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About This Content

Go beyond goblins with an army of fantasy's most fearsome foes!

Bestiary 2 presents hundreds of different creatures for use in the Pathfinder Roleplaying Game. Within this collection of creatures you'll find undead dragons and mischievous gremlins, shrieking banshees and unstoppable titans, the infamous jabberwock, and so much more! Yet not all these monsters need to be foes, as new breeds of otherworldly guardians, living shadows, and vampires all might take up adventure's call. In addition, new rules for customizing and advancing monsters and an expanded glossary of creature abilities ensure that you'll be prepared to challenge your heroes wherever adventure takes them!

The Pathfinder RPG Bestiary 2 is the second indispensable volume of monsters for use with the Pathfinder Roleplaying Game and serves as a companion to the Pathfinder RPG Core Rulebook and Pathfinder RPG Bestiary. This imaginative tabletop game builds upon more than 10 years of system development and an Open Playtest featuring more than 50,000 gamers to create a cutting-edge RPG experience that brings the all-time best-selling set of fantasy rules into the new millennium.

The large Pathfinder RPG Bestiary 2 Fantasy Grounds module includes:

- More than 300 different monsters
- Creatures both new and familiar, drawing upon the best-known beasts of legend, literature, and Pathfinder RPG adventures

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- Challenges for any adventure and every level of play
 - Hosts of new templates and variants, including simple templates for on-the-fly creature customization
 - Numerous lists of monsters to aid in navigation, including lists by Challenge Rating, monster type, and habitat
 - New rules for creating and running high-level menaces
 - Expanded universal monster rules to simplify special attacks, defenses, and qualities
 - New familiars, animal companions, and other allies (included in a separate players module for easy sharing)
 - ... and much, much more!

This product is not a PDF or accessible outside of Fantasy Grounds. It has been lovingly converted for use within Fantasy Grounds and features the following additions:

- A new reference manual organized for ease of reference and presentation. Share a single page if you like.
- Tokens for nearly every monster
- All the images from the book available to share with your players as you need them, conveniently linked to the NPC
- Special abilities and spells linked to the NPC records for ease of reference and use during combat

Released on August 10, 2017. Designed for Fantasy Grounds version 3.2.2 and higher.

Requirements: This content requires an active license or subscription for Fantasy Grounds to download and use.



Title: Fantasy Ground - Pathfinder RPG - Bestiary 2 Pack (PFRPG)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 15 Aug, 2017

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Minimum:

OS: Windows 7x , 8x or 10x

Processor: 1.6 GHz or higher processor

Memory: 1 GB RAM

Graphics: Graphics card recommended

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 500 MB available space

Sound Card: a sound card is required for voice communication using external programs like Google Hangouts, Skype or Discord.

Additional Notes: Requirements vary by the add-ons installed and the number of players connecting to your game.

English

DHAMPIR

Race

SUMMARY

This unnaturally graceful man moves without a sound, his gaze just as piercing as the needle-sharp blade he effortlessly wields.

DESCRIPTION

Cursed from birth, dhampirs result from the rare and unnatural union of vampires and humans. Although not driven to consume blood for survival as their undead progenitors are, dhampirs nonetheless know a lifelong desire for blood that nothing else can truly sate. Those who survive their early years face a life of fear and mistrust, their unnatural beauty and incredible reflexes marking them as scions of the night just as surely as their sensitivity to light. Although polluted by undeath, dhampirs do grow old and die, aging at a rate similar to elves.

RACIAL TRAITS

Dhampirs are defined by class levels—they don't possess racial Hit Dice. All dhampirs have the following racial traits.


+2 Dexterity, +2 Charisma, -2 Constitution: Dhampirs are fast and seductive, but closer to death than most mortals.

Senses: Low-light vision and darkvision 60 feet.


Manipulative: +2 racial bonus on Bluff and Perception.

Undead Resistance: Dhampirs gain a +2 racial bonus on saving throws against disease and mind-affecting effects.


CORE RULES




Pathfinder Bestiary 2




Core Rulebook



Races



Reference Manual



MONSTERS AS CHARACTERS
OPEN GAME LICENSE VERSION 1.0

PATHFINDER BESTIARY 2 PLAYER R

INTRODUCTION

MONSTERS AS CHARACTERS

DHAMPIR

FETTERLING

GRIPLI

IFRIT

OREAD

SYLPH

UNDINE

REFERENCE

Resist Level Drain (Ex) A dhampir takes no penalties from energy draining effects, though he can still be killed if he accrues more negative levels than he has Hit Dice. After 24 hours, any negative levels a dhampir takes are removed without the need for an additional saving throw.

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DHAMPIR CHARACTERS

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Senses: Low-light vision and darkvision 60 feet.

Manipulative: +2 racial bonus on Bluff and Perception.

Undead Resistance: Dhampirs gain a +2 racial bonus on saving throws against disease and mind-affecting effects.

Light Sensitivity Creatures with light sensitivity are dazzled in areas of bright sunlight or within the radius of a daylight spell.

Negative Energy Affinity The creature is alive but is healed by negative energy and harmed by positive energy, as if it were an undead creature.

