

## Stuinvolk (Both)

Human ranger 2/skald 3  
N Medium humanoid (human)  
**Init** +2; Senses Perception +9

### DEFENSE

**AC** 18, **touch** 13, **flat** 15 (+2 Dex, +5 armor, +1 dodge)  
**hp** 46 (5 HD; 3d8+2d10+18)  
**Fort** +8, **Ref** +6, **Will** +4; +4 vs. bardic performance, language dependent, and sonic

### OFFENSE

**Speed** 30 ft. (20 ft. in armor)  
**Melee** cold iron mwk longsword +5 (1d8/19-20)  
**Ranged** mwk longbow +7 (1d8/×3)  
**Special Attacks** combat style (archery), favored enemy (fey +2), rage power (swift foot +5 ft.), raging song 3 rounds/day (inspired rage, song of marching)

**Skald Spells Known** (CL 3rd; concentration +5)

**1st** (4/day)—blurred movement, cure light wounds, expeditious retreat, heightened awareness  
**0** (at will)—daze (DC 12), detect magic, know direction, light, message, read magic

### TACTICS

**Before Combat** Stuinvolk casts expeditious retreat and blurred movement on himself, if possible.  
**During Combat** Stuinvolk uses raging song in the first round if any PCs can benefit from it. He stays mobile to keep his distance from enemies while making single shots with his longbow. If a PC is badly injured, his eyes grow wild and he maneuvers himself to cast cure light wounds on that person, regardless of possibly incurring attacks of opportunity.  
**Morale** When reduced to 15 or fewer hit points, Stuinvolk's nerve breaks and he moves away from combat as rapidly as he can. After the battle he returns, shamefaced and unwilling to speak of it.

### STATISTICS

**Str** 10, **Dex** 14, **Con** 14, **Int** 8, **Wis** 12, **Cha** 15  
**BAB** +4; **CMB** +4; **CMD** 17  
**Feats** Dodge, Precise Shot, Recovered Rage Scribe Scroll, Skald's Vigor ACG, Toughness  
**Skills** Heal +6, Intimidate +7, Perception +9, Perform (oratory) +10, Survival +9, Swim +5  
**Languages** Common, Skald  
**SQ** bardic knowledge +1, track +1, versatile performance (oratory), wild empathy +4  
**Gear** +1 hide armor, cold iron mwk longsword, mwk longbow with 40 arrows, torc of the primal song ACG, wax

### SPECIAL ABILITIES

**Nuno's Curse** Stuinvolk suffers from the curse of a nuno gremlin, experiencing horrific swelling and hair growth on his chest and neck. Besides the cosmetic effects, the curse causes him to suffer a -2 penalty to his Dexterity (already factored into his statistics). The curse can be removed by the nuno Bujune, upon Bujune's death, or a remove curse check against a DC of 29 (31 in Subtier 6-7).

**Rage Scarred** Stuinvolk's trauma causes him to have difficulty reconciling his former joy in battle with the horrors he has experienced. Initially he can use Raging Song only 3 rounds per day. For each Empathy Point the PCs earn, Stuinvolk gains an additional 2 rounds per day of Raging Song, to his maximum of 9 rounds per day.

**Wax Locator** Stuinvolk can spend 1 minute pouring melted wax into a container of water, causing the wax to run in the direction of the nuno Bujune, no matter how distant the gremlin is. Stuinvolk loses this ability when the curse is lifted, including if the nuno is slain.

## Mzali Warriors (low) (4/3)

Caravan guards

Human fighter 2

N Medium humanoid

**Init** +5; **Senses** Perception +4

### DEFENSE

**AC** 19, **touch** 11, **flat** 18 (+7 armor, +1 Dex, +1 shield)

**hp** 16 (2d10+5)

**Fort** +5, **Ref** +1, **Will** +1; +1 vs. fear

**Defensive Abilities** bravery +1

### OFFENSE

**Speed** 20 ft.

**Melee** lance +5 (1d8+3/×3) or

longsword +5 (1d8+3/19-20) or kukri +5 (1d4+3/18-20)

**Ranged** heavy crossbow +3 (1d10/19-20)

### STATISTICS

**Str** 17, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

**BAB** +2; **CMB** +5; **CMD** 16

**Feats** Alertness, Anim. Aff., Improved Initiative, Rapid Reload

**Skills** Handle Animal +5, Intimidate +3, Perception +4,

Profession (drover) +5, Ride +1, Sense Motive +3, Survival +5

**Languages** Common

**Gear** banded mail, buckler, heavy crossbow with 10 bolts, kukri, lance, longsword, light horse (combat trained) with saddle, 1 gp

### NOTES

**Rapid Reload:** move to reload heavy crossbows.

## Nkechi (low)

Female human bard 4

LN Medium humanoid (human)

**Init** +2; **Senses** Perception +7

### DEFENSE

**AC** 17, **touch** 12, **flat** 15 (+3 armor, +2 Dex, +2 shield)

**hp** 29 (4d8+8)

**Fort** +2, **Ref** +6, **Will** +4; +4 vs. bardic performance, language dependent, and sonic

### OFFENSE

Speed 30 ft.

