

*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

#### STATISTICS

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

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

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**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

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**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)**w/ Power Attack** bite +15 (1d4+14 plus poison), 2 claws +15 (1d4+14), sting +15 (1d8+14/19–20 plus poison)**Ranged** *enervation* +13 touch (1d4 negative levels)**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 vescavor swarms 40%)

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**STATISTICS****Str** 26, **Dex** 23, **Con** 22, **Int** 9, **Wis** 17, **Cha** 16**Base Atk** +11; **CMB** +20; **CMD** 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.

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**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.

*Pathfinder Campaign Setting: The Worldwound* 43

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

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

#### DEFENSE

**AC** 29, touch 17, flat-footed 21 (+8 Dex, +12 natural, -1 size)

**hp** 148 (11d10+88)

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

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

**w/ Power Attack** bite +17 (1d4+16 plus poison), 2 claws +17 (1d4+16), sting +17 (1d8+16/19–20 plus poison)

**Ranged** *enervation* +15 touch (1d4 negative levels)

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

**Special Attacks** drone

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

At will—*contagion* (DC 19), *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 vescavor swarms 40%)

#### STATISTICS

**Str** 30, **Dex** 27, **Con** 26, **Int** 13, **Wis** 21, **Cha** 20

**Base Atk** +11; **CMB** +22; **CMD** 40 (48 vs. trip)

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

**Skills** Acrobatics +22, Fly +24, Perception +27, Stealth +18, Survival +19; **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 20 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 23; *frequency* 1/round for 6 rounds; *effect* 1d4 Con; *cure* 2 consecutive saves. The save DC is Constitution-based.

**WASP SWARM (for Insect Plague) CR 3**

N Diminutive vermin (swarm)

**Init** +1; **Senses** darkvision 60 ft.; Perception +9**DEFENSE****AC** 15, touch 15, flat-footed 14; (+1 Dex, +4 size)**hp** 31 (7d8)**Fort** +5, **Ref** +3, **Will** +3**Defensive Abilities** swarm traits; **Immune** weapon damage**OFFENSE****Speed** 5 ft., fly 40 ft. (good)**Melee** swarm (2d6 plus poison)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** distraction (DC 13), poison**STATISTICS****Str** 1, **Dex** 13, **Con** 10, **Int** —, **Wis** 12, **Cha** 9**Base Atk** +5; **CMB** —; **CMD** —**Skills** Fly +11, Perception +9; **Racial Modifiers** +8  
Perception**SQ** swarm traits, vermin traits**SPECIAL ABILITIES****Poison (Ex)** Swarm—injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1 Dexterity damage; *cure* 1 save. The save DC is Constitution-based.**BAT SWARM (for Summon Swarm) CR 2**

N Diminutive animal (swarm)

**Init** +2; **Senses** blindsense 20 ft., low-light vision;  
Perception +15**DEFENSE****AC** 16, touch 16, flat-footed 14 (+2 Dex, +4 size)**hp** 13 (3d8)**Fort** +3, **Ref** +7, **Will** +3**Defensive Abilities** swarm traits; **Immune** weapon damage**OFFENSE****Speed** 5 ft., fly 40 ft. (good)**Melee** swarm (1d6)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** distraction (DC 11), wounding**STATISTICS****Str** 3, **Dex** 15, **Con** 11, **Int** 2, **Wis** 14, **Cha** 4**Base Atk** +2; **CMB** —; **CMD** —**Feats** Lightning Reflexes, Skill Focus (Perception)**Skills** Fly +12, Perception +15; **Racial Modifiers** +4  
Perception when using blindsense**SQ** swarm traits**SPECIAL FEATURES****Wounding (Ex)** Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a cure spell or some other healing magic.**RAT SWARM (for Summon Swarm) CR 2**

N Tiny animal (swarm)

**Init** +6; **Senses** low-light vision, scent; Perception +8**DEFENSE****AC** 14, touch 14, flat-footed 12 (+2 Dex, +2 size)**hp** 16 (3d8+3)**Fort** +4, **Ref** +5, **Will** +2**Defensive Abilities** swarm traits**OFFENSE****Speed** 15 ft., climb 15 ft., swim 15 ft.**Melee** swarm (1d6 plus disease)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** disease, distraction (DC 12)**STATISTICS****Str** 2, **Dex** 15, **Con** 13, **Int** 2, **Wis** 13, **Cha** 2**Base Atk** +2; **CMB** —; **CMD** —**Feats** Improved Initiative, Skill Focus (Perception)**Skills** Balance +6, Climb +10, Perception +8, Stealth +14,  
Swim +10; **Racial Modifiers** uses Dex to modify Climb  
and Swim**SPECIAL ABILITIES****Disease (Ex)** *Filth fever*: Swarm—injury; *save* Fort DC 12; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.**SPIDER SWARM (for Summon Swarm) CR 1**

