

Sanctum of a Lost Age

Behir XP 4,800
N Huge magical beast
Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 21, touch 9, flat-footed 20 (+1 Dex, +12 natural, –2 size)
hp 105 (10d10+50)
Fort +12, **Ref** +8, **Will** +5
Immune electricity

OFFENSE

Speed 40 ft., climb 20 ft.
Melee bite +15 (2d6+9 plus grab)
Space 15 ft.; **Reach** 10 ft.
Special Attacks breath weapon (20-foot line, 7d6 electricity damage, Reflex DC 20 for half, usable every 1d4 rounds), constrict (2d6+9), rake (6 claws +14, 1d4+6), swallow whole (2d8+9 bludgeoning damage, AC 16, 10 hp)

STATISTICS

Str 23, **Dex** 12, **Con** 21, **Int** 7, **Wis** 14, **Cha** 12
Base Atk +10; **CMB** +18 (+22 grapple); **CMD** 29 (can't be tripped)
Feats Alertness, Cleave, Great Cleave, Power Attack, Weapon Focus (bite)
Skills Climb +14, Perception +8, Stealth +5
Languages Common

SPECIAL ABILITIES

Grab (Ex) A behir's grab attack works against creatures of any size category. It can constrict the same round it establishes a hold. On any round thereafter that it maintains its hold, the behir can choose to rake the grappled target or swallow it whole.

Caryatid Column (3) XP 800 each
N Medium construct
Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 14, touch 9, flat-footed 14 (–1 Dex, +5 natural)
hp 36 (3d10+20)
Fort +1, **Ref** +0, **Will** +1
DR 5/—; **Immune** construct traits, magic
Defensive Abilities shatter weapons

OFFENSE

Speed 20 ft.
Melee mwk longsword +8 (1d8+4/19–20)

STATISTICS

Str 18, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +3; **CMB** +7; **CMD** 16 (cannot be disarmed)
SQ statue

SPECIAL ABILITIES

Immunity to Magic (Ex) A caryatid column is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A *transmute rock to mud* spell deals 1d6 points of damage per caster level to a caryatid column, with no saving throw.

- *Transmute mud to rock* immediately heals any and all damage currently suffered by a caryatid column.
- A *stone to flesh* spell does not actually change the column's structure but negates its damage reduction and immunity to magic for 1 round.

Shatter Weapons (Ex) Whenever a character strikes a caryatid column with a weapon (magical or nonmagical), the weapon takes 3d6 points of damage. Apply the weapon's hardness normally. Weapons that take any amount of damage in excess of their hardness gain the broken quality.

Statue (Ex) A caryatid column can stand perfectly still, emulating a statue (usually one that is holding up the ceiling, like a carved column). An observer must succeed at a DC 20 Perception check to notice the caryatid column is alive. If a caryatid column initiates combat from this pose, it gains a +6 bonus on its initiative check.

Belker XP 2,400
NE Large outsider (air, elemental, evil)
Init +5; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 20, touch 14, flat-footed 15 (+5 Dex, +6 natural, –1 size)
hp 68 (8d10+24)
Fort +9, **Ref** +11, **Will** +2
DR 5/—

OFFENSE

Speed 30 ft., fly 50 ft. (perfect)
Melee bite +12 (1d6+2), 2 claws +12 (1d6+2), 2 wings +10 (1d6+1)
Space 10 ft.; **Reach** 10 ft.
Special Attacks smoke claws

STATISTICS

Str 14, **Dex** 21, **Con** 17, **Int** 6, **Wis** 11, **Cha** 10
Base Atk +8; **CMB** +11; **CMD** 26 (can't be tripped)
Feats Combat Reflexes, Flyby Attack, Multiattack, Weapon Finesse
Skills Acrobatics +16, Fly +22, Perception +11, Stealth +16; **Racial Modifiers** +4 Stealth
Languages Auran
SQ smoke form

SPECIAL ABILITIES

Smoke Claws (Ex) A belker using its smoke form ability can enter a target's square as a standard action that does not provoke attacks of opportunity. The target must make a DC 17 Fortitude save or inhale part of the creature. Smoke inside the victim solidifies into a claw and attacks the target from within, dealing 3d4 points of damage per round as a swift action. If the target moves, the belker may automatically move with the target (this movement does not count toward the belker's movement and does not provoke attacks of opportunity against the belker). Each round, the target can attempt another DC 17 Fortitude to cough out the belker's smoke, which ends the smoke claws attack and forces the belker into an adjacent square. Creatures that do not need to breathe are immune to this attack. The save DC is Constitution-based.

