**SPECTRAL SERPENT TRAP CR 6**

**XP 2,400**

**Type** magic; **Perception** DC 30; **Disable Device** DC 30

**EFFECTS**

**Trigger** proximity (*alarm*); **Reset** automatic (after 1 day)

**Effect** spectral snakes move 10 feet each round toward room’s center, dealing **2d6** damage each round to any creatures they push, then solidify into serpents (emperor cobras, *Pathfinder RPG Bestiary 2* 252); serpents exhale poison gas each turn instead of attacking; poison gas (cobra venom—inhaled; *save* Fort **DC 22** per round, +2 each round after the first; *frequency* 1/round for 10 rounds or until one cobra slain; *effect* staggered for 1d6 rounds, characters that fail their saves while staggered fall unconscious for 1d6 minutes; *cure* 1 save); multiple targets (all targets in 10-ft.-by-10-ft. room)

**EMPEROR COBRA CR 5**

**XP 1,600**

N Large [animal](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#animal)

**Init** +6; **Senses** low-light vision, [scent](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#scent); [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +13

**DEFENSE**

**AC** 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, –1 size)

**hp** 51 (6d8+24)

**Fort** +9, **Ref** +7, **Will** +5

**OFFENSE**

**Speed** 30 ft., climb 30 ft., swim 30 ft.

**Melee** bite +10 (2d6+9 plus [poison](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#poison-(ex-or-su)))

**Space** 10 ft.; **Reach** 10 ft.

**STATISTICS**

**Str** 22, **Dex** 15, **Con** 18, **Int** 1, **Wis** 17, **Cha** 2

**Base Atk** +4; **CMB** +11; **CMD** 23 (can't be tripped)

**Feats** [Improved Initiative](http://paizo.com/pathfinderRPG/prd/feats.html#improved-initiative), [Skill Focus](http://paizo.com/pathfinderRPG/prd/feats.html#skill-focus) ([Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth)), [Weapon Focus](http://paizo.com/pathfinderRPG/prd/feats.html#weapon-focus) (bite)

**Skills** [Acrobatics](http://paizo.com/pathfinderRPG/prd/skills/acrobatics.html#acrobatics) +10, [Climb](http://paizo.com/pathfinderRPG/prd/skills/climb.html#climb) +14, [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +13, [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth) +11, [Swim](http://paizo.com/pathfinderRPG/prd/skills/swim.html#swim) +14;

**Racial Modifiers** [Acrobatics](http://paizo.com/pathfinderRPG/prd/skills/acrobatics.html#acrobatics)+8, +4 [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception), +4 [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth)

**SPECIAL ABILITIES**

[**Poison**](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#poison-(ex-or-su))**(Ex)** Bite—injury; save Fort DC 17; frequency 1/round for 6 rounds; effect 1d3 Con; cure 2 consecutive saves.

**SERPENTFOLK CR 4**

**XP 1,200**

NE Medium [monstrous humanoid](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#monstrous-humanoid)

**Init** +9; **Senses** darkvision 60 ft., [scent](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#scent); [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +10

**DEFENSE**

**AC** 18, touch 15, flat-footed 13 (+5 Dex, +3 natural)

**hp** 42 (5d10+15)

**Fort** +6, **Ref** +9, **Will** +6

**Immune** mind-affecting effects, paralysis, [poison](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#poison-(ex-or-su)); **SR** 15

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk dagger +11 (1d4–1/19–20), bite +5 (1d6–1 plus [poison](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#poison-(ex-or-su)))

**Spell-Like Abilities** (CL 4th; concentration +7)

At will—[*disguise self*](http://paizo.com/pathfinderRPG/prd/spells/disguiseSelf.html#disguise-self) (humanoid form only, DC 14), [*ventriloquism*](http://paizo.com/pathfinderRPG/prd/spells/ventriloquism.html#ventriloquism)

1/day—[*blur*](http://paizo.com/pathfinderRPG/prd/spells/blur.html#blur), [*mirror image*](http://paizo.com/pathfinderRPG/prd/spells/mirrorImage.html#mirror-image), [*suggestion*](http://paizo.com/pathfinderRPG/prd/spells/suggestion.html#suggestion) (DC 16)

**STATISTICS**

**Str** 8, **Dex** 21, **Con** 17, **Int** 18, **Wis** 15, **Cha** 16

**Base Atk** +5; **CMB** +4; **CMD** 19

**Feats** [Great Fortitude](http://paizo.com/pathfinderRPG/prd/feats.html#great-fortitude), [Improved Initiative](http://paizo.com/pathfinderRPG/prd/feats.html#improved-initiative), [Weapon Finesse](http://paizo.com/pathfinderRPG/prd/feats.html#weapon-finesse)