N Diminutive vermin (swarm)

**Init** +3; **Senses** darkvision 60 ft., tremorsense 30 ft.;  
Perception +4**DEFENSE****AC** 17, touch 17, flat-footed 14 (+3 Dex, +4 size)**hp** 9 (2d8)**Fort** +3, **Ref** +3, **Will** +0**Defensive Abilities** swarm traits; **Immune** mind-affecting  
effects, weapon damage**OFFENSE****Speed** 20 ft., climb 20 ft.**Melee** swarm (1d6 plus poison and distraction)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** distraction (DC 11)**STATISTICS****Str** 1, **Dex** 17, **Con** 10, **Int** —, **Wis** 10, **Cha** 2**Base Atk** +1; **CMB** —; **CMD** —**Skills** Climb +11, Perception +4; **Racial Modifiers** +4  
Perception; uses Dexterity for Climb checks**SPECIAL ABILITIES****Poison (Ex)** Swarm—injury; *save* Fort DC 11; *frequency* 1/  
round for 2 rounds; *effect* 1d2 Str; *cure* 1 save. The save  
DC is Constitution-based.

## Contagion Cheat Sheet

**Blinding Sickness** - **Type** disease, ingested; **Save** Fortitude DC 16

**Onset** 1d3 days; **Frequency** 1/day

**Effect** 1d4 Str damage, if more than 2 Str damage, target must make an additional Fort save or be permanently blinded; **Cure** 2 consecutive saves

**Bubonic Plague** - **Type** disease, injury or inhaled; **Save** Fortitude DC 17

**Onset** 1 day; **Frequency** 1/day

**Effect** 1d4 Con damage and 1 Cha damage and target is fatigued; **Cure** 2 consecutive saves

**Cackle Fever** - **Type** disease, inhaled; **Save** Fortitude DC 16

**Onset** 1 day; **Frequency** 1/day

**Effect** 1d6 Wis damage; **Cure** 2 consecutive saves

**Filth Fever** - **Type** disease, injury; **Save** Fortitude DC 12

**Onset** 1d3 days; **Frequency** 1/day

**Effect** 1d3 Dex damage and 1d3 Con damage; **Cure** 2 consecutive saves

**Leprosy** - **Type** disease, contact, inhaled, or injury; **Save** Fortitude DC 12 negates, Fortitude DC 20 to avoid effects

**Onset** 2d4 weeks; **Frequency** 1/week

**Effect** 1d2 Cha damage; **Cure** 2 consecutive saves

**Mindfire** - **Type** disease, inhaled; **Save** Fortitude DC 12

**Onset** 1 day; **Frequency** 1/day

**Effect** 1d4 Int damage; **Cure** 2 consecutive saves

**Red Ache** - **Type** disease, injury; **Save** Fortitude DC 15

**Onset** 1d3 days; **Frequency** 1/day

**Effect** 1d6 Str damage; **Cure** 2 consecutive saves

**Shakes** - **Type** disease, contact; **Save** Fortitude DC 13

**Onset** 1 day; **Frequency** 1/day

**Effect** 1d8 Dex damage; **Cure** 2 consecutive saves

**Slimy Doom** - **Type** disease, contact; **Save** Fortitude DC 14

**Onset** 1 day; **Frequency** 1/day

**Effect** 1d4 Con damage, target must make a second Fort save or 1 point of the damage is drain instead; **Cure** 2 consecutive saves

Vescavor Swarm Confusion Save Chart

Player/Companion	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17

Derakni Drone Save Chart

Player/Companion	1	2	3	4	5	6

Derakni SLA chart

	1	2	3	4	5	6
Enervation						
Quickened Summon Swarm						
Insect Swarm						
Summon						

**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.

**FALLING BLOCK TRAP****CR 5****Type** mechanical; **Perception** DC 20; **Disable Device** DC 20**EFFECTS****Trigger** location; **Reset** manual**Effect** Atk +15 melee (6d6); multiple targets (all targets in a 10-ft. square)

**ADVANCED DEATHTRAP OOZE****CR 9**

N Large ooze (shapechanger)

**Init** –2; **Senses** Perception –3**DEFENSE****AC** 14, touch 7, flat-footed 12 (–2 Dex, +7 natural, –1 size)**hp** 150 (12d8+96)**Fort** +12, **Ref** +2, **Will** +1**Immune** acid, ooze traits**OFFENSE****Speed** 20 ft., climb 20 ft.**Melee** slam +15 (2d6+9 plus 2d6 acid and grab)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** constrict (2d6+9 plus 2d6 acid)**STATISTICS****Str** 24, **Dex** 7, **Con** 26, **Int** —, **Wis** 5, **Cha** 5**Base Atk** +9; **CMB** +17 (+21 grapple); **CMD** 25 (can't be tripped)**Skills** Climb +15**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.

