RED MANTIS ASSASIN CR 7 XP

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

**Init** +6 **Perception** +13

DEFENSE

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

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

**Fort** +8, **Ref** +12, **Will** +4

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

OFFENSE

**Spd** 30 ft.

**Melee** Masterwork Sawtooth Sabre +12/+7 (1d8+3/19-20/x2) and

Masterwork Sawtooth Sabre +12 (1d8+2/19-20/x2) and

**Ranged** Dagger +12/+7 (1d4+1/19-20/x2)

**Special** **Attacks** Bleeding Attack +3, Prayer Attack (DC 14), Sneak Attack +3d6

**Spells Known** (CL 3, +12 melee touch, +12 ranged touch, DC 12):

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

TACTICS

**Before Combat** A Red Mantis casts cat’s grace and expeditious retreat before entering combat, and activates her mantis mask.

**During Combat** The assassins use prayer attacks if facing lone targets. Otherwise, they team up to flank foes so as to make the most of their sneak attacks. They activate their red shrouds on the first round of combat.

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

STATISTICS

**Str** 12, **Dex** 19, **Con** 14, **Int** 8, **Wis** 10, **Cha** 13

**Base Atk** +6; **CMB** +10; **CMD** 21

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

**Skills** Acrobatics +15, Bluff +12, Climb +9, Intimidate +12, Linguistics +3, Perception +13, Sense Motive +2, Stealth +15

**Languages** Common, Infernal, Varisian

**SQ** Mask of the Mantis, Trapfinding +1

**Combat Gear** +1 Leather, Dagger (5), Masterwork Sawtooth Sabre (2)

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

SPECIAL ABILITIES

**Bleeding Attack +3 (Ex)** Sneak attacks also deal 3 bleed damage per round.

**Mask of the Mantis** A mask of the mantis is the traditional headgear of the Red Mantis assassin. Designed both to mask the wearer's identity while on a job and to enhance the wearer's ferocious appearance, a mask of the mantis has 3 daily charges that can be used to gain additional bonuses. The wearer can spend a charge to gain darkvision to a range of 60 feet, the effects of see invisibility, the effects of deathwatch, or a +5 competence bonus on Perception checks. Once a charge is spent, the effect granted persists for 30 minutes before fading. Multiple effects can be active simultaneously. Charges replenish automatically in 24 hours.

**Prayer Attack (DC 14) (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

**Sneak Attack** +3d6 damage if you flank your target or your target is flat-footed.

Cinnabar CR 11 XP

Ranger 2/Red Mantis Assassin 6/Rogue 4 LE Medium Female Human

**Init** +5 **Perception** +18

DEFENSE

**AC** 21, touch 16, flat-footed 16 (+5 armor, +5 Dex, +1 deflection)

**hp** 124 (2d10+10d8+24)

**Fort** +8, **Ref** +15, **Will** +3

**Defensive** **Abilities** Evasion, Red Shroud (6rounds) (2/day), Trap Sense +1, Uncanny Dodge

OFFENSE

**Spd** 60 ft.

**Melee** +1 Sawtooth Sabre +15/+10 (1d8+3/17-20/x2) and

+1 Sawtooth Sabre +15 (1d8+3/17-20/x2)

**Special** **Attacks** Bleeding Attack +4, Prayer Attack (DC 18), Sneak Attack +4d6

**Spell-Like Abilities** Summon Mantis (1/day)

**Spells Known** (CL 6, +14 melee touch, +14 ranged touch, DC 14):

2 (4/day) – *See Invisibility, Blur, Invisibility, Summon Swarm*

1 (5/day) – *True Strike, Jump, ~~Expeditious Retreat~~, Unerring Weapon*

TACTICS

**Before Combat** Prior to facing the PCs, Cinnabar casts darkvision, expeditious retreat, and see invisibility. She also activates her red shroud ability.

**During combat** On her opening strike, she transforms her sawtooth sabre into a mantis claw, gaining a further +2 to hit. She channels her stunning fist through her sabre until her uses are exhausted, holding nothing back. Once injured and in need of healing, she changes into a blood mantis (+13 hit points from the healing accompanying the polymorph plus an additional +26 hit points from the enhanced Constitution of her new form). This also enables her to pick up two extra uses of her fading ability. See below for her new statistics block.

**Morale** Although tactically-minded, Cinnabar secretly harbors a death wish and does not flee from her destiny. Moments before a PC can connect with a final attack, she closes her eyes and enjoys her first moment of true peace.

STATISTICS

**Str** 10, **Dex** 18/20, **Con** 12/14, **Int** 14, **Wis** 8, **Cha** 15/17

**Base Atk** +9; **CMB** +14 (+16 Disarming); **CMD** 25 (27 vs. Disarm)

**Feats** Agile Maneuvers, Alertness, Combat Expertise +/-3, Exotic Weapon Proficiency: Sawtooth Sabre, Greater Weapon Focus: Sawtooth Sabre, Improved Critical: Sawtooth Sabre, Improved Disarm, Rogue Weapon Proficiencies, Two-weapon Fighting, Weapon Finesse, Weapon Focus: Sawtooth Sabre, Weapon Specialization: Sawtooth Sabre

**Skills** Acrobatics +20, Bluff +18, Disguise +18, Intimidate +18, Perception +18, Sense Motive +18, Sleight of Hand +20, Stealth +20, Survival +14, Use Magic Device +18

**Languages** Common, Infernal, Vudrani

**SQ** Amulet of Health +2, Enemies: Humanoids (Human) (+2 bonus) (Ex), Mantis Form (1/day) (Su), Mask of the Mantis, Resurrection Sense (Su), Track +1, Trapfinding +2, Wild Empathy +5 (Ex)

**Combat** **Gear** +1 Sawtooth Sabre, +1 Sawtooth Sabre, +2 Studded Leather

**Other Gear** Amulet of Health +2, Belt of Incredible Dexterity, +2, Elixir of Shadewalking (3), Headband of Alluring Charisma, +2, Mask of the Mantis, Poison, Large Scorpion Venom (4), Potion of Cure Serious Wounds, Potion of Haste, Ring of Protection, +1, Wand of Hold Person

SPECIAL ABILITIES

**Bleeding Attack** +4 (Ex) Sneak attacks also deal 4 bleed damage per round.

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

**Mantis Form** (1/day) (Su) Polymorph into a giant mantis 1/day

**Mask of the Mantis** A mask of the mantis is the traditional headgear of the Red Mantis assassin. Designed both to mask the wearer's identity while on a job and to enhance the wearer's ferocious appearance, a mask of the mantis has 3 daily charges that can be used to gain additional bonuses. The wearer can spend a charge to gain darkvision to a range of 60 feet, the effects of see invisibility, the effects of deathwatch, or a +5 competence bonus on Perception checks. Once a charge is spent, the effect granted persists for 30 minutes before fading. Multiple effects can be active simultaneously. Charges replenish automatically in 24 hours.

