Red Mantis Assasin CR 7 XP 3,200

LE Medium Human Male Human Fighter 2/Red Mantis Assassin 3/Rogue 3

**Init** +7 **Senses** Darkvision (60 feet); **Perception** +18

DEFENSE

**AC** 20, touch 16, flat-footed 14 (+3 armor, +1 shield, +6 Dex)

**hp** 87 (2d10+6d8+16)

**Fort** +8, **Ref** +13, **Will** +4

**Defensive** **Abilities** Bravery +1, Evasion, Red Shroud (3rounds) (2/day), Trap Sense +1; Resist fire 10

OFFENSE

**Spd** 60 ft.

**Melee** *+1 Sawtooth Sabre* +13/+8 (1d8+5/19-20/x2) and

 *+1 Sawtooth Sabre* +13/+8 (1d8+4/19-20/x2) and

 Masterwork Dagger +14/+9 (1d4+2/19-20/x2) and

**Special** **Attacks** Prayer Attack (DC 15), Sneak Attack +3d6

**Red Mantis Assassin Spells Known** (CL 3, +8 melee touch, +13 ranged touch, DC 13):

1 – (4/day) *Disguise Self, Feather Fall, ~~Expeditious Retreat~~, Forced Quiet*

TACTICS

**Before** **Combat** As soon as the assassins realize someone’s entering the house, they drink their potions of *resist fire; cast cat’s grace, spider climb*, and *expeditious retreat*; then fully activate their masks (deathwatch at day or darkvision at night). They activate their red shrouds just before they begin combat, remaining hidden until they are spotted or until at least one PC climbs the stairs up to area A7.

**During** **Combat** The assassins are outnumbered, but they’ve got a deadly advantage: just as in their previous attempt to slay Vencarlo, they snuck into the ambush site early and prepared the place with distilled alchemist’s fire. On the first round of combat, the assassins throw a vial of alchemist’s fire at the fireplace, causing the fire to burst out and quickly light the room itself on fire. Note the 3 squares the fireplace takes up with bits of red paper or a red marker to indicate that those squares are burning—each round, the fire spreads quickly to 1d4 adjacent squares. Characters in a square that is on fire take 1d6 points of fire damage and must make a DC 15 Reflex save to avoid catching on fire. The Red Mantis assassins need not fear the fire as long as their potions last, and use the fire to their advantage as they are able. Once the battle begins, the assassins make an effort to reach each other so they can team up and flank foes, but if they begin combat with only one PC in sight, an assassin attempts to use his prayer attack on that PC before starting his fire. If a PC ends his turn in a burning square, a Red Mantis casts hold person on that PC to keep him from escaping the fire.

**Morale** The assassins are fanatics, and fight to the death.

**Base** **Statistics** Init +3; AC 17, touch 13, flat-footed 14; Ref +10; Spd 30 ft.; Melee mwk sawtooth sabre +9/+4 (1d8+1/19–20) and mwk sawtooth sabre +9/+4 (1d8/19–20); Ranged dagger +9 (1d4+2/19–20); Dex 16; Skills Hide +14, Jump +12, Move Silently +14, Tumble +11

STATISTICS

**Str** 14, **Dex** 20/24, **Con** 14, **Int** 10, **Wis** 10, **Cha** 14

**Base** **Atk** +6; **CMB** +8; **CMD** 24

**Feats** Alertness, Exotic Weapon Proficiency: Sawtooth Sabre, Improved Two-weapon Fighting, Rogue Weapon Proficiencies, Stealthy, Two-weapon Defense, Two-weapon Fighting, Weapon Finesse, Weapon Focus: Sawtooth Sabre, Weapon Specialization: Sawtooth Sabre

**Skills** Acrobatics +18, Bluff +13, Climb +13, Escape Artist +18, Intimidate +13, Perception +18, Sense Motive +2, Stealth +20

**Languages** Common

**Combat** **Gear** *+1 Leather, +1 Sawtooth Sabre, +1 Sawtooth Sabre*, Masterwork Dagger(4)

**Other** **Gear** *Cloak of Resistance +1, Mask of the Mantis*

**Red Shroud** (3rounds) (2/day) (Su) - 0/2

SPECIAL ABILITIES

**Prayer Attack** (DC 15) (Su) Fascinate a single target (DC 10 + Red Mantis Class Level + CHA Mod), then coup de grace.

**Red Shroud** (3rounds) (2/day) (Su) Create a red mist around yourself that grants +1 AC and fast healing

Laori Vaus CR 9 XP 6,400

LE Medium Humanoid (Elf) Female Elf Cleric 10

**Init** +2 **Senses** Low-Light Vision; **Perception** +5

DEFENSE

**AC** 19, touch 12, flat-footed 17 (+7 armor, +2 Dex)

**hp** 110 (10d8+20)

**Fort** +9, **Ref** +5, **Will** +10

**Defensive** **Abilities** Eyes of Darkness (5 rounds/day); Immune sleep; Resist Elven Immunities

OFFENSE

**Spd** 20 ft.

**Melee** *+1 Spell Storing Chain, Spiked* +13/+8 (2d4+6/20/x2) and

 Armor Spikes +6/+1 (1d6+3/20/x2)

**Special** **Attacks** Destructive Smite +5 (6/day), Touch of Darkness 5 rounds (6/day)

**Spell-Like Abilities** Touch of Darkness 5 rounds (6/day)

**Cleric Spells Known** (CL 10, 10 melee touch, 9 ranged touch, DC 13):

5 (2/day) – *Spell Resistance, Flame Strike, Summon Monster V*

4 (3/day) – *Inflict Critical Wounds, Sending, Air Walk, Magic Weapon, Greater*

3 (4/day) – *Magic Vestment, Remove Disease, Deeper Darkness, Dispel Magic, Contagion*

2 (5/day) – *Restoration, Lesser, Resist Energy, Blindness/Deafness, Silence, Silence, Bull's Strength*

1 (5/day) – *Divine Favor, Shield of Faith, Command, Obscuring Mist, Sanctuary, Murderous Command*

0 (at will) – *Create Water, Bleed, Light, Detect Magic*

STATISTICS

**Str** 17, **Dex** 14, **Con** 14, **Int** 12, **Wis** 15/17, **Cha** 8

**Base Atk** +7; **CMB** +10; **CMD** 22

**Feats** Blind-Fight, Channel Smite, Combat Casting, Diehard, Elven Weapon Proficiencies, Endurance, Weapon Focus: Chain, Spiked

**Skills** Acrobatics -2, Climb -1, Escape Artist -2, Fly -2, Knowledge: Religion +14, Perception +5, Ride -2, Sense Motive +11, Spellcraft +9, Stealth +8, Swim -1

**Languages** Common, Elven, Infernal

**SQ** Aura (Ex), Aura of Destruction +5 (10 rounds/day) (Su), Channel Negative Energy 5d6 (2/day) (DC 14) (Su), Cleric Domain: Darkness, Cleric Domain: Destruction, Elven Magic, Spontaneous Casting

**Combat Gear** *+1 Spell Storing Chain, Spiked*, Masterwork Armor Spikes Chainmail

**Other Gear** *Headband of Inspired Wisdom, +2*, Scrap of Neolandus' Uniform, *Wand of Cure Moderate Wounds* (CL 10), *Wand of Death Knell* (CL 10), *Wand of Sound Burst* (CL 10)

TRACKED RESOURCES

**Aura of Destruction** +5 (10 rounds/day) (Su)

**Channel Negative Energy** 5d6 (2/day) (DC 14) (Su)

**Destructive Smite** +5 (6/day) (Su)

**Eyes of Darkness** (5 rounds/day) (Su)

SPECIAL ABILITIES

**Aura of Destruction** +5 (10 rounds/day) (Su) 30' aura grants +1 to all damage rolls within and all critical threats are confirmed.

**Blind-Fight** Re-roll misses because of concealment, other benefits.

**Channel Negative Energy** 5d6 (2/day) (DC 14) (Su) A good cleric can channel positive energy to heal the living and injure the undead; an evil cleric can channel negative energy to injure the living and heal the undead.

**Channel Smite** Channel energy can be delivered through a Smite attack.

**Destructive Smite** +5 (6/day) (Su) You gain the destructive smite power: the supernatural ability to make a single melee attack with a morale bonus on damage rolls equal to 1/2 your cleric level (minimum 1). You must declare the destructive smite before making the attack. You can use

**Touch of Darkness** 5 rounds (6/day) (Sp) With a melee touch attack, target suffers 20% miss chance

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.