**Skills** [Acrobatics](http://paizo.com/pathfinderRPG/prd/skills/acrobatics.html#acrobatics) +10, [Disguise](http://paizo.com/pathfinderRPG/prd/skills/disguise.html#disguise) +8, [Escape Artist](http://paizo.com/pathfinderRPG/prd/skills/escapeArtist.html#escape-artist) +18, [Knowledge](http://paizo.com/pathfinderRPG/prd/skills/knowledge.html#knowledge) (arcana) +9, [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +10, [Sense Motive](http://paizo.com/pathfinderRPG/prd/skills/senseMotive.html#sense-motive) +7, [Spellcraft](http://paizo.com/pathfinderRPG/prd/skills/spellcraft.html%22%20%5Cl%20%22spellcraft) +9, [Use Magic Device](http://paizo.com/pathfinderRPG/prd/skills/useMagicDevice.html#use-magic-device) +12;

**Racial Modifiers** +4 [Use Magic Device](http://paizo.com/pathfinderRPG/prd/skills/useMagicDevice.html#use-magic-device), +8 [Escape Artist](http://paizo.com/pathfinderRPG/prd/skills/escapeArtist.html#escape-artist)

**Languages** Aklo, Common, Draconic, Undercommon; telepathy 100 ft.

**SPECIAL ABILITIES**

[**Poison**](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#poison-(ex-or-su))**(Ex)** Bite—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 saves. The save DC is Constitution-based.

**DEGENERATE SERPENTFOLK**

**XP 1,200 each**

CE Medium monstrous humanoid (*Pathfinder RPG Bestiary 2* 242)

**Init** +5; **Senses** darkvision 60 ft., scent; Perception +13

**DEFENSE**

**AC** 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)

**hp** 47 each (5d10+20)

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

**Immune** mind-affecting effects, paralysis, poison; **SR** 15

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk heavy mace +11 (1d8+5), bite +6 (1d6+2 plus poison)

**STATISTICS**

**Str** 20, **Dex** 13, **Con** 19, **Int** 4, **Wis** 13, **Cha** 6

**Base Atk** +5; **CMB** +10; **CMD** 21

**Feats** Great Fortitude, Improved Initiative, Weapon Focus (bite)

**Skills** Escape Artist +9, Perception +13

**Languages** Aklo, Common, Draconic, Undercommon; telepathy 100 ft.

**Gear** mwk heavy mace

**SPECIAL ABILITIES**

**Poison (Ex)** Bite—injury; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 saves.

**SNAKE SWARM CR 2 (2)**

**XP 600**

N Tiny animal ([swarm](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#swarm-subtype))

**Init** +6; **Senses** low-light vision, [scent](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#scent); [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +9

**DEFENSE**

**AC** 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)

**hp** 16 (3d8+3)

**Fort** +4, **Ref** +7, **Will** +2

**Defensive Abilities** [swarm](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#swarm-subtype) traits

**OFFENSE**

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

**Melee** [swarm](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#swarm-subtype) (1d6 plus [distraction](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#distraction))

**Space** 10 ft.; **Reach** 0 ft.

**Special Attacks** [distraction](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#distraction) (DC 12)

**STATISTICS**

**Str** 9, **Dex** 15, **Con** 12, **Int** 1, **Wis** 12, **Cha** 2

**Base Atk** +2; **CMB** —; **CMD** — (can't be tripped)

**Feats** [Improved Initiative](http://paizo.com/pathfinderRPG/prd/feats.html#improved-initiative), [Lightning Reflexes](http://paizo.com/pathfinderRPG/prd/feats.html#lightning-reflexes)

**Skills** [Climb](http://paizo.com/pathfinderRPG/prd/skills/climb.html#climb) +14, [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +9, [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth) +18, [Swim](http://paizo.com/pathfinderRPG/prd/skills/swim.html#swim) +10; **Racial Modifiers** +4 [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception), +4 [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth), uses Dex to modify [Climb](http://paizo.com/pathfinderRPG/prd/skills/climb.html#climb) and [Swim](http://paizo.com/pathfinderRPG/prd/skills/swim.html#swim)

**ANIMATED SERPENTFOLK STATUE CR 4**

**XP 1,200**

Advanced animated object (*Pathfinder RPG Bestiary* 14, 294)

N Medium [construct](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#construct)

**Init** +0; **Senses** darkvision 60 ft., low-light vision; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) –5

**DEFENSE**

**AC** 15, touch 10, flat-footed 13 (+4 natural, +1 AC)

**hp** 42 (3d10+26)

**Fort** +1, **Ref** +1, **Will** –4

**Defensive Abilities** hardness 8; **Immune** [construct traits](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#construct-traits)

**OFFENSE**

**Speed** 30 ft.

**Melee** slam +5 (1d6+3), grab

**STATISTICS**

**Str** 14, **Dex** 10, **Con** —, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +3; **CMB** +5; **CMD** 15

**SQ** construction points (grab [slam attack], stone [+1 AC, hardness 8])

**Construct Traits (Ex)**Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, [ability damage](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#ability-damage-and-drain), [ability drain](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#ability-damage-and-drain), fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

