

SECOND EDITION



OF REEFS & RUIN

BESTIARY

Nathan Wright



5TH

LEVEL



OF REEFS & RUIN

Credits

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OF REEFS AND RUIN: BESTIARY

These are the creatures and NPCs that appear within *Of Reefs and Ruin*. If a source is listed, that is where the creature is originally from. If there is no source, then this is the first appearance for Pathfinder 2 of that creature. With pre-existing creatures, we have only added the statblock(s) needed to run the creatures within the adventure. The plothooks and things like ecology have been left for the original sources only.

ACOLYTE OF POSEIDON

CREATURE 1

N MEDIUM ELF HALF-ELF HUMANOID

Source [Pathfinder Gamemastery Guide](#) (Variant of Acolyte of Nethys)

Perception +7

Languages Common, Elvish

Skills Arcana +5, Crafting +5, Diplomacy +4, Occultism +5, Religion +7

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

Items religious symbol of Poseidon, religious text of Poseidon, crossbow (10 bolts), staff

AC 15; **Fort** +2, **Ref** +5, **Will** +9

HP 16

Speed 25 feet

Melee ♦ staff +4 (two-hand d8), **Damage** 1d4+1 bludgeoning

Ranged ♦ crossbow +5 (range increment 120 feet, reload 1), **Damage** 1d8 piercing

Divine Prepared Spells DC 17, attack +9; **1st** [harm](#), [heal](#) (x2), [hydraulic push](#); **Cantrips (1st)** [detect magic](#), [light](#), [prestidigitation](#), [read aura](#), [shield](#), [spout](#)

Cleric Domain Spells DC 17, 1 Focus Point; **1st** [tidal surge](#)



CEUSTODAEMON

CREATURE 6

NE **LARGE** **DAEMON** **FIEND**

Source [Pathfinder Bestiary](#)

Perception +14; darkvision, see invisibility

Languages Common, Daemonic; telepathy 100 feet

Skills Deception +15, Intimidation +13, Stealth +12, Survival +10

Str +5, **Dex** +2, **Con** +4, **Int** +0, **Wis** +2, **Cha** +3

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

HP 130; **Immunities** death effects; **Weaknesses** good 10

Speed 25 feet

Melee ♦ jaws +16 (evil, reach 10 feet), **Damage** 2d10+5 piercing plus 1d6 evil and vicious wounds

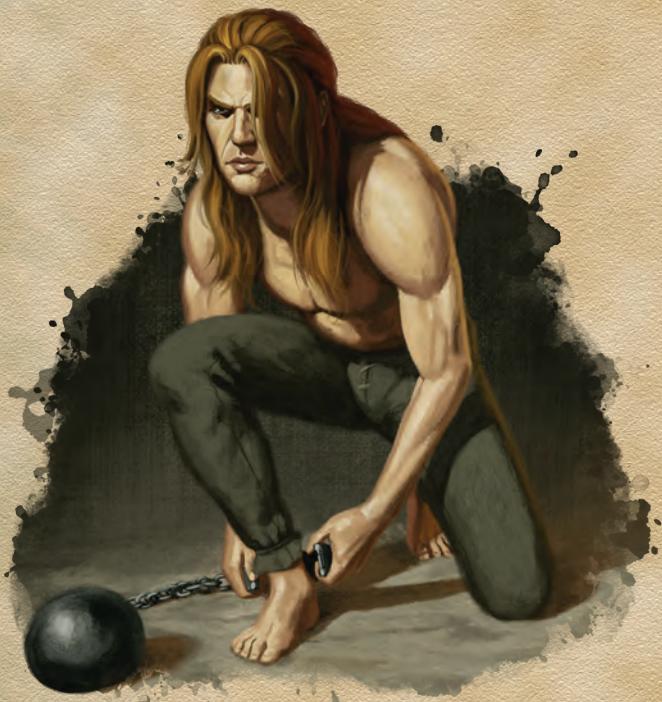
Melee ♦ claw +16 (agile, evil, magical, reach 10 feet), **Damage** 2d6+5 slashing plus 1d6 evil and vicious wounds

Divine Innate Spells DC 23; **7th** *fly*; **4th** *dimension door* (at will); **3rd** *dispel magic* (x2), *paralyze*; **1st** *detect alignment* (at will; good only); **Constant** (2nd) *see invisibility*

Breath Weapon [two-actions] (divine, evocation, fire) The ceustodaemon breathes flames in a 30-foot cone. Creatures in the cone take 7d6 fire damage (DC 24 basic Reflex save). The ceustodaemon and each creature that fails the save catch fire, taking 2d6 persistent fire damage. The breath weapon can't be used again for 1d4 rounds.