Smoke Form (Su) A belker can switch from its normal form to one of pure smoke or back again as a swift action. It can spend up to 20 rounds per day in smoke form. In smoke form, the belker acts as if under the effects of a gaseous form spell, except that it retains its natural fly speed of 50 feet (perfect).

Rozmius of Tymon

XP 1,600

Human rogue 6

N Medium humanoid

Init +3; **Senses** Perception +14

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 armor, +3 Dex, +1 shield)**hp** 45 (6d8+18)**Fort** +6, **Ref** +8, **Will** +2**Defensive Abilities** evasion, trap sense +2, uncanny dodge; **Immune** mind control and domination effects

OFFENSE

Speed 30 ft.**Melee** short sword +7 (1d6+1/19–20)**Ranged** mwk shortbow +8 (1d6/x3)**Special Attacks** sneak attack +3d6

STATISTICS

Str 12, **Dex** 17, **Con** 14, **Int** 14, **Wis** 10, **Cha** 8**Base Atk** +4; **CMB** +5; **CMD** 18**Feats** Great Fortitude, Skill Focus (Disable Device), Stealthy, Weapon Finesse**Skills** Acrobatics +12, Appraise +11, Bluff +5, Climb +10, Disable Device +20, Escape Artist +14, Knowledge (dungeoneering) +11, Knowledge (local) +6, Linguistics +6, Perception +14 (+17 to find traps), Sleight of Hand +12, Stealth +14, Swim +5, Use Magic Device +8**Languages** Aklo, Common, Terran, Undercommon**SQ** rogue talents (fast stealth, rogue crawl, trap spotter), trapfinding +3**Combat Gear** antitoxin; **Other Gear** masterwork studded leather, masterwork buckler, masterwork shortbow with 20 arrows, short sword, eyes of the eagle, magnifying glass, masterwork thieves' tools, sunrod, *wayfinder* (with a slotted *clear spindle ioun stone*), 18 gp**Penanggalens (3)**

XP 1,600 each

Human penanggalen witch 5

NE Medium undead (augmented humanoid)

Init +4; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 21, touch 15, flat-footed 16 (+4 Dex, +1 dodge, +6 natural)**hp** 35 (5d6+15); fast healing 5**Fort** +4, **Ref** +5, **Will** +7**Defensive Abilities** channel resistance +4; **DR** 5/silver and slashing; **Immune** undead traits;**Resist** cold 10, fire 10**Weaknesses** light sensitivity, penanggalen weaknesses

OFFENSE

Speed fly 60 ft. (good)**Melee** bite +6 (1d6+4 plus disease), slam +6 (1d4+4 plus grab and wither)**Special Attacks** blood drain (1d4 Constitution), create spawn, disease (filth fever, DC 15), hexes (cackle, evil eye, misfortune)**Witch Spells Prepared** (CL 5th; concentration +8)3rd—*stinking cloud* (DC 16)2nd—*glitterdust* (DC 15), *hold person* (DC 16), *see invisibility*1st—*charm person* (DC 15), *command* (DC 15), *mage armor*, *obscuring mist*0 (at will)—*bleed* (DC 13), *dancing lights*, *detect magic*, *read magic*, *touch of fatigue* (DC 13)**Patron** Plague

