

The background of the cover is a detailed, monochromatic illustration of a chaotic battle scene. In the center, a large, muscular ogre with a wide, toothy grin is the focal point. To his left, a wizard in a dark robe and a hooded figure are visible. In the foreground, a goblin-like creature is cooking in a large pot over a fire. To the right, a large, scaly dragon-like creature is breathing fire. The scene is filled with various other monsters and warriors, creating a sense of intense action and conflict.

PATHFINDER[®]

ROLEPLAYING GAME™

MONSTER CODEx

Sample

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This game is dedicated to Gary Gygax and Dave Arneson.

Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison.

This game would not be possible without the passion and dedication of the thousands of gamers who helped playtest and develop it. Thank you for all of your time and effort.



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INTRODUCTION

Intelligent monsters shouldn't be faceless hordes of identical creatures. Their variety is a key part of their appeal as adversaries in the Pathfinder Roleplaying Game, making each encounter memorable. Just as a human town is home to people with wildly different skill sets, a pack of gnolls is more than just a few dozen monsters fitting the statistics from their *Pathfinder RPG Bestiary* entry. Heavily armored soldiers, potent arcane spellcasters, wilderness explorers, and revered priests all have their places in monstrous societies, and this book makes it easy for GMs to craft a wide range of encounters that feel distinctive while still continuing to use the same classic races adventurers have fought for generations.

NAVIGATING THIS BOOK

Each of this book's 20 chapters details a specific monster race. At the end of the introductory material for each chapter, you'll find a reference indicating in which *Bestiary* volume you can find the base statistics for that particular monster.

Boggards: Dwelling in isolated swamps, boggards obey their priest-kings without fail, slaying interlopers with deadly ambushes and eerie magic.

Bugbears: These vicious goblinoids live to torture and terrify. Though large and strong, they lack discipline, and often become assassins, hunters, and muggers.

Drow: Sadistic echoes of elves, the drow dwell in the subterranean depths. Their societies run on betrayal and trickery, and they conquer their enemies using the refuge of the shadows and the magic of the demon lords they worship.

Duergar: Insular, paranoid slavers, the gray dwarves believe their race is supreme, and hate nothing as vehemently as other dwarves. Many duergar become slavers, soldiers, or devotees of either religious or martial order.

Fire Giants: Master strategists and smiths, fire giants lay waste to anyone they deem an enemy. Deep inside mountains, their forges churn out arms for their well-trained soldiers.

Frost Giants: These warlike giants come down from the frozen mountains to hunt and raid at the behest of the jarls

who rule them. They arm themselves with cold spells and fine weapons and armor, and excel at surviving in the arctic.

Ghoul: Eaters of the dead, the undead ghouls can never escape their boundless hunger. Many dwell in graveyards to get a constant supply of flesh. They develop skills that make them better murderers, or master unholy magic.

Gnolls: These hyena-like humanoids live in vicious packs that roam the wilds, cannily hunting animals and people. They fight using cooperation and group tactics, and bow down before the goddess Lamashtu and her clerics.

Goblins: These demented little humanoids make their weapons and armor from the junk of other cultures. They hate dogs and horses, but love stabbing and fire.

Hobgoblins: With a society based entirely around military discipline and order, hobgoblins have perfected the art of war. Each must know her place, whether as a low-ranking lieutenant, a commander, or a battle priest.

Kobolds: In their tunnels that wind through underground chambers, the reptilian kobolds set ingenious traps and study the magic of dragons.

Lizardfolk: This race of reptilian humanoids is losing ground to the faster-breeding warm-blooded races. They fiercely defend their swamps, sending forth dinosaur-riding champions and enormous lizard kings against their enemies.

Ogres: The most numerous of the giants, ogres have degenerated through ages of inbreeding. These violent brutes kill and devour either in small family units or as dim-witted shock troops serving in other creatures' armies.

