

(5-6) x3 (x2 for 4-players)

(8-9) x4 (remove hazard for 4-players)

N Medium construct

Init +2; **Senses** darkvision 60 ft., low-light vision;
Perception +0

DEFENSE

AC 18, **touch** 12, **flat-footed** 16 (+2 Dex, +6 natural)

hp 53 (6d10+20)

Fort +2, **Ref** +4, **Will** +4

Defensive Abilities deflective wings;

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

OFFENSE

Speed 30 ft, fly 60 ft (average)

Melee 2 slams +10 (1d6+4), 2 wings +5 (1d4+2)

Space 5 ft. by 5 ft.; **Reach** 5 ft.

Special Attacks breath weapon (60-ft. line, 6d6 fire damage, Reflex DC 13 half, usable every 1d4 rounds)

STATISTICS

Str 18, **Dex** 15, **Con** --, **Int** --, **Wis** 11, **Cha** 1

Base Atk +6; **CMB** +10; **CMD** 22

Languages Common (cannot speak)

SQ metallic feathers

SPECIAL ABILITIES

Deflective Wings (Ex) As a standard action, an angelic guardian can spread its wings and protect a single adjacent creature from the next ranged attack. The next time the protected creature would normally be hit by a ranged attack, the attack is instead deflected and the protected creature takes no damage. An angelic guardian can only deflect one ranged attack per turn in this way. This effect lasts until the angelic guardian's next turn or until the protected creature leaves its square, whichever comes first.

Metallic Feathers (Ex) An angelic guardian's wings are honed to razor-sharp edges, and attacks with them deal slashing damage instead of bludgeoning damage.

TACTICS

During Combat The angelic guardians use their breath weapons as often as possible in between their melee attacks, focusing their attention on whoever currently displays or whoever last held Sheila Heidmarch's wayfinder. If attacked by another target, however, the guardians defend themselves.

Morale Programmed to destroy the Pathfinders of Heidmarch Manor, the angelic guardians fight until destroyed.

(5-6) x1

(8-9) x1

N Medium construct

Init +3; **Senses** darkvision 60 ft., low-light vision, Perception +0**DEFENSE****AC** 19, **touch** 13, **flat-footed** 16 (+3 Dex, +6 natural)**hp** 64 (8d10+20)**Fort** +2, **Ref** +5, **Will** +5**DR** 5/adamantine; **Immune** ability damage, ability drain, death effects, death from massive damage, disease, energy drain, exhaustion, fatigue, magic, mind-affecting effects, necromancy, nonlethal damage, paralysis, poison, sleep, stunning**Weaknesses** Vulnerability to Fire**OFFENSE****Speed** 30 ft.**Melee** slam +12/+12 (2d6+4)**Special Attacks** splintering (6d6, DC 14)**STATISTICS****Str** 18, **Dex** 17, **Con** —, **Int** —, **Wis** 17, **Cha** 1**Base Atk** +8; **CMB** +12; **CMD** 25**SQ** construct traits**Gear** slam**SPECIAL ABILITIES**

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, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Immunity to Magic (Ex) A wood golem is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the Fire descriptor, which

affect it normally. In addition, certain spells and effects function differently against the creature, as noted below.

- *Warp wood* or *wood shape* slows a wood golem (as the slow spell) for 2d6 rounds (no save).
- *Repel wood* drives the golem back 60 feet and deals 2d12 points of damage to it (no save).
- A magical attack that deals cold 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 wood golem gets no saving throw against attacks that deal cold damage.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Splintering (Su) As a free action once every 1d4+1 rounds, a wood golem can launch a barrage of razor-sharp wooden splinters from its body in a 20-foot-radius burst. All creatures caught within this area take 6d6 points of slashing damage (Reflex DC 14 halves). The save DC is Constitution-based.

Vulnerability to Fire (Ex) You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

TACTICS

During Combat The golem uses its splintering ability only after the simulacrum has been killed.

Morale Black programmed the golem to follow his orders or those of his simulacrum, but to keep functioning on the last orders given if the simulacrum dies.

CHRYSALIS BLACK'S LESSER SIMULACRUM CR 2

(5-6) x1

Male human wizard 4

CN Medium humanoid (human)

Init +0; **Senses** Perception +1

DEFENSE

AC 14, **touch** 10, **flat-footed** 14 (+4 armor)

hp 32 (4d6+16)

Fort +3, **Ref** +1, **Will** +5

OFFENSE

Speed 30 ft

Melee quarterstaff +3 (1d6+1)

STATISTICS

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

Base Atk +2; **CMB** +3; **CMD** 13

Feats Deceitful, Scribe Scroll, Skill Focus (Bluff),
Toughness

Skills Bluff +8, Craft (sculpture) +11, Disguise +1,
Heal +5, Knowledge (arcana) +11, Knowledge
(engineering) +11, Sense Motive +5, Spellcraft
+11

Languages Common, Jistka, Terran, Thassilonian,
Varisian

Combat Gear *potion of mage armor*; **Other Gear**
quarterstaff, bronze badge of the Aspis
Consortium

TACTICS

Before Combat If the simulacrum is aware of the PCs' presence at the Golemworks, he drinks his potion of mage armor before entering the office.