**Prayer Attack (DC 18) (Su)** Fascinate a single target (DC 10 + Red Mantis Class Level + CHA Mod), then coup de grace.

**Red Shroud (6rounds) (2/day) (Su**) Create a red mist around yourself that grants +1 AC and fast healing

**Resurrection Sense (Su)** Sense if someone you killed within the last year is resurrected.

**Sneak Attack** +4d6 damage if you flank your target or your target is flat-footed.

**Summon Mantis** (1/day) (Sp) Summon giant praying mantises.

SHADOW COUNT SIAL CR 10 XP

Cleric 7/Diabolist 4 LE Medium Male Human (Chelaxian)

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

DEFENSE

**AC** 18, touch 13, flat-footed 17 (+5 armor, +1 Dex, +2 deflection) +2 vs Chaos

**hp** 91 (7d8+4d6+11)

**Fort** +9, **Ref** +4, **Will** +12; +2 vs Chaos

**Resist**  Fire (5); **Immune** Electricity;

OFFENSE

**Spd** 20 ft.

**Melee** +*1 Guided Chain, Spiked Evil* +14/+9 (2d4+7/20/x2)

**Spell-Like Abilities** Bleeding Touch 3 rounds (8/day), Touch of Law (8/day)

**Cleric Spells** **Known** (CL 11, 6 melee touch, 8 ranged touch, DC 15):

6 (1/day) – *Heroes' Feast, Hold Monster (DC 21)*

5 (3/day) – *Slay Living (DC 20), Flame Strike (DC 20), ~~Magic Weapon, Greater, Extend,~~ Scrying (DC 20)*

4 (4/day) – *Spell Immunity (DC 19), Order's Wrath (DC 19), Summon Monster IV, Air Walk, ~~Magic Vestment, Extend~~*

3 (5/day) – *Prayer, Protection from Energy (DC 18), Dispel Magic, Summon Monster III, Death Knell, Extend, Hold Person, Extend*

2 (5/day) – *Restoration, Lesser (DC 18), Resist Energy, Summon Monster II, Align Weapon, Align Weapon, Silence*

1 (6/day) – *Divine Favor, Protection from Chaos, Protection from Chaos, Comprehend Languages~~, Endure Elements~~, Command, Sanctuary*

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

TACTICS

**Before Combat** Sial has a strict regimen of daily spellcasting. Each morning, he casts extended magic vestment on his chain shirt and extended greater magic weapon on his +1 guided spiked chain. He also casts endure elements on himself each morning as long as he remains in the Cinderlands. Now and then, as necessary, he uses scrying to spy on the PCs’ progress. Each evening, before he sets out on the night’s duties, Sial casts heroes’ feast, sharing his banquet of bland gray wafers and bitter wine with Asyra. In anticipation of combat, he prepares by casting protection from chaos, align weapon, resist energy (fire), protection from energy (electricity), air walk, and spell immunity (favoring suggestion and charm monster as his immune spells if no more logical choice is obvious).

**During Combat** Sial lets his foes come to him, casting his ranged spells while his minions engage in melee. Once his opponents close, he casts divine favor and relishes the chance to fight with his guided spiked chain.

**Moral**e If Sial’s hit points fall below 15, he uses his scroll of word of recall to flee back to his home in Nidal. He then uses spells like sending to re-establish contact with the PCs, if they were allied, to arrange a place where they can reconnect, traveling via wind walk if necessary to reach them swiftly.

STATISTICS

**Str** 8, **Dex** 12, **Con** 13, **Int** 10, **Wis** 19/21, **Cha** 14

**Base Atk** +7; **CMB** +6; **CMD** 19

**Feats** Augment Summoning, Craft Magic Arms & Armor, Extend Spell, Great Fortitude, Improved Channel, Quick Draw, Scribe Scroll, Spell Focus: Conjuration

**Skills** Acrobatics -2, Climb -4, Diplomacy +14, Escape Artist -2, Fly -2, Knowledge (Planes) +10, Knowledge (Religion) +12, Linguistics +4, Ride -2, Sense Motive +17, Spellcraft +8, Stealth -2, Swim -4

**Languages** **Common**, Infernal

**SQ** Augment Summoning, Aura (Ex), Channel Hellfire (2/day), Channel Negative Energy 4d6 (5/day) (DC 17) (Su), Cleric Domain: Death, Cleric Domain: Law, Damned, Empathic Link with Familiar (Su), Heresy +2 (Ex), Infernal Bargain, Infernal Charisma +4 (Ex), Share Spells with Familiar, Spontaneous Casting

**Combat Gear** +1 Chain Shirt, +1 Guided Chain, Spiked

**Other Gear** Bone House, Headband of Inspired Wisdom, +2, Ring of Protection, +2

SPECIAL ABILITIES

**Augment Summoning** Summoned creatures have +4 to Strength and Constitution.

**Bleeding Touch** **3 rounds (8/day) (Sp)** Melee touch attack deals 1d6 bleeding damage.

**Channel Hellfire (2/day)** Change energy damage in spells to hellfire damage.

**Channel Negative Energy 4d6 (5/day) (DC 17) (Su)** An evil cleric can channel negative energy to injure the living and heal the undead.

**Extend Spell** Spell duration lasts twice as normal. +1 Level.

**Heresy +2 (Ex)** +2 to your checks made to research specific devilsí true names or sigils.

**Touch of Law (8/day) (Sp)** A d20 roll becomes 11.

Asyra CR 10 XP 9,600

LE Medium outsider (evil, extraplanar, kyton, lawful) Kyton fighter 4

**Init** +8 **Senses** darkvision 60 ft.; **Perception** +14

DEFENSE

**AC** 27, touch 17, flat-footed 22 (+4 armor, +2 deflection, +4 Dex, +1 dodge, +4 natural, +2 shield)

**hp** 130 (12 HD; 8d10+4d10+64); **regeneration** 2 (good weapons and spells, silver weapons)

**Fort** +15, **Ref** +11, **Will** +7 (+1 vs. fear)

**Defensive** **Abilities** bravery +1; **DR** 5/silver or good; **Immune** cold; **SR** 17

OFFENSE

**Speed** 30 ft.

**Melee** 4 chains +18 (2d4+7/19-20)

**Space** 5 ft; **Reach** 5 ft. (10 ft. with chains)

**Special** **Attacks** dancing chains, unnerving gaze

TACTICS

**During** **Combat** Asyra seeks out opponents who wear lockets or amulets, or anybody with chains around their necks. She then closes within 20 feet and uses her dancing chains ability to cause the chains to enlarge and grow spikes, strangling her victims with their own baubles. In melee combat, she grows the tiny chain adorning her wrist to full size and attacks. Anyone drawing aside her shawl is subjected to her unnerving gaze ability.

**Morale** Asyra knows that if killed or banished she merely returns to her home realm. She fears nothing.

STATISTICS

**Str** 20, **Dex** 19, **Con** 20, **Int** 9, **Wis** 12, **Cha** 14

**Base** **Atk** +12; **CMB** +17; **CMD** 31

**Feats** Ability Focus (unnerving gaze), Dodge, Improved Critical (chain), Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Focus (chain), Weapon Specialization (chain)

**Skills** Acrobatics +19, Climb +20, Escape Artist +15, Intimidate +17, Perception +16

**Languages** Common, Infernal

**SQ** armor training 1, chain armor

**Gear** *belt of mighty constitution +2*, *ring of protection +2*, *ring of force shield*

SPECIAL ABILITIES

**Chain Armor (Ex)** The chains that adorn a kyton grant it a +4 armor bonus, but are not treated as armor for the purpose of arcane spell failure, armor check penalties, maximum Dexterity, weight, or proficiency.

