

Bell Trap

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

Trigger touch (creature standing on scaffolding across from bottom bell);

Reset none **Effect** All four sections of bells peal for 1 minute, alerting everyone in the temple to the presence of intruders. In addition, anyone in the belfry when the bells ring must make a DC 15 Fortitude saving throw or be deafened for 1d4 minutes.

This cloud-like creature has dark hollows reminiscent of eyes and a mouth, and a howling wind whips it into ominous shapes.

Medium Air Elemental

N Medium outsider (air , elemental , extraplanar)

Init +9; Senses darkvision 60 ft.; Perception +7

DEFENSE

AC 19, touch 16, flat-footed 13 (+5 Dex, +1 dodge, +3 natural)

hp 30 (4d10+8)

Fort +6, Ref +9, Will +1

Defensive Abilities air mastery; Immune elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee slam +9 (1d6+3)

Special Attacks whirlwind (DC 14)

STATISTICS

Str 14, Dex 21, Con 14, Int 4, Wis 11, Cha 11

Base Atk +4; CMB +6; CMD 22

Feats Dodge , Flyby Attack , Improved Initiative B , Weapon Finesse B

Skills Acrobatics +11, Escape Artist +9, Fly +17, Knowledge (planes) +1, Perception +7, Stealth +10

Before combat If it has been alerted to intruders, the elemental hides inside the hollow altar (Stealth +10). Otherwise, it flies lazily just below the dome's apex. **During combat** The elemental uses Flyby Attack to harass PCs on the balcony, ending each of its turns under and out of sight from the PCs. It exhausted its whirlwind form during the night attack and so cannot use that ability now.

Flyby Attack

This creature can make an attack before and after it moves while flying.

Benefit: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Air Mastery (Ex) Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

Elemental Traits

- 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.
- Elementals do not breathe, eat, or sleep.

Large Air Elemental

N Large outsider (air , elemental , extraplanar)
Init +11; Senses darkvision 60 ft.; Perception +11

DEFENSE

AC 21, touch 17, flat-footed 13 (+7 Dex, +1 dodge, +4 natural, –1 size) **+4 vs AoO**

hp 68 (8d10+24)

Fort +9, Ref +13, Will +2

Defensive Abilities air mastery; **DR 5/—**; Immune elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee **2 slams +14** (1d8+4)

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

Special Attacks **whirlwind** (RDC 18), 4 rounds

STATISTICS

Str 18, Dex 25, Con 16, Int 6, Wis 11, Cha 11

Base Atk +8, CMB +13; CMD 31

Feats **Combat Reflexes** , Dodge , Flyby Attack , Improved Initiative B , **Mobility** , Weapon Finesse B

Skills Acrobatics +15, Escape Artist +15, Fly +21, Knowledge (planes) +5, Perception +11, Stealth +11

Before combat If it has been alerted to intruders, the elemental hides inside the hollow altar (Stealth +11).

Otherwise, it flies lazily just below the dome's apex. **During combat** The elemental begins by transforming to whirlwind form, attempting to lift PCs into the air and drop them onto the hall below (from up to 60 feet high). It then uses Flyby Attack to harass PCs on the balcony, ending each of its turns with as much cover as possible.

Whirlwind (Su) Some creatures can transform themselves into whirlwinds and remain in that form for up to 1 round for every 2 HD they have. If the creature has a fly speed, it can continue to fly at that same speed while in whirlwind form, otherwise it gains a fly speed equal to its base land speed (average maneuverability) while in whirlwind form.

The whirlwind is always 5 feet wide at its base, but its height and width at the top vary from creature to creature (minimum 10 feet high). A whirlwind's width at its peak is always equal to half of its height. The creature controls the exact height, but it must be at least 10 feet high.

The **whirlwind form does not provoke attacks of opportunity**, even if the creature enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. A creature in whirlwind form cannot make its normal attacks and does not threaten the area around it. Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (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 whirlwind or take damage as if it were hit by the whirlwind creature's slam attack. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful.

Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. 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 whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever it wishes as a free action, depositing them in its space.

If the whirlwind'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 whirlwind'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.

Advanced Large Air Elementals (2) Pathfinder RPG Bestiary 120, 294

N Large outsider (air, elemental, extraplanar)

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

DEFENSE

Ac 25, touch 19, flat-footed 15 (+9 Dex, +1 dodge, +6 natural, –1 size) **+4 vs AoO**

hp 84 (8d10+40) fort +11, Ref +15, Will +4

Defensive Abilities air mastery; **DR 5/—**; Immune elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee **2 slams +16 (1d8+6)**

Space 10 ft.; Reach 10 ft.

Special Attacks **whirlwind** (RDC 20), 4 rounds

STATISTICS

Str 22, Dex 29, con 20, Int 10, Wis 15, cha 15

Base Atk +8, CMB +15; CMD 35

feats **Combat Reflexes**, Dodge, **Flyby Attack**, Improved Initiative B, **Mobility**, Weapon Finesse B Skills

Acrobatics +20, Escape Artist +20, Fly +27, Knowledge (planes) +11, Perception +13, Stealth +13

TACTICS

Before combat If the elementals have been alerted to intruders, one of them hides inside the hollow altar (Stealth +13). Otherwise, they fly lazily just below the dome's apex. **During combat** One elemental begins by transforming into whirlwind form, attempting to lift PCs into the air and drop them onto the hall below (from up to 60 feet high). The other uses Flyby Attack to harass PCs on the balcony, ending each of its turns with as much cover as possible.

This jagged construct of glass has a human's shape, save that one arm ends in a jagged hammer and another in a spike of glass.

Rose Window

Animated object (Pathfinder RPG Bestiary 14)

N Small construct

Init +1; Senses darkvision 60 ft., low-light vision; Perception –5

DEFENSE

Ac 16, touch 12, flat-footed 15 (+1 Dex, +4 natural, +1 size)

hp 21 (2d10+10)

Fort +0, Ref +1, Will –5

Defensive Abilities **hardness 5**; Immune **construct traits**

OFFENSE

Speed 30 ft.

Melee **2 slams +3 (1d4)**

TACTICS

During combat The window begins combat by leaping onto a creature from its perch (requiring a ranged touch attack and dealing 1d6 points of damage) and relying on its hardness to resist the damage to itself. It then attacks with its slam attacks, focusing on one creature at a time.

STATISTICS

Str 10, Dex 12, con —, Int —, Wis 1, cha 1

Base Atk +2; cMB +1; cMD 12

Construct Traits:

- No Constitution score. Any DCs or other statistics that rely on a Constitution score treat a construct as having a score of 10 (no bonus or penalty).
- Low-light vision.
- Darkvision 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning.
- Cannot heal damage on its own, but often can be repaired via exposure to a certain kind of effect (see the creature's description for details) or through the use of the Craft Construct feat. Constructs can also be healed through spells such as make whole . A construct with the fast healing special quality still benefits from that quality.
- Not subject to ability damage , ability drain , fatigue, exhaustion, energy drain, or nonlethal damage.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less.
- A construct cannot be raised or resurrected.
- Constructs do not breathe, eat, or sleep.

Animated Rose Window

Advanced animated object (Pathfinder RPG Bestiary 14, 294)

N Medium construct

Init +2; Senses darkvision 60 ft., low-light vision; Perception –3

DEFENSE

Ac 18, touch 12, flat-footed 18 (+2 Dex, +6 natural)

hp 36 (3d10+20)

Fort +1, Ref +3, Will –2

Defensive Abilities **hardness 5**; Immune **construct traits**

OFFENSE

Speed 30 ft.