**Melee** sickle +6 (1d6+2)

**Special Attacks** bardic performance 13 rounds/day (countersong, distraction, fascinate [DC 15], inspire competence +2, inspire courage +1)

**Bard Spells** Known (CL 4th; concentration +7)

**2nd** (2/day)—rage, sonic scream (DC 15)

**1st** (4/day)—cause fear (DC 14), comprehend languages, cure light wounds, sleep (DC 14)

**0** (at will)—daze (DC 13), detect magic, know direction, lullaby (DC 13), read magic, resistance

### STATISTICS

**Str** 8, **Dex** 15, **Con** 12, **Int** 14, **Wis** 10, **Cha** 16

**BAB** +3; **CMB** +2; **CMD** 14

**Feats** Slashing Grace, Weapon Finesse, Weapon Focus (sickle)

**Skills** Acrobatics +6 (+2 to jump), Intimidate +10, Linguistics +9, Perception +7, Perform (oratory) +10, Spellcraft +9, Stealth +6, Survival +4, Use Magic Device +10

**Languages** Common, Elven, Kelish, , Osiriani, Polyglot, Sylvan, Tien, Vudrani

SQ bardic knowledge +2, versatile performance (oratory)

**Combat Gear** potion of cat's grace, wand of endure elements (20 charges); Other Gear studded leather, darkwood shield, sickle, spell component pouch, spyglass

### SPELLS

**Rage:** +2 morale to Strength and Constitution, +1 morale on Will, -2 AC for 4 rds

**Sonic Scream:** 15' cone; 4d4 sonic rd 1 standard action; 2d4 rd 2 standard action; 1d4 rd 3 standard action; ref. 1/2

**Cause Fear:** frightened 1d4 rds or shaken 1

## Mzali Warriors (high) (4/3)

Slaver

Human fighter 2/ranger 2

NE Medium humanoid

**Init** +2; **Senses** Perception +8

### DEFENSE

**AC** 15, **touch** 12, **flat** 13 (+3 armor, +2 Dex)

**hp** 30 (4d10+8)

**Fort** +8, **Ref** +5, **Will** +1; +1 vs. fear

**Defensive Abilities** bravery +1

### OFFENSE

**Speed** 30 ft.

**Melee** mwk guisarme +9 (2d4+4/×3)

or mwk sap +8 (1d6+3 nonlethal) or spiked gauntlet +7 (1d4+3)

**Ranged** bolas +7 (1d4+3)

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

**Special Attacks** favored enemy (humans +2)

### STATISTICS

**Str** 17, **Dex** 14, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

**BAB** +4; **CMB** +7; **CMD** 19

**Feats** Combat Reflexes, Exotic Weapon Proficiency (bolas), Precise Shot, Step Up, Weapon Focus (bolas), Weapon Focus (guisarme)

**Skills** Climb +12, Handle Animal +3, Knowledge (geography) +4, Perception +8, Ride +7, Stealth +9, Survival+8 (+9 to follow tracks), Swim +8

**Languages** Common

**SQ** track +1, wild empathy +1

**Combat Gear** feather token (whip), tanglefoot bags (2); Other Gear mwk studded leather, bolas (3), mwk guisarme, mwk sap, spiked gauntlet, climber's kit, drow poison (2 doses), manacles

### NOTES

Whip Token: A token that forms into a huge leather whip and wields itself against any opponent desired just like a dancing weapon. The weapon has a +10 base attack bonus, does 1d6+1 points of nonlethal damage, has a +1 enhancement bonus on attack and damage rolls, and a makes a free grapple attack (with a +15 bonus on its combat maneuver checks) if it hits. The whip lasts no longer than 1 hour.

## Nkechi (high)

Female human bard 7; LN Medium humanoid (human)

**Init** +2; **Senses** Perception +10

### DEFENSE

**AC** 19, **touch** 12, **flat** 17 (+4 armor, +2 Dex, +3 shield)

**hp** 56 (7d8+21)

**Fort** +3, **Ref** +7, **Will** +5; +4 vs. bardic performance, language dependent, and sonic

### OFFENSE

Speed 30 ft.

**Melee** +1 sickle +9 (1d6+3)

**Special Attacks** bardic performance 19 rounds/day (move action; countersong, distraction, fascinate [DC 16], inspire competence +3, inspire courage +2, suggestion [DC 16])

**Bard Spells Known** (CL 7th; concentration +10)

**3rd** (2/day)—good hope, slow (DC 16)

**2nd** (4/day)—babble (DC 15), mirror image, rage, sonic scream (DC 15)

**1st** (5/day)—cause fear (DC 14), comprehend languages, cure light wounds, hideous laughter (DC 14), sleep (DC 14)

**0** (at will)—daze (DC 13), detect magic, know direction, lullaby (DC 13), read magic, resistance

### STATISTICS

**Str** 8, **Dex** 15, **Con** 12, **Int** 14, **Wis** 10, **Cha** 16

**BAB** +5; **CMB** +4; **CMD** 16

**Feats** Intimidating Performance, Slashing Grace Weapon Finesse, Weapon Focus (sickle), Toughness

**Skills** Acrobatics +13 (+9 to jump), Intimidate +13, Linguistics +12, Perception +10, Perform (dance) +13, Perform (oratory) +13, Spellcraft +12, Stealth +9, Survival +7, Use Magic Device +13

