

Assault on Absalom

Subtier 5-6

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

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Tier 5-6 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 (2d8*1.5)
- Silver Crusade** – Gain a free one-use Burst of Healing benefit (3d6)
- Sovereign Court** – Gain a free one-use Timely Inspiration benefit (+2 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	16	20	24
Saves	13	15	17

Dark Archives – A. The Forae Logos Library

BLACK ECHELON OPERATIVE (4)

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.

The Exchange – B. Arms Dealers' Meeting

SWAGGERING SHOT

CR 5

Human gunslinger (pistolero) 6

CE Medium humanoid (human)

Init +6; **Senses** Perception +11

DEFENSE

AC 20, touch 16, flat-footed 14 (+4 armor, +4 Dex, +2 dodge)

hp 49 (6d10+12)

Fort +6, **Ref** +9, **Will** +4

Defensive Abilities nimble +2

OFFENSE

Speed 30 ft.

Melee mwk scimitar +7/+2 (1d6/18–20)

Ranged mwk pistol +11 (1d8+4/x4) or

mwk pistol +7 (1d8+4/x4), mwk pistol +7 (1d8+4/x4)

w/ Deadly Aim mwk pistol +9 (1d8+8/x4) or

mwk pistol +5 (1d8+8/x4), mwk pistol +5 (1d8+8/x4)

Special Attacks deeds (gunslinger initiative, gunslinger's dodge, pistol-whip, quick clear, up close and deadly +1d6, up close and deadly +2d6, utility shot), grit (2)

STATISTICS

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

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

Feats Deadly Aim, Gunsmithing^{UC}, Point-Blank Shot, Precise Shot, Rapid Reload, Two-Weapon Fighting

Skills Acrobatics +13, Bluff +8, Climb +9, Perception +11, Profession (sailor) +11, Swim +9

Languages Common, Dwarven

SQ gunsmith, pistol training

Combat Gear *potion of cat's grace*; **Other Gear** +1 studded leather, mwk pistols^{UC} (2) with 32 alchemical cartridges^{UC} (paper), mwk scimitar

SPECIAL ABILITIES

Grit (Ex) A gunslinger makes her mark upon the world with daring deeds. Some gunslingers claim they belong to a mystical way of the gun, but it's more likely that the volatile nature of firearms simply prunes the unlucky and careless from their ranks. Whatever the reason, all gunslingers have grit. In game terms, grit is a fluctuating measure of a gunslinger's ability to perform amazing actions in combat. At the start of each day, a gunslinger gains a number of grit points equal to her Wisdom modifier (minimum 1). Her grit goes up or down throughout the day, but usually cannot go higher than her Wisdom modifier (minimum 1), though some feats and magic items may affect this maximum. A gunslinger spends grit to accomplish deeds (see below), and regains grit in the following ways.

Critical Hit with a Firearm: Each time the gunslinger confirms a critical hit with a firearm attack while in the heat of combat, she regains 1 grit point. Confirming a critical hit on a helpless or unaware creature or on a creature that has fewer Hit Dice than half the gunslinger's character level does not restore grit.

Killing Blow with a Firearm: When the gunslinger reduces a creature to 0 or fewer hit points with a firearm attack while in the heat of combat, she regains 1 grit point. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the gunslinger's character level to 0 or fewer hit points does not restore any grit.

Gunslinger's Dodge (Ex) At 1st level, the gunslinger gains an uncanny knack for getting out of the way of ranged attacks. When a ranged attack is made against the gunslinger, she can spend 1 grit point to move 5 feet as an immediate action; doing so grants the gunslinger a +2 bonus to AC against the triggering attack. This movement is not a 5-foot step, and provokes attacks of opportunity. Alternatively, the gunslinger can drop prone to gain a +4 bonus to AC against the triggering attack. The gunslinger can only perform this deed while wearing medium or light armor, and while carrying no more than a light load.

Gunslinger Initiative (Ex) At 3rd level, as long as the gunslinger has at least 1 grit point, she gains the following benefits. First, she gains a +2 bonus on initiative checks. Furthermore, if she has the Quick Draw feat, her hands are free and unrestrained, and the firearm is not hidden, she can draw a single firearm as part of the initiative check.

Pistol Training (Ex) Starting at 5th level, a pistolero increases her skill with one-handed firearms. She gains a bonus on damage rolls equal to her Dexterity modifier, and when she misfires with a one-handed firearm, the misfire value increases by 2 instead of 4. Every four levels thereafter (9th, 13th, and 17th), the bonus on damage rolls increases by +1. This ability replaces gun training 1 to 4.

