

# Tarondor's Troop Compendium

For Pathfinder 2nd Edition

Version 1.0

September, 2021

**(PLEASE RELOAD OR REFRESH IF YOU'RE RETURNING)**



As with my previous guides, this one is likely to contain mistakes. I would be pleased to hear about those mistakes from you. The comment forum for this guide can be found [HERE](#).

# TABLE OF CONTENTS

<b>TABLE OF CONTENTS</b>	<b>2</b>
<b>1. INTRODUCTION</b>	<b>4</b>
<b>2. Troop Trait</b>	<b>4</b>
<b>3. The Troops</b>	<b>5</b>
3. 1. Animated Statue Company    Creature 10	5
3.2. Boggard Host            Creature 5	6
3.3. Centaur Troop           Creature 12	8
3.4. Charau-Ka Troop        Creature 5	10
3.5. Dretch Horde          Creature 8	11
3.6. Drow War Band        Creature 14	12
3.7. Duergar Vexillation     Creature 6	13
3.8. A Famine of Ghouls     Creature 8	14
3.9. Goblin Horde        Creature 7	16
3.10. Gnoll Hunting Pack    Creature 11	17
3.11. Grippli War Band     Creature 12	18
3.12. Hellhound Pack      Creature 9	19
3.13. Hobgoblin Platoon    Creature 11	20
3.14. Kobold Platoon       Creature 5	21
3.15. Fungus Leshy Throng   Creature 10	22
3.16. Lizardfolk Formation   Creature 6	24
3.17. Minotaur War Party    Creature 12	25
3.18. Morlock Mob        Creature 9	27
3.19. Orc Raiding Party     Creature 9	28
3.20. Pixie Army        Creature 14	29
3.21. Ratfolk Pack        Creature 8	31
3.22. A Slither of Serpentfolk   Creature 12	32
3.23. Urdefhan Company     Creature 11	33
3.24. Werewolf Pack       Creature 11	35
3.25. Wight Host        Creature 10	36
3.26. Xulgath Mob        Creature 9	37
<b>4.0 Troop Types by CR</b>	<b>38</b>

<b>5.0 Other Pathfinder Stuff I've Done</b>	<b>39</b>
Pathfinder, 2nd Edition	39
Pathfinder, 1st Edition	39

# 1. INTRODUCTION

Paizo introduced the Troop to Pathfinder Second Edition with the publication of *Bestiary 3* in March of 2021. They have since become one of my favorite monster types, a way to bring low-level favorites back into the game at higher levels without making the individual creatures any more powerful. However, *Bestiary 3* only included seven types of troops, [City Guard Squadron](#), [Hellknight Cavalry Brigade](#), [Nightmarchers](#), [Rancorous Priesthood](#), [Shambler Troop](#), [Skeleton Infantry](#) and the [Terra-Cotta Garrison](#). The aim of this document is to provide many more to the GM.

## 2. Troop Trait

According to *Bestiary 3*:

*A troop is an organized collection of component creatures, typically Small or Medium in size, working as a cohesive whole. A troop is 16 squares in size and has two Hit Point thresholds in their HP entry, under which it reduces in size to 12 squares and then 8 squares. A troop has the [Troop Defenses](#), [Form Up](#), and Troop Movement abilities. Most troops have a weakness to area damage. Because they consist of multiple discrete creatures, they can't be summoned.*

Essentially, they are groups of creatures acting as a whole. It's logical that there would be more lawful creatures acting as troops, but there's no reason that a band of chaotic creatures cannot also be abstracted as a troop unit.

## 3. The Troops

### 3. 1.      **Animated Statue Company**                      **Creature 10**

**Recall Knowledge - Construct** ([Arcana](#), [Crafting](#)): DC 27

N Gargantuan [Construct](#) [Earth](#) [Mindless](#) [Troop](#)

**Perception** +19

**Skills** [Athletics](#) +22

**Str** +6, **Dex** +2, **Con** +5, **Int** +2, **Wis** +3, **Cha** +2

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**AC** 24 (20 when broken); construct armor; **Fort** +21, **Ref** +15, **Will** +15

**HP** 170 (16 squares); **Thresholds** 110 (12 squares), 55 (8 squares);

**Hardness** 10; **Immunities** bleed, [death](#) effects, [disease](#), [doomed](#), [drained](#), [fatigued](#), [healing](#), [mental](#), [necromancy](#), [nonlethal](#) attacks, [paralyzed](#), [poison](#), [sickened](#), [unconscious](#) **Weaknesses** area damage 15, bludgeoning 10, [splash](#) damage 8

**Construct Armor** Like normal objects, an animated statue company has Hardness. This Hardness reduces any damage the company takes by an amount equal to the Hardness. Once an animated statue company is reduced to fewer than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks, removing the Hardness and reducing its Armor Class to 20.

**[Troop Defenses](#)**

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**Speed** 20 feet; troop movement

**[Form Up](#)** ➤

**Strike as One** ➤ to ➤➤➤ **Frequency** once per round; **Effect** The company makes a melee attack against each enemy within 5 feet (DC 26 [basic](#) Reflex save). The damage depends on the number of actions.

➤ 2d8 slashing damage

➤➤ 2d8+8 slashing damage

➤➤➤ 3d8+13 slashing damage

**Troop Movement** Whenever a troop Strides, it first [Forms Up](#) as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves up to its Speed. This works just like a Gargantuan creature moving; for instance, if any square enters difficult terrain, the extra movement cost applies to the whole troop.

## 3.2. Boggard Host

## Creature 5

**Recall Knowledge - Humanoid (Society)**:: DC 20

CE Gargantuan [Amphibious Boggard Humanoid Troop](#)

**Perception** +12; darkvision

**Languages** [Boggard](#)

**Skills** [Athletics](#) +14, [Intimidation](#) +11, [Stealth](#) +14 (+16 in water)

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

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**AC** 22; **Fort** +14, **Ref** +11, **Will** +9

**HP** 75; **Thresholds** 50 (12 squares), 25 (8 squares); **Weaknesses** area damage 10, [splash](#) damage 5

**[Troop Defenses](#)**

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**Speed** 20 feet, swim 25 feet; swamp stride; troop movement

**Hurl Javelins!** ➤➤ The host's members throw a volley of javelins. Each creature in a 10-foot burst within 30 feet of the troop takes 3d8 piercing damage (DC 19 [basic](#) Reflex save). When the formation is reduced to 8 or fewer squares, this area decreases to a 5-foot burst.

**[Form Up](#)** ➤

**Vicious Attack!** ➤ to ➤➤➤ **Frequency** once per round; **Effect** The boggards hurl themselves into a wild melee attack against each enemy within 5 feet, with a DC 19 basic Reflex save. The damage depends on the number of actions.

➤ 2d6 bludgeoning or slashing damage

➤➤ 2d6+7 bludgeoning or slashing damage

➤➤➤ 2d6+10 bludgeoning or slashing damage

**Troop Movement** Whenever the boggards Stride, they first Form Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then move up to their Speed. This works just like a Gargantuan creature moving; for instance, if any square of the host enters difficult terrain, the extra movement cost applies to all the boggards.

**Swamp Stride** A boggard host ignores difficult terrain caused by swamp terrain features.

**Terrifying Croak** ➤ ([auditory](#), [emotion](#), [fear](#), [mental](#)) The boggard host unleashes a terrifying croak. Any non-boggard within 30 feet becomes

[frightened 1](#) unless they succeed at a DC 20 Will save; those who critically succeed are temporarily immune for 1 minute.

**Tongue Grab** If the boggard host hits a creature with its Vicious Attack, that creature becomes [grabbed](#) by the boggard host. Unlike with a normal grab, the creature isn't [immobilized](#), but it can't move more than 10 feet from the boggard host. A creature thus immobilized can attempt to [Escape](#) (DC 19) on its turn.

