

Pathfinder 2E



For full instruction of making and using Monster AI's please refer to game and tech focus [website](#).

Monster AI Template

Special Tactics:

Section Name

Conditional [event/condition/trigger]

Actions

Conditional [event/condition/trigger]

Actions

Section Name

Conditional [event/condition/trigger]

Actions

Conditional [event/condition/trigger]

Actions

Basic Tactics

This section specifies the default tactics of the monster.

If special tactics does not complete, the monster's turn this section is used.

Monsters

Giant Rat AI

General Strategy:

Adaptation none

🎯 Closest

🦶 Safest > Shortest

📍 [retreat] 30-10ft away from 🎯 > diverge from all foe

Use hit & run tactics using its speed advantage.

General Strategy:

Adaptation: Category Order

🎯 Default attack target

🦶 Default movement strategy

📍 [name] Optimal position for ranged attack

Basic Tactics

Text description

Until this reaches to 🎯: 🦶 (stride)

While action is available:

③ *If* used ≥ 1 jaws & able to retreat: 📍 [retreat]

✂ jaws

Special Tactics:

Cinder Rat AI

General Strategy:

Adaptation none

🎯 In 1 stride range > Most wounded > Closest

🦶 Safest > Shortest

📌 [retreat] 40-10ft away from 🎯 > diverge from all foe

Use hit & run tactics using its speed advantage.

Special Tactics:

Basic Tactics

Until this reaches to 🎯: 🦶 (stride)

While action is available:

③ If used ≥ 1 jaws & able to retreat: 📌 [retreat]

✂ jaws

Giant Spider AI

General Strategy:

Special Tactics:

Adaptation none

🎯 Closest > Wounded

🦿 Web square > Safest > Shortest

📌 [web] ≤30ft from 🎯

📌 [retreat] 25-10ft away from 🎯 > diverge from foe

Use web trap to essentially reduce 🎯 speed to 0. Using this advantage, use hit & run tactics.

Basic Tactics

If 🎯 is not Web Trap:

Until this reaches to 📌 (web): 🦿 (stride)

Until 🎯 is Web Trap: 🕸 web

Until this reaches to 🎯: 🦿 (stride)

While action is available:

③ If used ≥ 1 jaws & able to retreat: 📌 (retreat)

✂ jaws

Hobgoblin Soldier AI

General Strategy:

Adaptation Immunity  > 

 In 2 strides range > up to 2 other allies gather > Most wounded > Closest

 Safest > Shortest

 [melee] {Adjacent to ≥ 2 allies} > flanking

 [ranged] 60-30 ft from 

Prefers melee combat as a damage absorber of the team i.e. use shield in melee position whenever possible. If  is too far (≥ 60 ft) use ranged attack tactics.

Basic Tactics

Until this reaches to  [melee]:  (stride)

While action is available:

 If shield is available: Raise shield

 longsword

Special Tactics:

Melee attack tactics

If distance to  ≥ 60 ft & this has shortbow:

Swap to shortbow (2 actions)

Use ranged attack tactics

Ranged attack tactics

If in melee combat:

Swap to longsword (2 actions)

Use melee attack tactics

If no more arrows:

Drop shortbow (free action)

Use melee attack tactics

Until this reaches to  [ranged]:  (stride)

While action is available:  shortbow

Attack of Opportunity

Shield Block

Kobold Scout AI

General Strategy:

Adaptation Immunity  > 

 In 2 strides range > another ally gather > Closest > flanked by this > Most wounded

 Safest > Shortest

 [melee] flanking

 [crossbow] 120-30 ft from 

 [retreat] 30-10ft away from  > diverge from all foe

Flee: Stride x 3 if possible use Hurried Retreat

Primarily, use hit & run melee attack tactics (basic tactics). If  is too far (≥ 60 ft) use/switch back to ranged tactics. Flee when heavily damaged ($HP \leq 60\%$).

Special Tactics:

If $HP \leq 6$: Flee

Melee attack tactics

If distance to  ≥ 60 ft & this has crossbow:

Swap to crossbow (2 actions)  Use ranged attack tactics

Ranged attack tactics

If in melee combat: Swap to shortsword (2 actions)  Use melee attack tactics

If no more bolts for crossbow: Drop crossbow (free action)  Use melee attack tactics

If in melee combat & able to retreat:

 [retreat] Hurried Retreat

Until this reaches to  [crossbow]:  (stride)

While action is available:  crossbow (reload 1)

Basic Tactics

Until this reaches to :  (stride)

While action is available:

③ If used ≥ 1 shortsword & able to retreat:

 [retreat] Hurried Retreat

 shortsword

Kobold Warrior AI

General Strategy:

Adaptation Immunity  > 

 In 2 strides range > another ally gather > Closest > flanked by this > Most wounded

 Safest > Shortest

 [melee] flanking

 [sling] 50-30 ft from 

 [retreat] 30-10ft away from  > diverge from all foe

Flee: Stride x 3 if possible use Hurried Retreat

Use hit & run melee (basic tactics). If  is too far ($\geq 60\text{ft}$) use/switch to ranged tactics. Flee when heavily damaged ($\text{HP} \leq 60\%$). Throw spear if this is heavily damaged and unable to flee.