STATISTICS

Str 18, **Dex** 18, **Con** —, **Int** 17, **Wis** 16, **Cha** 16**Base Atk** +2; **CMB** +6 (+10 grapple); **CMD** 21**Feats** Dodge, Eschew Materials, Spell Focus (enchantment)**Skills** Bluff +11, Fly +16, Knowledge (arcana) +19, Knowledge (nature) +7, Perception +16, Sense Motive +14, Spellcraft +11, Stealth +17, Use Magic Device +11; **Racial Modifiers** +8 Bluff, +8 Fly, +8 Knowledge (arcana), +8 Perception, +8 Sense Motive, +8 Stealth**Languages** Common, Draconic, Gnoll, Infernal**SQ** separate, witch's familiar (centipede)

SPECIAL ABILITIES

Hexes A penanggalen witch can use one of her hexes at will on any creature within 30 feet. Using a hex is a standard action (unless otherwise noted) that does not provoke an attack of opportunity. Save DCs are Intelligence-based.*Cackle Hex (Su)* As a move action, the penanggalen may cackle. Any creature within 30 feet that is under the effects of the penanggalen's evil eye or misfortune hex has the duration of that hex extended by 1 round.*Evil Eye Hex (Su)* This hex causes the target creature to take a –2 penalty on one of the following (penanggalen's choice): AC, ability checks, attack rolls, saving throws, or skill checks. This effect lasts for 6 rounds, or only 1 round if the target succeeds at a DC 15 Will save. This is a mind-affecting effect.*Misfortune Hex (Su)* This hex causes a creature to suffer grave misfortune for 1 round. Whenever the target makes an ability check, attack roll, saving throw, or skill check during this time, it must roll twice and take the worse result. A DC 15 Will save negates this effect. A creature may only be targeted by this hex once per day.

Cairn Wights (2)

XP 1,200 each

LE Medium undead

Init +1; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 20, touch 13, flat-footed 17 (+3 armor, +3 Dex, +4 natural)

hp 34 (4d8+16)

Fort +5, **Ref** +4, **Will** +7

Defensive Abilities undead traits

Weaknesses resurrection vulnerability

OFFENSE

Speed 30 ft.

Melee longsword +6 (1d8+3 plus energy drain) or
slam +6 (1d4+3 plus energy drain)

Special Attacks create spawn, energy drain (1 level, DC 16)

STATISTICS

Str 16, **Dex** 16, **Con** —, **Int** 15, **Wis** 17, **Cha** 19

Base Atk +3; **CMB** +6; **CMD** 19

Feats Blind-Fight, Skill Focus (Perception)

Skills Climb +10, Intimidate +11, Knowledge (religion) +9, Perception +13,
Sense Motive +10, Stealth +17; **Racial Modifier** +8 Stealth

Languages Common

SQ create spawn

Gear longsword, studded leather armor

SPECIAL ABILITIES

Create Spawn (Su) Any humanoid creature that is slain by a cairn wight becomes an ordinary wight itself in only 1d4 rounds. Spawn are under the command of the cairn wight that created them and remain enslaved until its death, at which point they become full-fledged and free-willed cairn wights. They do not possess any of the abilities they had in life.

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

Togarin

XP 9,600

Human Necromancer 10

N Medium humanoid (human)

Init +5; **Senses** darkvision 60 ft., see invisibility; Perception +4

DEFENSE

AC 16, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 natural)

hp 100 (11d6+59)

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

Resist fire 30

OFFENSE

Speed 30 ft.

Melee mwk dagger +6 (1d4/19–20)

Special Attacks channel negative energy (DC 17, 8/day)

Arcane School Spell-Like Abilities (CL 11th; concentration +16)
8/day—grave touch (5 rounds)

Necromancer Spells Prepared (CL 11th; concentration +16)

6th—*create undead*, *eyebite* (DC 23)

5th—*baleful polymorph* (DC 20), *magic jar* (DC 22), *teleport*, *waves of fatigue*

4th—*animate dead*, *enervation*, *fear* (DC 21), *solid fog*, *wall of fire*

3rd—*blink*, *fireball* (DC 18), *fly*, *ray of exhaustion* (DC 20), *vampiric touch* (2)

2nd—*blindness/deafness* (DC 19), *false life*, *resist energy*, *see invisibility*, *scare* (DC 19),
scorching ray

1st—*alarm*, *burning hands* (DC 16), *cause fear* (DC 18), *detect undead*, *expeditious retreat*,
mage armor, *magic missile*

0 (at will)—*bleed* (DC 17), *detect magic*, *read magic*, *touch of fatigue* (DC 17)

Opposition Schools enchantment, illusion

TACTICS

Before Combat Togarin casts *mage armor*, *false life*, *resist energy* (fire), and *see invisibility*.