**Languages** Common, Draconic, Elven, Gnoll, Hallit, Kelish, Osiriani, Polyglot, Sylvan, Tien, Vudrani

**SQ** bardic knowledge +3, lore master 1/day, versatile performances (dance, oratory)

**Combat Gear** pot. of cat's grace, wand of endure elements (20 charges); Other Gear +1 studded leather, +1 darkwood heavy wooden shield, +1 sickle, spell components pouch

### SPELLS

**Good Hope:** +2 morale. att/dam/saves

**Slow:** staggered. Half speed, -1 AC, attack, reflex

**Babble:** babbles & nauseated. All in 30' DC 15 will or fascinated

**Mirror Image:** 1d4+2 images

**Rage:** +2 morale Strength and Con, +1 morale Will, -2 AC

**Sonic Scream:** 15' cone; 4d4 sonic rd 1 standard action; 2d4 rd 2 standard action; 1d4 rd 3 standard action; ref. 1/2

**Cause Fear:** frightened 1d4 rds or shaken 1

## Mngwa (low)

Unique mngwa

CE Large magical beast

**Init** +8; **Senses** darkvision 60 ft., low-light vision, scent;

**Perception** +9

### DEFENSE

**AC** 18, **touch** 13, **flat** 14 (+4 Dex, +5 natural, -1 size)

**hp** 66 (7d10+28)

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

**DR** 10/magic; **Immune** disease, poison

**Weaknesses** sunlight powerless (daylight; staggered no att.)

### OFFENSE

**Speed** 40 ft.

**Melee** bite +12 (1d10+6 plus grab), 2 claws +12 (1d6+6 plus 1d4 bleed and grab)

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

**Special Attacks** bleed, murderous claws, pounce, rake (2 claws +12, 1d6+6 plus 1d4 bleed)

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

Constant—feather step

**At will**—chameleon stride, pass without trace

### STATISTICS

**Str** 22, **Dex** 18, **Con** 18, **Int** 3, **Wis** 13, **Cha** 11

**BAB** +7; **CMB** +14 (+18 grapple); **CMD** 28 (32 vs. trip)

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

**Skills** Acrobatics +12 (+16 to jump), Climb +10, Perception +9, Stealth +13 (+25 in forest terrain) (+30 buffed), Swim +10

**Languages** Aklo (can't speak)

**SQ** creature of the night, focus of hate, jungle stealth

### SPECIAL ABILITIES

**Creature of the Night** (Su) A mngwa exists only at night, appearing at sunset and fading away at sunrise. It receives the benefit of a heal spell (CL 15th) each night when it reappears. A mngwa's connection to darkness is so strong that it has sunlight powerlessness even within the effects of a daylight spell. However, a daylight spell that affects a mngwa loses 10 minutes of duration for each round it affects a mngwa in this way.

**Focus of Hate** (Su) Stuinvolk's mngwa comes into being to punish him, and it survives only as long as Stuinvolk exists. The mngwa fades away permanently if Stuinvolk dies. The mngwa knows the direction and general distance to Stuinvolk. This sense can be blocked by any effect that blocks scrying. While Stuinvolk exists, the mngwa fades away and reappears fully restored in 1d4+1 days if destroyed by violence. The only way to permanently destroy it is for Stuinvolk to die or overcome the fear and guilt the mngwa represents by killing it himself.

**Jungle Stealth** (Ex) A mngwa in forest terrain can move at full speed using the Stealth skill without penalty.

**Murderous Claws** (Ex) Stuinvolk's mngwa deals an additional 1d4 points of bleed damage with its claw and rake attacks, and each subsequent successful claw and rake attack increases the amount of bleed damage by 1 (up to a maximum of 1d4+7 points of bleed damage). A successful DC 20 Heal check or the application of any magical healing stops the bleeding.

### SPELL-LIKE ABILITY

**Chameleon Stride:** You fade into the background, and while you are not truly invisible, you are hard to pinpoint due to your translucent state. While under the effects of this spell, you gain a +4 bonus on Stealth checks and have concealment from creatures more than 5 feet away (attacks have a 20% miss chance).

### TACTICS

**During Combat** The mngwa focuses on Stuinvolk, if possible, but it fights PCs if they're in its way.

**Morale** The mngwa is testing the PCs capabilities and retreats after two rounds, or if it takes more than 40 points of damage. It's willing to take more damage if needed, since it benefits from heal nightly, but it prefers conceal its indestructible nature unless it's worth it—if it has a clear shot at killing Stuinvolk, for instance.