Drawn to Service When bringing a ceustodaemon to another plane with effects like a planar binding or planar ally ritual, the primary and secondary skill DCs are reduced by 5, and the ceustodaemon demands only half the normal cost for its service.

Vicious Wounds On a successful jaws or claw Strike, the ceustodaemon viciously tears into its victim as similar wounds appear on its own body. The target takes an extra 1d6 amount of damage, and the ceustodaemon takes the same extra damage. If this extra damage to the target is doubled, due to a critical hit, the ceustodaemon takes double damage as well.

COMMONER**CREATURE - 1****N MEDIUM HUMAN HUMANOID**Source [Pathfinder Gamemastery Guide](#)**Perception** +3**Languages** Common**Skills** Athletics +5, Lore +6 (any one related to their trade), Society +2**Str** +3, **Dex** +1, **Con** +2, **Int** +0, **Wis** +1, **Cha** +0**Items** dagger**AC** 13; **Fort** +6, **Ref** +3, **Will** +3**HP** 10**Speed** 25 feet**Melee** ♦ dagger +5 (agile, finesse, thrown 10 ft., versatile S), **Damage** 1d4+2 piercing**Ranged** ♦ dagger +3 (agile, finesse, thrown 10 ft., versatile S), **Damage** 1d4+2 piercing**Power of the Mob** When three or more commoners are adjacent to each other, each commoner gets a +1 circumstance bonus to Athletic checks to Shove, attack rolls, and damage rolls.

CULTIST

N MEDIUM HUMAN HUMANOID

Source [Pathfinder Gamemastery Guide](#)

Perception +4

Languages Common

Skills Cult Lore +8 (applies to the cultist's own cult), Deception +3, Intimidation +3, Occultism +3, Society +4, Stealth +6

Str +4, Dex +3, Con +2, Int +1, Wis -1, Cha +0

Items cultist garb (functions as leather armor), dagger

AC 17; Fort +7, Ref +8, Will +4 (or +2 vs. higher-ranking members of the cult)

HP 20

Speed 25 feet

Melee ♦ dagger +7 (agile, versatile S), Damage 1d4+4 piercing

Ranged ♦ dagger +6 (agile, thrown 10 feet, versatile S), Damage 1d4+4 piercing

Fanatical Frenzy ♦ Requirements The cultist has taken damage and is neither fatigued nor already in a frenzy; Effect The cultist flies into a frenzy that lasts 1 minute. While frenzied, the cultist gains a +1 status bonus to attack rolls and a +2 status bonus to damage rolls, and they take a -2 status penalty to AC. The cultist can't voluntarily stop their frenzy. After their frenzy, the cultist is fatigued.

CREATURE 1



ELITE MIMIC

CREATURE 4

N MEDIUM ABERRATION

Source [Pathfinder Bestiary](#)

Perception +11; darkvision

Languages Common

Skills Athletics +14, Deception +10, Dwelling Lore +12 (applies only to the dungeon it lives in)

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

AC 22; Fort +13, Ref +11, Will +11

HP 90

Adhesive The mimic is coated in an adhesive slime. Any creature that hits the mimic, is hit by the mimic, or otherwise touches the mimic must succeed at a DC 25 Reflex save or become grabbed (Escape DC 25). A weapon that hits the mimic is stuck to the mimic and can be removed with a successful DC 25 Athletics check (made as a single action). A mimic can have any number of objects or creatures stuck to it at a time. The mimic can release a stuck creature or object by using a single action, and the adhesive dissolves 1 minute after the mimic dies, releasing all stuck objects and creatures.

Object Lesson  **Trigger** A creature touches or physically interacts with the mimic while the mimic is transformed using Mimic Object. **Effect** The triggering creature is automatically stuck by the mimic's adhesive (it receives no save). The mimic then makes a pseudopod Strike against any creature adjacent to the mimic. Object Lesson can't be used again until the mimic escapes and takes on a new disguise.