**FALLING BLOCK TRAP****CR 5****Type** mechanical; **Perception** DC 20; **Disable Device** DC 20**EFFECTS****Trigger** location; **Reset** manual**Effect** Atk +15 melee (6d6); multiple targets (all targets in a 10-ft. square)



**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)**w/ Power Attack** mwk throwing axe +12/+7/+2 (1d8+13), 3 mwk throwing axes +12 (1d8+6), bite +7 (1d8+6) or

bite +12 (1d8+13), 4 claws +12 (1d6+13 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)**Statistics****Str** 21, **Dex** 17, **Con** 18, **Int** 12, **Wis** 14, **Cha** 14**Base Atk** +12; **CMB** +18; **CMD** 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.

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

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

### Defense

**AC** 29, touch 8, flat-footed 28 (+1 Dex, +20 natural, –2 size)

**hp** 147 each (14d8+84)

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

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

**Weaknesses** vulnerable to fire

### Offense

**Speed** 40 ft.

**Melee** 2 slams +19 (2d8+10/19–20 plus grab)

**w/ Power Attack** 2 slams +16 (2d8+16/19–20 plus grab)

**Ranged** rock +9 (2d8+15)

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

**Special Attacks** curse of barkflesh, rock throwing (240 ft.), shake the earth, trample (2d8+15, DC 27)

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

At will—*entangle* (DC 15)

### Statistics

**Str** 31, **Dex** 12, **Con** 22, **Int** 14, **Wis** 16, **Cha** 18

**Base Atk** +10; **CMB** +24 (+26 to sunder); **CMD** 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 –6 (+10 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.

**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.

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

**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 27 Reflex save or fall prone and take 1d6 points of damage. Manmade structures within the area of effect must succeed at a DC 27 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.

**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.

## 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)

**w/ Power Attack** 2 slams +14 (2d6+15/19-20)

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

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

**Special Attacks** 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** double damage against objects, treespeech

### SPECIAL ABILITIES

**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.

**Advanced Angazhani (High Girallons)****CR 10***Pathfinder Campaign Setting: Heart of the Jungle 58*

CE Large magical beast

**Init** +5; **Senses** darkvision 60 ft., low-light vision, scent, *see invisibility*; Perception +13

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**Defense****AC** 28, touch 14, flat-footed 23 (+4 armor, +5 Dex, +10 natural, -1 size)**hp** 138 each (12d10+72)**Fort** +14, **Ref** +13, **Will** +10**DR** 10/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 19

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**Offense****Speed** 30 ft., climb 30 ft. (40-ft. base)**Melee** mwk throwing axe +18/+13/+8 (1d8+7), 3 mwk throwing axes +18 (1d8+3), bite +13 (1d8+3) or bite +18 (1d8+7), 4 claws +18 (1d6+6 plus rend)**w/ Power Attack** mwk throwing axe +14/+9/+4 (1d8+15), 3 mwk throwing axes +14 (1d8+7), bite +9 (1d8+7) or

bite +14 (1d8+15), 4 claws +14 (1d6+15 plus rend)

**Ranged** 4 mwk throwing axes +18 (1d8+7)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** rend (4 claws, 1d6+9)**Spell-Like Abilities** (CL 14th, concentration +18)Constant—*see invisibility*At will—*deeper darkness, dimension door, dispel magic*3/day—*dominate monster* (DC 23), *fear* (DC 18)

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**Statistics****Str** 25, **Dex** 21, **Con** 22, **Int** 16, **Wis** 18, **Cha** 18**Base Atk** +12; **CMB** +20; **CMD** 33**Feats** Cleave, Combat Reflexes, Iron Will, Multiweapon Fighting, Power Attack, Weapon Focus (throwing axe)**Skills** Climb +22, Intimidate +13, Knowledge (religion) +16, Perception +13, Stealth +8, Survival +13**Languages** Abyssal, Common, Polyglot**SQ** martial training**Gear** masterwork hide armor, masterwork throwing axes (8), leather axe harness

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**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.

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)

**w/ Power Attack** 2 slams +16 (4d6+18/19–20 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)

### Statistics

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

**Base Atk** +10; **CMB** +26 (+28 to sunder); **CMD** 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.

**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.

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

**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.

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

## 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)

**w/ Power Attack** 2 slams +14 (2d6+15/19-20)

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

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

**Special Attacks** 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** double damage against objects, treespeech

### SPECIAL ABILITIES

**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 *speaking with plants* spell, and most plants greet them with an attitude of friendly or helpful.

