

## A. Hidden in Plain Sight (CR 11 or CR 14)

### Vescavor Swarms CR 5

*Pathfinder Campaign Setting: Lost Kingdoms* 50

CE Diminutive outsider (chaotic, evil, extraplanar, swarm)

**Init** +3; **Senses** darkvision 60 ft.; Perception +9

**Aura** gibber (15 ft.)

#### DEFENSE

**AC** 19, touch 17, flat-footed 16 (+3 Dex, +2 natural, +4 size)

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

**Fort** +7, **Ref** +9, **Will** +2

**Immune** poison, swarm traits, weapon damage; **Resist** fire 10, electricity 10; **SR** 16

#### OFFENSE

**Speed** 30 ft., fly 40 ft. (good)

**Melee** swarm (2d6 plus distraction)

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

**Special Attacks** distraction (DC 15), ravenous, traumatizing

#### TACTICS

**Before Combat** The vescavor swarms are spread throughout the camp, busily devouring everything they find—structures included.

**During Combat** The swarms move in on the PCs attempting to satiate their ravenous appetite. A semi-intelligent vescavor swarm generally attacks the nearest PCs, but it also tries to catch as many PCs as possible in its chaotic chorus. Unless the derakni is present to direct them or the PCs continue to fight, the vescavors do not pursue fleeing enemies farther than 50 feet from the camp.

**Morale** Driven by the derakni and the need to feed, the swarms fight until destroyed or allowed to consume more of the camp for at least 5 minutes, at which point they meander back to the Worldwound.

#### STATISTICS

**Str** 7, **Dex** 17, **Con** 16, **Int** 4, **Wis** 13, **Cha** 12

**Base Atk** +5; **CM B** +4; **CM D** 12 (can't be tripped)

**Feats** Blind-Fight, Lightning Reflexes, Toughness

**Skills** Fly +21, Perception +9, Stealth +23

**Languages** Abyssal

#### SPECIAL ABILITIES

**Gibber** (Su) Vescavors yammer the endless chorus of the Abyss. Any creature within 15 feet of a vescavor swarm or inside it must succeed at a DC 15 Will save or be confused for 1 round. This is a mind-affecting compulsion insanity effect. A creature that saves cannot be affected by the same vescavor swarm's gibbering for 24 hours. The save DC is Constitution-based.

**Ravenous** (Ex) Vescavors can devour nearly anything, with the exception of adamantine. If the swarm attacks an object or structure, the vescavors ignore its hardness if it is made of any substance other than adamantine.

Additionally, every round that a creature is in the same space as the swarm, the vescavors begin devouring one object on the creature. The object takes half its maximum hit points in damage and gains the broken condition. If the vescavors attack an object with the broken condition, it is destroyed. An attended or magic object must succeed at a DC 15 Reflex save to negate this effect. The save DC is Constitution-based.

**Traumatizing** (Su) Vescavors embody the meanest depravities of the Outer Rifts, and walking among them is akin to being trapped in the Abyss itself. Any creature that spends more than 3 rounds inside a vescavor swarm must succeed at a DC 13 Will save or become schizophrenic (*Pathfinder RPG GameMastery Guide* 250), which imparts a –4 penalty on all Wisdom and Charisma based skill checks. The creature is also unable to take 10 or take 20 on checks as it loses its ability to tell the difference between what is real and what is not. Each time the creature finds itself in a stressful situation (such as combat), it must succeed at a DC 16 Will save or become confused for 1d6 rounds. This condition lasts until it is removed by *greater restoration*, *heal*, *limited wish*, *miracle*, or *wish*. It is also possible to remove this condition after several weeks, though that is not an option in this scenario.

## Derakni CR 10

*Pathfinder Campaign Setting: The Worldwound* 43

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

**Init** +10; **Senses** darkvision 60 ft., scent; Perception +25

### DEFENSE

**AC** 25, touch 15, flat-footed 19 (+6 Dex, +10 natural, -1 size)

**hp** 126 (11d10+66)

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

**DR** 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 21

### OFFENSE

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

**Melee** bite +18 (1d4+8 plus poison), 2 claws +18 (1d4+8), sting +18 (1d8+8/19–20 plus poison)

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

**Special Attacks** drone

**Spell-Like Abilities** (CL 12th; concentration +15)

At will—*contagion* (DC 17), *greater teleport* (self plus 50 lbs. of objects only), *gust of wind*

3/day—*enervation*, quickened *summon swarm*

1/day—*insect plague*, *summon* (level 4, 1 derakni or 1d4 veskavor swarms 40%)

### TACTICS

**Before Combat** When the PCs arrive, the derakni is busy rummaging through the belongings left behind by Venture-Captain Nikolai Adonai when he and his agents abandoned the camp.

**During Combat** The derakni prefers to stay out of reach for several rounds while it softens its enemies with spell-like abilities. It then uses its natural weapons to deadly effect. If it is having trouble dispatching the PCs, it falls back to summon additional swarms.

**Morale** The derakni would rather not die on the Material Plane, and it attempts to teleport away if reduced to 30 or fewer hit points or if all of its swarms have dispersed.

### STATISTICS

**Str** 26, **Dex** 23, **Con** 22, **Int** 9, **Wis** 17, **Cha** 16

**Base Atk** +11; **CM B** +20; **CM D** 36 (44 vs. trip)

**Feats** Flyby Attack, Improved Critical (sting), Improved Initiative, Iron Will, Power Attack, Quicken Spell-Like Ability (summon swarm)

**Skills** Acrobatics +20, Fly +22, Perception +25, Stealth +16, Survival +17; **Racial Modifiers** +8 Perception

**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.

### SPECIAL ABILITIES

**Drone (Su)** The sound of a derakni in flight is a mesmerizing, unsettling drone that causes confusion in all non-demons who hear the sound. A derakni must fly at least 10 feet to activate this ability (which it can do as a free action as part of its move action). Any non-demon creature that begins its turn within 30 feet of a derakni that moved in this manner on its previous turn must succeed at a DC 18 Will save or become confused for 1d4 rounds. A creature that makes this save is immune to the drone of that derakni for 24 hours. Demons are immune to this sonic, mind-affecting effect. The save DC is Charisma-based.

**Poison (Ex)** Bite or sting—injury; save Fort DC 21; *frequency* 1/round for 6 rounds; *effect* 1d4 Con; *cure* 2 consecutive saves. The save DC is Constitution-based.

## Subtier 10–11 (CR 14)

### Vescavor Swarms CR 5

**hp** 47 each (*Pathfinder Campaign Setting: Lost Kingdoms* 50)

#### Tactics

Use the tactics from Subtier 7–8.

### Advanced Deraknis CR 11

**hp** 148 each (*Pathfinder Campaign Setting: The Worldwound* 43, *Pathfinder RPG Bestiary* 294)

#### Tactics

Use the tactics from Subtier 7–8.

