BOGGARD YOUTHS (2) CR 1

Young boggard (*Pathfinder RPG Bestiary* 295, 37)

CE Small humanoid (boggard)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +4

DEFENSE

AC 15, touch 12, flat-footed 14 (+2 armor, +1 Dex, +1 natural, +1 size)

hp 16 (3d8+3)

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

OFFENSE

Speed 20 ft., swim 30 ft.

Melee morningstar +4 (1d6), tongue –2 touch (sticky tongue)

Special Attacks terrifying croak

TACTICS

Before Combat Unless the PCs go to great lengths to mask their approach, the boggards notice them splashing about and attempt to use Stealth to ambush them from the deep waters, mistaking them for Aspis reinforcements.

During Combat The boggards try to engage the PC in deep water whenever possible.

Morale The boggards are both loyal to and terrified of their Great Queen. As such, they would rather fight to the death than flee and risk being devoured—and slowly digested—for failing their task.

STATISTICS

Str 11, **Dex** 13, **Con** 10, **Int** 8, **Wis** 11, **Cha** 10

Base Atk +2; **CMB** +1; **CMD** 12

Feats Toughness, Weapon Focus (morningstar)

Skills Acrobatics +4 (+16 to jump), Perception +4, Stealth +5 (+13 in swamps), Swim +8; **Racial Modifiers** +4 Perception, +8 Stealth in swamps

Languages Boggard

SQ hold breath, swamp stride

Other Gear leather armor, morningstar

SPECIAL ABILITIES

Hold Breath (Ex) A boggard can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning or suffocating.

Sticky Tongue (Ex) A creature hit by a boggard's tongue attack cannot move more than 10 feet away from the boggard and takes a –2 penalty to AC as long as the tongue is attached (this penalty does not stack if multiple tongues are attached). The tongue can be removed by making an opposed Strength check as a standard action or by dealing 2 points of slashing damage to the tongue (AC 11, damage does not deplete the boggard's actual hit points). The boggard cannot move more than 10 feet away from the target, but the boggard can release its tongue as a free action. Unlike a giant frog, a boggard cannot pull targets toward itself with its tongue.

Swamp Stride (Ex) A boggard can move through any sort of natural difficult terrain at its normal speed while within a swamp. Magically altered terrain affects a boggard normally.

Terrifying Croak (Su) Once per hour as a standard action, a boggard can emit a loud and horrifying croak. Any non-boggard creature within 30 feet of the boggard must succeed at a DC 13 Will save or become shaken for 1d4 rounds. Creatures that succeed at this save cannot be affected again by the same boggard's croak for 24 hours. Creatures that are already shaken become frightened for 1d4 rounds instead. The save DC is Charisma-based and includes a +2 racial bonus.

BOGGARD SAVAGECR 4

XP 1,200

Boggard barbarian 2

CE Medium humanoid (boggard)

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

DEFENSE

AC 15, touch 8, flat-footed 15 (+4 armor, +3 natural, –2 rage)

hp 61 (5 HD; 3d8+2d12+30)

Fort +12, **Ref** +3, **Will** +4

Defensive Abilities uncanny dodge

OFFENSE

Speed 30 ft., swim 30 ft.

Melee mwk greatclub +12 (1d10+9), tongue +5 touch (sticky tongue)

Ranged javelin +4 (1d6+6)

Special Attacks rage (10 rounds/day), rage powers (no escape), terrifying croak (DC 12)

TACTICS

Base Statistics When not raging, the barbarian's statistics are **AC** 17, touch 10, flat-footed 17; **hp** 51; **Fort** +10, **Will** +2; **Melee** mwk greatclub +10 (1d10+6), tongue +3 touch (sticky tongue); **Str** 19, **Con** 18; **CMB** +8; **Skills** Climb +9, Swim +17.

