

JESTER'S



PATHFINDER  
BESTIARY



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# ANIMATED OBJECT

*Infused by the souls of dead Istarian priests, these statues are bound to the King of the Deep.*

## DEATH STATUES

CR 5

XP 2,400

N Medium construct (advanced)

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception -5

### Defence

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**AC** 18, touch 12, flat-footed 16 (+6 natural, +2 Dex)

**hp** 42 (3d10+26); fast healing 5

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

**Defensive Abilities** hardness 8; **Immune** construct traits

### Offence

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**Speed** 30 ft.; swim 30 ft.

**Melee** slam +7 (1d6+4 plus knockback)

**Spell Stored** (CL 8; concentration +12)  
4th - *blindness* (DC 18)

### Statistics

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**Str** 18, **Dex** 14, **Con** —, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +3; **CMB** +5; **CMD** 19

**SQ** guard, shield other, stone

### Special Abilities

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**Guard (Ex):** Death Statues are bound to the King of the Deep and defend him at all costs. All attacks against the King of the Deep take a -2 penalty while a Death Statue is adjacent to either the King of the Deep or an enemy attacking the King of the Deep.

**Knockback (Su):** When the death statue makes a slam attack their target is pushed back 5 feet.

**Shield Other (Sp):** The King of the Deep can activate this ability as a standard action while within 100 feet of a Death Statue. This ability transfers half the damage that would be dealt to the King of the Deep. Damage transferred in this manner bypasses any defensive abilities (such as immunity or damage reduction).

# DRACONIANS

*The winged creatures are humanoid reptiles, with scaly skin and an elongated snout.*

**BAAZ**

**CR 2**

**XP 600**

CE Medium dragon

**Init** +0; **Senses** darkvision 60 ft.; Perception +3

---

## Defence

**AC** 16; touch 10, flat-footed 16 (+2 natural, +4 armour)

**HP** 20 (2d12+7)

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

**Immune** paralysis, sleep; **SR** 9

---

## Offence

**Speed** 30 ft., fly 15 ft. (clumsy)

**Melee** longsword +3 (1d8+1/ 19-20), bite -2 (1d3); or

**Melee** 2 claws +3 (1d4+1), bite -2 (1d3)

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

**Special Attacks** death throes

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## Statistics

**Str** 13, **Dex** 11, **Con** 14, **Int** 8, **Wis** 7, **Cha** 8

**Base Atk** +2; **CMB** +3; **CMD** 13

**Feats** Run<sup>B</sup>, Toughness

**Skills** Bluff +4, Disguise +4, Intimidate +4, Perception +3, Survival +3

**Languages** Common, Nerakese

**SQ** draconic inspiration, glide

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## Ecology

**Environment** any land

**Organization** section (2-5), troop (20-40), or squadron (40-60)

**Treasure** 50% coins and goods, standard items (chain shirt, longsword)

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## Special Abilities

**Death Throes (Su):** When a baaz dies, it instantly turns to stone. If the killing blow was delivered by a piercing or slashing weapon, the opponent must make a DC 12 Reflex save or their weapon becomes stuck, and they are considered grappled. The save is Constitution-based.

Weapons can be removed with a DC 17 Strength check or if the stone body is smashed. The stone body has hardness of 8 and 10 hit points. The baaz crumbles to dust in 1d4 rounds, freeing caught weapons.

**Draconic Inspiration (Ex):** Draconians are drawn to dragons and revere them. When

directly under the command of a dragon they gain a +1 moral bonus to attack rolls and saving throws.

**Glide (Ex):** Draconians cannot use their fly speed to hover and must end their movement 5 feet lower in elevation than it started.

