Vampire Spawn CR 4 XP 1,200

LE Medium undead

**Init** +1; **Senses** darkvision 60 ft. **Perception** +11

DEFENSE

**AC** 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

**hp** 26 (4d8 + 8); fast healing 2

**Fort** +3, **Ref** +2**,** Will +5

**Defensive** **Abilities** channel resistance +2

**DR** 5/silver; **Immune** undead traits; **Resist** cold 10, electricity 10

**Weaknesses** resurrection vulnerability, vampire weaknesses

OFFENSE

**Speed** 30 ft.

**Melee** slam +4 (1d4 + 1 plus energy drain)

**Space** 5 ft.; **Reach** 5 ft.

**Special** **Attacks** blood drain, *dominate* (DC 14), *energy drain* (1 level, DC 14)

STATISTICS

**Str** 12, **Dex** 12, **Con** -, **Int** 11, **Wis** 13, **Cha** 15

**Base** **Atk** +3; **CMB** +4; **CMD** 15

**Feats** Blind-Fight, Skill Focus (Perception)

**Skills** Intimidate +2, Knowledge (religion) +7, Perception +11, Stealth +16; **Racial** **Modifier** +8 Stealth

**Languages** Common

**SQ** gaseous form, shadowless, spider climb

SPECIAL ABILITIES

**Blood Drain (Su)** A vampire spawn can suck blood from a grappled opponent; if the vampire spawn establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The vampire spawn heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

**Dominate (Su)** A vampire spawn can crush a humanoid opponent's will as a standard action. Anyone the vampire spawn targets must succeed on a Will save (DC 14) or fall instantly under the vampire spawn's influence, as though by a dominate person spell (caster level 12th). The ability has a range of 30 feet. At the GM's discretion, some vampire spawns might be able to affect different creature types with this power.

**Energy Drain (Su)** A creature hit by a vampire spawn's slam (or other natural weapon) gains one negative level. This ability only triggers once per round, regardless of the number of attacks a vampire spawn makes.

**Fast Healing (Su)** A vampire spawn also gains fast healing 2. If reduced to 0 hit points in combat, a vampire spawn assumes gaseous form (see below) and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can normally travel up to 9 miles in 2 hours.) Additional damage dealt to a vampire spawn forced into gaseous form has no effect. Once at rest, the vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 2 hit points per round.

**Gaseous Form (Su)** As a standard action, a vampire spawn can assume gaseous form at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

**Resurrection Vulnerability (Su)** A raise dead or similar spell cast on a vampire spawn destroys it (Will negates). Using the spell in this way does not require a material component.

**Shadowless (Ex)** A vampire spawn casts no shadows and shows no reflection in a mirror.

**Spider Climb (Ex)** A vampire spawn can climb sheer surfaces as though under the effects of a spider climb spell.

WEAKNESSES

Vampire spawn cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from mirrors or strongly presented holy symbols. These things don't harm the vampire spawn—they merely keep it at bay. A recoiling vampire spawn must stay at least 5 feet away from the mirror or holy symbol and cannot touch or make melee attacks against that creature. Holding a vampire spawn at bay takes a standard action. After 1 round, a vampire spawn can overcome its revulsion of the object and function normally each round it makes a DC 25 Will save.

Vampire spawn cannot enter a private home or dwelling unless invited in by someone with the authority to do so.

Reducing a vampire spawn's hit points to 0 or lower incapacitates it but doesn't always destroy it (see fast healing). However, certain attacks can slay vampire spawns. Exposing any vampire spawn to direct sunlight staggers it on the first round of exposure and destroys it utterly on the second consecutive round of exposure if it does not escape. Each round of immersion in running water inflicts damage on a vampire spawn equal to one-third of its maximum hit points—a vampire spawn reduced to 0 hit points in this manner is destroyed. Driving a wooden stake through a helpless vampire spawn's heart instantly slays it (this is a full-round action). However, it returns to life if the stake is removed, unless the head is also severed and anointed with holy water.

Vendra Loaggri CR 4 XP 1,200

CN Medium humanoid Female human expert 2/rogue 4

**Init** +6 **Perception** +10

DEFENSE

**AC** 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)

**hp** 21 (6d8 - 6)

**Fort** +0, **Ref** +6, **Will** +5

**Defensive** **Abilities** evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

**Melee** mwk dagger +7 (1d4/19-20 plus poison)

**Special** **Attacks** sneak attack +2d6

STATISTICS

**Str** 10, **Dex** 14, **Con** 8, **Int** 13, **Wis** 12, **Cha** 16

**Base** **Atk** +4; **CMB** +4; **CMD** 16

**Feats** Dodge, Mobility, Skill Focus (Use Magic Device), Weapon Finesse

**Skills** Bluff +12, Craft (Alchemy) +10, Diplomacy +12, Escape Artist +6, Knowledge (local) +10, Linguistics +6, Perception +10, Profession (perfumer) +10, Stealth +6, Use Magic Device +15

**Languages** Common, Varisian

**SQ** trapfinding, rogue talent (fast stealth, rogue crawl)

**Combat** **Gear** *wand of charm person* (38 charges), *wand of remove disease* (7 charges), 2 doses of Giant Wasp poison (*save* Fort DC 18, *frequency* 1/round for 6 rounds, *effect* 1d2 Dex damage, *cure* 1 save)