### A7 TACTICS

**Before Combat** The mngwa uses all its spell-like abilities before entering the camp, giving it chameleon stride ACG, feather step, and pass without trace. This raises its Stealth score by 5.

**During Combat** The mngwa charges Stuinvolk. If the PCs have used some means to protect Stuinvolk (for instance, disguising one of themselves as him), the mngwa doesn't have an opportunity to discover this until after combat has begun.

**Morale** The mngwa fights to the death, final or otherwise.

## 4-Player Adjustment

Stuinvolk instead frees himself from fear with a successful DC 12 Will Save (instead of DC 14).

Treat the PCs Empathy Point score as one higher than it actually is.

## Mngwa (high)

Unique advanced mngwa

CE Large magical beast

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

**Perception** +12

### DEFENSE

**AC** 24, **touch** 15, **flat** 18 (+6 Dex, +9 natural, -1 size)

**hp** 103 (9d10+54)

**Fort** +12, **Ref** +12, **Will** +8

**DR** 10/magic; Immune disease, poison

**Weaknesses** sunlight powerless (daylight; staggered no att.)

### OFFENSE

**Speed** 40 ft.

**Melee** bite +17 (2d6+9 plus grab), 2 claws +18 (1d8+9 plus grab and bleed)

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

**Special Attacks** murderous claws, pounce, rake (2 claws +18, 1d8+9 plus grab and bleed)

**Spell-Like Abilities** (CL 9th; concentration +11)

**Constant**—feather step

**At will**—chameleon stride, pass without trace

### STATISTICS

**Str** 28, **Dex** 22, **Con** 22, **Int** 7, **Wis** 17, **Cha** 15

**BAB** +9; **CMB** +19 (+23 grapple); **CMD** 35 (39 vs. trip)

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

**Skills** Acrobatics +16 (+20 to jump), Climb +13, Perception +12, Stealth +17 (+25 in forest terrain) (+30 buffed)

**Languages** Aklo (can't speak)

**SQ** creature of the night, focus of hate, jungle stealth

### SPECIAL ABILITIES

**Creature of the Night** (Su) A mngwa exists only at night, appearing at sunset and fading away at sunrise. It receives the benefit of a heal spell (CL 15th) each night when it reappears. A mngwa's connection to darkness is so strong that it has sunlight powerlessness even within the effects of a daylight spell. However, a daylight spell that affects a mngwa loses 10 minutes of duration for each round it affects a mngwa in this way.

**Focus of Hate** (Su) Stuinvolk's mngwa comes into being to punish him, and it lives only as long as Stuinvolk exists. The mngwa dies permanently if Stuinvolk dies. The mngwa knows the direction and distance to Stuinvolk. This sense can be blocked by any effect that blocks scrying. While Stuinvolk exists, the mngwa fades away and reappears fully restored in 1d4+1 days if destroyed. The only way to permanently destroy it is for Stuinvolk to die or overcome

the fear and guilt the mngwa represents by killing it himself.

**Jungle Stealth** (Ex) A mngwa in forest terrain can move at full speed using the Stealth skill without penalty.

**Murderous Claws** (Ex) Stuinvolk's mngwa deals an additional 1d4 points of bleed damage with its claw and rake attacks, and each subsequent successful claw and rake attack increases the amount of bleed damage by 1 (up to a maximum of 1d4+7 points of bleed damage). A successful DC 20 Heal check or the application of any magical healing stops the bleeding.

### SPELL-LIKE ABILITY

**Chameleon Stride:** You fade into the background, and while you are not truly invisible, you are hard to pinpoint due to your translucent state. While under the effects of this spell, you gain a +4 bonus on Stealth checks and have concealment from creatures more than 5 feet away (attacks have a 20% miss chance).

### TACTICS

**Before Combat** The mngwa uses all its spell-like abilities before entering the camp, giving it chameleon stride, feather step, and pass without trace. This raises its Stealth bonus by 5.

**During Combat** The mngwa charges Stuinvolk. If the PCs have used some means to protect Stuinvolk (for instance, disguising one of themselves as him), the mngwa doesn't have an opportunity to discover this until after combat has begun.

**Morale** The mngwa is testing the PCs capabilities and retreats after two rounds, or if it takes more than 70 points of damage.

### A7 TACTICS

**Morale** The mngwa fights to the death, final or otherwise.

## 4-Player Adjustment

Stuinvolk instead frees himself from fear with a successful DC 12 Will Save (instead of DC 14).

Treat the PCs Empathy Point score as one higher than it actually is.