During Combat Since a lesser simulacrum can't use magical abilities, he orders his allies to attack the PCs while the replica Black tries to kill or capture the object of his affection, promising to take good care of that PC's "best parts."

Morale The simulacrum fights until destroyed.

Base Statistics Without mage armor, the simulacrum's statistics are **AC** 10, **touch** 10, **flat-footed** 10.

(8-9) x1

Male human wizard 6

CN Medium humanoid (human)

Init +0; **Senses** Perception +1**DEFENSE****AC** 20, **touch** 10, **flat-footed** 20 (+4 armor, +2 natural, +4 shield)**hp** 47 (6d6+24)**Fort** +4, **Ref** +2, **Will** +6**OFFENSE****Speed** 30 ft**Melee** quarterstaff +4 (1d6+1)**Special Attacks** hand of the apprentice (7/day)**Wizard Spells Prepared** (CL 6th; concentrate +10)3rd—*displacement*, *lightning bolt* (DC 17), *slow* (DC 17)2nd—*mirror image*, *scorching ray* (2),
*whispering wind*1st—*mage armor*, *magic missile* (2), *ray of*
enfeeblement (DC 15)0 (at will)—*acid splash*, *detect magic*, *light*, *read*
*magic***STATISTICS****Str** 12, **Dex** 10, **Con** 14, **Int** 18, **Wis** 13, **Cha** 8**Base Atk** +3; **CMB** +4; **CMD** 14**Feats** Deceitful, Scribe Scroll, Skill Focus (Bluff),
Spell Focus (enchantment), Still Spell,
Toughness**Skills** Bluff +10, Craft (sculpture) +13, Disguise +1,
Heal +7, Knowledge (arcana) +13, Knowledge
(engineering) +13, Sense Motive +7, Spellcraft
+13**Languages** Common, Jistka, Terran, Thassilonian,
Varisian**SQ** arcane bond (amulet)**Combat Gear** *potion of barkskin*, *scroll of shield*;**Other Gear** quarterstaff, bronze badge of the
Aspis Consortium, spell component pouch**TACTICS****Before Combat** If the simulacrum is aware of the PCs' presence at the Golemworks, he drinks his potion of barkskin, casts mage armor, and uses a scroll of shield before entering.**During Combat** The simulacrum casts mirror image on the opening round of combat. On subsequent rounds, if a restraining chair successfully grapples a PC, the simulacrum targets that PC with a ray of enfeeblement. Otherwise, the simulacrum casts his deadliest spells at the object of his affection, promising to take good care of the PC's "best parts."**Morale** The simulacrum fights until destroyed.**Base Statistics** Without *barkskin*, *mage armor*, and *shield*, the simulacrum's statistics are **AC** 10, touch 10, flat-footed 10.

(8-9) x1

N Huge outsider (earth, elemental, extraplanar)

Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft., Perception +16**DEFENSE****AC** 21, **touch** 7, **flat-footed** 21 (-1 Dex, +14 natural, -2 size)**hp** 136 (13d10+65)**Fort** +13, **Ref** +3, **Will** +8**DR** 10/-; **Immune** critical hits, flanking, paralysis, poison, sleep, sneak attacks, stunning**OFFENSE****Speed** 20 ft., burrow 20 ft., Earth Glide**Melee** slam +21/+21 (2d10+10)**Space** 15 ft. by 15 ft.; **Reach** 15 ft.**Special Attacks** earth mastery**STATISTICS****Str** 30, **Dex** 8, **Con** 21, **Int** 8, **Wis** 11, **Cha** 11**Base Atk** +13; **CMB** +25 (+29 bull rush) (+29 overrun) (+27 sunder); **CMD** 34 (36 vs. bull rush) (36 vs. overrun) (36 vs. sunder)**Feats** Awesome Blow, Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush, Improved Overrun, Improved Sunder, Martial Weapon Proficiency, Power Attack, Simple Weapon Proficiency**Skills** Appraise +10, Climb +25, Knowledge (Dungeoneering) +10, Knowledge (Planes) +13, Perception +16, Stealth +7**Languages** Terran**SQ** earth glide, elemental traits, outsider traits**Gear** slam**SPECIAL ABILITIES**

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Earth Glide (Ex) A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A Move Earth spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet,

stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

Elemental Traits (Ex) Elementals are immune to paralysis, poison, sleep effects, and stunning. Elementals are not subject to critical hits or flanking. Elementals do not take additional damage from precision-based attacks, such as sneak attack. Elementals do not breathe, eat, or sleep.

Outsider Traits (Ex) Unlike most living creatures, an outsider does not have a dual nature—its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an outsider. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection to restore it to life. Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish).