**Other** **Gear** masterwork dagger, *bracers of armor +2*, silver and violet jewelry worth 50gp

Lavender Thug CR 2 XP 600

CN Medium humanoid Male human fighter 3

**Init** +0; **Perception** +5

DEFENSE

**AC** 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)

**hp** 27 (3d10 + 6)

**Fort** +5, **Ref** +2, **Will** +0 (+1 vs. fear)

OFFENSE

**Speed** 30 ft.

**Melee** mwk sap +7 (1d6+2 nonlethal)

STATISTICS

**Str** 15, **Dex** 13, **Con** 14, **Int** 10, **Wis** 8, **Cha** 12

**Base** **Atk** +3; **CMB** +5; **CMD** 16

**Feats** Alertness, Diehard, Endurance, Weapon Focus (sap), Step Up

**Skills** Intimidate +7, Perception +5

**Languages** Common

**SQ** armor training I, bravery +1

**Gear** chainmail, masterwork sap, 1 dose of Lavender's Luxuriant Liniment, 20 gp

Dire Rat CR 1/3 XP 135

N Small animal

**Init** +3; **Senses** low-light vision, scent **Perception** +4

DEFENSE

**AC** 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

**hp** 5 (1d8+1)

**Fort** +3, **Ref** +5, **Will** +1

OFFENSE

**Speed** 40 ft., climb 20 ft., swim 20 ft.

**Melee** bite +1 (1d4 plus disease)

**Special** **Attacks** disease

STATISTICS

**Str** 10, **Dex** 17, **Con** 13, **Int** 2, **Wis** 13, **Cha** 4

**Base** **Atk** +0; **CMB** –1; **CMD** 12 (16 vs. trip)

**Feats** Skill Focus (Perception)

**Skills** Climb +11, Perception +4, Stealth +11, Swim +11; Racial Modifiers uses Dex to modify Climb and Swim

SPECIAL ABILITIES

**Disease (Ex)** Filth fever: Bite—*injury*; *save* Fort DC 11; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves.

Wererat (Hybrid Form) CR 2 XP 600

Human natural wererat rogue 2 (augmented humanoid)

LE Medium humanoid (human, shapechanger)

**Init** +3; **Senses** low-light vision, scent **Perception** +8

DEFENSE

**AC** 19, touch 14, flat-footed 15 (+3 armor, +3 Dex, +1 dodge, +2 natural)

**hp** 20 (2d8 + 8)

**Fort** +3, **Ref** +6, **Will** +3

**Defensive** **Abilities** evasion; **DR** 10/silver

OFFENSE

**Speed** 30 ft.

**Melee** short sword +4 (1d6+2/19–20)

bite –1 (1d4+1 plus disease and curse of lycanthropy; DC 15)

**Ranged** light crossbow +4 (1d8/19–20)

**Special** **Attacks** sneak attack +1d6

STATISTICS

**Str** 15, **Dex** 17, **Con** 16, **Int** 10, **Wis** 16, **Cha** 6

**Base** **Atk** +1; **CMB** +3; **CMD** 17

**Feats** Dodge, Weapon Finesse

**Skills** Acrobatics +8, Bluff +3, Climb +7, Intimidate +3, Knowledge (local) +5, Perception +8, Sense Motive +8, Stealth +8, Swim +7

**Languages** Common

**SQ** change shape (human, hybrid, and dire rat; polymorph), rogue talents (fast stealth), lycanthropic empathy (rats and dire rats), trapfinding

Wererat (Human Form) CR 2 XP 600

Human natural wererat rogue 2 (augmented humanoid)

LE Medium humanoid (human, shapechanger)

**Init** +2; **Senses** low-light vision, scent **Perception** +8

DEFENSE

**AC** 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)

**hp** 18 (2d8 + 6)

**Fort** +2, **Ref** +5, **Will** +3

**Defensive** **Abilities** evasion

OFFENSE

**Speed** 30 ft.

**Melee** short sword +3 (1d6+1/19–20)

**Ranged** ight crossbow +3 (1d8/19–20)

**Special** **Attacks** sneak attack +1d6

STATISTICS

**Str** 13, **Dex** 15, **Con** 14, **Int** 10, **Wis** 16, **Cha** 6

**Base** **Atk** +1; **CMB** +2; **CMD** 15

**Feats** Dodge, Weapon Finesse

**Skills** Acrobatics +7, Bluff +3, Climb +6, Intimidate +3, Knowledge (local) +5, Perception +8, Sense Motive +8, Stealth +7, Swim +6

**Languages** Common

**SQ** change shape (human, hybrid, and dire rat; polymorph), rogue talents (fast stealth), lycanthropic empathy (rats and dire rats), trapfinding

SPECIAL ABILITIES

**Curse of Lycanthropy (Su)** A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Fortitude DC 15 negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.

**Disease (Ex)** Filth fever: Bite—*injury*; *save* Fort DC 14; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves.

**Evasion (Ex)** As the sample wererat is a 2nd level rogue, it can avoid even magical and unusual attacks with great agility. If it makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, it instead takes no damage. Evasion can be used only if the wererat is wearing light armor or no armor (as the sample wererat is equipped). A helpless rogue does not gain the benefit of evasion.

**Fast Stealth (Ex)** As the sample wererat is a 2nd level rogue, it has the Fast Stealth rogue talent. This ability allows the wererat to move at full speed using the Stealth skill without penalty.

**Lycanthropic Empathy (Ex)** In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can use Diplomacy to alter such an animal's attitude, and when so doing gain a +4 racial bonus on the check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

**Trapfinding** As the sample wererat is a 2nd level rogue, it has the trapfinding class feature. The wererat adds 1/2 its level to Perception skill checks made to locate traps and to Disable Device skill checks (+1 in this case, modify as necessary if not using this sample wererat). A rogue can use Disable Device to disarm magic traps.

Girrigz CR 6 XP 2,400

Male natural wererat fighter 6 (augmented humanoid)

CE Medium humanoid (human, shapechanger)

**Init** +5; **Senses** low-light vision, scent **Perception** +6

DEFENSE

**AC** 21, touch 14, flat-footed 20 (+7 armor, +3 deflection, +1 Dex, +2 natural)

**hp** 48 (6d10+12)

**Fort** +7, **Ref** +5, **Will** +4; (+2 vs. fear)

**DR** 10/silver

OFFENSE

**Speed** 30 ft.

**Melee** +1 mithral rapier +14/+9 (1d6+9/18-20) and bite +6 (1d6+2 plus disease)

**Special** **Attacks** cure of lycanthropy (DC 15)

STATISTICS

**Str** 20, **Dex** 13, **Con** 14, **Int** 10, **Wis** 11, **Cha** 8

**Base** **Atk** +6; **CMB** +11; **CMD** 25

**Feats** Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Weapon Focus (rapier), Weapon Specialization (rapier), Power Attack

**Skills** Climb +9, Handle Animal +3, Intimidate +4, Perception +6, Swim +13

**Languages** Common

**SQ** armor training I, bravery +2, change shape (human, hybrid and dire rat; polymorph), lycanthropic empathy (rats and dire rats) weapon training I (rapier),

**Gear** *potion of blur*, *potion of shield of faith +3*

**Other Gear** *+1 breastplate*, *+1 mithral rapier*, 30gp

SPECIAL ABILITIES

**Disease (Ex)** Filth fever: Bite-*injury*; *save* Fort DC 14; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves.

Shrieker CR - XP -

This human-sized purple mushroom emits a piercing sound that lasts for 1d3 rounds whenever there is movement or a light source within 10 feet. This shriek makes it impossible to hear any other sound within 50 feet. The sound attracts nearby creatures that are disposed to investigate it. Some creatures that live near shriekers learn that this noise means there is food or an intruder nearby.