**Venture-Captain Nikolai Adonai (Low Level)****CR 13**

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*<sup>D\*\*</sup>6th—*banishment* (DC 20)\*\* , *find the path*<sup>D\*\*</sup> , *greater dispel magic*\*\*5th—*break enchantment* (DC 19), *fickle winds*<sup>UM\*\*</sup> , *raise dead* , *teleport*<sup>D\*\*</sup>4th—*death ward*\*\* , *dimension door*<sup>D</sup> , *freedom of movement*\*\* , *holy smite* (DC 18)\*\* , *restoration* , *spell immunity*\*\*3rd—*bestow curse* (DC 17), *daylight* , *dispel magic* , *fly*<sup>D\*\*</sup> , *invisibility purge*\*\* , *wind wall*2nd—*consecrate* , *delay poison* , *locate object*<sup>D</sup> , *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**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 Captain Nikolai Adonai's Cheat Sheet (Low-Level)

### 5<sup>th</sup> level

**Break Enchantment** (abjuration, 1 minute, VS, close, one creature/level within 30 ft) – Make a CL check vs. 11+CL of enchantments, transmutations, and curses. If it couldn't be dispelled by dispel magic and it's greater than 5<sup>th</sup> level, this doesn't work.

**Raise Dead** (conjunction(healing), 1 minute, VSMD (diamond worth 5,000gp), dead creature touched, SRyes) – Dead creature comes back with 2 negative levels. 50% for each spell/slot is unprepared. Come back with hp=HD. Body must be whole, can't undo death effects.

### 4<sup>th</sup> level

**Dimension Door** (conjunction(teleportation), V, long, you and touched objects) – teleport anywhere w/in range

**Restoration** (conjunction(healing), 3 rounds, VSM (diamond dust worth 100gp or 1000gp), creature touched, SRyes) – *Lesser restoration*, but also dispel all temp negative levels or one permanent negative level.

### 3<sup>rd</sup> level

**Bestow Curse** (necromancy[curse], VS, touch, permanent, SRyes) – WILL or cursed. Either -5 to an ability; -4 on att, saves, ability checks, skills; or 50% chance to do nothing each turn

**Daylight** (evocation[light], VS, object touched, 10min/lvl) – Bright light in 60ft, increase the light level by one step in 60 more feet. Magical darkness is negated.

**Dispel Magic** (abjuration, VS, medium) – You know how dispel magic works

**Wind Wall** (evocation[Air], VSMD, medium, wall up to 10ft/lvl long and 5ft/lvl high, 1rd/lvl, SRyes) – Tiny + Small creatures can't fly through, arrows and bolts are directed upwards and miss their target, other normal ranged attacks have a 30% miss chance. No gases through.

### 2<sup>nd</sup> level

**Consecrate** (evocation[good], VSM (holy water & 25gp silver dust), close, 20ft. radius, 2hrs/lvl) – +3 DC to resist positive channeled energy, undead get a -1 to att, dmg, saves. If an altar is in the radius, everything doubles.

**Delay Poison** (conjunction(healing), VSDF, creature touched, 1hr/lvl, SRyes) – Target is immune to poison. At end, subject takes the poison from the duration.

**Locate Object** (divination, VSDF, long, circle centered on you with a long radius, 1min/lvl) – Sense the direction of a well-known or clearly visualized object. Blocked by thin sheet of lead.

**Remove Paralysis** (conjunction(healing), VS, close, up to 4 creatures, no more than 30ft apart, SRyes) – One person is auto freed; 2 people get a Will with +4 resistance; 4 people get a Will with +2 resistance

**Silence** (illusion [glamer], 1 round, VS, long, 20ft radius on an object, 1rd/lvl, SRyes) – Silence in the area. Unwilling targets get WILL to resist.

### 1<sup>st</sup> level

**Bane** (enchantment(compulsion)[fear, mind-affecting], VSDF, 50ft burst centered on you, 1min/lvl) – WILL or -1 to att, -1 to saves vs. fear.

**Bless** (enchantment(compulsion)[mind-affecting], VSDF, 50ft burst centered on you, 1min/lvl) - +1 morale to att, +1 to saves vs. fear.

**Obscuring Mist** (conjunction (creation), VS, 20ft radius from you, 1min/lvl) – Within 5ft is concealed. Past that is totally concealed. Winds, fire remove it.

**Remove Fear** (abjuration, VS, close, one creature + one creature/4 levels, no more than 30ft apart, 10 minutes, SRyes) – Targets get +4 morale bonus vs. fear. If target is under a fear effect when receiving the spell, it is suppressed for the duration.

