

## **Drowning**

In the first round, she falls unconscious (0 hp). In the following round, she drops to -1 HP and is dying. In the third round, she drowns.

### **Greater Water Elemental**

**CR 9**

N Huge outsider (elemental, extraplanar, water)

*Knowledge (planes) 19*

**Init** +5; **Senses** darkvision 60 ft.; **Perception** +16

#### **Defense**

**AC** 23, touch 14, flat-footed 17 (+5 Dex, +1 dodge, +9 natural, -2 size)

**hp** 123 (13d10+52)

**Fort** +12, **Ref** +15, **Will** +4

**DR** 10/—; **Immune** elemental traits

#### **Offense**

**Speed** 20 ft., swim 90 ft.

**Melee** 2 slams +20 (2d8+9)

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

**Special Attacks** drench, vortex (DC 25), water mastery

#### **Statistics**

**Str** 28, **Dex** 20, **Con** 19, **Int** 8, **Wis** 11, **Cha** 11

**Base Atk** +13; **CMB** +24; **CMD** 40

**Feats** Cleave, Dodge, Great Cleave, Improved Bull Rush, Improved Sunder, Lightning Reflexes, Power Attack

**Skills** Acrobatics +18, Escape Artist +20, Knowledge (planes) +12, Perception +16, Stealth +10, Swim +30

#### **Special Abilities**

**Drench (Ex)** The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental's HD).

**Vortex (Su)** A water elemental can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack (see page 306), but can only form underwater and cannot leave the water.

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

- **Immunity** to [bleed](#), [paralysis](#), [poison](#), sleep effects, and stunning.
- Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.

**Elder Water Elemental**

**CR 11**

N Huge outsider (elemental, extraplanar, water)

*Knowledge (planes) 21*

**Init** +6; **Senses** darkvision 60 ft.; Perception +19

**Defense**

**AC** 24, touch 15, flat-footed 17 (+6 Dex, +1 dodge, +9 natural, -2 size)

**hp** 152 (16d10+64)

**Fort** +14, **Ref** +18, **Will** +5

**DR** 10/—; **Immune** elemental traits

**Offense**

**Speed** 20 ft., swim 90 ft.

**Melee** 2 slams +24 (2d10+10/19–20 plus grab)

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

**Special Attacks** drench, vortex (DC 28), water mastery

**Statistics**

**Str** 30, **Dex** 22, **Con** 19, **Int** 10, **Wis** 11, **Cha** 11

**Base Atk** +16; **CMB** +28 (+32 grapple); **CMD** 45

**Feats** Cleave, Dodge, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Sunder, Lightning Reflexes, Power Attack

**Skills** Acrobatics +25, Escape Artist +25, Knowledge (planes) +19, Perception +19, Stealth +17, Swim +37

**Special Abilities**

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

**Vortex (Su)** Some creatures can transform themselves into vortices and remain in that form for up to ½ HD rounds. It gains a swim speed equal to its base land speed (average maneuverability) while in vortex form.

The vortex is always 5 feet wide at its base, but its height and width at the top vary from creature to creature. A vortex's width at its peak is always equal to half of its height. The creature controls the exact height.

The vortex form does not provoke attacks of opportunity, even if the creature enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or the vortex moves into or through a creature's space. A creature in vortex form cannot make its normal attacks and does not threaten the area around it.

Creatures one or more size categories smaller than the vortex might take damage when caught in the vortex (generally damage equal to the monster's slam attack for a creature of its size) and may be lifted into the air. An affected creature must succeed on a Reflex save when it comes into contact with the vortex or take damage as if it were hit by the vortex creature's slam attack. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking the indicated damage each round. A creature that can swim is allowed a Reflex save each round to escape the vortex. The creature still takes damage but can leave if the save is successful.

Creatures trapped in the vortex cannot move except to go where the vortex carries them or to escape the vortex. Trapped creatures can otherwise act normally, but must succeed on a concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the vortex take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The vortex can have only as many creatures trapped inside at one time as will fit inside the vortex's volume. The vortex can eject any carried creatures whenever it wishes as a free action, depositing them in its space.