**ZISZKAA CR 7**

**XP 3,200**

Male serpentfolk cleric of Ydersius 5

NE Medium monstrous humanoid

**Init** +10; **Senses** darkvision 60 ft., scent; Perception +17

**DEFENSE**

**AC** 19, touch 16, flat-footed 13 (+6 Dex, +3 natural)

**hp** 104 (10 HD; 5d10+5d8+55)

**Fort** +12, **Ref** +11, **Will** +13

**Immune** mind-affecting effects, paralysis, poison; **SR** 20

**OFFENSE**

**Speed** 30 ft.

**Melee** bite +14 (1d6 plus poison)

**Special Attacks** channel negative energy 5/day (DC 14, 3d6), venomous stare (DC 17)

**Spell-Like Abilities** (CL 4; concentration +6)

At will—*disguise self* (humanoid form only, DC 13), *ventriloquism*

1/day—*blur*, *dominate person* (DC 17), *major image*, *mirror image*, *suggestion* (DC 15)

**Domain Spell-Like Abilities** (CL 5th; concentration +10)

8/day—battle rage (+2)

**Cleric Spells Prepared** (CL 5th; concentration +10)

3rd—*magic vestment*D, *protection from energy*, *summon monster III*

2nd—*cure moderate wounds*, *silence* (DC 17), *sound burst* (DC 17), *spiritual weapon*D

1st—*bane* (DC 16), *cause fear* (DC 16), *cure light wounds*, *divine favor*, *magic fang*, *sanctuary* (DC 16)

0 (at will)—*bleed* (DC 15), *detect magic*, *guidance*, *virtue*

**D** domain spell; **Domains** Scalykind, War

**TACTICS**

**During Combat** Ziszkaa uses *dominate person* to make a PC his bodyguard as he slips out of his manacles (Escape Artist DC 30).

**Morale** If he drops below 25 hit points, Ziszkaa plays dead. If his ruse fails, he surrenders.

**STATISTICS**

**Str** 11, **Dex** 22, **Con** 20, **Int** 18, **Wis** 20, **Cha** 14

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

**Feats** Combat Casting, Great Fortitude, Improved Initiative, Selective Channeling, Weapon Finesse

**Skills** Acrobatics +16, Disguise +12, Escape Artist +24, Knowledge (arcana) +17, Perception +17, Sense Motive +14, Spellcraft +17, Use Magic Device +11

**Languages** Aklo, Common, Draconic, Undercommon; telepathy 100 ft.

**SQ** serpent companion (dead)

**SPECIAL ABILITIES**

**Poison (Ex)** Bite—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d2 STR; *cure* 2 saves.

**UZAR-KUS CR 8**

**XP 4,800**

Male serpentfolk sorcerer 6

CE Medium monstrous humanoid

**Init** +11; **Senses** darkvision 60 ft., scent; Perception +16

**DEFENSE**

**AC** 24, touch 17, flat-footed 17 (+4 armor, +7 Dex, +3 natural)

**hp** 109 (11 HD; 5d10+6d6+61)

**Fort** +9, **Ref** +13, **Will** +11

**Immune** harmful vapors and gases, mind-affecting effects, paralysis, poison; **SR** 20

**OFFENSE**

**Speed** 30 ft.

**Melee** *+2 dagger* +17/+12 (1d4+2/19–20), 2 bites +10 (1d6 plus poison) or

2 bites +15 (1d6 plus poison)

**Special Attacks** long limbs (+5 ft.), two-headed

**Spell-Like Abilities** (CL 4th; concentration +10)

At will—*disguise self* (humanoid form only, DC 17), *ventriloquism*

1/day—*blur*, *dominate person* (DC 21), *major image*, *mirror image*, *suggestion* (DC 19)

**Bloodline Spell-Like Abilities** (CL 6th; concentration +12)

9/day—acidic ray (1d6+3 acid)

**Sorcerer Spells Known** (CL 6th; concentration +12)

3rd (4/day)—*fireball* (DC 19)

2nd (7/day)—*invisibility*, *see invisibility*, *summon monster II*

1st (8/day)—*charm person* (DC 17), *enlarge person*, *mage armor*, *magic missile*, *ray of enfeeblement* (DC 17)

0 (at will)—*acid splash*, *detect magic*, *ghost sound* (DC 16), *light*, *mage hand*, *resistance*, *touch of fatigue* (DC 16)

**Bloodline** aberrant

**TACTICS**

**Before Combat** Uzar-Kus casts *mage armor* on himself.

**During Combat** Uzar-Kus casts *mirror image* and *dominate person*, then casts *fireball* as many times as he can before he’s forced into melee. Once in melee, he continues casting spells while biting with his second head.