**Dancing Chains (Su)** A kyton can control up to four chains within 20 feet as a standard action, making the chains dance or move as it wishes. In addition, a kyton can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the kyton itself. If a chain is in another creature's possession, the creature can attempt a DC 16 Will save to break the kyton's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. A kyton can climb chains it controls at its normal speed without making Climb checks. The save DC is Charisma-based.

**Unnerving Gaze (Su)** Range 30 ft., Will DC 18 negates. A kyton can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves become shaken for 1d3 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based and includes a +2 feat bonus.

THE CINDERLANDER CR 11 XP

Horizon Walker 2/Ranger 10 CN Medium Male Human

**Init** +4 **Perception** +17

DEFENSE

**AC** 24, touch 18, flat-footed 22 (+6 armor, +4 Dex, +4 Natural Armor)

**hp** 173 (12d10+48)

**Fort** +12, **Ref** +12, **Will** +6

**Defensive** **Abilities** Evasion; **Immune** exhaustion

OFFENSE

**Spd** 30 ft.

**Melee** Masterwork Handaxe +17/+12/+7 (1d6+1/20/x3) and

Masterwork Handaxe +17/+12/+7 (1d6+1/20/x3)

**Ranged** Vindicator +18/+13/+8 (1d10+1/17-20/x2)

**Ranger** **Spells Known** (CL 7, 13 melee touch, 16 ranged touch, DC 13):

2 (2/day) – *~~Barkskin~~, Wind Wall*

1 (3/day) – *Endure Elements, Charm Animal, Pass without Trace*

TACTICS

**Before combat** The Cinderlander casts pass without trace before going on any scouting missions. Before engaging in combat, the Cinderlander casts barkskin on himself.

**During combat** The Cinderlander prefers to fight at range with Vindicator, targeting Shoanti to the exclusion of all other foes if given a choice. A favorite tactic against mounted enemies is to cast charm animal on the mount to lessen his foe’s mobility. Against foes who bring superior firepower, he uses a wind wall to create cover from their archers. He resorts to a pair of masterwork handaxes only when forced. His animal companion Neverfar remains at his side—the Cinderlander prefers to use the firepelt cougar as a guardian while he sleeps rather than as a bodyguard or assassin.

**Morale** Although far from cowardly, the Cinderlander does not particularly like the Red Mantis. He can certainly be bought, and for a bribe of no less than 500 gp, he abandons Cinnabar and the assassins to their fate. He’s seen what they’re capable of, though, and isn’t particularly interested in taking up a fight against them. In any event, he attempts to flee if brought below 20 hp.

STATISTICS

**Str** 12, **Dex** 16/18, **Con** 17/19, **Int** 10, **Wis** 14, **Cha** 8

**Base Atk** +12; **CMB** +13; **CMD** 27

**Feats** Crossbow Mastery: Crossbow, Repeating Heavy, Diehard, Endurance, Exotic Weapon Proficiency: Crossbow, Repeating Heavy, Improved Critical: Crossbow, Repeating Heavy, Point Blank Shot, Precise Shot, Rapid Reload: Crossbow, Repeating Heavy, Shot On The Run, Weapon Finesse, Weapon Focus: Crossbow, Repeating Heavy

**Skills** Handle Animal +14, Knowledge (Geography) +15, Knowledge (Nature) +15, Linguistics +5, Perception +17, Sense Motive +12, Stealth +19, Survival +17

**Languages** Common, Giant, Shoanti, Varisian

**SQ** Amulet of Health +2, Animal Companion Link (Ex), Enemies: Humanoids (Giant) (+2 bonus) (Ex), Enemies: Humanoids (Human) (+6 bonus) (Ex), Enemies: Magical Beasts (+2 bonus) (Ex), Share Spells with Companion (Ex), Swift Tracker (Ex), Terrain Mastery: Desert (2r), Terrains: Desert (+4 bonus) (Ex), Terrains: Forest (+2 bonus) (Ex), Terrains: Mountain (+4 bonus) (Ex), Terrains: Plains (+2 bonus) (Ex), Track +5, Wild Empathy +9 (Ex), Woodland Stride (Ex)

**Combat Gear** +2 Mithral Chain Shirt, Masterwork Handaxe (2), Screaming Bolt (40), Vindicator

**Other Gear** Amulet of Health +2, Belt of Incredible Dexterity, +2, Potion of Haste, Wand of Cure Moderate Wounds

SPECIAL ABILITIES

**Enemies**: Humanoids (Giant) (+2 bonus) (Ex) +2 to rolls vs Humanoids (Giant), Humanoids (Human) (+6 bonus) (Ex) +6 to rolls vs Humanoids (Human), Magical Beasts (+2 bonus) (Ex) +2 to rolls vs Magical Beasts.

NEVERFAR CR 6 XP

N Medium Animal Male Leopard

**Init** +6 **Senses** Low-Light Vision, Scent; **Perception** +12

DEFENSE

**AC** 21, touch 16, flat-footed 15 (+6 Dex, +5 natural)

**hp** 65 (+12)

**Fort** +7, **Ref** +11, **Will** +3

OFFENSE

**Spd** 50 ft., Sprint x10 (1/hour)

**Melee** Bite (Leopard) +8 (1d6+4/20/x2) and

Claw x2 (Leopard) +8 x2 (1d3+4/20/x2)

**Special** **Attacks** Trip

STATISTICS

**Str** 18, **Dex** 22, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

**Base Atk** +4; **CMB** +10; **CMD** 24 (28 vs. Trip)

**Feats** Acrobatic, Agile Maneuvers, Alertness

**Tricks** Attack [Trick], Attack [Trick], Attack Any Target [Trick], Cinderbrave [Trick], Come [Trick], Defend [Trick], Down [Trick], Fighting [Trick], Guard [Trick], Stay [Trick], Track [Trick]

**Skills** Acrobatics +8, Fly +8, Perception +12, Sense Motive +3 Modifiers +4 Stealth in Undergrowth

SKLAR-QUAH BURN RIDER CR 5 XP

Barbarian 6` CN Medium Male Human (Shoanti)

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

DEFENSE

**AC** 14, touch 9, flat-footed 13 (+4 armor, +1 shield, +1 Dex)

**hp** 108 (6d12+30)

**Fort** +10, **Ref** +3, **Will** +5

**Defensive Abilities** Improved Uncanny Dodge, Spirit Totem, Trap Sense +2; **Resist** fire 3

OFFENSE

**Spd** 40 ft.

**Melee** Masterwork Shortspear +11/+6 (1d6+4/20/x2) Male Human (Shoanti)

**Ranged** Masterwork Longbow, Composite (Str +2) +8/+3 (1d8+2/20/x3)

**Special** **Attacks** Spirit Totem, Lesser (+5, 1d4-1)

STATISTICS

**Str** 15/19, **Dex** 13, **Con** 17/21, **Int** 10, **Wis** 12, **Cha** 8

**Base** Atk +6; **CMB** +10; **CMD** 19

**Feats** Burn Rider, Mounted Combat, Ride-by Attack, Trample

**Skills** Acrobatics +7, Climb +1, Escape Artist -2, Fly -2, Handle Animal +8, Intimidate +8, Ride +7, Stealth -2, Survival +10, Swim +1