Old Dock Thug CR 1 XP 400

CN Medium Humanoid (Human) Male Human Rogue 1/Warrior 2

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

DEFENSE

**AC** 16, touch 12, flat-footed 14 (+3 armor, +1 shield, +2 Dex)

**hp** 42 (2d10+1d8+12)

**Fort** +8, **Ref** +4, **Will** +1

OFFENSE

**Spd** 30 ft.

**Melee** Battleaxe +5 (1d8+3/20/x3) and

 Shield, Light Wooden +5 (1d3+3/20/x2)

**Ranged** Axe, Throwing +5 (1d6+3/20/x2)

**Special** **Attacks** Sneak Attack +1d6

TACTICS

**During** **Combat** The Old Dock thugs are more brash and foolhardy than they are brave. They focus their attacks on less-armored foes if given a choice, and generally prefer to gang up on one target at a time.

**Morale** A thug flees combat if brought below 5 hit points. All thugs flee or surrender if their leader is slain.

STATISTICS

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

**Base Atk** +2; **CMB** +5; **CMD** 17

**Feats** Great Fortitude, Improved Initiative, Rogue Weapon Proficiencies, Toughness +3

**Skills** Acrobatics +0, Bluff +6, Climb +7, Escape Artist +0, Fly +0, Intimidate +6, Perception +7, Ride +0, Stealth +0, Swim +1

**Languages** Common

**SQ** Trapfinding +1

**Combat Gear** Axe, Throwing (4), Battleaxe, Shield, Light Wooden, Studded Leather

Old Dock Captain CR 3 XP 80

CN Medium Humanoid (Human) Male Human Rogue 3/Warrior 2

**Init** +6 **Perception** +9

DEFENSE

**AC** 16, touch 12, flat-footed 14 (+3 armor, +1 shield, +2 Dex)

**hp** 62 (2d10+3d8+15)

**Fort** +8, **Ref** +5, **Will** +2

**Defensive Abilities** Evasion, Trap Sense +1

OFFENSE

**Spd** 30 ft.

**Melee** Masterwork Battleaxe +9 (1d8+3/20/x3) and

 Shield, Light Wooden +7 (1d3+3/20/x2)

**Special Attacks** Sneak Attack +2d6

TACTICS

**During** **Combat** An Old Dock captain attempts to Intimidate the apparent leader of the PCs, ordering his thugs to engage in melee while he takes the first few rounds to throw axes before entering combat himself.

**Morale** An Old Dock captain fights to the death.

STATISTICS

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

**Base Atk** +4; **CMB** +7; **CMD** 19

**Feats** Great Fortitude, Improved Initiative, Improved Unarmed Strike, Rogue Weapon Proficiencies, Toughness +5, Weapon Focus: Battleaxe

**Skills** Acrobatics +1, Appraise +7, Bluff +8, Climb +10, Escape Artist +1, Fly +1, Intimidate +8, Perception +9, Ride +1, Sleight of Hand +7, Stealth +1, Swim +2

**Languages** Common

**SQ** Trapfinding +1

**Combat Gear** Masterwork Battleaxe, Masterwork Studded Leather, Shield, Light Wooden

Jabbry CR 7 XP 3,200

CE Small Humanoid (Gnome) Male Gnome Barbarian 8

**Init** +6 **Senses** Low-Light Vision; **Perception** +13

DEFENSE

**AC** 15, touch 11, flat-footed 13 (+3 armor, +2 Dex, +1 size, +1 natural)

**hp** 152 (8d12+48)

**Fort** +12, **Ref** +4, **Will** +7

**Defensive Abilities** Defensive Training, Improved Uncanny Dodge (Lv >=12), Trap Sense +2; DR 2/–

OFFENSE

**Spd** 30 ft.

**Melee** +1 Greataxe +17/+12 (1d10+10/20/x3)

**Special Attacks** Brawler

STATISTICS

**Str** 16/22, **Dex** 14, **Con** 16/22, **Int** 4, **Wis** 12, **Cha** 5

**Base Atk** +8; **CMB** +13; **CMD** 23

**Feats** Improved Initiative, Iron Will, Raging Vitality, Weapon Focus: Greataxe

**Skills** Fly +4, Perception +13, Prof: Excutioner +4, Stealth +6

**Languages** Common, Gnome, Sylvan

**SQ** Fast Movement +10 (Ex), Gnome Magic, Hatred, Illusion Resistance, Increase Damage Reduction (Ex), Knockback (Ex), Powerful Blow +3 (1/rage) (Ex), Rage (21 rounds/day) (Ex)

**Combat Gea**r +1 Greataxe, +1 Leather

**Other Gear** Amulet of Natural Armor +1, Belt of Giant Strength, +2

TRACKED RESOURCES

**Powerful Blow** +3 (1/rage) (Ex)

**Rag**e (21 rounds/day) (Ex)

SPECIAL ABILITIES

**Brawler** While raging, the barbarian is treated as if she has Improved Unarmed Strike. If she already has the feat, her unarmed strikes deal 1d6 points of damage (1d4 if she is Small).

**Hatred** +1 racial bonus to attacks against humanoids of the reptilian and goblinoid subtypes.

Pilts Swastel, Emperor Of Old Korvosa CR 9 XP 6,400

CE Medium Humanoid (Human) Male Human Bard 10

**Init** +6 **Perception** +12

DEFENSE

**AC** 23, touch 14, flat-footed 19 (+5 armor, +4 Dex, +4 natural)

**hp** 90 (10d8+10)

**Fort** +4, **Ref** +13, **Will** +6

OFFENSE

**Spd** 30 ft.

**Melee** Masterwork War Razor +10/+5 (1d4/19-20/x2)

**Ranged** Masterwork Crossbow, Light +12/+7 (1d8/19-20/x2)

**Special Attacks** Bardic Performance (move action) (27 rounds/day), Bardic Performance: Countersong, Bardic Performance: Dirge of Doom, Bardic Performance: Distraction, Bardic Performance: Fascinate (DC 20), Bardic Performance: Inspire Competence +3, Bardic Performance: Inspire Courage +2, Bardic Performance: Inspire Greatness (1 allies), Bardic Performance: Suggestion (DC 20)

**Bard Spells Known** (CL 10, +7 melee touch, +13 ranged touch, DC 15):

4 (2/day) – *Modify Memory, Dimension Door*

3 (4/day) – *~~Glibness~~, Confusion, Displacement, Charm Monster*

2 (5/day) – *~~Cat's Grace~~, Sound Burst, ~~Tongues~~, Detect Thoughts, Hold Person*

1 (7/day) – *~~Alarm~~, ~~Unseen Servant,~~ Cure Light Wounds, Sotto Voce, ~~Undetectable Alignment~~*

0 (at will) – *Resistance, Open/Close, Dancing Lights, Ghost Sound, Detect Magic, Mage Hand*

TACTICS

**Before** **Combat** Pilts casts alarm on the door to Salvator’s cell every morning, and unseen servant and undetectable alignment as soon as he takes his throne for the day. As soon as he realizes he’s about to have visitors, the Emperor also casts glibness and tongues on himself. Before Pilts enters combat, he makes sure to drink his potion of barkskin +4 and cast cat’s grace. All of these effects are incorporated into his stats.

**During** **Combat** Pilts orders all available minions to the attack, augmenting them with inspire courage on the first round of combat. He then alternates casting spells like *confusion, charm monster*, and *hold person* with activations of his *rod of wonder* — each time he uses this unpredictable device, he shrieks in delight and offers impromptu (and sometimes witty) commentary on the rod’s results. As soon as it seems obvious that he’s about to be attacked, he casts *displacement* on himself and fights back with his war razor.

**Morale** The Emperor *dimension doors* into his bedroom (area C11) if brought below 20 hit points, then takes 3d6 rounds gathering up his favorite prizes before making an attempt to escape through area C7 to hide in Old Dock and nurse both his wounds and plans for revenge against the PCs. If brought below 10 hit points and he’s unable to use dimension door, Pilts’s bravado crumbles. He drops to his knees and begs pitifully for his life—he offers up pretty much anything to the PCs in return for mercy. In either event, as soon as Pilts is killed or surrenders publicly (or 2d6 rounds after he flees), his mob falls to pieces and the thugs scatter, seeking a safe place to recover and figure out what to do next.