Pistol-Whip (Ex) At 3rd level, the gunslinger can make a surprise melee attack with the butt or handle of her firearm as a standard action. When she does, she is considered to be proficient with the firearm as a melee weapon and gains a bonus on the attack and damage rolls equal to the enhancement bonus of the firearm. The damage dealt by the pistol-whip is of the bludgeoning type, and is determined by the size of the firearm. One-handed firearms deal 1d6 points of damage (1d4 if wielded by Small creatures) and two-handed firearms deal 1d10 points of damage (1d8 if wielded by Small creatures). Regardless of the gunslinger's size, the critical multiplier of this attack is 20/x2. If the attack hits, the gunslinger can make a combat maneuver check to knock the target prone as a free action. Performing this deed costs 1 grit point.

Quick Clear (Ex) At 1st level, as a standard action, the gunslinger can remove the broken condition from a single firearm she is currently wielding, as long as that condition was gained by a firearm misfire. The gunslinger must have at least 1 grit point to perform this deed. Alternatively, if the gunslinger spends 1 grit point to perform this deed, she can perform quick clear as a move-equivalent action instead of a standard action.

Up Close and Deadly (Ex) At 1st level, when the pistolero hits a target with a one-handed firearm that is not making a scatter shot, she can spend 1 grit point to deal 1d6 points of extra damage on a hit. If she misses with the attack, she grazes the target, dealing half the extra damage anyway. This is precision damage and is not multiplied if the attack is a critical hit. This precision damage increases to 2d6 at 5th level, to 3d6 at 10th level, to 4d6 at 15th level, and to 5d6 at 20th level. This precision damage stacks with sneak attack and other forms of precision damage. The cost of using this deed cannot be reduced with the Signature Deed feat, the true grit class feature, or any similar effect. This deed replaces the deadeye deed.

POTION OF CAT'S GRACE

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

The drinker gains a +4 enhancement bonus to Dexterity for 3 minutes.

+1 STUDED LEATHER

Light Armor, +4 **Armor Bonus**, +5 **Max Dex**, 0 **ACP**, **ASF** 15%, **Price** 1,175 gp; **Weight** 20 lbs.

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

MWK PISTOL

One-handed exotic firearm, 1d8 damage; **Crit** x4; **Type** B and P; **Price** 1,300 gp; **Weight** 4 lbs.

Range 20 ft.; **Misfire** 1 (5 ft.); **Capacity** 1

ODDFELLOW (3)**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^{UC}, Exotic Weapon Proficiency (firearms)^{UC}, 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^{UC} with 10 bullets^{UC}, powder horn^{UC} with 10 doses of black powder^{UC}**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 (3)

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.

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

NE Medium undead

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

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

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

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

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

DEFENSE

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

OFFENSE

Speed 30 ft.

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

Ranged shortspear +3 (1d6+3)

Special Attacks sneak attack +1d6

STATISTICS

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.

SECURITY MANAGER**CR 5**

Human fighter 6

NE Medium humanoid (human)

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

DEFENSE**AC** 20, touch 10, flat-footed 20 (+6 armor, +4 shield)**hp** 55 (6d10+18)**Fort** +7, **Ref** +4, **Will** +5 (+2 vs. fear)

OFFENSE**Speed** 30 ft. (20 ft. in armor)**Melee** +1 *battleaxe* +15/+10 (1d8+8/×3) or

club +12/+7 (1d6+6) or

heavy shield bash +12/+7 (1d4+6)

w/ Power Attack +1 *battleaxe* +13/+8 (1d8+12/×3) or

club +10/+5 (1d6+10) or

heavy shield bash +10/+5 (1d4+10)

Special Attacks weapon training (axes +1)

TACTICS**Before Combat** The manager drinks his *potion of bull's strength*.**Base Statistics** Without the *potion of bull's strength*, the security manager's statistics are **Melee** +1 *battleaxe* +13/+8 (1d8+6/×3) or club +10/+5 (1d6+4) or heavy shield bash +10/+5 (1d4+4); **Str** 18; **CMB** +10; **CMD** 20.

STATISTICS**Str** 22, **Dex** 10, **Con** 14, **Int** 12, **Wis** 13, **Cha** 8**Base Atk** +6; **CMB** +12; **CMD** 22**Feats** Bludgeoner^{UC}, Enforcer^{APG}, Intimidating Prowess, Iron Will, Lightning Reflexes, Power Attack, Shield Focus, Weapon Focus (battleaxe)**Skills** Acrobatics -4 (-8 when jumping), Diplomacy +5, Handle Animal +8, Intimidate +12, Survival +10**Languages** Common, Elven**SQ** armor training 1**Combat Gear** *potion of bull's strength*, *potion of cure moderate wounds*; **Other Gear** mwk chainmail, +1 *heavy steel shield*, +1 *battleaxe*, club, 270 gp

SPECIAL ABILITIES**Bludgeoner** You take no penalty on attack rolls for using a lethal bludgeoning weapon to deal nonlethal damage.**Enforcer** Whenever you deal nonlethal damage with a melee weapon, you can make an Intimidate check to demoralize your target as a free action. If you are successful, the target is shaken for a number of rounds equal to the damage dealt. If your attack was a critical hit, your target is frightened for 1 round with a successful Intimidate check, as well as being shaken for a number of rounds equal to the damage dealt.