STATISTICS

Str 23, **Dex** 11, **Con** 22, **Int** 8, **Wis** 13, **Cha** 8

Base Atk +4; **CMB** +10; **CMD** 18

Feats Lightning Reflexes, Power Attack, Weapon Focus (greatclub)

Skills Acrobatics +6 (+22 when jumping), Climb +11, Intimidate +4, Perception +10, Stealth +0 (+8 in swamps), Swim +19

Languages Boggard

SQ fast movement, hold breath, swamp stride

Combat Gear *oil of magic weapon*, *potions of cure moderate wounds* (2); **Other Gear** *+1 studded leather*, javelins (3), mwk greatclub, 269 gp

ASPIS RECRUIT CR 1/2

Male human rogue 1

NE Medium humanoid (human)

Init +2; **Senses** Perception +5

DEFENSE

AC 16, touch 12, flat-footed 14 (+3 armor, +2 Dex, +1 shield)

hp 10 (1d8+2)

Fort +1, **Ref** +4, **Will** +1

OFFENSE

Speed 30 ft.

Melee heavy mace +3 (1d8+3)

or heavy mace +1 (1d8+3), spiked gauntlet +1 (1d4+1)

Ranged dart +2 (1d4+3)

Special Attacks sneak attack +1d6

TACTICS

During Combat The recruit rushes in to the warehouse to fight with his allies.

Morale The recruit attempts to surrender or flee if he cannot reach the warehouse or if the PCs defeat Shinri.

STATISTICS

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

Base Atk +0; **CMB** +3; **CMD** 15

Feats Two-Weapon Defense, Two-Weapon Fighting

Skills Acrobatics +5, Appraise +3, Bluff +4, Disable Device +6, Knowledge (dungeoneering) +3, Knowledge (local) +3, Perception +5, Sense Motive +5

Languages Common

SQ trapfinding +1

Other Gear studded leather, heavy mace, spiked gauntlets (2), darts (5), thieves' tools

SUBTIER 4–5 (CR 2)

ASPIS FREELANCE AGENT CR 2
Male human fighter 1/rogue 2
NE Medium humanoid (human)
Init +2; **Senses** Perception +6
DEFENSE
AC 18, touch 13, flat-footed 15 (+4 armor, +2 Dex, +1 dodge, +1 shield)
hp 24 (3 HD; 2d8+1d10+5)
Fort +3, **Ref** +5, **Will** +1
Defensive Abilities evasion
OFFENSE
Speed 30 ft.
Melee mwk longsword +7 (1d8+3/19-20)
or mwk longsword +5 (1d8+3/19-20), spiked gauntlet +3 (1d4+3)
Ranged dart +4 (1d4+3)
Special Attacks sneak attack +1d6
TACTICS
During Combat The freelance agent rushes in to the warehouse to fight with his allies.
Morale The freelance agent attempts to surrender or flee if he cannot reach the warehouse or if the PCs defeat Shinri.
STATISTICS
Str 16, **Dex** 15, **Con** 13, **Int** 8, **Wis** 12, **Cha** 10
Base Atk +2; **CMB** +5; **CMD** 18
Feats Dodge, Double Slice, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (longsword)
Skills Acrobatics +7, Appraise +5, Bluff +5, Disable Device +7, Knowledge (dungeoneering) +4, Knowledge (local) +4, Perception +6, Sense Motive +6
Languages Common
SQ rogue talent (weapon training), trapfinding +1
Other Gear mwk chain shirt, mwk longsword, spiked gauntlets (2), darts (5), thieves' tools

SUBTIER 1–2 (CR 3)