Tremorsense (Ex) Range 60 ft.; A creature with tremorsense automatically senses the location of anything that is in contact with the ground and within range. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. If no straight path exists through the ground from the creature to those that it's sensing, then the range defines the maximum distance of the shortest indirect path. It must itself be in contact with the ground, and the creatures must be moving. As long as the other creatures are taking physical actions, including casting spells with somatic components, they're considered moving; they don't have to move from place to place for a creature with tremorsense to detect them.

TACTICS

Before Combat Earthmaw hides within his dirt patch and enters combat in the second round by bursting from the floor.

During Combat Earthmaw attacks the closest target, pummeling it into unconsciousness.

Morale Earthmaw is fanatically loyal to Chrysalis. If Black's simulacrum is destroyed while Earthmaw lives, the elemental roars in anger, and ferociously attacks the PC who delivered the simulacrum's killing blow. The elemental fights until destroyed.

(8-9, 4-player) x1

N Huge outsider (earth, elemental, extraplanar)

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

DEFENSE

AC 19, **touch** 7, **flat-footed** 19 (-1 Dex, +12 natural, -2 size)

hp 95 (10d10+40)

Fort +11, **Ref** +2, **Will** +7

DR 5/-; **Immune** critical hits, flanking, paralysis, poison, sleep, sneak attacks, stunning

OFFENSE

Speed 20 ft., burrow 20 ft., Earth Glide

Melee slam +17/+17 (2d8+9)

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

Special Attacks earth mastery

STATISTICS

Str 28, **Dex** 8, **Con** 19, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +21 (+25 bull rush) (+23 overrun); **CMD** 30 (32 vs. bull rush) (32 vs. overrun)

Feats Awesome Blow, Cleave, Greater Bull Rush, Improved Bull Rush, Improved Overrun, Martial Weapon Proficiency, Power Attack, Simple Weapon Proficiency

Skills Appraise +6, Climb +18, Knowledge (Dungeoneering) +4, Knowledge (Planes) +7, Perception +13, Stealth +4

Languages Terran

SQ earth glide, elemental traits, outsider traits

Gear slam

SPECIAL ABILITIES

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Earth Glide (Ex) A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A Move Earth spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

Elemental Traits (Ex) Elementals are immune to paralysis, poison, sleep effects, and stunning. Elementals are not subject to critical hits or flanking. Elementals do not take additional damage from precision-based attacks, such as sneak attack. Elementals do not breathe, eat, or sleep.

Outsider Traits (Ex) Unlike most living creatures, an outsider does not have a dual nature—its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an outsider. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection to restore it to life. Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish).

Tremorsense (Ex) Range 60 ft.; A creature with tremorsense automatically senses the location of anything that is in contact with the ground and within range. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. If no straight path exists through the ground from the creature to those that it's sensing, then the range defines the maximum distance of the shortest indirect path. It must itself be in contact with the ground, and the creatures must be moving. As long as the other creatures are taking physical actions, including casting spells with somatic components, they're considered moving; they don't have to move from place to place for a creature with tremorsense to detect them.

TACTICS

Before Combat Earthmaw hides within his dirt patch and enters combat in the second round by bursting from the floor.

During Combat Earthmaw attacks the closest target, pummeling it into unconsciousness.

Morale Earthmaw is fanatically loyal to Chrysalis. If Black's simulacrum is destroyed while Earthmaw lives, the elemental roars in anger, and ferociously attacks the PC who delivered the simulacrum's killing blow. The elemental fights until destroyed.

(5-6) x3 (x1 for 4-players)

(8-9) x3

N Small construct

Init +1; **Senses** darkvision 60 ft., low-light vision, Perception -5

DEFENSE

AC 16, **touch** 12, **flat-footed** 15 (+1 Dex, +4 natural, +1 size)

hp 21 (2d10+10)

Fort +0, **Ref** +1, **Will** -5

Defensive Abilities hardness 5; **Immune** ability damage, ability drain, death effects, death from massive damage, disease, energy drain, exhaustion, fatigue, mind-affecting effects, necromancy, nonlethal damage, paralysis, poison, sleep, stunning

OFFENSE

Speed 30 ft.

Melee slam +3/+3 (1d3 plus grab)

Special Attacks constrict (1d3), grab (Medium)

STATISTICS

Str 10, **Dex** 12, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +2; **CMB** +1 (+5 grapple); **CMD** 12

Skills

SQ construction points (additional attack, constrict, grab)

SPECIAL ABILITIES

Constrict (Ex) You can crush an opponent, dealing 1d4+0 bludgeoning damage, with a successful grapple check.

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, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Grab (Ex) If You hit with the indicated attack, you deal normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity.

Hardness The Animated Object can ignore the first 5 points of damage from an attack.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

TACTICS

During Combat A restraining chair attacks its closest enemy, attempting to grapple and constrict its target.

Morale Black programmed the chairs to attack when he or his simulacrum is threatened, and to keep fighting until destroyed or until no threats remained in the office.

