

# Assault on Absalom

## Subtier 3-4

These stat blocks and other notes were compiled by J. McTeague. If you notice any errors, please contact me at [iammars21@gmail.com](mailto:iammars21@gmail.com).

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# Tier 3-4 Cheat Sheet

## Part 2 Structure

Each of the seven faction missions is open from the start. Assume each mission takes 30 minutes to complete. Each has its own trigger for reporting back to the Overseer:

- Dark Archive** – Recover the codebook from the vault
- The Exchange** – Secure the merchants' cooperation through social means or violence
- Grand Lodge** – Reclaim Fort Tempest
- Liberty's Edge** – Deliver the proclamation
- Scarab Sages** – Awaken Gulgamodh and fend off the thugs
- Silver Crusade** – Rescue the priests of Sarenrae
- Sovereign Court** – Rally at least 3 noble houses

In addition, when there are a number of successes equal to 3/5ths the number of tables, the Overseer will announce a particular benefit. That mission doesn't close, but it now has less utility to the House.

- Dark Archive** – Make all undead confused for 1 round. Undead take -1/2 APL to attack a PC.
- The Exchange** – PCs treat the enhancement of their weapons as 2 higher for 1 round.
- Grand Lodge** – Gain temp hp = 3\*APL (min 6) for one encounter.
- Liberty's Edge** – Increase their landspeed by 10ft. for one encounter.
- Scarab Sages** – Gain a free one-use empowered Allied Offensive benefit (1d8\*1.5)
- Silver Crusade** – Gain a free one-use Burst of Healing benefit (1d6)
- Sovereign Court** – Gain a free one-use Timely Inspiration benefit (+1 for 3 rounds)

## Part 3 Structure

The following describes when each of the missions are available for the PCs

- The Silent Tide (H & I)** – Open from the start, closes when the Sunken Ships condition is in effect.
- The Demon-Flesh Horde (J & K)** – Open from the start, never closes
- The Flight of Atalazorn (L)** – Opens when the Broken Horns condition is in effect, never closes.
- M1. The Gatehouse** – Opens when the Siege Castle condition is in effect, closes on Open Gates
- M2. Sanctum of the Beast** – Opens when the Open Gates condition is in effect, closes at the end

Report the following things to the Overseer:

- I2 (Undead)** – A Silent Tide commander is defeated.
- K2 (Minotaur)** – A minotaur commander is defeated.
- L (Construct)** – Atalazorn is defeated.
- M1 (Gate)** – Your group made a successful Strength check to break down the gate. If you teamed up with another table, only one table should report.
- M2 (General)** – An encounter is defeated in M2.

The Overseer may announce the following events:

- Sunken Ships** – Party immediately gets 1d8\*APL temps (max 40). The Silent Tide closes.
- Broken Horns** – The Flight of Atalazorn is available. Any undead in the Silent Tide loses half their max hit points, minimum of 1 hp.
- Siege Castle** – M1 The Gatehouse is open.
- Open Gates** – M2 Sanctum of the Beast is open. Any creatures in M1 lose half their max hit points, minimum of 1 hp.

	Easy	Medium	Hard
Skills	14	17	20
Saves	11	13	15

# Dark Archives – A. The Forae Logos Library

## BLACK ECHELON OPERATIVE

CR 3

NE Medium undead

**Init** +6; **Senses** darkvision 60 ft.; Perception +8

**Aura** silent aura

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### DEFENSE

**AC** 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

**hp** 27 (5d8+5)

**Fort** +2, **Ref** +3, **Will** +4

**DR** 5/bludgeoning or slashing; **Immune** cold, undead traits

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### OFFENSE

**Speed** 30 ft.

**Melee** mwk sickle +7 (1d6+2) or  
claw +5 (1d4+2)

**Ranged** dart +5 (1d4+2 plus poison)

**Special Attacks** sneak attack +2d6

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### STATISTICS

**Str** 15, **Dex** 15, **Con** —, **Int** 11, **Wis** 10, **Cha** 12

**Base Atk** +3; **CMB** +5; **CMD** 17

**Feats** Improved Initiative, Step Up, Weapon Focus (sickle)

**Skills** Disguise +9, Perception +8, Stealth +10, Swim +7

**SQ** deliberate, enshrouding mist

**Gear** darts (2), mwk sickle, mist-soaked cloak

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### SPECIAL ABILITIES

**Deliberate (Ex)** After centuries of waiting, Black Echelon elites are endlessly patient. They never charge or run.

**Enshrouding Mist (Su)** As a standard action, a Black Echelon elite can expand the fog that swirls around its body. This creates a pea-soup fog which extends around the elite in a 30-foot radius, centered on its body as it moves. The mist replicates natural fog conditions; anyone attacking a target inside the mist has a 20% miss chance. Attackers inside the mist who are adjacent to their opponents, however, do not suffer a miss chance. The mist affects both normal and darkvision alike, and the elite has no special ability to attack through its own mist; it suffers the same penalty on its ranged attacks.

**Poison (Ex)** A Black Echelon elite can poison a dart with its sickly marrow as a free action when it draws the weapon. This poison retains its potency for only 1 minute. Dart—injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1d2 Cha damage and sickened 1 round; *secondary effect* 1d2 Cha damage and dazed 1 round; *cure* 1 save.

**Silent Aura (Su)** Black Echelon elites are perfectly silent. This silence dampens all noise in the elite's own square as well as all adjacent squares, just as a *silence* spell. In addition, although it has no game effect, creatures caught within the silent aura have the creepy sensation that they are moving in slow motion.

**Step Up** Whenever an adjacent foe attempts to take a 5-foot step away from you, you may also make a 5-foot step as an immediate action so long as you end up adjacent to the foe that triggered this ability. If you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement.

**BLACK ECHELON AGENT (4)****CR 1/2**

NE Medium undead

**Init** +5; **Senses** darkvision 60 ft.; Perception +5**Aura** silent aura

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**DEFENSE****AC** 12, touch 11, flat-footed 11 (+1 Dex, +1 natural)**hp** 9 (2d8)**Fort** +0, **Ref** +1, **Will** +3**DR** 5/bludgeoning or slashing; **Immune** cold, undead traits

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**OFFENSE****Speed** 30 ft.**Melee** sickle +2 (1d6+1) or  
claw +2 (1d4+1)**Ranged** dart +2 (1d4+1 plus poison)

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**STATISTICS****Str** 13, **Dex** 13, **Con** —, **Int** 11, **Wis** 10, **Cha** 10**Base Atk** +1; **CMB** +2; **CMD** 13**Feats** Improved Initiative**Skills** Disguise +5, Perception +5, Stealth +6, Swim +3**SQ** deliberate, enshrouding mist**Gear** darts (2), sickle, mist-soaked cloak

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**SPECIAL ABILITIES****Deliberate (Ex)** After centuries of waiting, Black Echelon agents are endlessly patient. They never charge or run.**Enshrouding Mist (Su)** As a standard action, a Black Echelon agent can expand the fog that swirls around its body. This creates a pea-soup fog which extends around the agent in a 30-foot radius, centered on its body as it moves. The mist replicates natural fog conditions; anyone attacking a target inside the mist has a 20% miss chance. Attackers inside the mist who are adjacent to their opponents, however, do not suffer a miss chance. The mist affects both normal and darkvision alike, and the agent has no special ability to attack through its own mist; it suffers the same penalty on its ranged attacks.**Poison (Ex)** A black echelon agent can poison a dart with its sickly marrow as a free action when it draws the weapon. This poison retains its potency for only 1 minute. Dart—injury; *save* Fort DC 11; *frequency* 1/round for 4 rounds; *effect* sickened 1 round; *cure* 1 save.**Silent Aura (Su)** Black Echelon agents are perfectly silent. This silence dampens all noise in the agent's own square as well as all adjacent squares, just as a *silence* spell. In addition, although it has no game effect, creatures caught within the silent aura have the creepy sensation that they are moving in slow motion.

## The Exchange – B. Arms Dealers' Meeting

**BRIGAND (2)****CR 1/2**

Human warrior 2

NE Medium humanoid (human)

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

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**DEFENSE****AC** 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)**hp** 15 (2d10+4)**Fort** +4, **Ref** +1, **Will** +0

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**OFFENSE****Speed** 30 ft.**Melee** longsword +3 (1d8+1/19–20) or sap +3 (1d6+1 nonlethal)**Ranged** longbow +3 (1d8/×3)

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**STATISTICS****Str** 13, **Dex** 13, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8**Base Atk** +2; **CMB** +3; **CMD** 14**Feats** Point-Blank Shot, Skill Focus (Stealth)**Skills** Intimidate +4, Stealth +6**Languages** Common**Combat Gear** *potion of cure light wounds*, masterwork arrows (5), tanglefoot bags (2), thunderstones (2);**Other Gear** leather armor, longbow with 20 arrows, longsword, sap, 48 gp

**ODDFELLOW (2)****CR 2**

Half-orc fighter 3

CN Medium humanoid (human, orc)

**Init** +1; **Senses** darkvision 60 ft.; Perception +4**DEFENSE****AC** 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)**hp** 33 (3d10+12)**Fort** +6, **Ref** +2, **Will** +2 (+1 vs. fear)**Defensive Abilities** orc ferocity**OFFENSE****Speed** 30 ft.**Melee** axe musket +6 (1d8+3/×3)**w/ Power Attack** axe musket +5 (1d8+6/×3)**Ranged** axe musket +5 (1d8/×4)**Special Attacks** deeds (quick clear), grit (1)**STATISTICS****Str** 15, **Dex** 13, **Con** 16, **Int** 10, **Wis** 12, **Cha** 8**Base Atk** +3; **CMB** +5; **CMD** 16**Feats** Amateur Gunslinger<sup>UC</sup>, Exotic Weapon Proficiency (firearms)<sup>UC</sup>, Power Attack, Weapon Focus (axe musket)**Skills** Climb +6, Intimidate +1, Perception +4; **Racial Modifiers** +2 Intimidate**Languages** Common, Orc**SQ** armor training 1, orc blood**Gear** hide armor, axe musket<sup>UC</sup> with 10 bullets<sup>UC</sup>, powder horn<sup>UC</sup> with 10 doses of black powder<sup>UC</sup>**AXE MUSKET**Two-handed exotic firearm, 1d8 damage; **Crit** x4; **Type** B and P; **Price** 1,600 gp; **Weight** 6 lbs.**Range** 30 ft.; **Misfire** 1-2 (5 ft.); **Capacity** 1

This can be used as a musket and a battleaxe. It is considered a double weapon for the purposes of creating masterwork or magical versions of this weapon. If this firearm gains the broken condition, both the firearm component and the axe component are considered broken. An axe musket uses either a bullet and a single dose of black powder or an alchemical cartridge as ammunition. This is an early firearm.