**Languages** Common, Shoanti

**SQ** Fast Movement +10 (Ex), Ferocious Mount (Ex), Rage (17 rounds/day) (Ex)

**Combat Gear** Arrows (20), Masterwork Hide Shirt, Masterwork Klar, Masterwork Longbow, Composite (Str +2), Masterwork Shortspear

**Other Gear** Flint and steel, Oil (1-pint flask) (2), Potion of Cure Serious Wounds (2), Shoanti barbarian chew, Shoanti War Paint (Yellow), Torch

SPECIAL ABILITIES

**Damage Resistance, Fire (3)** You have the specified Damage Resistance against Fire attacks.

**Ferocious Mount (Ex**) Your mount rages, too.

**Rage (17 rounds/day) (Ex**) +4 Str, +4 Con, +2 to Will saves, -2 to AC when enraged.

**Ride-by Attack** You can move - attack - move when charging mounted.

**Spirit Totem (Su**) While raging, 20% concealment from non-adjacent attacks.

**Spirit Totem, Lesser (+5, 1d4-1) (Su)** Spirits attack 1/round at +5 to hit, dealing 1d4-1 negative energy damage.

KROJUN EATS-WHAT-HE-KILLS CR 11 XP

Barbarian 12 N Medium Male Human (Shoanti)

**Init** +2 **Perception** +0

DEFENSE

AC 17, touch 10, flat-footed 15 (+6 armor, +1 shield, +2 Dex)

**hp** 228 (12d12+72)

**Fort** +14**,** **Ref** +6, **Will** +7

**Defensive Abilities** Improved Uncanny Dodge, Spirit Totem, Trap Sense +4; **D**R 3/– ; **Resist fire** 6, **Energy Resistance**: Fire

OFFENSE

**Spd** 50 ft.

**Melee** +1 Thundering Earth Breaker +22/+17/+12 (2d6+13/19-20/x3) and

**Special Attacks** Knockdown (1/rage), Spirit Totem, Lesser (+13, 1d4+1)

TACTICS

**Before combat** Only if Krojun knows he is about to face great opposition does he apply his orange Shoanti war paint.

**During combat** Krojun charges fearlessly into battle, preferring to fight toe-to-toe against foes to make full use of his Thunder and Fang fighting style. Krojun is fond of screaming his own name whenever he lands a critical hit against a foe.

**Morale** Headstrong, Krojun has courage to spare. He is not a fool, however, and withdraws if vastly outnumbered or overmatched, or upon being reduced to 20 hit points or less. Only when raging does he fight to the death

STATISTICS

**Str** 16/26, **Dex** 15, **Con** 16/22, **Int** 8, **Wis** 10, **Cha** 12

**Base Atk** +12; **CMB** +20; **CMD** 30

**Feats** Double Slice, Endurance, Improved Critical: Earth Breaker, Thunder and Fang, Two-weapon Fighting, Weapon Focus: Earth Breaker, Weapon Focus: Klar

**Skills** Acrobatics +14, Climb +5, Escape Artist -1, Fly -1, Intimidate +16, Ride +14, Stealth -1, Survival +15, Swim +5

**Languages** Common, Shoanti

**SQ** Fast Movement +10 (Ex), Increase Damage Reduction (Ex), Rage (29 rounds/day) (Ex), Strength Surge +12 (1/rage) (Ex)

**Combat Gear** +1 Klar, +1 Thundering Earth Breaker +2 Hide Shirt

**Other Gear** Belt of Giant Strength, +4, Boots of Striding and Springing, Potion of Cure Serious Wounds, Shoanti War Paint (Orange) (3)

SPECIAL ABILITIES

**Rage (29 rounds/day) (Ex)** +6 Str, +6 Con, +3 to Will saves, -2 to AC when enraged.

**Spirit Totem (Su)** While raging, 20% concealment from non-adjacent attacks.

**Spirit Totem, Lesser (+13, 1d4+1) (Su**) Spirits attack 1/round at +13 to hit, dealing 1d4+1 negative energy damage.

**Strength Surge +12 (1/rage) (Ex)** Once per rage, add +12 to a STR check, CMB or CMD.

**Thunder and Fang** You have mastered the ancient Shoanti fighting style of Thunder and Fang, allowing you to fight with increased effectiveness when wielding an earth breaker and a klar. As you swing at foes with Thunder (your earth breaker), you slash at them with the

SKOAN-QUAH BONESLAYER CR 3 XP

Cleric 2/Ranger 2 CN Medium Male Human (Shoanti)

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

DEFENSE

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

**hp** 42 (2d10+2d8+4)

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

OFFENSE

**Spd** 30 ft.

**Melee** Masterwork Earth Breaker +6 (2d6+3/20/x3)

**Ranged** Masterwork Longbow, Composite (Str +2) +5 (1d8+2/20/x3)

**Special Attacks** Sun's Blessing

**Spell-Like Abilities** Strength Surge (7/day)

**Cleric Spells Known** (CL 2, 5 melee touch, 4 ranged touch, DC 14):

1 (3/day) – *Hide from Undead, Endure Elements, Detect Undead, Sanctuary*

0 (at will) – *Purify Food and Drink, Create Water, Detect Magic, Mending*

TACTICS

**During combat** The boneslayers prefer to fire their bows from covered positions, but if one of them is attacked in melee, the others quickly come to his aid.

**Morale** Boneslayers fight to the death.

STATISTICS

**Str** 14, **Dex** 13, **Con** 12, **Int** 10, **Wis** 18, **Cha** 8

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

**Feats** Improved Channel, Point Blank Shot, Totem Spirit - Skoan-Quah (Skull Clan), Turn Undead (DC 12)

**Skills** Acrobatics -1, Climb +0, Escape Artist -1, Fly -1, Handle Animal +5, Heal +10, Knowledge (Nature) +7, Knowledge (Religion) +7, Ride -1, Stealth +6, Survival +11, Swim +0

**Languages** Common, Shoanti

**SQ** Aura (Ex), Channel Positive Energy 1d6 (2/day) (DC 12) (Su), Cleric Domain: Strength, Cleric Domain: Sun, Enemies: Undead (+2 bonus) (Ex), Spontaneous Casting, Track +1, Wild Empathy +1 (Ex)

**Combat Gear** Masterwork Earth Breaker, Masterwork Hide Shirt, Masterwork Longbow, Composite (Str +2)

**Other Gear** Holy symbol, wooden: Totem, Potion of Cure Moderate Wounds, Potion of Delay Poison, Potion of Restoration, Lesser, Shoanti War Paint (White)

SPECIAL ABILITIES

**Channel Positive Energy 1d6 (2/day) (DC 12) (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.

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

**Strength Surge (7/day) (Sp)** Grant +1 to a melee atack or strength check.

**Sun's Blessing (Su)** +2 to channel positive energy's damage to undead.

**Totem Spirit** - Skoan-Quah (Skull Clan) +2 weapon damage vs. undead, +2 Heal

SKLAR-QUAH THUNDERCALLERS CR 6 XP

Barbarian 1/Bard 6 N Medium Male Human (Shoanti)