Otyugh CR 4 XP 1,200

N Large aberration

**Init** +0; **Senses** darkvision 60 ft, scent **Perception** +9

DEFENSE

**AC** 17, touch 9, flat-footed 17 (+8 NA, -1 size)

**hp** 39 (6d8 + 12)

**Fort** +3, **Ref** +2, **Will** +6

**Immune** disease

OFFENSE

**Spd** 20 ft

**Melee** bite +7 (1d8 + 4 plus disease) and

 2 tentacles +3 (1d6 + 2 plus grab)

**Space** 10 ft; **Reach** 10 ft (15 ft with tentacle)

**Special** **Attacks** constrict (tentacle 1d6 + 2)

STATISTICS

**Str** 18, **Dex** 10, **Con** 13, **Int** 5, **Wis** 13, **Cha** 6

**Base** **Atk** +4; **CMB** +9 (+13 grapple); **CMD** 19 (21 vs trip)

**Feats** Alertness, Toughness, Weapon Focus (tentacle)

**Skills** Perception +9, Stealth +2 (+10 in lair); **Racial** **Modifiers** +8 Stealth in lair

**Languages** Common

SPECIAL ABILITIES

**Disease (Ex)** Filth fever: Bite – *injury*; *save* Fort DC 14; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves.

Rat Swarm CR 2 XP 600

N Tiny animal (swarm)

**Init** +6; **Senses** low-light vision, scent **Perception** +8

DEFENSE

**AC** 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

**hp** 16 (3d8+3)

**Fort** +4, **Ref** +5, **Will** +2

**Defensive** **Abilities** swarm traits (as a swarm of tiny creatures, a Rat Swarm takes only half damage from piercing and slashing attacks)

OFFENSE

**Speed** 15 ft., climb 15 ft., swim 15 ft.

**Melee** swarm (1d6 plus disease)

**Space** 10 ft.; **Reach** 0 ft.

**Special** **Attacks** disease, distraction (DC 12)

STATISTICS

**Str** 2, **Dex** 15, **Con** 13, **Int** 2, **Wis** 13, **Cha** 2

**Base** **Atk** +2; **CMB** —; **CMD** —

**Feats** Improved Initiative, Skill Focus (Perception)

**Skills** Balance +6, Climb +10, Perception +8, Stealth +14, Swim +10; Racial Modifiers uses Dex to modify Climb and Swim

SPECIAL ABILITIES

**Disease (Ex)** Filth fever: Swarm—*injury*; *save* Fort DC 12; *onset* 1d3 days; frequency 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves.

Dire Rat CR 1/3 XP 135

N Small animal

**Init** +3; **Senses** low-light vision, scent **Perception** +4

DEFENSE

**AC** 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

**hp** 5 (1d8+1)

**Fort** +3, **Ref** +5, **Will** +1

OFFENSE

**Speed** 40 ft., climb 20 ft., swim 20 ft.

**Melee** bite +1 (1d4 plus disease)

**Special** **Attacks** disease

STATISTICS

**Str** 10, **Dex** 17, **Con** 13, **Int** 2, **Wis** 13, **Cha** 4

**Base** **Atk** +0; **CMB** –1; **CMD** 12 (16 vs. trip)

**Feats** Skill Focus (Perception)

**Skills** Climb +11, Perception +4, Stealth +11, Swim +11; Racial Modifiers uses Dex to modify Climb and Swim

SPECIAL ABILITIES

**Disease (Ex)** Filth fever: Bite—*injury*; *save* Fort DC 11; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves.

Silt Eel CR 1 XP 400

N Medium animal

**Init** +5; **Senses** low-light vision, scent **Perception** +9

DEFENSE

**AC** 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)

**hp** 13 (2d8 + 4)

**Fort** +5, **Ref** +4, **Will** +1

OFFENSE

**Speed** 20 ft., climb 20 ft., swim 20 ft.

**Melee** bite +2 (1d4–1 plus poison)

STATISTICS

**Str** 8, **Dex** 13, **Con** 14, **Int** 1, **Wis** 13, **Cha** 2

**Base** **Atk** +1; **CMB** +0; **CMD** 11 (can't be tripped)

**Feats** Improved Initiative, Weapon Finesse

**Skills** Acrobatics +9, Climb +9, Perception +9, Stealth +9, Swim +9; Racial Modifiers +4 Perception, +4 Stealth, +8 Acrobatics; **modifiers** Climb and Swim with Dexterity

SPECIAL ABILITIES

**Poison (Ex)** Bite—*injury*; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 1 save.

Skinshear CR 1 XP 400

N Medium Animal (aquatic)