POTION OF BULL'S STRENGTH

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

The drinker gains a +4 enhancement bonus to Strength for 3 minutes.

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.

+1 HEAVY STEEL SHIELD

Shield, +3 **Shield Bonus**, — **Max Dex**, -2 **ACP**, **ASF** 15%, **Price** 1,170 gp; **Weight** 15 lbs.

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

+1 BATTLEAXE

One-handed martial melee weapon, 1d8 damage; **Crit** x3; **Type** S; **Price** 2,310 gp; **Weight** 6 lbs.

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

Scarab Sages – E. The Titan's Fountain

BORDER GUARD (2)

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.

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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).

STORM SORCERER**CR 5**

Elf sorcerer 6

NE Medium humanoid (elf)

Init +6; **Senses** low-light vision; Perception +4**DEFENSE****AC** 18, touch 14, flat-footed 15 (+4 armor, +1 deflection, +2 Dex, +1 dodge)**hp** 35 (6d6+12)**Fort** +4, **Ref** +5, **Will** +7; +2 vs. enchantments**Immune** sleep; **Resist** electricity 10**OFFENSE****Speed** 30 ft.**Melee** spear +2 (1d8–1/×3)**Ranged** mwk longbow +6 (1d8/×3)**Bloodline Spell-Like Abilities** (CL 6th; concentration +9)

6/day—elemental ray (1d6+3 electricity)

Sorcerer Spells Known (CL 6th; concentration +9)3rd (4/day)—*lightning bolt* (DC 17)2nd (6/day)—*gust of wind* (DC 16), *scorching ray* (electricity), *spectral hand*1st (7/day)—*burning hands* (electricity; DC 15), *mage armor*, *magic missile*, *obscuring mist*, *shocking grasp*0 (at will)—*acid splash* (electricity), *dancing lights*, *detect magic*, *light*, *mage hand*, *ray of frost* (electricity), *read magic***Bloodline** elemental (air)**TACTICS****Before Combat** The sorcerer casts *mage armor*.**During Combat** The sorcerer favors his electricity spells, casting *lightning bolt* or *scorching ray*, or using his *spectral hand* to deliver *shocking grasp* attacks. He prefers ranged combat, using a *scroll of fly* or *levitate* to avoid opponents on the ground.**Base Statistics** Without *mage armor*, the sorcerer's base statistics are **AC** 14, touch 14, flat-footed 11.**STATISTICS****Str** 8, **Dex** 15, **Con** 12, **Int** 12, **Wis** 12, **Cha** 16**Base Atk** +3; **CMB** +2; **CMD** 16**Feats** Dodge, Eschew Materials, Improved Initiative, Spell Focus (evocation)**Skills** Fly +10, Knowledge (arcana) +9, Linguistics +2, Perception +4, Spellcraft +10 (+12 to identify magic item properties)**Languages** Auran, Common, Draconic, Elven**SQ** bloodline arcana (change energy damage spells to electricity), elven magic, weapon familiarity**Combat Gear** *scroll of fly*, *scroll of gaseous form*, *scroll of levitate*; **Other Gear** masterwork longbow with 20 arrows, spear, *cloak of resistance +1*, *ring of protection +1*; 375 gp

3rd level spells

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

2nd level spells

Gust of Wind (evocation[air], VS, 60ft. line of severe wind, 1rd) – FORT or tiny creatures are knocked prone, roll 1d4*10ft, take 1 nonlethal for every 10 ft. rolled, small creatures are knocked prone, medium creatures can't move forward except for DC15 Strength check. -4 penalty to ranged attacks no matter the size.

Scorching Ray (electricity) (evocation[electricity], VS, close, SRyes) – 1 ray of electricity (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.

1st level spells

Burning Hands (electricity) (evocation[electricity], VS, 15ft cone, SR yes) – 1d4/lvl (max 5d4) electricity, REF half

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

Magic Missile (evocation[force], VS, medium, SRyes) – 3 1d4+1 missiles of force

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

Shocking Grasp (evocation[electricity], VS, creature touched, SRyes) – 1d6/lvl (max 5d6) electricity. +3 if target is wearing metal armor or is carrying a metal weapon.

Special Abilities

Bloodline Arcana Whenever you cast a spell that deals energy damage, you can change the type of damage to match the type of your bloodline. This also changes the spell's type to match the type of your bloodline.