### 3.3. Centaur Troop

### Creature 12

**Recall Knowledge - Beast** ([Arcana](#), [Nature](#)): DC 30

N Gargantuan [Beast Troop](#)

**Perception** +22; darkvision

**Languages** [Common](#), [Elven](#), [Sylvan](#)

**Skills** [Athletics](#) +22, [Diplomacy](#) +16, [Intimidation](#) +20, [Nature](#) +18, [Survival](#) +19

**Str** +7, **Dex** +4, **Con** +3, **Int** +2, **Wis** +4, **Cha** +2

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**AC** 30; **Fort** +19, **Ref** +19, **Will** +22


**HP** 220; **Thresholds** 145 (12 squares), 70 (8 squares); **Weaknesses** area damage 10, [splash](#) damage 5

**Shield Block** 


[Troop Defenses](#)



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**Speed** 40 feet; troop movement


**Arrow Volley**  The centaurs draw or reload their longbows, then launch a ranged attack in the form of a volley. This volley is a 10-foot burst within 100 feet that deals 6d8 piercing damage (DC 29 basic Reflex save). When the troop is reduced to 8 or fewer squares, this area decreases to a 5-foot burst.


[Form Up](#) 

**Spear Charge**  The centaur troop Forms Up, then Strides twice with a +10-foot circumstance bonus to its Speed. The centaur troop can move through enemy spaces. The centaur troop deals 4d10+11 piercing damage (DC 29 basic Reflex save) to each enemy within 5 feet of the troop at the end of its movement and each enemy through whose space it moved during the charge.

**Spear Thrust!**  to  **Frequency** once per round; **Effect** The centaur troop engages in a melee attack against each enemy within 5 feet (DC 29 basic Reflex save). The damage depends on the number of actions.

 3d6 piercing damage

 3d6+14 piercing damage

 4d6+14 piercing damage



**Trailblazing Stride** While moving on land, the centaur troop ignores the effects of non-magical difficult terrain.

**Troop Movement** Whenever the cavalry brigade Strides, the brigade first Forms Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves. This works just like a Gargantuan creature moving; for instance, if any square of the brigade enters difficult terrain, the extra movement cost applies to the whole brigade.

### 3.4. Charau-Ka Troop

### Creature 5

[Recall Knowledge - Humanoid](#) ([Society](#)): DC 20

NE Gargantuan [Charau-ka Humanoid Troop](#)

**Perception** +12

**Languages** [Common](#)

**Skills** [Athletics](#) +14, [Intimidation](#) +11

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

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**AC** 22; **Fort** +14, **Ref** +9, **Will** +11

**HP** 75; **Thresholds** 50 (12 squares), 25 (8 squares); **Weaknesses** area damage 10, [splash](#) damage 5





[Troop Defenses](#)


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**Speed** 25 feet; troop movement


**Hurl Hatchets**  The charau-ka draw their hatchets and other improvised weapons, then hurl them in the form of a volley. This volley is a 10-foot burst within 120 feet that deals 3d8 piercing damage (DC 19 basic Reflex save). When the charau-ka are reduced to 8 or fewer squares, this area decreases to a 5-foot burst.


[Form Up](#) 

**Wild Attack!**  to  **Frequency** once per round; **Effect** The charau-ka engage in a coordinated melee attack against each enemy within 5 feet, with a DC 19 basic Reflex save. The damage depends on the number of actions.

 2d6 piercing or slashing damage

 2d6+7 piercing or slashing damage

 2d6+10 piercing or slashing damage

**Shrieking Frenzy**  ([primal](#), [transmutation](#)) **Frequency** once per hour; **Trigger** The charau-ka troop's turn begins; **Effect** The charau-ka troop is [quicken](#)ed until the end of their turn and can use the extra action only to Stride or Strike. While in the frenzy, the charau-ka can't speak and automatically critically fail [Stealth](#) checks, due to their loud wailing.

**Troop Movement** Whenever the charau-ka Stride, they first Form Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then move up to their Speed. This works just like a Gargantuan creature moving; for instance, if any square of the charau-ka enters difficult terrain, the extra movement cost applies to all the charau-ka.

## 3.5. Dretch Horde

## Creature 8

**Recall Knowledge - Fiend (Religion):** DC 24

CE Gargantuan [DemonFiend Troop](#)

**Perception** +15

**Languages** [Abyssal](#); [telepathy 100 feet](#)

**Skills** [Acrobatics](#) +9, [Athletics](#) +12, [Deception](#) +8, [Stealth](#) +10

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

**Sloth** At the start of each of the dretch horde's turns, roll 1d4. The result is the number of actions the horde regains that turn (maximum 3). Effects like the [slowed](#) condition can further reduce their number of actions.

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**AC** 25; **Fort** +18, **Ref** +12, **Will** +15

**HP** 145; **Thresholds** 100 (12 squares), 50 (8 squares); **Weaknesses** area damage 10, cold iron 5, good 5, [splash](#) damage 5

**[Troop Defenses](#)**

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**Speed** 20 feet; troop movement

**Divine Innate Spells** DC 24; **3rd** [slow](#); **1st** [fear](#)

**[Form Up](#)** ◆

**Horde Spellcasting** When the dretch horde Casts a Spell, their constituent members combine their efforts into casting a more powerful version of the spell than any one member could achieve alone. When casting *slow* or *fear*, the spells affect all targets in a 10-foot burst within 30 feet of the horde. When the horde is reduced to 8 or fewer squares, this area decreases to a 5-foot burst.

**Troop Movement** Whenever the dretches Stride, they first Form Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then move up to their Speed. This works just like a Gargantuan creature moving; for instance, if any square of the horde enters difficult terrain, the extra movement cost applies to all the dretches.

**Vile Attack!** ◆ to ◆◆◆ **Frequency** once per round; **Effect** The dretch horde makes wild melee attacks against each enemy within 5 feet, with a DC 23 basic Reflex save. The damage depends on the number of actions.

◆ 2d6 slashing damage plus 1d6 evil

◆◆ 2d6+10 slashing damage plus 1d6 evil

◆◆◆ 3d6+13 slashing damage plus 1d6 evil

## 3.6. Drow War Band

## Creature 14

**Recall Knowledge - Humanoid (Society):** DC 32

CE Gargantuan [Drow Elf Humanoid Troop](#)

**Perception** +27; [darkvision](#)

**Languages** [Elven](#), [Undercommon](#)

**Skills** [Acrobatics](#) +25, [Athletics](#) +23, [Intimidation](#) +38, [Stealth](#) +25

**Str** +3, **Dex** +5, **Con** +3, **Int** +3, **Wis** +5, **Cha** +5

[Light Blindness](#)

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**AC** 30; **Fort** +24, **Ref** +25, **Will** +19; +1 status to all saves vs. magic, +2 status to all saves vs. [mental](#)

**HP** 270; **Thresholds** 160 (12 squares), 80 (8 squares); **Immunities** sleep;

**Weaknesses** area damage 20, [splash](#) damage 10

**Troop Defenses**

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**Speed** 25 feet; troop movement

**Divine Innate Spells** DC 31; **2nd** [darkness](#) (at will), [faerie fire](#) (at will); **Cantrips (4th)** [dancing lights](#)

**Form Up** ➤

**Missile Volley** ➤➤ The drow fire their bows, dealing 3d10+10 piercing damage plus Lethargy to creatures in a 10-foot burst within 20 feet (DC 31 [basic](#) Reflex save). When the drow are reduced to 8 or fewer squares, this decreases to a 5-foot burst.

**Lethargy** Each time a creature is targeted by Missile Volley, it must also make a fortitude save against Lethargy poison: **Saving Throw** DC 31 (Fortitude save) or become affected as follows: **Maximum Duration** 4 hours; **Stage 1** [slowed 1](#) (1 round); **Stage 2** [slowed 1](#) (1 minute); **Stage 3** [unconscious](#) with no Perception check to wake up (1 round); **Stage 4** [unconscious](#) with no Perception check to wake up (1d4 hours).