STATISTICS

**Str** 10, **Dex** 18/22, **Con** 12, **Int** 14, **Wis** 8, **Cha** 18/20

**Base Atk** +7; **CMB** +7; **CMD** 21

**Feats** Bard Weapon Proficiencies, Combat Casting, Craft Rod, Craft Wondrous Item, Leadership (Base Score 15), Persuasive, Weapon Finesse

**Skills** Acrobatics +5, Appraise +15, Bluff +18, Climb -1, Diplomacy +22, Disable Device +3, Escape Artist +5, Fly +5, Intimidate +22, Knowledge: Local +20, Knowledge: Nobility +20, Perception +12, Perform: Oratory +18, Ride +5, Sense Motive +18, Sleight of Hand +18, Stealth +5, Swim -1

**Languages** Common, Elven, Gnome

**SQ** Bardic Knowledge +5 (Ex), Jack of All Trades: Trained skills (Ex), Lore Master (1/day) (Ex), Rod of Wonder, Versatile Acting +0 (Ex), Versatile Comedy +0 (Ex), Versatile Oratory +18 (Ex), Well Versed (Ex)

**Combat Gea**r *+1 Glamered Chain Shirt*, Bolts, Crossbow (10), Masterwork Crossbow, Light, Masterwork War Razor

**Other Gear** *Headband of Alluring Charisma, +2, Rod of Wonder*

TRACKED RESOURCES

**Bardic Performance** (move action**)**

SPECIAL ABILITIES

**Bardic Performance** (move action) (27 rounds/day) Your performances can create magical effects.

**Bardic Performance**: Countersong (Su) Counter magical effects that depend on sound.

**Bardic Performance**: Dirge of Doom (Su) Enemies within 30' are shaken.

**Bardic Performance:** Distraction (Su) Counter magical effects that depend on sight.

**Bardic Performance:** Fascinate (DC 20) (Su) One or more creatures becomes fascinated with you.

**Bardic Performance**: Inspire Competence +3 (Su) +2 competence bonus for one ally on a skill check.

**Bardic Performance:** Inspire Courage +2 (Su) Morale bonus on some saving throws, attack and damage rolls.

**Bardic Performance**: Inspire Greatness (1 allies) (Su) Grants allies 2 bonus hit dice, +2 to attacks and +1 to fort saves.

**Bardic Performance**: Suggestion (DC 20) (Sp) Make a Suggestion to one Fascinated creature.

**Rod of Wonder** A rod of wonder is a strange and unpredictable device that randomly generates any number of weird effects each time it is used. (Activating the rod is a standard action.)

Choker Brutes CR 6 XP 2,400

CE Small Aberration Choker

**Init** +8 **Senses** Darkvision (60 feet); **Perception** +2

DEFENSE

**AC** 21, touch 15, flat-footed 17 (+4 Dex, +1 size, +6 natural)

**hp** 55 (3d8+18)

**Fort** +5, **Ref** +6, **Will** +7

OFFENSE

**Spd** 20 ft., Climbing (10 feet)

**Melee** Constrict (Choker) +10 (1d4+5/20/x2) and

 Tentacle x2 (Choker) +10 x2 (1d4+5/20/x2)

**Space** 5 ft.; **Reach** 10 ft.

**Special** **Attacks** Grab, Strangle

TACTICS

**During** **Combat** The chokers lurk in the shadows in the rafters up above, watching observantly if they notice anyone attempting to move through the room. They swiftly move to attack as soon as anyone entering from outside tries to open the door, or 3 rounds after intruders from the south have already opened the door and are moving about inside the room.

**Morale** The chokers fight to the death.

STATISTICS

**Str** 20, **Dex** 19, **Con** 16, **Int** 4, **Wis** 14, **Cha** 4

**Base Atk** +4; **CMB** +8 (+12 Grappling); **CMD** 22

**Feats** Improved Initiative, Skill Focus: Stealth, Stealthy

**Skills** Climb +19, Escape Artist +6, Fly +6, Stealth +19

**Languages** Undercommon

**SQ** Quickness (Su)

SPECIAL ABILITIES

**Grab (Large) (Ex)** You can start a grapple as a free action if you hit with the designated weapon.

**Quickness (Su)** A choker is supernaturally quick. It can take an extra move action during its turn each round.

**Strangle (Ex)** Chokers have an unerring talent for seizing their victims by the neck. A creature that is grappled by a choker cannot speak or cast spells with verbal components.

Salvator Scream CR 4 XP 1,200

CE Medium Humanoid (Human) Male Human Expert 6

**Init** +1 **Perception** +10

DEFENSE

**AC** 11, touch 11, flat-footed 10 (+1 Dex)

**hp** 54 (6d8+6)

**Fort** +5, **Ref** +3, **Will** +4

OFFENSE

**Spd** 30 ft.

TACTICS

**During** **Combat** Salvator is no fighter, and he knows it. In combat, he cowers behind his allies, throwing punches only when there’s no other choice.

**Morale** Salvator flees if all his allies are defeated, or if reduced to less than 15 hit points. If he does so, his primary goal is to find a small dark place to hide, and he eventually works his way back to his home only to be eaten by the otyughs if the PCs haven’t defeated them.

STATISTICS

**Str** 10, **Dex** 12, **Con** 12, **Int** 13, **Wis** 8, **Cha** 9

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

**Feats** Alertness, Great Fortitude, Skill Focus: Craft: Painting, Skill Focus: Prof: Artist

**Skills** Climb +1, Craft: Painting +11, Knowledge: History +10, Knowledge: Local +10, Knowledge: Nobility +10, Knowledge: Religion +10, Perception +10, Prof: Artist +11, Sense Motive +10, Sleight of Hand +7, Stealth +3

**Languages** Common, Draconic

Wolverine CR 2 XP 600

N Medium animal

**Init** +2 **Senses** low-light vision, scent; **Perception** +10

DEFENSE

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

**hp** 22 (3d8+9)

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

OFFENSE

**Speed** 30 ft., burrow 10 ft., climb 10 ft.

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

 bite +4 (1d4+2)

**Special** **Attacks** rage

STATISTICS

**Str** 15, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 10

**Base** **Atk** +2; **CMB** +4; **CMD** 16 (20 vs. trip)

**Feats** Skill Focus (Perception), Toughness

**Skills** Climb +10, Perception +10

SPECIAL ABILITIES

**Rage** **(Ex)** A wolverine that takes damage in combat flies into a rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and –2 to AC. The creature cannot end its rage voluntarily.

Rakshasa CR 10 XP 9,600

LE Medium outsider (native, shapechanger) Rakshasa

**Init** +9 **Senses** darkvision 60 ft.; **Perception** +14

DEFENSE

**AC** 25, touch 16, flat-footed 19 (+5 Dex, +1 dodge, +9 natural)

**hp** 115 (10d10+60)

**Fort** +9, **Ref** +12, **Will** +8

**DR** 15/good and piercing; **SR** 25

OFFENSE

**Speed** 40 ft.

**Melee** +1 kukri +16/+11 (1d4+4/15–20)

 claw +10 (1d4+1)

 bite +10 (1d6+1)

**Special** **Attacks** detect thoughts

**Spells** **Known** (CL 7th, DC 13)

3rd (5/day) — *lightning bolt, suggestion*

2nd (7/day) — *acid arrow, invisibility, minor image*

1st (7/day — *charm person, mage armor, magic missile, shield, silent image*

0 — *dancing lights, detect magic, ghost sound, mage hand, mending, message, prestidigitation*

STATISTICS

**Str** 16, **Dex** 20, **Con** 22, **Int** 13, **Wis** 13, **Cha** 17

**Base** **Atk** +10; **CMB** +13; **CMD** 29

**Feats** Combat Expertise, Dodge, Improved Critical (kukri), Improved Initiative, Weapon Finesse

**Skills** Bluff +20, Diplomacy +16, Disguise +24, Perception +14, Perform +16, Sense Motive +14, Stealth +18; Racial Modifiers +4 Bluff, +8 Disguise

**Languages** Common, Infernal, Undercommon

**SQ** change shape (any humanoid, alter self)

SPECIAL ABILITIES

**Detect** **Thoughts (Su)** A rakshasa can detect thoughts as per the spell of the same name (CL 18th). It can suppress or resume this ability as a free action. When a rakshasa uses this ability, it always functions as if it had spent three rounds concentrating and thus gains the maximum amount of information possible. A creature can resist this effect with a DC 18 Will save. The save DC is Charisma-based.

Large Water Elemental CR 5 XP 1,600

N Large outsider (elemental, extraplanar, water)

**Init** +2 **Senses** darkvision 60 ft.; **Perception** +9

DEFENSE

**AC** 18, touch 12, flat-footed 15 (+2 Dex, +1 dodge, +6 natural, –1 size)

**hp** 68 (8d10+24)

**Fort** +9, **Ref** +8, **Will** +2

**DR** 5/—; Immune elemental traits

OFFENSE

**Speed** 20 ft., swim 90 ft.

**Melee** 2 slams +12 (1d8+5)

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

**Special Attacks** drench, vortex (DC 19), water mastery

TACTICS

**During Combat** The elemental does not start combat on its own, and remains hidden as water until an enemy in an existing combat comes within reach, at which point it attacks. Once it attacks, the elemental leaves its fountain to pursue enemies throughout this chamber but will not chase enemies into other parts of the palace or out onto the grounds, instead returning to this fountain.

