

## Dominated Master

Male human monk 8

LN Medium humanoid (human)

**Init** +4; **Senses** Perception +2

### Defense

**AC** 19, touch 19, flat-footed 14 (+4 Dex, +1 dodge, +2 monk, +2 Wis)

**hp** 63 (8d8+24)

**Fort** +7, **Ref** +12, **Will** +8; +2 vs. enchantment

**Defensive Abilities** evasion; **Immune** disease

### Offense

**Speed** 50 ft.

**Melee** unarmed strike +11/+6 (1d10+1) or  
flurry of blows +10/+10/+5/+5 (1d10+1)

**Special Attacks** flurry of blows, stunning fist (8/day, DC 16)

### Tactics

#### During Combat

The master is Jathyl's unquestioning thrall and believes the PCs to be the threat she has painted them as. When adjacent to a foe at the start of his turn, he spends a *ki* point to gain an additional flurry attack, using Stunning Fist on his first strike. Otherwise, the master uses Spring Attack and Stunning Fist whenever possible, directing his followers in Vudrani while spewing insults at the PCs in Common.

#### Morale

Completely under Jathyl's control, the master truly believes the PCs are the largest threat to the survival of his monastery, and he fights to the death. When reduced to 20 or fewer hit points, he throws the 5d6 bead from his *necklace of fireballs* into the largest concentration of PCs, disregarding his own safety and that of his followers.

### Statistics

**Str** 12, **Dex** 18, **Con** 13, **Int** 12, **Wis** 15, **Cha** 8

**Base Atk** +6; **CMB** +9; **CMD** 26

**Feats** Deflect Arrows, Dodge, Improved Unarmed Strike, Lightning Reflexes, Mobility, Spring Attack, Stunning Fist, Toughness, Weapon Finesse, Weapon Focus (unarmed strike)

**Skills** Acrobatics +15 (+31 jump), Diplomacy +7, Escape Artist +15, Knowledge (history) +12, Knowledge (religion) +12, Stealth +15

**Languages** Common, Vudrani

**SQ** fast movement, high jump, *ki* pool (6 points, magic), maneuver training, purity of body, slow fall 40 ft., still mind, wholeness of body

**Combat Gear** *necklace of fireballs* (type I);

**Other Gear** *belt of incredible dexterity* +2, fine monastic robes, the *Fleshforge Manuscript* (third section), temple key

**Stunning fist:** You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a **Fortitude** saving throw (DC 16), in addition to dealing damage normally. A defender who fails this saving throw is **stunned** for 1 round (until just before your next turn). A stunned character drops everything held, can't take actions, loses any **Dexterity** bonus to **AC**, and takes a –2 penalty to **AC**. Constructs, oozes, plants, undead, **incorporeal** creatures, and creatures immune to critical hits cannot be **stunned**.

## Unremitting Tide Grappler (4)

Human monk 4

LN Medium humanoid (human)

**Init** +1; **Senses** Perception +7

### Defense

**AC** 14, touch 14, flat-footed 12 (+1 Dex, +1 dodge, +1 monk, +1 Wis)

**hp** 37 each (4d8+16)

**Fort** +6, **Ref** +5, **Will** +5; +2 vs. enchantment

**Defensive Abilities** evasion

### Offense

**Speed** 40 ft.

**Melee** unarmed strike +8 (1d8+4) or  
flurry of blows +7/+7 (1d8+4)

**Ranged** mwk shuriken +5 (1d2+4) or  
mwk shuriken flurry of blows +4/+4 (1d2+4)

**Special Attacks** flurry of blows, stunning fist (4/day, DC 13)

### Tactics

#### During Combat

The monks grapple whenever possible, pinning foes, then dealing nonlethal damage. For the first 3 rounds, they spend a point from their *ki* pool to increase their AC and CMD. Against an all-flying party, they drink their *potions of fly*.