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)**w/ Power Attack** mwk cold iron glaive +12/+7 (1d8+16/×3) or kukri +11/+6 (1d3+11/18–20)**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)**TACTICS****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 ironglaive +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**SPECIAL ABILITIES****Clear Mind (Ex)** A barbarian may reroll a Will save. This power is used as an immediate action after the first save is attempted, but before the results are revealed by the GM. The barbarian must take the second result, even if it is worse. This power can only be used once per rage.**Knockback (Ex)** Once per round, the barbarian can make a bull rush attempt against one target in place of a melee attack. If successful, the target takes damage equal to the barbarian's Strength modifier and is moved back as normal. The barbarian does not need to move with the target if successful. This does not provoke an attack of opportunity.**Quick Reflexes (Ex)** While raging, the barbarian can make one additional attack of opportunity per round.**Superstition (Ex)** The barbarian gains a +2 morale bonus on saving throws made to resist spells, supernatural abilities, and spell-like abilities. This bonus increases by +1 for every 4 levels the barbarian has attained. While raging, the barbarian cannot be a willing target of any spell and must make saving throws to resist all spells, even those cast by allies.

Gnome sorcerer 8

CN 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

#### TACTICS

**During Combat** The sorcerer casts *mirror image*, then attempts to control or humiliate opponents with *charm person*, *hideous laughter*, *suggestion*, or his *wand of grease*.

#### 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's Cheat Sheet (Low Tier)

### 4<sup>th</sup> level

**Phantasmal Killer** (illusion(phantasm)[fear, mind-affecting], VS, medium, 1 living creature, SRyes) – WILL to disbelieve. Fail and FORT?3d6:dead.

### 3<sup>rd</sup> level

**Deep Slumber** (enchantment(compulsion)[mind-affecting], VSM, 1 round, close, 10ft radius, 1 min/lvl, SRyes) – Like sleep, but affects up to 10HD of targets.

**Major Image** (illusion (figment), VSF, long, visual figment (4+1/lvl) 10ft. cubes, concentration+3rds) – Visual illusion with sound, smell and thermal

**Suggestion** (enchantment(compulsion)[mind-affecting, language-dependent], VM, close, one living creature, 1hr/lvl or until completed, SRyes) – Sentence or two suggestion for target to do something. Obviously harmful acts fail. WILL negates.

### 2<sup>nd</sup> level

**Hideous Laughter** (enchantment(compulsion)[mind-affecting], VSM, close, one creature, 1rd/lvl, SRyes) – Target falls prone, can take no actions. On its next turn, can full-round action to get a new save once.

**Hypnotic Pattern** (illusion(pattern)[mind-affecting], SM, medium, color lights in 10ft radius, concentration + 2rds, SRyes) – WILL or fascinated. Effect up to 2d4+8HD of creatures.

**Mirror Image** (illusion(figment), VS, personal, 1min/lvl) – 1d4+1/2lvls (max 8 total) images pop up in your space. Hits on you random between you and all your images. Miss by less than 5 pops an image.

**Scorching Ray** (evocation[fire], VS, close, SRyes) – 1 ray of fire (2 at 7, 3 at 11), each deals 4d6 fire dmg.

### 1<sup>st</sup> level

**Charm Person** (enchantment(charm)[mind-affecting], VS, close, humanoid creature, 1hr/lvl, SRyes) – WILL or treat you as friendly. +5 bonus to saving throw if allies are threatening him

**Color Spray** (illusion(pattern)[mind-affecting], VSM, 15ft cone, SRyes) – WILL. If fail <=2HD are unconscious, blind and stunned for 2d4rds, <=4HD are blind and stunned for 1d4rd, everyone are stunned for 1rd.

**Entangle** (transmutation, VSDF, long, 40ft. radius, 1min/lvl) – REF or entangled. Must REF immediately upon entering. Break free as a move with a STR or Escape Artist check. DC=DC of the spell. Entire area is difficult terrain.

**Magic Missile** (evocation[force], VS, medium, SRyes) – 5 1d4+1 missiles of force

**Shield** (abjuration[force], VS, personal, 1min/lvl) – +4 force shield, blocks magic missiles

**Ventriloquism** (illusion (figment), VF, close, 1min/lvl) – Throw your voice, WILL realizes where the voice is illusory)