# Grand Lodge – C. Fort Tempest Courtyard

## BLACK ECHELON OPERATIVE

CR 3

NE Medium undead

**Init** +6; **Senses** darkvision 60 ft.; Perception +8

**Aura** silent aura

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### DEFENSE

**AC** 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

**hp** 27 (5d8+5)

**Fort** +2, **Ref** +3, **Will** +4

**DR** 5/bludgeoning or slashing; **Immune** cold, undead traits

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### OFFENSE

**Speed** 30 ft.

**Melee** mwk sickle +7 (1d6+2) or

claw +5 (1d4+2)

**Ranged** dart +5 (1d4+2 plus poison)

**Special Attacks** sneak attack +2d6

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### STATISTICS

**Str** 15, **Dex** 15, **Con** —, **Int** 11, **Wis** 10, **Cha** 12

**Base Atk** +3; **CMB** +5; **CMD** 17

**Feats** Improved Initiative, Step Up, Weapon Focus (sickle)

**Skills** Disguise +9, Perception +8, Stealth +10, Swim +7

**SQ** deliberate, enshrouding mist

**Gear** darts (2), mwk sickle, mist-soaked cloak

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### SPECIAL ABILITIES

**Deliberate (Ex)** After centuries of waiting, Black Echelon elites are endlessly patient. They never charge or run.

**Enshrouding Mist (Su)** As a standard action, a Black Echelon elite can expand the fog that swirls around its body. This creates a pea-soup fog which extends around the elite in a 30-foot radius, centered on its body as it moves. The mist replicates natural fog conditions; anyone attacking a target inside the mist has a 20% miss chance. Attackers inside the mist who are adjacent to their opponents, however, do not suffer a miss chance. The mist affects both normal and darkvision alike, and the elite has no special ability to attack through its own mist; it suffers the same penalty on its ranged attacks.

**Poison (Ex)** A Black Echelon elite can poison a dart with its sickly marrow as a free action when it draws the weapon. This poison retains its potency for only 1 minute. Dart—injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1d2 Cha damage and sickened 1 round; *secondary effect* 1d2 Cha damage and dazed 1 round; *cure* 1 save.

**Silent Aura (Su)** Black Echelon elites are perfectly silent. This silence dampens all noise in the elite's own square as well as all adjacent squares, just as a *silence* spell. In addition, although it has no game effect, creatures caught within the silent aura have the creepy sensation that they are moving in slow motion.

**Step Up** Whenever an adjacent foe attempts to take a 5-foot step away from you, you may also make a 5-foot step as an immediate action so long as you end up adjacent to the foe that triggered this ability. If you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement.

**BLACK ECHELON AGENT (4)****CR 1/2**

NE Medium undead

**Init** +5; **Senses** darkvision 60 ft.; Perception +5**Aura** silent aura

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**DEFENSE****AC** 12, touch 11, flat-footed 11 (+1 Dex, +1 natural)**hp** 9 (2d8)**Fort** +0, **Ref** +1, **Will** +3**DR** 5/bludgeoning or slashing; **Immune** cold, undead traits

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**OFFENSE****Speed** 30 ft.**Melee** sickle +2 (1d6+1) or  
claw +2 (1d4+1)**Ranged** dart +2 (1d4+1 plus poison)

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**STATISTICS****Str** 13, **Dex** 13, **Con** —, **Int** 11, **Wis** 10, **Cha** 10**Base Atk** +1; **CMB** +2; **CMD** 13**Feats** Improved Initiative**Skills** Disguise +5, Perception +5, Stealth +6, Swim +3**SQ** deliberate, enshrouding mist**Gear** darts (2), sickle, mist-soaked cloak

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**SPECIAL ABILITIES****Deliberate (Ex)** After centuries of waiting, Black Echelon agents are endlessly patient. They never charge or run.**Enshrouding Mist (Su)** As a standard action, a Black Echelon agent can expand the fog that swirls around its body. This creates a pea-soup fog which extends around the agent in a 30-foot radius, centered on its body as it moves. The mist replicates natural fog conditions; anyone attacking a target inside the mist has a 20% miss chance. Attackers inside the mist who are adjacent to their opponents, however, do not suffer a miss chance. The mist affects both normal and darkvision alike, and the agent has no special ability to attack through its own mist; it suffers the same penalty on its ranged attacks.**Poison (Ex)** A black echelon agent can poison a dart with its sickly marrow as a free action when it draws the weapon. This poison retains its potency for only 1 minute. Dart—injury; *save* Fort DC 11; *frequency* 1/round for 4 rounds; *effect* sickened 1 round; *cure* 1 save.**Silent Aura (Su)** Black Echelon agents are perfectly silent. This silence dampens all noise in the agent's own square as well as all adjacent squares, just as a *silence* spell. In addition, although it has no game effect, creatures caught within the silent aura have the creepy sensation that they are moving in slow motion.



## Liberty's Edge – D. The Slave Pits

### SKULKING BRUTE (2)

CR 1

Half-orc rogue 2

CE Medium humanoid (human, orc)

**Init** +2; **Senses** darkvision 60 ft.; Perception +6

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#### DEFENSE

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**AC** 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

**hp** 19 (2d8+7)

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

**Defensive Abilities** evasion, orc ferocity

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#### OFFENSE

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**Speed** 30 ft.

**Melee** mwk greataxe +5 (1d12+4/3)

**Ranged** shortspear +3 (1d6+3)

**Special Attacks** sneak attack +1d6

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#### STATISTICS

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**Str** 17, **Dex** 14, **Con** 13, **Int** 8, **Wis** 12, **Cha** 10

**Base Atk** +1; **CMB** +4; **CMD** 16

**Feats** Toughness

**Skills** Acrobatics +5, Climb +6, Intimidate +7, Perception +6, Ride +2, Sense Motive +6, Stealth +5

**Languages** Common, Orc

**SQ** orc blood, rogue talents (bleeding attack +1), trapfinding +1, weapon familiarity

**Combat Gear** *potions of cure light wounds (2), potion of disguise self, potion of divine favor, potion of feather fall, potion of hide from undead*; **Other Gear** chain shirt, masterwork greataxe, shortspear, 59 gp

### **POTION OF CURE LIGHT WOUNDS**

**Aura** faint conjuration; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 50 gp; **Weight** —

The drinker regains 1d8+1 hit points.

### **POTION OF CURE LIGHT WOUNDS**

**Aura** faint conjuration; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 50 gp; **Weight** —

The drinker regains 1d8+1 hit points.

### **POTION OF DISGUISE SELF**

**Aura** faint illusion; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 50 gp; **Weight** —

The drinker can change their appearance for 10 minutes.

### **POTION OF DIVINE FAVOR**

**Aura** faint evocation; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 50 gp; **Weight** —

The drinker gains a +1 luck bonus to attack and weapon damage rolls for 1 minute.

### **POTION OF FEATHER FALL**

**Aura** faint transmutation; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 50 gp; **Weight** —

The drinker falls at 60ft for the next round and takes no damage if they hit the ground.

### **POTION OF HIDE FROM UNDEAD**

**Aura** faint abjuration; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 50 gp; **Weight** —

The drinker is hidden from undead. Nonintelligent undead get no saving throw, intelligent undead get a DC 11 Will save.

**BORDER GUARD****CR 3**

Half-orc ranger 4

NE Medium humanoid (human, orc)

**Init** +4; **Senses** darkvision 60 ft.; Perception +8**DEFENSE****AC** 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)**hp** 30 (4d10+4)**Fort** +5, **Ref** +8, **Will** +2**Defensive Abilities** orc ferocity; **Resist** fire 10**OFFENSE****Speed** 30 ft.**Melee** mwk falchion +7 (2d4+3/18–20)**Ranged** mwk composite longbow +9 (1d8+2/×3)**Special Attacks** favored enemy (elves +2)**Ranger Spells Prepared** (CL 1st; concentration +2)1st—*resist energy***TACTICS****Before Combat** The ranger casts *resist energy* (fire).**Base Statistics** Without *resist energy*, the ranger's statistics are **Resist** none.**STATISTICS****Str** 14, **Dex** 18, **Con** 12, **Int** 10, **Wis** 13, **Cha** 8**Base Atk** +4; **CMB** +6; **CMD** 20**Feats** Endurance, Point-Blank Shot, Precise Shot, Rapid Shot**Skills** Climb +8, Intimidate +8, Knowledge (geography) +5, Knowledge (local) +2, Knowledge (nature) +7, Perception +8, Stealth +10, Survival +8**Languages** Common, Orc**SQ** favored terrain (plains +2), hunter's bond (companions), orc blood, track +2, weapon familiarity, wild empathy +3**Combat Gear** +1 flaming arrows (3), *potion of cure moderate wounds*, *potion of divine favor*, *potion of shield of faith*; **Other Gear** masterwork chain shirt, masterwork composite longbow (+2 Str) with 20 arrows, masterwork falchion, *elixir of hiding*, 26 gp**SPECIAL ABILITIES****Hunter's Bond (Companions)** This bond allows him to spend a move action to grant half his favored enemy bonus against a single target of the appropriate type to all allies within 30 feet who can see or hear him. This bonus lasts for a number of rounds equal to the ranger's Wisdom modifier (minimum 1). This bonus does not stack with any favored enemy bonuses possessed by his allies; they use whichever bonus is higher.**Orc Ferocity** Once per day, when a half-orc is brought below 0 hit points but not killed, he can fight on for 1 more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

### **+1 FLAMING ARROW**

Ammunition; **Price** 166 gp; **Weight** .15 lbs.