**BAAZ GRUTT**

CR 3

**XP 800**

Male baaz draconian warrior 2

CE Medium dragon

**Init** +0; **Senses** darkvision 60 ft.; Perception +3**Defence**

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**AC** 18; touch 10, flat-footed 16 (+2 natural, +4 armour, +2 shield)**HP** 36 (2d12+2d10+12)**Fort** +8, **Ref** +3, **Will** +1**Immune** paralysis, sleep; **SR** 10**Offence**

---

**Speed** 30 ft., fly 15 ft. (clumsy)**Melee** longsword +8 (1d8+2/ 19-20), bite +0 (1d3+1); or**Melee** 2 claws +6 (1d4+2), bite +0 (1d3+1)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** death throes (DC 12)**Statistics**

---

**Str** 14, **Dex** 11, **Con** 14, **Int** 8, **Wis** 7, **Cha** 8**Base Atk** +4; **CMB** +6; **CMD** 16**Feats** Run<sup>B</sup>, Toughness, Weapon Focus (longsword)**Skills** Bluff +4, Disguise +4, Intimidate +5, Perception +3, Survival +4**Languages** Common, Nerakese**SQ** draconic inspiration, glide**Combat Gear** chain shirt, mwk longsword, shield

**BAAZ SPY****CR4****XP 1,200**

Male baaz draconian rogue 3

CE Medium dragon

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

---

**AC** 17; touch 11, flat-footed 16 (+2 Dex, +2 natural, +4 armour)**HP** 41 (2d12+3d8+15)**Fort** +6, **Ref** +7, **Will** +4**Defensive Abilities** evasion**Immune** paralysis, sleep; **SR** 11**Offence**

---

**Speed** 30 ft., fly 15 ft. (clumsy)**Melee** mwk longsword +5 (1d8+1/ 19-20), bite -1 (1d3); or**Melee** 2 claws +4 (1d4+1), bite -1 (1d3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** death throes (DC 12), sneak attack +2d6**Statistics**

---

**Str** 13, **Dex** 12, **Con** 14, **Int** 8, **Wis** 7, **Cha** 8**Base Atk** +3; **CMB** +4; **CMD** 15**Feats** Run<sup>B</sup>, Toughness, Iron Will**Skills** Appraise +5, Bluff +7, Disable Device +7, Disguise +7, Intimidate +4, Perception +6, Sleight of Hand +7, Sense Motive +4, Stealth +7, Survival +3**Languages** Common, Nerakese**SQ** draconic inspiration, glide, trapfinding, fast stealth**Combat Gear** mwk longsword Dagger; **Other Gear** chain shirt

**BAAZ SOLDIER**

CR4

**XP 1,200**

Male baaz draconian fighter 2

CE Medium dragon

**Init** +0; **Senses** darkvision 60 ft.; Perception +3**Defence**

---

**AC** 21; touch 11, flat-footed 18 (+1 dodge, +2 natural, +6 armour, +2 shield)**HP** 42 (2d12+2d10+16+2 favoured class)**Fort** +10, **Ref** +4, **Will** +1; +1 vs. fear**Defensive Abilities** bravery +1**Immune** paralysis, sleep; **SR** 11**Offence**

---

**Speed** 20 ft., fly 5 ft. (clumsy)**Melee** longsword +9 (1d8+4/19-20), bite +3 (1d3+2) or**Melee** 2 claws +8 (1d4+4), bite +3 (1d3+2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** death throes (DC 15)**Statistics**

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**Str** 18, **Dex** 13, **Con** 18, **Int** 10, **Wis** 7, **Cha** 6**Base Atk** +4; **CMB** +8; **CMD** 19**Feats** Dodge, Power Attack (-2/+4), Run<sup>B</sup>, Toughness, Weapon Focus (longsword)**Skills** Bluff +4, Disguise +1, Intimidate +4, Perception +3, Survival +3**Languages** Common, Nerakese**SQ** draconic inspiration, glide**Combat Gear** mwk longsword, shield Dagger;**Other Gear** breastplate



