

Dreng's Sting (low)

Onyx Alliance Veterans (4/3)

Fetchling fighter

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perc** +4

DEFENSE

AC 21 (23), **touch** 13(15), **flat** 18 (+6 armor, +2 Dex, +1 dodge, +2 shield)

hp 47 each (5d10+15)

fort +6, **Ref** +3, **Will** +0; +1 vs. entangled, paralysis, or slowed

Defensive Abilities agility, shadow blending; Resist cold 5, electricity 5

OFFENSE

Speed 30 ft.

Melee mwk light flail +11(+9) (1d8+6) or heavy shield bash +9(+7) (1d4+4)

Special Attacks leaping attack

Spell-Like Abilities (CL 5th; concentration +5)

1/day—disguise self

TACTICS

Use hit & run, combat exper, disarm. Flee if 7 HP or less and drop Crusader Blade.

Base Statistics Without the potions of bull's strength, statistics are **Melee** mwk light flail +9 (1d8+4) or heavy shield bash +7 (1d4+4); **Str** 15; **CMB** +7 (+9 disarm); **CMD** 20 (22 vs. disarm).

STATISTICS

Str 19, **Dex** 15, **Con** 14, **Int** 13, Wis 8, **Cha** 10

BAB +5; **CMB** +9 (+11 disarm); **CMD** 22 (24 vs. disarm)

Feats Combat Expertise, Dodge, Improved Disarm, Mobility, Weapon Focus (light flail), Weapon Specialization (light flail)

Skills Intimidate +8, Perception +4, Stealth +5

Languages Common, D'ziriak

SQ armor training 1

Combat Gear potion of bull's strength, potion of cure moderate wounds; Other Gear mwk chainmail, mwk heavy steel shield, mwk light flail, gauntlets of the skilled maneuver UE (disarm, one intermediary only)

Notes

Combat Expertise: included in parenthesis in AC/attack

Leaping Strike: At 5th level, when a mobile fighter moves at least 5 feet prior to attacking, he gains a +1 bonus on attack and damage rolls. This bonus increases by +1 for every four levels beyond 5th.

Shadow Blending: Attacks against a fetchling in dim light have a 50% miss chance instead of the normal 20% miss chance. This ability does not grant total concealment; it just increases the miss chance.

Hazard

Dim light.

4-player

For a group of four PCs, remove one Onyx Alliance intermediary from the encounter, and lower the DCs of skill checks to sneak up on or interact with the intermediaries by 2.

Dreng's Sting (high)

Onyx Alliance Veterans (4/3)

Fetchling fighter (mobile fighter) 8

NE Medium outsider (native)

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perc**+7

DEFENSE

AC 22 (25), **touch** 13, **flat** 19(22) (+6 armor, +2 Dex, +1 dodge, +3 shield)

hp 73 each (8d10+24)

fort +8, **Ref** +4, **Will** +1; +2 vs. entangled, paralysis, or slowed

Defensive Abilities agility, shadow blending; Resist cold 5, electricity 5

OFFENSE

Speed 30 ft.

Melee mwk light flail +15(12)/+10(7) (1d8+7/19-20) or heavy shield bash +13(10)/+8(5) (1d4+5)

Special Attacks leaping attack

Spell-Like Abilities (CL 8th; concentration +8)

1/day—disguise self

TACTICS

Use hit & run, combat exper, disarm. Flee if 12 HP or less and drop Crusader Blade.

Base Statistics Without the potion of bull's strength, the intermediaries' statistics are **Melee** mwk light flail +13/+8 (1d8+5) or heavy shield bash +11/+6 (1d4+3); **Str** 16; **CMB** +11 (+17 disarm); **CMD** 24 (26 vs. disarm).

