abanasinian, Common, Solamnic

SQ obsession

ECOLOGY

Environment any

Organization solitary or band (2d6)

Treasure NPC gear (+1 *ghost touch halberd*)

Creating a Spectral Minion

“Spectral minion” is an acquired template that can be added to any living creature that has a Charisma score of at least 8. A spectral minion retains all of the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +1.

Type: The creature's type changes to undead. Do not recalculate the creature's base attack bonus, saves, or skill points. It gains the incorporeal subtype.

Armor Class: A spectral minion gains a deflection bonus equal to its Charisma modifier. It loses the base creature's natural armor bonus, as well as all armor and shield bonuses not from force effects or

ghost touch items.

Hit Dice: Change all of the creature's racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged. Spectral minions use their Charisma modifiers to determine base hit points (instead of Constitution).

Defensive Abilities: A spectral minion retains all of the defensive abilities of the base creature save those that rely on a corporeal form to function. Spectral minions gain spell resistance equal to 10 + their character level, channel resistance +8, darkvision 60 ft., and all of the immunities gained by its undead traits.

Speed: Spectral minions lose their previous speeds and gain a fly speed of 30 feet (perfect), unless the base creature has a higher fly speed.

Melee and Ranged Attacks: A spectral minion loses all of the base creature's attacks. If it could wield weapons in its life, it can wield *ghost touch weapons* as a spectral minion.

Special Qualities: A spectral minion gains the following.

Obsession (Ex): All spectral minions are bound by unfinished business. This could be anything from studying a sunken library, guarding a specific post for hundreds of years, or fighting never-ending conflicts on a haunted battlefield. Whenever a spectral minion is pursuing its obsession it gains a +2 morale bonus on any related skill checks, ability checks, attack rolls or saves.

Abilities: Dex +2, Cha +4; as an incorporeal undead creature, a spectral minion has no Strength or Constitution score.

Skills: Spectral minions have a +8 racial bonus on Perception and Stealth skill checks. A spectral minion always treats Climb, Disguise, Fly, Intimidate, Knowledge (arcana), Knowledge (religion), Perception, Sense Motive, Spellcraft, and Stealth as class skills. Otherwise, skills are the same as the base creature.

Tarmak

CR 1/2

XP 200

Ithin'carthian Tarmak human warrior 1

NE Medium humanoid (human)

Init +5; **Senses** Perception -1

DEFENSE

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 11 (1d10+1); fast healing 5

Fort +3, **Ref** +1, **Will** -1

OFFENSE

Speed 30 ft

Melee longsword +3 (1d8+1/19-20)

Special Attacks frenzy 1/day

STATISTICS

Str 13, **Dex** 12, **Con** 13, **Int** 10, **Wis** 9, **Cha** 8

Base Atk +1; **CMB** +3; **CMD** 14

Feats Hulking Brute, Improved Initiative, Weapon Focus (longsword)

Skills Climb +5, Intimidate +3, Swim +5

Languages Tarmakian

ECOLOGY

Environment any land

Treasure NPC gear (longsword, *Tarmak war paint*, other treasure)

Thanoi**XP** 600

NE Medium monstrous humanoid (cold)

Init +1; **Senses** Perception -2**DEFENSE****AC** 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)**hp** 26 (3d10+10)**Fort** +3, **Ref** +4, **Will** +1**Weaknesses** vulnerable to fire**OFFENSE****Speed** 20 ft.; Swim 40 ft.**Melee** greatclub +7 (1d10+4), tusk +1 (1d4+4)**Ranged** shortspear +4 (1d6+3)**STATISTICS****Str** 16, **Dex** 12, **Con** 15, **Int** 6, **Wis** 7, **Cha** 9**Base Atk** +3; **CMB** +6; **CMD** 17**Feats** Toughness, Weapon Focus (greatclub)**Skills** Acrobatics +3, Climb +8, Swim +8**Languages** Thanoi**SQ** hold breath, traction**ECOLOGY****Environment** any cold land**Organization** solitary, gang (2-4), or band (11-20 plus 150% noncombatants plus 1 sergeant of 2nd level per 10 adults and 1 leader of 5th level per 20 adults)**Treasure** standard (greatclub, 2 shortspears, other treasure)**SPECIAL ABILITIES****Hold Breath (Ex)** A thanoi can hold its breath for a number of minutes equal to 2 times its Constitution score before it risks drowning.**Traction (Ex)** Thanoi receive a +4 bonus to Acrobatics checks to avoid falling on icy ground. A successful check allows them to move at full-speed across such surfaces – only one check is needed per round.