Orcs: All orcs know that the strong should take from the weak. These violent, wild humanoids live to kill, and their hordes swell with savage warriors.

Ratfolk: Ratfolk trade for a living, taking their trinkets back to crowded warrens on the edges of societies. They specialize in sneakiness, magic, and alchemy, and have an affinity with rats—both regular and gigantic.

Sahuagin: The deep-dwelling sahuagin want to completely control the seas. Undersea races justly fear the sahuagin's shark-riding nobles, bizarre mutants, and deadly priestesses.

Serpentfolk: Telepathic reptiles, the humanoid serpentfolk were driven underground long ago when their once-vast empire was crushed. Now broken into two distinct castes, they pursue magical knowledge and spy on the surface.

Troglodytes: The savage, reptilian troglodytes live in warrens underground, where they devote their rudimentary intellects to primitive art and the worship of demon lords.

Trolls: Monstrously hungry and almost impossible to kill, trolls can devastate the lands where they settle if unchecked, wiping out all prey. Most dedicate themselves to finding new ways to kill, while others practice magic tied to nature.

Vampires: Originally hailing from all walks of life, vampires are vastly different from one another. Some scheme and work through their spawn and servants, but many become entirely consumed by their feral hunger for blood.

BOOK REFERENCES

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at paizo.com/prd.

When a stat block includes a rules element from the New Rules section for that monster, that rules element is noted with an asterisk (*). The following superscripts mark rules elements such as feats, spells, and magic items from other sources.

<i>Advanced Player's Guide</i>	APG
<i>Advanced Race Guide</i>	ARG
<i>Bestiary 2</i>	B2
<i>Ultimate Combat</i>	UC
<i>Ultimate Equipment</i>	UE
<i>Ultimate Magic</i>	UM

HOW TO USE THIS BOOK

Each monster chapter includes five separate sections.

Ecology and Society: The entry opens with in-depth information on the monster's environment, social order, attitudes, religion, combat focus, and more.

New Rules: Next come two pages of new rules elements common to the monster. These can include racial variants, templates, archetypes, class features, feats, equipment, spells, magic items, or anything else associated with the monstrous race or its allies. Many of these options are restricted specifically to a given race, but some can be taken by any characters who meet the requirements to do so.

NPCs: The following six pages contain stat blocks for NPC adversaries from the monster race. NPC entries are ordered from lowest Challenge Rating to highest, so low-level sergeants and specialists typically appear earlier than rulers or other champions. Many entries contain two NPCs who are thematically connected—for instance, the lizardfolk rangers entry contains both the CR 3 stalker and the CR 8 swamp lurker, ensuring that lizardfolk rangers can be used in both low and mid-level encounters. For such group entries, the order of their entry is based on the lower CR of the two.

New Monster: This variant or new monster is tied closely to the monster race, allowing you to diversify your encounters while staying true to theme. The monster's full statistics and ecology, or its template if applicable, are included here.

Encounters: The final page of the race section lists several sample encounters using the new NPCs, as well as possibly the basic version of the monster, the new monster, or other creatures that are commonly encountered with the monster race. Each encounter includes the total CR, a description of the encounter group, and a short stat block for each creature involved, complete with page references.



BOGGARDS

For years, I wrote off the toad-people as brutish savages—degenerates incapable of industry and wont to destroy each other in internecine warfare. Looking back, I can't imagine a more misguided example of armchair herpetology.

At great risk to myself, I've infiltrated the boggards' homeland no fewer than seven times, and each venture has granted me a more intimate view of their society. For all their infighting, boggards maintain a complex hierarchy. Their tools are primitive, yes, but entirely appropriate for their damp environment, where metal would rust. Their culture is remarkably rich in art and symbolism. I have little doubt that if boggards had developed as a society in fertile plains as we have, they would have become no less civilized than we believe ourselves to be today.

—From the journal of Zarzunilian, gnome anthropologist (presumed dead)