During Combat Togarin casts *solid fog* on a group of enemies, then casts *wall of fire* in a circle (focused inward) around the *solid fog*. As opponents leave the fog, he attacks them directly with *eyebite* and *enervation*. He might cast *fear* to drive opponents through the *wall of fire*, or cast *fireball* on a group of opponents grouped together.

Base Statistics Without *false life*, *mage armor*, *resist energy*, and *see invisibility*, the wizard's statistics are **Senses** darkvision 60 ft.; **AC** 12, touch 11, flat-footed 11; **hp** 85; **Resist** none.

STATISTICS

Str 10, **Dex** 12, **Con** 16, **Int** 20, **Wis** 8, **Cha** 14

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

Feats Brew Potion, Combat Casting, Command Undead, Craft Wondrous Item, Greater Spell Focus (necromancy), Improved Channel, Improved Initiative, Iron Will, Scribe Scroll, Spell Focus (necromancy), Toughness

Skills Craft (alchemy) +19, Fly +5, Heal +4, Intimidate +7, Knowledge (arcana) +19, Knowledge (dungeoneering, engineering, geography, history, local, nature, nobility, planes) +13, Knowledge (religion) +18, Perception +4, Spellcraft +19

Languages Aklo, Common, Dwarven, Elven, Goblin, Infernal

SQ arcane bond (rat), life sight (10 feet, 11 rounds/day)

Combat Gear *potions of cure moderate wounds* (2), *potion of displacement*, *potion of invisibility*, *robe of bones*; **Other Gear** masterwork dagger, *amulet of natural armor* +1, *belt of mighty constitution* +2, *cloak of resistance* +2, *goggles of night*, *headband of vast intelligence* +2, spellbook, crystal for *magic jar* (worth 100 gp), onyx gems (worth 300 gp), 623 gp

Special PCs bearing Togarin's sigil (blue) take a –4 penalty on saves against his spells.

Dire Tiger

XP 4,800

N Large animal

Init +6; **Senses** low-light vision, scent; Perception +12**DEFENSE****AC** 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)**hp** 105 (14d8+42)**Fort** +12, **Ref** +11, **Will** +5**OFFENSE****Speed** 40 ft.**Melee** 2 claws +18 (2d4+8 plus grab), bite +18 (2d6+8/19–20 plus grab)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** pounce, rake (2 claws +18, 2d4+8)**STATISTICS****Str** 27, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10**Base Atk** +10; **CMB** +19 (+23 grapple); **CMD** 31 (35 vs. trip)**Feats** Improved Critical (bite), Improved Initiative, Run, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite, claw)**Skills** Acrobatics +6, Perception +12, Stealth +15 (+23 in tall grass), Swim +13; **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in tall grass)**Spectral Dire Tiger**

XP 4,800

Giant Spectre

LE Large Undead (incorporeal)

Init +6; **Senses** darkvision; Perception +17**Aura** unnatural aura (30ft.)**DEFENSE****AC** 13, touch 13, flat-footed 11 (+2 Dex, -1 size, +2 deflection)**hp** 52 (8d8+16)**Fort** +4, **Ref** +4, **Will** +9**Defensive Abilities** channel resistance +2, incorporeal**Weakness** resurrection vulnerability, sunlight powerlessness**OFFENSE****Speed** fly 80 ft. (perfect)**Melee** incorporeal touch +10 (1d8 plus energy drain)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** create spawn, energy drain (2 levels, DC16)**STATISTICS****Str** —, **Dex** 14, **Con** —, **Int** 14, **Wis** 16, **Cha** 15**Base Atk** +6; **CMB** +9; **CMD** 23**Feats** Blind-Fight, Improved Initiative, Skill Focus (Perception), Weapon Focus (Melee touch attack)**Skills** Fly +8, Intimidate +13, Knowledge (history) +10, Knowledge (religion) +13, Perception +17, Stealth +9, Survival +11**Languages** Common**SPECIAL ABILITIES**