Elemental Ray Starting at 1st level, you can unleash an elemental ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. This ray deals 1d6 points of damage of your energy type + 1 for every two sorcerer levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Items

Scroll of Fly – Cast Fly at CL 5.

Fly (transmutation, VSF, creature touched, 1min/lvl, SRyes) – Creature gains fly speed of 60ft, +1/2 lvl to Fly checks.

Scroll of Gaseous Form – Cast Gaseous Form at CL 3.

Gaseous Form (transmutation, SMDF, willing creature touched, 2min/lvl) – Creature becomes mist. Loses armor, gain DR10/magic, immune to poison, sneak attacks, crits. Can't attack, cast spells with verbal, somatic or material components, use supernatural abilities. Fly speed of 10 ft, auto pass fly checks.

Scroll of Levitate – Cast Levitate at CL 3.

Levitate (transmutation, VSF, personal or close, 1min/lvl) – Move yourself, another person, or another object up and down. Move action to move up or down 20ft. Increasing -1 penalty per attack, up to a -5.

SCROLL OF FLY

Aura faint transmutation; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 375 gp; **Weight** —

School transmutation; **Level** alchemist 3, arcanist 3, bloodrager 3, investigator 3, magus 3, medium 3, occultist 3, psychic 3, red mantis assassin 3, shaman 3, sorcerer/wizard 3, spiritualist 3, summoner 3, summoner (unchained) 3, witch 3

Casting Time 1 standard action

Range touch

Target creature touched

Duration 1 min./level

Saving Throw Will DC 14 negates (harmless); **Spell Resistance** yes (harmless)

The subject can fly at a speed of 60 feet (or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good. Using a *fly* spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a *fly* spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears. The subject gains a bonus on Fly skill checks equal to 1/2 your caster level.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends safely in this way if the *fly* spell is dispelled, but not if it is negated by an *antimagic field*.

SCROLL OF GASEOUS FORM

Aura faint transmutation; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 375 gp; **Weight** —

School transmutation; **Level** alchemist 3, arcanist 3, bard 3, investigator 3, magus 3, medium 3, occultist 3, psychic 3, red mantis assassin 3, skald 3, sorcerer/wizard 3, spiritualist 3

Casting Time 1 standard action

Range touch

Target willing corporeal creature touched

Duration 2 min./level (D)

Saving Throw none; **Spell Resistance** no

The subject and all its gear become insubstantial, misty, and translucent. Its material armor (including natural armor) becomes worthless, though its size, Dexterity, deflection bonuses, and armor bonuses from force effects still apply. The subject gains DR 10/magic and becomes immune to poison, sneak attacks, and critical hits. It can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form. This does not rule out the use of certain spells that the subject may have prepared using the feats Silent Spell, Still Spell, and Eschew Materials. The subject also loses supernatural abilities while in gaseous form. If it has a touch spell ready to use, that spell is discharged harmlessly when the *gaseous form* spell takes effect.

A gaseous creature can't run, but it can fly at a speed of 10 feet and automatically succeeds on all Fly skill checks. It can pass through small holes or narrow openings, even mere cracks, with all it was wearing or holding in its hands, as long as the spell persists. The creature is subject to the effects of wind, and it can't enter water or other liquid. It also can't manipulate objects or activate items, even those carried along with its gaseous form. Continuously active items remain active, though in some cases their effects may be moot.

SCROLL OF LEVITATE

Aura faint transmutation; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 150 gp; **Weight** —

School transmutation; **Level** alchemist 2, arcanist 2, investigator 2, magus 2, medium 2, mesmerist 2, occultist 2, psychic 2, red mantis assassin 2, shaman 2, sorcerer/wizard 2, spiritualist 2, summoner 2, summoner (unchained) 2, witch 2

Casting Time 1 standard action

Range personal or close (25 ft. + 5 ft./2 levels)

Target you or one willing creature or one object (total weight up to 100 lbs./level)

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** no

Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a –1 penalty on attack rolls, the second –2, and so on, to a maximum penalty of –5. A full round spent stabilizing allows the creature to begin again at –1.

CLOAK OF RESISTANCE +1

Aura faint abjuration; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 1,000 gp; **Weight** 1 lb.

The wearer gains a +1 resistance bonus to all saves.

RING OF PROTECTION +1

Aura faint evocation; **CL** 5th; **Slot** neck; **Identify DC** 20; **Price** 4,000 gp; **Weight** —

The wearer gains a +1 deflection bonus to AC.

Silver Crusade – F. The Ivory Labyrinth

BULL OF BAPHOMET

CR 3

Advanced fiendish aurochs

CE Large animal

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

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

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)

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.