Melee **3 slams +7 (1d6+4)**

TACTICS

During combat The window begins combat by leaping onto a creature from its perch (requiring a ranged touch attack and dealing 3d3 points of damage) and relying on its hardness to resist the damage to itself. It then attacks with its slam attacks, focusing on one creature at a time.

STATISTICS

Str 18, Dex 14, con —, Int —, Wis 5, cha 5

Base Atk +3; cMB +7; cMD 19

Rose Window Golem

Young stained glass golem (Pathfinder RPG Bestiary 2 138, 293)

N Medium construct

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

DEFENSE

Ac 22, touch 11, flat-footed 21 (+1 Dex, +11 natural)

hp 86 (12d10+20)

Fort +4, Ref +5, Will +4

Defensive Abilities **reflect spells**; **DR 5/adamantine**; Immune **magic**, construct traits

OFFENSE

Speed 30 ft.

Melee **2 slams +15 (2d6+3 plus bleed)**

Special Attacks bleed (1d8), **dazzling brightness**

TACTICS

During combat The golem begins combat by leaping onto a creature from its perch (requiring a ranged touch attack and dealing 3d3 points of damage) and relying on its hardness to resist the damage to itself. It uses its reflect spells ability as often as possible.

STATISTICS

Str 16, Dex 13, con —, Int —, Wis 11, cha 1

Skills Stealth +9; Racial Modifiers +8 Stealth

Base Atk +12; cMB +15; cMD 16

Dazzling Brightness (Ex) A stained glass golem in an area of bright light dazzles any creature within 30 feet that sees it (**Fortitude DC 16** negates). Once a creature makes a save against this ability, it is immune to that golem's brightness for 24 hours. The DC is Constitution-based.

Immune to Magic (Ex) A stained glass golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against a stained glass golem, as noted here. A *shatter* spell damages a stained glass golem as if it were a crystalline creature. A *keen edge* spell affects all of a stained glass golem's slam attacks as if they were slashing weapons. A magical attack that deals **cold damage** slows a stained glass golem (as the slow spell) for 3 rounds (no saving throw). A magical attack that deals **fire damage** ends any slow effect on the golem and heals 1 point of damage for each 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 stained glass golem gets no saving throw against fire effects.

Reflect Spells (Ex) As a free action once every 1d4 rounds, a stained glass golem can align its internal structure to enhance its resistance to magic for 1 round. During this time, the golem reflects spells (even spells that function differently against the golem as described in its immune to magic ability) as if under the effect of a spell turning spell.

Bleed: A creature that is taking bleed damage takes the listed amount of damage at the beginning of its turn. Bleeding can be stopped by a DC 15 Heal check or through the application of any spell that cures hit point damage.

Spell Turning: Spells and spell-like effects targeted on you are turned back upon the original caster. The abjuration turns only spells that have you as a target. Effect and area spells are not affected. Spell turning also fails to stop touch range spells. From seven to ten (1d4+6) spell levels are affected by the turning. The exact number is rolled secretly.

Standing as tall as a human, this muscular, gray-skinned creature peers about with tiny, observant eyes.

Hobgoblin Rogues (2)

Male hobgoblin rogue 1 (Pathfinder RPG Bestiary 175)

LE Medium humanoid (goblinoid)

Init +3; Senses darkvision 60 ft.; Perception +5

DEFENSE

Ac 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)

hp 11 each (1d8+3)

Fort +2, Ref +5, Will +1

OFFENSE

Speed 30 ft.

Melee heavy mace +2 (1d8+2)

Ranged shortbow +3 (1d6/×3)

Special Attacks sneak attack +1d6

TACTICS

Before combat If the rogues are aware of intruders, they quaff their potions of invisibility. Otherwise, they lounge at their stations. **During combat** The northernmost rogue ambushes the PCs using Point-Blank Shot and then moves into the secret corridor; as the PCs advance, the other rogue sneaks up from behind. The rogues continue these tactics until cornered, using their smokesticks to hide their movements.