**Init** +5 **Perception** +7

DEFENSE

**AC** 14, touch 9, flat-footed 13 (+5 armor, +1 Dex)

**hp** 94 (1d12+6d8+28)

**Fort** +10, **Ref** +6, **Will** +8

OFFENSE

**Spd** 40 ft.

**Melee** +1 Totem Spear +10 (1d10+7/20/x3)

**Special Attacks** Bardic Performance (standard action) (16 rounds/da, Bardic Performance: Countersong, Bardic Performance: Distraction, Bardic Performance: Fascinate (DC 15), Bardic Performance: Inspire Competence +2, Bardic Performance: Inspire Courage +2, Bardic Performance: Suggestion (DC 15)

**Bard Spells Known** (CL 6, +9 melee touch, +6 ranged touch, DC 12):

2 (4/day) – *Sound Burst, Scare, Pyrotechnics, Shatter*

1 (5/day) – *Cure Light Wounds, Confusion, Lesser, Feather Fall, Expeditious Retreat*

0 (at will) – *Summon Instrument, Message, Light, Detect Magic, Mage Hand, Mending*

TACTICS

**Before combat** If time permits, the thundercallers first prepare their war band with war paint.

**During combat** One thundercaller initiates his inspire courage bardic music ability while the others attack. In melee, the thundercallers rage and then move in to flank foes with their totem spears

**Morale** Thundercallers never flee unless called away by their chief or another authority figure, such as Krojun.

STATISTICS

**Str** 15/19, Dex 12, **Con** 15/19, **Int** 10, **Wis** 8, **Cha** 15

**Base** **Atk** +5**;** **CMB** +9; **CMD** 18

**Feats** Bard Weapon Proficiencies, Combat Casting, Exotic Weapon Proficiency: Totem Spear, Great Fortitude, Improved Initiative, Iron Will

**Skills** Acrobatics +9, Climb +2, Diplomacy +12, Escape Artist -1, Fly -1, Handle Animal +12, Intimidate +12, Knowledge (History) +13, Perception +7, Perform (Wind Instruments) +12, Ride +9, Stealth -1, Survival +9, Swim +2

**Languages** Common, Shoanti

**SQ** Bardic Knowledge +3 (Ex), Fast Movement +10 (Ex), Lore Master (1/day) (Ex), Rage (6 rounds/day) (Ex), Versatile Singing +0 (Ex), Versatile Wind Instruments +12 (Ex), Well Versed (Ex)

**Combat Gear** +1 Hide Shirt, +1 Totem Spear

**Other Gear** Shoanti barbarian chew, Shoanti War Paint (Green), Wand of Cat's Grace, Wand of Cure Light Wounds

SPECIAL ABILITIES

**Rage (6 rounds/day) (Ex)** +4 Str, +4 Con, +2 to Will saves, -2 to AC when enraged.

Havero Tentacle CR 6 XP

NE Huge aberration

**Init** +1 **Senses** darkvision 60 ft.; **Perception** +5

DEFENSE

**Ac** 19, touch 9, flat-footed 18 (+1 Dex, +10 natural, –2 size)

**hp** 66 (7 HD; 7d8+35)

**Fort** +7, **ref** +3, **Will** +10

**DR** 5/slashing; **immune** cold, inhaled effects, mind-affecting effects, poison; **resist** acid 10, fire 10

OFFENSE

**Spd** 30 ft.

**Melee** tentacle +12 (2d6+13)

**Space** 5 ft. (special); **Reach** 20 ft. (special)

**Special Attacks** constrict 2d6+13, improved grab

TACTICS

**During combat** The havero’s tentacles attack the closest visible target, switching to attack other targets only to defend themselves as necessary.

**Morale** Once a havero tentacle is reduced to 0 hit points, it stops attacking and withdraws back into the pool in area A2 at a speed of 60 feet.

STATISTICS

**Str** 28, **Dex** 12, **con** 20, **int** —, **Wis** 20, **cha** 10

**Base Atk** +5; **Grp** +22

**SQ** mindless, no breath

SPECIAL ABILITIES

**Constrict (ex)** On a successful grapple check, a havero tentacle deals 2d6+13 points of damage.

**Improved Grab (ex)** To use this ability, a havero tentacle must hit a target of any size with its tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**Mindless (ex)** Although the havero itself is fantastically intelligent, its is currently slumbering, leaving its tentacles little more than instinct to operate on. The tentacles are effectively mindless, and thus immune to mind-affecting attacks.

**No Breath (ex)** A havero tentacle does not breathe, and as such is immune to inhaled toxins and odor-based effects.

Lyrune-Quah Moon Maiden CR 5 XP

Barbarian 1/Ranger 5 CG Medium Female Human (Shoanti)

**Init** +1 **Perception** +12

DEFENSE

**AC** 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)

**hp** 89 (1d12+5d10+24)

**Fort** +10, **Ref** +5, **Will** +3

OFFENSE

**Spd** 40 ft.

**Melee** +1 Starknife +10/+5 (1d4+3/20/x3) and

+1 Starknife +10/+5 (1d4+3/20/x3)

**Ranged** Starknife +9/+4 (1d4+2/20/x3)

**Ranger Spells Known** (CL 2, 8 melee touch, 7 ranged touch, DC 12):

1 (2/day) – *Longstrider, Magic Fang*

TACTICS

**Before combat** All of the moon maidens have used a dose of their war paint.

**During combat** Moon maidens rage on the first round of combat, but focus on hurling starknives at their enemies for the first few rounds of combat. Once they’re down to only their magic starknives, they rush in to engage foes in melee.

**Morale** A moon maiden fights until brought below 10 hit points, at which point she flees to recover and plan her second assault on the enemy. A moon maiden who is raging does not flee—she fights to the death.

STATISTICS

**Str** 14, **Dex** 12, **Con** 18, **Int** 8, **Wis** 13, **Cha** 10

**Base** Atk +6; **CMB** +8; **CMD** 19

**Feats** Endurance, Quick Draw, Stealthy, Totem Spirit - Lyrune-Quah (Moon Clan), Two-weapon Fighting, Weapon Focus: Starknife

**Skills** Acrobatics +8, Climb +9, Fly -1, Handle Animal +7, Perception +12, Ride -1, Stealth +10, Survival +10, Swim +0

**Languages** Common, Shoanti

**SQ** Animal Companion Link (Ex), Enemies: Humanoids (Giant) (+4 bonus) (Ex), Enemies: Magical Beasts (+2 bonus) (Ex), Fast Movement +10 (Ex), Rage (8 rounds/day) (Ex), Share Spells with Companion (Ex), Terrains: Desert (+2 bonus) (Ex), Track +2, Wild Empathy +5 (Ex)