Create Spawn (Su) Any humanoids slain by a spectre become spectres themselves in 1d4 rounds. Spawn so created are less powerful than typical spectres, and suffer a -2 penalty on all d20 rolls and checks, receive -2 hp per HD, and only drain one level on a touch. Spawn are under the command of the spectre that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed spectres. They do not possess any of the abilities they had in life.

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

Sunlight Powerlessness (Ex) Spectres are powerless in natural sunlight (not merely a daylight spell) and flee from it. A spectre caught in sunlight cannot attack and is staggered.

Unnatural Aura (Su) Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so unless a master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check. A panicked animal remains so as long as it is within 30 feet of the spectre.

Ice Troll XP 1,200
CE Large humanoid (cold, giant)
Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 17, touch 13, flat-footed 13 (+4 Dex, +4 natural, –1 size)
hp 45 (6d8+18); regeneration 5 (acid or fire)
Fort +8, **Ref** +8, **Will** +2
Immune cold
Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.
Melee battleaxe +7 (2d6+4), bite +2 (1d6+2), claw +2 (1d4+2) or bite +7 (1d6+4), 2 claws +7 (1d4+4)
Space 10 ft.; **Reach** 10 ft.
Special Attacks rend (2 claws, 1d6+6)

STATISTICS

Str 19, **Dex** 18, **Con** 16, **Int** 9, **Wis** 10, **Cha** 7
Base Atk +4; **CMB** +9; **CMD** 23
Feats Intimidating Prowess, Lightning Reflexes, Skill Focus (Perception)
Skills Intimidate +7, Perception +9, Survival +4
Languages Giant

Manticore XP 1,600
LE Large magical beast
Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, –1 size)
hp 57 (6d10+24)
Fort +9, **Ref** +7, **Will** +3

OFFENSE

Speed 30 ft., fly 50 ft. (clumsy)
Melee bite +10 (1d8+5), 2 claws +10 (2d4+5)
Ranged 4 spikes +8 (1d6+5)
Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 20, **Dex** 15, **Con** 18, **Int** 7, **Wis** 12, **Cha** 9
Base Atk +6; **CMB** +12; **CMD** 24 (28 vs. trip)
Feats Flyby Attack, Hover, Weapon Focus (spikes)
Skills Fly –3, Perception +9, Survival +4 (+8 tracking); **Racial Modifiers** +4 Perception, +4 Survival when tracking
Languages Common

SPECIAL ABILITIES

Spikes (Ex) With a snap of its tail, a manticore can loose a volley of four spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only 24 spikes in any 24-hour period.

Babau XP 2,400
CE Medium outsider (chaotic, demon, evil, extraplanar)
Init +5; **Senses** darkvision 60 ft., see invisibility; Perception +19

DEFENSE

AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)
hp 73 (7d10+35)
Fort +10, **Ref** +6, **Will** +5
Defensive Abilities protective slime; **DR** 10/cold iron or good; **Immune** electricity, poison;
Resist acid 10, cold 10, fire 10; **SR** 17

OFFENSE

Speed 30 ft.
Melee 2 claws +12 (1d6+5), bite +12 (1d6+5) or longspear +12/+7 (1d8+7/x3), bite +7 (1d6+2)
Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)
Special Attacks sneak attack +2d6
Spell-Like Abilities (CL 7th)
Constant—*see invisibility*
At will—*darkness*, *dispel magic*, *greater teleport* (self plus 50 lbs. of objects only)
1/day—*summon* (level 3, 1 babau at 40%)