**Aura** moderate evocation; **CL** 10th; **Identify DC** 25

The arrow deals an extra +1d6 fire damage on a successful hit. This damage is not multiplied on a crit.

### **+1 FLAMING ARROW**

Ammunition; **Price** 166 gp; **Weight** .15 lbs.

**Aura** moderate evocation; **CL** 10th; **Identify DC** 25

The arrow deals an extra +1d6 fire damage on a successful hit. This damage is not multiplied on a crit.

### **+1 FLAMING ARROW**

Ammunition; **Price** 166 gp; **Weight** .15 lbs.

**Aura** moderate evocation; **CL** 10th; **Identify DC** 25

The arrow deals an extra +1d6 fire damage on a successful hit. This damage is not multiplied on a crit.

### **POTION OF CURE MODERATE WOUNDS**

**Aura** faint conjuration; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker regains 2d8+3 hit points.

### **POTION OF DIVINE FAVOR**

**Aura** faint evocation; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 50 gp; **Weight** —

The drinker gains a +1 luck bonus to attack and weapon damage rolls for 1 minute.

### **POTION OF SHIELD OF FAITH**

**Aura** faint abjuration; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 50 gp; **Weight** —

The drinker gains a +2 deflection bonus to AC for 1 minute.

### **ELIXIR OF HIDING**

**Aura** faint illusion; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 250 gp; **Weight** —

A character drinking this liquid gains an intuitive ability to sneak and hide (+10 competence bonus on Stealth checks for 1 hour).

## Scarab Sages – E. The Titan’s Fountain

### ODDFELLOW (2)

CR 2

Half-orc fighter 3

CN Medium humanoid (human, orc)

**Init** +1; **Senses** darkvision 60 ft.; Perception +4

#### DEFENSE

**AC** 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

**hp** 33 (3d10+12)

**Fort** +6, **Ref** +2, **Will** +2 (+1 vs. fear)

**Defensive Abilities** orc ferocity

#### OFFENSE

**Speed** 30 ft.

**Melee** axe musket +6 (1d8+3/×3)

**w/ Power Attack** axe musket +5 (1d8+6/×3)

**Ranged** axe musket +5 (1d8/×4)

**Special Attacks** deeds (quick clear), grit (1)

#### STATISTICS

**Str** 15, **Dex** 13, **Con** 16, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +3; **CMB** +5; **CMD** 16

**Feats** Amateur Gunslinger<sup>UC</sup>, Exotic Weapon Proficiency (firearms)<sup>UC</sup>, Power Attack, Weapon Focus (axe musket)

**Skills** Climb +6, Intimidate +1, Perception +4; **Racial Modifiers** +2 Intimidate

**Languages** Common, Orc

**SQ** armor training 1, orc blood

**Gear** hide armor, axe musket<sup>UC</sup> with 10 bullets<sup>UC</sup>, powder horn<sup>UC</sup> with 10 doses of black powder<sup>UC</sup>

### AXE MUSKET

Two-handed exotic firearm, 1d8 damage; **Crit** x4; **Type** B and P; **Price** 1,600 gp; **Weight** 6 lbs.

**Range** 30 ft.; **Misfire** 1-2 (5 ft.); **Capacity** 1

This can be used as a musket and a battleaxe. It is considered a double weapon for the purposes of creating masterwork or magical versions of this weapon. If this firearm gains the broken condition, both the firearm component and the axe component are considered broken. An axe musket uses either a bullet and a single dose of black powder or an alchemical cartridge as ammunition. This is an early firearm.

**INITIATE (2)****CR 1**

Human adept 3

CE Medium humanoid (human)

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

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**DEFENSE****AC** 12, touch 10, flat-footed 12 (+2 armor); +2 vs. good**hp** 16 (3d6+6)**Fort** +4, **Ref** +1, **Will** +4; +2 vs. good

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**OFFENSE****Speed** 30 ft.**Melee** spear +1 (1d8/x3) or

mwk cold iron dagger +2 (1d4/19–20)

**Ranged** dart +1 (1d4)**Adept Spells Prepared** (CL 3rd; concentration +4)1st—*burning hands* (DC 12), *detect good*, *protection from good*0 (at will)—*detect magic*, *light*, *read magic*

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**TACTICS****Before Combat** The adept casts *protection from good*.**Base Statistics** Without *protection from good*, the adept's statistics are **AC** no bonus vs. good; **Saves** no bonus vs. good.

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**STATISTICS****Str** 10, **Dex** 11, **Con** 12, **Int** 8, **Wis** 13, **Cha** 11**Base Atk** +1; **CMB** +1; **CMD** 11**Feats** Combat Casting, Great Fortitude, Scribe Scroll**Skills** Knowledge (arcana, local, planes) +3, Knowledge (religion) +5, Spellcraft +5**Languages** Common**SQ** summon familiar (toad)**Combat Gear** *scrolls of burning hands* (2, CL 3rd), *scrolls of cure light wounds* (2), *scroll of obscuring mist* (CL 3rd), *scroll of sleep* (CL 3rd), acid (2); **Other Gear** leather armor, darts (6), masterwork cold iron dagger, spear, belt pouch, masterwork manacles, scroll case, silver holy symbol (cracked moon), spell component pouch, 9 gp

### SCROLL OF BURNING HANDS (CL 3)

**Aura** faint transmutation; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 75 gp; **Weight** —

**School** evocation [fire]; **Level** adept 1, arcanist 1, bloodrager 1, magus 1, occultist 1, shaman 1, sorcerer/wizard 1, witch 1

**Casting Time** 1 standard action

**Range** 15 ft.

**Area** cone-shaped burst

**Duration** instantaneous

**Saving Throw** Reflex DC 11 half; **Spell Resistance** yes

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

### SCROLL OF BURNING HANDS (CL 3)

**Aura** faint transmutation; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 75 gp; **Weight** —

**School** evocation [fire]; **Level** adept 1, arcanist 1, bloodrager 1, magus 1, occultist 1, shaman 1, sorcerer/wizard 1, witch 1

**Casting Time** 1 standard action

**Range** 15 ft.

**Area** cone-shaped burst

**Duration** instantaneous

**Saving Throw** Reflex DC 11 half; **Spell Resistance** yes

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

### SCROLL OF CURE LIGHT WOUNDS

**Aura** faint conjuration; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 25 gp; **Weight** —

**School** conjuration (healing); **Level** adept 1, alchemist 1, bard 1, cleric/oracle 1, druid 1, hunter 1, inquisitor 1, investigator 1, occultist 1, paladin 1, ranger 2, shaman 1, skald 1, spiritualist 1, warpriest 1, witch 1

**Casting Time** 1 standard action

**Range** touch

**Target** creature touched

**Duration** instantaneous

**Saving Throw** Will half (harmless); **Spell Resistance** yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

### SCROLL OF CURE LIGHT WOUNDS

**Aura** faint conjuration; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 25 gp; **Weight** —

**School** conjuration (healing); **Level** adept 1, alchemist 1, bard 1, cleric/oracle 1, druid 1, hunter 1, inquisitor 1, investigator 1, occultist 1, paladin 1, ranger 2, shaman 1, skald 1, spiritualist 1, warpriest 1, witch 1

**Casting Time** 1 standard action

**Range** touch

**Target** creature touched

**Duration** instantaneous

**Saving Throw** Will half (harmless); **Spell Resistance** yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

### SCROLL OF OBSCURING MIST (CL 3)

**Aura** faint conjuration; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 75 gp; **Weight** —

**School** conjuration (creation); **Level** adept 1, arcanist 1, cleric/oracle 1, druid 1, hunter 1, magus 1, mesmerist 1, shaman 1, sorcerer/wizard 1, spiritualist 1, summoner (unchained) 1, warpriest 1, witch 1

**Casting Time** 1 standard action

**Range** 20 ft.

**Effect** cloud spreads in 20-ft. radius from you, 20 ft. high

**Duration** 1 min./level (D)

**Saving Throw** none; **Spell Resistance** no

A misty vapor arises around you. It is stationary. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11+ mph), such as from a gust of wind spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A fireball, flame strike, or similar spell burns away the fog in the explosive or fiery spell's area. A wall of fire burns away the fog in the area into which it deals damage.

This spell does not function underwater.

### SCROLL OF SLEEP (CL 3)

**Aura** faint enchantment; **CL** 3<sup>rd</sup>; **Slot** —; **Identify DC** 18; **Price** 75 gp; **Weight** —

**School** enchantment (compulsion) [mind-affecting]; **Level** adept 1, arcanist 1, bard 1, mesmerist 1, occultist 1, psychic 1, sahir-afiyun 1, shaman 1, skald 1, sorcerer/wizard 1, witch 1

**Casting Time** 1 round

**Range** medium (100 ft. + 10 ft./level)

**Area** one or more living creatures within a 10-ft.-radius burst

**Duration** 1 min./level

**Saving Throw** Will DC 11 negates; **Spell Resistance** yes

A *sleep* spell causes a magical slumber to come upon 4 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). *Sleep* does not target unconscious creatures, constructs, or undead creatures.