**Deadly Blades** ➤ to ➤➤➤ **Frequency** once per round; **Effect** The troop attacks with spears and rapiers against enemies within 5 feet (DC 33 [basic](#) Reflex save) for their choice of piercing or slashing damage depending on the number of actions.

➤ 2d6+2 piercing or slashing damage

➤➤ 4d6+12 piercing or slashing damage

➤➤➤ 6d6+12 piercing or slashing damage

**Troop Movement** Whenever the drow Stride, they first Form Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then move. This works just like a Gargantuan creature moving; for instance, if any of the drow squares enter difficult terrain, the extra movement cost applies to the whole group.



### 3.7. Duergar Vexillation

### Creature 6

**Recall Knowledge - Humanoid (Society):** DC 21

LE Gargantuan [Duergar Dwarf Humanoid Troop](#)

**Perception** +14; darkvision

**Languages** [Common](#), [Dwarven](#), [Undercommon](#)

**Skills** [Athletics](#) +16, [Deception](#) +9, [Intimidation](#) +13, [Survival](#) +9

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

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**AC** 22; **Fort** +15, **Ref** +12, **Will** +9; +2 status to all saves vs. magic


**HP** 75; **Thresholds** 63 (12 squares), 32 (8 squares); **Weaknesses** area damage 10, [splash](#) damage 5

**[Troop Defenses](#)**



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**Speed** 25 feet; troop movement

**Bola Bolt** This shot deals no damage, but on a hit, the target must succeed at a DC 20 Reflex save or be knocked [prone](#) and [immobilized](#) until it is freed with a successful DC 19 check to [Escape](#). This check can be attempted either by the target or a creature adjacent to the target.

**Fire Crossbows!**  The duergar draw or reload their crossbows, then launch a ranged attack in the form of a volley. This volley is a 10-foot burst within 120 feet that deals 2d8+9 piercing damage or bola bolt (DC 20 basic Reflex save). When the duergar are reduced to 8 or fewer squares, this area decreases to a 5-foot burst.

**[Form Up](#)** 

**Deploy Mauls!**  to  **Frequency** once per round; **Effect** The duergar engage in a coordinated melee attack against each enemy within 5 feet, with a DC 20 basic Reflex save. The damage depends on the number of actions.

 1d12+2 bludgeoning damage plus shove

 1d12+9 bludgeoning damage plus shove

 1d12+11 bludgeoning damage plus shove

**Occult Innate Spells** DC 22; **2nd** [enlarge](#) (self only), [invisibility](#) (self only)

**Shove** When the target of Deploy Mauls! fails or critically fails its Reflex save, it is pushed back 5 feet in addition to taking damage.

**Troop Movement** Whenever the duergar Stride, they first Form Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then move up to their Speed. This works just like a Gargantuan creature moving; for instance, if any square of the duergar enters difficult terrain, the extra movement cost applies to all the duergar.

### 3.8. A Famine of Ghouls

### Creature 8

**Recall Knowledge - Undead (Religion):** DC 24

CE Gargantuan [Ghoul](#) [Undead Troop](#)

**Perception** +16

**Languages** [Common](#), [Necril](#)

**Skills** [Acrobatics](#) +13, [Athletics](#) +18, [Intimidation](#) +17, [Stealth](#) +12, [Survival](#) +12

**Str** +1, **Dex** +6, **Con** +4, **Int** +2, **Wis** +2, **Cha** +3

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**AC** 26; **Fort** +13, **Ref** +18, **Will** +16

**HP** 135 ([negative healing](#)); **Thresholds** 90 (12 squares), 45 (8 squares);


**Immunities** death effects, disease, paralyzed, poison, unconscious;

**Weaknesses** area damage 10, [splash](#) damage 5



**[Troop Defenses](#)**


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**Speed** 30 feet, burrow 5 feet; troop movement

**Consume Flesh**  ([manipulate](#)) **Requirements** The ghouls are adjacent to the corpse of a creature that died within the last hour. **Effect** The ghouls devour a chunk of the corpse and regain 3d6 Hit Points. They can regain Hit Points from any given corpse only once.

**[Form Up](#)** 

**Ravenous Assault**  to  **Frequency** once per round; **Effect** The ghouls assault enemies in a horrific melee attack against each enemy within 5 feet (DC 23 basic Reflex save). The damage depends on the number of actions.

 2d6 slashing damage plus ghoulish fever and paralysis

 2d6+8 slashing damage plus ghoulish fever and paralysis


 3d6+11 slashing damage plus ghoulish fever and paralysis

**Troop Movement** Whenever the famine of ghouls Strides, the famine first Forms Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves. This works just like a Gargantuan creature moving; for instance, if any square of the ghouls enters difficult terrain, the extra movement cost applies to the whole famine.

**Ghoul Fever** ([disease](#)) **Saving Throw** Fortitude DC 24; **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 24 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**  ([move](#)) The ghouls jump up to half their Speed. This movement doesn't trigger reactions.



### 3.9. Goblin Horde

### Creature 7

**Recall Knowledge - Humanoid (Society):** DC 20

CE Gargantuan [Goblin Humanoid](#)

**Perception** +18; [darkvision](#)

**Languages** [Common](#)

**Skills** [Athletics](#) +14, [Intimidation](#) +17

**Str** +5, **Dex** +0, **Con** +3, **Int** +0, **Wis** +1, **Cha** +3

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**AC** 25; **Fort** +15, **Ref** +18, **Will** +12


**HP** 145; **Thresholds** 96 (12 squares), 48 (8 squares); **Weaknesses** area damage 10, [splash](#) damage 5



**[Troop Defenses](#)**

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**Speed** 25 feet; troop movement



**Dogslicers Out!**  to  **Frequency** once per round; **Effect** The goblin horde lashes out at any enemies in their squares or within 5 feet, with a DC 22 basic Reflex save. The damage depends on the number of actions.


 1d10+2 piercing or slashing damage

 2d10+9 piercing or slashing damage

 3d10+9 piercing or slashing damage

**[Form Up](#)** 

**Fire Bows!**  The goblin horde draws their bows, then launches a ranged attack in the form of a volley. This volley is a 10-foot burst within 120 feet that deals 3d10 piercing damage (DC 22 basic Reflex save). When the goblin horde is reduced to 8 or fewer squares, this area decreases to a 5-foot burst.

**[Form Up](#)**  **Troop Movement** Whenever the goblin horde Stride, they first Form Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then move up to their Speed. This works just like a Gargantuan creature moving; for instance, if any square of the horde enters difficult terrain, the extra movement cost applies to all the goblins.

**Reckless Abandon** A Goblin horde ignores difficult terrain (but not greater difficult terrain) caused by crowds or from movement through narrow spaces such as alleyways.

**Underfoot** The goblin horde is less organized than most troops. It can move into other creatures' spaces, and other creatures can move into its spaces. Its spaces are difficult terrain for other creatures.

### 3.10. Gnoll Hunting Pack

Creature 11

**Recall Knowledge - Humanoid (Society):** DC 28

CE Gargantuan [Gnoll Humanoid Troop](#)

**Perception** +21

**Languages** [Gnoll](#)

**Skills** [Acrobatics](#) +22, [Athletics](#) +24, [Intimidation](#) +20, [Stealth](#) +22, [Survival](#) +20

**Str** +7, **Dex** +5, **Con** +4, **Int** +2, **Wis** +2, **Cha** +2

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**AC** 31; **Fort** +23, **Ref** +20, **Will** +20

**HP** 195 (16 squares); **Thresholds** 130 (12 squares), 65 (8 squares);


**Weaknesses** area damage 15, [splash](#) damage 8

**Orders**  **Trigger** At any time. **Effect** The gnoll hunting pack can step.



**[Troop Defenses](#)**


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**Speed** 25 feet

**Arrow Volley**  The gnolls draw or reload their shortbows, then launch a ranged attack in the form of a volley. This volley is a 10-foot burst within 60 feet that deals 4d8 piercing damage (DC 23 basic Reflex save). When the troop is reduced to 8 or fewer squares, this area decreases to a 5-foot burst.