#### Adjustments:

##### Advanced Creature (CR +1) template applied:

**Rebuild Rules:** AC increase natural armor by +2; Ability Scores +4 to all ability scores except Int 2 or less)

**Init** +12; **Senses** darkvision 60 ft., scent; Perception +27

**AC** 29, touch 15, flat-footed 19 (+8 Dex, +12 natural, –1 size)

**Fort** +15, **Ref** +15, **Will** +10

**Melee** bite +20 (1d4+10 plus poison), 2 claws +20 (1d4+10), sting +20 (1d8+10/19–20 plus poison)

**Spell-Like Abilities** (CL 12th; concentration check increases to +17)

*contagion* DC increases to 19

**Str** 30, **Dex** 27, **Con** 26, **Int** 13, **Wis** 22, **Cha** 20

**Base Atk** +11; **CM B** +22; **CM D** 40 (48 vs. trip)

**Skills** Acrobatics +22, Fly +24, Perception +27, Stealth +18, Survival +19; **Racial Modifiers** +8 Perception

#### SPECIAL ABILITIES

**Drone (Su)** DC increases to 20

**Poison (Ex)** DC increases to 23

## B. The Tapestry Cave

### Deathtrap Ooze CR 8

N Large ooze (shapechanger)

**Init** -4; **Senses** Perception -5

#### Defense

**AC** 10, touch 5, flat-footed 10 (-4 Dex, +5 natural, -1 size)

**hp** 126 (12d8+72)

**Fort** +10, **Ref** +0, **Will** -1

**Immune** acid, ooze traits

#### Offense

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

**Melee** slam +13 (2d6+6 plus 2d6 acid and grab)

**Space** 10 ft., **Reach** 10 ft.

**Special Attacks** constrict (2d6+6 plus 2d6 acid)

#### Statistics

**Str** 20, **Dex** 3, **Con** 22, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +9; **CMB** +15 (+19 grapple); **CMD** 21 (can't be tripped)

**Skills** Climb +13

**SQ** compression, trap form

#### Special Abilities

**Acid (Ex)** A deathtrap ooze secretes acid that dissolves only flesh. Creatures made of materials other than flesh are immune to this acid.

**Trap Form (Su)** Taking 1 minute to do so, a deathtrap ooze can assume the form of any Medium or Large mechanical trap that has no more than one moving part (excluding pits). The ooze can maintain this form indefinitely. The trap it can assume the form of must be of a CR equal to or less than that of the deathtrap ooze itself—appropriate traps from pages 420–421 of the Core Rulebook include the swinging axe trap (CR 1), the wall scythe trap (CR 4), and the falling block trap (CR 5). In trap form, the ooze uses its attack bonus, but otherwise functions as the emulated trap and uses that trap's statistics and damage. If a creature searching for traps exceeds the DC to find the ooze's trap form, a successful follow-up DC 19 Knowledge (dungeoneering) check allows the creature that discovered the trap to discern its true nature. If the ooze takes any damage, it reverts to its normal form as a free action. Otherwise, reverting to its normal form takes a swift action.

## Subtier 10–11 (CR 13)

### Deathtrap Ooze CR 8

hp 150

#### Adjustments:

**Advanced Creature (CR +1) template applied:**

**Rebuild Rules:** AC increase natural armor by +2; Ability Scores +4 to all ability scores except Int 2 or less)

**Init** –2; **Senses** Perception –3

**AC** 14, touch 7, flat-footed 14 (–2 Dex, +7 natural, –1 size)

**Fort** +12, **Ref** +0, **Will** –1

**Melee** slam +15 (2d6+8 plus 2d6 acid and grab)

**Special Attacks** constrict (2d6+8 plus 2d6 acid)

**Str** 24, **Dex** 7, **Con** 26, **Int** —, **Wis** 3, **Cha** 3

**Base Atk** +9; **CMB** +17 (+21 grapple); **CMD** 25 (can't be tripped)

**Skills** Climb +15

#### Tactics (both subtiers)

**Before Combat** The deathtrap ooze maintains its trap form while guarding the passageway from would-be intruders. It reverts to its normal form if any creature enters its reach and attempts to bypass or disable it.

**During Combat** The ooze aggressively attempts to keep any creatures from passing through the tunnel. If a living creature succeeds in making it into area B2 while the deathtrap ooze is still alive, it immediately pursues that creature above all others.

**Morale** Mindless and driven, the deathtrap ooze continues to follow its master's last command to guard the tapestry until completely destroyed.

## C. The Jungle's Heart

### Angazhani (High Girallons) CR 9

*Pathfinder Campaign Setting: Heart of the Jungle* 58

CE Large magical beast

**Init** +3; **Senses** darkvision 60 ft., low-light vision, scent, *see invisibility*; Perception +11

#### Defense

**AC** 24, touch 12, flat-footed 21 (+4 armor, +3 Dex, +8 natural, -1 size)

**hp** 114 each (12d10+48)

**Fort** +12, **Ref** +11, **Will** +8

**DR** 10/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 19

#### Offense

**Speed** 30 ft., climb 30 ft. (40-ft. base)

**Melee** mwk throwing axe +16/+11/+6 (1d8+5), 3 mwk throwing axes +16 (1d8+2), bite +11 (1d8+2) or bite +16 (1d8+5), 4 claws +16 (1d6+5 plus rend)

**Ranged** 4 mwk throwing axes +16 (1d8+5)

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

**Special Attacks** rend (4 claws, 1d6+7)

**Spell-Like Abilities** (CL 14th, concentration +16)

Constant—*see invisibility*

At will—*deeper darkness*, *dimension door*, *dispel magic*

3/day—*dominate monster* (DC 21), *fear* (DC 16)

#### Tactics

**Before Combat** The angazhani wait for the PCs to approach the ambush area. When the PCs arrive, one of the angazhani uses its *dimension door* ability to take the other angazhani into combat.

**During Combat** The angazhani attempt to defeat their opponents as quickly as possible, resorting to brutal melee tactics against the least armored opponents first. **Morale** As soon as the tobongo guardian uses its shake the earth ability, the angazhani attempt to flee using *dimension door*.

#### Statistics

**Str** 21, **Dex** 17, **Con** 18, **Int** 12, **Wis** 14, **Cha** 14

**Base Atk** +12; **CM B** +18; **CM D** 31

**Feats** Cleave, Combat Reflexes, Iron Will, Multiweapon Fighting, Power Attack, Weapon Focus (throwing axe)

**Skills** Climb +20, Intimidate +11, Knowledge (religion) +14, Perception +11, Stealth +6, Survival +11

**Languages** Abyssal, Common, Polyglot

**SQ** martial training

**Gear** masterwork hide armor, masterwork throwing axes (8), leather axe harness

#### Special Abilities

**Martial Training (Ex)** Because of their high intelligence, angazhani are proficient with light and medium armors, simple weapons, and one martial weapon of choice.