SHINRI DELLS CR 3

Female aasimar monk 3/sorcerer 1 (*Pathfinder RPG Bestiary* 7)
LE Medium outsider (native)
Init +1; **Senses** darkvision 60 ft.; Perception +8
DEFENSE
AC 17, touch 14, flat-footed 15 (+1 Dex, +1 dodge, +3 natural, +2 Wis)
hp 28 (4 HD; 1d6+3d8+8)
Fort +6, **Ref** +5, **Will** +8; +2 vs. enchantment
Defensive Abilities evasion; **Resist** acid 5, cold 5, electricity 5
OFFENSE
Speed 40 ft.
Melee unarmed strike +7 (1d6+5)
or unarmed strike flurry of blows +6/+6 (1d6+5)
Ranged mwk shuriken +4 (1d2+5)
or mwk shuriken flurry of blows +3/+3 (1d2+5)
Special Attacks flurry of blows, stunning fist (4/day, DC 14)
Spell-Like Abilities (CL 4th; concentration +5)
1/day—*feather fall*, *daylight, spider climb*
Bloodline Spell-Like Abilities (CL 1st; concentration +2)
4/day—corrupting touch (1 round)
Sorcerer Spells Known (CL 1st; concentration +2)
1st (4/day)—*protection from chaos*, *true strike*
0 (at will)—*open/close* (DC 11), *read magic*, *resistance*, *touch of fatigue* (DC 11)
Bloodline Infernal
TACTICS
Before Combat Shinri drinks her *potion of barkskin*. If she has enough warning of the PCs' approach, she also drinks her *potion of bull's strength* and casts *protection from chaos* and *resistance*. The benefits of *barkskin*, *bull's strength*, and *resistance* are included in her statistics.
During Combat Shinri adopts Mantis Style and engages her foes directly using her unarmed strikes in combination with Stunning Fist, Sorcerous Strike, and flurry of blows. If a PC proves unusually difficult to hit, she uses *true strike*.
Morale Driven by a desire for self-perfection and loyalty to her mysterious patron, Shinri fights to the death.
Base Statistics Without *barkskin*, *bull's strength*, and *resistance*, her statistics are **AC** 14, flat-footed 12; **Fort** +5, **Ref** +4, **Will** +7;
Melee unarmed strike +5 (1d6+3), or unarmed strike flurry of blows +4/+4 (1d6+3); **Ranged** mwk shuriken +4 (1d2+3), or mwk shuriken flurry of blows +3/+3 (1d2+3); **Str** 16; **CMB** +6; **CMD** 19.
STATISTICS
Str 20, **Dex** 12, **Con** 14, **Int** 8, **Wis** 15, **Cha** 12
Base Atk +2; **CMB** +8; **CMD** 21

Feats Combat Reflexes, Dodge, Eschew Materials, Improved Unarmed Strike, Mantis StyleUC, Sorcerous Strike (corrupting touch)UC, Stunning Fist
Skills Acrobatics +8 (+12 when jumping), Diplomacy +3, Heal +6, Knowledge (history) +3, Perception +8, Sense Motive +8; **Racial Modifiers** +2 Diplomacy, +2 Perception
Languages Celestial, Common
SQ bloodline arcana (+2 DC for charm spells), fast movement, maneuver training
Combat Gear *potion of barkskin* (CL 6th), *potion of bull's strength*; **Other Gear** mwk shuriken (15), 50 gp

SPECIAL ABILITIES

Blasphemous Studies (Sp) Shinri's connection to the Twelve Rites has granted her additional spell-like abilities that lesser asura typically have. The rites that she has already studied grant her the ability to use both *feather fall* and *spider climb* as spell-like abilities once per day. If her agents recovered one of the tablets from Boali and she has had at least 2 hours to study it, she can additionally use *levitate* once per day. Finally, if her agents recovered both of the tablets from Boali and she has had at least 4 hours to study them, she can use *mirror image* once per day.

SUBTIER 4–5 (CR 6)