MINOTAUR (2)**CR 4**

CE Large monstrous humanoid

Init +0; **Senses** darkvision 60 ft.; Perception +10

DEFENSE**AC** 14, touch 9, flat-footed 14 (+5 natural, -1 size)**hp** 45 (6d10+12)**Fort** +6, **Ref** +5, **Will** +5**Defensive Abilities** natural cunning

OFFENSE**Speed** 30 ft.**Melee** greataxe +9/+4 (3d6+6/x3), gore +4 (1d6+2)**w/ Power Attack** greataxe +7/+2 (3d6+12/x3), gore +2 (1d6+4)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** powerful charge (gore +11, 2d6+6)

STATISTICS**Str** 19, **Dex** 10, **Con** 15, **Int** 7, **Wis** 10, **Cha** 8**Base Atk** +6; **CMB** +11; **CMD** 21**Feats** Great Fortitude, Improved Bull Rush, Power Attack**Skills** Intimidate +5, Perception +10, Stealth +2, Survival +10; **Racial Modifiers** +4 Perception, +4 Survival**Languages** Giant

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.

Sovereign Court – G. Waterfront

BLACK ECHELON INFILTRATOR (2)

CR 5

NE Medium undead

Init +7; **Senses** darkvision 60 ft.; Perception +12

Aura silent aura

DEFENSE

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

hp 52 (8d8+16)

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

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

OFFENSE

Speed 30 ft.

Melee mwk sickle +11/+6 (1d6+3) or claw +9 (1d4+2)

Ranged dart +9 (1d4+3 plus poison)

Special Attacks sneak attack +3d6

STATISTICS

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

Base Atk +6; **CMB** +9; **CMD** 22

Feats Following Step^{APG}, Improved Initiative, Step Up, Weapon Focus (sickle)

Skills Climb +14, Disguise +13, Perception +12, Stealth +14, Swim +11

SQ deliberate, enshrouding mist

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

SPECIAL ABILITIES

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

Enshrouding Mist (Su) As a standard action, a Black Echelon infiltrator can expand the fog that swirls around its body. This creates a pea-soup fog which extends around the infiltrator 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 infiltrator has no special ability to attack through its own mist; it suffers the same penalty on its ranged attacks.

Following Step When using the Step Up feat to follow an adjacent foe, you may move up to 10 feet. You may still take a 5-foot step during your next turn, and any movement you make using this feat does not subtract any distance from your movement during your next turn.

Poison (Ex) A black echelon infiltrator 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 16; *frequency* 1/round for 4 rounds; *effect* 1d2 Cha damage and sickened 1 round; *secondary effect* 1d2 Cha damage and staggered 1 round; *cure* 1 save.

Silent Aura (Su) Black Echelon infiltrators are perfectly silent. This silence dampens all noise in the infiltrator'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

GLOBSTER (2)

CR 5

N Large ooze (aquatic)

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

Aura stench (DC 18, 10 rounds)

DEFENSE

AC 16, touch 4, flat-footed 16 (-5 Dex, +12 natural, -1 size)

hp 57 (6d8+30)

Fort +7, **Ref** -3, **Will** -3

Immune acid, bludgeoning and piercing damage, ooze traits; **Resist** cold 10, electricity 10

OFFENSE

Speed 20 ft., swim 40 ft.

Melee slam +9 (2d6+9 plus grab and nausea)

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

Special Attacks create spawn, constrict (2d6+9)

STATISTICS

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

Base Atk +4; **CMB** +11 (+15 grapple); **CMD** 16 (can't be tripped)

Skills Swim +14

SQ decompose, water dependency

SPECIAL ABILITIES

Create Spawn (Ex) When a globster eats a living creature, it digests only a small portion of the remains. As the undigested remains accumulate inside of it, the globster grows more and more bloated. As a full-round action that does not provoke attacks of opportunity, a globster can regurgitate these foul remains along with portions of its own mass. Doing so deals 1d6 points of damage to the globster and creates a new, fully grown globster that immediately attacks the nearest non-globster target. A globster can create spawn up to once per day, though only after it has fed upon at least four Medium-sized creatures (or the equivalent number of creatures of other sizes).

Decompose (Ex) A slain globster decays into a mass of goo in the span of 24 hours. However, the corpse retains the creature's stench aura for 1d10 days after its death.

Nausea (Ex) A creature struck by a globster must succeed at a DC 18 Fortitude save to avoid being nauseated for 1 round. Once a creature succeeds at this saving throw, it is immune to further nausea effects from that particular globster for 24 hours. This is a poison effect. The save DC is Constitution-based.