**Adjustments:****Advanced Creature (CR +1) template applied:****Rebuild Rules:** AC increase natural armor by +2; Ability Scores +4 to all ability scores except Int 2 or less)**Init** +5; **Senses** darkvision 60 ft., low-light vision, scent, *see invisibility*; Perception +13**AC** 28, touch 14, flat-footed 23 (+4 armor, +5 Dex, +10 natural, -1 size)**hp** 138**Fort** +14, **Ref** +13, **Will** +10**Melee** mwk throwing axe +18/+13/+7 (1d8+7), 3 mwk throwing axes +18 (1d8+4), bite +13 (1d8+4) or bite +18 (1d8+7), 4 claws +18 (1d6+7 plus rend)**Ranged** 4 mwk throwing axes +18 (1d8+7)**Special Attacks** rend (4 claws, 1d6+9)**Spell-Like Abilities** (CL 14th, concentration +18)3/day—*dominate monster* (DC 23), *fear* (DC 18)**Statistics****Str** 25, **Dex** 21, **Con** 22, **Int** 14, **Wis** 16, **Cha** 16**Base Atk** +12; **CM B** +20; **CM D** 35**Skills** Climb +22, Intimidate +13, Knowledge (religion) +16, Perception +13, Stealth +8, Survival +13**Fiendish Creature (CR +1) template applied:****Rebuild Rules:** **Senses** gains darkvision 60 ft.; **Defensive Abilities** gains DR and energy resistance as noted on the table; **SR** gains SR equal to new CR +5; **Special Attacks** smite good 1/day as a swift action (adds Cha bonus to attack rolls and damage bonus equal to HD against good foes; smite persists until target is dead or the fiendish creature rests).

Fiendish Creature Defenses		
Hit Dice	Resist Cold and Fire	DR
11+	15	10/good

**DR** 10/cold iron or good; **Immune** electricity, poison; **Resist** acid 15, cold 15, fire 15; **SR** 19**Smite Good** +3 to Attack rolls, +12 to damage



## Tobongos CR 12

N Gargantuan plant (*Pathfinder Campaign Setting: Heart of the Jungle* 61)

**Init** –1; **Senses** low-light vision; Perception +12

### Defense

**AC** 27, touch 5, flat-footed 27 (–1 Dex, +22 natural, –4 size)

**hp** 175 each (14d8+112)

**Fort** +17, **Ref** +3, **Will** +9

**Defensive Abilities** plant traits; **DR** 10/slashing

**Weaknesses** vulnerable to fire

### Offense

**Speed** 40 ft.

**Melee** 2 slams +19 (4d6+12/19–20 plus grab)

**Ranged** rock +6 (4d6+18)

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

**Special Attacks** curse of barkflesh, rock throwing (240 ft.), shake the earth, trample (4d6+18, DC 29)

**Spell-Like Abilities** (CL 11th, concentration +15)

At will—*entangle* (DC 15)

### Tactics

**During Combat** During the second full round of combat, the tobongo uses its shake the earth ability and animates a pair of trees. It attacks the nearest opponents and doesn't differentiate between the PCs and the angazhani.

**Morale** The tobongo is willing to fight to the death to protect its realm. However, should any PC attempt to calm the tobongo in Polyglot, Sylvan, or Treant, it stops its assault long enough to hear why it should leave them alone. Treat the tobongo as hostile for the purposes of Diplomacy checks.

### Statistics

**Str** 35, **Dex** 8, **Con** 26, **Int** 14, **Wis** 16, **Cha** 18

**Base Atk** +10; **CM B** +26 (+28 to sunder); **CM D** 35 (37 vs. sunder)

**Feats** Alertness, Improved Critical (slam), Improved Natural Attack (slam), Improved Sunder, Iron Will, Power Attack, Weapon Focus (slam)

**Skills** Diplomacy +14, Intimidate +16, Knowledge (local) +14, Knowledge (nature) +14, Perception +12, Sense Motive +9, Stealth –8 (+8 in forests); **Racial Modifiers** +16 Stealth in forests

**Languages** Polyglot, Sylvan, Treant; treespeech

**SQ** animate trees, double damage against objects

### Special Abilities

**Animate Trees (Sp)** A tobongo can animate any trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a tree to uproot itself, after which it moves at a speed of 10 feet and fights as a standard treant (*Pathfinder Bestiary* 266), gaining the treant's vulnerability to fire (although it has only one slam attack and lacks the treant's animation and rock-throwing abilities). If the tobongo that animated it terminates the animation, moves out of range, or is incapacitated, the tree immediately takes root wherever it is and returns to its normal state.

**Double Damage Against Objects (Ex)** A tobongo or animated tree that makes a full attack against an object or structure deals double damage.

**Treespeech (Ex)** A tobongo has the ability to converse with plants as if subject to a continual *speak with plants* spell, and most plants greet it with an attitude of friendly or helpful.

**Curse of Barkflesh (Su)** Following a successful grapple, a tobongo can dig its spiky branches into its victim, infecting it with a foul and potent curse. Unless the victim succeeds at a DC 20 Fortitude save, its flesh immediately begins to harden and grow uncontrollably like tree bark, and it takes 1d4 points of Dexterity damage per day until his Dexterity reaches 0. At this point, the victim turns entirely stiff, grows roots, and transforms into a new, unintelligent tree, preventing any form of resurrection short of *wish* or *miracle*. The effect can be slowed by pruning the victim once per hour, slicing off the strange growths. Pruning deals 1d6 points of damage to the victim, but it negates the need to make a new Fortitude save. If the victim goes without pruning for more than an hour, the barkflesh takes over and the victim must immediately succeed at the Fortitude save for the day or take the Dexterity damage. The save DC is Wisdom-based.

*Curse of Barkflesh:* Grapple—injury; *save* Fort DC 20; *frequency* 1/ day; *effect* 1d4 Dex damage, when Dex reaches 0, target transforms into a tree.

**Shake the Earth (Ex)** As a full-round action, a rooted tobongo can uproot itself, buckling the surrounding earth in a 60-foot radius. Living creatures within the radius must succeed at a DC 29 Reflex save or fall prone and take 1d6 points of damage. Manmade structures within the area of effect must succeed at a DC 29 Fortitude save or take 4d6 points of structural damage. Once uprooted, the tobongo cannot use this action again until it re-roots itself. It takes the creature at least 1 hour to root effectively. The save DC is Strength-based.

#### Adjustments:

##### Young Creature (CR -1) template applied:

**Size** Huge **Init** +1

**AC** 27, touch 9, flat-footed 25 (+1 Dex, +20 natural, -2 size)

**hp** 152

**Fort** +15, **Ref** +5, **Will** +9

**Melee** 2 slams +17 (4d6+10/19–20 plus grab)

**Ranged** rock +8 (4d6+16)

**Special Attacks** trample (4d6+16, DC 29)

**Str** 33, **Dex** 12, **Con** 22, **Int** 14, **Wis** 16, **Cha** 18

**Base Atk** +10; **CM B** +24 (+26 to sunder); **CM D** 35 (37 vs. sunder)

**Skills** Stealth -4 (+12 in forests); **Racial Modifiers** +16 Stealth in forests

##### Advanced Creature (CR +1) template applied:

**Init** +1; **Senses** low-light vision; Perception +14

**AC** 31, touch 7, flat-footed 29 (+1 Dex, +24 natural, -4 size)

**hp** 203

**Fort** +19, **Ref** +5, **Will** +11

**Melee** 2 slams +21 (4d6+14/19–20 plus grab)

**Ranged** rock +8 (4d6+20)

**Special Attacks** trample (4d6+20, DC 29)

**Spell-Like Abilities** (CL 11th, concentration +17) At will—*entangle* (DC increases to 17)

**Str** 37, **Dex** 12, **Con** 30, **Int** 18, **Wis** 20, **Cha** 22

**Base Atk** +10; **CM B** +28 (+30 to sunder); **CM D** 39 (41 vs. sunder)

**Skills** Diplomacy +16, Intimidate +18, Knowledge (local) +16, Knowledge (nature) +16, Perception +14, Sense Motive +11, Stealth -6 (+10 in forests); **Racial Modifiers** +16 Stealth in forests