STATISTICS

Str 21, **Dex** 13, **Con** 20, **Int** 14, **Wis** 13, **Cha** 16
Base Atk +7; **CMB** +12; **CMD** 23
Feats Combat Reflexes, Improved Initiative, Iron Will, Skill Focus (Stealth)
Skills Acrobatics +11, Climb +12, Disable Device +11, Escape Artist +11, Perception +19, Sense Motive +11, Sleight of Hand +11, Stealth +22; **Racial Modifiers** +8 Perception, +8 Stealth
Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SPECIAL ABILITIES

Protective Slime (Su) A layer of acidic slime coats a babau's skin. Any creature that strikes a babau with a natural attack or unarmed strike takes 1d8 points of acid damage from this slime if it fails a DC 18 Reflex save. A creature that strikes a babau with a melee weapon must make a DC 18 Reflex save or the weapon takes 1d8 points of acid damage; if this damage penetrates the weapon's hardness, the weapon gains the broken condition. Ammunition that strikes a babau is automatically destroyed after it inflicts its damage.

Girallon XP 2,400

N Large magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

DEFENSE

AC 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, -1 size)

hp 73 (7d10+35)

Fort +9, **Ref** +8, **Will** +5

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +10 (1d6+4), 4 claws +10 (1d4+4 plus rend)

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

Special Attacks rend (4 claws, 1d4+6)

STATISTICS

Str 19, **Dex** 17, **Con** 18, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +7; **CMB** +12; **CMD** 25

Feats Improved Initiative, Iron Will, Skill Focus (Perception), Toughness

Skills Climb +12, Perception +11, Stealth +5

Allosaurus XP 3,200

N Huge animal

Init +5; **Senses** low-light vision, scent; Perception +28

DEFENSE

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

hp 93 (11d8+44)

Fort +11, **Ref** +8, **Will** +7

OFFENSE

Speed 50 ft.

Melee bite +14 (2d6+8/19-20 plus grab), 2 claws +14 (1d8+8)

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

Special Attacks pounce, rake (2 talons +14, 1d8+8)

STATISTICS

Str 26, **Dex** 13, **Con** 19, **Int** 2, **Wis** 15, **Cha** 10

Base Atk +8; **CMB** +18; **CMD** 29

Feats Alertness, Improved Critical (bite), Improved Initiative, Iron Will, Nimble Moves, Run

Skills Perception +30; **Racial Modifiers** +8 Perception

Chimera XP 3,200

CE Large magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

DEFENSE

AC 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, -1 size)

hp 85 (9d10+36)

Fort +9, **Ref** +7, **Will** +6

OFFENSE

Speed 30 ft., fly 50 ft. (poor)

Melee bite +12 (2d6+4), bite +12 (1d8+4), gore +12 (1d8+4), 2 claws +12 (1d6+4)

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

Special Attacks breath weapon (usable every 1d4 rounds)

STATISTICS

Str 19, **Dex** 12, **Con** 17, **Int** 4, **Wis** 13, **Cha** 10

Base Atk +9; **CMB** +14; **CMD** 25 (29 vs. trip)

Feats Hover, Improved Initiative, Iron Will, Skill Focus (Perception), Toughness

Skills Fly +2, Perception +10, Stealth +4 (+8 in scrubland or brush); **Racial Modifiers** +2 Perception, +4 Stealth in scrubland or brush

Languages Draconic

SPECIAL ABILITIES

Breath Weapon (Su) A chimera's breath weapon depends on the color of its dragon head, as summarized on the table below. Regardless of its type, a chimera's breath weapon is usable once every 1d4 rounds, deals 6d8 points of damage, and allows a DC 17 Reflex save for half damage. The save DC is Constitution-based. To determine a chimera's head color and breath weapon randomly, roll 1d10 and consult the table below.

d10	Head Color	Breath Weapon
1-2	Black	40-foot line of acid
3-4	Blue	40-foot line of lightning
5-6	Green	20-foot cone of acid
7-8	Red	20-foot cone of fire
9-10	White	20-foot cone of cold

Efreeti XP 4,800

LE Large outsider (extraplanar, fire)

Init +7; **Senses** darkvision 60 ft., detect magic; Perception +15

DEFENSE

AC 21, touch 13, flat-footed 17 (+3 Dex, +1 dodge, +8 natural, -1 size)

hp 95 (10d10+40)