**Morale** The elemental fights to the death.

STATISTICS

**Str** 20, **Dex** 14**, Con** 17, **Int** 6, **Wis** 11, **Cha** 11

**Base Atk** +8; **CMB** +14; **CMD** 27

**Feats** Cleave, Dodge, Great Cleave, Power Attack

**Skills** Acrobatics +9, Escape Artist +11, Knowledge (planes) +5, Perception +9, Stealth +5, Swim +24

SPECIAL ABILITIES

**Drench (Ex)** The elemental's touch puts out non-magical flames of Large size or smaller. The creature can dispel magical fire it touches as dispel magic (caster level equals elemental's HD).

**Vortex (Su)** A water elemental can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack, but can only form underwater and cannot leave the water.

**Water Mastery (Ex**) A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

Elephant CR 7 XP 3,200

N Huge animal

**Init** +0 **Senses** low-light vision, scent; **Perception** +21

DEFENSE

**AC** 17, touch 8, flat-footed 17 (+9 natural, –2 size)

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

**Fort** +13, **Ref** +7, **Will** +6

OFFENSE

**Speed** 40 ft.

**Melee** gore +16 (2d8+10), slam +16 (2d6+10)

**Space** 15 ft.; **Reach** 10 ft.

**Special** **Attacks** trample (2d8+15; DC 25)

TACTICS

**During** **Combat** Once activated, the elephant follows the commands of its activator. If it activates on its own, it attacks anyone who attempts to use the trap door, returning to this pedestal as soon as the trap door closes.

**Morale** The elephant fights to the death. If slain, it reverts to its small figurine shape.

STATISTICS

**Str** 30, **Dex** 10, **Con** 19, **Int** 2, **Wis** 13, **Cha** 7

**Base** **Atk** +8; **CMB** +20; **CMD** 30 (34 vs. trip)

**Feats** Endurance, Great Fortitude, Improved Bull Rush, Iron Will, Power Attack, Skill Focus (Perception)

**Skills** Perception +21

Avishandu and Nudhaali CR 10 XP 9,600

LE Medium outsider (native, shapechanger) Rakshasa

**Init** +9 **Senses** darkvision 60 ft.; **Perception** +14

DEFENSE

**AC** 25, touch 16, flat-footed 19 (+5 Dex, +1 dodge, +9 natural)

**hp** 115 (10d10+60)

**Fort** +9, **Ref** +12, **Will** +8

**DR** 15/good and piercing; **SR** 25

OFFENSE

**Speed** 40 ft.

**Melee** +1 kukri +16/+11 (1d4+4/15–20)

 claw +10 (1d4+1)

 bite +10 (1d6+1)

**Special** **Attacks** detect thoughts

**Spells** **Known** (CL 7th, DC 13)

3rd (5/day) — *lightning bolt, suggestion*

2nd (7/day) — *acid arrow, invisibility, minor image*

1st (7/day — *charm person, mage armor, magic missile, shield, silent image*

0 — *dancing lights, detect magic, ghost sound, mage hand, mending, message, prestidigitation*

TACITCS

**Before** **Combat** The rakshasas cast mage armor as soon as they go on alert. Once they take position in the elephant’s howdah, they also cast shield, bear’s endurance, and invisibility, recasting these spells 7 minutes later when they expire if no one’s entered the garden yet. If no one’s entered the garden after the second 7 minute period, the rakshasas abandon their post to join the other two on patrol until they’re certain that whatever triggered the alarm has been dealt with.

**During** **Combat** When combat begins, Avishandu activates the elephant and orders it to attack the PCs, while Nudhaali casts haste. The rakshasas use acid arrow on the PCs from their howdah, or suggestion to go leap into the fountain to cool off from the heat present in this room.

**Morale** The rakshasas fight to the death.

STATISTICS

**Str** 16, **Dex** 20, **Con** 22, **Int** 13, **Wis** 13, **Cha** 17

**Base** **Atk** +10; **CMB** +13; **CMD** 29

**Feats** Combat Expertise, Dodge, Improved Critical (kukri), Improved Initiative, Weapon Finesse

**Skills** Bluff +20, Diplomacy +16, Disguise +24, Perception +14, Perform +16, Sense Motive +14, Stealth +18; Racial Modifiers +4 Bluff, +8 Disguise

**Languages** Common, Infernal, Undercommon

**SQ** change shape (any humanoid, alter self)

SPECIAL ABILITIES

**Detect** **Thoughts (Su)** A rakshasa can detect thoughts as per the spell of the same name (CL 18th). It can suppress or resume this ability as a free action. When a rakshasa uses this ability, it always functions as if it had spent three rounds concentrating and thus gains the maximum amount of information possible. A creature can resist this effect with a DC 18 Will save. The save DC is Charisma-based.

Hungry Smoke Trap CR 8 XP 4,800

Type magical

**Perception** DC 30 **Disable** **Device** DC 30

EFFECTS

**Trigger** touch; **Reset** repair

**Effect** When the glass case is damaged or opening or disabling the lock is attempted with anything other than its proper key, two belkers are summoned into the room. The belkers remain summoned for 2 minutes, after which time they vanish.

Belker CR 6 XP 2,400

N Large outsider (air, elemental, extraplanar)

**Init** +5 **Senses** darkvision 60 ft.; **Perception** +10

DEFENSE

**AC** 22, touch 14, flat-footed 17 (+5 Dex, +8 natural, -1 size)

**hp** 45 (7d10+7)

**Fort** +3, **Ref** +12, **Will** +5

**Defensive** **Abilities** elemental traits, smoke form

OFFENSE

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

**Melee** 2 wings +12 (1d6+2)

2 claws +12 (1d6+2)

 bite +10 (1d8+1)

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

**Special** **Attacks** smoke claws

TACTICS

**During** **Combat** In most cases, a belker fights with its nasty claws and painful bite.

STATISTICS

**Str** 14, **Dex** 21, **Con** 13, **Int** 6**,** **Wis** 11, **Cha** 11

**Base** **Atk** +7; **CMB** +10; **CMD** 25

**Feats** Lightning Reflexes, Multiattack, Skill Focus (Perception), Weapon Finesse

**Skills** Fly +18, Escape Artist +12, Perception +10, Stealth +12; Racial Modifiers +4 Stealth

**Languages** Auran

SPECIAL ABILITIES

**Smoke Claws (Ex)** A belker in smoke form (see below) can engulf opponents by moving on top of them. It fills the air around one Medium or smaller opponent without provoking an attack of opportunity. The target must succeed on a DC 14 Fortitude save or inhale part of the creature. Smoke inside the victim solidifies into a claw and begins to rip at the surrounding organs, dealing 3d4 points of damage per round. An affected creature can attempt another Fortitude save each subsequent round to cough out the semivaporous menace. The save DC is Constitution-based.

**Smoke Form (Su)** Most of the time a belker is more or less solid, but at will it can assume smoke form. It can switch forms once per round as a free action and can spend up to 20 rounds per day in smoke form. A belker in smoke form can fly at a speed of 50 feet (perfect). The ability is otherwise similar to a gaseous form spell (caster level 7th).

Bahor (aka Glorio Arkona) CR 19 XP 204,800

LE Medium Outsider (Native, Shapechanger) Male Rakshasa Rogue 10

**Init** +10 **Senses** Darkvision (60 feet); **Perception** +23

DEFENSE

**AC** 37, touch 20, flat-footed 30 (+4 armor, +4 shield, +6 Dex, +9 natural, +3 deflection, +1 dodge)

**hp** 275 (10d10+10d8+140)

**Fort** +15, **Ref** +22, **Will** +12

**Defensive Abilities** Evasion, Improved Evasion, Improved Uncanny Dodge, Redirect Attack (1/day), Trap Sense +3; **DR** 15/good and piercing; **SR** 25

OFFENSE

**Spd** 40 ft.

**Melee** *+2 Kukri* +25/+20/+15/+10 (1d4+4/15-20/x2) and

 Bite (Rakshasa) +18 (1d6+1/20/x2) and

 Claw (Rakshasa) +18 (1d4+1/20/x2)

**Special Attacks** Detect Thoughts (DC 24), Offensive Defense, Sneak Attack +5d6

**Sorcerer Spells Known** (CL 7, +19 melee touch, +23 ranged touch, DC 14):

3 (5/day) – *Lightning Bolt, Fly*

2 (7/day) – *Web, Scorching Ray, Invisibility*

1 (7/day) – *~~Protection from Good~~, ~~Mage Armor~~, Charm Person, Obscuring Mist, Ray of Enfeeblement*

0 (at will) – *Acid Splash, Message, Detect Magic, Mage Hand, Mending, Prestidigitation, Arcane Mark*

TACTICS

**Before** **Combat** Bahor casts mage armor as soon as the prospect of combat looms (such as hearing his alarms activated). He then uses his third eye to check the various rooms in his palace for intruders. As soon as his foes seem to be drawing near, he casts *shield* and *protection from good*.

**During** **Combat** Bahor favors the use of his spells in combat, since he only reverts to his true form if his enemies know of his true nature. Even then, he only relies on his melee attacks if his spells are exhausted or proving useless.