## Mwngani Hyeneas (low) (4/3)

N Medium animal

**Init** +2; **Senses** low-light vision, scent; **Perception** +8

### DEFENSE

**AC** 14, **touch** 12, **flat** 12 (+2 Dex, +2 natural)

**hp** 13 (2d8+4)

**Fort** +5, **Ref** +5, **Will** +1

### OFFENSE

**Speed** 50 ft.

**Melee** bite +3 (1d6+3 plus trip)

### STATISTICS

**Str** 14, **Dex** 15, **Con** 15, **Int** 2, **Wis** 13, **Cha** 6

**BAB** +1; **CMB** +3; **CMD** 15 (19 vs. trip)

**Feats** Skill Focus (Perception)

**Skills** Perception +8, Stealth +6 (+10 in tall grass); Racial  
Modifiers +4 Stealth in tall grass

## Mwngani Dire Hyeneas (high) (5/4)

N Large animal

**Init** +2; **Senses** low-light vision, scent; Perception +8

### DEFENSE

**AC** 15, **touch** 11, **flat** 13 (+2 Dex, +4 natural, -1 size)

**hp** 26 (4d8+8)

**Fort** +6, **Ref** +6, **Will** +2

### OFFENSE

**Speed** 50 ft.

**Melee** bite +6 (2d6+6 plus trip)

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

### STATISTICS

**Str** 18, **Dex** 15, **Con** 15, **Int** 2, **Wis** 13, **Cha** 6

**BAB** +3; **CMB** +8; **CMD** 20 (24 vs. trip)

**Feats** Skill Focus ( Perception, Stealth)

**Skills** Perception +8, Stealth +7 (+11 in tall grass or heavy undergrowth); Racial Modifiers +4 Stealth in tall grass

## Bujune (low)

Nuno ascetic medium 4

NE Tiny fey

**Init** +3; **Senses** tremorsense 30 ft.; Perception +9

### DEFENSE

**AC** 15, **touch** 15, **flat** 12 (+3 Dex, +2 size)

**hp** 35 (5 HD; 1d6+4d8+14)

**Fort** +2, **Ref** +6, **Will** +7

**Defensive Abilities** ant affinity; **DR** 2/cold iron

**Weaknesses** taboo (lust for knowledge)

### OFFENSE

**Speed** 50 ft., burrow 10 ft.

**Melee** slam +3 (1d2-2)

**Space** 2½ ft.; Reach 0 ft.

**Special Attacks** archmage arcana, haunt channeler (2d6), nuno's curse, seance boon (archmage), shared seance, spirit (Archmage, 1 influence)

**Medium Spells Known** (CL 4th; concentration +12)

**2nd** (2/day)—scorching ray

**1st** (5/day)—expeditious retreat, magic missile, oneiric horror (DC 16)

**0** (at will)—arcane mark, bleed (DC 15), daze (DC 15), detect magic, read magic

### TACTICS

**Before Combat** Bujune casts expeditious retreat on himself.

**During Combat** Use necklace of fireball beads until ants would be hurt. Spells to render the PCs immobile inside the swarm. Use spirit surge twice only

**Morale** If swarm killed and he is reduced to 15HP, or if reduced to 7 or fewer hit points, surrender.

### STATISTICS

**Str** 6, **Dex** 17, **Con** 12, **Int** 17, **Wis** 12, **Cha** 20

**BAB** +3; **CMB** +4; **CMD** 12

**Feats** Ability Focus (nuno's curse), Spirit Focus (archmage), Toughness

**Skills** Bluff +10, Intimidate +12, Knowledge (arcana) +13, Knowledge (dungeoneering) +11, Knowledge (geography) +13, Knowledge (nature) +13, Perception +9, Sense Motive +6, Spellcraft +14, Stealth +19, Racial Modifiers +4 Knowledge (dungeoneering)

**Languages** Aklo, Common, Polyglot, Sylvan, Terran

### SPECIAL ABILITIES

**Ant Affinity** (Su) Ants will never attack a nuno. A nuno can control ants and ant swarms as a druid's wild empathy, with a +4 racial bonus on their checks. The nuno imparts to them a modicum of implanted intelligence, allowing nunos

to train ants to perform tasks as necessary to suit the nunos' fancies.

### SPECIAL ABILITIES

**Spirit Surge** (su): After failing a d20 roll modified by spirit bonus (concentration checks, Intelligence checks, and Intelligence-based skill checks.), a medium can allow his spirit to gain 1 additional point of influence over him in order to add 1d6 to the check's result without taking an action.

### SPELLS

**Scorching Ray**: 35' ranged touch 4d6 fire

**Oneiric Horror**: subject makes a full-attack action against the creature 1 rd/level. New save end of each round. Fatigued after.

## Army Ant Swarm (1)

N Fine vermin (swarm)

**Init** +2; **Senses** darkvision 60 ft., scent; Perception +4

### DEFENSE

**AC** 20, **touch** 20, **flat** 18; (+8 size, +2 Dex)

**hp** 49 (11d8)

**Fort** +7, **Ref** +5, **Will** +3

**Defensive Abilities** swarm traits; Immune weapon damage

### OFFENSE

**Speed** 30 ft., **climb** 30 ft.

**Melee** swarm (3d6)

**Space** 10 ft.; Reach 0 ft.

**Special Attacks** cling, consume, distraction (DC 15)

### SPECIAL ABILITIES

**Cling** (Ex) If a creature leaves an army ant swarm's square, the swarm suffers 1d6 points of damage to reflect the loss of its numbers as several of the crawling pests continue to cling tenaciously to the victim. A creature with army ants clinging to him takes 3d6 points of damage at the end of his turn each round. As a full-round action, he can remove the ants with a DC 17 Reflex save. High wind or any amount of damage from an area effect destroys all clinging ants. The save DC is Dexterity-based.