Stench (Ex) A creature with the stench special ability secretes an oily chemical that nearly every other creature finds offensive. All living creatures (except those with the stench special ability) within 30 feet must succeed on a Fortitude save (the save DC is Con-based) or be sickened. Creatures that successfully save cannot be affected by the same creature's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

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

DRAUGR (3) CR 2

CE Medium undead (water)

Init +0; **Senses** darkvision 60 ft., Perception +6

DEFENSE

AC 14, touch 10, flat-footed 14 (+2 armor, +2 natural)

hp 19 (3d8+6)

Fort +2, **Ref** +1, **Will** +3

DR 5/bludgeoning or slashing; **Immune** undead traits; **Resist** fire 10

OFFENSE

Speed 30 ft., swim 30 ft.

Melee greataxe +5 (1d12+4/×3 plus nausea) or slam +5 (1d10+4 plus nausea)

w/ Power Attack greataxe +4 (1d12+7/×3 plus nausea) or slam +4 (1d10+7 plus nausea)

STATISTICS

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

Base Atk +2; **CMB** +5; **CMD** 15

Feats Power Attack, Toughness

Skills Climb +9, Perception +6, Stealth +6, Swim +11

Languages Common (cannot speak)

SPECIAL ABILITIES

Nausea (Su) A creature that is damaged by a draugr must succeed at a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Charisma-based.

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 ghoulish at the next midnight. A humanoid who becomes a ghoulish in this way retains none of the abilities it had in life. It is not under the control of any other ghoulish, but it hungers for the flesh of the living and behaves like a normal ghoulish in all respects. A humanoid of 4 Hit Dice or more rises as a ghoulish (*Pathfinder RPG Bestiary* 146).

12. Main Deck

CAPTAIN ABASTOR

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/x3 plus 1d6 cold)

w/ Power Attack +1 *keen falcata* +12/+7 (1d8+14/17–20/x3 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

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 ghast (*Pathfinder RPG Bestiary* 146).

COMMODORE KORGEN (for additional challenge)**CR 8**

Mohrg

CE Medium undead

Init +8; **Senses** darkvision 60 ft.; Perception +23**DEFENSE****AC** 23, touch 15, flat-footed 18 (+4 Dex, +1 dodge, +8 natural)**hp** 91 (14d8+28)**Fort** +6, **Ref** +10, **Will** +9**Immune** undead traits**OFFENSE****Speed** 30 ft.**Melee** 2 slams +15 (2d8+5 plus grab), tongue +10 melee touch (paralysis)**Special Attacks** create spawn, paralysis (1d4 minutes, DC 21)**STATISTICS****Str** 21, **Dex** 19, **Con** —, **Int** 11, **Wis** 10, **Cha** 14**Base Atk** +10; **CMB** +15 (+19 grapple); **CMD** 30**Feats** Ability Focus (paralysis), Dodge, Improved Initiative, Lightning Reflexes, Mobility, Skill Focus (Perception), Spring Attack**Skills** Climb +22, Perception +23, Stealth +21, Swim +19**SPECIAL ABILITIES**

Create Spawn (Su) Humanoid creatures killed by a mohrg rise immediately as fast zombies under the mohrg's control. The sudden bloom of unlife when a mohrg's victim dies and becomes a zombie causes a surge of negative energy to flow through the mohrg. Whenever a mohrg creates a zombie in this manner, it is healed 1d6 hit points per HD of the slain creature and acts as if under the effects of *haste* for the round immediately following the spawn's creation.

Paralysis (Su) This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can usually resist it with a Fortitude saving throw (this DC is normally Con-based). Unlike *hold person* and similar effects, a paralysis effect does not allow a new save each round. A winged creature flying in the air at the time that it is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

HUMAN FAST ZOMBIE (for create spawn)**CR 1/2**

NE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +0**DEFENSE****AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)**hp** 12 (2d8+3)**Fort** +0, **Ref** +2, **Will** +3**Immune** undead traits**OFFENSE****Speed** 40 ft.**Melee** slam +4 (1d6+4)**STATISTICS****Str** 17, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10**Base Atk** +1; **CMB** +4; **CMD** 16**Feats** Toughness^B**SPECIAL ATTACKS**

Quick Strikes (Ex) Whenever a fast zombie takes a full-attack action, it can make one additional slam attack at its highest base attack bonus.

J. Petal District Ramparts

GOLEM, CARRION

CR 4

N Medium construct

Init +1; **Senses** blindsense 10 ft., darkvision 60 ft., low-light vision; Perception +0

Aura foul stench (DC 12, 1 round)

DEFENSE

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

hp 42 (4d10+20)

Fort +1, **Ref** +2, **Will** +1

DR 5/bludgeoning or slashing; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +7 (1d8+3 plus disease)

Special Attacks plague carrier

STATISTICS

Str 17, **Dex** 12, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +4; **CMB** +7; **CMD** 18

SPECIAL ABILITIES

Foul Stench (Ex) This functions as the stench ability, but causes affected creatures to be nauseated rather than sickened.