STATISTICS

Str 20, **Dex** 15, **Con** 14, **Int** 13, Wis 8, **Cha** 10

BAB +8; **CMB** +13 (+19 disarm); **CMD** 26 (28 vs. disarm)

Feats Combat Expertise, Dodge, Greater Disarm, Improved Critical (light flail), Improved Disarm, Mobility, Power Attack, Weapon Focus (light flail), Weapon Specialization (light flail)

Skills Intimidate +11, Perception +7, Stealth +9; Racial Modifiers +2 Stealth

Languages Common, D'ziriak

SQ armor training 2

Combat Gear potion of bull's strength, potion of cure moderate wounds; Other Gear mwk chainmail, +1 heavy steel shield, mwk light flail, gauntlets of the skilled maneuver (disarm) UE

Notes

Combat Expertise: included in parenthesis in AC/attack

Leaping Strike: At 5th level, when a mobile fighter moves at least 5 feet prior to attacking, he gains a +1 bonus on attack and damage rolls. This bonus increases by +1 for every four levels beyond 5th.

Shadow Blending: Attacks against a fetchling in dim light have a 50% miss chance instead of the normal 20% miss chance. This ability does not grant total concealment; it just increases the miss chance.

Hazard

Dim light.

4-player

For a group of four PCs, remove one Onyx Alliance intermediary from the encounter, and lower the DCs of skill checks to sneak up on or interact with the intermediaries by 2.

Soul Stalls (low)

Valryss

Variant night hag

NE Medium outsider (evil, extraplanar)

Init +4; **Senses** darkvision 60 ft.; **Perception** +15

DEFENSE

AC 23, **touch** 14, **flat** 19 (+4 Dex, +9 natural)

hp 80 (7d10+42)

fort +14, **Ref** +8, **Will** +11

DR 10/cold iron and magic; **Immune** charm, cold, fear, fire, sleep; **SR** 22

OFFENSE

Speed 30 ft.

Melee 2 claws +12 (1d4+5), bite +12 (2d6+5 plus disease)

Special Attacks dream haunting

Spell-Like Abilities (CL 7th; conc +11/+18)

Constant—detect chaos, detect evil, detect good, detect law, detect magic

At Will—deep slumber (DC 16), invisibility, magic missile, ray of enfeeblement (DC 14)

At Will (with heartstone)—etherealness, soul bind

STATISTICS

Str 21, **Dex** 19, **Con** 22, **Int** 18, **Wis** 16, **Cha** 17

BAB +7; **CMB** +12; **CMD** 26

Feats Alertness, Combat Casting, Deceitful, Mounted Combat

Skills Bluff +15, Diplomacy +10, Disguise +15, Intimidate +13,

Knowledge (arcana) +10, Knowledge (planes) +14,

Perception +15, Ride +14, Sense Motive +15, Spellcraft +14

Languages Abyssal, Celestial, Common, Infernal

SQ change shape (any humanoid; alter self), heartstone

SPECIAL ABILITIES

Disease (Su) Demon Fever: Bite—injury; save **fort DC 19**; onset **immediate**; frequency 1/day; effect **1d6 Con damage** (target must save a 2nd time or 1 point of the damage is drain instead); cure 2 consecutive saves.

Dream Haunting (Su) Does not matter here.

Heartstone (Su) Night hag item. Can cure any disease when held and +2 resistance to saves. Fades in 24 hours.

Notes

Deep slumber: full rnd, 10 HD

Missiles: 4x 1d4+1

Ray Enfeeble: Ranged touch + 11 1d6+3 str pen, can't go under 1

4-player

Sickened, flee at 40 HP

Soul Stalls (high)

Valryss & Nalzini

Variant night hag

NE Medium outsider (evil, extraplanar)

Init +4; **Senses** darkvision 60 ft.; **Perception** +15

DEFENSE

AC 23, **touch** 14, **flat** 19 (+4 Dex, +9 natural)

hp 80 (7d10+42)

fort +14, **Ref** +8, **Will** +11

DR 10/cold iron and magic; **Immune** charm, cold, fear, fire, sleep; **SR** 22

OFFENSE

Speed 30 ft.