**Morale** Uzar-Kus fights to the death to protect the temple.

**STATISTICS**

**Str** 11, **Dex** 24, **Con** 18, **Int** 16, **Wis** 14, **Cha** 22

**Base Atk** +8; **CMB** +8; **CMD** 25

**Feats** Combat Casting, Eschew Materials, Great Fortitude, Improved Initiative, Still Spell, Toughness, Weapon Finesse

**Skills** Acrobatics +17, Disguise +11, Escape Artist +20, Knowledge (arcana) +17, Perception +16, Sense Motive +7, Spellcraft +17, Use Magic Device +20

**Languages** Aklo, Common, Draconic, Undercommon; telepathy 100 ft.

**SQ** bloodline arcana (+50% duration on polymorphs)

**Gear** *+2 dagger*, *necklace of adaptation*, jade holy symbol of Ydersius, key to area **H11**, 25 pp, topazes (5, worth 50 gp each)

**SPECIAL ABILITIES**

**Poison (Ex)** Bite—injury; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 saves.

**Two-Headed (Ex)** Uzar-Kus hatched with two heads. On any round in which he casts a spell or uses a spell-like ability, he can make one bite attack as part of the action to cast the spell. If he casts a spell using Still Spell, he can make his dagger attack and one bite attack, but doing so is a full-round action, regardless of the time it would normally take to cast the spell. Uzar-Kus is immune to any effect focused on the head that would incapacitate him, such as blindness/ deafness, unless that effect targets both heads.

**MIRROR IMAGE**

**School**illusion (figment); **Level**bard 2, sorcerer/wizard 2

**Casting Time**1 standard action

**Components**V, S

**Range**personal

**Target**you

**Duration**1 min./level

This spell creates a number of illusory doubles of you that inhabit your square. These doubles make it difficult for enemies to precisely locate and attack you.

When *mirror image*is cast, 1d4 images plus one image per three caster levels (maximum eight images total) are created. These images remain in your space and move with you, mimicking your movements, sounds, and actions exactly. Whenever you are attacked or are the target of a spell that requires an attack roll, there is a possibility that the attack targets one of your images instead. If the attack is a hit, roll randomly to see whether the selected target is real or a figment. If it is a figment, the figment is destroyed. If the attack misses by 5 or less, one of your figments is destroyed by the near miss. Area spells affect you normally and do not destroy any of your figments. Spells and effects that do not require an attack roll affect you normally and do not destroy any of your figments. Spells that require a touch attack are harmlessly discharged if used to destroy a figment.

An attacker must be able to see the figments to be fooled. If you are [invisible](http://paizo.com/pathfinderRPG/prd/glossary.html#invisible) or the attacker is blind, the spell has no effect (although the normal miss chances still apply).

**FIENDISH EMPEROR COBRA CR 6**

**XP 1,600**

N Large [animal](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#animal)

**Init** +6; **Senses** darkvision 60ft, [scent](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#scent); [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +13

**DEFENSE**

**AC** 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, –1 size)

**hp** 51 (6d8+24)

**Fort** +9, **Ref** +7, **Will** +5

**DR** 5/good; **Resist** Cold and Fire 10**; SR** 11

**OFFENSE**

**Speed** 30 ft., climb 30 ft., swim 30 ft.

**Melee** bite +10 (2d6+9 plus [poison](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#poison-(ex-or-su)));

**Special Attacks** smite good 1/day

**Space** 10 ft.; **Reach** 10 ft.

**STATISTICS**

**Str** 22, **Dex** 15, **Con** 18, **Int** 1, **Wis** 17, **Cha** 2

**Base Atk** +4; **CMB** +11; **CMD** 23 (can't be tripped)

**Feats** [Improved Initiative](http://paizo.com/pathfinderRPG/prd/feats.html#improved-initiative), [Skill Focus](http://paizo.com/pathfinderRPG/prd/feats.html#skill-focus) ([Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth)), [Weapon Focus](http://paizo.com/pathfinderRPG/prd/feats.html#weapon-focus) (bite)

**Skills** [Acrobatics](http://paizo.com/pathfinderRPG/prd/skills/acrobatics.html#acrobatics) +10, [Climb](http://paizo.com/pathfinderRPG/prd/skills/climb.html#climb) +14, [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +13, [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth) +11, [Swim](http://paizo.com/pathfinderRPG/prd/skills/swim.html#swim) +14; **Racial Modifiers** [Acrobatics](http://paizo.com/pathfinderRPG/prd/skills/acrobatics.html#acrobatics)+8, +4 [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception), +4 [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth)

**SPECIAL ABILITIES**

[**Poison**](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#poison-(ex-or-su))**(Ex)** Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d3 Con; *cure* 2 consecutive saves.