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

- *Gentle repose* causes a carrion golem to become stiff and helpless for 1d4 rounds unless it succeeds at a Will save against the spell.
- *Animate dead* causes the various parts of the golem's body to shudder and tear, dealing 1d6 points of damage per caster level to the golem (no save).
- Any magical attack that deals cold or fire damage slows a carrion golem (as the *slow* spell) for 2d6 rounds (no save).
- Any magical attack that deals electricity damage hastens a carrion golem (as the *haste* spell) for 2d6 rounds.

Plague Carrier (Ex) When a carrion golem is created, its creator infects it with a specific disease. The carrion golem can then infect those it strikes with its slams with this disease—most carrion golems inflict filth fever. The save DC is Constitution-based and includes a +2 racial bonus. *Filth Fever*: Slam—injury; save Fortitude DC 14; onset 1d3 days; frequency 1/day; effect 1d3 Dex and 1d3 Con damage; cure 2 consecutive saves.

HUNGRY FLESH (2)**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, FLESH**CR 7**

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0**DEFENSE****AC** 20, touch 8, flat-footed 20; (-1 Dex, +12 natural, -1 size)**hp** 79 (9d10+30)**Fort** +3, **Ref** +2, **Will** +3**DR** 5/adamantine; **Immune** construct traits, magic**OFFENSE****Speed** 30 ft.**Melee** 2 slams +13 (2d8+5)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** berserk**STATISTICS****Str** 20, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1**Base Atk** +9; **CMB** +15; **CMD** 24**SPECIAL ABILITIES**

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

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

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

K2. Command Post

CAPTAIN NAKARR

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/x3), bite +6 (1d8+3), gore +6 (1d6+3)

w/ Power Attack greataxe +9/+4 (3d6+15/x3), 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 6th, 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

MINOTAUR (2)**CR 4**

CE Large monstrous humanoid

Init +0; **Senses** darkvision 60 ft.; **Perception** +10

DEFENSE**AC** 14, touch 9, flat-footed 14 (+5 natural, -1 size)**hp** 45 (6d10+12)**Fort** +6, **Ref** +5, **Will** +5**Defensive Abilities** natural cunning

OFFENSE**Speed** 30 ft.**Melee** greataxe +9/+4 (3d6+6/x3), gore +4 (1d6+2)**w/ Power Attack** greataxe +7/+2 (3d6+12/x3), gore +2 (1d6+4)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** powerful charge (gore +11, 2d6+6)

STATISTICS**Str** 19, **Dex** 10, **Con** 15, **Int** 7, **Wis** 10, **Cha** 8**Base Atk** +6; **CMB** +11; **CMD** 21**Feats** Great Fortitude, Improved Bull Rush, Power Attack**Skills** Intimidate +5, **Perception** +10, **Stealth** +2, **Survival** +10; **Racial Modifiers** +4 **Perception**, +4 **Survival****Languages** Giant

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.

WARCHIEF MITHRAKK THE UNDYING (for additional challenge or 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^B, Lightning Reflexes, Mounted Combat^B, Power Attack, Ride-By Attack^B, Toughness^B, 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

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

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)

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)

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, BABAU (2)

CR 6

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

Init +5; **Senses** darkvision 60 ft., *see invisibility*; **Perception** +19

DEFENSE

AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)

hp 73 (7d10+35)

Fort +10, **Ref** +6, **Will** +5

Defensive Abilities protective slime; **DR** 10/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 17

OFFENSE

Speed 30 ft.

Melee 2 claws +12 (1d6+5), bite +12 (1d6+5) or
longspear +12/+7 (1d8+7/×3), bite +7 (1d6+2)

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

Special Attacks sneak attack +2d6

Spell-Like Abilities (CL 7th)

Constant—*see invisibility*

At will—*darkness*, *dispel magic*, *greater teleport* (self plus 50 lbs. of objects only)

1/day—summon (level 3, 1 babau 40%)

STATISTICS

Str 21, **Dex** 13, **Con** 20, **Int** 14, **Wis** 13, **Cha** 16

Base Atk +7; **CMB** +12; **CMD** 23

Feats Combat Reflexes, Improved Initiative, Iron Will, Skill Focus (Stealth)

Skills Acrobatics +11, Climb +12, Disable Device +11, Escape Artist +11, Perception +19, Sense Motive +11, Sleight of Hand +11, Stealth +22; **Racial Modifiers** +8 Perception, +8 Stealth

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SPECIAL ABILITIES

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

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.

Dispel Magic (abjuration, VS, medium) – Make a dispel check (1d20+CL). Target a creature, object or spell. Either dispels highest CL spell it can get off of the creature, dispels the targeted spell, or suppresses the object for 1d4 rounds as long as you make DC 11+CL. Can also be used as a generic counterspell.