**Morale** Bahor has little interest in risking everything on bad luck—if reduced to less than 50 hit points, he attempts to escape by a combination of *invisibility* and his *boots of speed*. If he escapes, he retreats to the Cerulean Society guildhall elsewhere below Old Korvosa to wait things out—he does not return to vex the PCs. Bahor only stays behind to fight to the death if his enemies show that they know of his true nature—allowing anyone to escape his clutches with this knowledge is the thing he fears the most

STATISTICS

**Str** 15, **Dex** 22, **Con** 22/24, **Int** 13, **Wis** 10, **Cha** 18

**Base Atk** +17; **CMB** +19; **CMD** 39

**Feats** Combat Expertise +/-5, Combat Reflexes (7 AoO/round), Dodge, Improved Critical: Kukri, Improved Initiative, Jaguar Pounce, Mobility, Rogue Weapon Proficiencies, Sidestep, Spring Attack, Weapon Finesse

**Skills** Bluff +31, Diplomacy +27, Disguise +35, Intimidate +17, Knowledge: Local +14, Knowledge: Nobility +11, Perception +23, Perform: Dance +17, Sense Motive +13, Stealth +29, Use Magic Device +27 Modifiers Quick Disguise

**Languages** Common, Infernal, Undercommon

**SQ** Change Shape (Su), Slippery Mind (Ex), Trapfinding +5

**Combat Gear** *+2 Kukri*

**Other Gear** *Amulet of Health +2, Boots of Speed, Ring of Protection, +3, Third Eye, Wand of Illusory Script* (22 charges*), Wand of Shield* (34 charges)

SPECIAL ABILITIES

**Combat Reflexes** (7 AoO/round)

**Detect Thoughts (DC 24) (Su**) A rakshasa can detect thoughts as per the spell of the same name (CL 18th). It can suppress or resume this ability as a free action. When a rakshasa uses this ability, it always functions as if it had spent three rounds concentrating and thus gains t

**Jaguar Pounce** Treat charge or spring attack against flat-footed or helpless foes as if you have Improved Critical.

**Sidestep** When an opponent misses you in melee, you can immediately take your next 5' step, as long as you remain within their threatened area.

Garden Guardians CR 8 XP 4,800

N Medium Outsider (Native) Janni

**Init** +5 **Senses** Darkvision (60 feet); **Perception** +15

DEFENSE

**AC** 24, touch 12, flat-footed 22 (+7 armor, +2 shield, +1 Dex, +3 natural, +1 dodge)

**hp** 102 (6d10+45)

**Fort** +11, **Ref** +7, **Will** +6

**Defensive** **Abilities** elemental endurance

**Immune** plant traits; Resist fire 10

OFFENSE

**Spd** 20 ft., Flight (15 feet, Perfect)

**Melee** Scimitar +16/+11 (1d6+6/15-20/x2) and

 Shield, Light Steel +15/+10 (1d3+6/20/x2)

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

**Special** **Attacks** change size, create spawn, poison spore cloud

**Spell**-**Like** **Abilities** (CL 12th)

3/day — *~~invisibility (self only~~), speak with animals*

1/day — *create food and water* (CL 7th)

TACTICS

**Before** **Combat** The garden guardians become invisible as soon as they hear anything approaching this area. Once they determine that the visitors are in fact intruders, they change size to become Large just before they move forth to attack.

**During** **Combat** These fungal creatures open combat with their poison spore clouds, following that up with melee attacks.

**Morale** The fungal janni fight to the death, pursuing foes throughout the entire cavern (but not into area D24 or D25 or the palace above).

STATISTICS

**Str** 22**,** **Dex** 13, **Con** 20, **Int** 14, **Wis** 16, **Cha** 10

**Base Atk** +9; **CMB** +15; **CMD** 27

**Feats** Combat Reflexes (2 AoO/round), Dodge, Improved Critical: Scimitar, Improved Initiative, Mobility, Weapon Focus: Scimitar

**Skills** Acrobatics -3, Appraise +14, Climb +2, Craft: Weapons +12, Escape Artist +6, Fly +14, Perception +15, Ride +6, Sense Motive +12, Spellcraft +11, Stealth +9, Swim +2

**Languages** Common, Terran, Vudran; Telepathy (100 feet)

**SQ** Elemental Endurance (Ex)

**Combat** **Gear** *+1 Chainmail, +1 Shield, Light Steel*, Scimitar

SPECIAL ABILITIES

**Create Spawn (Ex)** A creature killed by Constitution loss from a garden guardian’s spore cloud transforms into a fungal creature over the course of a day. Plant growth halves the time required, while diminish plants doubles it. Blight destroys the fungal spores and prevents the corpse’s transformation, but spells that remove disease are ineffective against the spores. Once a body transforms into a fungal creature, the dead body from which it grew is completely destroyed. A new fungal creature lacks the class levels and memories of the creature from which it gained its form—if the base creature has 1 or fewer racial HD, use a 1st-level warrior version of it as the base creature.

**Fungal Metabolism (Ex)** The garden guardians do not breathe, eat, or sleep.

**Poison Spore Cloud (Ex**) Once per day, a garden guardian can release a 15-foot-radius spread of yellow spores that linger in the air for 10 rounds. This cloud functions as an inhaled poison—any creature that inhales the spores must make a DC 19 Fortitude save or take 1d2 points of Constitution damage and be fatigued for 1 minute, at which point the creature must save again to resist a further 1d2 points of Constitution damage and another minute of fatigue. A creature that continues to inhale the spores must make Fortitude saves each round. The save DC is Constitution-based.

**Poisonous Blood (Ex)** A garden guardian’s blood and flesh function as ingested poison. Any creature that makes a bite attack against a garden guardian, swallows one whole, or otherwise ingests part of one must make a DC 19 Fortitude save or take 1 point of Strength damage and 1 point of Dexterity damage. One minute later, the creature must make a second DC 19 Fortitude save or be nauseated for 1 minute and take 1d6 points of Strength damage and 1d6 points of Dexterity damage. The save DC is Constitution-based.

**Rejuvenation (Ex)** So long as a garden guardian is in contact with moist natural earth, it regains hit points as though it were experiencing complete bed rest and long-term care (3 hit points per HD per day of rest).

**Worldbound (Ex)** These janni have been bound to the Material Plane by Vudran magic—as a result, they do not have the ability to use plane shift or ethereal jaunt as spell-like abilities, but their close tie to the Material Plane does increase their health and endurance, granting them a +2 racial bonus on their Constitution scores.

Enormous Reefclaw CR 10 XP 9,600

CN Large aberration (aquatic) Male elite reefclaw

**Init** +6 **Senses** darkvision 60 ft.; **Perception** +22

DEFENSE

**AC** 20, touch 11, flat-footed 18 (+2 Dex, +9 natural, -1 size)

**hp** 200 (16d8+119)

**Fort** +12, **Ref** +7, **Will** +13

**Resist** cold 5

OFFENSE

**Speed** 5 ft., swim 40 ft.

**Melee** 2 claws +20 (2d6+8/19-20 plus grab and poison)

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

**Special** **Attacks** death frenzy, constrict 2d6+8

TACTICS

**During** **Combat** The reefclaw knows that the barge and pier belong to its Arkona allies, and does its best not to damage them. The same gentle touch is not extended to the PCs—the monster attacks anyone it recognizes as intruders with a ferocious rage.

**Morale** The enormous reefclaw gives up the fight if reduced to less than 20 hit points, swimming swiftly out to sea to seek new allies. It does not return.

STATISTICS

**Str** 26, **Dex** 14, **Con** 24, **Int** 10, **Wis** 16, **Cha** 18

**Base** **Atk** +11; **CMB** +21 (+29 when using grapple); **CMD** 33 (immune to trip)

**Feats** Improved Critical (claw), Improved Initiative, Improved Natural Armor (3), Improved Natural Attack (claw), Toughness, Weapon Focus (claw)

**Skills** Escape Artist +21, Perception +22, Stealth +17, Swim +35

**Languages** understands Common

**SQ** amphibious, ferocity

SPECIAL ABILITIES

**Death Frenzy (Su)** When a reefclaw is killed, its body spasms horrifically. Immediately upon dying, the reefclaw makes a full attack action against all creatures it threatens. If more than one creature is within reach, it makes each attack against a random target (even against other reefclaws).

**Grab (Ex**) A reefclaw can use its grab ability on a target of any size. Reefclaws have a +8 racial bonus on grapple checks; this bonus replaces the normal +4 bonus a creature with grab receives.

**Poison (Ex)** Claw—*injury*; save Fort DC 25; *frequency* 1/round for 4 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.