Spell-Like Ability: A dhampir can use detect undead three times per day as a spell-like ability. The caster level for this ability equals the dhampir's class level.

Resist Level Drain: See above.

Languages: Dhampirs begin play speaking Common. Those with high intelligence can choose any language as a bonus language (except druidic and other secret languages).

Dragon, Brine (Mature Adult)

Type LN Large dragon (extraplanar, water)
 INITIATIVE **+4** CR **12**
 Senses dragon senses; Perception +22
 Aura frightful presence (210 ft., DC 21)

DEFENSE

AC 30, touch 9, flat-footed 30 (+21 natural, -1 size)
 HD 16d12+64
 HP **168**
 Saves FORTITUDE **+14** REFLEX **+12** WILL **+13**
 SQ DR 10(magic); immune acid, paralysis, sleep; SR 23; water breathing

OFFENSE

Speed 60 ft., fly 200 ft. (poor), swim 60 ft.
 Attack bite +26 (2d6+16) or claw +26 (1d8+11) or tail slap +21 (1d8+16) or wing +21 (1d6+5)
 Full Attack bite +26 (2d6+16) and 2 claws +26 (1d8+11) and tail slap +21 (1d8+16) and 2 wings +21 (1d6+5)
 Space/Reach 10ft./5ft. (10 ft. with bite)
 SA breath weapon (80-ft. line, 14d6 acid, DC 22)

STATISTICS

Str	Dex	Con	Int	Wis	Cha
32	11	19	19	16	17

Abilities Base Atk +16; CMB +28 (+30 bull rush); CMD 38 (40 vs. bull rush)

BAB/CM

Creature
 Trap/Haunt
 Vehicle

Dragon, Brine (Mature Adult)

Sorcerer CL **9** CC

Level 0

- ☐ Detect Magic
- ☐ Detect Poison
- ☐ Mage Hand
- ☐ Message
- ☐ Open/Close
- ☐ Prestidigitation
- ☐ Read Magic
- ☐ Resistance

Level 1

- Color Spray
- Feather Fall
- Flare Burst
- Ray of Enfeeblement
- Touch of the Sea

Level 2

- Alter Self
- Detect Thoughts
- Invisibility
- Slipstream

Level 3

- Aqueous Orb
- Deep Slumber

Creature
 Trap/Haunt
 Vehicle

Dragon, Brine (Mature Adult)

Dragon, Brine Image

A blue-green neck frill sweeps back from the head of this dragon, leading to a body of shiny scales and fin-like crests.

Spell-Like Abilities (CL 16th; concentration +19)

- At will: control water, obscuring mist, speak with animals (fish only), water breathing

Sorcerer Spells Known (CL 9th; concentration +12)

- 4th (4/day): ice storm, greater invisibility
- 3rd (7/day): aqueous orb (DC 16), deep slumber (DC 16), sleet storm (DC 16)
- 2nd (7/day): alter self, detect thoughts, invisibility, slipstream
- 1st (7/day): color spray (DC 14), feather fall, flare burst (DC 14), ray of enfeeblement, touch of the sea
- 0 (at will): detect magic, detect poison, mage hand, message, open/close, prestidigitation, read magic, resistance

SPECIAL ABILITIES

- ☐ Breath Weapon (Su)
- ☐ Dragon Senses (Ex)
- ☐ Spells

OTHER ABILITIES**

- ☐ Frightful presence (210 ft., DC 21)
- ☐ Damage Reduction (DR) 10/magic
- ☐ Immunity acid, paralysis, sleep
- ☐ Spell Resistance (SR) 23
- ☐ Water breathing

FEATS**

- ☐ Hover
- ☐ Improved Bull Rush

Creature
 Trap/Haunt
 Vehicle

DRAGON, BRAVE (MATURE ADULT)

Type LN Large dragon (extraplanar, water)

INITIATIVE +4 CR 12

Senses dragon senses; Perception +22

Aura frightful presence (210 ft., DC 21)

DEFENSE

AC 30, touch 9, flat-footed 30 (+21 natural, -1 size)

HD 16d12+64

HP 168

Saves FORTITUDE +14 REFLEX +12 WILL +13

SQ DR 10[magic]; immune acid, paralysis, sleep; SR 23; water breathing

OFFENSE

Speed 60 ft., fly 200 ft. (poor), swim 60 ft.

Attack bite +26 (2d6+16) or claw +26 (1d8+11) or tail slap +21 (1d8+1) or wing +21 (1d6+5)

Full Attack bite +26 (2d6+16) and 2 claws +26 (1d8+11) and tail slap +21 (1d8+16) and 2 wings +21 (1d6+5)

Space/Reach 10ft./5ft. (10 ft. with bite)


SA breath weapon (80-ft. line, 14-d6 acid, DC 22)

STATISTICS

	Str	Dex	Con	Int	Wis	Cha
Abilities	32	11	19	19	16	17

BAB/CM Base Atk +16; CMB +28 (+30 bull rush); CMD 38 (40 vs. bull rush)








Creature Trap/Haunt Vehicle

DRAGON, BRAVE



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