Speed 10 feet

Melee  pseudopod + 16, **Damage** 2d8+2+4 bludgeoning plus adhesive

Mimic Object  (concentrate, polymorph) The mimic assumes the shape of any Medium object. This doesn't change the mimic's texture or overall size but can alter its coloration and visual appearance. It has an automatic result of 28 on Deception checks and DCs to pass as the object that it's mimicking.



ELITE ORC WARCHIEF

CREATURE 2

CE MEDIUM HUMANOID ORC

Source [Pathfinder Bestiary](#)

Perception +13; darkvision

Languages Common, Orcish

Skills Athletics +10, Intimidation +8, Survival +7

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

Items greatclub, hide armor, javelin (6)

AC 21; **Fort** +9, **Ref** +8, **Will** +9

HP 47

Attack of Opportunity ↗

Ferocity ↗

Speed 25 feet

Melee ♦ greatclub +12 (backswing, shove), **Damage** 1d10+2+4 bludgeoning

Melee ♦ fist +12 (agile, nonlethal), **Damage** 1d4+2+4 bludgeoning

Ranged ♦ javelin+10 (thrown 30 feet), **Damage** 1d6+2+4 piercing

Battle Cry ♦ (auditory, concentrate, emotion, mental) Bellowing mightily, the warchief gives himself and all orc allies within 60 feet a +1 status bonus to attack and damage rolls until the start of the orc warchief's next turn.



ELITE PIRATE

CN MEDIUM HUMAN HUMANOID

Source [Pathfinder Gamemastery Guide](#)

Perception +8

Languages Common

Skills Acrobatics +9, Athletics +10, Deception +8, Intimidation +8, Sailing Lore +10

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

Items cutlass (functions as a scimitar), dagger, padded armor

AC 20; Fort +9, Ref +10, Will +8

HP 47

Attack of Opportunity ↳

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

Speed 25 feet

Melee ♦ cutlass +12 (forceful, sweep), **Damage** 1d6+2+5 slashing

Melee ♦ dagger +13 (agile, versatile S), **Damage** 1d4+2+5 piercing

Ranged ♦ dagger +13 (agile, thrown 10 feet, versatile S), **Damage** 1d4+2+5 piercing

Boarding Action ➔➔➔ The pirate swings on a rope or Strides, moving up to double their Speed. If the pirate boarded or disembarked a boat during this movement, they can make a melee Strike at the end of their movement that deals one extra damage die on a hit.

CREATURE 2



FACELESS STALKER

CREATURE 4

CE MEDIUM ABERRATION

Source [Pathfinder Bestiary](#)

Perception +10; darkvision

Languages Algholthu, Aquan, Common; tongues

Skills Acrobatics +12, Athletics +12, Deception +13, Stealth +13, Thievery +9

Str +4, **Dex** +3, **Con** +3, **Int** +0, **Wis** +2, **Cha** +3

Items longsword, studded leather armor

AC 21; **Fort** +9, **Ref** +9, **Will** +12; +2 status to all saves vs. auditory and visual

HP 60; **Resistances** bludgeoning 5

Speed 25 feet

Melee ♦ longsword +14 (versatile P), **Damage** 1d8+6 slashing

Melee ♦ claw +12 (agile), **Damage** 2d6+6 slashing plus Grab

Occult Innate Spells DC 19; **Constant** (5th) [tongues](#)

Assume Form (concentrate, occult, polymorph, transmutation) The faceless stalker spends 10 minutes reshaping its appearance to take on the shape of any Small or Medium humanoid. It gains a +4 circumstance bonus to Deception checks to pass as that creature.

Blood Nourishment ♦ The faceless stalker uses its three-pronged tongue to drink the blood of an adjacent restrained or unconscious creature. The creature gains drained 1.

Compression When the faceless stalker successfully Squeezes, it moves through the tight space at full speed. Narrow confines are not difficult terrain for a faceless stalker.

Revert Form ♦ **Requirements** The faceless stalker is in an assumed form. **Effect** The faceless stalker resumes its true form. Until the start of its next turn, it gains a +2 status bonus to attack rolls, damage rolls, saving throws, and skill checks.

Sneak Attack The faceless stalker deals 1d6 extra precision damage to flat-footed creatures.



GHOST COMMONER

CREATURE 4

CE MEDIUM GHOST INCORPOREAL SPIRIT UNDEAD

Source Pathfinder Bestiary

Perception +10; darkvision

Languages Common

Skills Dwelling Lore +10 (applies to the place the ghost is bound to), Stealth +12

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

Site Bound A typical ghost can stray only a short distance from where it was killed or the place it haunts. A typical limit is 120 feet. Some ghosts are instead bound to a room, building, item, or creature that was special to it rather than a location.