**Morale** The monks obey their master's orders to the death.

### Statistics

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

**Base Atk** +3; **CMB** +8; **CMD** 21

**Feats** Deflect Arrows, Dodge, Improved Grapple, Improved Unarmed Strike, Stunning Fist, Toughness, Weapon Focus (unarmed strike)

**Skills** Acrobatics +8 (+12 jump), Climb +11, Knowledge (history) +7, Knowledge (religion) +7, Linguistics +1, Perception +7

**Languages** Common, Vudrani

**SQ** fast movement, *ki* pool (3 points, magic), maneuver training, slow fall 20 ft., still mind

**Combat Gear** *potion of fly*;

**Other Gear** masterwork shuriken (10), monastic robes

## Pradnyara

Female human monk 1/paladin of Irori 8  
LG Medium humanoid (human)

**Init** +4; **Senses** Perception +4

### Defense

**AC** 22, touch 20, flat-footed 17 (+2 armor, +4 Dex, +1 dodge, +1 monk, +4 Wis)

**hp** 78 (9 HD; 1d8+8d10+26)

**Fort** +11, **Ref** +10, **Will** +14

**Immune** charm, disease, fear

**Aura** courage (10 ft.), resolve (10 ft.)

### Offense

**Speed** 30 ft.

**Melee** unarmed strike +15/+10 (1d8+4) or  
flurry of blows +14/+14/+9 (1d8+4)

**Special Attacks** channel positive energy (DC 16, 4d6), flurry of blows, smite evil (+2 attack and AC, +8 damage), stunning fist (4/day, DC 18)

**Paladin Spell-Like Abilities** (CL 8th; concentration +10): At will—*detect evil*

**Paladin Spells Prepared** (CL 5th; concentration +7)

2nd—*bull's strength*, *owl's wisdom*

1st—*divine favor*, *magic weapon*

### Tactics

#### Before Combat

If Pradnyara is aware that the “thieves” approach, she casts *owl's wisdom*, *bull's strength*, *magic weapon*, and *divine favor*, in that order. Once the PCs enter the library, she detects evil.

#### During Combat

Pradnyara springs down on the PCs, and silently motions for them to surrender. If they do not, she attacks—always choosing to do nonlethal damage—using her flurry of blows whenever she gets a full attack. Otherwise, she attacks lightly armored PCs using Scorpion Style. She uses Stunning Fist and Vital Strike whenever possible, and smite evil against any summoned devils, demons, or other evil outsiders. Pradnyara does not summon her mount in the library.

#### Morale

If the PCs proclaim their innocence, Pradnyara immediately ceases combat to give them a chance to parley. Otherwise, she fights to the death to protect the library from the perceived thieves.

**Base Statistics** When not under the effect of her spells, Pradnyara has the following statistics:

**AC** 20, touch 18, flat-footed 15; **Will** +12;

**Melee** unarmed strike +13/+8 (1d8), flurry of blows +12/+12/+7 (1d8); **Str** 10, **Wis** 14; **CMB** +8;

**CMD** 26; Perception +2, Sense Motive +13.

#### Statistics

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

**Base Atk** +8; **CMB** +10; **CMD** 30

**Feats** Dodge, Gorgon's Fist, Improved Unarmed Strike, Scorpion Style, Stunning Fist, Toughness, Vital Strike, Weapon Finesse, Weapon Focus (unarmed strike)

**Skills** Acrobatics +16, Knowledge (history) +3, Knowledge (religion) +3, Linguistics +0, Sense Motive +15

**Languages** Common, Vudrani

**SQ** aura, code of conduct, divine bond (mount), divine grace, lay on hands (4d6, 6/day), mercies (diseased, fatigued)

**Combat Gear** *potion of fly*;

**Other Gear** *bracers of armor* +2, *monk's robe*

## Unremitting Tide Stunner (2)

Human monk 4

LN Medium humanoid (human)

**Init** +1; **Senses** Perception +9

### Defense

**AC** 15, touch 15, flat-footed 13 (+1 Dex, +1 dodge, +1 monk, +2 Wis)

**hp** 37 each (4d8+16)

**Fort** +6, **Ref** +7, **Will** +6; +2 vs. enchantment

**Defensive Abilities** evasion

### Offense

**Speed** 40 ft.

**Melee** unarmed strike +7 (1d8+3) or  
flurry of blows +6/+6 (1d8+3)

**Ranged** mwk shuriken +5 (1d2+3) or  
mwk shuriken flurry of blows +4/+4 (1d2+3)

**Special Attacks** flurry of blows, stunning fist (4/day, DC 14)

### Tactics

#### Before Combat

The monks lie in wait on the first level above the entrance, preparing to ambush the PCs once they enter the room.