**Consume** (Ex) An army ant swarm can rapidly consume any creature it swarms over. Against helpless or nauseated targets, an army ant swarm attack deals 6d6 points of damage.

## 4-Player

**Bijune** has -5 HP -1 saves, DCs etc

**Swarm** has 34 HP

## Bujune (high)

Nuno ascetic medium 7

NE Tiny fey

**Init** +3; **Senses** tremorsense 30 ft.; **Perception** +12

### DEFENSE

**AC** 15, **touch** 15, **flat** 12 (+3 Dex, +2 size)

**hp** 57 (8 HD; 1d6+7d8+23)

**Fort** +3, **Ref** +7, **Will** +8

**Defensive Abilities** ant affinity; **DR** 2/cold iron

**Weaknesses** taboo (lust for knowledge)

### OFFENSE

**Speed** 20 ft., burrow 10 ft.

**Melee** slam +5 (1d2-2)

**Space** 2½ ft.; **Reach** 0 ft.

**Special Attacks** arcane surge, archmage arcana, haunt channeler (3d6), nuno's curse, seance boon (archmage), shared seance, spirit (Archmage, 1 influence)

**Medium Spells Known** (CL 7th; concentration +15)

**3rd** (2/day)—babble (DC 19)

**2nd** (4/day)—hold person (DC 18), inflict pain (DC 18), scorching ray

**1st** (6/day)—lesser confusion (DC 17), expeditious retreat, magic missile, oneiric horror (DC 16), paranoia (DC 16)

**0** (at will)—arcane mark, bleed (DC 15), daze (DC 16), detect magic, flare (DC 15), ghost sound (DC 15), read magic

### TACTICS

**Before Combat** Bujune casts expeditious retreat on himself.

**During Combat** Use necklace of fireball beads until ants would be hurt. Spells to render the PCs immobile inside the swarm. Use spirit surge twice only

**Morale** If the swarm is killed and Bujune is reduced to 25 or fewer hit points, or if he is reduced to 15 or fewer hit points at any time, nuno surrender.

### STATISTICS

**Str** 6, **Dex** 17, **Con** 12, **Int** 17, **Wis** 12, **Cha** 20

**BAB** +5; **CMB** +6; **CMD** 14

**Feats** Ability Focus (nuno's curse), Spell Focus (enchantment), Spirit Focus (archmage) OA, Toughness

**Skills** Bluff +11, Intimidate +14, Knowledge (arcana) +15, Knowledge (dungeoneering) +11, Knowledge (geography) +16, Knowledge (nature) +16, Perception +12, Sense Motive +7, Spellcraft +17, Stealth +22, Survival +2; Racial Modifiers +4 Knowledge (dungeoneering)

**Languages** Aklo, Common, Polyglot, Sylvan, Terran

**SQ** connection channel, location channel (7 rounds), spirit bonus (+2 on concentration checks, Intelligence checks,

and Intelligence-based skill checks), spirit surge 1d6, wax locator

**Combat Gear** dust of appearance, necklace of fireballs type III, potion of cure moderate wounds

### SPECIAL ABILITIES

**Spirit Surge** (su): After failing a d20 roll modified by spirit bonus (concentration checks, Intelligence checks, and Intelligence-based skill checks.), gain 1 additional point of influence & add 1d6 to the result without taking an action.

### SPELLS

**Babble:** 40'; babble & nauseated. All in 30' DC 15 will or fascinated

**Hold Person:** 170; paralyzed save end of each rd.

**Inflict Pain:** 40'; -4 attack, skill, and ability; 7 rd or 1 rd (will)

**Scorching Ray:** 40' 2 rays ranged touch 4d6/ea.

**Confusion, Lesser:** 40' confused 1 rd

**Oneiric Horror:** make a full-attack action against the creature 1 rd/level. New save end of each rd. Fatigued after.

**Paranoia:** 40' thinks all are enemies, -2 d20 & damage.

## Advanced Army Ant Swarms (2/1)

Advanced army ant swarm; N Fine vermin (swarm)

**Init** +4; **Senses** darkvision 60 ft., scent; **Perception** +6

### DEFENSE

**AC** 24, **touch** 22, **flat** 20 (+4 Dex, +2 natural, +8 size)

**hp** 71 each (11d8+22)

**Fort** +9, **Ref** +7, **Will** +5

**Defensive Abilities** swarm traits; Immune weapon damage

### OFFENSE

**Speed** 30 ft., climb 30 ft.

**Melee** swarm (3d6 plus distraction)

**Space** 10 ft.; **Reach** 0 ft.

**Special Attacks** cling, consume, distraction (DC 17)

### SPECIAL ABILITIES

**Cling** (Ex) If a creature leaves an army ant swarm's square, the swarm suffers 1d6 points of damage to reflect the loss of its numbers as several of the crawling pests continue to cling tenaciously to the victim. A creature with army ants clinging to him takes 3d6 points of damage at the end of his turn each round. As a full-round action, he can remove the ants with a DC 19 Reflex save. High wind or any amount of damage from an area effect destroys all clinging ants. The save DC is Dexterity-based.