Greater Teleport (conjuration[teleportation], V, personal and touch) – Teleport you and 1 medium creature/3 levels. No range limit.

See Invisibility (divination, VSM, personal, 10min/lvl) – See invisible/ethereal creatures

M2. Sanctum of the Beast

DEMON, NABASU

CR 8

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

Init +7; **Senses** darkvision 60 ft.; Perception +23

DEFENSE

AC 22, touch 14, flat-footed 18 (+3 Dex, +1 dodge, +8 natural)

hp 103 (9d10+54)

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

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

OFFENSE

Speed 30 ft., fly 60 ft. (average)

Melee 2 claws +15 (1d6+6), bite +15 (1d8+6)

w/Power Attack 2 claws +12 (1d6+12), bite +12 (1d8+12)

Special Attacks consume life, death-stealing gaze, sneak attack +2d6

Spell-Like Abilities (CL 8th)

At will—*deeper darkness*, *greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 19)

3/day—*enervation*, *silence* (DC 16), *vampiric touch*

1/day—*mass hold person* (DC 21), *regenerate*, summon (level 4, 1 nabasu 30% or 1d4 babaus 30%)

STATISTICS

Str 22, **Dex** 17, **Con** 22, **Int** 15, **Wis** 16, **Cha** 19

Base Atk +9; **CMB** +15; **CMD** 29

Feats Cleave, Combat Expertise, Dodge, Improved Initiative, Power Attack

Skills Acrobatics +15, Fly +15, Knowledge (arcana, planes) +14, Perception +23, Sense Motive +15, Stealth +15 (+23 in shadowy areas), Survival +15; **Racial Modifiers** +8 Perception, +8 Stealth in shadowy areas

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SPECIAL ABILITIES

Consume Life (Su) When a nabasu creates a ghoul with its gaze attack, it gains a growth point. It gains a bonus equal to its growth point total on attack rolls, caster level checks, combat maneuver checks, saving throws, and skill checks. Its maximum hit points increase by 10 for each growth point, and its caster level for spell-like abilities increases by 1. For every 2 growth points, its natural armor bonus, SR, and CR increase by 1. Every time it gains a growth point, it attempts a DC 30 caster level check—success indicates it matures (gaining both the advanced and the giant simple templates) and plane shifts to the Abyss in a burst of smoke. A nabasu can have a maximum of 20 growth points—it automatically matures if it has not done so already when it reaches 20 growth points.

Death-Stealing Gaze (Su) As a free action once per day per growth point (minimum of 1/day), a nabasu can activate its death-stealing gaze for a full round. Each living creature within 30 feet must succeed at a DC 18 Fortitude saving throw or gain a negative level. A humanoid slain in this manner immediately transforms into a ghoul under the nabasu's control. A nabasu's gaze can only create one ghoul per round—if multiple humans perish from the gaze in a round, the nabasu picks which human becomes a ghoul. The save DC is Charisma-based.

Nabasu Cheat Sheet

Deeper Darkness (evocation[darkness], VMDF, object touched, 1min/lvl) – object radiates darkness in a 60ft. radius. Light level drops two steps, nonmagical sources of light are shut off, supernatural darkness is possible.

Enervation (necromancy, VS, close, ray of negative energy, SRyes) – Ranged touch attack deals 1d4 negative levels for 1 hour/lvl. Undead gain 1d4*5 temps.

Greater Teleport (conjuration(teleportation), V, personal and touch) – Teleport you and 1 medium creature/3 levels. No range limit.

Mass Hold Person (enchantment (compulsion)[mind-affecting], VSDF, medium, one or more humanoids, no two >30ft. apart, 1rd/lvl(D), SRyes) – WILL or paralyzed. Full-round gives another save.

Regenerate – not relevant in combat

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.

Telekinesis (transmutation, VS, long, concentration (1rd/lvl) or instantaneous, SRyes) – Choose 1 of 3:
Sustained Force = Move an object up to 25lbs/lvl while concentrating. Will negates, SR applies.
Combat Maneuver = 1/round while concentrating bull rush, disarm, grapple, or trip using CL + casting stat. No save, but SR applies. *Violent Thrust* = Hurl one object/creature per lvl at target. Att = CL + casting stat, damage = weapon damage or 1-1d6/25 lbs.

Vampiric Touch (necromancy, VS, living creature touched, SRyes) – Touch deals 1d6/2lvls, gain temps equal to damage dealt for 1hr. Can't gain more hp than subject's current hp + CON score.

DEMON, CAMBION (4) (for additional encounters)**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.

DEMON, SCHIR (2) (for additional encounters)**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.