Melee 2 claws +12 (1d4+5), bite +12 (2d6+5 plus disease)

Special Attacks dream haunting

Spell-Like Abilities (CL 7th; conc +11/+18)

Constant—detect chaos, detect evil, detect good, detect law, detect magic

At Will—deep slumber (DC 16), invisibility, magic missile, ray of enfeeblement (DC 14)

At Will (with heartstone)—etherealness, soul bind

STATISTICS

Str 21, **Dex** 19, **Con** 22, **Int** 18, **Wis** 16, **Cha** 17

BAB +7; **CMB** +12; **CMD** 26

Feats Alertness, Combat Casting, Deceitful, Mounted Combat

Skills Bluff +15, Diplomacy +10, Disguise +15, Intimidate +13,

Knowledge (arcana) +10, Knowledge (planes) +14,

Perception +15, Ride +14, Sense Motive +15, Spellcraft +14

Languages Abyssal, Celestial, Common, Infernal

SQ change shape (any humanoid; alter self), heartstone

SPECIAL ABILITIES

Disease (Su) Demon Fever: Bite—injury; save **fort DC 19**; onset **immediate**; frequency 1/day; effect **1d6 Con**

damage (target must save a 2nd time or 1 point of the damage is drain instead); cure 2 consecutive saves.

Dream Haunting (Su) Does not matter here.

Heartstone (Su) Night hag item. Can cure any disease when held and +2 resistance to saves. Fades in 24 hours.

Notes

Deep slumber: full rnd, 10 HD

Missiles: 4x 1d4+1

Ray Enfeeble: Ranged touch + 11 1d6+3 str pen, can't go under 1

4-player

Sickened, flee at 40 HP

C1. (Low)

Taxidermic triceratops (low)

N Huge construct

Init -2; **Senses** darkvision 60 ft., low-light, scent; **Perc** +0

DEFENSE

AC 10, **touch** 6, **flat** 10 (-2 Dex, +4 natural, -2 size)

hp 114 (16d10+40)

fort +5, **Ref** +3, **Will** +5

Immune construct traits

Weaknesses defect (crude stitching), vulnerable to slashing damage

OFFENSE

Speed 30 ft.

Melee gore +17 (2d10+10)

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

TACTICS

Use gore attack against the nearest PC first, then attacks whomever last dealt it damage.

STATISTICS

Str 24, **Dex** 7, **Con** –, **Int** –, **Wis** 10, **Cha** 3

BAB +12; **CMB** +21; **CMD** 29 (33 vs. trip)

SPECIAL ABILITIES

Crude Stitching This defect is the source of the triceratops's vulnerability to slashing damage, which causes it to take 50% more damage from slashing attacks.

Hazard

Charging or trampling knocks over a pillar makes pillar & adjacent squares difficult terrain for ≤ med creatures

4-player

20% miss chance on all attacks.

Vulnerable to fire.

Counts as wood for the purposes of abilities and spells.

C1. (high)

Taxidermic triceratops (2)

N Huge construct

Init -2; **Senses** darkvision 60 ft., low-light vision, scent;

Perception +0

DEFENSE

AC 10, **touch** 6, **flat** 10 (-2 **Dex**, +4 natural, -2 size)

hp 114 (16d10+40)

fort +5, **Ref** +3, **Will** +5

Immune construct traits

Weaknesses defect (crude stitching), vulnerable to slashing damage

OFFENSE

Speed 30 ft.

Melee gore +17 (2d10+10)

Special Attacks trample (1d8+10, DC 25 1/2 or AOO at -4)

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

TACTICS

Before Combat The taxidermic triceratops waits until Sarnia's image fades before attacking.

During Combat The triceratops uses its gore attack against the nearest PC first, then attacks whomever last dealt it damage.

Morale The taxidermic triceratops fights until destroyed.

STATISTICS

Str 24, **Dex** 7, **Con** –, **Int** –, **Wis** 10, **Cha** 3

BAB +12; **CMB** +21; **CMD** 29 (33 vs. trip)

SPECIAL ABILITIES

Crude Stitching This defect is the source of the triceratops's vulnerability to slashing damage, which causes it to take 50% more damage from slashing attacks.

Trample As a full-round action, the triceratops can attempt to overrun any creature that is at least one size category smaller than itself. This works as the overrun combat maneuver, but the trampling creature does not need to attempt a check; it merely has to move over opponents in its path. Each target of its trample take 1d8+10 damage and can make an attack of opportunity, but at a -4 penalty. If a target forgoes an attack of opportunity, it can attempt a DC 25 Reflex save to avoid the triceratops and take half damage. The triceratops can only deal its trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Hazard

Charging or trampling knocks over a pillar makes pillar & adjacent squares difficult terrain for <= med creatures

4-player

20% miss chance on all attacks.