**[Form Up](#)** 

**Pack Attack**  to  **Frequency** once per round; **Effect** The members of the pack wildly swing their weapons—primarily [greataxes](#)—in a chaotic attack at each enemy adjacent to the troop (DC 27 [basic](#) Reflex save). The damage depends on the number of actions.

 1d12+2+1d6 slashing damage

 2d12+9+1d6 slashing damage

 3d12+9+1d6 slashing damage

**Rugged Travel** The pack ignores the first square of difficult terrain it moves into each time it Steps or Strides.

**Troop Movement** Whenever the pack Strides, they first [Form Up](#) as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves up to their Speed. This works just like a Gargantuan creature moving; for instance, if any square of the pack enters difficult terrain, the extra movement cost applies to the whole pack.

### 3.11. Gripli War Band

### Creature 12

**Recall Knowledge - Humanoid (Society):** DC 30

N Gargantuan [Grippli Humanoid Troop](#)

**Perception** +22; darkvision

**Languages** [Common](#), [Grippli](#)

**Skills** [Acrobatics](#) +22, [Athletics](#) +20, [Stealth](#) +22, [Survival](#) +21, [Thievery](#) +20


**Str** +3, **Dex** +6, **Con** +4, **Int** +2, **Wis** +4, **Cha** +2

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**AC** 30; **Fort** +22, **Ref** +25, **Will** +19

**HP** 220 (16 squares); **Thresholds** 145 (12 squares), 70 (8 squares);


**Weaknesses** area damage 15, [splash](#) damage 8

**Hopping Dodge**  **Trigger** A creature misses the Gripli War Band with a melee Strike; **Effect** The band quickly takes advantage of the attacker's error and Steps.

**[Troop Defenses](#)**



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**Speed** 25 feet, climb 20 feet

**Arrow Volley**  The gripplis draw or reload their shortbows, then launch a ranged attack in the form of a volley. This volley is a 10-foot burst within 60 feet that deals 4d8 piercing damage (DC 29 basic Reflex save). When the troop is reduced to 8 or fewer squares, this area decreases to a 5-foot burst.

**[Form Up](#)** 

**Jungle Stride** Gripplis ignore difficult terrain in forests and jungles.

**Kukri Attack**  to  **Frequency** once per round; **Effect** The members of the war band coordinate a lunging attack at each adjacent enemy (DC 29 [basic](#) Reflex save). The damage depends on the number of actions.

 2d6+10 slashing damage plus baneback poison

 3d6+14 slashing damage plus baneback poison

 4d6+17 slashing damage plus baneback poison

**Baneback Poison** ([poison](#)) **Saving Throw** Fortitude DC 29; **Maximum Duration** 6 rounds; **Stage 1** 2d4 poison damage and [stupefied 1](#) (1 round); **Stage 2** 4d4 poison damage and stupefied 2 (1 round); **Stage 3** 4d4 poison damage, stupefied 3, and [flat-footed](#) (1 round)

**Troop Movement** Whenever the war band Strides, they first [Form Up](#) as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves up to their Speed. This works just like a Gargantuan creature moving; for instance, if any square of the band enters difficult terrain, the extra movement cost applies to the whole band.

### 3.12. Hellhound Pack

### Creature 9

**Recall Knowledge - Beast** (**Arcana**, **Nature**): DC 26

**Recall Knowledge - Fiend** (**Religion**): DC 26

LN Gargantuan [Beast](#) [Fiend](#) [Fire Troop](#)

**Perception** +18; darkvision, scent (imprecise) 60 feet

**Languages** [Infernal](#); (can't speak any language)

**Skills** [Acrobatics](#) +18, [Athletics](#) +20, [Stealth](#) +18, [Survival](#) +16 (+18 to Track)

**Str** +6, **Dex** +4, **Con** +3, **Int** +2, **Wis** +2, **Cha** +2

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**AC** 28; **Fort** +16, **Ref** +19, **Will** +13



**HP** 170; **Thresholds** 110 (12 squares), 55 (8 squares); **Immunities** fire;

**Weaknesses** area damage 10, cold 5, [splash](#) damage 5




**[Troop Defenses](#)**

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**Speed** 40 feet; troop movement

**Breath Weapon**   ([divine](#), [evocation](#), [fire](#)) **Frequency** once every two rounds. **Effect** The hellhound pack breathes fire on all enemies within 20 feet, dealing 4d8+2 fire damage (DC 25 basic Reflex save). On a critical failure, the target takes 1d8 persistent fire damage.

**[Form Up](#)** 

**Flaming Jaws**  to   **Frequency** once per round; **Effect** The pack engages in a wild melee attack against each enemy within 5 feet (DC 25 basic Reflex save). The damage depends on the number of actions.

 2d6 piercing damage plus 2 fire and 2 evil

  2d6+10 piercing damage plus 3 fire and 3 evil

   3d6+10 piercing damage plus 4 fire and 4 evil

**Troop Movement** Whenever the hellhound pack Strides, the pack first Forms Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves. This works just like a Gargantuan creature moving; for instance, if any square of the pack enters difficult terrain, the extra movement cost applies to the whole pack.

### 3.13. Hobgoblin Platoon

### Creature 11

**Recall Knowledge - Humanoid (Society):** DC 32

LE Gargantuan [Goblin Humanoid Troop](#)

**Perception** +21; [darkvision](#)

**Languages** [Common](#), [Goblin](#)

**Skills** [Athletics](#) +22, [Intimidation](#) +21, [Religion](#) +22

**Str** +7, **Dex** +2, **Con** +6, **Int** +2, **Wis** +5, **Cha** +4

---

**AC** 32; **Fort** +24, **Ref** +18, **Will** +23


**HP** 195 (16 squares); **Thresholds** 130 (12 squares), 65 (8 squares);


**Weaknesses** area damage 15, [splash](#) damage 8

**Troop Defenses**

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**Speed** 25 feet

**Arrow Volley**  The hobgoblins draw or reload their longbows, then launch a ranged attack in the form of a volley. This volley is a 10-foot burst within 100 feet that deals 4d8 piercing damage (DC 27 basic Reflex save). When the troop is reduced to 8 or fewer squares, this area decreases to a 5-foot burst. This attack ignores the concealed condition. Their targets don't benefit from lesser cover, and they reduce the AC bonus from standard cover by 2 against the arrow volley.


**Charge!**  On its first turn of the combat the hobgoblin platoon may Stride up to double its speed as a single action.

**Form Up** 

**Troop Movement** Whenever the platoon Strides, they first [Form Up](#) as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves up to their Speed. This works just like a Gargantuan creature moving; for instance, if any square of the platoon enters difficult terrain, the extra movement cost applies to the whole platoon.

**By the Numbers!**  to  **Frequency** once per round; **Effect** The members of the platoon The city guards engage in a coordinated melee attack against each enemy within 10 feet, with a DC 27 basic Reflex save. The damage depends on the number of actions.

 1d12+2 slashing damage

 2d12+9 slashing damage

 3d12+9 slashing damage

**War Cry** When they roll initiative, the hobgoblin platoon yells a mighty battle cry. The hobgoblin platoon attempts an Intimidate check to Demoralize every foe within 60 feet as a free action.

### 3.14. Kobold Platoon

### Creature 5

**Recall Knowledge - Humanoid (Society):** DC 20

LE Gargantuan [Humanoid Kobold Troop](#)

**Perception** +12; [darkvision](#)

**Languages** [Draconic](#)

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

---

**AC** 22; **Fort** +14, **Ref** +9, **Will** +11

**HP** 75; **Thresholds** 50 (12 squares), 25 (8 squares); **Weaknesses** area damage 10, [splash](#) damage 5

**Troop Defenses**

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**Speed** 25 feet; troop movement

**Slings, Fire!** ♦♦ The kobolds draw their slings, then launch a ranged attack in the form of a volley. This volley is a 10-foot burst within 120 feet that deals 3d8 piercing damage (DC 19 basic Reflex save). When the city guards are reduced to 8 or fewer squares, this area decreases to a 5-foot burst.