**Init** +6, **Senses** blindsense 30 ft, keen scent, low-light vision **Perception** +8

DEFENSE

**AC** 16, Touch 12, Flat-Footed 14 (+2 Dex, +4 natural)

**HP** 22 (4d8 + 4)

**Fort** +7, **Ref** +6, **Will** +2

OFFENSE

**Speed** swim 60 ft

**Melee** bite +5 (1d6 + 3)

STATISTICS

**Str** 15, **Dex** 14, **Con** 13, **Int** 1, **Wis** 12, **Cha** 2

**Base** **Atk** +3; **CMB** +5; **CMD** 17

**Feats** Great Fortitude, Improved Initiative

**Skills** Perception +8, Swim +10

SPECIAL ABILITIES

**Keen Scent (Ex**) A shark can notice creates by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.

Zombie CR ½ XP 200

NE Medium undead

**Init** +0; **Senses** darkvision 60 ft **Perception** +0

DEFENSE

**AC** 12, touch 10, flat-footed 12 (+2 natural)

**hp** 12 (2d8 + 3)

**Fort** +0, **Ref** +0, **Will** +3

**DR** 5/slashing; **Immune** undead traits

OFFENSE

**Spd** 30 ft.

**Melee** slam +4 (1d6+4)

STATISTICS

**Str** 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

**Base** **Atk** +1; **CMB** +4; **CMD** 14

**Feats** Toughness

**Special** **Qualities** staggered

Bhrunlida Torthus CR 2 XP 600

CN Medium humanoid Male human fighter 3

**Init** +0; **Perception** +5

DEFENSE

**AC** 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)

**hp** 27 (3d10 + 6)

**Fort** +5, **Ref** +2, **Will** +0 (+1 vs. fear)

OFFENSE

**Speed** 30 ft.

**Melee** mwk sap +7 (1d6+2 nonlethal)

STATISTICS

**Str** 15, **Dex** 13, **Con** 14, **Int** 10, **Wis** 8, **Cha** 12

**Base** **Atk** +3; **CMB** +5; **CMD** 16

**Feats** Alertness, Diehard, Endurance, Weapon Focus (sap), Step Up

**Skills** Intimidate +7, Perception +5

**Languages** Common

**SQ** armor training I, bravery +1

**Gear** chainmail, masterwork sap, 1 dose of Lavender's Luxuriant Liniment, 20 gp

Gray Maiden CR 2 XP 600

LE Medium humanoid Female human fighter 3

**Init** +1 **Perception** -1

DEFENSE

**AC** 22, touch 11, flat-footed 21 (+9 armor, +1 Dex, +2 shield)

**hp** 30 (3d10+9)

**Fort** +5, **Ref** +2, **Will** +2 (+1 vs. fear)

OFFENSE

**Speed** 20 ft.

**Melee** mwk longsword +8 (1d8+3/19–20)

**Ranged** composite longbow (Str +3) +4 (1d8+3/x3)

TACTICS

**During** **Combat** The Gray Maidens on the ground floor move to engage the PCs in melee, while the two on the catwalks above provide support with their bows

**Morale** The Gray maidens fight to the death.

STATISTICS

**Str** 16, **Dex** 12, **Con** 15, **Int** 10, **Wis** 8, **Cha** 13

**Base** **Atk** +3; **CMB** +6; **CMD** 17

**Feats** Iron Will, Point Blank Shot, Precise Shot, Quick Draw, Weapon Focus (longsword)

**Skills** Climb +4, Intimidate +7

**Languages** Common

**SQ** armor training 1, bravery +1

**Gear** masterwork full plate, heavy steel shield, masterwork longsword, composite longbow with 20 arrows

Queen's Physician CR 2 XP 600

NE Medium humanoid Human rogue 3

**Init** +7 **Perception** +6

DEFENSE

**AC** 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)

**hp** 22 (3d8+3)

**Fort** +2, **Ref** +6, **Will** +3

**Defensive** **Abilities** evasion, trap sense +1

OFFENSE

**Speed** 30 ft.

**Melee** masterwork club +6 (1d6+2)

**Special** **Attacks** sneak attack +2d6

TACTICS

**During** **Combat** Queen’s Physicians fight with an eerie silence. They coordinate their attacks with a series of hand gestures, speaking only when forced to and focusing their attacks on the same target so as to increase flanking opportunities.

**Morale** A Queen’s Physician flees if reduced to 3 hit points or less.

STATISTICS

**Str** 14, **Dex** 17, **Con** 12, **Int** 13, **Wis** 10, **Cha** 8

**Base** **Atk** +2; **CMB** +4; **CMD** 17

**Feats** Combat Reflexes, Improved Initiative, Iron Will, Weapon Focus (club)B

**Skills** Acrobatics +9, Bluff +5, Diplomacy +5, Disguise +5, Heal +3 (+5 with kit), Intimidate +5, Knowledge (local) +7, Perception +6, Sense Motive +6, Stealth +9

**Languages** Common, Varisian

**SQ** rogue talent (weapon training), trapfinding

**Combat** **Gear** leather armor, masterwork club, healer's kit, plaguebringer's mask

Dr. Davaulus CR 9 XP 6,400

NE Medium humanoid Male human rogue 3 / expert 3 / bard 7

**Init** +3 **Perception** +17

DEFENSE

**AC** 20, touch 14, flat-footed 16 (+5 armor, +3 Dex, +1 Dodge, +1 natural)

**hp** 75 (11d8+13)

**Fort** +5, **Ref** +13, **Will** +11; +4 vs. bardic performance, sonic and language-dependent spells

**Defensive** **Abilities** evasion, trap sense +1, well-versed

OFFENSE

**Speed** 30 ft.

**Melee** *+1 human bane rapier* +14/+9 (1d6/15-20)

 *+3 human bane rapier* +16/+11 3d6/15-20) vs. humans

**Special** **Attacks** bardic performance (18 rounds/day, move action; countersong, *distraction*, *fascinate*, inspire competence +3, inspire courage +2, suggestion), sneak attack +2d6

**Bard** **Spells** **Known** (CL 7th; concentration +9; DC 12)

3rd (1/day) – *blink, haste*

2nd (4/day) – *cat's grace, cure moderate wounds, invisibility, misdirection*

1st (5/day) – *charm person, cure light wounds, disguise self, expeditious retreat, hideous laughter*

0 (at will) – *dancing lights, detect magic, ghost sound, mage hand, mending, prestidigitation*

TACTICS

**Before** **Combat** Doctor Davaulus casts misdirection whenever he expects to be involved in a public scene.

**During** **Combat** Davaulus considers himself a gentleman, even though his interests run to murder and cruelty. He engages in physical combat only as a last resort. When he fights, he utilizes combat expertise to full effect, saving *hideous laughter* for use against foes who seem to be more brawn than brains.

**Morale** Davaulus attempts to flee if brought below 10 hit points, but fights to the death if no escape seems possible.