## Silver Crusade – F. The Ivory Labyrinth

### **BULL OF BAPHOMET (2)**

**CR 3**

Advanced fiendish aurochs

CE Large animal

**Init** +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

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#### **DEFENSE**

**AC** 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, –1 size)

**hp** 28 (3d8+15)

**Fort** +8, **Ref** +5, **Will** +3

**Resist** cold 5, fire 5; **SR** 8

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#### **OFFENSE**

**Speed** 40 ft.

**Melee** gore +9 (1d8+12)

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

**Special Attacks** smite good (+0 to hit, +3 to damage, 1/day), stampede, trample (2d6+12, DC 19)

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#### **STATISTICS**

**Str** 27, **Dex** 14, **Con** 21, **Int** 2, **Wis** 15, **Cha** 8

**Base Atk** +2; **CMB** +11; **CMD** 23 (27 vs. trip)

**Feats** Endurance, Skill Focus (Perception)

**Skills** Perception +11

---

#### **SPECIAL ABILITIES**

**Stampede (Ex)** A stampede occurs if three or more creatures with stampede make a trample attack while remaining adjacent to each other. While stampeding, the creatures can trample foes of their size or smaller, and the trample's save DC increases by 2.

## Sovereign Court – G. Waterfront

### BLACK ECHELON OPERATIVE (2)

CR 3

NE Medium undead

**Init** +6; **Senses** darkvision 60 ft.; Perception +8

**Aura** silent aura

---

#### DEFENSE

**AC** 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

**hp** 27 (5d8+5)

**Fort** +2, **Ref** +3, **Will** +4

**DR** 5/bludgeoning or slashing; **Immune** cold, undead traits

---

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk sickle +7 (1d6+2) or  
claw +5 (1d4+2)

**Ranged** dart +5 (1d4+2 plus poison)

**Special Attacks** sneak attack +2d6

---

#### STATISTICS

**Str** 15, **Dex** 15, **Con** —, **Int** 11, **Wis** 10, **Cha** 12

**Base Atk** +3; **CMB** +5; **CMD** 17

**Feats** Improved Initiative, Step Up, Weapon Focus (sickle)

**Skills** Disguise +9, Perception +8, Stealth +10, Swim +7

**SQ** deliberate, enshrouding mist

**Gear** darts (2), mwk sickle, mist-soaked cloak

---

#### SPECIAL ABILITIES

**Deliberate (Ex)** After centuries of waiting, Black Echelon elites are endlessly patient. They never charge or run.

**Enshrouding Mist (Su)** As a standard action, a Black Echelon elite can expand the fog that swirls around its body. This creates a pea-soup fog which extends around the elite in a 30-foot radius, centered on its body as it moves. The mist replicates natural fog conditions; anyone attacking a target inside the mist has a 20% miss chance. Attackers inside the mist who are adjacent to their opponents, however, do not suffer a miss chance. The mist affects both normal and darkvision alike, and the elite has no special ability to attack through its own mist; it suffers the same penalty on its ranged attacks.

**Poison (Ex)** A Black Echelon elite can poison a dart with its sickly marrow as a free action when it draws the weapon. This poison retains its potency for only 1 minute. Dart—injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1d2 Cha damage and sickened 1 round; *secondary effect* 1d2 Cha damage and dazed 1 round; *cure* 1 save.

**Silent Aura (Su)** Black Echelon elites are perfectly silent. This silence dampens all noise in the elite's own square as well as all adjacent squares, just as a *silence* spell. In addition, although it has no game effect, creatures caught within the silent aura have the creepy sensation that they are moving in slow motion.

**Step Up** Whenever an adjacent foe attempts to take a 5-foot step away from you, you may also make a 5-foot step as an immediate action so long as you end up adjacent to the foe that triggered this ability. If you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement.

## H. The Floatsam Graveyard

### BUNYIP (2)

CR 3

N Medium magical beast (aquatic)

**Init** +3; **Senses** darkvision 60 ft., low-light vision, keen scent 180 ft.; Perception +8

#### DEFENSE

**AC** 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

**hp** 32 (5d10+5)

**Fort** +5, **Ref** +7, **Will** +1

#### OFFENSE

**Speed** 10 ft., swim 50 ft.

**Melee** bite +7 (1d8+1/19–20 plus bleed)

**Special Attacks** bleed (1d6), blood frenzy, roar

#### STATISTICS

**Str** 13, **Dex** 16, **Con** 13, **Int** 2, **Wis** 11, **Cha** 7

**Base Atk** +5; **CMB** +6; **CMD** 19

**Feats** Improved Critical (bite)<sup>B</sup>, Skill Focus (Perception, Stealth), Weapon Focus (bite)

**Skills** Escape Artist +5, Perception +8, Stealth +10, Swim +9

**SQ** amphibious

#### SPECIAL ABILITIES

**Blood Frenzy (Ex)** A bunyip's blood frenzy ability activates whenever it detects blood in the water using its keen scent, but otherwise functions as the blood rage universal monster rule.

**Roar (Su)** A bunyip's roar is supernaturally loud and horrifying. When a bunyip roars (a standard action the creature can perform at will), all hearing creatures with 4 or fewer HD within a 100-foot spread must succeed on a DC 13 Will save or become panicked for 2d4 rounds. Whether or not the save is successful, creatures in the area are immune to the roar of that bunyip for 24 hours. This is a sonic, mind-affecting fear effect. The save DC is Constitution-based.

**HIPPOCAMPUS****CR 1**

N Large magical beast (aquatic)

**Init** –1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +6**DEFENSE****AC** 12, touch 8, flat-footed 12 (–1 Dex, +4 natural, –1 size)**hp** 15 (2d10+4)**Fort** +5, **Ref** +2, **Will** +1**OFFENSE****Speed** 5 ft., swim 60 ft.**Melee** bite +4 (1d4+3), tail slap –1 (1d4+1)**Space** 10 ft.; **Reach** 5 ft.**STATISTICS****Str** 16, **Dex** 9, **Con** 15, **Int** 2, **Wis** 12, **Cha** 11**Base Atk** +2; **CMB** +6; **CMD** 15**Feats** Endurance**Skills** Perception +6, Swim +11**SQ** water dependency**SPECIAL ABILITIES****Water Dependency (Ex)** A hippocampus can survive out of the water for 1 minute per point of Constitution. Beyond this limit, a hippocampus runs the risk of suffocation, as if it were drowning.**HIPPOCAMPUS****CR 1**

N Large magical beast (aquatic)

**Init** –1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +6**DEFENSE****AC** 12, touch 8, flat-footed 12 (–1 Dex, +4 natural, –1 size)**hp** 15 (2d10+4)**Fort** +5, **Ref** +2, **Will** +1**OFFENSE****Speed** 5 ft., swim 60 ft.**Melee** bite +4 (1d4+3), tail slap –1 (1d4+1)**Space** 10 ft.; **Reach** 5 ft.**STATISTICS****Str** 16, **Dex** 9, **Con** 15, **Int** 2, **Wis** 12, **Cha** 11**Base Atk** +2; **CMB** +6; **CMD** 15**Feats** Endurance**Skills** Perception +6, Swim +11**SQ** water dependency**SPECIAL ABILITIES****Water Dependency (Ex)** A hippocampus can survive out of the water for 1 minute per point of Constitution. Beyond this limit, a hippocampus runs the risk of suffocation, as if it were drowning.

# 11. Bow Deck

## DROWNED MARINES (2) CR 1/2

Variant human zombie

NE Medium undead

**Init** +0; **Senses** darkvision 60 ft.; Perception +0

### DEFENSE

**AC** 12, touch 10, flat-footed 12 (+2 natural)

**hp** 12 (2d8+3)

**Fort** +0, **Ref** +0, **Will** +3

**DR** 5/slashing; **Immune** undead traits

### OFFENSE

**Speed** 30 ft., swim 20 ft.

**Melee** slam +4 (1d6+4) or  
scimitar +4 (1d6+3/18-20)

### STATISTICS

**Str** 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

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

**Feats** Toughness<sup>B</sup>

**Special Qualities** staggered

### SPECIAL ABILITIES

**Staggered (Ex)** Zombies have poor reflexes and can only perform a single move action or standard action each round. A zombie can move up to its speed and attack in the same round as a charge action.

## LACEDON (2) CR 1

CE Medium undead (aquatic)

**Init** +2; **Senses** darkvision 60 ft.; Perception +7

### DEFENSE

**AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

**hp** 13 (2d8+4)

**Fort** +2, **Ref** +2, **Will** +5

**Defensive Abilities** channel resistance +2

### OFFENSE

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

**Melee** bite +3 (1d6+1 plus disease and paralysis),  
2 claws +3 (1d6+1 plus paralysis)

**Special Attacks** paralysis (1d4+1 rounds, DC 13, elves are immune to this effect)

### STATISTICS

**Str** 13, **Dex** 15, **Con** —, **Int** 13, **Wis** 14, **Cha** 14

**Base Atk** +1; **CMB** +2; **CMD** 14

**Feats** Weapon Finesse

**Skills** Acrobatics +4, Climb +6, Perception +7,  
Stealth +7, Swim +3

**Languages** Common

### SPECIAL ABILITIES

**Disease (Su)** *Ghoul Fever*: Bite—injury; *save* Fort DC 13; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoulish fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it had in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghastr (*Pathfinder RPG Bestiary* 146).

## 12. Main Deck

### CAPTAIN STORMCROW

CR 4

Variant advanced wight

LE Medium undead

**Init** +3; **Senses** darkvision 60 ft.; Perception +13

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#### DEFENSE

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

**hp** 34 (4d8+16)

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

**Immune** undead traits

**Weaknesses** resurrection vulnerability

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#### OFFENSE

**Speed** 30 ft.

**Melee** slam +6 (1d4+4 plus energy drain) or  
mwk scimitar +7 (1d6+4/18-20 plus energy drain)

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

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#### STATISTICS

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

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

**Feats** Blind-Fight, Skill Focus (Perception)

**Skills** Intimidate +11, Knowledge (religion) +9, Perception +13, Sense Motive +10, Stealth +18, Swim +7;

**Racial Modifiers** +8 Stealth

**Languages** Common

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#### SPECIAL ABILITIES

**Create Spawn (Su)** Any humanoid creature that is slain by a wight becomes a wight itself in only 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer a –2 penalty on all d20 rolls and checks, as well as –2 hp per HD. Spawn are under the command of the wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed wights. They do not have any of the abilities they had in life.