*Curse of Barkflesh:* Grapple—injury; *save* Fort DC 22

**Shake the Earth (Ex)** DC increases to 31

**Venture-Capt ain Nikolai Adonai CR 13****(SUBTIER 7-8)**

Half-elf cleric of Sarenrae 10/holy vindicator 4

NG Medium humanoid (elf, human)

**Init** +3; **Senses** low-light vision; Perception +9**Defense****AC** 30, touch 16, flat-footed 30 (+10 armor, -1 Dex, +1 natural, +7 sacred, +3 shield)**hp** 136 (14 HD; 10d8+4d10+66)**Fort** +14, **Ref** +5, **Will** +17; +2 vs. enchantments**Defensive Abilities** vindicator's shield; **Immune** sleep**Offense****Speed** 30 ft.**Melee** +1 *cold iron scimitar* +13/+8/+3 (1d6+2/18-20)**Special Attacks** channel positive energy 6/day (DC 21, 7d6), divine wrath**Domain Spell-Like Abilities** (CL 13th; concentration +17)7/day—*rebuke death* (1d4+5)At will—*dimensional hop* (80 feet/day)**Cleric Spells Prepared** (CL 13th; concentration +17)7th—*holy word* (DC 21)\*\* , *greater teleport*D\*\*6th—*banishment* (DC 20)\*\* , *find the path*D\*\* , *greater dispel magic*\*\*5th—*break enchantment* (DC 19), *fickle winds*UM\*\* , *raise dead*, *teleport*D\*\*4th—*death ward*\*\* , *dimension door*D , *freedom of movement*\*\* , *holy smite* (DC 18) \*\* , *restoration*, *spell immunity*\*\*3rd—*bestow curse* (DC 17), *daylight*, *dispel magic*, *fly*D\*\* , *invisibility purge*\*\* , *wind wall*2nd—*consecrate*, *delay poison*, *locate object*D , *remove paralysis*, *resist energy*\*\* , *silence* (DC 16)1st—*bane* (DC 15), *bless*, *divine favor*\*\* , *longstrider*\*\* , *obscuring mist*, *remove fear*0 (at will)—*detect magic*, *light*, *purify food and drink*, *stabilize*

\*\* These spells have already been expended and have not been calculated into Nikolai's statistics above.

**D** domain spell; **Domains** Healing, Travel**Tactics****Before Combat** Nikolai has been very busy discussing his plans and desired layout of the lodge. As a result, he has no active spell effects. He has already activated his vindicator's shield ability.**During Combat** Nikolai tries to keep everyone alive (including the PCs) but works with his companions to subdue the disobedient intruders.**Morale** Should Nikolai face what is clearly a losing battle—such as by being reduced to 65 or fewer hit points or if both of his companions are defeated—Nikolai vows to report the PCs' mutinous actions directly to the Decemvirate and casts *dimension door* to travel to the clearing in area **C3**.**Statistics****Str** 12, **Dex** 8, **Con** 16, **Int** 10, **Wis** 19, **Cha** 18**Base Atk** +11; **CM B** +12; **CM D** 28**Feats** Alignment Channel (evil), Combat Casting, Improved Initiative, Improved Iron Will, Iron Will, Selective Channeling, Skill Focus (Bluff), Toughness**Skills** Bluff +10, Diplomacy +15, Heal +8, Knowledge (nobility) +4, Knowledge (planes) +5, Knowledge (religion) +7, Perception +9, Sense Motive +13; **Racial Modifiers** +2 Perception**Languages** Common, Elven**SQ** agile feet (7/day), elf blood, healer's blessing

**Combat Gear** *potions of cure serious wounds (2), wand of lesser restoration (7 charges), holy water (20)*; **Other Gear** *+1 full plate, +1 heavy steel shield, +1 cold iron scimitar, amulet of natural armor +1, belt of mighty constitution +2, cloak of resistance +2, headband of mental prowess +2 (Wis, Cha), masterwork scimitar, silver holy symbol of Sarenrae, diamond dust (6,000 gp)*

### **Special Abilities**

**Vindicator's Shield (Su):** A vindicator can channel energy into his shield as a standard action; when worn, the shield gives the vindicator a sacred bonus (if positive energy) or profane bonus (if negative energy) to his Armor Class equal to the number of dice of the vindicator's channel energy. This bonus lasts for 24 hours or until the vindicator is struck in combat, whichever comes first. The shield does not provide this bonus to any other wielder, but the vindicator does not need to be holding the shield for it to retain this power.

**Stigmata (Su):** A vindicator willingly gives his blood in service to his faith, and is marked by scarified wounds appropriate to his deity. He may stop or start the flow of blood by force of will as a standard action; at 6th level, it becomes a move action, and at 10th level, it becomes a swift action. Activating stigmata causes bleed damage equal to half the vindicator's class level, and this bleed damage is not halted by curative magic. While the stigmata are bleeding, the vindicator gains a sacred bonus (if he channels positive energy) or profane bonus (if he channels negative energy) equal to half his class level. Each time he activates his stigmata, the vindicator decides if the bonus applies to attack rolls, weapon damage rolls, Armor Class, caster level checks, or saving throws; to change what the bonus applies to, the vindicator must deactivate and reactivate his stigmata. While his stigmata are bleeding, the vindicator ignores blood drain and bleed damage from any other source and can use bleed or stabilize at will as a standard action.

**Faith Healing (Su):** At 3rd level, any cure wounds spells a vindicator casts on himself are automatically empowered as if by the Empower Spell feat, except they do not use higher spell-level slots or an increased casting time. If the vindicator targets himself with a cure spell that affects multiple creatures, this ability only applies to himself. At 8th level, these healing spells are maximized rather than empowered.

**Divine Wrath (Sp):** At 4th level, when a vindicator confirms a critical hit, he may sacrifice a prepared 1st-level spell or available 1st-level spell slot to invoke doom upon the target as an immediate action (using the vindicator's caster level). The save DC is increased by +2 if his weapon has a  $\times 3$  damage multiplier, or by +4 if it is  $\times 4$ . The vindicator can also use this ability in response to being critically hit, even if the attack incapacitates or kills the vindicator.