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

HP 30 (negative healing, rejuvenation); **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 5 (except force, ghost touch, or positive; double resistance vs. non-magical)

Rejuvenation (divine, necromancy) When a ghost is destroyed, it re-forms after 2d4 days within the location it's bound to, fully healed. A ghost can be permanently destroyed only if someone determines the reason for its existence and sets right whatever prevents the spirit from resting. Setting right the injustice that led to the commoner's death allows it to move on to the afterlife.

Speed fly 25 feet

Melee ♦ ghostly hand +13 (agile, finesse, magical), **Damage** 2d6+2 negative

Frightful Moan ♦ (auditory, divine, emotion, enchantment, fear, mental) The ghost laments its fate, forcing each living creature within 30 feet to attempt a DC 21 Will save. On a failure, a creature becomes frightened 2 (or frightened 3 on a critical failure). On a success, a creature is temporarily immune to this ghost's frightful moan for 1 minute.

GHOUL

CREATURE 1

CE MEDIUM GHOUL UNDEAD

Source Pathfinder Bestiary

Perception +7; darkvision

Languages Common, Necril

Skills Acrobatics +7, Athletics +4, Stealth +7, Survival +5

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

AC 16; **Fort** +4, **Ref** +9, **Will** +5

HP 20 (negative healing); **Immunities** death effects, disease, paralyzed, poison, unconscious

Speed 30 feet, burrow 5 feet

Melee ♦ jaws +9 (finesse), **Damage** 1d6+1 piercing plus ghoul fever and paralysis

Melee ♦ claw +9 (agile, finesse), **Damage** 1d4+1 slashing plus paralysis

Consume Flesh ♦ (manipulate) **Requirements** The ghoul is adjacent to the corpse of a creature that died within the last hour. **Effect** The ghoul devours a chunk of the corpse and regains 1d6 Hit Points. It can regain Hit Points from any given corpse only once.

Ghoul Fever (disease) **Saving Throw** Fortitude DC 15; **Stage 1** carrier with no ill effect (1 day);

Stage 2 2d6 negative damage and regains half as many Hit Points from all healing (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** 2d6 negative damage and gains no benefit from healing (1 day); **Stage 5** as stage 4 (1 day); **Stage 6** dead, and rises as a ghoul the next midnight.

Paralysis (incapacitation, occult, necromancy) Any living, non-elf creature hit by a ghoul's attack must succeed at a DC 15 Fortitude save or become paralyzed. It can attempt a new save at the end of each of its turns, and the DC cumulatively decreases by 1 on each such save.

Swift Leap [one-action] (move) The ghoul jumps up to half its Speed. This movement doesn't trigger reactions.



GOBLIN COMMANDO

CE | SMALL | GOBLIN | HUMANOID

Source [Pathfinder Bestiary](#)

Perception +5; darkvision

Languages Common, Goblin

Skills Acrobatics +6, Athletics +6, Intimidation +5, Nature +5, Stealth +6

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

Items horsechopper, leather armor, shortbow (20 arrows)

AC 17; Fort +7, Ref +8, Will +5

HP 18

Goblin Scuttle  **Trigger** A goblin ally ends a move action adjacent to the commando. **Effect** The goblin commando Steps.

Speed 25 feet

Melee  horsechopper +8 (reach 10 feet, trip, versatile P), Damage 1d8+3 slashing

Ranged  shortbow +8 (deadly 1d10, range increment 60 feet, reload 0), Damage 1d6 piercing

CREATURE 1



GUARD**CREATURE 1****LN MEDIUM HUMAN HUMANOID**Source [Pathfinder Gamemastery Guide](#)**Perception** +7; (8 to find concealed objects)**Languages** Common**Skills** Athletics +7, Intimidation +5, Legal Lore +3**Str** +4, **Dex** +2, **Con** +2, **Int** +0, **Wis** +2, **Cha** -1**Items** club, crossbow (10 bolts), dagger, sap, scale mail, signal whistle**AC** 18; **Fort** +7, **Ref** +5, **Will** +5**HP** 20**Attack of Opportunity** ↗**Speed** 25 feet**Melee** ♦ club +9, **Damage** 1d6+4 bludgeoning**Melee** ♦ sap +9 (agile, nonlethal), **Damage** 1d6+4 bludgeoning**Ranged** ♦ crossbow +7 (range increment 120 feet, reload 1), **Damage** 1d8 piercing**Ranged** ♦ club +7 (thrown 10 feet), **Damage** 1d6+4 bludgeoning