Avidexu CR 10 XP 9,600

LE Medium outsider (native, shapechanger) Rakshasa

**Init** +9 **Senses** darkvision 60 ft.; **Perception** +14

DEFENSE

**AC** 25, touch 16, flat-footed 19 (+5 Dex, +1 dodge, +9 natural)

**hp** 115 (10d10+60)

**Fort** +9, **Ref** +12, **Will** +8

**DR** 15/good and piercing; **SR** 25

OFFENSE

**Speed** 40 ft.

**Melee** +1 kukri +16/+11 (1d4+4/15–20)

 claw +10 (1d4+1)

 bite +10 (1d6+1)

**Special** **Attacks** detect thoughts

**Spells** **Known** (CL 7th, DC 13)

3rd (5/day) — *lightning bolt, suggestion*

2nd (7/day) — *acid arrow, invisibility, minor image*

1st (7/day — *charm person, mage armor, magic missile, shield, silent image*

0 — *dancing lights, detect magic, ghost sound, mage hand, mending, message, prestidigitation*

TACITCS

**Before** **Combat** Avidexu has already cast mage armor on himself.

**During** **Combat** The rakshasa’s first act in combat is to order his snakes to attack the PCs while he becomes invisible. He then casts haste, bear’s endurance, and shield before re- entering combat with his offensive spells.

Morale Avidexu fights to the deathSTATISTICS

**Str** 16, **Dex** 20, **Con** 22, **Int** 13, **Wis** 13, **Cha** 17

**Base** **Atk** +10; **CMB** +13; **CMD** 29

**Feats** Combat Expertise, Dodge, Improved Critical (kukri), Improved Initiative, Weapon Finesse

**Skills** Bluff +20, Diplomacy +16, Disguise +24, Perception +14, Perform +16, Sense Motive +14, Stealth +18; Racial Modifiers +4 Bluff, +8 Disguise

**Languages** Common, Infernal, Undercommon

**SQ** change shape (any humanoid, alter self)

SPECIAL ABILITIES

**Detect** **Thoughts (Su)** A rakshasa can detect thoughts as per the spell of the same name (CL 18th). It can suppress or resume this ability as a free action. When a rakshasa uses this ability, it always functions as if it had spent three rounds concentrating and thus gains the maximum amount of information possible. A creature can resist this effect with a DC 18 Will save. The save DC is Charisma-based.

Emperor Cobra CR 7 XP 3,200

N Large Animal Emperor Cobra

**Init** +10 **Senses** Low-Light Vision, Scent; **Perception** +12

DEFENSE

**AC** 24, touch 15, flat-footed 18 (+6 Dex, -1 size, +9 natural)

**hp** 70 (6d8+35)

**Fort** +10, **Ref** +11, **Will** +4

OFFENSE

**Spd** 30 ft., Climbing (30 feet), Swimming (30 feet)

**Melee** Bite (Snake, Emperor Cobra) +11 (3d6+9/20/x2)

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

**Special Attacks** Poison: Bite - injury (DC 18)

TACTICS

**During Combat** Avidexu trained both cobras to attack creatures at his command. The cobras attack the closest target.

**Morale** The emperor cobras fight to the death.

STATISTICS

**Str** 23, **Dex** 22, **Con** 20, **Int** 1, **Wis** 14, **Cha** 2

**Base Atk** +5; **CMB** +12; **CMD** 28 (can't be Tripped)

**Feats** Improved Initiative, Improved Natural Attack: Bite (Snake, Emperor Cobra), Skill Focus: Stealth, Weapon Focus: Bite

**Skills** Acrobatics +14, Climb +14, Fly +4, Perception +12, Stealth +16, Swim +14 Modifiers Acrobatics (Jump) -4

SPECIAL ABILITIES

**Poison**: Bite - *injury* (DC 18) (Ex) Poison deals 1d3 CON damage, 1/round for 6 rounds, cure 2 consecutive saves.

Vimanda (AKA Melyia Arkona) CR 15 XP 51,200

LE Medium Outsider (Native, Shapechanger) Female Rakshasa Monk 6

**Init** +9 **Senses** Darkvision (60 feet); **Perception** +15

DEFENSE

**AC** 32, touch 19, flat-footed 26 (+4 shield, +5 Dex, +9 natural, +1 dodge)

**hp** 189 (10d10+6d8+80)

**Fort** +13, **Ref** +17, **Will** +14

**Defensive Abilities** Evasion; **DR** 15/good and piercing; Immune disease; **SR** 25

OFFENSE

**Spd** 70 ft., Flight (60 feet, Average)

**Melee** *+1 Ki Focus, Shock Kukri* +21/+16/+11 (1d4+4/15-20/x2)

 Bite (Rakshasa) +14 (1d6+1/20/x2)

 Claw (Rakshasa) +14 (1d4+1/20/x2)

**Ranged** *Javelin of Lightning* +19/+14/+9 (1d6+3/20/x2)

**Special Attacks** Detect Thoughts (DC 21), Flurry of Blows +4/+4/-1, Ki Strike, Magic

**Sorcerer Spells Known** (CL 7, +17 melee touch, +19 ranged touch, DC 13):

3 (5/day) – *Suggestion, ~~Fly~~*

2 (7/day) – *Locate Object, Scorching Ray, ~~Invisibility~~*

1 (7/day) – *Magic Missile, ~~Shield~~, Charm Person, Ray of Enfeeblement, ~~Expeditious Retreat~~*

0 (at will) – *Acid Splash, Detect Poison, Message, Ghost Sound, Mage Hand, Mending, Prestidigitation*

TACTICS

**Before** **Combat** Vimanda Arkona begins in area E13. As soon as the first rotation occurs, Vimanda dons a ragged suit of tattered leather armor (this ruined armor doesn’t impede her spellcasting, but neither does it grant an armor bonus) and changes shape to disguise herself as Vencarlo Orisini. She then casts *fly, invisibility, expeditious retreat,* and *shield*. If she knows the PCs carry an object familiar to her, she casts *locate object* on that item to help her track them. She then begins seeking out the PCs, either patrolling the dungeon in a generally clockwise fashion or bee lining for them if she has *locate object* active. If she encounters Sivit, she retreats immediately. Vimanda knows that there are several symbols placed throughout the dungeon, and even though they don’t affect her since she’s lawful evil, she may decide to warn the PCs about a few of them in an attempt to gain their trust once she meets them.

**During** **Combat** When she first encounters the PCs, disguised as Vencarlo, Vimanda tries to convince them that Bahor sent them down here to die. She warns them about Sivit, and tries to encourage the PCs to leave the labyrinth to return to the palace above to confront Bahor (she explains her kukri and javelins away by saying they’re the only weapons she’s been able to recover in this dungeon). If this works, she hangs back in any fight against Bahor—as soon as Bahor realizes what’s going on (which shouldn’t take long, especially if he successfully reads Vimanda’s mind), he tries to blow her cover to win the PCs back to his side. If, on the other hand, the PCs see through Vimanda’s deception, she snarls and attacks. In combat, she takes to the air and favors her javelins, scorching rays, and magic missiles. If pushed into melee, she switches to her physical attacks, delivering stunning fists with her ki focus kukri on her first attack each round.

**Morale** Vimanda attempts to flee the Vivified Labyrinth to recover in area D17 if brought below 10 hit points.

STATISTICS

**Str** 16, **Dex** 20, **Con** 20, **Int** 10, **Wis** 14, **Cha** 16

**Base Atk** +14; **CMB** +19 (+21 Grappling); **CMD** 36 (38 vs. Grapple)

**Feats** Combat Expertise +/-4, Combat Reflexes (6 AoO/round), Deflect Arrows, Dodge, Improved Critical: Kukri, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Monk Weapon Proficiencies, Scorpion Style (DC 20), Snatch Arrows, Stunning Fist (8/day) (DC 20), Weapon Finesse, Weapon Focus: Kukri

**Skills** Acrobatics +17, Bluff +22, Diplomacy +18, Disguise +25, Perception +15, Perform: Dance +16, Sense Motive +15, Stealth +18

**Languages** Common, Infernal, Undercommon

**SQ** AC Bonus +3, Change Shape (any humanoid, alter self) (Su), Fast Movement (+20'), High Jump (+6) (Ex), Ki Defense (Su), Ki Pool (Su), Maneuver Training (Ex), Purity of Body (Ex), Slow Fall 30' (Ex), Still Mind (Ex), Stunning Fist (Stun, Fatigue) (Ex), Unarmed Strike (1d8)

**Combat Gear** *+1 Ki Focus, Shock Kukri*, *Javelin of Lightning*(3)

TRACKED RESOURCES

**Ki Pool** (5/day) (Su)

**Stunning Fist** (8/day) (DC 20)

SPECIAL ABILITIES

**Combat Reflexes** (6 AoO/round)

**Detect Thoughts (DC 21) (Su)** A rakshasa can detect thoughts as per the spell of the same name (CL 18th). It can suppress or resume this ability as a free action. When a rakshasa uses this ability, it always functions as if it had spent three rounds concentrating and thus gains t