**Venture-Capt ain Nikolai Adonai CR 14 (SUBTIER 10-11)**

Half-elf cleric of Sarenrae (separatist) 10/holy vindicator 4

NG Medium humanoid (elf, human)

**Init** +4; **Senses** low-light vision; Perception +10

**Defense**

**AC** 38, touch 21, flat-footed 36 (+11 armor, +4 deflection, +2 natural, +7 sacred, +4 shield)

**hp** 164 (14 HD; 10d8+4d10+94)

**Fort** +18, **Ref** +8, **Will** +20; +2 vs. enchantments

**Defensive Abilities** vindicator's shield; **Immune** sleep; **SR** 24

**Offense**

**Speed** 30 ft.

**Melee** +1 *cold iron scimitar* +14/+9/+4 (1d6+3/18–20)

**Special Attacks** channel positive energy 7/day (DC 22, 7d6), divine wrath

**Domain Spell-Like Abilities** (CL 13th; concentration +18)

8/day—*rebuke death* (1d4+5)

At will—*dimensional hop* (80 feet/day)

**Cleric Spells Prepared** (CL 13th; concentration +18)

7th—*holy word* (DC 22)\*\* , *greater teleport*D\*\*

6th—*banishment* (DC 21), *find the path*D\*\* , *greater dispel magic*\*\*

5th—*break enchantment* (DC 20), *fickle winds*UM\*\* , *raise dead*, *spell resistance*\*\* , *teleport*D

4th—*death ward*\*\* , *dimension door*D , *freedom of movement*\*\* , *holy smite* (DC 19)\*\* , *restoration*, *spell immunity*

3rd—*bestow curse* (DC 18)\*\* , *daylight*, *dispel magic*, *fly*D\*\* , *invisibility purge*, *wind wall*

2nd—*consecrate*, *delay poison*, *locate object*D , *remove paralysis*, *resist energy*, *silence* (DC 17)

1st—*bane* (DC 16), *bless*, *divine favor*, *doom* (DC 16), *longstrider*D , *obscuring mist*, *remove fear*

0 (at will)—*detect magic*, *light*, *purify food and drink*, *stabilize*

\*\* These spells have already been expended and have not been calculated into Nikolai's statistics above.

**D** domain spell; **Domains** Healing, Travel

**Tactics**

**Before Combat** Nikolai only has several of his longer-lasting personal spells in effect when the PCs first approach: *freedom of movement* and *spell resistance*. He has already activated his vindicator's shield ability.

**During Combat** Nikolai tries to keep everyone alive (including the PCs) but works with his companions to subdue the disobedient intruders.

**Morale** Should Nikolai face what is clearly a losing battle—such as by being reduced to 65 or fewer hit points or if both of his companions are defeated—Nikolai vows to report the PCs' mutinous actions directly to the Decemvirate and casts *dimension door* to travel to the clearing in area **C3**.

**Statistics**

**Str** 14, **Dex** 10, **Con** 20, **Int** 11, **Wis** 21, **Cha** 20

**Base Atk** +11; **CM B** +11; **CM D** 34

**Feats** Alignment Channel (evil), Combat Casting, Improved Initiative, Improved Iron Will, Iron Will, Selective Channeling, Skill Focus (Bluff), Toughness

**Skills** Bluff +11, Diplomacy +16, Heal +9, Knowledge (nobility) +4, Knowledge (planes) +5, Knowledge (religion) +7, Perception +10, Sense Motive +14; **Racial Modifiers** +2 Perception

**Languages** Common, Elven

**SQ** agile feet (8/day), elf blood, healer's blessing

**Combat Gear** *potions of cure serious wounds* (4), *wand of freedom of movement* (4 charges), *wand of lesser restoration* (12 charges), *holy water* (20); **Other Gear** +2 *mithral full plate*, +2 *mithral heavy steel shield*, +1 *cold iron scimitar*, *amulet of natural armor* +2, *belt of physical might* +4 (Dex, Con), *cloak of resistance* +4, *headband of mental prowess* +4 (Wis, Cha), *ring of protection* +4, *masterwork scimitar*, *rod of reach spell*APG, *silver holy symbol of Sarenrae*, *diamond dust* (6,000 gp)

### Special Abilities

**Vindicator's Shield (Su):** A vindicator can channel energy into his shield as a standard action; when worn, the shield gives the vindicator a sacred bonus (if positive energy) or profane bonus (if negative energy) to his Armor Class equal to the number of dice of the vindicator's channel energy. This bonus lasts for 24 hours or until the vindicator is struck in combat, whichever comes first. The shield does not provide this bonus to any other wielder, but the vindicator does not need to be holding the shield for it to retain this power.

**Stigmata (Su):** A vindicator willingly gives his blood in service to his faith, and is marked by scarified wounds appropriate to his deity. He may stop or start the flow of blood by force of will as a standard action; at 6th level, it becomes a move action, and at 10th level, it becomes a swift action. Activating stigmata causes bleed damage equal to half the vindicator's class level, and this bleed damage is not halted by curative magic. While the stigmata are bleeding, the vindicator gains a sacred bonus (if he channels positive energy) or profane bonus (if he channels negative energy) equal to half his class level. Each time he activates his stigmata, the vindicator decides if the bonus applies to attack rolls, weapon damage rolls, Armor Class, caster level checks, or saving throws; to change what the bonus applies to, the vindicator must deactivate and reactivate his stigmata. While his stigmata are bleeding, the vindicator ignores blood drain and bleed damage from any other source and can use bleed or stabilize at will as a standard action.

**Faith Healing (Su):** At 3rd level, any cure wounds spells a vindicator casts on himself are automatically empowered as if by the Empower Spell feat, except they do not use higher spell-level slots or an increased casting time. If the vindicator targets himself with a cure spell that affects multiple creatures, this ability only applies to himself. At 8th level, these healing spells are maximized rather than empowered.

**Divine Wrath (Sp):** At 4th level, when a vindicator confirms a critical hit, he may sacrifice a prepared 1st-level spell or available 1st-level spell slot to invoke doom upon the target as an immediate action (using the vindicator's caster level). The save DC is increased by +2 if his weapon has a  $\times 3$  damage multiplier, or by +4 if it is  $\times 4$ . The vindicator can also use this ability in response to being critically hit, even if the attack incapacitates or kills the vindicator.

## Zili CR 7 (SUBTIER 7-8)

### Tactics

**Before Combat** Zili stands watch over the path while Nikolai discusses his grand plans for the new Pathfinder Society lodge with Eviolynn.

**During Combat** If pressed into combat, Zili quickly engages his opponents, using nonlethal attacks against his fellow agents unless attacked with lethal force.

**Morale** Once raging, Zili only surrenders if ordered to do so by Nikolai.

### Glaive Rager CR 7

#### Gnome barbarian 8

CN Small humanoid (gnome)

**Init** +1; **Senses** low-light vision; Perception +12

### Defense

**AC** 17, touch 10, flat-footed 16 (+7 armor, +1 Dex, -2 rage, +1 size)

**hp** 105 (8d12+48)

**Fort** +12, **Ref** +4, **Will** +5; +4 vs. spells and spell-like or supernatural abilities, +2 vs. illusions

**Defensive Abilities** defensive training (+4 dodge bonus to AC vs. giants); improved uncanny dodge, trap sense +2; **DR** 2/—

### Offense

**Speed** 25 ft.

**Melee** mwk cold iron glaive +15/+10 (1d8+7/×3) or kukri +14/+9 (1d3+5/18–20)

**Ranged** mwk composite longbow +11/+6 (1d6+5/×3)

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

**Special Attacks** +1 on attack rolls against goblinoid and reptilian humanoids, rage (21 rounds/day), rage powers (clear mind, knockback, quick reflexes, superstition +4)

**Base Statistics** When not raging, the barbarian's statistics are **AC** 19, touch 12, flat-footed 18; **hp** 89; **Fort** +10, **Will**+3; no bonus vs. spells and spell-like or supernatural abilities; **Melee** mwk cold iron glaive +13/+8 (1d8+4/×3) or kukri +12/+7 (1d3+3/18–20); **Ranged** mwk composite longbow +11/+6 (1d6+3/×3); **Str** 16, **Con** 16; **CMB** +10 (+14 trip); **Skills** Climb +6, Swim +8.