STATISTICS

**Str** 8, **Dex** 16, **Con** 10, **Int** 16, **Wis** 12, **Cha** 15

**Base** **Atk** +9; **CMB** +8; **CMD** 22

**Feats** Combat Expertise, Combat Reflexes, Dodge, Improved Critical (rapier), Quick Draw, Toughness, Weapon Finesse, Weapon Focus (rapier)

**Skills** Appraise +11, Bluff +18, Diplomacy +18, Disable Device +10, Heal +17, Intimidate +18, Knowledge (arcana, local, nature, religion) +19, Perception +17, Perform (comedy) +18, Perform (oratory) +18, Profession (doctor) +17, Sense Motive +18, Sleight of Hand +11, Spellcraft +11, Stealth +13

**Languages** Common, Elven, Halfling, Mwangi

**SQ** bardic knowledge +3, lore master 1/day, rogue talent (finesse rogue), trapfinding, versatile performance (comedy, oratory)

**Combat** **Gear** *flask of curses* labeled “elixir of true healing,” *potion of remove disease*

**Other** **Gear** *+1 human bane rapier*, *+1 mithral shirt*, *amulet of natural armor +1, cloak of resistance +1*, key to doors into F7, button key for lift

Death’s Breath Doors CR 8 XP 4,8000

**Type** Magical

**Perception** DC 25 **Disable** **Device** DC 25

EFFECTS

**Trigger** Touch **Reset** automatic (after 1minute)

**Bypass** each door can be neutralized for one round with a channel positive energy attack dealing at least 15 damage, a channel positive energy attack dealing at least 20 damage destroys the trap.

**Effect** Atk +15 melee (scythe; 2d4 + 9/x4; all targets within 5 feet of any door) and poison gas (*insanity* *mist*; *inhaled* Fort DC 15; *initial* 1d4 Wis, *secondary* 2d6 Wis; all creatures in room)

Rolth CR 8 XP 6,400

CE Medium humanoid Male human wizard (necromancer) 9

**Init** +2 **Perception** +9

DEFENSE

**AC** 21, touch 13, flat-footed 19 (+4 armor, +1 deflection, +2 Dex, +4 shield)

**hp** 75 (9d6+18+14 temp)

**Fort** +6, **Ref** +6, **Will** +7; +2 Fortitude saves when Runkus (familiar) is in arm's length.

OFFENSE

**Speed** 30 ft.

**Melee** +4 masterwork dagger (1d4-1)

**Special** **Attacks** *grave touch* (9/day), turn undead.

**Wizard** **Spells** **Prepared** (CL 9rd; concentration +19, DC 16)

5th – *feeblemind, hungry pit, suffocation*

4th – *animate dead (x2), dimension door, enervation*

3rd – *hold person, lightning bolt, ray of exhaustion, vampiric touch (x2)*

2nd – *blindness/deafness, ~~false life~~, ghoul touch (x2), scorching ray, spectral hand, touch of idiocy*

1st – *chill touch, grease, ~~mage armor~~, ray of enfeeblement (x2), ~~shield~~, shocking grasp*

0 – *acid splash, bleed, detect magic, read magic*

**Prohibited** **Schools** illusion, transmutation

TACTICS

**Before** **Combat** Rolth prepares for battle by casting *mage armor, shield, and false life*. He then animates any corpses he has handy and readies his *spectral hand* with *vampiric touch*.

**During** **Combat** Rolth attempts to stay out of combat as much as possible, preferring to let his undead creations and subordinates do the fighting as he uses his offensive spells and *wand of magic missile* from the far side of the room.

**Morale** Rolth abandons his Urgathoan allies if brought below 10 hit points or if his defeat seems imminent, in which case he casts dimension door to escape.

STATISTICS

**Str** 8, **Dex** 14, **Con** 14, **Int** 22, **Wis** 10, **Cha** 12

**Base** **Atk** +4; **CMB** +3; **CMD** 16

**Feats** Combat Casting, Craft Construct, Craft Magical Arms and Armor, Craft Wonderous Item, Greater Spell Focus (necromancy), Spell Focus (necromancy), Toughness, Scribe Scroll

**Skills** Acrobatics +11, Craft (Alchemy) +18, Escape Artist +11, Heal +9, Knowledge (arcana, religion, planes) +18, Perception +9, Spellcraft +18, Stealth +11

**Languages** Abyssal, Aklo, Common, Shoanti, Undercommon, Varisian

**SQ** deliver touch spells through familiar, empathic link to familiar, prohibited schools (illusion & transmutation), share spells with familiar, speak with animals, speak with familiar, summon familiar (Runkus)

**Combat** **Gear** *wand of magic missile* (CL 3rd, 43 charges)

**Other** **Gear** masterwork dagger, *cloak of resistance +1*, *headband of intellect +2*, *ring of protection +1*, *unguent of timelessness* (6 doses), mortician's tools, 6 black onyxes worth 25 gp each, spellbook (contains all spells prepared)

Priest of Urgathoa CR 2 XP 600

NE Medium humanoid Human cleric 3

**Init** +0 **Perception** +6

**Aura** evil

DEFENSE

**AC** 17, touch 10, flat-footed 17 (+7 armor)

**hp** 26 (3d8+9)

**Fort** +7, **Ref** +1, **Will** +6

OFFENSE

**Speed** 20 ft.

**Melee** +5 mwk scythe (2d4+1/x4)

**Special** **Attacks** channel negative energy (Will DC 10 half, 2d6 negative energy)

**Spell-Like Abilities** (CL 3rd; concentration +6)

6/day – *battle rage, bleeding touch*

**Cleric Spells Known** (CL 3rd; concentration +6, DC 13)

2nd – *bull's strength, cure moderate wounds, spiritual weapon*

1st – *cure light wounds, divine favor, magic weapon, shield of faith*

0 – *bleed, detect magic, resistance, stabilize*

**Domains**: Death, War

TACTICS

**Before** **Combat** Before engaging in combat, a priest casts *magic weapon* and *shield of faith*.

**During** **Combat** On the first round of combat, a priest casts *divine favor*, engaging in melee in the following rounds. He casts *cure light wounds* on himself if brought below 6 hit points.