(8-9) x1

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** ability damage, ability drain, death effects, death from massive damage, disease, energy drain, exhaustion, fatigue, magic, mind-affecting effects, necromancy, nonlethal damage, paralysis, poison, sleep, stunning**OFFENSE****Speed** 30 ft.**Melee** slam +13/+13 (2d8+5)**Space** 10 ft. by 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**SQ** construct traits**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.**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, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.**Darkvision (Ex)** Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.**Low-Light Vision (Ex)** You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they

can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

TACTICS**Before Combat** The golem hides sprawls motionless in a rocking chair until its daughters order it to attack.**During Combat** The golem mindlessly attacks until it is destroyed. It's wearing slippers of spider climbing, but the low ceiling and its mindlessness prevent it from taking advantage of their abilities.

JAELLE**CR 4****(5-6) x1**

Female human rogue 5

NE Medium humanoid (human)

Init +8; **Senses** Perception +10**DEFENSE****AC** 18, **touch** 14, **flat-footed** 14 (+4 armor, +4 dex)
hp 41 (5d8+15)**Fort** +3, **Ref** +8, **Will** +1**Defensive Abilities** evasion, trap sense +1,
uncanny dodge**OFFENSE****Speed** 30 ft**Melee** mwk kukri +6 (1d4+1 plus poison/15–20),
mwk kukri +6 (1d4 plus poison/15–20)**Special Attacks** sneak attack +3d6**STATISTICS****Str** 13, **Dex** 18, **Con** 14, **Int** 8, **Wis** 10, **Cha** 12**Base Atk** +3; **CMB** +4; **CMD** 18**Feats** Alertness, Improved Initiative, Skill Focus
(Sense Motive), Two-Weapon Fighting, Weapon
Finesse**Skills** Acrobatics +10, Bluff +9, Disguise +9,
Intimidate +9, Perception +10, Sense Motive
+13, Sleight of Hand +12, Stealth +10**SQ** rogue talents (finesse rogue, surprise attack),
trapfinding +2**Combat Gear** *oils of keen edge* (2), sassone leaf
residue (2); Other Gear chain shirt, masterwork
kukris (2)**TACTICS****Before Combat** Jaelle attempts to apply her oils of keen edge and sassone leaf residue to both of her kukris using Sleight of Hand before she initiates combat.**During Combat** Jaelle calls out for help, then attempts to flank her opponents, targeting casters over fighters. She uses her Two-Weapon Fighting feat unless she cannot hit her target, in which case she attacks with one kukri only.**Morale** Jaelle fights until reduced below 5 hit points, at which point she pleads for her life. If a Sczarni faction PC identifies her and mentions that her father wants her back home, she surrenders when brought below 15 hit points.**Base Statistics** Without *keen edge*, Jaelle's statistics are **Melee** mwk kukri +6 (1d4+1 plus poison/18–20), mwk kukri +6 (1d4 plus poison/18–20).

(8-9) x1

Female human rogue 9

NE Medium humanoid (human)

Init +8; **Senses** Perception +14

DEFENSE

AC 19, **touch** 15, **flat-footed** 14 (+4 armor, +4 dex, +1 dodge)**hp** 71 (9d8+27)**Fort** +5, **Ref** +10, **Will** +3**Defensive Abilities** evasion, trap sense +3, improved uncanny dodge

OFFENSE

Speed 30 ft**Melee** +1 keen kukri +10/+5 (1d4+3 plus poison/15–20), mwk kukri +10 (1d4+1 plus poison/15–20)**Special Attacks** sneak attack +5d6**Special Attacks** (CL 9th, concentration +8)3/day—*resistance*2/day—*disguise self*

STATISTICS

Str 14, **Dex** 18, **Con** 14, **Int** 8, **Wis** 10, **Cha** 12**Base Atk** +6; **CMB** +8; **CMD** 23**Feats** Alertness, Dodge, Improved Initiative, Skill Focus (Sense Motive), Two-Weapon Fighting, Weapon Finesse, Weapon Focus (kukri)**Skills** Acrobatics +14, Bluff +13, Disguise +13, Intimidate +13, Perception +14, Sense Motive +17, Sleight of Hand +16, Stealth +14**SQ** rogue talents (finesse rogue, major magic, minor magic, surprise attack), trapfinding +4**Combat Gear** *oil of keen edge*, sassone leaf residue (2); **Other Gear** chain shirt, +1 keen kukri, masterwork kukri(8-9 for 4-players) x1 (**sickened**)

Female human rogue 9

NE Medium humanoid (human)

Init +8; **Senses** Perception +12

DEFENSE

AC 19, **touch** 15, **flat-footed** 14 (+4 armor, +4 dex, +1 dodge)**hp** 71 (9d8+27)**Fort** +3, **Ref** +8, **Will** +1**Defensive Abilities** evasion, trap sense +3, improved uncanny dodge

OFFENSE

Speed 30 ft**Melee** +1 keen kukri +8/+3 (1d4+1 plus poison/15–20), mwk kukri +8 (1d4-1 plus poison/15–20)**Special Attacks** sneak attack +5d6**Special Attacks** (CL 9th, concentration +6)3/day—*resistance*2/day—*disguise self*