**Venture-Captain Nikolai Adonai (High Tier)****CR 14**

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

*(Pathfinder RPG Advanced Player's Guide 263, Pathfinder RPG Ultimate Magic 32)*

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** *freedom of movement*, 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*<sup>D</sup>\*\*6th—*banishment* (DC 21), *find the path*<sup>D</sup>\*\*, *greater dispel magic*\*\*5th—*break enchantment* (DC 20), *fickle winds*<sup>UM</sup>\*\*, *raise dead*, *spell resistance*\*\* , *teleport*<sup>D</sup>4th—*death ward*\*\* , *dimension door*<sup>D</sup> , *freedom of movement*\*\* , *holy smite* (DC 19)\*\* , *restoration*, *spell immunity*3rd—*bestow curse* (DC 18)\*\* , *daylight*, *dispel magic*, *fly*<sup>D</sup>\*\*, *invisibility purge*, *wind wall*2nd—*consecrate*, *delay poison*, *locate object*<sup>D</sup> , *remove paralysis*, *resist energy*, *silence* (DC 17)1st—*bane* (DC 16), *bless*, *divine favor*, *doom* (DC 16), *longstrider*<sup>D</sup> , *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**Statistics****Str** 14, **Dex** 10, **Con** 20, **Int** 11, **Wis** 21, **Cha** 20**Base Atk** +11; **CMB** +11; **CMD** 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*<sup>APG</sup>, 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 Captain Nikolai Adonai's Cheat Sheet (High-Level)

### 6<sup>th</sup> level

**Banishment** (qbjuration, VSF, close, one or more extraplanar creatures, no two more than 30 ft apart, SRyes) – WILL or forced out of this plane. Affect up to 2HD/lvl.

### 5<sup>th</sup> level

**Break Enchantment** (abjuration, 1 minute, VS, close, one creature/level within 30 ft) – Make a CL check vs. 11+CL of enchantments, transmutations, and curses. If it couldn't be dispelled by dispel magic and it's greater than 5<sup>th</sup> level, this doesn't work.

**Raise Dead** (conjunction(healing), 1 minute, VSMDf (diamond worth 5,000gp), dead creature touched, SRyes) – Dead creature comes back with 2 negative levels. 50% for each spell/slot is unprepared. Come back with hp=HD. Body must be whole, can't undo death effects.

**Teleport** (conjunction(teleportation), V, personal and touch) – Teleport you and 1 medium creature/3 levels.

### 4<sup>th</sup> level

**Dimension Door** (conjunction(teleportation), V, long, you and touched objects) – teleport anywhere w/in range

**Restoration** (conjunction(healing), 3 rounds, VSM (diamond dust worth 100gp or 1000gp), creature touched, SRyes) – *Lesser restoration*, but also dispel all temp negative levels or one permanent negative level.

**Spell Immunity** (abjuration, VSDF, creature touched, 10min/lvl, SRyes) – Pick one spell of 4<sup>th</sup> level or lower per 4 levels. Creature has unbeatable spell resistance versus those spells.

### 3<sup>rd</sup> level

**Daylight** (evocation[light], VS, object touched, 10min/lvl) – Bright light in 60ft, increase the light level by one step in 60 more feet. Magical darkness is negated.

**Dispel Magic** (abjuration, VS, medium) – You know how dispel magic works

**Invisibility Purge** (evocation, VS, personal, 1min/lvl) – Sphere w/ radius 5ft/lvl. Negate all invisibility in the sphere

**Wind Wall** (evocation[Air], VSMDf, medium, wall up to 10ft/lvl long and 5ft/lvl high, 1rd/lvl, SRyes) – Tiny + Small creatures can't fly through, arrows and bolts are directed upwards and miss their target, other normal ranged attacks have a 30% miss chance. No gases through.

### 2<sup>nd</sup> level

**Consecrate** (evocation[good], VSM (holy water & 25gp silver dust), close, 20ft. radius, 2hrs/lvl) – +3 DC to resist positive channeled energy, undead get a -1 to att, dmg, saves. If an altar is in the radius, everything doubles.

**Delay Poison** (conjunction(healing), VSDF, creature touched, 1hr/lvl, SRyes) – Target is immune to poison. At end, subject takes the poison from the duration.

**Locate Object** (divination, VSDF, long, circle centered on you with a long radius, 1min/lvl) – Sense the direction of a well-known or clearly visualized object. Blocked by thin sheet of lead.

**Remove Paralysis** (conjunction(healing), VS, close, up to 4 creatures, no more than 30ft apart, SRyes) – One person is auto freed; 2 people get a Will with +4 resistance; 4 people get a Will with +2 resistance

**Resist Energy** (abjuration, VSDF, 10min/lvl) – Resist 30 (acid, cold, electric, fire or sonic)

**Silence** (illusion [glamer], 1 round, VS, long, 20ft radius on an object, 1rd/lvl, SRyes) – Silence in the area. Unwilling targets get WILL to resist.

### 1<sup>st</sup> level

**Bane** (enchantment(compulsion)[fear, mind-affecting], VSDF, 50ft burst centered on you, 1min/lvl) – WILL or -1 to att, -1 to saves vs. fear.

**Bless** (enchantment(compulsion)[mind-affecting], VSDF, 50ft burst centered on you, 1min/lvl) - +1 morale to att, +1 to saves vs. fear.