**Consume** (Ex) An army ant swarm can rapidly consume any creature it swarms over. Against helpless or nauseated targets, an army ant swarm attack deals 6d6 points of damage.

## Giant Ant Exoskeleton (low) (4)

Giant soldier ant exoskeleton

NE Medium undead

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

### DEFENSE

**AC** 12, **touch** 10, **flat** 12 (+2 natural)

**hp** 20 (3d8+3)

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

**DR** 5/bludgeoning; Immune undead traits

### OFFENSE

**Speed** 50 ft., **climb** 20 ft.

**Melee** bite +5 (1d6+3), sting +5 (1d4+3)

### STATISTICS

**Str** 16, **Dex** 10, **Con** –, **Int** –, **Wis** 10, **Cha** 10

**BAB** +2; **CMB** +5; **CMD** 15 (23 vs. trip)

**Feats** Toughness

**Skills** Climb +11

**SQ** burst (DC 11)

### SPECIAL ABILITIES

**Burst** (Ex) When an exoskeleton is destroyed, its desiccated husk bursts, releasing the dusty remains of the ant's insides into the surrounding air. Any creature adjacent to an exoskeleton when it bursts must succeed at a DC 11 Fortitude save or become staggered for 1 round as it coughs and sneezes. Creatures that don't need to breathe are immune to this effect.

## Advanced Ant Exoskeleton (high) (2)

Advanced giant soldier ant exoskeleton

NE Medium undead

**Init** +2; **Senses** darkvision 60 ft.; **Perception** +0

### DEFENSE

**AC** 16, **touch** 12, **flat** 14 (+2 Dex, +4 natural)

**hp** 29 (3d8+12)

**Fort** +1, **Ref** +3, **Will** +5

**DR** 5/bludgeoning; **Immune** undead traits

### OFFENSE

**Speed** 50 ft., **climb** 20 ft.

**Melee** bite +7 (1d6+5), sting +7 (1d4+5)

### STATISTICS

**Str** 20, **Dex** 14, **Con** –, **Int** –, **Wis** 14, **Cha** 14

**BAB**+2; **CMB** +7; **CMD** 19 (27 vs. trip)

**Feats** Toughness

**Skills** Climb +13

**SQ** burst (DC 13)

### SPECIAL ABILITIES

**Burst** (Ex) When an exoskeleton is destroyed, it bursts, releasing dusty remains into the air. Any creature adjacent to an exoskeleton when it bursts must succeed at a DC 13 Fortitude save or become staggered for 1 round as it coughs and sneezes. Creatures that don't need to breathe are immune to this effect.

## She-Who-Devours (low)

Female variant deathweb

NE Large undead

**Init** +6; **Senses** darkvision 60 ft., scent; **Perception** +17

**Aura** infestation (5 ft., DC 16)

### DEFENSE

**AC** 19, **touch** 11, **flat** 17 (+2 Dex, +8 natural, -1 size)

**hp** 58 (9d8+18)

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

**Immune** undead traits

### OFFENSE

**Speed** 10 ft.

**Melee** bite +12 (2d6+7 + grab+14), sting +12 (2d4+7 +poison fort 16)

P.A: bite +10 (2d6+13 + grab), sting +10 (2d4+13

+poison fort 16)

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

**Spell-Like Abilities** (CL 9th; concentration +11)

**1/3 rounds**—acid arrow

### STATISTICS

**Str** 25, **Dex** 14, **Con** –, **Int** 8, **Wis** 13, **Cha** 15

**BAB** +6; **CMB** +14 (+16 bull rush); **CMD** 26 (28 vs. bull rush, 34 vs. trip)

**Feats** Awesome Blow, Cleave, Improved Bull Rush, Improved Initiative, Power Attack

**Skills** Acrobatics +2, Perception +17, Stealth +14, Survival +14

**Languages** Aklo, Necril

**SQ** compression

### SPECIAL ABILITIES

**Infestation** (Ex) An infestation of ants nesting within She-Who-Devours's exoskeleton surrounds her out to **radius of 5 feet**. Any creature takes **1d6 points of damage at the end of each round** it remains in the area. A creature that takes this damage must attempt a **DC 16 Fortitude save or be nauseated for 1 round**.

In addition, those damaged by this infestation are poisoned as well. Any **area effect** attack that deals **10 or more points of damage** to She-Who-Devours destroys her infesting ants, **removing her aura for 3 rounds**, after which a new batch of ants swarms out of her body to replenish the infestation.