STATISTICS

Str 14, **Dex** 18, **Con** 14, **Int** 8, **Wis** 10, **Cha** 12**Base Atk** +6; **CMB** +6; **CMD** 23**Feats** Alertness, Dodge, Improved Initiative, Skill Focus (Sense Motive), Two-Weapon Fighting, Weapon Finesse, Weapon Focus (kukri)**Skills** Acrobatics +12, Bluff +11, Disguise +11, Intimidate +11, Perception +12, Sense Motive +15, Sleight of Hand +14, Stealth +12**SQ** rogue talents (finesse rogue, major magic, minor magic, surprise attack), trapfinding +4**Combat Gear** *oil of keen edge*, sassone leaf residue (2); **Other Gear** chain shirt, +1 keen kukri, masterwork kukri

TACTICS

Before Combat Jaelle attempts to apply her oils of keen edge and sassone leaf residue to both of her kukris using Sleight of Hand before she initiates combat.**During Combat** Jaelle calls out for help, then attempts to flank her opponents, targeting casters over fighters. She uses her Two-Weapon Fighting feat unless she cannot hit her target, in which case she attacks with one kukri only.**Morale** Jaelle fights until reduced below 5 hit points, at which point she pleads for her life. If a Sczarni faction PC identifies her and mentions that her father wants her back home, she surrenders when brought below 15 hit points.**Base Statistics** Without *keen edge*, Jaelle's statistics are **Melee** +1 keen kukri +10/+5 (1d4+3 plus poison/15–20), mwk kukri +10 (1d4+1 plus poison/18–20).

ASPIS THUGS**CR 4**

(5-6) x2 (x1 for 4-players)

(8-9) x4 (x3 for 4-players)

Human fighter 4/rogue 1

NE Medium humanoid (human)

Init +6; **Senses** Perception +9**DEFENSE****AC** 17, **touch** 13, **flat-footed** 14 (+4 armor, +2 dex, +1 dodge)**hp** 40 (5 HD; 4d10+1d8+14)**Fort** +5, **Ref** +5, **Will** +4; +1 vs. fear**Defensive Abilities** bravery +1**OFFENSE****Speed** 30 ft**Melee** greataxe +9 (1d12+8/x3)**Special Attacks** sneak attack +1d6**STATISTICS****Str** 18, **Dex** 14, **Con** 13, **Int** 10, **Wis** 12, **Cha** 8**Base Atk** +4; **CMB** +8; **CMD** 21**Feats** Dodge, Improved Initiative, Iron Will, Power Attack, Toughness, Weapon Focus (greataxe), Weapon Specialization (greataxe)**Skills** Acrobatics +9, Bluff +7, Knowledge (local) +4, Perception +9, Stealth +9**Languages** Common**SQ** armor training 1, trapfinding +1**Gear** *chain shirt, greataxe***TACTICS****Before Combat** The thugs ready their actions in anticipation of being called into the storefront.**During Combat** The thugs attempt to flank their targets and use sneak attack. They employ their Power Attack feat unless they cannot hit their targets.**Morale** While Jaelle lives, the thugs fight to the death. If Jaelle dies or surrenders, the thugs yield once brought below 5 hit points or if one of them is reduced from conscious to dead in a single blow.

(5-6) x4 (x3 for 4-players)

(8-9) x6 (x3 for 4-players)

Female soulbound doll

CN Tiny construct

Init +6; **Senses** darkvision 60 ft., low-light vision, Perception +3**DEFENSE****AC** 15, **touch** 14, **flat-footed** 13 (+2 Dex, +1 natural, +2 size)**hp** 19 (3d10+3)**Fort** +1, **Ref** +3, **Will** +1**DR** 2/magic; **Immune** ability damage, ability drain, death effects, death from massive damage, disease, energy drain, exhaustion, fatigue, mind-affecting effects, necromancy, nonlethal damage, paralysis, poison, sleep, stunning**Weaknesses** Susceptible to Mind-Affecting Effects**OFFENSE****Speed** 20 ft.**Space** 2.5 ft. by 2.5 ft.; **Reach** 0 ft.**Innate Spell-Like Abilities:** (CL 3rd, conc +2)
3/day—*light, mage hand, open/close, prestidigitation*
1/day—*levitate, rage***STATISTICS****Str** 7, **Dex** 14, **Con** —, **Int** 11, **Wis** 10, **Cha** 9**Base Atk** +3; **CMB** +3; **CMD** 11**Feats** Improved Initiative, Toughness**Skills** Perception +3, Stealth +13**Languages** Common**SQ** alignment variation, construct traits, soul focus**SPECIAL ABILITIES****Alignment Variation (Ex)** Soulbound dolls are at least partially neutral in alignment, although they can also be chaotic, evil, good, or lawful. They have an alignment-dependent spell-like ability usable once per day depending on the alignment.**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, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.**Darkvision (Ex)** Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature.

Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be.

Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.**Soul Focus (Su)** The soul bound to the doll lives within a focus integrated into the doll or its apparel, typically one of the doll's eyes or a gem embedded into its neck or chest. As long as this soul focus remains intact, it can be used to animate another doll, using the same cost as creating a new construct. Once bound into the soul focus, the soul continues to learn, and so if later it is put into a new doll body, the soul retains its personality and memories from its previous body or bodies. A soul focus has hardness 8, 12 hit points, and a break DC of 20.**Susceptible to Mind-Affecting Effects (Ex)** The weakened conviction of a soulbound doll's soul make it susceptible to mind-affecting effects, despite the fact that it is a construct.**TACTICS****Before Combat** The soulbound dolls use their spell-like abilities to knock things over, slam chests open and close, and cause other uncanny occurrences in the hope of tricking the PCs into thinking the area is haunted and leaving them undisturbed.**During Combat** The sisters use their rage spell-like ability and furiously attack the PCs.**Morale** The dolls have been formed and shattered so many times by their insane brother that they don't fear destruction. They fight until destroyed, believing their soul foci will simply be incorporated into future dolls their brother crafts.

(5-6) x1

Male human wizard 10

CN Medium humanoid (human)

Init +0; **Senses** Perception +1**DEFENSE****AC** 21, **touch** 11, **flat-footed** 21 (+4 armor, +1 insight, +2 natural, +4 shield)**hp** 77 (10d6+40)**Fort** +5, **Ref** +3, **Will** +8**OFFENSE****Speed** 30 ft**Melee** quarterstaff +6 (1d6+1)**Special Attacks** hand of the apprentice (7/day), metamagic mastery (2/day)**Wizard Spells Prepared** ((CL 10th; conc +14)5th—*feeblemind* (DC 20), *teleport*4th—*black tentacles*, *lesser simulacrum*, *scrying* (DC 18), *stoneskin*3rd—*displacement*, *lightning bolt* (2, DC 17), *protection from energy*2nd—*false life*, *mirror image*, *scorching ray* (2), *unnatural lust* (DC 17)1st—*alarm*, *mage armor*, *magic missile* (2), *ray of enfeeblement* (DC 15)0 (at will)—*acid splash*, *detect magic*, *light*, *read magic***STATISTICS****Str** 12, **Dex** 10, **Con** 14, **Int** 19, **Wis** 13, **Cha** 8**Base Atk** +5; **CMB** +6; **CMD** 17**Feats** Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Deceitful, Scribe Scroll, Skill Focus (Bluff), Spell Focus (enchantment), Still Spell, Toughness**Skills** Bluff +19, Craft (sculpture) +17, Disguise +1, Heal +11, Knowledge (arcana) +17, Knowledge (engineering) +17, Sense Motive +11, Spellcraft +17**Languages** Common, Jistka, Terran, Thassilonian, Varisian**SQ** arcane bond (amulet)**Combat Gear** potion of *barkskin*, scroll of *shield*;**Other Gear** quarterstaff, dusty rose prism ioun stone, lesser extend metamagic rod, ring of counterspells, spell component pouch, spellbook (contains all prepared spells as well as 0—all cantrips; 1st—*floating disk*, *identify*, *magic aura*, *magic aura*, *shield*, *sleep*, *unseen servant*; 2nd—*locate object*, *whispering wind*; 3rd—*dispel magic*, *nondetection*, *slow*; 4th—*confusion*, *dimension door*; 5th—*cone of cold*, *dominate person*)**TACTICS****Before Combat** If the alarm spell in area C5 is triggered, Chrysalis casts his defensive spells that have a duration of at least 1 hour per level. Once Chrysalis hears the PCs at the doll door, he casts his defensive spells (including those on scrolls) that have durations measured in minutes and rounds, using his metamagic rod to extend three of their durations (GM's choice). Once he has finished his preparations (including using potions and scrolls), if the PCs have not bypassed the doll door, Chrysalis opens it from a distance with a remote unlocking mechanism. He then prepares himself using the information he gathered from his earlier scrying.**During Combat** Chrysalis casts *black tentacles*, followed by spells such as *lightning bolt* and *magic missile* before resorting to *unnatural lust*, *feeblemind*, and *ray of enfeeblement*.**Morale** Chrysalis fights until reduced below 20 hit points, at which time he attempts to escape via teleport.**Base Statistics** Without *barkskin*, *mage armor*, and *shield*, Black's statistics are **AC** 11, touch 11, flat-footed 11.