Vulnerable to fire.

Counts as wood for the purposes of abilities and spells.

Each time a triceratops tramples a PC, there's a 20% chance that it deals no damage. In this case, the PC does not need to roll a Reflex save, but she can still take an attack of opportunity.

Primary Storage (low)

Ice Golems (2/1)

N Medium construct (cold)

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

DEFENSE

AC 17, **touch** 9, **flat** 17 (-1 Dex, +8 natural)

hp 53 (6d10+20)

fort +2, **Ref** +1, **Will** +2

DR 5/adamantine; **Immune** construct traits, cold, magic

Weaknesses vulnerability to fire

OFFENSE

Speed 30 ft.

Melee 2 slams +9 (1d6+3 plus 1d6 cold)

Special Attacks breath weapon (20-ft. cone, 3d6 cold damage, Reflex DC 13 half, usable once every 1d4 rounds), cold (1d6), icy destruction

STATISTICS

Str 16, **Dex** 9, **Con** -, **Int** -, Wis 11, **Cha** 1

BAB +6; **CMB** +9; **CMD** 18

SPECIAL ABILITIES

Cold (Ex) An ice golem's body generates intense cold, dealing 1d6 points of damage with its touch. Creatures attacking an ice golem with unarmed strikes or natural weapons take this same cold damage each time one of their attacks hits.

Icy Destruction (Ex) When reduced to 0 hit points, an ice golem shatters in an explosion of jagged shards of ice. All creatures within a 10-foot burst take 3d6 points of slashing damage and 2d6 points of cold damage; a DC 13 Reflex save halves the damage. The save DC is Constitution-based.

Immunity to Magic (Ex) An ice golem is Immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and Spell-Like Abilities that have the **Fire** descriptor, which affect it normally. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals electricity damage slows an ice golem (as the slow spell) for 2d6 rounds, with no saving throw.
- A magical attack that deals cold damage breaks any slow effect on the golem and heals 1 point of damage for every 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. An ice golem gets no saving throw against cold effects.

Chalos Visanda

Female half-elf rogue 5/wizard 3

NE Medium humanoid (elf, human)

Init +3; **Senses** low-light vision; **Perception** +10

DEFENSE

AC 25, **touch** 14, **flat** 21 (+4 armor, +3 Dex, +1 dodge, +3 natural, +4 shield)

hp 77 (8 HD; 3d6+5d8+40)

fort +6, **Ref** +8, **Will** +3; +2 vs. enchantments

Defensive Abilities evasion, trap sense +1, uncanny dodge;

Immune sleep

OFFENSE

Speed 30 ft.

Melee +1 short sword +8 (1d6+1/19-20)

Special Attacks intense spells (+1 damage), sneak attack +3d6

Arcane School Spell-Like Abilities (CL 3rd; conc +6)

6/day—force missile (1d4+1)

Evoker Spells Prepared (CL 3rd; concentration +6)

2nd—scorching ray (2), web (DC 15) (+7 4d6)

1st—magic missile, shield, snowball (2) (+7 3d6)

0 (at Will)—acid splash, detect magic, light, ray of frost

Opposition Schools Illusion, Necromancy

Base Statistics Without barkskin, bear's endurance, and shield, Chalos's statistics are **AC** 18, **touch** 14, **flat** 14; **hp** 51; **fort** +4, **Con** 14.

STATISTICS

Str 10, **Dex** 16, **Con** 18, **Int** 16, Wis 8, **Cha** 12

BAB +4; **CMB** +4; **CMD** 18

Feats Dodge, Mobility, Point-Blank Shot, Precise Shot, Scribe Scroll, Skill Focus (Stealth), Weapon Finesse

Skills Acrobatics +14, Disable Device +16, Escape Artist +14, Knowledge (arcana) +14, Knowledge (planes) +14,

Perception +10, Spellcraft +14, **Stealth** +17, Use Magic Device +12

Languages Aklo, Celestial, Common, D'ziriak, Elven

SQ arcane bond (+1 short sword), elf blood, rogue talents (combat trick, sniper's eye APG), trapfinding +2