STATISTICS

Str 14, Dex 17, con 15, Int 10, Wis 12, cha 8

Base Atk +0; cMB +2; cMD 15

feats Point-Blank Shot

Skills Acrobatics +7, Climb +6, Disable Device +7, Escape Artist +7, Intimidate +3, Perception +5, Sleight of Hand +7, Stealth +11

languages Common, Goblin

SQ trapfinding +1

combat Gear potion of invisibility, smokestick; other Gear leather armor, heavy mace, shortbow with 20 arrows, 18 gp

Point Blank Shot: +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Hobgoblin Rogue (2)

Male hobgoblin rogue 3 (Pathfinder RPG Bestiary 175)

LE Medium humanoid (goblinoid)

Init +3; Senses darkvision 60 ft.; Perception +7

DEFENSE

Ac 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 26 each (3d8+9)

Fort +3, Ref +6, Will +2

Defensive Abilities **evasion**, trap sense +1OFFENSE

Speed 30 ft.

Melee mwk heavy mace +5 (1d8+2)

Ranged **mwk composite shortbow +6 (1d6+2/x3)**Special Attacks **sneak attack +2d6**TACTICS

Before combat If the rogues are aware of intruders, they quaff their potions of **invisibility**. Otherwise, they lounge at their stations. **During combat** The northernmost rogue ambushes the PCs using Point-Blank Shot and then moves into the secret corridor.; as the PCs advance, the other rogue sneaks up from behind. The rogues continue these tactics until cornered, using their smokesticks to hide their movements.

STATISTICS

Str 14, Dex 17, con 15, Int 10, Wis 12, cha 8

Base Atk +2; cMB +4; cMD 17

feats Nimble Moves, **Point-Blank Shot**

Skills Acrobatics +9, Climb +8, Disable Device +9, Escape Artist +9, Intimidate +5, Perception +7, Sleight of Hand +9, Stealth +13

languages Common, Goblin

SQ rogue talent (fast stealth), trapfinding +1

combat Gear potions of cure light wounds (2), potion of invisibility, smokestick; Other Gear masterwork studded leather armor, masterwork heavy mace, masterwork mighty composite shortbow (+2 Str) with 20 arrows, jeweled knuckle rings (worth 125 gp), 23 gp

Nimble Moves: Whenever you move, you may move through 5 feet of difficult terrain each round as if it were normal terrain. This feat allows you to take a 5-foot step into difficult terrain.

Fast Stealth (Ex) : This ability allows a rogue to move at full speed using the Stealth skill without penalty.

Evasion (Ex) : At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Hobgoblin Rogue (2)

Male hobgoblin rogue 5/assassin 1 (Pathfinder RPG Bestiary 175)

LE Medium humanoid (goblinoid)

Init +4; Senses darkvision 60 ft.; Perception +9

DEFENSE

Ac 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)

hp 47 each (6 HD; 5d8+1d8+17)

Fort +4, Ref +10, Will +2

Defensive Abilities **evasion**, trap sense +1, **uncanny dodge**OFFENSE

Speed 30 ft.

Melee mwk heavy mace +5 (1d8+2)

Ranged **mwk composite shortbow +8 (1d6+2/x3 plus poison)**Special Attacks **death attack (FDC 12)**, **sneak attack +4d6**, **poison**TACTICS**Before combat** If the rogues are aware of intruders, they quaff their potions of **invisibility**, poison their arrows, and begin to study the PCs for their **death attacks**. Otherwise, they lounge at their stations. **During combat**

The rogues use their death attacks on the first round (choosing paralysis). They then retreat to fire arrows, moving through the secret doors (all of which they have discovered by now) to maneuver for sneak attacks. They use their smokesticks to hide their movements.