If the vortex's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a concentration check (DC 15 + spell level) to cast a spell.

### **Gaze (Su)**

A gaze attack takes effect when foes look at the attacking creature's eyes. The typical range is 30 feet. A successful saving throw negates the effect. A monster's gaze attack is described in abbreviated form in its description. Each opponent within range of a gaze attack must attempt a saving throw each round at the beginning of his or her turn in the initiative order. Opponents can avoid the need to make the saving throw by not looking at the creature, in one of two ways.

**Averting Eyes:** The opponent avoids looking at the creature's face, instead looking at its body, watching its shadow, tracking it in a reflective surface, etc. Each round, the opponent has a 50% chance to avoid having to make a saving throw against the gaze attack. The creature with the gaze attack, however, gains concealment against that opponent.

**Wearing a Blindfold:** The foe cannot see the creature at all (also possible to achieve by turning one's back on the creature or shutting one's eyes) and does not have to make saving throws against the gaze. However, the creature with the gaze attack gains total concealment against the opponent.

A creature with a gaze attack can actively gaze as an attack action by choosing a target within range. That opponent must attempt a saving throw but can try to avoid this as described above. Thus, it is possible for an opponent to save against a creature's gaze twice during the same round, once before the opponent's action and once during the creature's turn.

### **Red Mantis Beheaders**

**CR 5**

Female human fighter (mobile fighter) 2/rogue (acrobat) 3/Red Mantis assassin 1

LE Medium humanoid

**Init** +3; **Senses** Perception +8

#### **Defense**

**AC** 18, touch 13, flat-footed 15 (+4 armor, +3 Dex, +1 shield)

**hp** 47 each (6 HD; 2d10+4d8+15)

**Fort** +7, **Ref** +8, **Will** +2; +1 vs. effects that would cause the paralysis, slowed, or entangled condition

**Defensive Abilities** evasion

#### **Offense**

**Speed** 30 ft.

**Melee** mwk sawtooth sabre +5 (1d8+3/19–20), mwk sawtoothsabre +5 (1d8+3/19–20) or dagger +5 (1d4+1/19–20)

**Ranged** dagger +7 (1d4+1/19–20)

**Special Attacks** sneak attack +3d6

**Red Mantis Assassin Spells Known** (CL 1st; concentration +2)

1st (2/day)—*disguise self*, *feather fall*

#### **Statistics**

**Str** 12, **Dex** 16, **Con** 14, **Int** 13, **Wis** 8, **Cha** 12

**Base Atk** +4; **CMB** +5; **CMD** 18

**Feats** Alertness, Combat Expertise, Exotic Weapon Proficiency (sawtooth sabre), Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (sawtooth sabre), Weapon Specialization (sawtooth sabre)

**Skills** Acrobatics +12, Bluff +10, Climb +5, Disable Device +5, Disguise +10, Escape Artist +8, Fly +5, Intimidate +5, Knowledge (religion) +5, Linguistics +5, Perception +8, Sense Motive +7, Sleight of Hand +9, Stealth +12, Swim +3

**Languages** Aklo, Common, Infernal

**SQ** agility, expert acrobat, rogue talent (positioning attack\*), sabre fighting 1, second chance (1/day)

**Combat Gear** *assisting glove\**, *potion of bull strength*, *potion of heroism*; **Other Gear** mithral shirt, masterwork daggers (2), masterwork sawtooth sabres\*\* (2), *cloak of resistance* +1, Red Mantis outfit with a nonmagical Red Mantis mask

## Red Mantis Beheaders

CR 7

Female human fighter (mobile fighter) 2/rogue (acrobat) 3/Red Mantis assassin 3 (*Pathfinder*  
LE Medium humanoid)

**Init** +3; **Senses** Perception +12

### Defense

**AC** 18, touch 13, flat-footed 15 (+4 armor, +3 Dex, +1 shield)

**hp** 59 each (8 HD; 2d10+6d8+19)

**Fort** +8, **Ref** +9, **Will** +3; +1 vs. effects that would cause the paralysis, slowed, or entangled condition

**Defensive Abilities** evasion, red shroud (2/day; 3 rounds)

### Offense

**Speed** 30 ft.

**Melee** mwk sawtooth sabre +7/+2 (1d8+3/19–20) and mwk sawtooth sabre +7/+2 (1d8+3/19–20), or dagger +7/+2 (1d4+1/19–20)