Combat Gear potion of barkskin (CL 6th), potion of bear's endurance, wand of greater invisibility (2 charges); Other Gear +1 glamerred studded leather, +1 short sword, spellbook (contains all prepared spells)

4-player

Remove a golem

Primary Storage (high)

Glass Golem (2/1)

N Large construct

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

DEFENSE

AC 21, **touch** 8, **flat** 21 (-1 **Dex**, +13 natural, -1 size)

hp 96 (12d10+30)

fort +4, **Ref** +3, **Will** +4

Defensive Abilities reflect spells; **DR** 5/adamantine;

Immune magic, construct traits

OFFENSE

Speed 30 ft.

Melee 2 slams +16 (2d8+5 plus bleed)

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

Special Attacks bleed (1d8), dazzling brightness

STATISTICS

Str 20, **Dex** 9, **Con** -, **Int** -, **Wis** 11, **Cha** 1

BAB +12; **CMB** +18; **CMD** 27

SPECIAL ABILITIES

Dazzling Brightness (Ex) A glass golem in an area of bright light dazzles any creature within 30 feet that sees it for 1 round (Fortitude DC 16 negates). Once a creature makes its 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 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 glass golem, as noted below.

- A shatter spell damages a glass golem as if it were a crystalline creature.
- A keen edge spell affects all of a glass golem's slam attacks as if they were slashing weapons.
- A magical attack that deals cold damage slows a glass golem (as the slow spell) for 3 rounds (no saving throw).
- A magical attack that deals fire damage ends any slow effect & heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the healing would cause the golem to exceed full normal hit points, it gains any excess as temporary hit points. A glass golem gets no saving throw against fire effects.

Reflect Spells As a free action once every **1d4 rounds**, align 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. 1d4+6 spell levels.

Chalos Visanda

Female half-elf arcane trickster 3/rogue 5/wizard 3

NE Medium humanoid (elf, human)

Init +3; **Senses** low-light vision; **Perception** +10

DEFENSE

AC 25, **touch** 14, **flat** 21 (+4 armor, +3 **Dex**, +1 dodge, +3 natural, +4 shield)

hp 99 (11 HD; 6d6+5d8+52)

fort +7, **Ref** +10, **Will** +5; +2 vs. enchantments

Defensive Abilities evasion, trap sense +1, uncanny dodge;

Immune sleep

OFFENSE

Speed 30 ft.

Melee +1 short sword +9 (1d6+1/19-20)

Special Attacks intense spells (+1 damage), sneak attack +4d6

Arcane School Spell-Like Abilities (CL 6th; concentration +9)

6/day—force missile (1d4+1)

Evoker Spells Prepared (CL 6th; concentration +9)

3rd—acid arrow (electricity damage, +8 2d4 + 3 rnds), displacement, fireball (6d6 DC 16 half)

2nd—acid arrow (electricity damage, +8 2d4 + 3 rnds), scorching ray (2, +8 4d6), web (DC 15)

1st—magic missile (2), shield, snowball (+8 6d6) (2)

0 (at **Will**)—acid splash, detect magic, light, ray of frost

STATISTICS

Str 10, **Dex** 16, **Con** 18, **Int** 16, **Wis** 8, **Cha** 12

BAB +5; **CMB** +5; **CMD** 19

Feats Combat Casting, Dodge, Elemental Spell, Mobility, Point-Blank Shot, Precise Shot, Scribe Scroll, Skill Focus (Stealth), Weapon Finesse

Skills Acrobatics +17, Disable Device +19, Escape Artist +17, Knowledge (arcana) +17, Knowledge (planes) +14, Perception +10, Spellcraft +17, Stealth +23,

Languages Aklo, Celestial, Common, D'ziriak, Elven

SQ arcane bond (+1 short sword), elf blood, impromptu sneak attack, Ranged legerdemain, rogue talents

Combat Gear Other Gear +1 glamered studded leather, +1 short sword, spellbook (contains all prepared spells)

Notes

Impromptu Sneak: 1/day declare attack sneak

4-player

Remove a golem