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

**LACEDON (2)****CR 1**

CE Medium undead (aquatic)

**Init** +2; **Senses** darkvision 60 ft.; Perception +7**DEFENSE****AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)**hp** 13 (2d8+4)**Fort** +2, **Ref** +2, **Will** +5**Defensive Abilities** channel resistance +2**OFFENSE****Speed** 30 ft., swim 30 ft.**Melee** bite +3 (1d6+1 plus disease and paralysis), 2 claws +3 (1d6+1 plus paralysis)**Special Attacks** paralysis (1d4+1 rounds, DC 13, elves are immune to this effect)**STATISTICS****Str** 13, **Dex** 15, **Con** —, **Int** 13, **Wis** 14, **Cha** 14**Base Atk** +1; **CMB** +2; **CMD** 14**Feats** Weapon Finesse**Skills** Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +3**Languages** Common**SPECIAL ABILITIES**

**Disease (Su)** *Ghoul Fever*: Bite—injury; *save* Fort DC 13; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoulish fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it had in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghastr (*Pathfinder RPG Bestiary* 146).

**CAPTAIN ABASTOR (for additional challenges)****CR 7**

LE Medium undead

**Init** +2; **Senses** blindsight 60 ft.; Perception +16**Aura** frightful presence (30 ft., DC 19)**DEFENSE****AC** 21, touch 11, flat-footed 20 (+10 armor, +1 Dex)**hp** 85 (10d8+40); fast healing 5**Fort** +7, **Ref** +5, **Will** +12**Defensive Abilities** channel resistance +4; **Immune** undead traits; **SR** 18**OFFENSE****Speed** 30 ft. (20 ft. in armor)**Melee** +1 *keen falcata* +14/+9 (1d8+8/17–20/×3 plus 1d6 cold)**w/ Power Attack** +1 *keen falcata* +12/+7 (1d8+14/17–20/×3 plus 1d6 cold)**Special Attacks** chilling blade, death's calling, summon mount**STATISTICS****Str** 20, **Dex** 14, **Con** —, **Int** 14, **Wis** 16, **Cha** 18**Base Atk** +7; **CMB** +12; **CMD** 24**Feats** Exotic Weapon Proficiency (falcata), Iron Will, Power Attack, Step Up, Weapon Focus (falcata)**Skills** Handle Animal +14, Intimidate +17, Perception +16, Ride +7, Spellcraft +15, Stealth +10**Languages** Common, Sylvan**Gear** +1 *falcata*, +1 *full plate***SPECIAL ABILITIES**

**Chilling Blade (Su)** A dullahan is proficient with all simple and martial slashing weapons. When it wields a slashing weapon, the blade inflicts an additional 1d6 points of cold damage and gains the *keen* weapon special ability.

**Death's Calling (Su)** Once per day as a standard action, a dullahan can place death's calling on a target within 60 feet (DC 22 Fortitude negates). If the dullahan knows and speaks the target's name, the target takes a –2 penalty on the save. If the victim fails the save, he becomes staggered for 1d6 rounds. For the next 24 hours (or until the dullahan is slain), all critical hits against the victim automatically confirm. Finally, the victim automatically fails all Constitution checks to stabilize while dying. This is a mind-affecting curse effect. The save DC is Charisma-based.

**Frightful Presence (Ex)** This special quality makes a creature's very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 30 feet, and the duration is 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (this save is Charisma-based). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. Frightful presence is a mind-affecting fear effect.

**Summon Mount (Su)** As a standard action, a dullahan can summon a war-trained heavy horse with the fiendish creature simple template. This horse remains until it is slain or the dullahan dismisses it. He can only have one such horse in his service at a time. **[Editor's Note: This technically wasn't removed, but it feels like it shouldn't be used for the encounter, seeing as the other mounted parts have been stripped from the creature.]**



**+1 FULL PLATE**

Heavy Armor, +10 **Armor Bonus**, +1 **Max Dex**, -5 **ACP**, **ASF** 35%, **Price** 2,650 gp; **Weight** 50 lbs.  
**Aura** faint abjuration; **CL** 3rd; **Identify DC** 18

**+1 FALCATA**

One-handed exotic melee weapon, 1d8 damage; **Crit** 19-20/x3; **Type** S; **Price** 2,318 gp; **Weight** 4 lbs.  
**Aura** faint evocation; **CL** 3rd; **Identify DC** 18

**+1 FULL PLATE**

Heavy Armor, +10 **Armor Bonus**, +1 **Max Dex**, -5 **ACP**, **ASF** 35%, **Price** 2,650 gp; **Weight** 50 lbs.  
**Aura** faint abjuration; **CL** 3rd; **Identify DC** 18

**+1 FALCATA**

One-handed exotic melee weapon, 1d8 damage; **Crit** 19-20/x3; **Type** S; **Price** 2,318 gp; **Weight** 4 lbs.  
**Aura** faint evocation; **CL** 3rd; **Identify DC** 18

## J. Petal District Ramparts

**ECTOPLASMIC HUMAN (4)**

**CR 1/2**

N Medium undead

**Init** +0; **Senses** darkvision 60 ft.; Perception +0

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### DEFENSE

**AC** 12, touch 10, flat-footed 12 (+2 natural)

**hp** 7 (1d8+3)

**Fort** +0, **Ref** +0, **Will** +2

**DR** 5/slashing; **Immune** undead traits

---

### OFFENSE

**Speed** 30 ft.; *air walk*

**Melee** slam +3 (1d4+3 plus horrifying ooze)

**Special Attacks** horrifying ooze

**Spell-Like Abilities** (CL 1st; concentration +1)

Constant—*air walk*

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### STATISTICS

**Str** 16, **Dex** 11, **Con** —, **Int** —, **Wis** 10, **Cha** 12

**Base Atk** +0; **CMB** +3; **CMD** 13

**Feats** Toughness<sup>B</sup>

**SQ** phase lurch

---

### SPECIAL ABILITIES

**Horrifying Ooze (Su)** A creature struck by an ectoplasmic creature's slam attack must succeed at a DC 11 Will save or be shaken for 1d4 rounds. The save DC is Charisma-based.

**Phase Lurch (Su)** An ectoplasmic creature has the ability to pass through walls or material obstacles. To use this ability, the ectoplasmic creature must begin and end its turn outside of whatever wall or obstacle it's moving through. An ectoplasmic creature cannot move through corporeal creatures with this ability, and its movement speed is halved while moving through a wall or obstacle. Any surface it moves through is coated with a thin, silvery mucus that lingers for 1 minute.

**HUNGRY FLESH****CR 3**

N Large ooze

**Init** -3; **Senses** blindsight 60 ft., scent; **Perception** -5**DEFENSE****AC** 8, touch 6, flat-footed 8 (-3 Dex, +2 natural, -1 size)**hp** 47 (5d8+25); regeneration 5 (acid or fire)**Fort** +6, **Ref** -2, **Will** -4**Defensive Abilities** amorphous; **Immune** ooze traits**OFFENSE****Speed** 20 ft., swim 20 ft.**Melee** slam +5 (1d6+4 plus disease and grab)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** constrict (1d6+4 plus disease)**STATISTICS****Str** 16, **Dex** 5, **Con** 20, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +3; **CMB** +7 (+11 grapple); **CMD** 14 (can't be tripped)**SQ** compression, monstrous growth, reactive regeneration, slime trail**SPECIAL ABILITIES**

**Disease (Ex)** *Tumor Infestation*—injury; *save* Fort DC 17; *onset* 1 minute; *frequency* 1/day; *effect* 1d2 Con and 1d2 Cha damage; *cure* 2 consecutive saves. Anyone who dies from tumor infestation turns into a hungry flesh 1d4 hours later. The save DC is Constitution-based.

**Monstrous Growth (Ex)** A hungry flesh gains growth points from its reactive regeneration ability and from eating creatures. When it consumes a creature that's been dead no more than an hour, it gains 1 growth point if that creature is of its size or one size category smaller, or 2 growth points if its meal is larger than it is. Eating a creature takes a full-round action if it is the same size or smaller than the hungry flesh or 1 minute if it is larger. Each time a hungry flesh reaches 5 growth points, it gains the giant creature simple template. This template stacks with itself each time the hungry flesh gains another 5 growth points, but the hungry flesh can't increase its size beyond Gargantuan. When it stops gaining growth points, a hungry flesh loses a single application of the giant creature simple template for each hour that passes.

**Ooze Traits (Ex)** Oozes are immune to critical hits, flanking, precision damage, mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, stun, and visual effects.

**Reactive Regeneration (Ex)** Whenever a hungry flesh takes piercing or slashing damage, it regenerates 5 hit points and gains 1 growth point.

**Slime Trail (Ex)** A hungry flesh leaves behind a trail of slime that acts as a *grease* spell (DC 17). Any living creature that touches this slime with bare flesh must succeed at a Fortitude save (with a +4 bonus) or contract tumor infestation. The slime dries up after 1 minute. The save DC is Constitution-based.