**Ranged** dagger +9/+4 (1d4+1/19–20)

**Special Attacks** prayer attack (DC 18), sneak attack +3d6

**Red Mantis Assassin Spells Known** (CL 3rd; concentration +4)

1st (4/day)—*disguise self*, *expeditious retreat*, *feather fall*, *magic weapon*

### Statistics

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

**Base Atk** +6; **CMB** +7; **CMD** 20

**Feats** Alertness, Combat Expertise, Exotic Weapon Proficiency (sawtooth sabre), Gang Up\*, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (sawtooth sabre), Weapon Specialization (sawtooth sabre)

**Skills** Acrobatics +14, Bluff +12, Climb +5, Disable Device +5, Disguise +12, Escape Artist +8, Fly +5, Intimidate +5, Knowledge (religion) +5, Linguistics +5, Perception +12, Sense Motive +7, Sleight of Hand +9, Stealth +14, Swim +3

**Languages** Aklo, Common, Infernal

**SQ** agility, expert acrobat, red shroud (2/day; 3 rounds), rogue talent (positioning attack\*), sabre fighting 1, second chance (1/day)

**Combat Gear**, *assisting glove\**, *potion of bull strength*, *potion of heroism*; **Other Gear** mithral shirt, masterwork daggers (2), masterwork sawtooth sabres\*\* (2), *cloak of resistance* +1, Red Mantis outfit with a nonmagical Red Mantis mask

### Special Abilities

**Prayer Attack (Su)** To initiate a prayer attack, a Red Mantis assassin holds her sawtooth sabre (or sabres) out, point down, and weaves the blade in the air. She must be within 30 feet of and visible to her victim. Beginning a prayer attack is a standard action, and causes her victim to be fascinated by her unless he makes a Will save. She can maintain this effect by concentrating. The victim may attempt a new save to escape the fascination each time a threat (other than the fascinating assassin) appears. At any point after 3 rounds, she may make a coup de grace attack against the target, provided the target is still fascinated. Activating or concentrating on maintaining a prayer attack does not provoke an attack of opportunity.

**Red Shroud (Su)** A Red Mantis assassin can create a veil of red mist as a move-equivalent action. The red shroud persists for 1 round per class level. It grants a +1 dodge bonus to AC and fast healing equal to the assassin's Constitution bonus. This mist cannot be dissipated by wind. If she is slain while this ability is active, she can choose whether to remain corporeal or to disintegrate into a cloud of red mist that leaves behind only her gear in order to deprive her enemies of access to her remains.

**Advanced Fiendish Blood Red Giant Mantis**

**CR 4**

N Large vermin *Knowledge (nature) 14*

**Init** +3; **Senses** darkvision 60 ft.; Perception +8

**Defense**

**AC** 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, -1 size)

**hp** 38 (4d8+20)

**Fort** +9, **Ref** +4, **Will** +5

**Immune** mind-affecting effects; **Resist** Cold 5, Fire 5; **SR** 9

**Offense**

**Speed** 30 ft., climb 30 ft. fly 40 ft. (poor)

**Melee** 2 claws +7 (1d6+5 plus grab)

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

**Special Attacks** lunge, mandibles, sudden strike, smite good (1/day; +2 Atk, +4 Dmg)

**Statistics**

**Str** 20, **Dex** 15, **Con** 20, **Int** —, **Wis** 18, **Cha** 15

**Base Atk** +3; **CMB** +9 (+13 grapple); **CMD** 22 (26 vs. trip)

**Skills** Climb +13, Fly -3, Perception +8, Stealth +3; **Racial Modifiers** +4 Perception, +4 Stealth

**Special Abilities**

**Lunge (Ex)** A giant mantis's limbs are capable of reaching much farther than normal for a creature of its size. As a full attack action, it can make a single attack with its claws at double its normal reach. When a giant mantis attacks with a claw in this manner, it gains a +4 bonus on its attack roll. A giant mantis cannot make attacks of opportunity with its lunge.