**Combat Gear** +1 Hide Shirt, +1 Starknife (2), Starknife (6)

**Other Gear** Shoanti War Paint (Silver) (2)

SPECIAL ABILITIES

**Enemies:** Humanoids (Giant) (+4 bonus) (Ex), Magical Beasts (+2 bonus)

**Rage (8 rounds/day) (Ex)** +4 Str, +4 Con, +2 to Will saves, -2 to AC when enraged.

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

ANIMAL COMPANION CR 3 XP

Male Wolf N Medium Animal

**Init** +2 **Senses** Low-Light Vision, Scent; **Perception** +7

DEFENSE

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

**hp** 32 (+6)

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

OFFENSE

**Spd** 50 ft.

**Melee** Bite (Wolf) +3 (1d6+1/20/x2)

**Special Attacks** Trip

STATISTICS

**Str** 13, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

**Base Atk** +2; **CMB** +4; **CMD** 15 (19 vs. Trip)

**Feats** Agile Maneuvers, Alertness

**Tricks** Attack, Come, Defend, Down, Fighting, Guard, Stay, Track

**Skills** Perception +7, Sense Motive +3, Stealth +7 Modifiers +4 to Survival when tracking by Scent

Red Reaver CR 13 XP 25,600

N Large magical beast

**Init** -2 **Senses** darkvision 60 ft.; **Perception** +12

DEFENSE

**AC** 29, touch 7, flat-footed 29 (-2 Dex, +22 natural, -1 size)

**hp** 184 (16d10+96)

**Fort** +16, **Ref** +8, **Will** +8

OFFENSE

**Speed** 30 ft., fly 20 ft. (clumsy)

**Melee** bite +24 (2d4+9) and

claw +25 (1d8+9) and

claw +25 (1d8+9)

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

**Special** **Attacks** rend (2 claws, 1d8+13), roar

TACTICS

**During comb**at The red reaver spends the majority of its time in area B3, which it finds to be the most comfortable site in the House of the Moon. As soon as it notices intruders, it swiftly moves to confront them.

**Morale** The red reaver fights until brought below 20 hit points, at which point it loses its bond to the House of the Moon and flees to find another site.

STATISTICS

**Str** 28, **Dex** 6, **Con** 23, **Int** 3, **Wis** 12, **Cha** 12

**Base** **Atk** +16**;** **CMB** +26 (+28 on bull rush); **CMD** 34 (36 vs. bull rush)

**Feats** Ability Focus (roar), Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Iron Will, Power Attack, Weapon Focus (claws)

**Skills** Fly -12, Perception +12, Survival +9

**Languages** understands a few simple words of Giant

**SQ** distracted, flight

SPECIAL ABILITIES

**Distracted (Ex)** Red reavers are easily distracted by beautiful sights and sounds. Any successful Perform check of DC 30 or higher has the additional effect of placating the creature, causing it to stop whatever it’s doing and stand still to enjoy the performance. The red render remains stationary and calm until the performance stops or it takes damage. A performer can only take advantage of a red render’s distraction ability once per hour. At the GM’s discretion, a red reaver might also be affected by scenes of particular beauty, although they are usually only distracted by a static view or work of art for 5 minutes. It generally isn’t distracted by beautiful creatures, but it could be distracted by particularly eye-catching apparel worn by a creature.

**Flight (Su)** A red reaver’s ability to fly is partially supernatural. In areas where supernatural abilities do not function, a red reaver can only fly for short distances, and must land at the end of each turn or it falls.

**Roar (Su**) A red reaver can loose a devastating roar every 1d4 rounds. All creatures except red reavers within 120 feet must succeed on a DC 21 Will save or become shaken. Those within 30 feet who fail their saves become panicked. Creatures who successfully save cannot be affected by the same red reaver’s roar for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

TRUTHSPEAKER AKRAM CR 6 XP

Cleric (Shoanti Shaman) 7 CN Medium Male Human (Shoanti)

**Init** -1 **Perception** +6

DEFENSE

**AC** 10, touch 9, flat-footed 10 (-1 Dex, +1 natural)

**hp** 62 (7d8)

**Fort** +6, **Ref** +2, **Will** +14

OFFENSE

**Spd** 40 ft.

**Melee** Masterwork Starknife +3 (1d4-3/20/x3)

**Special Attacks** Agile Feet (9/day)

**Spell-Like Abilities** Bit of Luck (9/day)

**Cleric Spells Known** (CL 7, 2 melee touch, 4 ranged touch, DC 16):

4 (2/day) – Dimension Door, Sending, Tongues

3 (3/day) – Prayer, Magic Vestment, Dispel Magic, Fly

2 (5/day) – Calm Emotions, Aid, Spiritual Weapon, Enthrall, Gentle Repose, Zone of Truth

1 (6/day) – Shield of Faith, Protection from Evil, Longstrider, Endure Elements, Command, Obscuring Mist, Sanctuary

0 (at will) – Purify Food and Drink, Create Water, Light, Mending

TACTICS

**Before combat** Akram casts magic vestment on his robes every day after breakfast.

**During combat** Akram prefers to save his spells for healing or support. He generally casts prayer on the first round of battle, followed by spiritual weapon and then sanctuary, so he can move about the fringe of combat to heal allies in relative safety.

**Morale** Akram has little interest in combat, and dimension doors to safety and then casts fly to escape peril if confronted while alone, or if reduced to less than 10 hit points.

STATISTICS

**Str** 5, **Dex** 9, **Con** 11, **Int** 12, **Wis** 20/22, **Cha** 15

**Base Atk** +5; **CMB** +2; **CMD** 11

**Feats** Craft Magic Arms & Armor, Craft Wand, Improved Channel, Iron Will, Turn Undead (DC 17)

**Skills** Diplomacy +12, Knowledge (Religion) +11, Linguistics +6, Sense Motive +15, Survival +13

**Languages** Common, Dwarven, Elven, Giant, Shoanti

**SQ** Aura (Ex), Channel Positive Energy 4d6 (5/day) (DC 17) (Su), Cleric (Shoanti Shaman) Domain: Luck, Cleric (Shoanti Shaman) Domain: Travel, Good Fortune (1/day) (Ex), Spontaneous Casting

**Combat Gear** Masterwork Starknife

**Other Gear** Cloak of Resistance, +1, Headband of Inspired Wisdom, +2

SPECIAL ABILITIES

**Agile Feet (9/day) (Su)** For 1r, you ignore difficult terrain.

**Bit of Luck (9/day) (Sp)** Target takes the higher of 2d20 for a d20 roll.

**Channel Positive Energy 4d6 (5/day) (DC 17) (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.

**Turn Undead (DC 17)** Your Channel Energy can make undead flee.

**Truthspeaker (su)** Akram has undertaken a lifelong quest of fasting, meditation, exploration, and prayer to achieve the status of Truthspeaker. This has granted him immunity to all charm and compulsion effects. Furthermore, he is constantly under the effects of discern lies (CL 7th).