Basic Tactics

Until this reaches to :  (stride)

While action is available:

 If used ≥ 1 spear & able to retreat:

 [retreat] Hurried Retreat

 spear

Special Tactics:

If $\text{HP} \leq 3$: Flee

Melee attack tactics

If $\text{HP} \leq 3$ & unable to flee:

While action is available & spear is available:  spear +   spear

Swap to sling (2 actions)  Use ranged attack tactics

If distance to  $\geq 60\text{ft}$ & this has shortbow: Swap to sling (2 actions)  Use ranged attack tactics

Ranged attack tactics

If in melee combat & spear is available: Swap to spear (2 actions)  Use melee attack tactics

If no more bullet: Drop sling (free action)  Use melee attack tactics

Until this reaches to  [sling]:  (stride)

While action is available:  sling

Kobold Warrior AI

General Strategy:

Adaptation Immunity  > 

 In 2 strides range > another ally gather > Closest > flanked by this > Most wounded

 Safest > Shortest

 [melee] flanking

 [ranged] $\leq 20\text{ft}$ from 

 [retreat] 30-10ft away from  > diverge from all foe

Flee: Stride x 3 if possible use Hurried Retreat

Use throwing spears as first two attack actions. When there is only 1 more spear left, switch to hit & run (basic tactics). Flee when heavily damaged ($\text{HP} \leq 60\%$).

Basic Tactics

Until this reaches to :  (stride)

While action is available:

 If used ≥ 1 spear & able to retreat:

 [retreat] Hurried Retreat

 spear

Special Tactics:

If $\text{HP} \leq 3$: Flee

If this has ≥ 2 spears:

Until this reaches to  [ranged]:  (stride)

While action is available & has ≥ 2 spears:  spear

Kobold Trapmaster AI

General Strategy:

Adaptation Immunity ✂️ > 🏹

🎯 In 2 strides range > another ally gather > Closest > flanked by this > Most wounded

👣 Safest > Shortest

📌 [shortsword] flanking

📌 [spear] 20-5ft

📌 [Quick Trap] 🏠 with highest % a PC will move through

📌 [retreat] 30-10ft away from 🎯 > diverge from all foe

Start by putting all quick traps (trap tactics). Then throw spears (ranged tactics). If all spears are consumed or PC reaches to this, shift to hit & run melee combat (basic tactics).

Basic Tactics

Until this reaches to 🎯: 👣 (stride)

While action is available:

③ If used ≥ 1 shortsword & able to retreat:

📌 [retreat] Hurried Retreat

✂️ shortsword

Special Tactics:

If $HP \leq 11$: Flee

If in melee combat & not wielding shortsword: Wield shortsword (1 action) ➡️ Use melee attack tactics

Trap tactics

Until this reaches to 📌 [Quick Trap]: 👣 (stride)

Quick Trap

Use ranged attack tactics

Ranged attack tactics

Until this reaches to 📌 [spear]: 👣 (stride)

While action is available: 🏹 spear

Use melee attack tactics

Melee attack tactics

If $HP \leq 11$ & unable to flee:

While action is available & spear is available:

✂️ spear + ③ 🏹 spear

Skeleton Guard AI

General Strategy:

Adaptation None

🎯 Closest

👣 Safest > Shortest

📍 [shortbow] 60-30 ft from 🎯

Favors melee combat with highest damage combo: scimitar, claw and scimitar. If 🎯 is too far ($\geq 60\text{ft}$) use ranged attack tactics.

Basic Tactics

Until this reaches to 🎯: 👣 (stride)

⚔️ scimitar

⚔️ claw

⚔️ scimitar

Special Tactics:

Melee attack tactics

If distance to 🎯 $\geq 60\text{ft}$ & this has shortbow:

Swap to shortbow (2 actions)

Use ranged attack tactics

Ranged attack tactics

If in melee combat:

Swap to longsword (2 actions)

Use melee attack tactics

If no more arrows:

Drop shortbow (free action)

Use melee attack tactics

Until this reaches to 📍 [shortbow]: 👣 (stride)

While action is available: 🏹 shortbow

Zombie Brute AI

General Strategy:

Adaptation none

🎯 Closest

👣 Direct

Strike as many times as possible each turn. Zombie do not choose its striding path (👣 Direct).

Special Tactics:

Basic Tactics

Until this reaches to 🎯: 👣 (stride)

While action is available: 🥊 fist

Zombie Shambler AI

General Strategy:

Special Tactics:

Adaptation none

🎯 Closest

👣 Direct

Grab 🎯 (fist strike) and use jaws attack. Zombie do not choose its striding path (👣 Direct).

Basic Tactics

Until this reaches to 🎯: 👣 (stride)

If 🎯 is not grabbed and not restrained:

Until 🎯 is grabbed: ✂️ fist

While action is available: ✂️ jaws