**Mandibles (Ex)** A giant mantis that grabs a foe can make a bite attack against that foe as a secondary attack. The mantis's bite is a +2 attack that inflicts 1d6+2 points of damage on a hit.

**Sudden Strike (Ex)** A giant mantis is particularly adept at moving quickly when its foes are surprised. During a surprise round, a giant mantis may act as if it had a full round to act, rather than just one standard action.

**Fiendish Giant Mantis**

**CR 3**

N Large vermin *Knowledge (nature) 13*

**Init** +1; **Senses** darkvision 60 ft.; Perception +6

**Defense**

**AC** 15, touch 10, flat-footed 14 (+1 Dex, +5 natural, -1 size)

**hp** 30 (4d8+12)

**Fort** +7, **Ref** +2, **Will** +3

**Immune** mind-affecting effects; **Resist** Cold 5, Fire 5; **SR** 9

**Offense**

**Speed** 30 ft., climb 30 ft. fly 40 ft. (poor)

**Melee** 2 claws +5 (1d6+3 plus grab)

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

**Special Attacks** lunge, mandibles, sudden strike, smite good (1/day; +0 Atk, +4 Dmg)

**Statistics**

**Str** 16, **Dex** 13, **Con** 16, **Int** —, **Wis** 14, **Cha** 11

**Base Atk** +3; **CMB** +7 (+11 grapple); **CMD** 18 (22 vs. trip)

**Skills** Climb +11, Fly -5, Perception +6, Stealth +1; **Racial Modifiers** +4 Perception, +4 Stealth

**Special Abilities**

**Lunge (Ex)** A giant mantis's limbs are capable of reaching much farther than normal for a creature of its size. As a full attack action, it can make a single attack with its claws at double its normal reach. When a giant mantis attacks with a claw in this manner, it gains a +4 bonus on its attack roll. A giant mantis cannot make attacks of opportunity with its lunge.

**Mandibles (Ex)** A giant mantis that grabs a foe can make a bite attack against that foe as a secondary attack. The mantis's bite is a +0 attack that inflicts 1d6+1 points of damage on a hit.

**Sudden Strike (Ex)** A giant mantis is particularly adept at moving quickly when its foes are surprised. During a surprise round, a giant mantis may act as if it had a full round to act, rather than just one standard action.

**Giant Mantis**

**CR 3**

N Large vermin *Knowledge (nature) 13*

**Init** +1; **Senses** darkvision 60 ft.; Perception +6

**Defense**

**AC** 15, touch 10, flat-footed 14 (+1 Dex, +5 natural, -1 size)

**hp** 30 (4d8+12)

**Fort** +7, **Ref** +2, **Will** +3

**Immune** mind-affecting effects

**Offense**

**Speed** 30 ft., climb 30 ft. fly 40 ft. (poor)

**Melee** 2 claws +5 (1d6+3 plus grab)

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

**Special Attacks** lunge, mandibles, sudden strike

**Statistics**

**Str** 16, **Dex** 13, **Con** 16, **Int** —, **Wis** 14, **Cha** 11

**Base Atk** +3; **CMB** +7 (+11 grapple); **CMD** 18 (22 vs. trip)

**Skills** Climb +11, Fly -5, Perception +6, Stealth +1; **Racial Modifiers** +4 Perception, +4 Stealth

**Special Abilities**

**Lunge (Ex)** A giant mantis's limbs are capable of reaching much farther than normal for a creature of its size. As a full-attack action, it can make a single attack with its claws at double its normal reach. When a giant mantis attacks with a claw in this manner, it gains a +4 bonus on its attack roll. A giant mantis cannot make attacks of opportunity with its lunge.

**Mandibles (Ex)** A giant mantis that grabs a foe can make a bite attack against that foe as a secondary attack. The mantis's bite is a +0 attack that inflicts 1d6+1 points of damage on a hit.

**Sudden Strike (Ex)** A giant mantis is particularly adept at moving quickly when its foes are surprised. During a surprise round, a giant mantis may act as if it had a full round to act, rather than just one standard action.