Cindermaw the Clan Eater CR 14 XP 38,400

N Gargantuan magical beast (fire) Elite fire-infused purple worm

**Init** +0 **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +17

DEFENSE

**AC** 31, touch 7, flat-footed 30 (+1 Dex, +24 natural, -4 size)

**hp** 232 (16d10+144)

**Fort** +18, **Ref** +13, **Will** +6

**Defensive** **Abilities** elemental body, fire healing; **Immune** fire

**Weaknesses** vulnerable to cold

OFFENSE

**Speed** 20 ft., burrow 20 ft.; firewalk

**Melee** bite +26 (4d8+13 plus 1d6 fire plus grab) and

sting +26 (2d8+13 plus 1d6 fire plus poison)

**Space** 20 ft.; **Reach** 15 ft.

**Special Attacks** breath weapon (30-ft. cone, Reflex DC 26 half, 8d6 fire, usable every 1d4 rounds), grab, heat, swallow whole (4d8+13 bludgeoning damage plus 1d6 fire, AC 22, 21 hp)

TACTICS

**During combat** When the beast eventually tires of toyingwith the PCs, it attempts to burrow up directly in their midst by making a Move Silently check. Unfortunately for the PCs’ particular objective, Cindermaw has recently fed. On the first round of combat, the worm breathes fire on the most densly packed group of PCs, only attacking with its bite and sting on the second round of combat. It does not attempt to swallow foes whole immediately—instead, it simply bites and moves on. Once the PCs deal more than 100 points of damage to the worm (or once it has breathed fire twice), it abandons this tactic and begins attempting to swallow victims. Alternatively, a character can challenge the worm into swallowing him by attempting a Bluff check to appear appetizing—Cindermaw resists this check with a Sense Motive check, but the character making the Bluff check suffers a –10 penalty to the role for the difficulty of the check in the first place.

**Morale** Cindermaw retreats if it takes more than 80 points of damage in all from cold attacks, or as soon as it is reduced below 50 hit points.

STATISTICS

**Str** 37, **Dex** 12, **Con** 27, **Int** 9, **Wis** 8, **Cha** 14

**Base** **Atk** +16; **CMB** +33 (+37 grapple, +35 bull rush); **CMD** 44 (46 vs. bull rush, immune to trip)

**Feats** Awesome Blow, Improved Bull Rush, Iron Will, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (bite, sting)

**Skills** Perception +17

SPECIAL ABILITIES

**Poison (Ex**) Sting—injury; save Fortitude DC 26; frequency 1/round for 6 rounds; effect 1d4 Strength damage; cure 3 consecutive saves. The save DC is Constitution-based.

**Elemental Body (Ex)** Cindermaw has a 25% chance to ignore extra damage from critical hits and sneak attacks, as well as poison, paralysis, sleep, and stunning effects.

**Fire Healing (Ex)** Cindermaw gains fast healing 1 when in contact with fire. When struck by a magical fire attack, it is healed 1 point of damage per 10 points of damage the attack would otherwise deal.

Fire**walk (Su)** Cindermaw can climb burning objects as if it had a climb speed of 10 feet. It can fly at a speed of 20 feet (perfect maneuverability) as long as it’s in contact with fire, and can walk on flames or lava at its base land speed.

**Heat (Su)** Cindermaw deals an additional 1d6 points of fire damage when it hits with any attack. A swallowed creature takes an additional 1d6 points of fire damage each round he remains swallowed.

Bulettes CR 7 XP 3,200

N Huge magical beast

**Init** +6 **Senses** darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.

**Perception** +11

DEFENSE

**AC** 22, touch 10, flat-footed 20 (+2 Dex, +12 natural, –2 size)

**hp** 84 (8d10+40)

**Fort** +11, **Ref** +8, **Will** +5

OFFENSE

**Speed** 40 ft., burrow 20 ft.

**Melee** bite +13 (2d8+9/19–20) and

claw +12 (2d6+6) and

claw +12 (2d6+6)

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

**Special** **Attacks** leap, savage bite

TACTICS

**During combat** The bulettes spread out when they attack, each seeking its own target and doubling up on prey only if there are more bulettes than targets. There’s not enough room atop Bolt Rock for all six at once, so any bulettes unable to fit pace angrily about on the lower tier or the surrounding ground, eager to snap at anyone who leaves the upper tier or to run up and replace a bulette that is slain or driven off. Although the monsters don’t particularly care about the totems, each time a bulette passes through a square that’s adjacent to a totem, the character holding the totem must make a DC 15 Strength check to keep the totem upright. If a bulette attempts to attack a character engaged in holding up a totem but misses the character by no more than 3 points, the creature’s attack has a 50% chance of striking the totem instead and dealing the appropriate amount of damage. Desperate PCs can attempt to drop a totem on a bulette—the bulette can avoid the totem with a DC 15 Reflex save, taking 5d6 points of damage on a failure. In any event, a dropped totem takes 3d6 points of damage.

**Morale** A bulette flees if reduced to less than 15 hit points.

STATISTICS

**Str** 23, **Dex** 15, **Con** 20, **Int** 2, **Wis** 13, **Cha** 6

**Base** Atk +8; **CMB** +16; **CMD** 28 (32 vs. trip)

**Feats** Improved Initiative, Iron Will, Skill Focus (Perception), Weapon Focus (bite)

**Skills** Acrobatics +9 (+17 jumping), Perception +11; Racial Modifiers +4 on Acrobatics checks made to jump

SPECIAL ABILITIES

**Leap (Ex**) A bulette can perform a special kind of pounce attack by jumping into combat. When a bulette charges, it can make a DC 20 Acrobatics check to jump into the air and land next to its enemies. If it makes the Acrobatics check, it can follow up with four claw attacks against foes in reach, but cannot make a bite attack.

**Savage Bite (Ex**) A bulette's bite is particularly dangerous. It applies 1-1/2 times its Strength modifier to damage inflicted with its bite attack, and threatens a critical hit on a 19–20.

Ashwing Gargoyle CR 4 XP 1,200

CE Medium monstrous humanoid (earth)

**Init** +6; **Senses** darkvision 60 ft.; **Perception** +5

DEFENSE

**AC** 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

**hp** 42 (5d10+15)

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

**DR** 10/magic

OFFENSE

**Speed** 40 ft., fly 60 ft. (average)

**Melee** claw +7 (1d6+2) and

claw +7 (1d6+2) or

bite +7 (1d4+2) or

gore +7 (1d4+2) or

TACTICS

**During** **combat** The gargoyles trust in their damage reduction, capitalizing on the Sklar-Quah’s relative lack of magic to overcome it. On their initial pass, they land in the clan’s corrals and terrify the horses with thunderstones, causing them to stampede fatally into the slash rock. Once the air is filled with the panic of the horses’ death throes, the Ashwings leverage the confusion to continue their assault. When they face significant opposition, the gargoyles take to the air and employ their longbows. Where possible, they use the slash rock against the Sklar-Quah, flying over it to prevent dangerous opponents from getting too close to them.