Fort +7, **Ref** +10, **Will** +9

Immune fire; **Vulnerability** cold

OFFENSE

Speed 20 ft., fly 40 ft. (perfect)

Melee 2 slams +15 (1d8+6 plus 1d6 fire) or mwk falchion +16/+11 (2d6+9/18-20)

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

Special Attacks change size, heat

Spell-Like Abilities (CL 11th)

Constant—*detect magic*

At Will—*plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *produce flame*, *pyrotechnics* (DC 14), *scorching ray*

3/day—*invisibility*, quickened *scorching ray*, *wall of fire* (DC 16)

1/day—grant up to 3 *wishes* (to nongenies only), *gaseous form*, *permanent image* (DC 18)

STATISTICS

Str 23, **Dex** 17, **Con** 18, **Int** 12, **Wis** 14, **Cha** 15

Base Atk +10; **CMB** +17; **CMD** 31

Feats Combat Casting, Combat Reflexes, Deceitful, Dodge, Improved Initiative^B, Quicken Spell-Like Ability (*scorching ray*)

Skills Bluff +19, Craft (any one) +14, Disguise +10, Fly +13, Intimidate +15, Perception +15, Sense Motive +15, Spellcraft +14, Stealth +8

Languages Auran, Aquan, Common, Ignan, Terran; telepathy 100 ft.

SQ change shape (humanoid or giant, *alter self* or *giant form I*)

SPECIAL ABILITIES

Change Size (Sp) Twice per day, an efreeti can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the efreeti chooses when using the ability), except that the ability can work on the efreeti. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Heat (Ex) An efreeti's body deals 1d6 points of fire damage whenever it hits in melee, or in each round it grapples.

Frost Giant XP 6,400

CE Large humanoid (cold, giant)

Init -1; **Senses** low-light vision; Perception +10

DEFENSE

AC 21, touch 8, flat-footed 21 (+4 armor, -1 Dex, +9 natural, -1 size)

hp 133 (14d8+70)

Fort +14, **Ref** +3, **Will** +6

Defensive Abilities rock catching; Immune cold

Weaknesses vulnerability to fire

OFFENSE

Speed 40 ft.

Melee greataxe +18/+13 (3d6+13) or 2 slams +18 (1d8+9)

Ranged rock +9 (1d8+13)

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

Special Attacks rock throwing (120 ft.)

STATISTICS

Str 29, **Dex** 9, **Con** 20, **Int** 10, **Wis** 14, **Cha** 11

Base Atk +10; **CMB** +20; **CMD** 29

Feats Cleave, Great Cleave, Improved Overrun, Improved Sunder, Martial Weapon Proficiency (greataxe), Power Attack, Skill Focus (Stealth)

Skills Climb +13, Craft (any one) +7, Intimidate +7, Perception +10, Stealth +2 (+6 in snow);

Racial Modifiers +4 Stealth in snow

Languages Common, Giant

Quasit XP 600

CE Tiny outsider (chaotic, demon, evil, extraplanar)

Init +6; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)

hp 16 (3d10); fast healing 2

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

DR 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

OFFENSE

Speed 20 ft., fly 50 ft. (perfect)

Melee 2 claws +7 (1d3-1 plus poison), bite +7 (1d4-1)

Space 2-1/2 ft.; **Reach** 0 ft.

Spell-Like Abilities (CL 6th)

At will—*detect good*, *detect magic*, *invisibility* (self only)

1/day—*cause fear* (30-foot radius, DC 11)

1/week—*commune* (six questions)

STATISTICS

Str 8, **Dex** 14, **Con** 11, **Int** 11, **Wis** 12, **Cha** 11

Base Atk +3; **CMB** +0; **CMD** 12

Feats Improved Initiative, Weapon Finesse

Skills Bluff +6, Fly +20, Intimidate +6, Knowledge (planes) +6, Perception +7, Stealth +16

Languages Abyssal, Common; telepathy (touch)

SQ change shape (2 of the following forms: bat, Small centipede, toad, or wolf; *polymorph*)

SPECIAL ABILITIES

Poison (Ex) Claw—injury; *save* Fortitude DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Dexterity; *cure* 2 consecutive saves. The DC includes a +2 racial bonus.