SHINRI DELLS CR 6
Female aasimar monk 5/sorcerer 2 (*Pathfinder RPG Bestiary* 7)
LE Medium outsider (native)
Init +1; **Senses** darkvision 60 ft.; Perception +9
DEFENSE
AC 23, touch 15, flat-footed 21 (+4 armor, +1 Dex, +1 dodge, +4 natural, +3 Wis)
hp 47 (7 HD; 2d6+5d8+14)
Fort +7, **Ref** +6, **Will** +10; +2 vs. enchantments
Defensive Abilities evasion; **Immune** disease; **Resist** acid 5, cold 5, electricity 5
OFFENSE
Speed 40 ft.
Melee unarmed strike +10 (1d8+5), or
unarmed strike flurry of blows +10/+10/+5 (1d8+5)
Ranged mwk shuriken +6 (1d2+5), or
mwk shuriken flurry of blows +6/+6/+1 (1d2+5)
Special Attacks flurry of blows, stunning fist (6/day, DC 15)
Spell-Like Abilities (CL 7th; concentration +8)
1/day—*feather fall*, *daylight, levitate, spider climb*
Bloodline Spell-Like Abilities (CL 2nd; concentration +3)
4/day—corrupting touch (1 round)
Sorcerer Spells Known (CL 2nd; concentration +3)
1st (5/day)—*mage armor*, *true strike*
0 (at will)—*message*, *open/close* (DC 11), *read magic*, *resistance*, *touch of fatigue* (DC 11)
Bloodline Infernal
TACTICS
Before Combat Shinri casts *mage armor* and drinks her *potion of barkskin*. If she has enough warning of the PCs' approach, she also drinks her *potion of bull's strength* and casts *resistance*.
During Combat Shinri adopts Mantis Style and engages her foes directly using her unarmed strikes in combination with Stunning Fist, Sorcerous Strike, and flurry of blows. She makes use of her *bodywrap of mighty strikes +1* on her first attack each round, using Stunning Fist and Mantis Wisdom to further enhance this potent unarmed strike. If a PC proves unusually difficult to hit, she uses *true strike*. She uses her ki pool to augment her offense or defense if she deems it more advantageous than Sorcerous Strike.
Morale Driven by a desire for self-perfection and loyalty to her mysterious patron, Shinri fights to the death.
Base Statistics Without *barkskin*, *bull's strength*, *mage armor*, and *resistance*, her statistics are **AC** 15, flat-footed 13; **Fort** +6, **Ref** +5, **Will** +9; **Melee** unarmed strike +8 (1d8+3), or unarmed strike flurry of blows +8/+8/+3 (1d8+3); **Ranged** mwk shuriken +6 (1d2+3), or mwk shuriken flurry of blows +6/+6/+1 (1d2+3); **Str** 16; **CMB** +9; **CMD** 22.
STATISTICS
Str 20, **Dex** 12, **Con** 14, **Int** 8, **Wis** 15, **Cha** 12
Base Atk +4; **CMB** +10; **CMD** 24

Feats Combat Reflexes, Dodge, Eschew Materials, Improved Unarmed Strike, Mantis StyleUC, Mantis WisdomUC, Sorcerous Strike (corrupting touch)UC, Stunning Fist, Weapon Focus (unarmed strike)

Skills Acrobatics +8 (+17 to jump), Diplomacy +3, Heal +9, Knowledge (history) +4, Perception +9, Sense Motive +9; **Racial Modifiers** +2 Diplomacy, +2 Perception

Languages Celestial, Common

SQ blasphemous studies, bloodline arcana (+2 DC for charm spells), high jump, ki pool (4 points magic), maneuver training, slow fall 20 ft.

Combat Gear *potion of barkskin* (CL 9th), *potion of bull's strength*; **Other Gear** mwk shuriken (15), *bodywrap of mighty strikes +1*UE, 20 gp

SPECIAL ABILITIES

Blasphemous Studies (Sp) Shinri's close connection to the Twelve Rites has granted her additional spell-like abilities that lesser asura typically have. The four rites that she has already studied grant her the ability to use *feather fall*, *levitate*, and *spider climb* as spell-like abilities once per day. If her agents recovered one of the tablets from Boali and she has had at least 2 hours to study them, she can additionally use *mirror image* as a spell-like ability once per day. Finally, if her agents recovered both of the tablets from Boali and she has had at least 4 hours to study them, she can use *dispel magic* as a spell-like ability once per day.

SUBTIER 1–2 (CR 3)

GIANT TRIPURASURA CR 3

Pathfinder RPG Bestiary 3 291, 26

LE Small outsider (asura, evil, extraplanar, lawful)

Init +1; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 17, touch 14, flat-footed 15 (+1 Dex, +1 dodge, +1 insight, +3 natural, +1 size)

hp 25 (3d10+9); fast healing 2

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

DR 5/good or cold iron; **Immune** curse effects, disease, poison; **Resist** acid 10, electricity 10

OFFENSE

Speed 20 ft.