**Poison** (Ex) Infestation, sting—injury; save Fort DC 16; frequency **1/round for 4 rounds**; effect 1d2 Str; cure 1 save

### SPELLS

**Acid Arrow**: long range touch 2d4 damage / round 4 rds

## Giant Ant Exoskeleton (low) (4 base)

Giant soldier ant exoskeleton

NE Medium undead

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

### DEFENSE

**AC** 12, **touch** 10, **flat** 12 (+2 natural)

**hp** 20 (3d8+3)

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

**DR** 5/bludgeoning; Immune undead traits

### OFFENSE

**Speed** 50 ft., **climb** 20 ft.

**Melee** bite +5 (1d6+3), sting +5 (1d4+3)

### STATISTICS

**Str** 16, **Dex** 10, **Con** –, **Int** –, **Wis** 10, **Cha** 10

**BAB** +2; **CMB** +5; **CMD** 15 (23 vs. trip)

**Feats** Toughness

**Skills** Climb +11

**SQ** burst (DC 11)

### SPECIAL ABILITIES

**Burst** (Ex) When an exoskeleton is destroyed, its desiccated husk bursts, releasing the dusty remains of the ant's insides into the surrounding air. Any creature adjacent to an exoskeleton when it bursts must succeed at a DC 11 Fortitude save or become staggered for 1 round as it coughs and sneezes. Creatures that don't need to breathe are immune to this effect.

## 4-player

Reduce the base number of exoskeletons to 3. Instead of adding two exoskeletons per failed check during the descent phase in area C1, add one.

## She-Who-Devours (high)

Female variant deathweb

NE Huge undead

**Init** +5; **Senses** darkvision 60 ft., scent; **Perception** +22

**Aura** infestation (5 ft., DC 20)

### DEFENSE

**AC** 20, **touch** 9, **flat** 19 (+1 Dex, +11 natural, -2 size)

**hp** 105 (14d8+42)

**Fort** +7, **Ref** +5, **Will** +10

**Immune** undead traits

### OFFENSE

**Speed** 10 ft.

**Melee** bite +18 (2d8+9 + grab +21), sting +18 (1d12+9 + poison DC 20)

P.A.: bite +15 (2d8+18 + grab+18), sting +15 (1d12+18 + poison DC 20)

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

**Spell-Like Abilities** (CL 14th; concentration +17)

**At will**—acid arrow

### STATISTICS

**Str** 28, **Dex** 12, **Con** —, **Int** 8, **Wis** 13, **Cha** 16

**BAB** +10; **CMB** +21 (+23 bull rush); **CMD** 32 (34 vs. bull rush, 40 vs. trip)

**Feats** Awesome Blow, Cleave, Improved Bull Rush, Improved Initiative, Power Attack, Weapon Focus (bite), Weapon Focus (sting)

**Skills** Acrobatics +1, Perception +22, Stealth +14, Surv.+19

**Languages** Aklo, Necril

**SQ** compression

### SPECIAL ABILITIES

**Infestation** (Ex) An infestation of ants nesting within She-Who-Devours's exoskeleton constantly surrounds her out to a radius of 5 feet. Any creature within the infestation takes 2d6 points of damage at the end of each round it remains in the area.

A creature that takes this damage must succeed at a DC 20 Fortitude save or be nauseated for 1 round. In addition, those damaged by this aura are poisoned as well. Any area effect attack that deals 10 or more points of damage to She-Who-Devours destroys her infesting ants, removing her aura for 3 rounds, after which a new batch of ants swarms out of her body to replenish the infestation.

**Poison** (Ex) Infestation, sting—injury; save Fort DC 20; frequency 1/round for 4 rounds; effect 1d2 Str; cure 1 save

### SPELLS

**Acid Arrow:** long range touch 2d4 damage / round 5 rds

## Advanced Ant Exoskeleton (6 base)

Advanced giant soldier ant exoskeleton

NE Medium undead

**Init** +2; **Senses** darkvision 60 ft.; **Perception** +0

### DEFENSE

**AC** 16, **touch** 12, **flat** 14 (+2 Dex, +4 natural)

**hp** 29 (3d8+12)

**Fort** +1, **Ref** +3, **Will** +5

**DR** 5/bludgeoning; **Immune** undead traits

### OFFENSE

**Speed** 50 ft., **climb** 20 ft.

**Melee** bite +7 (1d6+5), sting +7 (1d4+5)

### STATISTICS

**Str** 20, **Dex** 14, **Con** —, **Int** —, **Wis** 14, **Cha** 14

**BAB**+2; **CMB** +7; **CMD** 19 (27 vs. trip)

**Feats** Toughness

**Skills** Climb +13

**SQ** burst (DC 13)

### SPECIAL ABILITIES

**Burst** (Ex) When an exoskeleton is destroyed, it bursts, releasing dusty remains into the air. Any creature adjacent to an exoskeleton when it bursts must succeed at a DC 13 Fortitude save or become staggered for 1 round as it coughs and sneezes. Creatures that don't need to breathe are immune to this effect.

## 4-Player

Reduce the base number of exoskeletons to 4. Instead of adding two exoskeletons per failed check during the descent phase in area C1, add one.