HARBORMASTER

CREATURE 3

N MEDIUM HUMAN HUMANOID

Source [Pathfinder Gamemastery Guide](#)

Perception +6

Languages Common

Skills Acrobatics +9, Athletics +9, Diplomacy +5, Fishing Lore +8, Intimidation +5, Sailing Lore +10

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

Steady Balance Whenever the harbormaster rolls a success on a check to Balance, they get a critical success instead. They're not flat-footed while Balancing on narrow surfaces and uneven ground. They can attempt an Acrobatics check instead of a Reflex save to Grab an Edge.

Items fishing tackle, hatchet (2), ledger, manacles, spyglass

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

HP 46

Speed 25 feet

Melee ♦ hatchet +13 (agile, sweep), **Damage** 1d6+7 slashing

Ranged ♦ hatchet +11 (agile, sweep, thrown 10 feet), **Damage** 1d6+7 slashing

Experienced Hand The harbormaster has endured their share of adverse conditions at sea. Any creature that's in adverse weather or aboard a vessel on rough water is flat-footed to the harbormaster.



JAILER**CREATURE 3****LN MEDIUM DWARF* HUMANOID**Source [Pathfinder Gamemastery Guide](#)**Perception** +9; (10 to find concealed objects); darkvision**Languages** Common, Dwarf**Skills** Athletics +11, Diplomacy +5, Intimidation +7**Str** +4, **Dex** +3, **Con** +1, **Int** +0, **Wis** +2, **Cha** +0**Items** club, crossbow (20 bolts), keyring, signal whistle, simple manacles, studded leather armor**AC** 20; **Fort** +8, **Ref** +10, **Will** +7**HP** 45**Attack of Opportunity** ↗**Speed** 25 feet**Melee** ♦ club +11, **Damage** 1d6+8 bludgeoning**Ranged** ♦ crossbow +10 (range increment 120 feet, reload 1), **Damage** 1d8+4 piercing**Ranged** ♦ club +10 (thrown 10 feet), **Damage** 1d6+6 bludgeoning**Efficient Capture** ➔ (attack, manipulate) **Requirements** The jailer has manacles in hand and is adjacent to a creature; **Effect** The jailer attempts to bind the creature's wrists or ankles with the manacles. If the jailer succeeds at an attack roll with a +9 modifier against the target's AC, they apply the manacles.**Intimidating Strike** ➔ (emotion, fear, fighter, mental) The jailer makes a melee Strike. If it hits and deals damage, the target is frightened 1, or frightened 2 on a critical hit.**Subdue Prisoners** The jailer doesn't take the normal penalty for making a nonlethal attack when attacking with their club.*The jailer presented here is a dwarf, but jailers can be of any race. However, aboard the *Fifth Spar* Lieutenant Bodrenn Stonestrider is the only jailer.

MASTERMIND

CREATURE 4

NE MEDIUM HUMAN HUMANOID

Source [Pathfinder Gamemastery Guide](#)

Perception +10

Languages Common

Skills Arcana +13, Deception +15, Diplomacy +15, Intimidation +15, Occultism +15, Performance +17, Religion +11, Society +17, Stealth +9, Thievery +9, Underworld Lore +17

Str +0, **Dex** +3, **Con** +0, **Int** +4, **Wis** +2, **Cha** +4

Versatile Performance The mastermind can use Performance instead of Diplomacy to Make an Impression and instead of Intimidation to Demoralize. The mastermind can also use an acting Performance instead of Deception to Impersonate.