**Divine Favor** (evocation, VSDF, personal, 1 minute) +3 luck bonus on attack and weapon damage.

**Doom** (necromancy [emotion, fear, mind-affecting], VSDF, medium, 1min/lvl, SRyes) – WILL or shaken.

**Longstrider** (transmutation, VSM, personal, 1hr/lvl) – +10 enhancement to base speed

**Obscuring Mist** (conjunction (creation), VS, 20ft radius from you, 1min/lvl) – Within 5ft is concealed. Past that is totally concealed. Winds, fire remove it.

**Remove Fear** (abjuration, VS, close, one creature + one creature/4 levels, no more than 30ft apart, 10 minutes, SRyes) – Targets get +4 morale bonus vs. fear. If target is under a fear effect when receiving the spell, it is suppressed for the duration.

**ZILI (DOUBLE AXE FURY)****CR 10**

Half-orc barbarian 11

CN 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/x3) or+1 *orc double axe* +17/+12/+7 (1d8+7/19-20/x3), +1 *orc double axe* +17/+12 (1d8+7/19-20/x3), bite +12 (1d4+3)**Ranged** mwk composite longbow +16/+11/+6 (1d8+6/x3)**Special Attacks** greater rage (26 rounds/ day), rage powers (animal fury, increased damage reduction +1, no escape, raging leaper +11, superstition +4)**TACTICS****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/x3) or +1 *orc double axe* +14/+9/+4 (1d8+4/19-20/x3), +1 *orc double axe* +14/+9 (1d8+4/19-20/x3), bite +9 (1d4+1); **Ranged** mwk composite longbow +16/+11/+6 (1d8+3/x3); **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**SPECIAL ATTACKS****No Escape (Ex)** The barbarian can move up to double her base speed as an immediate action but she can only use this ability when an adjacent foe uses a withdraw action to move away from her. She must end her movement adjacent to the enemy that used the withdraw action. The barbarian provokes attacks of opportunity as normal during this movement. This power can only be used once per rage.**Raging Leaper (Ex)** When raging, the barbarian adds her level as an enhancement bonus on all Acrobatics skill checks made to jump. When making a jump in this way, the barbarian is always considered to have a running start.**Superstition (Ex)** The barbarian gains a +2 morale bonus on saving throws made to resist spells, supernatural abilities, and spell-like abilities. This bonus increases by +1 for every 4 levels the barbarian has attained. While raging, the barbarian cannot be a willing target of any spell and must make saving throws to resist all spells, even those cast by allies.



## EVIOLYNN (FEY ENCHANTRESS) CR 11

Elf sorcerer 12

CN Medium humanoid (elf)

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

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### DEFENSE

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**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

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### OFFENSE

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**Speed** 30 ft.

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

**Ranged** mwk shortbow +10/+5 (1d6/×3)

**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*

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**Bloodline** fey

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### TACTICS

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**Before Combat** The sorcerer casts *false life* and *mage armor*.

**During Combat** The sorcerer uses her fleeting glance ability to turn invisible, then casts *mind fog* before using her enchantment spells. She casts *spectral hand* to deliver touch spells such as *bestow curse*, *poison*, or *touch of idiocy*.

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

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### STATISTICS

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**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

## Eviolynn's Cheat Sheet (High Tier)

### 6<sup>th</sup> level spells

**Mass Suggestion** (enchantment(compulsion)[mind-affecting, language-dependent], VM, medium, one living creature/lvl, all within 30ft., 1hr/lvl or until completed, SRyes) – Sentence or two suggestion for targets to do something. Obviously harmful acts fail. WILL negates.

### 5<sup>th</sup> level spells

**Dominate Person** (enchantment (compulsion) [mind-affecting], 1 round, VS, close, one humanoid, 1 day/level, SRyes) – WILL or follow commands of caster. Forced to take actions against its nature = save w/ a +2 bonus. Command as a move action.

**Mind Fog** (enchantment (compulsion)[mind-affecting], VS, medium, 20ft fog, 30 min, SRyes) – WILL in fog or take -10 to Wisdom checks and WILL for time in fog and 2d6 rds. afterwards. No concealment

**Tree Stride** (conjuraction(teleportation), VSDF, personal, 1hr/lvl until expended) – Walk into a tree, walk out of a tree of a similar kind. Range depends on tree. (1,000-3,000ft.)

### 4<sup>th</sup> level spells

**Bestow Curse** (necromancy[curse], VS, touch, permanent, SRyes) – WILL or cursed. Either -5 to an ability; -4 on att, saves, ability checks, skills; or 50% chance to do nothing each turn

**Charm Monster** (enchantment(charm)[mind-affecting], VS, close, 1 living creature, 1day/lvl) – WILL or target monster is your friend.

**Crushing Despair** (enchantment(compulsion)[emotion, mind-affecting], VSM, 30ft. cone, 1min/lvl, SRyes) – WILL or -2 on attack, saves, ability checks, skills and weapon damage rolls.