**Morale** An individual gargoyle flees if reduced to 5 hit points or less.

STATISTICS

**Str** 15, **Dex** 14, **Con** 16, **Int** 6, **Wis** 11, **Cha** 7

**Base Atk** +5; **CMB** +7; **CMD** 19

**Feats** Hover, Improved Initiative, Skill Focus (Fly)

Skills Fly +12, Perception +5, Stealth +11 (+17 in stony areas); Racial Modifiers +2 Stealth (+6 in stony environs)

**Languages** Common, Terran

**SQ** freeze

SPECIAL ABILITIES

**Freeze (Ex**) A gargoyle can hold itself so still it appears to be a statue. A gargoyle that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.

sklar-Quah Burn rider (4)

Human barbarian 4 CN Medium humanoid init +1; senses Listen +3, Spot +3

DeFeNse Ac 14, touch 9, flat-footed 13

(+4 armor, +1 Dex, –2 rage, +1 shield) hp 51 (4 HD; 4d12+20) Fort +9, ref +2, Will +4 Defensive Abilities uncanny dodge, trap sense +1

oFFeNse spd 40 ft.

melee mwk short spear +9 (1d6+4/3) or mwk klar +9 (1d6+4)

ranged mwk composite longbow +6 (1d8+2/3) special Attacks rage 2/day

TAcTics During combat The burn rider patrol does not parlay or give

warnings. If their enemies are armed, the burn riders fire a volley of arrows at long range, retreat out of range and wait to fire another volley. If their foes are unarmed, riders gallop in to run them down. In melee, burn riders often seek to catch their opponents off-guard by attempting a fast dismount in conjunction with their Tumbling skill to suddenly leap off their horses and flank an opponent from the opposite side. When fighting dangerous opponents whom they outnumber, half of the burn riders set their spears to deal double damage against a charge while the other half fire their short bows from behind the protective wall set by their Quah-brothers.

morale If their foes display magic or other signs of powerful opposition, the burn riders send a scout to alert their champion, Krojun Eats-What-He-Kills, and his war party (see Part Three). The burn riders have heard many tales of unusually powerful tshamek and know better than to try and take down tshamek champions unaided.

Base statistics Ac 16, touch 11, flat-footed 15; hp 43; Fort +7, Will +2, melee mwk short spear +7 (1d6+2/3) or mwk klar +7 (1d6+2); Str 14, con 16; skills Jump +11

sTATisTics str 18, Dex 13, con 20, int 10, Wis 12, cha 8 Base Atk +4; Grp +6 Feats Burn Rider, Mounted Combat, Ride-By Attack skills Handle Animal +6, Intimidate +6, Jump +13, Ride +10,

Survival +8 Languages Common, Shoanti sQ fast movement, illiteracy combat Gear barbarian chew (2), potion of cure serious wounds

(2); other Gear masterwork hide shirt, masterwork short spear, masterwork klar, masterwork composite longbow (+2 Str) with 20 arrows, yellow Shoanti war paint, flask of oil (2), flint and steel, torch

sPeciAL ABiLiTies Burn rider This feat is from Pathfinder #7. As long as the burn

rider is mounted and travels at least 40 feet in a round, he gains fire resistance 3, a +4 bonus on Reflex saves to avoid catching fire, and a +4 bonus on Fortitude saves against choking on smoke. He can confer these bonuses to his mount as a free action with a DC 20 Ride check.

Bonestorm CR 8 XP 4,800

CE Diminutive undead (swarm)

**Init** +6 **Senses** darkvision 60 ft.; **Perception** +1

**Aura** unholy winds 10 ft. (DC 18)

DEFENSE

**AC** 23, touch 20, flat-footed 17 (+6 Dex, +3 natural, +4 size)

**hp** 72 (16d8)

**Fort** +5, **Ref** +11, **Will** +11

**Immune** cold, swarm traits, undead traits, weapon damage; **SR** 20

OFFENSE

**Speed** fly 50 ft. (perfect)

**Melee** swarm (3d6 plus 3d6 unholy)

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

**Special** **Attacks** distraction (DC 18), wrath

TACTICS

**Before Combat** Unliving and unthinking, a bonestorm does not prepare before combat, it simply turns and speeds toward living creatures as soon as it detects their presence, intent on adding their bones to itself.

**During** **Combat** A bonestorm does not preferentially select opponents, rather just seeking to encompass as many living creatures as possible. If injured, however, it does pause to suck up the bones of any convenient skeleton.

**Morale** Completely devoid of fear or sense of self, a bonestorm fights until destroyed.

STATISTICS

**Str** 3, **Dex** 23, **Con** --, **Int** --, **Wis** 12, **Cha** 10

**Base** Atk +8; **CMB** --; **CMD** --

**Skills** Fly +20

**SQ** gather bones

SPECIAL ABILITIES

**Gather Bones (Su)** By spending a full-round action in the same square as a dead creature, a bonestorm can shred the flesh from the corpse and absorb the bones into its swarm. The absorption grants the bonestorm healing (or temporary hit points if it is unwounded). The amount of healing depends on the size of the body absorbed. A Small creature grants 2 points of healing. A Medium grants 5 points, Large grants 10 points, and Huge grants 20 point. A bonestorm gains no benefit from collecting the skeletons of creatures smaller than Small or larger than Huge.

**Unholy Winds (Su)** A bonestorm is surrounded by fierce netherwinds, the howls and raging essences of souls forever trapped within a whirlwind of death. As such, the area within 10 feet of a bonestorm is affected by winds of windstorm force. Creatures that enter this area must make a DC 18 Fortitude save or be affected by the high winds as dictated by their size: Small or smaller creatures are blown away, Medium creatures are knocked down, Large creatures are checked, and larger creatures are unaffected. In addition, these winds are responsible for a bonestorm's movement and protect it from the damage and dispersal diminutive swarms typically face when affected by powerful winds.

**Wrath (Su**) A bonestorm cuts apart creatures occupying the same space as it, not just with splintered bones and bludgeoning skulls, but with the unholy energies of the damned souls that make up the undead whirlwind. Thus, 3d6 points of the damage dealt by a bone swarm is physical, and 3d6 points are unholy damage, resulting directly from unholy power.

Cinder Wolf CR 2 XP 600

N Medium magical beast

**Init** +1 **Senses** darkvision 60 ft., low-light vision; **Perception** +10

DEFENSE

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

**hp** 15 (2d10+4); **fast** **healing** 3 (in fire)

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

**Resist** fire 10; **Weaknesses** vulnerability to cold

OFFENSE

**Speed** 50 ft.

**Melee** bite +5 (1d6+4 plus 1d4 fire)

**Special** **Attacks** Trip

TACTICS

**During** **Combat** When encountered alone, a cinder wolf attempts to run down its prey, attacking only once its victim is too tired to put up a fight. In packs, they circle prey, trapping their victims between multiple pack members. Once the prey slows down, the cinder wolves surround their target and close in, setting themselves up to receive flanking bonuses. When fighting an opponent of its size or larger, a cinder wolf tries to trip its foe and attack it on the ground, giving itself and any pack members a better chance to bite.

**Morale** An individual cinder wolf breaks off the attack if reduced to fewer than 5 hit points. A group of cinder wolves retreats if more than 75% of their original number are slain or have already fled.

STATISTICS

**Str** 17, **Dex** 13, **Con** 14, Int 2, **Wis** 12, **Cha** 10

**Base** **Atk** +2; **CMB** +5; **CMD** 16 (20 vs trip)

**Feats** Skill Focus (Perception)

**Skills** Perception +10, Survival +7 (+11 to follow tracks); Racial Modifiers +2 Perception, +2 Survival (+6 to follow tracks)

**SQ** fiery body

SPECIAL ABILITIES

**Fiery Body (Su)** A cinderwolf inflicts 1d4 points of fire damage when it bites a foe in addition to the normal bite damage. In any round that the cinderwolf resists at least one point of fire damage, it gains fast healing 3.

Eternal Glyphs CR 9 XP 6,400

**Type** magical

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

**Trigger** when read **Reset** automatic

EFFECTS

**Suggestion effect** (heightened to 8th level) to continue reading glyphs (Will DC 23 negates, new save may be attempted each day at a cumulative –2 penalty)