**Morale** A priest of Urgathoa fights to the death.

STATISTICS

**Str** 13, **Dex** 10, **Con** 14, **Int** 12, **Wis** 17, **Cha** 8

**Base** Atk +2; **CMB** +3; **CMD** 13

**Feats** Combat Casting, Great Fortitude, Weapon Focus (scythe)

**Skills** Heal +9, Knowledge (religion) +7, Perception +6, Spellcraft +7

**Languages** Common, Varisian

**SQ** orisons, spontaneous casting (inflict wounds)

**Combat** **Gear** *potion of cure moderate wounds*

**Other** **Gear** mwk scythe, *+1 breastplate*

Medium Skeleton CR 1/3 XP 135

NE Medium undead

**Init** +6; **Senses** darkvision 60 ft. **Perception** +0

DEFENSE

**AC** 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)

**hp** 4 (1d8)

**Fort** +0, **Ref** +2, **Will** +2

**DR** 5/bludgeoning **Immune** cold, undead traits

OFFENSE

**Speed** 30 ft.

**Melee** broken scimitar +0 (1d6)

claw –3 (1d4+1) or

 2 claws +2 (1d4+2)

STATISTICS

**Str** 15, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10

**Base** **Atk** +0; **CMB** +2; **CMD** 14

**Feats** Improved Initiative

**Gear** broken chain shirt, broken scimitar

Zombie CR ½ XP 200

NE Medium undead

**Init** +0; **Senses** darkvision 60 ft **Perception** +0

DEFENSE

**AC** 12, touch 10, flat-footed 12 (+2 natural)

**hp** 12 (2d8 + 3)

**Fort** +0, **Ref** +0, **Will** +3

**DR** 5/slashing; **Immune** undead traits

OFFENSE

**Spd** 30 ft.

**Melee** slam +4 (1d6+4)

STATISTICS

**Str** 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

**Base** **Atk** +1; **CMB** +4; **CMD** 14

**Feats** Toughness

**Special** **Qualities** staggered

Ramoska Arkminos CR 9 XP 6,400

LE Medium undead (augmented humanoid) Male nosferatu human wizard 8

**Init** +7; **Senses** darkvision 60 ft., low-light vision, scent, telepathy 60 ft.

 **Perception** +18

DEFENSE

**AC** 27; touch 15, flat-footed 24 (+4 armor, +2 deflection, +3 Dex, +8 natural)

**hp** 60 (8d8 + 24); fast healing 5

**Fort** +2, **Ref** +7, **Will** +13

**Defensive** **Abilities** channel resistance +4; **DR** 5/piercing and wood; **Immune** undead traits; **Resist** cold 10, electricity 10, sonic 10

**Weakness** vampire weaknesses

OFFENSE

**Speed** 30 ft.

**Melee** 2 claws +4 (1d6)

**Special** **Attacks** blood drain, *dominate* (DC 19), *hand of the apprentice* (7/day), *telekinesis* (DC 19)

**Spells** **Prepared** (CL 8th, concentration +16, ranged touch +7)

4th – *crushing despair* (DC 19), *fire shield*, *stoneskin*

3rd – *dispel magic, hold perso*n (DC 18), *lightning bolt* (DC 17), *stinking* *cloud* (DC 17)

2nd – *invisibility, scorching ray, touch of idiocy* (DC 17), *web* (DC 16)

1st – *disguise self, mage armor* (already cast), *magic missile, ray of enfeeblement* (DC 15), *silent image* (DC 15)

0 (at will) – *detect magic, ghost sound* (DC 14), *mage hand, message*

STATISTICS

**Str** 10, **Dex** 16, **Con** --, **Int** 19, **Wis** 20, **Cha** 17

**Base** **Atk** +4; **CMB** +4; **CMD** 17

**Feats** Alertness, Combat Casting, Empower Spell, Improved Initiative, Iron Will, Lightning Reflexes, Persuasive, Scribe Scroll, Skill Focus (Craft [alchemy]), Skill Focus (Heal), Skill Focus (Sense Motive), Spell Focus (enchantment)

**Skills** Craft (alchemy) +14, Diplomacy +5, Heal +13, Knowledge (arcana) +15, Knowledge (history) +10, Knowledge (religion) +10, Knowledge (planes) +10, Linguistics +10, Perception +18, Spellcraft +14, Stealth +19, Sense Motive +16; Racial Modifiers +8 Stealth, +8 Perception, +8 Sense Motive

**Languages** Common, Draconic, Infernal, Varisian; telepathy 60 ft.

**SQ** arcane bond (ring of protection +2), arcane school (universalist), metamagic mastery, spider climb, swarm form

**Combat** **Gear** *wand of magic missile* (3rd, 31 charges), *potions of inflict moderate wounds* (2)

**Other Gear** *ring of protection +2*, *cape of the montebank* (*dimension door*, 1/day), spellbook, antique jewelry (worth 70 gp)

SPECIAL ABILITIES

**Blood Drain (Su)** A nosferatu can suck blood from a grappled opponent; if the nosferatu establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The nosferatu heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

**Dominate (Su)** A nosferatu can crush a humanoid opponent's will as a standard action. Anyone the vampire spawn targets must succeed on a Will save (DC 19) or fall instantly under the nosferatu‘s influence, as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

**Resurrection Vulnerability (Su)** A raise dead or similar spell cast on a nosferatu destroys it (Will negates). Using the spell in this way does not require a material component.

**Fast Healing (Ex):** A nosferatu heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes swarm form and attempts to escape. It must reach its coffin within 1 hour or be utterly destroyed. Any additional damage dealt to a nosferatu forced into swarm form in this manner has no effect. Once at rest in its coffin, a nosferatu is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

**Spider Climb (Ex):** A nosferatu can climb sheer surfaces as though with a spider climb spell.

**Swarm Form (Su):** As a standard action, a nosferatu can change into a bat swarm, centipede swarm, rat swarm, or spider swarm. The swarm has the same number of hit points as the nosferatu, and any damage done to the swarm affects the nosferatu. While in swarm form, a nosferatu cannot use its natural claw attack or any of its special attacks, although it gains the natural weapons and extraordinary special attacks of the swarm it transformed in. It also retains all of its usual special qualities. While in swarm form, the nosferatu is still considered to be an undead creature with its total number of Hit Dice. It can remain in swarm form until it assumes another form; retakes its original form as a standard action; or until the next sunrise.