**Poison** (necromancy, VSDF, living creature touched, SRyes) – FORT or contract poison that deals 1d3CON per rd. for 6 rds. 1 save to cure.

### 3<sup>rd</sup> level spells

**Deep Slumber** (enchantment(compulsion)[mind-affecting], VSM, 1 round, close, 10ft radius, 1 min/lvl, SRyes) – Like sleep, but affects up to 10HD of targets.

**Fly** (transmutation, VSF, creature touched, 1 min/lvl, SRyes) – Target gains 60ft. fly speed, bonus to fly equal to ½ CL.

**Hold Person** (enchantment (compulsion)[mind-affecting], VSDF, medium, 1rd/lvl(D), SRyes) – WILL or humanoid is paralyzed. Full-round gives another save.

**Lightning Bolt** (evocation [electricity], VSM, 120ft. line, SRyes) – 1d6/lvl (max 10d6) electricity, REF half.

**Suggestion** (enchantment(compulsion)[mind-affecting, language-dependent], VM, close, one living creature, 1hr/lvl or until completed, SRyes) – Sentence or two suggestion for target to do something. Obviously harmful acts fail. WILL negates.

### 2<sup>nd</sup> level spells

**False Life** (necromancy, VSM, 1hour/lvl) – 1d10+lvl (max +10) temp hp

**Glitterdust** (conjuraction, VSM, medium, 10ft. radius, 1rd/lvl) – Creatures in area are outlined, no invis. FORT or be blinded; new save every round.

**Hideous Laughter** (enchantment(compulsion)[mind-affecting], VSM, close, one creature, 1rd/lvl, SRyes) – Target falls prone, can take no actions. On its next turn, can full-round action to get a new save once.

**Scorching Ray** (evocation[fire], VS, close, SRyes) – 1 ray of fire (2 at 7, 3 at 11), each deals 4d6 fire dmg.

**Spectral Hand** (necromancy, VS, medium, 1min/lvl) – Take 1d4dmg, hand lets you make melee touch at medium range with +2 bonus. AC of 22 + Int, improved evasion, your saves and hp = dmg you took at the start of the spell.

**Touch of Idiocy** (enchantment (compulsion) [mind-affecting], VS, living creature touched, SRyes) – touch attack to give 1d6 penalty to INT, WIS, CHA.

### 1<sup>st</sup> level spells

**Charm Person** (enchantment(charm)[mind-affecting], VS, close, humanoid creature, 1hr/lvl, SRyes) – WILL or treat you as friendly. +5 bonus to saving throw if allies are threatening him

**Entangle** (transmutation, VSDF, long, 40ft. radius, 1min/lvl) – REF or entangled. Must REF immediately upon entering. Break free as a move with a STR or Escape Artist check. DC=DC of the spell. Entire area is difficult terrain.

**Mage Armor** (conjuraction(creation)[force], creature touched, 1hr/lvl) - +4 armor bonus

**Magic Missile** (evocation[force], VS, medium, SRyes) – 5 1d4+1 missiles of force

**Shield** (abjuraction[force], VS, personal, 1min/lvl) – +4 force shield, blocks magic missiles

**Ventriloquism** (illusion (figment), VF, close, 1min/lvl) – Throw your voice, WILL realizes where the voice is illusory

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)

**w/ Power Attack** 4 vines +12 (1d10+13 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*

#### STATISTICS

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

**Base Atk** +9; **CMB** +17 (+21 grapple); **CMD** 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.

CN Large plant

**Init** +4; **Senses** darkvision 60 ft., low-light vision; Perception +22

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

#### DEFENSE

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

**hp** 97 (15d8+30)

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

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

#### OFFENSE

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

**Melee** 2 slams +16 (2d6+9)

**w/ Power Attack** 2 slams +13 (2d6+15)

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

**Base Atk** +11; **CMB** +18; **CMD** 32

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

**Skills** Climb +18, Disable Device +13, Perception +22, Sense Motive +9, Stealth +20, 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 18 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.

NE Large plant

**Init** +5; **Senses** low-light vision; Perception +17

**Aura** calming fragrance (60 ft., DC 24)

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#### DEFENSE

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**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

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#### OFFENSE

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**Speed** 40 ft.

**Melee** 4 vines +20 (1d10+7 plus grab and bleed)

**w/ Power Attack** 4 vines +16 (1d10+15 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*

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#### STATISTICS

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**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

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#### SPECIAL ABILITIES

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**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.

## KAPRE CR 10

CN Huge plant

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

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

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### 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

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### OFFENSE

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

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

**w/ Power Attack** 2 slams +14 (2d6+21)

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

**Special Attacks** blow smoke

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

Constant—*speak with plants*

At will—*invisibility*

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### 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

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### 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.