**Vashian the Needle (Blood Red Mantis Form)**

**CR 13**

Male alchemically quickened human fighter (mobile fighter) 2/rogue (acrobat) 3/Red Mantis assassin 8

LE Large Vermin

**Init** +4; **Senses** Perception +15; Darkvision 60 ft

**Defense**

**AC** 21, touch 15, flat-footed 16 (+1 deflection, +3 Dex, +2 dodge, +6 natural, -1 size)

**hp** 102 (13 HD; 2d10+11d8+42)

**Fort** +10, **Ref** +13, **Will** +5; +1 vs. paralysis, slowed, or entangled condition, +4 vs Mind-affects

**DR** 5/good

**Defensive Abilities** alchemically quickened, evasion, fading (2/day), red shroud (2/day; 5 rounds)

**Offense**

**Speed** 70 ft. climb 60 ft. fly 70 ft. (poor)

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

**Melee** +2 Claw +16/+16 (1d6+7 plus 1d6 bleed and Grab), Claw +14 (1d6+5 plus 1d6 bleed and Grab)

**Special Attacks** sneak attack +5d6

**Statistics**

**Str** 20, **Dex** 18, **Con** 14, **Int** 13, **Wis** 8, **Cha** 14

**Base Atk** +10; **CMB** +17 (+21 grapple, +23 w/+2 claw); **CMD** 32

**Feats** Desperate Battler\*, Dodge, Mobility, Spring Attack, Step Up, Toughness, Vital Strike, Weapon Finesse

**Skills** Acrobatics +21 (+37 jump), Climb +11, Disguise +18, Escape Artist +8, Fly +9, Intimidate +6, Perception +15, Sense Motive +6, Sleight of Hand +10, Stealth +17, Swim +11

**Special Abilities**

**Mandibles (Ex)** A giant mantis that grabs a foe can make a bite attack against that foe as a secondary attack. The mantis's bite is a +10 attack that inflicts 1d6+2 points of damage on a hit.

### **Mask of the Mantis**

**Aura** faint divination; **CL** 3rd; **Slot** head; **Price** 6,000 gp; **Weight** 1 lb.

A mantis mask has three daily charges. The wearer can spend a charge to gain:

- darkvision to a range of 60 feet
- the effects of *see invisibility*
- the effects of *deathwatch*, or
- a +5 competence bonus on Perception checks.

Once a charge is spent, the effect granted persists for 30 minutes before fading.

Multiple effects can be active simultaneously. Charges used replenish after 24 hours.

### **Red Mantis Beheaders**

**CR 5**

Female human fighter (mobile fighter) 2/rogue (acrobat) 3/Red Mantis assassin 1

LE Medium humanoid

**Init** +3; **Senses** Perception +8

#### **Defense**

**AC** 18, touch 13, flat-footed 15 (+4 armor, +3 Dex, +1 shield)

**hp** 47 each (6 HD; 2d10+4d8+15)

**Fort** +7, **Ref** +8, **Will** +2; +1 vs. effects that would cause the paralysis, slowed, or entangled condition

**Defensive Abilities** evasion

#### **Offense**

**Speed** 30 ft.

**Melee** mwk sawtooth sabre +5 (1d8+3/19–20), mwk sawtoothsabre +5 (1d8+3/19–20) or dagger +5 (1d4+1/19–20)

**Ranged** dagger +7 (1d4+1/19–20)

**Special Attacks** sneak attack +3d6

**Red Mantis Assassin Spells Known** (CL 1st; concentration +2)

1st (2/day)—*disguise self*, *feather fall*

#### **Statistics**

**Str** 12, **Dex** 16, **Con** 14, **Int** 13, **Wis** 8, **Cha** 12

**Base Atk** +4; **CMB** +5; **CMD** 18

**Feats** Alertness, Combat Expertise, Exotic Weapon Proficiency (sawtooth sabre), Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (sawtooth sabre), Weapon Specialization (sawtooth sabre)