**Form Up** ♦

**Hurried Retreat** ♦ **Requirements** The kobold platoon is adjacent to at least one enemy. **Effect** The kobold platoon Strides up to its Speed plus 5 feet and gains a +2 circumstance bonus to AC against reactions triggered by this movement. It must end this movement in a space that's not adjacent to any enemy.

**Present Spears!** ♦ to ♦♦♦ **Frequency** once per round; **Effect** The kobolds engage in a coordinated melee attack against each enemy within 10 feet, with a DC 19 basic Reflex save. The damage depends on the number of actions.

♦ 1d10+1d4 piercing damage

♦♦ 1d10+7+1d4 piercing damage

♦♦♦ 1d10+10+1d4 piercing damage

**Troop Movement** Whenever the kobolds Stride, they first Form Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then move up to their Speed. This works just like a Gargantuan creature moving; for instance, if any square of the platoon enters difficult terrain, the extra movement cost applies to all the kobolds.

### 3.15. Fungus Leshy Throng

### Creature 10

**Recall Knowledge - Fungus (Nature):** DC 26

N Gargantuan [Fungus Leshy Troop](#)

**Perception** +19; [darkvision](#)

**Skills** [Athletics](#) +18, [Nature](#) +18, [Stealth](#) +16

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

**Spore Cloud** ([poison](#)) A fungus leshy throng is surrounded by a cloud of spores that irritates the eyes and throats of non-fungi creatures in a 15-foot emanation. When a creature enters or begins its turn in the cloud, that creature must succeed at a DC 24 Fortitude save or take 3 persistent poison damage. A creature has its vision reduced as long as the persistent damage continues and can see only within 20 feet (or 10 feet, on a critical failure).

---

**AC** 29; **Fort** +19, **Ref** +22, **Will** +16

**HP** 195 (16 squares); **Thresholds** 130 (12 squares), 65 (8 squares);

**Weaknesses** area damage 15, [splash](#) damage 8


#### **Troop Defenses**

**Verdant Burst** ([healing](#)) Each time the fungus leshy throng suffers damage a burst of primal energy explodes within the throng, restoring 4d8 hit points (but never more than the damage suffered) to the throng and each other fungus creature in a 30-foot emanation. This area is filled with fungi, becoming difficult terrain to all but fungus creatures. If the terrain is not a viable environment for this fungi, they wither after 24 hours. When the throng is reduced to 8 or fewer squares, this healing decreases to 2d8.

---

**Speed** 25 feet; troop movement

#### **Form Up**

**Spore Pods**  The throng's members hurl a volley of spore pods. Each creature in a 10-foot burst within 60 feet of the troop takes 2d6+10 bludgeoning damage plus spores (DC 24 [basic](#) Reflex save). When the throng is reduced to 8 or fewer squares, this area decreases to a 5-foot burst.

**Spores** A creature that takes damage from a fungus leshy's spore pod Strike must attempt a saving throw with the same DC and effect as its Spore Cloud ability

**Strike!** ✦ to ✦✦✦ **Frequency** once per round; **Effect** The leshies make a melee attack against each enemy within 5 feet (DC 25 [basic](#) Reflex save). The damage depends on the number of actions.

✦ 2d6+2 bludgeoning damage

✦✦ 3d6+10 bludgeoning damage

✦✦✦ 4d6+10 bludgeoning damage

**Primal Innate Spells** DC 24; 4th [speak with plants](#)

**Change Shape** ✦ ([concentrate](#), [polymorph](#), [primal](#), [transmutation](#)) The fungus leshy throng transforms into a gargantuan patch of fungi. This ability otherwise uses the effects of [tree shape](#).

**Troop Movement** Whenever the leshies Stride, they first [Form Up](#) as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then move up to their Speed. This works just like a Gargantuan creature moving; for instance, if any square of the throng enters difficult terrain, the extra movement cost applies to all the leshies.



### 3.16. Lizardfolk Formation

### Creature 6

**Recall Knowledge - Humanoid (Society):** DC 22

N Gargantuan [Humanoid Lizardfolk Troop](#)

**Perception** +14

**Languages** [Draconic](#), [Iruxi](#)

**Skills** [Acrobatics](#) +11, [Athletics](#) +14, [Survival](#) +11

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

---

**AC** 24; **Fort** +16, **Ref** +13, **Will** +11

**HP** 95; **Thresholds** 63 (12 squares), 32 (8 squares); **Weaknesses** area damage 10, [splash](#) damage 5


**Attack of Opportunity** 

**Shield Block** 



**Troop Defenses**

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**Speed** 25 feet; troop movement


**Hurl Javelins!**  The formation's members throw a volley of javelins. Each creature in a 10-foot burst within 30 feet of the troop takes 2d6+7 piercing damage (DC 20 [basic](#) Reflex save). When the formation is reduced to 8 or fewer squares, this area decreases to a 5-foot burst.

**Form Up** 


**Swing Flails**  to  **Frequency** once per round; **Effect** The lizardfolk lash out at any enemies in their squares or within 5 feet, with a DC 20 basic Reflex save. The damage depends on the number of actions.

 1d10+2 bludgeoning damage

 1d10+9 bludgeoning damage

 1d10+12 bludgeoning damage

**Troop Movement** Whenever the lizardfolk **Stride**, they first **Form Up** as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then move up to their Speed. This works just like a Gargantuan creature moving; for instance, if any square of the lizardfolk enters difficult terrain, the extra movement cost applies to all the lizardfolk.

**Raise Shields**  The formation raises shields, with the effects of [Raise a Shield](#).

### 3.17. Minotaur War Party

### Creature 12

**Recall Knowledge - Humanoid** (**Society**): DC 30

N Gargantuan [Humanoid Troop](#)

**Perception** +22; darkvision

**Languages** [Jotun](#)

**Skills** [Athletics](#) +20, [Intimidation](#) +20, [Survival](#) +21

**Str** +7, **Dex** +3, **Con** +6, **Int** +0, **Wis** +3, **Cha** +2

**Natural Cunning** A minotaur war party automatically critically succeeds at Survival checks to avoid becoming lost or to find its way, including those from the [maze](#) spell.

---

**AC** 30; **Fort** +24, **Ref** +19, **Will** +22


**HP** 220 (16 squares); **Thresholds** 145 (12 squares), 70 (8 squares);


**Weaknesses** area damage 15, [splash](#) damage 8

**[Troop Defenses](#)**


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**Speed** 25 feet

**Hunted Fear**  The minotaur war party makes an Intimidation check to Demoralize all living creatures within 60 feet that can hear the war party but not see it. Roll once and apply the result to all creatures. If the targets are in a maze or similarly difficult-to-navigate structure, the minotaur gains a +4 circumstance bonus to this check. Creatures that become frightened as a result also take a -2 circumstance penalty to Survival checks to avoid getting lost for 1 minute. This use of Demoralize doesn't have the visual trait. Each target is temporarily immune for 1 minute.

**Hurl Javelins!**  The war party's members throw a volley of javelins. Each creature in a 10-foot burst within 30 feet of the troop takes 3d8+12 piercing damage (DC 29 [basic](#) Reflex save). When the troop is reduced to 8 or fewer squares, this area decreases to a 5-foot burst.

**[Form Up](#)** 

**Powerful Charge**  The minotaur war party Strides twice, then makes a one-action Sweeping Attack. If it moved at least 20 feet from its starting position, the Strike's damage is increased to 3d8+12.

**Sweeping Attack**  to  **Frequency** once per round; **Effect** The members of the war party attack each adjacent enemy (DC 29 [basic](#) Reflex

save). The damage depends on the number of actions. If the enemy is adjacent to both the war band and another enemy, the DC increases to 31).