**Telepathy (Su):** A nosferatu can communicate telepathically with any creature within 60 feet that speaks the same languages. In addition, a nosferatu can communicate with any animal, magical beast, or vermin.

**Hand of the Apprentice (Su)** You cause your melee weapon to fly from your grasp and strike a foe before instantly returning to you. As a standard action, you can make a single attack using a melee weapon at a range of 30 feet. This attack is treated as a ranged attack with a thrown weapon, except that you add your Intelligence modifier on the attack roll instead of your Dexterity modifier (damage still relies on Strength). This ability cannot be used to perform a combat maneuver. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Daemon, Leukodaemon CR 9 XP 6,400

NE Large outsider (daemon, evil, extraplanar)

**Init** +11; **Senses** Darkvision 60ft, telepathy 100 ft. **Perception** +22

**Aura** Infectious Aura

DEFENSE

**AC** 25, touch 16, flat-footed 18 (+7 Dex, +9 natural, -1 size)

**hp** 105 (10d10 + 50)

**Fort** +12, **Ref** +10, **Will** +12

**DR** 10/good

**Immune** acid, death effects, disease, and poison

**Resist** cold 10; electricity 10; fire 10; SR 19

OFFENSE

**Speed** 30 ft., fly 60 ft (Average)

**Melee** 2 Claws +13 (1d6 + 4) and

Bite +8 (1d8 + 2)

**Ranged** +*2 Composite Longbow* (+4 Str) +19/+14 (1d8 + 6 plus Contagion Shot)

**Space** 10 ft.; **Reach** 10 ft.

**Special** **Attacks** breath of flies, contagion shot, summon daemon

TACTICS

**Before** **Combat** Upon sighting foes, leukodaemons take to the air, summoning other leukodaemons and readying their bows for a strike from above.

**During** **Combat** Far less effective in melee combat than at a distance, leukodaemons prefer to stay out of reach of their enemies, using their flight and speed to make repeated use of their breath of flies and contagion shot abilities. Leukodaemons favor using their contagion shot to spread cackle fever and slimy doom, due to the relative swiftness of their effects.

**Morale** Intimately familiar with the workings of the diseases they spread, leukodaemons flee to a safe distance after peppering dangerous enemies with arrows, waiting for their diseases to weaken their foes before returning to finish the fight.

STATISTICS

**Str** 19, **Dex** 24, **Con** 20, **Int** 19, **Wis** 21, **Cha** 16

**Base** **Atk** +10; **CMB** +15; **CMD** 32

**Feats** Alertness, Blind-Fight, Deadly Aim, Improved Initiative, Weapon focus (Longbow)

**Skills** Fly +20, Heal +18, Knowledge (Religion) +16, Knowledge (the Planes) +16, Knowledge (three others) +16, Stealth +16, Perception +22, Survival +16

**Languages** Abyssal, Draconic, Infernal; Telepathy 100ft

**Combat** **Gear** *+2 Composite Longbow*

SPECIAL ABILITIES

**Breath of Flies (Su)** Once per minute, a leukodaemon can unleash a cloud of thousands of corpse-bloated, biting black flies. 20-foot cone, damage 8d6 slashing, Reflex DC 20 half. Those who take any damage are also sickened for 1 minute. In addition, the flies linger for 1d4+1 rounds after being breathed forth. This buzzing swarm manifests as a 20-foot square cloud centered on the cone’s original point of origin. This cloud has the same effects as a *stinking cloud*. The cloud has no effect until 1 round after the leukodaemon breathes.

**Contagion Shot (Su)** Any arrow a leukodaemon fires—either from its own bow or any other—is tainted with disease. If a creature is damaged by a leukodaemon’s arrow, it must make a DC 19 Fortitude save or be affected as if by the spell *contagion*. A leukodaemon can manifest arrows at will and never runs out of ammunition.

**Infectious Aura (Su) D**iseases are more virulent in the presence of a leukodaemon. All creatures within 50 feet of a Leukodaemon take a –5 penalty on all Fortitude saves against disease. This penalty is equal to the Leukodaemon’s Constitution modifier.

**Summon Daemon (Sp)** Once per day, a Leukodaemon can attempt to summon another Leukodaemon with a 35% chance of success. This ability is the equivalent of a 3rd-level spell. Harbingers of plagues and daemons of disease, Leukodaemons spread sickness among all who fall beneath the shadow of their black wings. Servants of Apollyon, the Horseman of Pestilence—one of the foul masters of Abaddon and among the most powerful of archdaemons—Leukodaemons scour the planes at the behest of their dark master, claiming souls in his dreaded name. Among the greatest bowmen of the Lower Planes, the skull-headed fiends strike like the plagues they spread: silent, sudden, and deadly. Most leukodaemons stand 14 feet tall, yet being composed mostly of dust, withered flesh, dried bones, and the buzzing of flies, weigh little more than 200 pounds.

Lady Andaisin CR 9 XP 6,400

NE Medium humanoid Female human cleric 10

**Init** -1 **Perception** +5

**Aura** evil

DEFENSE

**AC** 24, touch 12, flat-footed 24 (+8 armor, +3 deflection, -1 Dex, +4 natural)

**hp** 112 (10d8+64) (includes 14 temporary from aid)

**Fort** +13, **Ref** +4, **Will** +14; +1 vs fear

OFFENSE

**Speed** 20 ft.; air walk

**Melee** *+2 vicious scythe* +12/+7 (2d4+3/x4 plus 2d6, plus 1d6 to wielder)

**Special** **Attacks** channel negative energy (Will DC 16 half, 5d6 negative energy), weapon master

**Spell-Like Abilities** (CL 10th; concentration +15)

8/day – *battle rage, bleeding touch*

**Cleric Spells Prepared** (CL 10th; concentration +15, DC 15)

5th – *greater command, righteous might, slay living, wall of stone*

4th – *~~air walk~~, cure critical wounds, divine power, ~~greater magic weapon~~, poison*

3rd – *blindness/deafness, contagion, dispel magic, ~~extended status~~, ~~magic vestment~~*

2nd – *~~aid~~, ~~bear's endurance~~, cure moderate wounds (2), ~~extended shield of faith~~, spiritual weapon*

1st – *cause fear, cure light wounds (3), divine favor, obscuring mist, sanctuary*

0 – *detect magic, guidance, light, stabilize*

**Domains**: Death, War

TACTICS

**Before Combat** Every morning, Lady Andaisin casts *extended status* on her allies. As soon as she realizes the temple is invaded (likely because the alarm is raised or because one of the creatures she’s cast status on becomes damaged), she casts *air walk, greater magic weapon*, and *magic vestment* on herself and drinks her *potion of barkskin*. When she hears the sounds of combat nearby, she casts *extended shield of faith, bear’s endurance*, and *aid* on herself as well—if enemies do not reach her within a few minutes, she makes a quick patrol of every room in the temple to seek them out (or to determine if the intruders have been defeated). All of these spell effects are included in her stats.