(5-6 for 4-players) x1 (sickened)

Male human wizard 10

CN Medium humanoid (human)

Init +0; **Senses** Perception -1

DEFENSE

AC 21, **touch** 11, **flat-footed** 21 (+4 armor, +1 insight, +2 natural, +4 shield)

hp 77 (10d6+40)

Fort +4, **Ref** +1, **Will** +6

OFFENSE

Speed 30 ft

Melee quarterstaff +4 (1d6-1)

Special Attacks hand of the apprentice (7/day), metamagic mastery (2/day)

Wizard Spells Prepared ((CL 10th; conc +12)

5th—*feeblemind* (DC 20), *teleport*

4th—*black tentacles*, *lesser simulacrum*, *scrying* (DC 18), *stoneskin*

3rd—*displacement*, *lightning bolt* (2, DC 17), *protection from energy*

2nd—*false life*, *mirror image*, *scorching ray* (2), *unnatural lust* (DC 17)

1st—*alarm*, *mage armor*, *magic missile* (2), *ray of enfeeblement* (DC 15)

0 (at will)—*acid splash*, *detect magic*, *light*, *read magic*

STATISTICS

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

Base Atk +5; **CMB** +4; **CMD** 17

Feats Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Deceitful, Scribe Scroll, Skill Focus (Bluff), Spell Focus (enchantment), Still Spell, Toughness

Skills Bluff +17, Craft (sculpture) +15, Disguise -1, Heal +9, Knowledge (arcana) +15, Knowledge (engineering) +15, Sense Motive +9, Spellcraft +15

Languages Common, Jistka, Terran, Thassilonian, Varisian

SQ arcane bond (amulet)

Combat Gear potion of *barkskin*, scroll of *shield*;

Other Gear quarterstaff, dusty rose prism ioun stone, lesser extend metamagic rod, ring of counterspells, spell component pouch, spellbook (contains all prepared spells as well as 0—all cantrips; 1st—*floating disk*, *identify*, *magic aura*, *magic aura*, *shield*, *sleep*, *unseen servant*; 2nd—*locate object*, *whispering wind*; 3rd—*dispel magic*, *nondetection*, *slow*; 4th—*confusion*, *dimension door*; 5th—*cone of cold*, *dominate person*)

TACTICS

Before Combat If the alarm spell in area C5 is triggered, Chrysalis casts his defensive spells that have a duration of at least 1 hour per level. Once Chrysalis hears the PCs at the doll door, he casts his defensive spells (including those on scrolls) that have durations measured in minutes and rounds, using his metamagic rod to extend three of their durations (GM's choice). Once he has finished his preparations (including using potions and scrolls), if the PCs have not bypassed the doll door, Chrysalis opens it from a distance with a remote unlocking mechanism. He then prepares himself using the information he gathered from his earlier scrying.

During Combat Chrysalis casts *black tentacles*, followed by spells such as *lightning bolt* and *magic missile* before resorting to *unnatural lust*, *feeblemind*, and *ray of enfeeblement*.

Morale Chrysalis fights until reduced below 20 hit points, at which time he attempts to escape via teleport.

Base Statistics Without *barkskin*, *mage armor*, and *shield*, Black's statistics are **AC** 11, touch 11, flat-footed 11.

(8-9) x1

Male human wizard 13

CN Medium humanoid (human)

Init +0; **Senses** Perception +14**DEFENSE****AC** 21, **touch** 11, **flat-footed** 21 (+4 armor, +1 insight, +2 natural, +4 shield)**hp** 100 (13d6+52)**Fort** +8, **Ref** +6, **Will** +11**OFFENSE****Speed** 30 ft**Melee** quarterstaff +7/2 (1d6+1)**Special Attacks** hand of the apprentice (8/day), metamagic mastery (3/day)**Wizard Spells Prepared** ((CL 13th; conc +18)7th—*greater scrying* (DC 22)6th—*chain lightning* (DC 21), *contingency*5th—*cone of cold* (DC 20), *dominate person* (2, DC 22), *feblemind* (DC 22)4th—*black tentacles*, *confusion* (DC 21), *dimension door*, *stoneskin*3rd—*dispel magic*, *displacement*, *lightning bolt* (2, DC 18), *protection from energy* (DC 18)2nd—*false life*, *mirror image*, *scorching ray* (2), *unnatural lust* (DC 19)1st—*alarm*, *mage armor*, *magic missile* (3), *ray of enfeeblement* (DC 16)0 (at will)—*acid splash*, *detect magic*, *light*, *read magic***STATISTICS****Str** 12, **Dex** 10, **Con** 14, **Int** 20, **Wis** 13, **Cha** 8**Base Atk** +6; **CMB** +7; **CMD** 18**Feats** Combat Casting, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Deceitful, Greater Spell Focus (enchantment), Scribe Scroll, Skill Focus (Bluff), Spell Focus (enchantment), Still Spell, Toughness**Skills** Bluff +22, Craft (sculpture) +21, Disguise +1, Heal +14, Knowledge (arcana) +21, Knowledge (engineering) +21, Perception +14, Sense Motive +14, Spellcraft +21**Languages** Aklo, Common, Jistka, Terran, Thassilonian, Varisian**SQ** arcane bond (amulet)**Combat Gear** potion of *barkskin*, scroll of *shield*, wand of *wall of fire* (6 charges); **Other Gear** quarterstaff, cloak of *resistance* +2, dusty rose prism ioun stone, extend metamagic rod, ring of counterspells, spell component pouch, spellbook (contains all prepared spells as well as 0—all cantrips; 1st—*floating disk*, *identify*, *magic aura*, *shield*, *sleep*, *unseen servant*; 2nd—*locate object*, *whispering wind*; 3rd—*dispel magic*,*nondetection*, *slow*; 4th—*lesser simulacrum*, *scrying*; 5th—*major creation*, *permanency*, *teleport*; 6th—*disintegrate*, *greater dispel magic*, *mass suggestion*; 7th—*simulacrum*)**TACTICS****Before Combat** If the alarm spell in area C5 is triggered, Chrysalis casts his defensive spells that have a duration of at least 1 hour per level. Once Chrysalis hears the PCs at the doll door, he casts his defensive spells (including those on scrolls) that have durations measured in minutes and rounds, using his metamagic rod to extend three of their durations (GM's choice). Once he has finished his preparations (including using potions and scrolls), if the PCs have not bypassed the doll door, Chrysalis opens it from a distance with a remote unlocking mechanism. He then prepares himself using the information he gathered from his earlier scrying.**During Combat** Chrysalis casts *black tentacles*, followed by spells such as *lightning bolt* and *magic missile* before resorting to *unnatural lust*, *feblemind*, and *ray of enfeeblement*.**Morale** Black fights until reduced below 15 hit points, at which time his contingency spell goes off, triggering dimension door to whisk him away to safety.