# K1. Fiendish Guard Post

## GOLEM, WAX (2)

CR 3

N Medium construct

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

### DEFENSE

**AC** 15, touch 9, flat-footed 15 (-1 Dex, +6 natural)

**hp** 42 (4d10+20)

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

**Immune** cold, construct traits, magic

**Weaknesses** vulnerable to fire

### OFFENSE

**Speed** 30 ft.

**Melee** slam +6 (1d6+3)

### STATISTICS

**Str** 14, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

**Base Atk** +4; **CMB** +6; **CMD** 15

**SQ** conditional sentience

### SPECIAL ABILITIES

**Conditional Sentience (Su)** A wax golem constructed to look like a humanoid (whether a particular individual or not) has a small chance of gaining sentience and genuinely believing it is a living creature. Each week, such a wax golem has a cumulative 1% chance of becoming sentient (on the second week the chance is 2%, the third week 3%, and so on), to a maximum of 5%. If it does attain sentience, the golem gains an Intelligence score of 10, retroactive skill points, feats dependent on its Hit Dice, and 1 class level with the potential to gain more. If it was crafted to resemble a specific individual, it also gains a +10 racial bonus on Disguise checks to impersonate that individual. A sentient wax golem ventures into the world and tries to live a life similar to that of the person (or type of person) it resembles. However, if the sentient wax golem ever encounters the person it is modeled after, it attempts to stealthily kill that person and take her place. The only way for a sentient wax golem to lose its sentience is either to take an amount of fire damage equal to half its hit points (which melts its features away) or to be destroyed.

**Immunity to Magic (Ex)** A wax 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. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals fire damage slows a wax golem (as the *slow* spell) for 2d6 rounds (no save). In addition, for 3 rounds after taking fire damage, every time a wax golem uses its slam attack, it deals an additional 1d4 points of fire damage due to its molten wax.
- 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 wax golem gains no saving throw against cold effects.

# K2. Command Post

**HUNTMASTER MINAWAR****CR 6**

Minotaur ranger 2

CE Large monstrous humanoid

**Init** +2; **Senses** darkvision 60 ft.; Perception +16

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**DEFENSE**

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**AC** 19, touch 11, flat-footed 17 (+3 armor, +2 Dex, +5 natural, -1 size)**hp** 62 (8 HD; 6d10+2d10+18)**Fort** +6, **Ref** +10, **Will** +6**Defensive Abilities** natural cunning

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**OFFENSE**

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**Speed** 30 ft.**Melee** +1 *greataxe* +12/+7 (3d6+7/×3), gore +11 (1d6+2)**w/ Power Attack** +1 *greataxe* +9/+4 (3d6+16/×3), gore +8 (1d6+5)**Ranged** mwk composite longbow +11/+6 (2d6+6/×3)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** combat style (two-handed weapon), favored enemy (monstrous humanoids +2), powerful charge (gore, 1d6+17)

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**STATISTICS**

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**Str** 19, **Dex** 14, **Con** 13, **Int** 11, **Wis** 12, **Cha** 10**Base Atk** +8; **CMB** +13; **CMD** 25**Feats** Point-Blank Shot, Power Attack, Rapid Shot, Toughness, Weapon Focus (composite longbow)**Skills** Acrobatics +7, Climb +11, Handle Animal +5, Heal +6, Knowledge (geography) +7, Perception +16, Survival +16, Swim +10; **Racial Modifiers** +4 Perception, +4 Survival**Languages** Giant**SQ** track +1, wild empathy +2**Combat Gear** *potion of cure moderate wounds*, *potion of delay poison*, *potion of magic fang*, *potion of resist energy*, *wand of entangle* (12 charges), smokesticks (3), tanglefoot bag; **Other Gear** mwk studded leather, +1 *greataxe*, mwk composite longbow (+6 Str) with 40 arrows, antitoxin, backpack, healer's kit, rope (50 feet), tindertwigs (10)

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**SPECIAL ABILITIES**

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**Natural Cunning (Ex)** Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells and prevents them from ever becoming lost. Further, they are never caught flat-footed.

### **POTION OF CURE MODERATE WOUNDS**

**Aura** faint conjuration; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker regains 2d8+3 hit points.

### **POTION OF DELAY POISON**

**Aura** faint conjuration; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker becomes temporarily immune to poison for 3 hours. At the end of that time, the drinker is affected by any poisons that they are exposed to during that time.

### **POTION OF MAGIC FANG**

**Aura** faint transmutation; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 50 gp; **Weight** —

The drinker chooses one natural attack or unarmed strike to gain a +1 enhancement bonus to hit and damage. This doesn't stack with enhancement bonuses that the weapon already has.

### **POTION OF RESIST ENERGY**

**Aura** faint abjuration; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker gains resist 10 (acid, cold, electricity, fire or sonic) for 30 minutes.

### **WAND OF ENTANGLE (12 charges)**

**Aura** faint conjuration; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 180 gp; **Weight** —

Plants grasp people in 40ft. radius spread w/in 400 ft. REF 11 or be entangled in the area. Strength or Escape Artist check to break DC 11 as a move action. Entire area is difficult terrain.

(Entangle is on the druid, ranger and shaman spell lists.)

### **+1 GREATAXE**

One-handed martial melee weapon, 1d12 damage; **Crit** x3; **Type** S; **Price** 2,320 gp; **Weight** 12 lbs.

**Aura** faint evocation; **CL** 3rd; **Identify DC** 18

**CAPTAIN NAKARR (for additional challenge)****CR 6**

Half-fiend minotaur

CE Large outsider (native)

**Init** +2; **Senses** darkvision 60 ft.; Perception +14**DEFENSE****AC** 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, –1 size)**hp** 57 (6d10+24)**Fort** +8, **Ref** +7, **Will** +6**Defensive Abilities** natural cunning; **DR** 5/magic; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 17**OFFENSE****Speed** 30 ft., fly 60 ft. (average)**Melee** greataxe +11/+6 (3d6+9/×3), bite +6 (1d8+3), gore +6 (1d6+3)**w/ Power Attack** greataxe +9/+4 (3d6+15/×3), bite +4 (1d8+5), gore +4 (1d6+5)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** smite good 1/day (+0 hit and AC, +6 damage), powerful charge (gore +13, 2d6+9)**Spell-Like Abilities** (CL 6<sup>th</sup>, concentration +6)3/day—*darkness*1/day—*desecrate*, *unholy blight* (DC 14)**STATISTICS****Str** 23, **Dex** 14, **Con** 19, **Int** 9, **Wis** 12, **Cha** 10**Base Atk** +6; **CMB** +13; **CMD** 25**Feats** Great Fortitude, Improved Bull Rush, Power Attack**Skills** Fly +0, Intimidate +9, Knowledge (religion) +5, Perception +14, Stealth +7, Survival +14; **Racial****Modifiers** +4 Perception, +4 Survival**Languages** Giant**Gear** greataxe**SPECIAL ABILITIES****Natural Cunning (Ex)** Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells and prevents them from ever becoming lost. Further, they are never caught flat-footed.**Darkness** (evocation[*darkness*], VMDF, object touched, 1min/lvl) – object radiates darkness in a 20ft. radius. Light level drops one step, nonmagical sources of light are shut off.**Desecrate** (evocation[*evil*], VSMDf, close, 20ft. radius, 2hrs/lvl) – undead w/in area get a +1 profane to att, dmg, saves. Undead created or summoned get +1hp/hd. Channel neg DC is increased by 3. Altar doubles these bonuses.**Unholy Blight** (evocation [evil], VS, 20ft radius, medium, SRyes) – 1d8 dmg/2lvls (max 5d8). Good WILL?half:full + sickened for 1d4 rds. Neutral WILL?quarter:half



**WARCHIEF MITHRAKK THE UNDYING (for additional mech battles)****CR 8**

Minotaur graveknight fighter 1

CE Large undead (augmented monstrous humanoid)

**Init** +5; **Senses** darkvision 60 ft.; Perception +20**Aura** sacrilegious aura (30 ft., DC 16)**DEFENSE****AC** 29, touch 10, flat-footed 28 (+10 armor, +1 Dex, +9 natural, -1 size)**hp** 60 (7 HD; 6d8+1d10+28)**Fort** +4, **Ref** +8, **Will** +9**Defensive Abilities** channel resistance +4, natural cunning, rejuvenation; **DR** 10/magic; **Immune** undead traits; **SR** 19**OFFENSE****Speed** 20 ft.**Melee** +1 *bastard sword* +15/+10 (2d8+8/19-20 plus 1d6 fire), slam +8 (1d6+3), gore +8 (1d6+3)**w/ Power Attack** +1 *bastard sword* +13/+8 (2d8+12/19-20 plus 1d6 fire), slam +6 (1d6+5), gore +6 (1d6+5)**Ranged** mwk heavy crossbow +8 (2d8/19-20 plus 1d6 fire)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** channel destruction, devastating blast (4d6 fire, DC 16), powerful charge (gore, 2d6+10), undead mastery (DC 16)**STATISTICS****Str** 25, **Dex** 12, **Con** —, **Int** 14, **Wis** 18, **Cha** 16**Base Atk** +7; **CMB** +15; **CMD** 26**Feats** Exotic Weapon Proficiency (bastard sword), Improved Initiative<sup>B</sup>, Lightning Reflexes, Mounted Combat<sup>B</sup>, Power Attack, Ride-By Attack<sup>B</sup>, Toughness<sup>B</sup>, Vital Strike, Weapon Focus (bastard sword)**Skills** Climb +12, Intimidate +18, Knowledge (dungeoneering) +12, Knowledge (engineering) +10, Knowledge (religion) +12, Perception +20, Ride +14, Survival +13; **Racial Modifiers** +8 Intimidate, +12 Perception, +8 Ride, +4 Survival**Languages** Common, Giant**SQ** phantom mount, ruinous revivification (fire)**Combat Gear** *potions of inflict moderate wounds* (2); **Other Gear** +1 *full plate*, +1 *bastard sword*, mwk heavy crossbow**SPECIAL ABILITIES****Channel Destruction (Su)** Any weapon a labyrinth guardian wields seethes with energy, and deals an additional 1d6 points of fire damage for every 4 Hit Dice the graveknight has.**Devastating Blast (Su)** Three times per day, the labyrinth guardian can unleash a 30-foot cone of energy as a standard action. This blast deals 2d6 points of fire damage for every 3 Hit Dice the graveknight has (Reflex half).**Natural Cunning (Ex)** Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells and prevents them from ever becoming lost. Further, they are never caught flat-footed.**Phantom Mount (Su)** Once per hour, a graveknight can summon a skeletal horse similar to a *phantom steed*. This mount is more real than a typical *phantom steed*, and can carry one additional rider. The mount's powers are based on the graveknight's total Hit Dice rather than caster level. A graveknight's mount looks distinctive and always appears the same each time it is summoned. If the mount is destroyed, it can be summoned again with full hit points 1 hour later.