**During Combat** Andaisin’s first act in combat is to cast *divine power* on herself. After that, she uses *air walk* to climb to a point 10 feet off the ground, then spends the first few rounds of combat casting spells at the PCs. She generally starts with *greater command*, ordering her enemies to fall prone before her, then follows that in the next few rounds with *blindness/deafness* at an obvious cleric, *dispel magic* if the PCs have several obvious spell effects, or *spiritual weapon* at a wizard or other frail-looking PC. She then drops down into melee with the PCs. If brought below 30 hit points, she retreats back into the air, casting *obscuring mist* on the ground below to make it difficult for non-flying creatures to target her. She spends the next few rounds curing her damage before returning to battle.

**Morale** Andaisin fights to the death.

**Base** **Statistics** **AC** 17, touch 9, flat-footed 17; **hp** 78 (10d8+30); **Fort** +11; **Melee** *+1 vicious scythe* +10/+5 (2d4+2/×4 plus 2d6); **Con** 14; CMD 17

STATISTICS

**Str** 12, **Dex** 8, **Con** 18, **Int** 10, **Wis** 21, **Cha** 13

**Base** **Atk** +7; **CMB** +8; **CMD** 20

**Feats** Combat Casting, Craft Magic Arms and Armor, Craft Wondrous Item, Extend Spell, Spell Focus (necromancy), Weapon Focus (scythe)

**Skills** Knowledge (arcana) +13, Knowledge (religion) +13, Spellcraft +13

**Languages** Common

**SQ** death's embrace, orisons, spontaneous casting (inflict spells)

**Combat** **Gear** potion of barkskin +4

**Other** **Gear** *+1 vicious scythe*, *+1 breastplate*, *cloak of resistance +2*, *headband of Wisdom +2*, onyx unholy symbol of Urgathoa worth 200 gp

Lady Andaisin Tansfromed CR 8 XP 4,800

NE Large undead (Pathfinder #8, pg 82)

**Init** +3; **Senses** darkvision 60ft **Perception** +17

**Aura** desecrate (20 ft radius)

DEFENSE

**AC** 23, touch 12, flat-footed 20 (+3 Dex, +11 natural, -1 size)

**hp** 93 (11d8 + 44)

**Fort** +7, **Ref** +7, **Will** +11

**Immune** undead traits

OFFENSE

**Speed** fly 40 ft. (Perfect)

**Melee** Great Claw +13 (2d6+9 plus diseased touch)

Claw +11 (1d6+5 plus diseased touch) and

 tentacle +11 (1d8+5)

**Space** 40 ft.; **Reach** 10 ft.

**Special** **Attacks** Diseased Touch, Spells

**Cleric Spells Prepared** (CL 6th, concentration +9, DC 13)

3rd – *animate dead, contagion, dispel magic*

2nd – *death knell, hold person, hold person, spiritual weapon*

1st – *cause fear, entropic shield, inflict light wounds, protection from good*

0(at will) – *detect magic, guidance, bleed, resistance, virtue*

TACTICS

**Before** **Combat** In the moments before zealously charging into battle, a daughter of Urgathoa casts beneficial spells upon herself, waiting until the last moment to cast spiritual weapon to summon a crackling black scythe into existence.

**During** **Combat** A daughter of Urgathoa delights in spreading disease, either using her diseased touch attack or contagion. If aided by minions, she uses her spells to aid her allies and confound her enemies from a distance before tearing her way into melee.

**Morale** While some daughters of Urgathoa see the wisdom in escaping to thwart their dark goddess’s foes another day, more fanatical ones believe themselves to be invincible and fight until destroyed.

STATISTICS

**Str** 27, **Dex** 19, **Con** --, **Int** 19, **Wis** 16, **Cha** 19

**Base** **Atk** +5; **CMB** +21; **CMD** 34

**Feats** Ability Focus (Diseased Touch), Combat Casting, Combat Reflexes, Improved Natural Attack (Great Claw), Multiattack, Power Attack.

**Skills** Bluff +18, Escape Artist +17, Intimidate +18, Knowledge (Religion) +18, Stealth +17, Sense Motive +17, Perception +17, Spellcraft +18

**Languages** Common, Abyssal or Infernal and two others.

**SQ** Great Claw, Unholy Fortitude

SPECIAL ABILITIES

**Great Claw (Ex)** When a follower of the goddess of disease is transformed into a daughter of Urgathoa, she grows a massive and terrible weapon. This great claw typically takes the form of some signature weapon or distinctive feature (not necessarily a claw), grown huge, lethal, and incorporated into the daughter’s foul form. A great claw is treated as an evil-aligned weapon and (at the time of the creature’s creation) she chooses if it deals bludgeoning, piercing, or slashing damage.

**Desecrate Aura (Su)** A daughter of Urgathoa is surrounded by a 20-foot aura that functions as the desecrate spell. In addition to those in this aura, the daughter is constantly affected by the benefits of desecrate (already factored into her statistics). If dispelled, she can renew this effect as a standard action.

**Diseased Touch (Su)** Any time a daughter of Urgathoa strikes with her great claw or claw attack, she can choose to afflict the damaged opponent with a disease, as per the spell contagion. The target is still allowed to make a DC 21 Fortitude save to resist the disease, as per normal.

**Unholy Fortitude (Ex)** Daughters of Urgathoa gain bonus hit points equal to their Charisma modifier times their Hit Dice, and a bonus on Fortitude saves equal to their Charisma modifier.