Daegros

XP 3,200

Advanced Human conjurer 7

N Medium humanoid (human)

Init +7; **Senses** see *invisibility**; Perception +9

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +4 armor, +2 natural)

hp 59 (7d6+28)

Fort +7, **Ref** +6, **Will** +8

OFFENSE

Speed 30 ft.

Melee cold iron or alchemical silver dagger +4 (1d4+1/19-20)

Ranged cold iron or alchemical silver dagger +6 (1d4+1/19-20)

Arcane Spell-Like Abilities (CL 7th, concentration +14); 10/day – acid dart (1d6+3 acid)

Wizard Spells Prepared (CL 7th; concentration +14):

4th—*summon monster IV, dimension door, acid pit* (DC 22)*

3rd—*haste, stinking cloud* (2) (DC 21), *summon monster III, spiked pit* (DC 21)*

2nd—*summon monster II, minor image* (DC 19), *invisibility* (2), *glitterdust* (2)

1st—*summon monster I* (2), *magic missile* (2), *protection from good, mage armor, grease* (DC 19)

0 (at will)—*ray of frost, ghost sound* (DC 17), *mage hand, detect magic*

Prohibited Schools enchantment, necromancy

TACTICS*

Before Combat Daegros casts *mage armor* every day, and see *invisibility* from his scroll before meeting the PCs.

During Combat Daegros casts *invisibility* quickly, so he can begin to cast summoning spells and then land his most devastating spells on the party early. He uses his *lesser metamagic rod (silent)* to hide his true location. He may use his *pit* spells to trap armored characters, while using *stinking cloud* against casters.

Base Statistics Without *mage armor* and see *invisibility*, the wizard's statistics are Senses none, **AC** 15, touch 13, flat-footed 12;

STATISTICS

Str 12, **Dex** 17, **Con** 18, **Int** 24, **Wis** 14, **Cha** 16

Base Atk +3; **CMB** +4; **CMD** 21

Feats Augment Summoning, Craft Wondrous Item, Defensive Combat Training, Improved Familiar, Improved Initiative, Scribe Scroll, Spell Focus (Conjuration)

Skills Appraise +15, Craft (jewelry) +12, Craft (traps) +15, Fly +13, Handle Animal +7, Intimidate +10, Knowledge (arcana, planes, religion) +17, Knowledge (dungeoneering) +12, Linguistics +12, Perception +9, Spellcraft +17

Languages Abyssal, Aquan, Auran, Celestial, Common, Ignan, Infernal, Terran

SQ arcane bond (quasit familiar), summoner's charm (3 rounds)

Combat Gear *scroll of black tentacles, expeditious retreat, obscuring mist, see invisibility, lesser metamagic rod (silent)*; **Other Gear** cold iron dagger, alchemical silver dagger, *cloak of resistance +1, headband of vast intellect +2*

Special PCs bearing Daegros's sigil (red) take a –4 penalty on saves against his spells.

Vuzhon's Body

XP 3,200

Flesh Golem

N Large construct

Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 20, touch 8, flat-footed 20; (–1 Dex, +12 natural, –1 size)

hp 79 (9d10+30)

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

DR 5/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +13 (2d8+5)

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

Special Attacks berserk

STATISTICS

Str 20, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +9; **CMB** +15; **CMD** 24

SPECIAL ABILITIES

Berserk (Ex) When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

Immunity to Magic (Ex) A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals cold or fire damage slows a flesh golem (as the slow spell) for 2d6 rounds (no save).
- A magical attack that deals electricity damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A flesh golem gets no saving throw against attacks that deal electricity damage.

**Author's note: Items marked with an asterisk (*) and in blue are added by me to account for bonus spells due to the advanced template, as well as suggested tactics. If running this for PFS, consider replacing the pit spells with more summon monster spells (or nothing).*