❖ 2d8+10 slashing damage

❖❖ 3d8+14 piercing or slashing damage

❖❖❖ 4d8+17 slashing damage

**Troop Movement** Whenever the war party Strides, they first [Form Up](#) as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves up to their Speed. This works just like a Gargantuan creature moving; for instance, if any square of the war party enters difficult terrain, the extra movement cost applies to the whole war party.

### 3.18. Morlock Mob

### Creature 9

**Recall Knowledge - Humanoid (Society):** DC 27

**Uncommon** CE Gargantuan **Humanoid Morlock**

**Perception** +18; **darkvision**

**Languages** **Undercommon**

**Skills** **Acrobatics** +20, **Athletics** +17 (+19 **Climbing**), **Crafting** +21, **Stealth** +20

**Str** +5, **Dex** +4, **Con** +1, **Int** +3, **Wis** +2, **Cha** +2

---

**AC** 26; **Fort** +13, **Ref** +19, **Will** +16; +2 status to all saves vs. **disease** and **poison**

**HP** 145; **Thresholds** 95 (12 squares), 50 (8 squares); **Weaknesses** area damage 10, **splash** damage 5

**Light Blindness**

**Troop Defenses**

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**Speed** 30 feet, climb 20 feet; troop movement

**Form Up** ◆◆

**Launch Projectiles!** ◆◆◆ The mob's members hurl a volley of deadly projectiles from odd devices. Each creature in a 10-foot burst within 100 feet of the band takes 2d8+10 piercing damage (DC 24 **basic** Reflex save). When the raiding party is reduced to 8 or fewer squares, this area decreases to a 5-foot burst.

**Morlock Swarm** The morlock swarm heaves and surges with a great number of troops. It can move into other creatures' spaces. Its spaces are greater difficult terrain to other creatures.

**Swarming Attack** ◆◆ to ◆◆◆ **Frequency** once per round; **Effect** The morlock mob swarms to the attack, injuring any enemies in their squares or within 5 feet, with a DC 25 basic Reflex save. The damage depends on the number of actions. Against any construct, the mob does an additional die of damage.

◆◆ 2d8+2 piercing or slashing damage

◆◆◆ 2d8+10 piercing or slashing damage

◆◆◆◆ 3d8+16 piercing or slashing damage

**Troop Movement** Whenever the morlock mob Strides, they first Form Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then move up to their Speed. This works just like a Gargantuan creature moving; for instance, if any square of the mob enters difficult terrain, the extra movement cost applies to all the morlocks.

### 3.19. Orc Raiding Party

### Creature 9

**Recall Knowledge - Humanoid** (**Society**): DC 27

CE Gargantuan [Humanoid Orc](#)

**Perception** +15; [darkvision](#)

**Languages** [Orcish](#)

**Skills** [Athletics](#) +21, [Intimidation](#) +19

**Str** +5, **Dex** +0, **Con** +3, **Int** +0, **Wis** +1, **Cha** +3

---

**AC** 28; **Fort** +19, **Ref** +16, **Will** +13

**HP** 170; **Thresholds** 113 (12 squares), 57 (8 squares); **Weaknesses** area damage 10, [splash](#) damage 5



**Attack of Opportunity** 

**Ferocity** 


**Troop Defenses**


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**Speed** 25 feet; troop movement


**Slashing Attack**  to  **Frequency** once per round; **Effect** The orc raiding party hacks and slashes at any enemies within 5 feet, with a DC 24 basic Reflex save. The damage depends on the number of actions.

 2d8+2 piercing or slashing damage

 2d8+9 piercing or slashing damage

 3d8+15 piercing or slashing damage

**Form Up** 

**Hurl Javelins**  The raiding party's members throw a volley of javelins. Each creature in a 10-foot burst within 30 feet of the band takes 2d6+10 piercing damage (DC 24 [basic](#) Reflex save). When the raiding party is reduced to 8 or fewer squares, this area decreases to a 5-foot burst.

**Troop Movement** Whenever the orc raiding party Strides, they first Form Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then move up to their Speed. This works just like a Gargantuan creature moving; for instance, if any square of the band enters difficult terrain, the extra movement cost applies to all the orcs.

### 3.20. Pixie Army

### Creature 14

**Recall Knowledge - Fey (Nature):** DC 32

LN Gargantuan [Fey Sprite Troop](#)

**Perception** +27; low-light vision

**Languages** [Common](#), [Sylvan](#)

**Skills** [Acrobatics](#) +27, [Deception](#) +25, [Nature](#) +23, [Stealth](#) +25

**Str** -5, **Dex** +7, **Con** +2, **Int** +5, **Wis** +3, **Cha** +5

---

**AC** 30; **Fort** +19, **Ref** +25, **Will** +24

**HP** 220; **Thresholds** 145 (12 squares), 75 (8 squares); **Weaknesses** area damage 20, cold iron 10, [splash](#) damage 10

**[Troop Defenses](#)**

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**Speed** 15 feet, fly 45 feet troop movement

**Primal Innate Spells** DC 31; **5th** [dispel magic](#); **4th** [invisibility](#) (at will; self only); **2nd** [entangle](#) (at will), [faerie fire](#) (at will); **1st** [illusory disguise](#)

**[Form Up](#)** ➤

**They're Everywhere!** The pixie army is made up of tiny fey. It can move into other creatures' spaces, and other creatures can move into its spaces.

**Missile Volley** ➤➤ The pixies fire their famous bows, dealing 4d8+9 piercing damage to creatures in a 10-foot burst within 100 feet (DC 31 [basic](#) Reflex save). When the pixies are reduced to 8 or fewer squares, this decreases to a 5-foot burst.

**Pixie Dust** ➤➤ As with Missile Volley, the pixie army fires its bows, but instead of lethal damage, the attack has one of the following effects, chosen by the pixies.

- **Charm** (emotion, enchantment, incapacitation, mental) The target suffers the effects of a 4th level [charm](#) spell, except it doesn't gain a bonus to its save if the only hostile act was the pixie army firing its bows, and the pixies can choose to direct the target's adoration toward another creature rather than itself. (DC 31 Will Save).
- **Fear** (emotion, enchantment, fear, mental) The target suffers the effects of a [fear](#) spell. (DC 31 Will Save).
- **Hideous Laughter** (emotion, enchantment, mental) The target suffers the effects of a [hideous laughter](#) spell. (DC 31 Will Save).
- **Memory Loss** (divination, mental) On a failed DC 31 Will save, the target loses the last 5 minutes of its memory.

- **Sleep** (enchantment, incapacitation, mental, sleep) The target suffers the effects of a 4th-level [sleep](#) spell.
- **Subdual** (enchantment, mental, nonlethal) The target takes 6d8+14 mental damage, depending on its basic Will save.
- **Suggestion** (enchantment, incapacitation, linguistic, mental) The target suffers the effects of a [suggestion](#) spell, but on a success, doesn't realize that the pixies have fired arrows at them. (DC 31 Will Save).

**Shortsword Strike** ➤ to ➤➤➤ **Frequency** once per round; **Effect** The pixie army attacks enemies in their squares with their tiny shortswords (DC 33 [basic](#) Reflex save). The damage depends on the number of actions.

➤ 2d6+2 slashing damage

➤➤ 4d6+10 slashing damage

➤➤➤ 6d6+10 slashing damage

**Troop Movement** Whenever the pixies Stride, they first Form Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then move. This works just like a Gargantuan creature moving; for instance, if any of the pixies' squares enter difficult terrain, the extra movement cost applies to the whole group.

## 3.21 Ratfolk Pack

## Creature 8

A ratfolk pack typically consists of a swarm of ratfolk and giant rats, all squirming and swarming around and across each other.