### Statistics

**Str** 20, **Dex** 13, **Con** 20, **Int** 13, **Wis** 10, **Cha** 10

**Base Atk** +8; **CMB** +12 (+16 trip); **CMD** 21 (23 vs. trip)

**Feats** Combat Expertise, Greater Trip, Improved Trip, Power Attack

**Skills** Acrobatics +5, Climb +8, Craft (ships) +5, Intimidate +5, Knowledge (nature) +10, Linguistics +3, Perception +12, Profession (sailor) +5, Survival +10, Swim +10

**Languages** Aquan, Auran, Common, Gnome, Sylvan

**SQ** fast movement

**Combat Gear** *oil of magic weapon, potion of cure light wounds*; **Other Gear** +1 breastplate, kukri, masterwork cold iron glaive, masterwork composite longbow (+5 Str) with 20 arrows, *belt of giant strength +2, cloak of resistance +1*, climber's kit, 50 gp

**Zili CR 10 (SUBTIER 10-11)**

**Tactics** Use the tactics from Subtier 7–8.

**Half-Orc barbarian 11**

CE Medium humanoid (human, orc)

**Init** +4; **Senses** darkvision 60 ft.; Perception +15

**Defense**

**AC** 17, touch 12, flat-footed 13 (+5 armor, +4 Dex, –2 rage)

**hp** 142 (11d12+65)

**Fort** +14, **Ref** +9, **Will** +9; +4 vs. spells and spell-like or supernatural abilities

**Defensive Abilities** improved uncanny dodge, orc ferocity, trap sense +3; **DR** 3/—

**Offense**

**Speed** 40 ft.

**Melee** +1 *orc double axe* +19/+14/+9 (1d8+10/19–20/×3) or +1 *orc double axe* +17/+12/+7 (1d8+7/19–20/×3), +1 *orc double axe* +17/+12 (1d8+7/19–20/×3), bite +12 (1d4+3)

**Ranged** mwk composite longbow +16/+11/+6 (1d8+6/×3)

**Special Attacks** greater rage (26 rounds/day), rage powers (animal fury, increased damage reduction +1, no escape, raging leaper +11, superstition +4)

**Base Statistics** When not raging, the barbarian's statistics are **AC** 19, touch 14, flat-footed 15; **hp** 109; **Fort** +11, **Will** +6; no bonus vs. spells and spell-like or supernatural abilities; **DR** 2/—; **Melee** +1 *orc double axe* +16/+11/+6 (1d8+5/19–20/×3) or +1 *orc double axe* +14/+9/+4 (1d8+4/19–20/×3), +1 *orc double axe* +14/+9 (1d8+4/19–20/×3), bite +9 (1d4+1); **Ranged** mwk composite longbow +16/+11/+6 (1d8+3/×3); **Str** 16, **Con** 14; **CMB** +14; **CMD** 28; **Skills** Acrobatics +17 (+21 when jumping) Climb +8, Swim +8.

**Statistics**

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

**Base Atk** +11; **CMB** +17; **CMD** 29

**Feats** Double Slice, Improved Critical (orc double axe), Improved Two-Weapon Fighting, Two-Weapon Fighting, Two-Weapon Rend, Weapon Focus (orc double axe)

**Skills** Acrobatics +17 (+32 when jumping), Climb +11, Intimidate +10, Perception +15, Ride +7, Stealth +14, Survival +5, Swim +11

**SQ** fast movement, orc blood, weapon familiarity

**Combat Gear** *potions of blur* (2), *potion of fly*; **Other Gear** +1 *chain shirt*, +1/+1 *orc double axe*, masterwork composite longbow (+7 Str) with 20 arrows, *belt of giant strength* +2, *cloak of resistance* +2, climber's kit, 50 gp



**Eviolynn**      **CR 7**      **(SUBTIER 7-8)**

**Tactics**

**Before Combat** Eviolynn is entertaining Nikolai's grandiose plans for his new lodge, nodding his head and agreeing readily with his Venture-Captain.

**During Combat** Eviolynn uses his most powerful spells to quickly subdue the PCs. If he or his allies are attacked with lethal force, he uses more deadly magic.

**Morale** If Nikolai is defeated, Eviolynn retreats and attempts to warn the alraune. Otherwise, Eviolynn fights until reduced to 20 or fewer hit points before surrendering.

**Gnome sorcerer 8**

CE Small humanoid (gnome)

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

**Defense**

**AC** 16, touch 14, flat-footed 13 (+2 armor, +2 Dex, +1 dodge, +1 size)

**hp** 46 (8d6+16)

**Fort** +3, **Ref** +4, **Will** +10; +2 vs. illusions

**Defensive Abilities** defensive training (+4 dodge bonus to AC vs. giants)

**Offense**

**Speed** 20 ft.

**Melee** sickle +3 (1d4–2)

**Ranged** mwk light crossbow +8 (1d6/19–20)

**Special Attacks** +1 on attack rolls against goblinoid and reptilian humanoids

**Gnome Spell-Like Abilities** (CL 8th; concentration +12)

1/day—*dancing lights*, *ghost sound* (DC 15), *prestidigitation*, *speak with animals*

**Bloodline Spell-Like Abilities** (CL 8th; concentration +12)

7/day—laughing touch

**Sorcerer Spells Known** (CL 8th; concentration +12)

4th (4/day)—*phantasmal killer* (DC 21)

3rd (6/day)—*deep slumber* (DC 19), *major image* (DC 20), *suggestion* (DC 19)

2nd (7/day)—*hideous laughter* (DC 18), *hypnotic pattern* (DC 19), *mirror image*, *scorching ray*

1st (7/day)—*charm person* (DC 15), *color spray* (DC 18), *entangle* (DC 15), *magic missile*, *shield*, *ventriloquism* (DC 18)

0 (at will)—*daze* (DC 16), *detect magic*, *flare* (DC 14), *mage hand*, *message*, *ray of frost*, *read magic*, *touch of fatigue* (DC 14)

**Bloodline** fey

**Statistics**

**Str** 6, **Dex** 14, **Con** 12, **Int** 12, **Wis** 14, **Cha** 18

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

**Feats** Dodge, Eschew Materials, Greater Spell Focus (illusion), Iron Will, Mobility, Spell Focus (illusion)

**Skills** Bluff +12, Knowledge (arcana) +8, Knowledge (nature) +5, Perception +10, Spellcraft +8, Use Magic Device +11

**Languages** Common, Elven, Gnome, Sylvan

**SQ** bloodline arcana (+2 DC for compulsion spells), gnome magic, woodland stride

**Combat Gear** *potion of cure moderate wounds*, *screaming bolts* (3), *wand of grease* (20 charges), *wand of invisibility* (21 charges); **Other Gear** masterwork light crossbow with 10 bolts, sickle, *bracers of armor* +2, book of pressed fairy wings, 168 gp

**Eviolynn**

**CR 11**

**(SUBTIER 10-11)**

### Tactics

Use the tactics from Subtier 7–8.