**Rejuvenation (Su)** One day after a graveknight is destroyed, its armor begins to rebuild the undead horror's body. This process takes 1d10 days—if the body is destroyed before that time passes, the armor merely starts the process anew. After this time has elapsed, the graveknight awakens fully healed.

**Ruinous Revivification (Su)** At the time of its creation, the graveknight chooses one of the following energy types: acid, cold, electricity, or fire. This energy type should be relevant to the graveknight's life or death, defaulting to fire if none are especially appropriate. This energy type influences the effects of several of a graveknight's special abilities.

**Sacrilegious Aura (Su)** A graveknight constantly exudes an aura of intense evil and negative energy in a 30-foot radius. This aura functions as the spell *desecrate* and uses the graveknight's armor as an altar of sorts to double the effects granted. The graveknight constantly gains the benefits of this effect (including the bonus hit points, as this aura is part of the graveknight's creation). In addition, this miasma of fell energies hinders the channeling of positive energy. Any creature that attempts to summon positive energy in this area—such as through a cleric's channel energy ability, a paladin's lay on hands, or any spell with the healing subtype—must attempt a DC 17 concentration check. If the character fails, the effect is expended but does not function.

**Undead Mastery (Su)** As a standard action, a graveknight can attempt to bend any undead creature within 50 feet to its will. The targeted undead must succeed at a Will save or fall under the graveknight's control. This control is permanent for unintelligent undead; an undead with an Intelligence score is allowed an additional save every day to break free from the graveknight's control. A creature that successfully saves cannot be affected again by the same graveknight's undead mastery for 24 hours. A graveknight can control 5 Hit Dice of undead creatures for every Hit Die it has. If the graveknight exceeds this number, the excess from earlier uses of the ability becomes uncontrolled, as per *animate dead*.

#### **POTION OF INFLICT MODERATE WOUNDS**

**Aura** faint necromancy; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker takes 2d8+3 damage (WILL 13 for half) or heals that much if they're undead.

#### **POTION OF INFLICT MODERATE WOUNDS**

**Aura** faint necromancy; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker takes 2d8+3 damage (WILL 13 for half) or heals that much if they're undead.

#### **+1 FULL PLATE**

Heavy Armor, +10 **Armor Bonus**, +1 **Max Dex**, -5 **ACP**, **ASF** 35%, **Price** 2,650 gp; **Weight** 50 lbs.

**Aura** faint abjuration; **CL** 3rd; **Identify DC** 18

#### **+1 BASTARD SWORD**

One-handed exotic melee weapon, 1d10 damage; **Crit** 19-20/x2; **Type** S; **Price** 2,335 gp; **Weight** 6 lbs.

**Aura** faint evocation; **CL** 3rd; **Identify DC** 18

You can use a bastard sword two-handed as a martial weapon.

**MINOTAUR MARAUDER (2) (for additional mech battles)****CR 6**

Minotaur ranger 2

CE Large monstrous humanoid

**Init** +2; **Senses** darkvision 60 ft.; Perception +16

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**DEFENSE****AC** 19, touch 11, flat-footed 17 (+3 armor, +2 Dex, +5 natural, -1 size)**hp** 62 (8 HD; 6d10+2d10+18)**Fort** +6, **Ref** +10, **Will** +6**Defensive Abilities** natural cunning

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**OFFENSE****Speed** 30 ft.**Melee** +1 *greataxe* +12/+7 (3d6+7/×3), *gore* +11 (1d6+2)**w/ Power Attack** +1 *greataxe* +9/+4 (3d6+16/×3), *gore* +8 (1d6+5)**Ranged** mwk composite longbow +11/+6 (2d6+6/×3)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** combat style (two-handed weapon), favored enemy (monstrous humanoids +2), powerful charge (*gore*, 1d6+17)

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**STATISTICS****Str** 19, **Dex** 14, **Con** 13, **Int** 11, **Wis** 12, **Cha** 10**Base Atk** +8; **CMB** +13; **CMD** 25**Feats** Point-Blank Shot, Power Attack, Rapid Shot, Toughness, Weapon Focus (composite longbow)**Skills** Acrobatics +7, Climb +11, Handle Animal +5, Heal +6, Knowledge (geography) +7, Perception +16, Survival +16, Swim +10; **Racial Modifiers** +4 Perception, +4 Survival**Languages** Giant**SQ** track +1, wild empathy +2**Combat Gear** *potion of cure moderate wounds*, *potion of delay poison*, *potion of magic fang*, *potion of resist energy*, *wand of entangle* (12 charges), *smokesticks* (3), *tanglefoot bag*; **Other Gear** mwk studded leather, +1 *greataxe*, mwk composite longbow (+6 Str) with 40 arrows, *antitoxin*, *backpack*, *healer's kit*, *rope* (50 feet), *tindertwigs* (10)

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**SPECIAL ABILITIES****Natural Cunning (Ex)** Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells and prevents them from ever becoming lost. Further, they are never caught flat-footed.

### **POTION OF CURE MODERATE WOUNDS**

**Aura** faint conjuration; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker regains 2d8+3 hit points.

### **POTION OF DELAY POISON**

**Aura** faint conjuration; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker becomes temporarily immune to poison for 3 hours. At the end of that time, the drinker is affected by any poisons that they are exposed to during that time.

### **POTION OF MAGIC FANG**

**Aura** faint transmutation; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 50 gp; **Weight** —

The drinker chooses one natural attack or unarmed strike to gain a +1 enhancement bonus to hit and damage. This doesn't stack with enhancement bonuses that the weapon already has.

### **POTION OF RESIST ENERGY**

**Aura** faint abjuration; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker gains resist 10 (acid, cold, electricity, fire or sonic) for 30 minutes.

### **WAND OF ENTANGLE (12 charges)**

**Aura** faint conjuration; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 180 gp; **Weight** —

Plants grasp people in 40ft. radius spread w/in 400 ft. REF 11 or be entangled in the area. Strength or Escape Artist check to break DC 11 as a move action. Entire area is difficult terrain.

(Entangle is on the druid, ranger and shaman spell lists.)

### **+1 GREATAXE**

One-handed martial melee weapon, 1d12 damage; **Crit** x3; **Type** S; **Price** 2,320 gp; **Weight** 12 lbs.

**Aura** faint evocation; **CL** 3rd; **Identify DC** 18

## L. The Flight of Atalazorn

### ATALAZORN

CR 13

CE Gargantuan construct

**Init** +8; Senses darkvision 60 ft., low-light vision; Perception +3

#### DEFENSE

**AC** 29, touch 10, flat-footed 25 (+4 Dex, +19 natural, -4 size)

**hp** 164 (16d10+76); fast healing 5

**Fort** +5, **Ref** +11, **Will** +10

**DR** 10/adamantine; **Immune** construct traits, fire; **Resist** acid 10, cold 10

#### OFFENSE

**Speed** 30 ft., fly 50 ft. (average)

**Melee** bite +23 (3d6+11 plus grab), 2 claws +23 (2d6+11), tail slap +18 (2d6+5)

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

**Special Attacks** breath weapon (60-foot cone, 8d6 acid damage, Reflex DC 18 for half, usable once every 1d4 rounds), pounce

#### TACTICS

**During Combat** Whenever Atalazorn's breath weapon recharges, the construct disengages from combatants, ascends to a height of 30 feet, uses Wingover to turn 180 degrees, and unleashes its breath weapon. The following round (unless the breath weapon is ready to use again), it charges and pounces, thereafter taking full attack actions until the breath weapon is once again ready to use.

#### STATISTICS

**Str** 32, **Dex** 18, **Con** —, **Int** 7, **Wis** 16, **Cha** 5

**Base Atk** +16; **CMB** +31 (+35 grapple); **CMD** 45

**Feats** Blind-Fight, Combat Reflexes, Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Fly), Toughness, Wingover

**Skills** Fly +21

#### SPECIAL ABILITIES

**Adamantine Strikes (Ex)** Atalazorn's natural attacks are treated as adamantine weapons for the purpose of overcoming damage reduction.

**Massive (Ex)** Atalazorn treats the walls on the battlefield as difficult terrain. Walls provide only partial cover (+2 AC) against Atalazorn's attacks.

**Wingover** Once each round, a creature with this feat can turn up to 180 degrees as a free action without making a Fly skill check. This free turn does not consume any additional movement from the creature.

# M1. Gatehouse

## DEMON, CAMBION (2)

CR 2

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

**Init** +1; **Senses** darkvision 60 ft.; Perception +7

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### DEFENSE

**AC** 15, touch 11, flat-footed 14 (+3 armor, +1 Dex, +1 natural)

**hp** 22 (3d10+6)

**Fort** +5, **Ref** +2, **Will** +4

**Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 13

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### OFFENSE

**Speed** 30 ft.

**Melee** mwk scimitar +6 (1d6+2/18–20), claw +0 (1d4+1/19–20) or

2 claws +5 (1d4+2/19–20)

**w/ Power Attack** mwk scimitar +5 (1d6+4/18–20), claw -1 (1d4+2/19–20) or

2 claws +4 (1d4+4/19–20)

**Ranged** mwk composite longbow +5 (1d8+2/×3)

**Special Attacks** sadistic strike, sinfrenzy

**Spell-Like Abilities** (CL 3rd; concentration +5)

3/day—*command* (DC 13)

1/day—*charm person* (DC 13), *death knell* (DC 14), *enthrall* (DC 14)

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### STATISTICS

**Str** 15, **Dex** 13, **Con** 14, **Int** 13, **Wis** 12, **Cha** 14

**Base Atk** +3; **CMB** +5; **CMD** 16

**Feats** Deceitful, Power Attack

**Skills** Acrobatics +7, Bluff +10, Disguise +10, Intimidate +8, Perception +7, Sense Motive +7, Stealth +7

**Languages** Abyssal, Common; telepathy 30 ft.

**Gear** studded leather, mwk composite longbow (+2 Str) with 20 arrows, mwk scimitar

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### SPECIAL ABILITIES

**Sadistic Strike (Su)** Cambions excel at causing pain and anguish. Cambions always treat any weapons with which they attack (including natural weapons and spells with attack rolls) as if they had the Improved Critical feat for the weapons.