**Recall Knowledge - Humanoid (Society):** DC 24

CE Gargantuan Ratfolk [Humanoid Troop](#)

**Perception** +16, darkvision

**Languages** [Common](#)

**Skills** [Acrobatics](#) +13, [Athletics](#) +18, [Intimidation](#) +17, [Sewer Lore](#) +12, [Stealth](#) +12

**Str** +6, **Dex** +4, **Con** +4, **Int** -1, **Wis** +2, **Cha** +3

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**AC** 27; **Fort** +18, **Ref** +13, **Will** +16

**HP** 135; **Thresholds** 90 (12 squares), 45 (8 squares); **Weaknesses** area damage 10, [splash](#) damage 5


**[Troop Defenses](#)**



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**Speed** 25 feet; troop movement


**Grenade Volley**  The Ratfolk draw or prepare their grenades, then launch a ranged attack in the form of a volley. This volley is a 10-foot burst within 40 feet that deals 4d8 acid, fire or frost damage (DC 23 basic Reflex save). When the troop is reduced to 8 or fewer squares, this area decreases to a 5-foot burst.

**[Form Up](#)** 

**Furious Charge**  The pack Forms Up, then Strides twice with a +10-foot circumstance bonus to its Speed. If it moves at least 10 feet, the pack deals 3d8+13 piercing damage (DC 26 basic Reflex save) to each enemy within 10 feet of the pack at the end of its movement.

**Swarm Attack!**  to  **Frequency** once per round; **Effect** The pack engages in a coordinated melee attack against each enemy within 10 feet (DC 23 basic Reflex save). The damage depends on the number of actions.

 2d6 piercing or slashing damage

 2d6+10 piercing or slashing damage

 3d6+13 piercing or slashing damage

**Swarming Stride** While moving on land, the Ratfolk pack ignores the effects of non-magical difficult terrain.

**Troop Movement** Whenever the Ratfolk pack Strides, the pack first Forms Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves. This works just like a Gargantuan creature moving; for instance, if any square of the pack enters difficult terrain, the extra movement cost applies to the whole pack.



## 3.22. A Slither of Serpentfolk Creature 12

**Recall Knowledge - Humanoid (Society):** DC 30

**Uncommon** CE Gargantuan **Humanoid Mutant Serpentfolk Troop**

**Perception** +20

**Languages** **Aklo**, **Undercommon**; **telepathy 100 feet**

**Skills** **Acrobatics** +22, **Athletics** +26, **Intimidation** +23

**Str** +7, **Dex** +2, **Con** +6, **Int** +0, **Wis** +3, **Cha** +4

---

**AC** 31; **Fort** +22, **Ref** +19, **Will** +16 (+2 status vs. **mental**)

**HP** 220 (16 squares); **Thresholds** 145 (12 squares), 75 (8 squares);


**Resistances** poison 10; **Weaknesses** area damage 15, bludgeoning 10, **splash** damage 8

**Attack of Opportunity** 



**Troop Defenses**

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**Speed** 25 feet; troop movement


**Fire Volley**  The troop launches a ranged attack in the form of a 10-foot burst within 100 feet that deals 3d8+9 damage (DC 28 **basic** Reflex save). When the garrison is reduced to 8 or fewer squares, this area decreases to a 5-foot burst.

**Form Up** 

**Bite Them!**  to  **Frequency** once per round; **Effect** The garrison makes a melee attack against each enemy within 5 feet (DC 28 **basic** Reflex save). The damage depends on the number of actions.

 2d8 slashing damage plus venom

 3d8+10 slashing damage plus venom

 4d8+13 slashing damage plus venom

**Serpentfolk Venom** (**poison**) **Saving Throw** DC 28 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage and **enfeebled 1** (1 round); **Stage 2** 2d4 poison damage and **enfeebled 1** (1 round)

**Troop Movement** Whenever a slither Strides, it first **Forms Up** as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves up to its Speed. This works just like a Gargantuan creature moving; for instance, if any serpentfolk enters difficult terrain, the extra movement cost applies to the whole slither.

### 3.23. Urdefhan Company

### Creature 11

**Recall Knowledge - Humanoid (Society):** DC 28

NE Gargantuan [Humanoid Urdefhan Troop](#)

**Perception** +21

**Languages** [Aklo](#), [Daemonic](#), [Undercommon](#)

**Skills** [Athletics](#) +22, [Intimidation](#) +21, [Religion](#) +22, [Survival](#) +21

**Str** +7, **Dex** +2, **Con** +6, **Int** +2, **Wis** +5, **Cha** +4

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**AC** 31; **Fort** +23, **Ref** +17, **Will** +22

**HP** 195 (16 squares); **Thresholds** 130 (12 squares), 65 (8 squares); ([negative healing](#)); **Immunities** [death](#) effects, [disease](#), [fear](#); **Weaknesses** area damage 15, positive 8, [splash](#) damage 8


**Necrotic Decay** ([divine](#), [necromancy](#), [negative](#)) Each time an urdhefan company passes a threshold, a foul-smelling gas fills a 5-foot emanation around the company. This gas deals 5d6 negative damage to creatures in this area as their flesh curdles and rots as well (DC 27 basic Fortitude save).

**Attack of Opportunity**

**Troop Defenses**





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**Speed** 25 feet



**Fire Bows**  The urdhefan company launches a ranged attack in the form of a 10-foot burst within 100 feet that deals 3d8+13 damage (DC 27 [basic](#) Reflex save). When the garrison is reduced to 8 or fewer squares, this area decreases to a 5-foot burst.

**Form Up** 

**Troop Movement** Whenever the company Strides, they first Form Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves up to their Speed. This works just like a Gargantuan creature moving; for instance, if any square of the troop enters difficult terrain, the extra movement cost applies to the whole troop.

**Wicked Attack**  to  **Frequency** once per round; **Effect** The members of the company all attack with their rhoka swords and vile bites in a coordinated attack at each enemy adjacent to the troop (DC 27 [basic](#) Reflex save). The damage depends on the number of actions.

 1d12+2 slashing damage plus wicked bite

 2d12+9 slashing damage plus wicked bite

◆◆◆ 3d12+9 slashing damage plus wicked bite

**Wicked Bite** Any creature that fails its save against the Wicked Attack is subject to one of two results at the GM's option. If the creature critically fails, it is subject to both options

- **Drain Blood** The urdefhans drink some of the creature's blood. On a failed save, the creature is [drained 1](#) and the urdefhan company regains 5 HP (or, on a critical failure, it's drained 2 and the urdefhan company regains 10 HP).
- **Drain Vitality** ([necromancy](#)) The urdefhan company 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).

## 3.24. Werewolf Pack

## Creature 11

**Recall Knowledge - Beast** ([Arcana](#), [Nature](#)): DC 28

**Recall Knowledge - Humanoid** ([Society](#)): DC 28

CE Gargantuan [Beast](#) [Human](#) [Humanoid](#) [Troop](#) [Werecreature](#)

**Perception** +17; low-light vision, scent (imprecise) 30 feet

**Languages** [Common](#); wolf empathy

**Skills** [Acrobatics](#) +19, [Athletics](#) +21, [Survival](#) +18

**Str** +7, **Dex** +3, **Con** +4, **Int** +2, **Wis** +2, **Cha** +2

**Wolf Empathy** ([divination](#), [primal](#)) The werewolf can communicate with lupines.

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**AC** 31; **Fort** +21, **Ref** +18, **Will** +19

**HP** 200 (16 squares); **Thresholds** 135 (12 squares), 65 (8 squares);

**Weaknesses** area damage 15, silver 8, [splash](#) damage 8

**Troop Defenses**

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**Speed** 25 feet; troop movement

**Curse of the Werewolf** ([curse](#), [necromancy](#), [primal](#)) This curse affects only humanoids. **Saving Throw** DC 27 Fortitude save. On each full moon, the cursed creature must succeed at another Fortitude save or turn into a werewolf until dawn. The creature is under the GM's control and goes on a rampage for half the night before falling unconscious until dawn.

**Form Up** ➤

**Fire Bows** ➤➤ The werewolf pack launches a ranged attack in the form of a 10-foot burst within 100 feet that deals 3d8+13 damage (DC 27 [basic](#) Reflex save). When the garrison is reduced to 8 or fewer squares, this area decreases to a 5-foot burst.