#### During Combat

The monks use their stunning fist and flurry of blows whenever possible, spending a point from their *ki* pool to make an additional attack. Against an all-flying party, they drink their potions. They deal only nonlethal damage.

#### Morale

The monk's obey Pradnyara's orders to the death if necessary.

### Statistics

**Str** 16, **Dex** 13, **Con** 14, **Int** 10, **Wis** 14, **Cha** 8

**Base Atk** +3; **CMB** +7; **CMD** 21

**Feats** Deflect Arrows, Dodge, Improved Unarmed Strike, Lightning Reflexes, Stunning Fist, Toughness, Weapon Focus (unarmed strike)

**Skills** Acrobatics +8 (+12 jump), Climb +10, Knowledge (history) +7, Knowledge (religion) +6, Linguistics +1, Perception +9

**Languages** Common, Vudrani

**SQ** fast movement, *ki* pool (4 points, magic), maneuver training, still mind, slow fall 20 ft.

**Combat Gear** *potion of fly*,

**Other Gear** masterwork shuriken (10), monastic robes

## **BULETTE (2)**

N Huge magical beast

**Init** +6; **Senses** darkvision 60 ft., low-light vision, **scent**, **tremorsense** 60 ft.; **Perception** +11

### DEFENSE

**AC** 22, touch 10, flat-footed 20 (+2 Dex, +12 natural, -2 size)

**hp** 84 (8d10+40)

**Fort** +11, **Ref** +8, **Will** +5

### OFFENSE

**Speed** 40 ft., burrow 20 ft.

**Melee** bite +13 (2d8+9/19–20) and 2 claws +12 (2d6+6)

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** leap, savage bite

### STATISTICS

**Str** 23, **Dex** 15, **Con** 20, **Int** 2, **Wis** 13, **Cha** 6

**Base Atk** +8; **CMB** +16; **CMD** 28 (32 vs. trip)

**Feats** Improved Initiative, Iron Will, Skill Focus (Perception), Weapon Focus (bite)

**Skills** Acrobatics +9 (+17 jumping), Perception +11; **Racial Modifiers** +4 on Acrobatics checks made to jump

### SPECIAL ABILITIES

**Leap (Ex)** A bulette can perform a special kind of pounce attack by jumping into combat. When a bulette charges, it can make a DC 20 Acrobatics check to jump into the air and land next to its enemies. If it makes the Acrobatics check, it can follow up with four claw attacks against foes in reach, but cannot make a bite attack.

**Savage Bite (Ex)** A bulette's bite is particularly dangerous. It applies 1-1/2 times its Strength modifier to damage inflicted with its bite attack, and threatens a critical hit on a 19–20.

## Jathyl

Female variant dryad ghost sorcerer 6 (*Pathfinder RPG Bestiary* 116, 144)

CE Medium undead (augmented fey, incorporeal)

**Init** +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +28

### Defense

**AC** 23, touch 23, flat-footed 18 (+8 deflection, +5 Dex)

**hp** 150 (12 HD; 6d8+6d6+102)

**Fort** +14, **Ref** +12, **Will** +17

**Defensive Abilities** channel resistance +4, incorporeal, rejuvenation

**Immune** undead traits

**Weaknesses** tree dependent

### Offense

**Speed** fly 30 ft. (perfect)

**Melee** corrupting touch +11 (10d6, Fort DC 24 half )

**Special Attacks** influence (DC 24), telekinesis (DC 24)

**Spell-Like Abilities** (CL 6th; concentration +14)

Constant—*speak with plants*

At will—*entangle* (DC 19), *tree shape*, *wood shape* (1 lb. only)

3/day—*charm person* (DC 19), *quench*, *tree stride*

1/day—*plant growth*

**Bloodline Spell-Like Abilities** (CL 6th; concentration +14)

11/day—*tanglevine*\*

**Sorcerer Spells Known** (CL 6th; concentration +14)

3rd (5/day)—*lightning bolt* (DC 21)

2nd (7/day)—*barkskin*, *invisibility*, *magic mouth*

1st (8/day)—*entangle* (DC 19), *erase*, *magic aura*, *magic missile*, *true strike*, *unseen servant*

0 (at will)—*acid splash*, *detect magic*, *ghost sound*, *mage hand*, *mending*, *message*, *prestidigitation*

**Bloodline** Verdant\*

### Tactics

**Before Combat** Jathyl prepares for battle by casting *invisibility*.

#### During Combat

Jathyl is driven by passions, not tactical calculations. Using feathers (e.g., arrows, summoned angels, or birds), disfiguring any part of her tree, or channeling positive energy enrages Jathyl. She focuses her wrath on such transgressors, taking unnecessary risks to punish them. Jathyl opens with *plant growth* and *entangle* if necessary to drive the PCs away from her tree. Otherwise, she begins combat with a *lightning bolt*, then fights in melee with her corrupting touch attack. She employs telekinesis (violent thrust) to hurl away any annoying weapons.