### Elf sorcerer 12

CN Medium humanoid (elf)

**Init** +3; **Senses** low-light vision; Perception +12

#### Defense

**AC** 21, touch 16, flat-footed 17 (+4 armor, +2 deflection, +3 Dex, +1 dodge, +1 natural)

**hp** 56 (12d6+12)

**Fort** +5, **Ref** +10, **Will** +12; +2 vs. enchantments

**Immune** sleep

#### Offense

**Speed** 30 ft.

**Melee** mwk rapier +10/+5 (1d6–1/18–20)

**Ranged** mwk shortbow +10/+5 (1d6/x3)

**Bloodline Spell-Like Abilities** (CL 12th; concentration +17)

8/day—laughing touch

12 rounds/day—fleeting glance

**Sorcerer Spells Known** (CL 12th; concentration +17)

6th (3/day)—*mass suggestion* (DC 25)

5th (6/day)—*dominate person* (DC 24), *mind fog* (DC 24), *tree stride*

4th (7/day)—*bestow curse* (DC 19), *charm monster* (DC 21), *crushing despair* (DC 23), *poison* (DC 19)

3rd (7/day)—*deep slumber* (DC 22), *fly*, *hold person* (DC 22), *lightning bolt* (DC 18), *suggestion* (DC 22)

2nd (7/day)—*false life*, *glitterdust* (DC 17), *hideous laughter* (DC 21), *scorching ray*, *spectral hand*, *touch of idiocy*

1st (8/day)—*charm person* (DC 18), *entangle* (DC 16), *mage armor*, *magic missile*, *shield*, *ventriloquism* (DC 16)

0 (at will)—*dancing lights*, *daze* (DC 19), *detect magic*, *ghost sound* (DC 15), *mage hand*, *message*, *prestidigitation*, *ray of frost*, *read magic*

**Bloodline** fey

**Base Statistics** Without *false life* and *mage armor*, the sorcerer's statistics are **AC** 17, touch 16, flat-footed 13; **hp** 44.

#### Statistics

**Str** 8, **Dex** 16, **Con** 10, **Int** 12, **Wis** 13, **Cha** 20

**Base Atk** +6; **CMB** +5; **CMD** 21

**Feats** Dodge, Eschew Materials, Greater Spell Focus (enchantment), Improved Iron Will, Iron Will, Lightning Reflexes, Spell Focus (enchantment), Weapon Finesse

**Skills** Bluff +18, Diplomacy +15, Fly +7, Intimidate +18, Knowledge (arcana) +6, Knowledge (nature) +5, Perception +12, Spellcraft +9 (+11 to identify magic item properties)

**Languages** Common, Elven, Sylvan

**SQ** bloodline arcana (+2 DC for compulsion spells), elven magic, weapon familiarity, woodland stride

**Combat Gear** *elixir of love* (2), *scroll of wall of force*; **Other Gear** masterwork rapier, masterwork shortbow with 20 arrows, *cloak of resistance* +1, *hat of disguise*, *headband of alluring charisma* +2, *ring of protection* +2, jewelry (worth 300 gp), 1,825 gp

## Sarkorian Alraune CR 9

(SUBTIER 7-8)

NE Large plant

**Init** +5; **Senses** low-light vision; Perception +15

**Aura** calming fragrance (60 ft., DC 21)

### DEFENSE

**AC** 22, touch 10, flat-footed 21 (+1 Dex, +12 natural, -1 size)

**hp** 136 (13d8+78)

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

**Immune** plant traits; **SR** 20

### OFFENSE

**Speed** 40 ft.

**Melee** 4 vines +15 (1d10+7 plus grab and bleed)

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

**Special Attacks** bleed (2d6), constrict (1d10+10), feed

**Spell-Like Abilities** (CL 9th; concentration +14)

At will—*charm monster* (DC 18), *detect thoughts* (DC 17), *suggestion* (DC 18)

3/day—*glitterdust* (DC 17), *hold monster* (DC 20)

1/day—*commune with nature*, *wall of thorns*

### Tactics

**Before Combat** The Sarkorian alraune is directing two of the last remaining Pathfinders to dig their own grave.

**During Combat** If forced into combat, the Sarkorian alraune uses *wall of thorns* to separate the party and then uses a mix of mix of spells and melee to subdue the PCs, preferring to leave them alive if possible.

**Morale** The Sarkorian alraune has struggled its entire life to find an environment as suitable as the Mwangi Expanse. It's unwilling to suffer any longer and fights to the death to defend its new home.

### STATISTICS

**Str** 24, **Dex** 13, **Con** 22, **Int** 10, **Wis** 16, **Cha** 21

**Base Atk** +9; **CM B** +17 (+21 grapple); **CM D** 28 (can't be tripped)

**Feats** Alertness, Cleave, Deceitful, Improved Initiative, Lightning Reflexes, Power Attack, Vital Strike

**Skills** Bluff +13, Disguise +8, Knowledge (nature) +6, Perception +15, Sense Motive +11

**Languages** Aklo, Common, Elven, Sylvan

### SPECIAL ABILITIES

**Calming Fragrance (Su)** A supernaturally sweet perfume that calms the nerves and blunts aggression constantly surrounds an alraune to a radius of 60 feet. Any creature in this area of effect must succeed at a DC 21 Will save at the start of its turn or fall under the effects of *calm emotions* for 1 round. Creatures that could be attracted to the alraune's current apparent gender take a -2 penalty on this Will save, while all other creatures gain a +2 bonus on the save. This is a mind-affecting effect. The save DC is Charisma-based.

**Feed (Ex)** An alraune's roots can feed on a helpless or willing target. At the end of an hour of feeding, the victim takes 1d6 points of both Constitution and Intelligence drain, and the alraune heals 3d6 points of damage.