**Pack Attack** ➤ to ➤➤➤ **Frequency** once per round; **Effect** The werewolves wildly claw and bite against each adjacent enemy (DC 27 [basic](#) Reflex save). The damage depends on the number of actions.

➤ 2d10 piercing or slashing damage plus curse of the werewolf

➤➤ 3d10+8 piercing or slashing damage plus curse of the werewolf

➤➤➤ 4d10+8 piercing or slashing damage plus curse of the werewolf

**Troop Movement** Whenever the werewolf pack Strides, they first [Form Up](#) as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then move up to their Speed. This works just like a Gargantuan creature moving; for instance, if any square of the pack enters difficult terrain, the extra movement cost applies to all the werewolves.

## 3.25. Wight Host

## Creature 10

**Recall Knowledge - Humanoid (Society):** DC 24

LE Gargantuan [Troop Undead](#) [Wight](#)

**Perception** +16

**Languages** [Common](#), [Necril](#)


**Skills** [Athletics](#) +22, [Intimidation](#) +19, [Stealth](#) +16

**Str** +6, **Dex** +1, **Con** +4, **Int** +2, **Wis** +4, **Cha** +3

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**AC** 27; **Fort** +19, **Ref** +13, **Will** +16


**HP** 170 ([negative healing](#)); **Thresholds** 110 (12 squares), 55 (8 squares); **Immunities** death effects, disease, paralyze, poison, unconscious **Weaknesses** area damage 10, [splash](#) damage 5

**Final Spite**  **Trigger** The wight host is reduced to 0 Hit Points. **Effect** The wight makes a single action claw strike attack before being destroyed. It doesn't gain any temporary HP from drain life on this Strike.



### Troop Defenses


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**Speed** 25 feet; troop movement


**Arrow Volley**  The wights draw or reload their shortbows, then launch a ranged attack in the form of a volley. This volley is a 10-foot burst within 60 feet that deals 3d8+1 piercing damage (DC 25 basic Reflex save). When the troop is reduced to 8 or fewer squares, this area decreases to a 5-foot burst.

### Form Up

**Claw Strike**  to  **Frequency** once per round; **Effect** The host claws at each adjacent enemy (DC 25 basic Reflex save). The damage depends on the number of actions.

 2d6+5 slashing damage plus drain life

 2d6+10 slashing damage plus drain life

 3d6+10 slashing damage plus drain life

**Drain Life** ([divine](#), [necromancy](#)) When the wight host damages a living creature with its claws, the host gains 5 temporary Hit Points and the creature must succeed at a DC 25 Fortitude save or become [drained 1](#). Further damage dealt by the wight increases the amount of drain by 1 on a failed save to a maximum of [drained 4](#).

**Troop Movement** Whenever the wight host Strides, it first Forms Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves. This works just like a Gargantuan creature moving; for instance, if any square of the host enters difficult terrain, the extra movement cost applies to the whole host.

**Wight Spawn** ([divine](#), [necromancy](#)) A living humanoid slain by a wight host's claw Strike rises as a wight after 1d4 rounds and moves to join the wight host. When it joins the wight host, it adds 10 hp to the host's total.

## 3.26. Xulgath Mob

## Creature 9

**Recall Knowledge - Humanoid (Society):** DC 26

CE Gargantuan [Humanoid Xulgath Troop](#)

**Perception** +17; [darkvision](#)

**Skills** [Athletics](#) +18

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

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**AC** 27; **Fort** +19, **Ref** +16, **Will** +13


**HP** 170 (16 squares); **Thresholds** 113 (12 squares), 57 (8 squares); **Weaknesses** area damage 15, [splash](#) damage 8



**Troop Defenses**

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**Speed** 25 feet; troop movement


**Form Up** 


**Hurl Javelins!**  The mob's members throw a volley of javelins. Each creature in a 10-foot burst within 30 feet of the troop takes 2d6+7 piercing damage (DC 24 [basic](#) Reflex save). When the troop is reduced to 8 or fewer squares, this area decreases to a 5-foot burst.

**Club Them!**  to  **Frequency** once per round; **Effect** The xulgaths engage lash out in a wild attack against each enemy within 5 feet (DC 24 [basic](#) Reflex save). The damage depends on the number of actions.

 2d8 bludgeoning damage

 3d8+6 bludgeoning damage

 4d8+6 bludgeoning damage

**Putrid Blast**  ([olfactory](#), [poison](#)) **Frequency** once per minute; **Effect** All adjacent creatures must attempt a DC 24 Fortitude save. On a failure, the creature is [slowed 1](#) (slowed 2 on a critical failure) until the end of its next turn and takes a -2 circumstance penalty to Fortitude saves against xulgath bile for 1 minute.

**Xulgath Bile** ([poison](#)) **Saving Throw** Fortitude DC 24; **Maximum Duration** 1 hour; **Stage 1** [fatigued](#) (1 minute); **Stage 2** [fatigued](#) and [unconscious](#) (1 minute).

**Stench** ([aura](#), [olfactory](#)) 30 feet. A creature that enters the area must attempt a DC 24 Fortitude save. On a failure, the creature is [sickened 1](#), and on a critical failure, the creature also takes a -5-foot status penalty to its Speeds for 1 round. While within the aura, the creature takes a -2 circumstance penalty to saves to recover from the sickened condition. A creature that succeeds at its save is temporarily immune to all xulgaths' stench for 1 minute. A xulgath mob can activate or deactivate its stench aura as a free action.

**Troop Movement** Whenever the xulgath mob Strides, they first [Form Up](#) as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then move up to their Speed. This works just like a Gargantuan creature moving; for instance, if any square of the mob enters difficult terrain, the extra movement cost applies to all the xulgath.

## **4.0 Troop Types by CR**

<b>CR 4</b>	<b>Shambler Troop (Bestiary 3)</b>
<b>CR 5</b>	<b>Boggard Host City Guard Squadron (Bestiary 3) Kobold Platoon</b>
<b>CR 6</b>	<b>Lizardfolk Formation</b>
<b>CR 8</b>	<b>Hellknight Cavalry Brigade (Bestiary 3) Ratfolk Pack</b>
<b>CR 9</b>	<b>Morlock Mob Orc Raiding Party Xulgath Mob</b>
<b>CR 10</b>	<b>Animated Statue Company Wight Host</b>
<b>CR 11</b>	<b>Hobgoblin Platoon Rancorous Priesthood (Bestiary 3) Skeleton Infantry (Bestiary 3) Werewolf Pack</b>
<b>CR 12</b>	<b>Minotaur War Party Slither of Serpentfolk</b>
<b>CR 13</b>	<b>Terra-Cotta Garrison (Bestiary 3)</b>
<b>CR 14</b>	<b>Nightmarchers (Bestiary 3) Pixie Army</b>

## 5.0 Other Pathfinder Stuff I've Done

### Pathfinder, 2nd Edition

[Tarondor's Guide to the Pathfinder Second Edition \(Remastered\) Bard](#)  
[Tarondor's Guide to the Pathfinder Second Edition \(Remastered\) Cleric](#)  
[Tarondor's Guide to the Pathfinder Second Edition \(Remastered\) Fighter](#)  
[Tarondor's Guide to the Pathfinder Second Edition \(Remastered\) Guardian](#)  
[Tarondor's Guide to the Pathfinder Second Edition \(Remastered\) Rogue](#)  
[Tarondor's Guide to the Pathfinder Second Edition \(Remastered\) Wizard](#)  
[Tarondor's Pathfinder 2e Conversion of The Emerald Spire Superdungeon](#)  
[Tarondor's Pathfinder 2e Conversion of Monte Cook's The Banewarrens and Night of Dissolution](#)  
[Tarondor's Troop Compendium](#)  
[Tarondor's 2025 Guide to Pathfinder Adventure Paths](#)

### Pathfinder, 1st Edition

[Tarondor's Guide to the Pathfinder First Edition Transmuter Wizard](#)  
[Red Hand of Doom Conversion](#)