Melee sting +6 (1d6+1)

Special Attacks poison

Spell-Like Abilities (CL 6th; concentration +7)

Constant—*detect magic*

At will—*feather fall*

3/day—*levitate*, *locate object*, *spider climb*

1/week—*commune*

TACTICS

Before Combat The giant tripurasura casts *spider climb* and then approaches the PCs under the guise of a human child begging for spare change.

During Combat On the first round, which is likely to be a surprise round, the asura returns to its natural form. On future rounds, it attacks with its stinger. When reduced below half its hit points, it withdraws from combat and scurries up a nearly building, allowing its poison and fast healing to do their work before reengaging once more.

Morale The tripurasura is loyal to its master, Parveen, and fights to the death.

STATISTICS

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

Base Atk +3; **CMB** +3; **CMD** 15

Feats Dodge, Weapon Focus (sting)

Skills Acrobatics +7 (+3 when jumping), Appraise +4, Bluff +7, Escape Artist +7, Knowledge (arcana) +4, Knowledge (planes) +7, Perception +10, Perform (dance) +5, Spellcraft +4, Stealth +9; **Racial Modifiers** +6 Escape Artist, +4 Perception

Languages Common, Infernal

SQ change shape (any Small humanoid; *alter self*), elusive

SPECIAL ABILITIES

Change Shape (Su) The tripurasura has only one alternative form—when it uses change shape, it always appears as the same Small humanoid. Most take the form of gnomes or human children.

Elusive (Su) The tripurasura and items it carries are considered to be under the effects of a *nondetection* spell. A caster must succeed at a DC 14 caster level check to overcome this effect.

Poison (Ex) Sting—injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d2 Wis damage; *cure* 1 save.

FOOT SOLDIER CR 1/3

XP 135

Human warrior 1

N Medium humanoid

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

DEFENSE

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

hp 8 (1d10+3)

Fort +2, **Ref** +1, **Will** +0

OFFENSE

Speed 20 ft.

Melee longspear +3 (1d8+3/×3) or greatsword +3 (2d6+3/19–20) or dagger +3 (1d4+2/19–20)

Ranged javelin +2 (1d6+2)

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

STATISTICS

Str 15, **Dex** 12, **Con** 11, **Int** 8, **Wis** 10, **Cha** 9

Base Atk +1; **CMB** +3; **CMD** 14

Feats Step Up, Toughness

Skills Craft (weapons) +3, Profession (soldier) +4, Survival +1

Languages Common

Combat Gear *potion of cure light wounds*; **Other Gear** chainmail, greatsword, dagger, javelin, longspear, 2 gp

GUARD CR 1

XP 400

Human warrior 3

LN Medium humanoid

Init +0; **Senses** Perception +3

DEFENSE

AC 18, touch 10, flat-footed 18 (+8 armor)

hp 19 (3d10+3)

Fort +4, **Ref** +1, **Will** +1

OFFENSE

Speed 20 ft.

Melee halberd +5 (1d10+3/×3) or heavy flail +5 (1d10+3/19–20) or sap +5 (1d6+2 nonlethal)

Ranged heavy crossbow +3 (1d10/19–20)

STATISTICS

Str 14, **Dex** 11, **Con** 13, **Int** 9, **Wis** 10, **Cha** 8

Base Atk +3; **CMB** +5 (+7 sunder); **CMD** 15 (17 vs. sunder)

Feats Alertness, Improved Sunder, Power Attack

Skills Intimidate +5, Perception +3, Ride –3, Sense Motive +2

Languages Common

Combat Gear *potions of cure light wounds* (2); **Other Gear** half-plate, heavy crossbow with 10 bolts, halberd, heavy flail, sap, 5 gp

Boon A guard can give accurate directions to any non-secret location in the city and can allow a PC to enter or leave through a gate after hours or without paying a gate tax.