STATISTICS

Str 14, Dex 17, con 15, Int 10, Wis 12, cha 8

Base Atk +2; cMB +4; cMD 17

feats Acrobatic Steps, **Nimble Moves**, **Point-Blank Shot****Skills** Acrobatics +13, Climb +8, Disable Device +13, Disguise +8, Escape Artist +13, Intimidate +8, Perception +9, Sleight of Hand +11, Stealth +17; **Racial Modifiers** +4 Stealth**languages** Common, Goblin, Orc**SQ** rogue talents (**bleeding attack +4**, **fast stealth**), trapfinding +2**Combat Gear** potion of cure light wounds, potion of cure moderate wounds, potion of invisibility, potion of shield of faith +2, smokesticks (2), shadow essence poison (4 doses); **other Gear** +1 studded leather, heavy mace, masterwork mighty composite shortbow (+2 Str) with 20 arrows, jeweled knuckle rings (worth 125 gp), 23 gpSPECIAL ABILITIES**Poison (Ex)** Shadow Essence Poison: injury; **save** Fort DC 17; **frequency** 1/round for 6 rounds; **effect** 1 Str drain (permanent, magic heals)/1d2 Str damage (temporary, time heals); **cure** 1 save.**Uncanny Dodge (Ex)** : Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A rogue with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action (see Combat) against her.**Bleeding Attack* (Ex)** : This attack causes the target to take 1 additional point of damage each round for each die of the rogue's sneak attack (e.g., 4d6 equals 4 points of bleed).

Hagla

Male hobgoblin fighter 4 (Pathfinder RPG Bestiary 175)

LE Medium humanoid (goblinoid)

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

DEFENSE

Ac 20, touch 13, flat-footed 17 (+7 armor, +3 Dex)

hp 38 (4d10+12) fort +6, Ref +4, Will +0; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee **mwk spiked chain +9 (2d4+6)**

Ranged composite longbow +7 (1d8+3/×3)

TACTICS

During combat If the captives are in the gallows, Hagla first kicks out the bench from underneath them. He then moves to block PCs from rescuing them using his **Stand Still** feat. If the PCs catch Hagla unaware, he stands his ground unless the PCs all attack from a distance. If **reduced to half his hit points**, he threatens to coup de grace Greudemoffit or Ramenophesa, following through 1 round later. **Morale** Hagla fights to the death, his last words a promise that ***the Spider will avenge him.***

STATISTICS

Str 16, Dex 16, con 15, Int 10, Wis 8, cha 12

Base Atk +4; **CMB** +7; cMD 20

Feats **Combat Reflexes** (3), Exotic Weapon Proficiency (spiked chain), **Stand Still**, Weapon Focus (spiked chain), Weapon Specialization (spiked chain)

Skills Intimidate +8, Perception +3, Stealth +5

languages Common, Goblin

SQ armor training 1 **combat Gear** potions of cure light wounds (2); **other Gear** +1 breastplate, masterwork spiked chain, mighty composite longbow (+3 Str), nose ring (worth 175 gp), 50 gp

Stand Still: When a foe provokes an attack of opportunity due to moving through your adjacent squares, you can make a combat maneuver check as your attack of opportunity. If successful, the enemy cannot move for the rest of his turn. An enemy can still take the rest of his action, but cannot move. This feat also applies to any creature that attempts to move from a square that is adjacent to you if such movement provokes an attack of opportunity.

Hagla

Male hobgoblin fighter 6 (Pathfinder RPG Bestiary 175)

LE Medium humanoid (goblinoid)

Init +3; Senses darkvision 60 ft.; Perception +5

DEFENSE

Ac 20, touch 13, flat-footed 17 (+7 armor, +3 Dex)

hp 55 (6d10+18)

Fort +7, Ref +5, Will +1; +2 vs. fear

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee +1 spiked chain +12/+7 (2d4+8)

Ranged mwk composite longbow +10/+5 (1d8+3/x3)

Special Attacks weapon training (flails +1)