**Alraune CR 13****(SUBTIER 10-11)**

NE Large plant

**Init** +5; **Senses** low-light vision; Perception +17**Aura** calming fragrance (60 ft., DC 24)**DEFENSE****AC** 27, touch 10, flat-footed 26 (+1 Dex, +17 natural, -1 size)**hp** 199 (19d8+114)**Fort** +17, **Ref** +9, **Will** +11**Immune** plant traits; **SR** 24**OFFENSE****Speed** 40 ft.**Melee** 4 vines +20 (1d10+7 plus grab and bleed)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** bleed (2d6), constrict (1d10+10), feed**Spell-Like Abilities** (CL 13th; concentration +18)At will—*charm monster* (DC 18), *detect thoughts* (DC 17), *suggestion* (DC 18)3/day—quicken *glitterdust* (DC 17), *hold monster* (DC 20)1/day—*commune with nature*, *mind fog*, *wall of thorns***STATISTICS****Str** 24, **Dex** 13, **Con** 22, **Int** 10, **Wis** 17, **Cha** 21**Base Atk** +14; **CMB** +22 (+26 grapple); **CMD** 33 (can't be tripped)**Feats** Alertness, Cleave, Deceitful, Great Cleave, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability (*glitterdust*), Vital Strike**Skills** Bluff +16, Disguise +9, Knowledge (nature) +9, Perception +17, Sense Motive +14**Languages** Aklo, Common, Elven, Sylvan**SPECIAL ABILITIES****Calming Fragrance (Su)** A supernaturally sweet perfume that calms the nerves and blunts aggression constantly surrounds an alraune to a radius of 60 feet. Any creature in this area of effect must make a DC 24 Will save at the start of its turn to avoid falling under the effects of *calm emotions* for 1 round. Creatures that could be attracted to the alraune's current apparent gender take a -2 penalty on this Will save, while all other creatures gain a +2 bonus on the save. This is a mind-affecting effect. The save DC is Charisma-based.**Feed (Ex)** An alraune's roots can feed on a helpless or willing target. At the end of an hour of feeding, the victim takes 1d6 points of both Constitution and Intelligence drain, and the alraune heals 3d6 points of damage.**Advanced Creature (CR +1) template applied:****Init** +7; **Senses** low-light vision; Perception +19**Aura** calming fragrance (60 ft., DC 26)**AC** 30, touch 12, flat-footed 28 (+3 Dex, +19 natural, -1 size)**hp** 237**Fort** +19, **Ref** +11, **Will** +13**Melee** 4 vines +22 (1d10+9 plus grab and bleed)**Special Attacks** bleed (2d6), constrict (1d10+12), feed**Spell-Like Abilities** (CL 13th; concentration +20) *charm monster* (DC 20), *detect thoughts* (DC 19), *suggestion* (DC 20), quicken *glitterdust* (DC 19), *hold monster* (DC 22)**Str** 28, **Dex** 17, **Con** 26, **Int** 14, **Wis** 21, **Cha** 25**Base Atk** +14; **CMB** +24 (+28 grapple); **CMD** 37 (can't be tripped)**Skills** Bluff +18, Disguise +11, Knowledge (nature) +11, Perception +19, Sense Motive +16

## Kapre CR 10

CN Huge plant

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +22

**Aura** confounding (100 ft., DC 21)

### DEFENSE

**AC** 24, touch 10, flat-footed 22 (+2 Dex, +14 natural, -2 size)

**hp** 127 (15d8+60)

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

**DR** 10/slashing; **Immune** plant traits

### OFFENSE

**Speed** 50 ft., climb 30 ft.

**Melee** 2 slams +17 (2d6+12)

**Space** 15 ft., **Reach** 15 ft.

**Special Attacks** blow smoke

**Spell-Like Abilities** (CL 14th; concentration +18)

Constant—*speak with plants*

At will—*invisibility*

### STATISTICS

**Str** 26, **Dex** 15, **Con** 17, **Int** 12, **Wis** 15, **Cha** 18

**Base Atk** +11; **CMB** +21; **CMD** 33

**Feats** Alertness, Combat Reflexes, Diehard, Endurance, Iron Will, Lightning Reflexes, Power Attack, Toughness

**Skills** Climb +20, Disable Device +11, Perception +22, Sense Motive +9, Stealth +18, Survival +9; **Racial**

**Modifiers** +8 Perception, +8 Stealth

**Languages** Common; *speak with plants*

**SQ** tree meld

### SPECIAL ABILITIES

**Blow Smoke (Su)** Smoke constantly drifts from a kapre's mouth, and as a standard action it can exhale a 30-foot cone of smoke. Any creature in the area must succeed at a DC 20 Fortitude save or be nauseated for 1 round. This is a poison effect, and the save DC is Constitution-based.

**Confounding Aura (Su)** A magical aura surrounds a kapre, confusing and distracting its foes. Within a kapre's aura, the DC of all Survival checks is increased by 15, and creatures trained in Survival are no longer able to automatically determine true north. On top of this, any creature within a kapre's aura must succeed at a DC 21 Will saving throw when it enters the area or take a -4 penalty on concentration checks, initiative checks, and skill checks. A kapre can suppress this aura at will.

**Tree Meld (Su)** A kapre can meld with any tree, similar to how the spell *meld with stone* functions. It can remain melded with a tree as long as it wishes.

### Young Creature (CR -1) template applied:

**Size** Large **Init** +4

**AC** 25, touch 13, flat-footed 21 (+4 Dex, +12 natural, -1 size)

**hp** 97 **Fort** +10, **Ref** +11, **Will** +9

**Melee** 2 slams +15 (2d6+10)

**Str** 22, **Dex** 19, **Con** 13, **Int** 12, **Wis** 15, **Cha** 18

**Base Atk** +11; **CMB** +19; **CMD** 33

**Skills** Climb +18, Disable Device +15, Stealth +22

### Special Abilities

**Blow Smoke (Su)** DC decreases to 18

## Treant CR 8

NG Huge plant

**Init** -1; **Senses** low-light vision; Perception +12

### Defense

**AC** 21, touch 7, flat-footed 21 (-1 Dex, +14 natural, -2 size)

**hp** 114 (12d8+60)

**Fort** +13, **Ref** +3, **Will** +9

**Immune** plant traits; **DR** 10/slashing

**Weaknesses** vulnerability to fire

### Offense

**Speed** 30 ft.

**Melee** 2 slams +17 (2d6+9/19-20)

**Ranged** rock +7 (2d6+13)

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

**Special Attacks** rock throwing (180 ft.), trample (2d6+13, DC 25)

### Statistics

**Str** 29, **Dex** 8, **Con** 21, **Int** 12, **Wis** 16, **Cha** 13

**Base Atk** +9; **CMB** +20; **CMD** 29

**Feats** Alertness, Improved Critical (slam), Improved Sunder, Iron Will, Power Attack, Weapon Focus (slam)

**Skills** Diplomacy +9, Intimidate +9, Knowledge (nature) +9, Perception +12, Sense Motive +9, Stealth -9 (+7 in forests); **Racial Modifiers** +16 Stealth in forests

**Languages** Common, Sylvan, Treant

**SQ** animate trees, double damage against objects, treespeech

### Special Abilities

**Animate Trees (Sp)** A treant can animate any trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a tree to uproot itself, after which it moves at a speed of 10 feet and fights as a treant (although it has only one slam attack and lacks the treant's animation and rock-throwing abilities), gaining the treant's vulnerability to fire. If the treant that animated it terminates the animation, moves out of range, or is incapacitated, the tree immediately takes root wherever it is and returns to its normal state.

**Double Damage Against Objects (Ex)** A treant or animated tree that makes a full attack against an object or structure deals double damage.

**Treespeech (Ex)** A treant has the ability to converse with plants as if subject to a continual *speak with plants* spell, and most plants greet them with an attitude of friendly or helpful.