**Ki Defense (Su)** A monk can spend 1 point from his ki pool to give himself a +4 dodge bonus to AC for 1 round.

**Scorpion Style (DC 20)** Standard action: Unarmed strike also reduces target's land speed to 5'

Sivit CR 10 XP 9,600

LE Large outsider (evil, extraplanar) Female darksphinx (Book of Fiends 156)

**Init** +3 **Senses** darkvision 60 ft.; **Perception** +16

DEFENSE

**AC** 26, touch 14, flat-footed 23 (+2 deflection, +3 Dex, +12 natural, –1 size)

**hp** 76 (9d8+36)

**Fort** +10, **Ref** +9, **Will** +10

**DR** 10/good; Immune poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 22

OFFENSE

**Spd** 40 ft., fly 60 ft. (poor)

**Melee** *+1 kukri* +13/+8 (1d6+7/15–20)

 *+1 kukri* +13/+8 (1d6+4/15–20)

 tail slap +9 (1d6+3)

**Special** **Attacks** pounce, rake 1d6+3, symbol

**Spell**-**Like** **Abilities** (CL 14th, DC 19)

3/day — *clairaudience/clairvoyance, darkness, detect magic, poison, read magic, see invisibility*

1/day — *comprehend languages, desecrate, dispel magic, legend lore, locate object, remove curse, unholy blight*

TACTICS

**Before** **Combat** Sivit begins in area E20. As soon as the first rotation occurs, she casts see invisibility and then *clairaudiance/clairvoyance* on area E8 to observe the PCs. She then casts locate object to track one of the character’s more unusual items, and the next time either area E18 or E19 open up to her chamber, she moves in and begins making her way toward the PCs. Sivit knows the layout of the Vivified Labyrinth quite well, along with the four orientations of the dungeon—she activates rotations now and then to reorient the dungeon to her advantage and to try to split up the party. Sivit has placed multiple symbols into various chambers in the Vivified Labyrinth, and tries to time her attack on the PCs for a point where they’re dealing with the effects of one of them.

**During** **Combat** Sivit opens combat with an unholy blight, then roars into melee with her kukris. She saves her poison spell-like abilities for spellcasters.

STATISTICS

**Str** 23, **Dex** 16, **Con** 19, **Int** 22, **Wis** 19, **Cha** 21

**Base** **Atk** +9; **Grp** +19

**Feats** Improved Critical (kukri), Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting

**Skills** Bluff +17, Climb +18, Concentration +14, Diplomacy +19, Heal +16, Hide +11, Intimidate +19, Jump +22, Knowledge (the planes) +18, Listen +16, Move Silently +15, Sense Motive +16, Spot +16, Survival +16

**Languages** Celestial, Draconic, Infernal, Sphinx, Vudran

**Gear** +1 kukris (2), amulet of health +4, ring of protection +2

SPECIAL ABILITIES

**Pounce (Ex)** If Sivit charges a foe, she can make a full attack, including two rake attacks.

**Rake (Ex)** Attack bonus +14 melee, damage 1d6+3.

**Symbol (Sp)** Once each per week, Sivit can create a symbol of fear, a symbol of insanity, a symbol of pain, a symbol of persuasion, a symbol of sleep, and a symbol of stunning (caster level 14th), except that each symbol remains a maximum of one week once scribed.

Symbol of Fear Trap CR 7 XP 3,200

**Type** magic **Reset** none

**Perception** DC 31 **Disable** **Device** DC 31

**Trigger** location **Duration** 90 seconds

EFFECTS

**Spell effect** (*symbol of fear*, CL 14th, DC 24s Will save negates); multiple targets (all targets in a 60-ft.-radius burst)

This spell functions like symbol of death, except that all creatures within 60 feet of the symbol of fear instead become panicked for 1 round per caster level.

Symbol of Pain Trap CR 6 XP 2,400

**Type** magic **Reset** none

**Perception** DC 30 **Disable** **Device** DC 30

**Trigger** location **Duration** 90 minutes

EFFECTS

**Spell effect** (*symbol of pain*, CL 9th, DC 19 Fortitude save negates); multiple targets (all targets in a 60-ft.-radius burst)

This spell functions like symbol of death, except that each creature within the radius of a symbol of pain instead suffers wracking pains that impose a –4 penalty on attack rolls, skill checks, and ability checks.

Blood Cobra 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 FinesseB

**Skills** Acrobatics +9, Climb +9, Perception +9, Stealth +9, Swim +9; Racial Modifiers +4 Perception, +4 Stealth, +8 Acrobatics; modifies 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.

Terinav Root Chest CR 7 XP 3,200

Type mechanical

Trigger touch Reset no reset

Perception DC 25 Disable Device DC 25

EFFECTS

**Effect** Terinav Root s*ave* DC 16 Fort, o*nset* 1 minute, f*requency* 1/minute for 6 minutes, effect 1d3 Dex damage; *cure* 1 save

Insanity Mist Chest CR 6 XP 2,400

Type mechanical

Trigger touch (opening chest) Reset no reset

Perception DC 25 Disable Device DC 25

EFFECTS

**Effect** poison cloud, *save* Fort DC 15; *frequency* 1/round for 6 rounds, *effect* 1d3 Wis damage , *cure* 1 save

Symbol of Insanity Trap CR 9 XP 6,400

**Type** magic **Reset** none

**Perception** DC 33 **Disable** **Device** DC 33

**Trigger** location **Duration** 140 minutes

EFFECTS

**Spell effect** (*symbol of insanity*, CL 14th, DC 24s Will save negates); multiple targets (all targets in a 60-ft.-radius burst)

This spell functions like symbol of death, except that all creatures within 60 feet of the symbol of fear instead become panicked for 1 round per caster level.

The Fangs of Diomazul CR 8 XP 4,800

**Type** mechanical **Bypass** hidden switch (Perception DC 30)

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

**Trigger** location **Onset** Delay 2 rounds

**Reset** automatic

EFFECTS

**Effect** falchion blades spin around fountain (all targets on the ground within 5 feet of the room’s walls; 8d6 damage per round; Reflex DC 15 negates one round of damage; blades continue spinning for 1 minute)

Wailing Maidens CR 7 XP 3,200

**Type** mechanical and magical **Bypass** hidden switch (Perception DC 30)

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

**Trigger** location **Onset** Delay 3 rounds

**Reset** automatic (after 5 rounds)

EFFECTS

**Effect** stunning wail (stun and deafened for 1d4 rounds, Fortitude DC 15 negates); spike barrage (Atk +12 melee, 1d6 spikes per target for 1d6+5 damage each); multiple targets (all targets flanked by iron maidens)

Stinging Wasps CR 7 XP 3,200

**Type** magical and mechanical **Bypass** hidden switch (Perception DC 30)

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

**Trigger** location **Onset** Delay 1 round

**Reset** automatic

EFFECTS

**Effect** numbing needles (Atk +5 melee, 1d6 damage plus 2 Dexterity damage); multiple targets (all creatures in contact with walls, floor, or ceiling)

Symbol of Sleep Trap CR 6 XP 2,400

**Type** magic **Reset** none

**Perception** DC 30 **Disable** **Device** DC 30

**Trigger** location **Duration** 40 minutes

EFFECTS

**Spell effect** (*symbol of sleep*, CL 9th, DC 24s Will save negates); multiple targets (all targets in a 60-ft.-radius burst)

Vencarlo Orsini CR 8 XP 4,800

CG Medium Human Male Human Duelist 2/Fighter 5/Rogue 2

**Init** +4 **Perception** -1

DEFENSE

AC 15, touch 15, flat-footed 10 (+4 Dex, +1 dodge)

**hp** 90 (7d10+2d8)

**Fort** +5, **Ref** +7, **Will** +1

**Defensive Abilities** Bravery +1, Canny Defense +2, Evasion, Parry

OFFENSE

**Spd** 30 ft.

**Special** **Attacks** Precise Strike, Sneak Attack +1d6

TACTICS

**During** **Combat** Vencarlo’s favored melee weapon is the rapier, and his favored ranged weapon are thrown daggers. In combat, he prefers to fight with Combat Expertise to full effect, both to aid in protecting his own hide and to draw out the thrill of the fight itself.