**Skills** Acrobatics +12, Bluff +10, Climb +5, Disable Device +5, Disguise +10, Escape Artist +8, Fly +5, Intimidate +5, Knowledge (religion) +5, Linguistics +5, Perception +8, Sense Motive +7, Sleight of Hand +9, Stealth +12, Swim +3

**Languages** Aklo, Common, Infernal

**SQ** agility, expert acrobat, rogue talent (positioning attack\*), sabre fighting 1, second chance (1/day)

**Combat Gear** *assisting glove*\*, *potion of bull strength*, *potion of heroism*; **Other Gear** mithral shirt, masterwork daggers (2), masterwork sawtooth sabres\*\* (2), *cloak of resistance* +1, Red Mantis outfit with a nonmagical Red Mantis mask

## Red Mantis Beheaders

CR 7

Female human fighter (mobile fighter) 2/rogue (acrobat) 3/Red Mantis assassin 3 (*Pathfinder* LE Medium humanoid)

**Init** +3; **Senses** Perception +12

### Defense

**AC** 18, touch 13, flat-footed 15 (+4 armor, +3 Dex, +1 shield)

**hp** 59 each (8 HD; 2d10+6d8+19)

**Fort** +8, **Ref** +9, **Will** +3; +1 vs. effects that would cause the paralysis, slowed, or entangled condition

**Defensive Abilities** evasion, red shroud (2/day; 3 rounds)

### Offense

**Speed** 30 ft.

**Melee** mwk sawtooth sabre +7/+2 (1d8+3/19–20) and mwk sawtooth sabre +7/+2 (1d8+3/19–20), or dagger +7/+2 (1d4+1/19–20)

**Ranged** dagger +9/+4 (1d4+1/19–20)

**Special Attacks** prayer attack (DC 18), sneak attack +3d6

**Red Mantis Assassin Spells Known** (CL 3rd; concentration +4)

1st (4/day)—*disguise self*, *expeditious retreat*, *feather fall*, *magic weapon*

### Statistics

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

**Base Atk** +6; **CMB** +7; **CMD** 20

**Feats** Alertness, Combat Expertise, Exotic Weapon Proficiency (sawtooth sabre), Gang Up\*, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (sawtooth sabre), Weapon Specialization (sawtooth sabre)

**Skills** Acrobatics +14, Bluff +12, Climb +5, Disable Device +5, Disguise +12, Escape Artist +8, Fly +5, Intimidate +5, Knowledge (religion) +5, Linguistics +5, Perception +12, Sense Motive +7, Sleight of Hand +9, Stealth +14, Swim +3

**Languages** Aklo, Common, Infernal

**SQ** agility, expert acrobat, red shroud (2/day; 3 rounds), rogue talent (positioning attack\*), sabre fighting 1, second chance (1/day)

**Combat Gear**, *assisting glove\**, *potion of bull strength*, *potion of heroism*; **Other Gear** mithral shirt, masterwork daggers (2), masterwork sawtooth sabres\*\* (2), *cloak of resistance* +1, Red Mantis outfit with a nonmagical Red Mantis mask

### Special Abilities

**Prayer Attack (Su)** To initiate a prayer attack, a Red Mantis assassin holds her sawtooth sabre (or sabres) out, point down, and weaves the blade in the air. She must be within 30 feet of and visible to her victim. Beginning a prayer attack is a standard action, and causes her victim to be fascinated by her unless he makes a Will save. She can maintain this effect by concentrating. The victim may attempt a new save to escape the fascination each time a threat (other than the fascinating assassin) appears. At any point after 3 rounds, she may make a coup de grace attack against the target, provided the target is still fascinated. Activating or concentrating on maintaining a prayer attack does not provoke an attack of opportunity.

**Red Shroud (Su)** A Red Mantis assassin can create a veil of red mist as a move-equivalent action. The red shroud persists for 1 round per class level. It grants a +1 dodge bonus to AC and fast healing equal to the assassin's Constitution bonus. This mist cannot be dissipated by wind. If she is slain while this ability is active, she can choose whether to remain corporeal or to disintegrate into a cloud of red mist that leaves behind only her gear in order to deprive her enemies of access to her remains.