Items chain shirt, disguise kit, hand crossbow (10 bolts), shortsword

AC 21; **Fort** +6, **Ref** +11, **Will** +16

HP 54

Speed 25 feet

Melee ♦ shortsword +13 (agile, finesse, versatile S), **Damage** 1d6+6 slashing

Ranged ♦ hand crossbow +13 (range increment 60 feet, reload 1), **Damage** 1d6+3 piercing

Occult Spontaneous Spells DC 22, attack +14; **2nd** [blur](#), [charm](#), [invisibility](#), [paranoia](#) (3 slots);

1st [charm](#), [illusory disguise](#), [illusory object](#) (3 slots); **Cantrips** (2nd) [daze](#), [detect magic](#), [message](#), [prestidigitation](#), [sigil](#)

Bard Composition Spells DC 22; **Cantrips** (2nd) [inspire competence](#), [inspire courage](#)

Scoundrel's Feint When the mastermind successfully Feints, the target is flat-footed against the mastermind's melee attacks until the end of the mastermind's next turn. On a critical success, the target is flat-footed against all melee attacks for that time, not just the mastermind's.

Sneak Attack The mastermind deals an extra 1d6 precision damage to flat-footed creatures.



NAVIGATOR

CREATURE 2

N MEDIUM HUMAN HUMANOID

Source [Pathfinder Gamemastery Guide](#)

Perception +9

Languages Common

Skills Acrobatics +6, Nature +11, Sailing Lore +14, Society +8, Survival +9

Str +0, **Dex** +2, **Con** +1, **Int** +4, **Wis** +3, **Cha** +0

Chart a Course (concentrate) By spending 10 minutes of work and succeeding at a DC 22 Sailing Lore check, the navigator plots an optimal course. The severity of environmental conditions other than temperature are reduced by one step for 24 hours (two steps on a critical success). This changes moderate damage to minor damage, winds that create greater difficult terrain cause only difficult terrain, and so on.

Items dagger, scroll case with ship's charts, writing set

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

HP 28

Speed 25 feet

Melee ♦ dagger +8 (agile, finesse, versatile S), **Damage** 1d4+4 piercing plus navigator's edge

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

Navigator's Edge The navigator deals an additional 1d6 weapon damage when on a ship.



PHYSICIAN**CREATURE - 1****N SMALL GOBLIN HUMANOID****Source** Pathfinder Gamemastery Guide**Perception** +6; (8 to notice ailments); darkvision**Languages** Common**Skills** Diplomacy +8, Medicine +12, Society +10**Str** -1, **Dex** +1, **Con** +1, **Int** +4, **Wis** +2, **Cha** +2**Bedside Manner** A physician has a +2 circumstance bonus to Diplomacy checks to Make an Impression on or make a Request of a diseased, poisoned, or wounded creature.**Doctor's Hand** When the physician rolls a critical failure on a check to Treat Disease, Treat Poison, or Treat Wounds, they get a failure instead.**Items** healer's tools, medical textbook, minor elixir of life (2)**AC** 13; **Fort** +9, **Ref** +3, **Will** +8**HP** 9**Speed** 25 feet**Melee** ♦ fist +5 (agile, nonlethal), **Damage** 1d4-1 bludgeoning**Ranged** ♦ medical textbook +5 (nonlethal, thrown 10 feet), **Damage** 1d4-1 bludgeoning

PIRATE

CN MEDIUM HUMAN HUMANOID

Source [Pathfinder Gamemastery Guide](#)

Perception +6

Languages Common

Skills Acrobatics +7, Athletics +8, Deception +6, Intimidation +6, Sailing Lore +8

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

Items cutlass (functions as a scimitar), dagger, padded armor

AC 18; **Fort** +7, **Ref** +8, **Will** +6

HP 32

Attack of Opportunity ↳

Bravery When the pirate rolls a success on a Will save against a fear effect, they get a critical success instead. In addition, anytime they gain the frightened condition, reduce its value by 1. Speed 25 feet

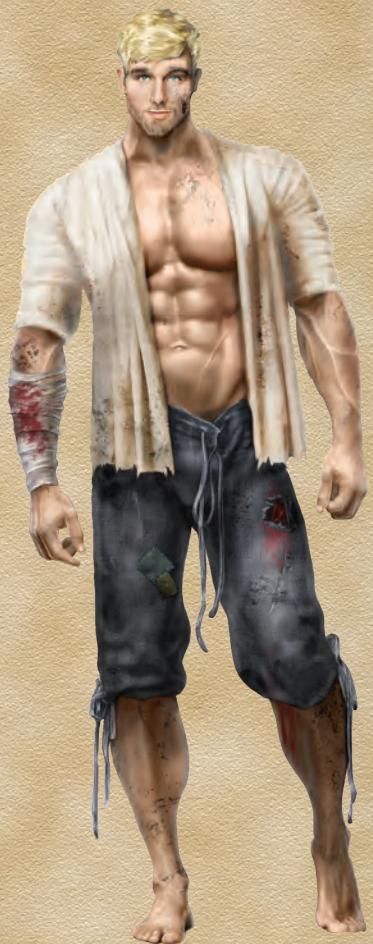
Melee ♦ cutlass +10 (forceful, sweep), **Damage** 1d6+5 slashing