**Morale** Vencarlo never abandons an ally in a fight, but if alone, flees to safety if brought below 10 hp.

STATISTICS

**Str** 9, **Dex** 15, **Con** 11, **Int** 15, **Wis** 9, **Cha** 15

**Base Atk** +8; **CMB** +10 (+12 Disarming); **CMD** 22 (24 vs. Disarm)

**Feats** Agile Maneuvers, Combat Expertise +/-3, Combat Reflexes (3 AoO/round), Dodge, Improved Disarm, Mobility, Rogue Weapon Proficiencies, Skill Focus: Bluff, Vital Strike, Weapon Finesse, Weapon Focus: Rapier

**Skills** Acrobatics +12, Bluff +16, Climb +5, Craft: Weapons +8, Diplomacy +13, Disguise +9, Intimidate +9, Knowledge: Local +8, Perform: Oratory +8, Prof: Teacher +9, Sense Motive +7, Stealth +10

**Languages** Common, Elven, Varisian

**SQ** Armor Training 1 (Ex), Trapfinding +1

SPECIAL ABILITIES

**Combat Expertise** +/-3 Bonus to AC in exchange for an equal penalty to attack.

**Combat Reflexe**s (3 AoO/round)

**Mobility** +4 to AC against some attacks of opportunity.

Neolandus Kalepolis CR 4 XP 1,200

LG Medium Humanoid (Human) Male Human Aristocrat 3/Ranger 3

**Init** +5 **Perception** +11

DEFENSE

**AC** 11, touch 11, flat-footed 10 (+1 Dex)

**hp** 54 (3d10+3d8)

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

OFFENSE

**Spd** 30 ft.

TACTICS

**During** **Combat** Although Neolandustrained as a ranger, he realizes his true skills are in diplomacy. As such, he only fights when there is no other choice, in which case he prefers to do so with the longbow.

**Morale** Neolandus won’t abandon an ally, but if alone, flees to safety if brought below 15 hp.

STATISTICS

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

**Base Atk** +5; **CMB** +4; **CMD** 15

**Feats** Endurance, Great Fortitude, Improved Initiative, Persuasive, Rapid Shot, Skill Focus: Diplomacy

**Skills** Appraise +8, Bluff +11, Diplomacy +16, Intimidate +13, Knowledge: Local +11, Knowledge: Nobility +11, Perception +11, Sense Motive +11, Survival +11

**Languages** Common, Shoanti, Varisian

**SQ** Enemies: Humanoids (Giant) (+2 bonus) (Ex), Terrains: Urban (+2 bonus) (Ex), Track +1, Wild Empathy +5 (Ex)

SPECIAL ABILITIES

**Enemies**: Humanoids (Giant) (+2 bonus) (Ex) +2 to rolls vs Humanoids (Giant).

**Terrains**: Urban (+2 bonus) (Ex) +2 to rolls vs Urban.

Senshir CR 9 XP 6,400

LE Medium outsider (asura) Beatific One

**Init** +7 **Senses** darkvision 60 ft.; **Perception** +21

DEFENSE

**AC** 33, touch 27, flat-footed 26 (+7 Dex,+1 dodge, +6 natural, +2 Monk AC bonus, +7 Wis)

**hp** 93 (11d10+33)

**Fort** +6, **Ref** +14, **Will** +14; +2 against enchantment spells

**Defensive Abilities** Improved Evasion

**DR** 10/good; **Immune** disease, poisons; **Resist** acid 10, electricity 10; **SR** 17

OFFENSE

**Speed** 70 ft.

**Melee** Temple Sword +17/+12/+7 (1d8+6)

 spear +17 (1d8+3)

 kukri +17 (1d4+3/18-20)

 Flurry of Blows +15/+15/+9/+9/+4 (1d10+6)

**Special Attacks** continuous barrage, flurry of blows

**Spell-Like Abilities** (CL 6th, Concentration +10, DC 15)

2nd 1/day – *dimension door, hold person*

1st 3/day – *blindness/deafness, blur, hypnotic pattern, levitate, magic weapon*

0 – *disguise self, feather fall, see invisibility, ventriloquism*

TACTICS

**Before Combat** Beatific ones are rarely surprised and use the moments before combat to cast blur and magic weapon upon themselves and their weapons.

**During Combat** Beatific ones hold their opponents in complete disdain and offer no quarter or honorable advantage. They enjoy tripping or disarming opponents, battering them with unarmed strikes, and using their foes’ weapons against them.

**Morale** If foes present sufficient threats, beatific ones redouble their efforts, but under no circumstances flee the field of battle.

STATISTICS

**Str** 22, **Dex** 24, **Con** 16, **Int** 16, **Wis** 24, **Cha** 19

**Base Atk** +11; **CMB** +17 (+19 on. Grapple, +21 on disarm and trip); **CMD** 34 (36 vs. Grapple; 38 vs. disarm and trip)

**Feats** Deflect Arrows, Dodge, Greater Disarm, Greater Trip, Improved Disarm, Improved Grapple, Improved Trip, Mobility, Snatch Arrows, Spring Attack

**Skills** Acrobatics +21, Appraise +17, Climb +20, Escape Artist +21, Intimidate +18, Knowledge (Planes) +17, Perception +21, Perform (dance) +21, Stealth +21

**Languages** Celestial, Common, Infernal, Vudrani; telepathy 100 ft.

**SQ** monk qualities, multiweapon mastery, summon asura

SPECIAL ABILITIES

**Continuous Barrage (Ex)** If a beatific one hits with the last attack of its flurry of blows, it may attempt an additional attack at a –2 penalty. If this attack hits, the beatific one may continue to make additional attacks, with a cumulative –2 penalty for each subsequent attack (–4 for the second attack, –6 for the third, and so on). If any attack misses, the barrage ends.

**Flurry of Blows (Ex)** The beatific one can attempt a flurry of blows as per the monk ability. It may use this ability whenever it has at least two of its six hands free or a special monk weapon equipped.

**Monk Qualities** A beatific one emulates many of the strengths of the monk character class. On top of its own racial abilities, the beatific one receives the AC bonus, unarmed damage, bonus feats, speed bonus, and weapon proficiencies of a monk with a level equal to its Hit Dice, along with the diamond body, flurry of blows, improved evasion, and still mind abilities. All of these benefits are included in the statistics above.

**Summon Asura (Sp**) Once per day, a beatific one can attempt to summon 1 beatific one with a 40% chance of success. This ability is the equivalent of a 3rd-level spell.

**Multiweapon Mastery (Ex**) A Beatific One never takes penalties to her attack roll when fighting with multiple weapons.

Rajput Ambari CR 7 XP 3,200

CE Huge undead

**Init** +1 **Senses** darkvision 60 ft.; **Perception** +0

DEFENSE

**AC** 21, touch 9, flat-footed 20(+1 Dex, +12 natural, –2 size)

**hp** 104 (16d12)

**Fort** +5, **Ref** +6, **Will** +10

**Defensive** **Abilities** undead traits

**DR** 10/slashing

OFFENSE

**Spd** 40 ft.

**Melee** slams +14 (2d6+8)

 2 stamps +9 (2d6+4)

 gore +14 (2d8+8/3)

**Space** 15 ft.; **Reach** 10 ft.

**Special** **Attacks** trample 2d8+13, war stomp

TACTICS

**During** **Combat** Rajput ambaris immediately attack anyone their creator or handler directs them to. They start by trampling the nearest enemy and then use war stomp to knock down foes, following up with slams and gores to finish off opponents.

**Morale** Rajput ambaris fight until destroyed.

STATISTICS

**Str** 26, **Dex** 13, **Con** —, **Int** —, **Wis** 10, **Cha** 1

**Base** **Atk** +8; **Grp** +24

**SQ** undead servitor

SPECIAL ABILITIES

**Trample (Ex)** Reflex half DC 26. The save DC is Strength-based. War Stomp (Su) Rajput ambaris are trained to slam their skeletal front feet hard into the earth, creating a small shockwave that can knock nearby opponents prone. Any opponent standing immediately adjacent to a rajput ambari when it uses this ability must make a DC 25 Reflex save or be knocked prone. War stomp is a full-round action. The save DC is Strength-based.

**Undead Servitor** Rajput ambaris are completely subservient to their creators and any other creature capable of commanding undead. A rajput ambari is treated as an undead creature of half its Hit Dice for the purposes of being commanded and when counting the total Hit Dice of undead an evil cleric has under his control. A rajput ambari always understands the language of its master and anyone controlling it.

Biting Tigers CR 9 XP 6,400

N Gargantuan construct

**Init** -2 **Senses** darkvision 60, low-light vision; **Perception** -5

DEFENSE

**AC** 17, touch 4, flat-footed 17 (-2 Dex, +13 natural, -4 size)

**hp** 148 (10d10+60 size)

**Fort** +3, **Ref** +1, **Will** -2

**Immune** Construct Traits

OFFENSE

**Speed** 0 ft.

**Melee** bite +20 (3d6+21 x3) and

 Bite +20 (3d6+21 x3)

STATISTICS

**Str** 38, **Dex** 6, **Con** -, **Int** -, **Wis** 1, **Cha** 1

**Base Atk** +10 **CMB** +28 **CMD** 36

**SQ** 5 construction points

SPECIAL ABILITIES

**Additional Attack**

**Piercing Attack**

**Piercing Attack**

**Improved Attack**

**Improved Attack**