She starts the battle supremely confident of her mastery over the situation, not hesitating to stand toe-to-toe with the party's warriors. However, if any PC successfully casts *ghostbane dirge*, uses a *ghost touch* weapon, or reduces her to half her normal hit points before she drops any PC, she attempts to dominate that PC with influence, turning him against his allies.

#### Morale

Jathyl fights until destroyed. As she dies, she whispers, "Your corpses will burn when I return from death." Her body dissolves into a pinpoint of ghostly light that drifts toward the temple and into the roots of her tree.

#### Statistics

**Str** —, **Dex** 21, **Con** —, **Int** 16, **Wis** 20, **Cha** 26

**Base Atk** +6; **CMB** +11; **CMD** 29

**Feats** Combat Casting, Eschew Materials, Great Fortitude, Improved Iron Will, Iron Will, Stealthy, Weapon Finesse

**Skills** Bluff +17, Climb +9, Craft (sculpture) +12, Escape Artist +13, Fly +22, Handle Animal +14, Knowledge (nature) +9, Perception +28, Sense Motive +14, Spellcraft +12, Stealth +32, Survival +11;

**Racial Modifiers** +6 Craft (wood), +8 Perception, +8 Stealth

**Languages** Common, Elven, Sylvan, Vudrani; *speak with plants*

**SQ** *photosynthesis\**, *tree meld*, *wild empathy*, *woodcraft*

**Combat Gear** *wand of stone shape* (42 charges)

### **Special Abilities**

**Influence (Su)** Jathyl was once the ruler and protector of her forest, and she maintains a commanding air. Once per round, as a standard action, she may control one living creature as per the spell *dominate monster*, with a range of 30 feet. She may only dominate one creature at a time, and any creature that successfully saves is immune to her influence for 24 hours.

### **Plant growth:**

Casting time: 1 standard action

Components: V,S, DF

Duration: Instantaneous

Saving Throw: none, Spell Resistance: No.

*Overgrowth:* This effect causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines, and so on) within long range (400 feet + 40 feet per caster level) to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Speed drops to 5 feet, or 10 feet for Large or larger creatures. The area must have brush and trees in it for this spell to take effect. If this spell is cast on an area that is already affected by any spell or effect that enhances plants, such as *entangle* or *wall of thorns*, any DC involved with these spells is increased by 4. This bonus is granted for 1 day after the casting of *plant growth*.

**Tanglevine (Sp):** At 1st level, as a standard action, you can create a 15-foot-long, animated vine that springs from your hand. This vine lasts for 1 round and can be used to make a single disarm, steal, or trip combat maneuver, using your sorcerer level plus your Charisma modifier in place of your normal CMB. You can use this power a number of times per day equal to 3 + your Charisma modifier.

### **Entangle**

Casting time: 1 standard action

Components: V,S, DF

Range: Long

Area: plants in a 40-ft.-radius spread.

This spell causes tall grass, weeds, and other plants to wrap around creatures in the area of effect or those that enter the area. Creatures that fail their save gain the **entangled** condition. Creatures that make their save can move as normal, but those that remain in the area must save again at the end of your turn. Creatures that move into the area must save immediately. Those that fail must end their movement and gain the **entangled** condition. **Entangled** creatures can attempt to break free as a move action, making a **Strength** or **Escape Artist** check. The DC for this check is equal to the DC of the spell. The entire area of effect is considered difficult terrain while the effect lasts.

### **Lightning bolt**

Casting time: 1 standard action

Components: V, S, M

Range: 120ft

Duration: Instantaneous

Saving Throw: Reflex half (DC 21). Spell resistance: yes.

You release a powerful stroke of electrical energy that deals 1d6 points of electricity damage per caster level (6d6 for Jathyl) to each creature within its area. The bolt begins at your fingertips.