**Sinfrenzy (Su)** Every cambion carries an excessive capacity for one of the seven classical sins, determined at the moment of the cambion's birth and depending on the nature of his humanoid parent's greatest sin. Once per day for a number of rounds equal to his Hit Dice, a cambion can embrace his sin and enter a frenzied state as a free action. While a cambion is in this frenzy, his land speed increases by 10 feet and he gains a +1 bonus on Reflex saves and attack rolls. These bonuses do not stack with those granted by *haste* or similar effects.

**DEMON, SCHIR****CR 4**

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

**Init** +2; **Senses** darkvision 60 ft., *see invisibility*; **Perception** +13**DEFENSE****AC** 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)**hp** 37 (5d10+10)**Fort** +6, **Ref** +3, **Will** +3**DR** 5/cold iron or good; **Immune** disease, electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 15**OFFENSE****Speed** 30 ft.**Melee** mwk halberd +10 (1d10+4/×3 plus disease), gore +3 (1d6+1) or

gore +8 (1d6+4)

**w/ Power Attack** mwk halberd +8 (1d10+10/×3 plus disease), gore +1 (1d6+3) or

gore +6 (1d6+10)

**Special Attacks** powerful charge (gore, 3d6+4)**Spell-Like Abilities** (CL 6th; concentration +4)Constant—*see invisibility, tongues*3/day—*arcane lock, expeditious retreat, protection from good*

1/day—summon (level 2, 1d3 schirs 20%)

**STATISTICS****Str** 17, **Dex** 14, **Con** 15, **Int** 8, **Wis** 5, **Cha** 6**Base Atk** +5; **CMB** +8; **CMD** 20**Feats** Iron Will, Power Attack, Weapon Focus (halberd)**Skills** Acrobatics +10 (+18 when jumping), Climb +11, Intimidate +6, Perception +13, Survival +2; **Racial****Modifiers** +8 Acrobatics when jumping, +8 Perception**Languages** Abyssal; telepathy 100 ft., *tongues***SPECIAL ABILITIES**

**Disease (Ex)** A schir gnaws constantly at the ends of its halberd. This infuses the blades with disease from the demon's filthy spittle. Any creature struck by a schir's halberd must succeed at a DC 14 Fortitude save or contract gray pox—a frightening disease that causes weakness, gray splotches on the skin, and eventual catatonia. *Gray Pox*: Halberd—*injury*; *save* Fort DC 15; *onset* 1 day; *frequency* 1/ day; *effect* 1d6 Str damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

## M2. Sanctum of the Beast

### DEMON, CAMBION (2)

CR 2

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

**Init** +1; **Senses** darkvision 60 ft.; Perception +7

#### DEFENSE

**AC** 15, touch 11, flat-footed 14 (+3 armor, +1 Dex, +1 natural)

**hp** 22 (3d10+6)

**Fort** +5, **Ref** +2, **Will** +4

**Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 13

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk scimitar +6 (1d6+2/18–20), claw +0 (1d4+1/19–20) or  
2 claws +5 (1d4+2/19–20)

**w/ Power Attack** mwk scimitar +5 (1d6+4/18–20), claw -1 (1d4+2/19–20) or  
2 claws +4 (1d4+4/19–20)

**Ranged** mwk composite longbow +5 (1d8+2/×3)

**Special Attacks** sadistic strike, sinfrenzy

**Spell-Like Abilities** (CL 3rd; concentration +5)

3/day—*command* (DC 13)

1/day—*charm person* (DC 13), *death knell* (DC 14), *enthrall* (DC 14)

#### STATISTICS

**Str** 15, **Dex** 13, **Con** 14, **Int** 13, **Wis** 12, **Cha** 14

**Base Atk** +3; **CMB** +5; **CMD** 16

**Feats** Deceitful, Power Attack

**Skills** Acrobatics +7, Bluff +10, Disguise +10, Intimidate +8, Perception +7, Sense Motive +7, Stealth +7

**Languages** Abyssal, Common; telepathy 30 ft.

**Gear** studded leather, mwk composite longbow (+2 Str) with 20 arrows, mwk scimitar

#### SPECIAL ABILITIES

**Sadistic Strike (Su)** Cambions excel at causing pain and anguish. Cambions always treat any weapons with which they attack (including natural weapons and spells with attack rolls) as if they had the Improved Critical feat for the weapons.

**Sinfrenzy (Su)** Every cambion carries an excessive capacity for one of the seven classical sins, determined at the moment of the cambion's birth and depending on the nature of his humanoid parent's greatest sin. Once per day for a number of rounds equal to his Hit Dice, a cambion can embrace his sin and enter a frenzied state as a free action. While a cambion is in this frenzy, his land speed increases by 10 feet and he gains a +1 bonus on Reflex saves and attack rolls. These bonuses do not stack with those granted by *haste* or similar effects.



**HORNED INHERITOR (for ritual only)****CR 4**

Cambion antipaladin 2

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

**Init** +3; **Senses** darkvision 60 ft.; Perception +6**DEFENSE****AC** 18, touch 13, flat-footed 15 (+4 armor, +3 Dex, +1 natural)**hp** 42 (5d10+15)**Fort** +12, **Ref** +7, **Will** +9**Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 13**OFFENSE****Speed** 30 ft.**Melee** mwk glaive +10 (1d10+6/19–20/×3) or

2 claws +9 (1d4+4/19–20)

**Melee** mwk glaive +8 (1d10+12/19–20/×3) or

2 claws +7 (1d4+8/19–20)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with glaive)**Special Attacks** sadistic strike, sinfrenzy, smite good 1/day (+3 attack and AC, +2 damage)**Spell-Like Abilities** (CL 3rd; concentration +6)3/day—*command* (DC 14)1/day—*charm person* (DC 14), *death knell* (DC 15), *enthrall* (DC 15)**Antipaladin Spell-Like Abilities** (CL 2nd; concentration +5)At will—*detect good***STATISTICS****Str** 19, **Dex** 17, **Con** 16, **Int** 13, **Wis** 10, **Cha** 16**Base Atk** +5; **CMB** +9; **CMD** 22**Feats** Deceitful, Power Attack, Skill Focus (Knowledge [religion])**Skills** Acrobatics +10, Bluff +11, Disguise +11, Intimidate +9, Knowledge (religion) +12, Perception +6,

Sense Motive +6, Spellcraft +5, Stealth +8

**Languages** Abyssal, Common; telepathy 30 ft.**SQ** touch of corruption 4/day (1d6)**Gear** mwk chain shirt, mwk glaive**SPECIAL ABILITIES****Sadistic Strike (Su)** Cambions excel at causing pain and anguish. Cambions always treat weapons with which they attack (including natural weapons and spells with attack rolls) as if they had the Improved Critical feat for the weapons.**Sinfrenzy (Su)** Every cambion carries an excessive capacity for one of the seven classical sins, determined at the moment of the cambion's birth and depending on the nature of his humanoid parent's greatest sin. Once per day for a number of rounds equal to his Hit Dice, a cambion can embrace his sin and enter a frenzied state as a free action. While a cambion is in this frenzy, his land speed increases by 10 feet and he gains a +1 bonus on Reflex saves and attack rolls. These bonuses do not stack with those granted by *haste* or similar effects.

**DEMON, SCHIR (for ballista only)****CR 4**

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

**Init** +2; **Senses** darkvision 60 ft., *see invisibility*; **Perception** +13**DEFENSE****AC** 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)**hp** 37 (5d10+10)**Fort** +6, **Ref** +3, **Will** +3**DR** 5/cold iron or good; **Immune** disease, electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 15**OFFENSE****Speed** 30 ft.**Melee** mwk halberd +10 (1d10+4/×3 plus disease), gore +3 (1d6+1) or gore +8 (1d6+4)**w/ Power Attack** mwk halberd +8 (1d10+10/×3 plus disease), gore +1 (1d6+3) or gore +6 (1d6+10)**Special Attacks** powerful charge (gore, 3d6+4)**Spell-Like Abilities** (CL 6th; concentration +4)Constant—*see invisibility, tongues*3/day—*arcane lock, expeditious retreat, protection from good*

1/day—summon (level 2, 1d3 schirs 20%)

**STATISTICS****Str** 17, **Dex** 14, **Con** 15, **Int** 8, **Wis** 5, **Cha** 6**Base Atk** +5; **CMB** +8; **CMD** 20**Feats** Iron Will, Power Attack, Weapon Focus (halberd)**Skills** Acrobatics +10 (+18 when jumping), Climb +11, Intimidate +6, Perception +13, Survival +2; **Racial****Modifiers** +8 Acrobatics when jumping, +8 Perception**Languages** Abyssal; telepathy 100 ft., *tongues***SPECIAL ABILITIES****Disease (Ex)** A schir gnaws constantly at the ends of its halberd. This infuses the blades with disease from the demon's filthy spittle. Any creature struck by a schir's halberd must succeed at a DC 14 Fortitude save or contract gray pox—a frightening disease that causes weakness, gray splotches on the skin, and eventual catatonia. *Gray Pox*: Halberd—*injury*; *save* Fort DC 15; *onset* 1 day; *frequency* 1/ day; *effect* 1d6 Str damage; *cure* 2 consecutive saves. The save DC is Constitution-based.