(8-9 for 4-players) x1 (sickened)

Male human wizard 13

CN Medium humanoid (human)

Init +0; **Senses** Perception +12**DEFENSE****AC** 21, **touch** 11, **flat-footed** 21 (+4 armor, +1 insight, +2 natural, +4 shield)**hp** 100 (13d6+52)**Fort** +6, **Ref** +4, **Will** +9**OFFENSE****Speed** 30 ft**Melee** quarterstaff +5/0 (1d6-1)**Special Attacks** hand of the apprentice (8/day), metamagic mastery (3/day)**Wizard Spells Prepared** ((CL 13th; conc +16)7th—*greater scrying* (DC 22)6th—*chain lightning* (DC 21), *contingency*5th—*cone of cold* (DC 20), *dominate person* (2, DC 22), *feeblemind* (DC 22)4th—*black tentacles*, *confusion* (DC 21), *dimension door*, *stoneskin*3rd—*dispel magic*, *displacement*, *lightning bolt* (2, DC 18), *protection from energy* (DC 18)2nd—*false life*, *mirror image*, *scorching ray* (2), *unnatural lust* (DC 19)1st—*alarm*, *mage armor*, *magic missile* (3), *ray of enfeeblement* (DC 16)0 (at will)—*acid splash*, *detect magic*, *light*, *read magic***STATISTICS****Str** 12, **Dex** 10, **Con** 14, **Int** 20, **Wis** 13, **Cha** 8**Base Atk** +6; **CMB** +5; **CMD** 18**Feats** Combat Casting, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Deceitful, Greater Spell Focus (enchantment), Scribe Scroll, Skill Focus (Bluff), Spell Focus (enchantment), Still Spell, Toughness**Skills** Bluff +20, Craft (sculpture) +19, Disguise -1, Heal +12, Knowledge (arcana) +19, Knowledge (engineering) +19, Perception +12, Sense Motive +12, Spellcraft +19**Languages** Aklo, Common, Jistka, Terran, Thassilonian, Varisian**SQ** arcane bond (amulet)**Combat Gear** potion of *barkskin*, scroll of *shield*, wand of *wall of fire* (6 charges); **Other Gear** quarterstaff, cloak of *resistance* +2, dusty rose prism ioun stone, extend metamagic rod, ring of counterspells, spell component pouch, spellbook (contains all prepared spells as well as 0—all cantrips; 1st—*floating disk*, *identify*, *magic aura*, *shield*, *sleep*, *unseen servant*; 2nd—*locate object*, *whispering wind*; 3rd—*dispel magic*,*nondetection*, *slow*; 4th—*lesser simulacrum*, *scrying*; 5th—*major creation*, *permanency*, *teleport*; 6th—*disintegrate*, *greater dispel magic*, *mass suggestion*; 7th—*simulacrum*)**TACTICS****Before Combat** If the alarm spell in area C5 is triggered, Chrysalis casts his defensive spells that have a duration of at least 1 hour per level. Once Chrysalis hears the PCs at the doll door, he casts his defensive spells (including those on scrolls) that have durations measured in minutes and rounds, using his metamagic rod to extend three of their durations (GM's choice). Once he has finished his preparations (including using potions and scrolls), if the PCs have not bypassed the doll door, Chrysalis opens it from a distance with a remote unlocking mechanism. He then prepares himself using the information he gathered from his earlier scrying.**During Combat** Chrysalis casts *black tentacles*, followed by spells such as *lightning bolt* and *magic missile* before resorting to *unnatural lust*, *feeblemind*, and *ray of enfeeblement*.**Morale** Black fights until reduced below 15 hit points, at which time his contingency spell goes off, triggering dimension door to whisk him away to safety.