Melee ♦ dagger +11 (agile, versatile S), **Damage** 1d4+5 piercing

Ranged ♦ dagger +11 (agile, thrown 10 feet, versatile S), **Damage** 1d4+5 piercing

Boarding Action ➡ The pirate swings on a rope or Strides, moving up to double their Speed. If the pirate boarded or disembarked a boat during this movement, they can make a melee Strike at the end of their movement that deals one extra damage die on a hit.

CREATURE 2



PRISONER

CREATURE 1

N MEDIUM HUMAN HUMANOID

Source [Pathfinder Gamemastery Guide](#)

Perception +6

Languages Common

Skills Acrobatics +7, Athletics +6, Intimidation +3, Stealth +7, Thievery +7

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

Items shiv

AC 17; **Fort** +4, **Ref** +9, **Will** +6

HP 17

Speed 25 feet

Melee ♦ shiv +7 (agile), **Damage** 1d4+3 piercing

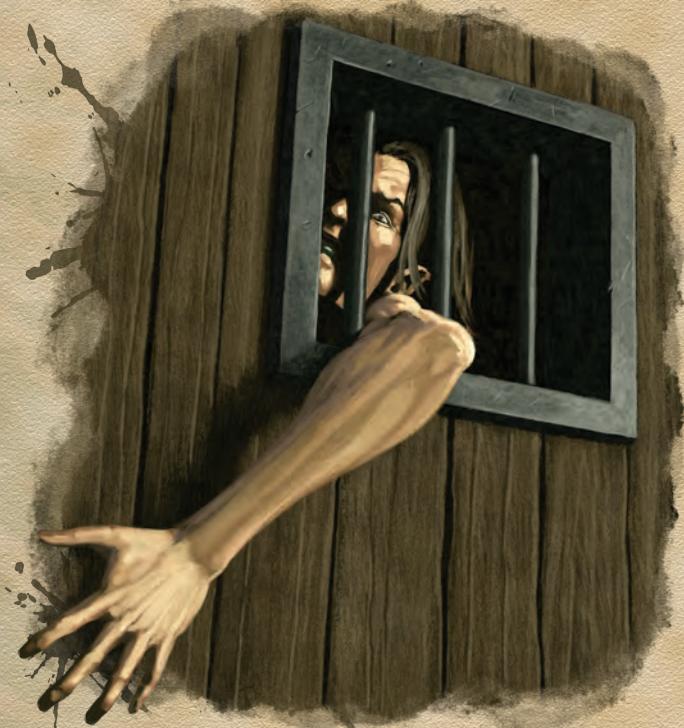
Melee ♦ fist +7 (agile, nonlethal), **Damage** 1d4+3 piercing

Sneak Attack The prisoner deals an extra 1d6 precision damage to flat-footed creatures.

Surprise Attack On the first round of combat, creatures that haven't acted yet are flat-footed to the prisoner.

You're Next (emotion, fear, mental) **Trigger** The prisoner reduces a creature to 0 Hit Points;

Effect The prisoner attempts an Intimidation check with a +2 circumstance bonus to Demoralize a single creature it can see and that can see them.



REEFCLAW

CREATURE 1

CN **SMALL** **ABERRATION** **AQUATIC**

Source [Pathfinder Bestiary](#)

Perception +8; darkvision

Languages Common; (can't speak any language)

Skills Acrobatics +7, Athletics +4 (+8 to Swim)

Str +1, **Dex** +4, **Con** +2, **Int** -3, **Wis** +1, **Cha** +1

AC 20; **Fort** +7, **Ref** +9, **Will** +4

HP 17

Death Frenzy  **Trigger** The reefclaw is reduced to 0 Hit Points. **Effect** The reefclaw makes a claw Strike before dying.