TACTICS

During combat If the captives are in the gallows, Hagla first kicks out the bench from underneath them. He then moves to block PCs from rescuing them using his **Stand Still** feat and making liberal use of **Lunge** and Power Attack. If the PCs catch Hagla unaware, he stands his ground unless the PCs all attack from a distance. If **reduced to half his hit points**, he threatens to coup de grace Greudemoffit or Ramenophesa, following through 1 round later. **Morale** Hagla fights to the death, his last words a promise that ***the Spider will avenge him.***

STATISTICS

Str 16, Dex 16, con 15, Int 10, Wis 8, cha 12

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

feats **Combat Reflexes** (3), Exotic Weapon Proficiency (spiked chain), **Lunge**, Power Attack, **Stand Still**, Weapon Focus (spiked chain), Weapon Specialization (spiked chain)

Skills Intimidate +10, Perception +5, Stealth +5

languages Common, Goblin

SQ armor training 1 **combat Gear** potions of cure light wounds (2); **other Gear** +1 breastplate, +1 spiked chain, masterwork mighty composite longbow (+3 Str), nose ring (worth 125 gp), 50 gp

Lunge: You can increase the reach of your melee attacks by 5 feet until the end of your turn by taking a –2 penalty to your AC until your next turn. You must decide to use this ability before any attacks are made.

Stand Still: When a foe provokes an attack of opportunity due to moving through your adjacent squares, you can make a combat maneuver check as your attack of opportunity. If successful, the enemy cannot move for the rest of his turn. An enemy can still take the rest of his action, but cannot move. This feat also applies to any creature that attempts to move from a square that is adjacent to you if such movement provokes an attack of opportunity.

Hagla

Male hobgoblin fighter 9 (Pathfinder RPG Bestiary 175)

LE Medium humanoid (goblinoid)

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

DEFENSE

Ac 23, touch 13, flat-footed 20 (+10 armor, +3 Dex)

hp 99 (9d10+45)

Fort +11, Ref +8, Will +4; +2 vs. fear

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee +1 spiked chain +17/+12 (2d4+9/19-20)

Ranged mwk composite longbow +14/+9 (1d8+4/x3)

Special Attacks weapon training (flails +2, bows +1)

TACTICS

During combat If the captives are in the gallows, Hagla first kicks out the bench underneath them. He then moves to block PCs from rescuing them using his **Stand Still** feat and making liberal use of **Lunge** and Power Attack. If the PCs catch Hagla unaware, he stands his ground unless the PCs all attack from a distance. If **reduced to half his hit points**, he threatens to coup de grace Greudemoffit or Ramenophesa, following through 1 round later. **Morale** Hagla fights to the death, his last words a promise that ***the Spider will avenge him.***

STATISTICS

Str 16, Dex 16, con 16, Int 10, Wis 8, cha 12

Base Atk +9; **CMB** +12; CMD 25

feats **Combat Reflexes** (3), Exotic Weapon Proficiency (spiked chain), Greater Weapon Focus (spiked chain), Improved Critical (spiked chain), **Lunge**, Power Attack, **Stand Still**, Toughness, Weapon Focus (spiked chain), Weapon Specialization (spiked chain)

Skills Intimidate +13, Perception +8, Stealth +4; Racial Modifiers +4 Stealth

languages Common, Goblin

SQ armor training 1 **combat Gear** potion of cure moderate wounds; **other Gear** +1 full plate, +1 spiked chain, masterwork mighty composite longbow (+3 Str), cloak of resistance +2, nose ring (75 gp)

Lunge: You can increase the reach of your melee attacks by 5 feet until the end of your turn by taking a –2 penalty to your AC until your next turn. You must decide to use this ability before any attacks are made.

Stand Still: When a foe provokes an attack of opportunity due to moving through your adjacent squares, you can make a combat maneuver check as your attack of opportunity. If successful, the enemy cannot move for the rest of his turn. An enemy can still take the rest of his action, but cannot move. This feat also applies to any creature that attempts to move from a square that is adjacent to you if such movement provokes an attack of opportunity.