Speed 5 feet, swim 30 feet

Melee  claw +9 (finesse), **Damage** 1d6+1 slashing plus reefclaw venom and Grab

Constrict  1d6 bludgeoning, DC 17

Reefclaw Venom (poison) **Saving Throw** DC 17 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d6 poison damage and enfeebled 1 (1 round), **Stage 2** 1d6 poison damage and enfeebled 2 (1 round).



SHIP CAPTAIN

CREATURE 6

LN MEDIUM HUMAN HUMANOID

Source [Pathfinder Gamemastery Guide](#)

Perception +12

Languages Common

Skills Acrobatics +10, Athletics +12, Diplomacy +11, Intimidation +13, Sailing Lore +17, Survival +10

Str +4, **Dex** +2, **Con** +0, **Int** +1, **Wis** +2, **Cha** +3

Items +1 rapier, dagger, hand crossbow (10 bolts), leather armor

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

HP 90

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

Speed 25 feet

Melee ♦ rapier +17 (deadly 1d8, disarm, magical), **Damage** 1d6+10 piercing

Melee ♦ main-gauche +16 (agile, disarm, parry, versatile S), **Damage** 1d4+10 piercing

Ranged ♦ hand crossbow +14 (range increment 60 feet, reload 1), **Damage** 1d6+6 piercing

Dual Disarm ♦♦ The captain makes two Strikes, one with their rapier and one with their main-gauche (in either order). If both Strikes hit, the ship captain can attempt to Disarm the target. Their multiple attack penalty increases only after all the attacks are made.

No Quarter! ♦ (auditory, concentrate, emotion, linguistic, mental) The captain orders their shipmates to fight without mercy. All allied creatures of equal or lower level within 20 feet of the ship captain gain a +1 status bonus to attack rolls and damage rolls until the end of the ship captain's next turn.



URDEFHAN TORMENTOR

CREATURE 5

NE MEDIUM HUMANOID URDEFHAN

Source Pathfinder Bestiary 2

Perception +13; greater darkvision

Languages Aklo, Daemonic, Undercommon

Skills Acrobatics +8, Crafting +9, Intimidation +11, Occultism +11, Religion +13

Str +3, **Dex** +1, **Con** +3, **Int** +2, **Wis** +4, **Cha** +2

Items warhammer

AC 21; **Fort** +11, **Ref** +10, **Will** +15

HP 77 (negative healing); **Immunities** death effects, disease, fear; **Weaknesses** positive 5

Necrotic Decay (divine, necromancy, negative) When an urdefhan dies, its invisible flesh quickly rots away and sublimates into a foul-smelling gas that fills a 5-foot emanation around the body. This gas deals 5d6 negative damage to creatures in this area as their flesh curdles and rots as well (DC 21 basic Fortitude save).

Speed 25 feet

Melee ♦ warhammer +12 (shove), **Damage** 1d8+5 bludgeoning

Melee ♦ jaws +14, **Damage** 2d6+5 piercing plus Wicked Bite

Divine Innate Spells DC 23, attack +15; **3rd** *harm, paralyze*; **2nd** *darkness, death knell, false life, harm*; **1st** *feather fall* (self only), *grim tendrils, harm, ray of enfeeblement*

Rituals DC 23; **1st** *daemonic pact*

Stoke the Fervent ♦ (auditory, divine, emotion, enchantment, mental) Frequency once per day;

Effect The urdefhan lets out a battle cry, sending itself and its allies into a fanatical frenzy. Each ally that hears the call gains a +1 status bonus to attack rolls, damage rolls, and saving throws, and takes a -1 status penalty to AC. Affected allies must use at least one of their actions to Strike each round, if they are able (even if it means attacking an ally, object, or thin air). This lasts for 2d4 rounds.

Wicked Bite ♦ **Requirements** The urdefhan damaged a creature with a jaws Strike on its last action; **Effect** The urdefhan maintains contact, turning the creature's flesh translucent around the site of the injury. The urdefhan chooses one of two options, each of which requires a DC 22 Fortitude save. If the jaws Strike was a critical hit, the creature suffers both effects, using the same save result for both.

- **Drain Blood** The urdefhan drinks some of the creature's blood. On a failed save, the creature is drained 1 and the urdefhan regains 5 HP (or, on a critical failure, it's drained 2 and the urdefhan regains 10 HP).
- **Drain Vitality** (necromancy) The urdefhan draws out some of the creature's vital essence. The creature becomes enfeebled 1 for 1 hour on a failed save (or enfeebled 2 for 1 hour on a critical failure).



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