**BAAZ COMMANDER****CR 7****XP 3,200**

Male baaz draconian fighter 5, warrior 1

CE Medium dragon

**Init** +1; **Senses** darkvision 60 ft.; Perception +5**Defence**

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**AC** 23; touch 11, flat-footed 20 (+7 armour, +2 natural, +3 shield, +1 dodge)**HP** 91 (2d12+6d10+40+5 favoured class)**Fort** +13, **Ref** +6, **Will** +2; +3 vs. fear**Defensive Abilities** bravery +1**Immune** paralysis, sleep; **SR** 14**Offence**

---

**Speed** 30 ft., fly 15 ft. (clumsy)**Melee** +1 longsword +14/+9 (1d8+8/19-20), bite +7 (1d3+2) or**Melee** 2 claws +12 (1d4+4), bite +7 (1d3+2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** death throes (DC 16)**Statistics**

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**Str** 18, **Dex** 14, **Con** 18, **Int** 10, **Wis** 7, **Cha** 6**Base Atk** +8; **CMB** +12; **CMD** 24**Feats** Ability Focus (death throes), Dodge, Power Attack (-2/+4), Run<sup>B</sup>, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword)**Skills** Bluff +4, Disguise +1, Intimidate +6, Perception +5, Survival +5**Languages** Common, Nerakese**SQ** draconic inspiration, glide, weapon training (heavy blades +1)**Combat Gear** +1 longsword; **Other Gear** +1 breastplate, +1 shield

**BAAZ SAILOR****CR 8****XP 600**

Male baaz draconian ranger (skirmisher) 6

CE Medium dragon

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

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**AC** 21; touch 14, flat-footed 18 (+3 Dex, +2 natural, +5 armour, +1 deflection)**HP** 76 (2d12+6d10+24+6 favoured class)**Fort** +10, **Ref** +11, **Will** +5**Immune** paralysis, sleep; **SR** 15**Offence**

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**Speed** 30 ft., fly 15 ft. (clumsy)**Melee** +1 scimitar +13/+8 (1d8+3/15-20), dagger +12, (1d8+2/19-20), bite +5 (1d3+2);  
or**Melee** 2 claws +10 (1d4+2), bite +5 (1d3+2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** death throes (DC 12), favoured enemy (elf +4, human +2)**Statistics**

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**Str** 14, **Dex** 16, **Con** 14, **Int** 6, **Wis** 10, **Cha** 8**Base Atk** +8; **CMB** +10; **CMD** 23**Feats** Double Slice, Endurance, Improved Critical (scimitar), Run<sup>B</sup>, Two-Weapon Defence, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (scimitar), Weapon Focus (dagger)**Skills** Acrobatics +11, Bluff +4, Disguise +8, Intimidate +4, Profession (sailor) +9, Perception +5, Survival +11, Swim +10**Languages** Common, Nerakese**SQ** draconic inspiration, favoured terrain (water +2), glide, hunter's bond, hunter's trick (3/day; aiding attack), wild empathy**Combat gear** +1 scimitar; **Other Gear** +1 chain shirt, ring of protection +1

**BAAZ RED WATCH****CR11****XP 12,800**

Male baaz draconian fighter 9, warrior 1

LE Medium dragon

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

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**AC** 29; touch 13, flat-footed 24 (+8 armour, +3 natural, +5 shield, +2 Dex, +1 dodge)**HP** 137 (2d12+10d10+60+9 favoured class)**Fort** +14, **Ref** +7, **Will** +3; +5 vs. fear**Defensive Abilities** bravery +1**Immune** paralysis, sleep; **SR** 20**Offence**

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**Speed** 30 ft., fly 15 ft. (clumsy)**Melee** longsword +22/+17/+12 (1d8+10/19-20), bite +12 (1d3+3) or**Melee** 2 claws +17 (1d4+5), bite +12 (1d3+3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** death throes (DC 16)**Statistics**

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**Str** 18, **Dex** 14, **Con** 18, **Int** 10, **Wis** 8, **Cha** 6**Base Atk** +12; **CMB** +16; **CMD** 28**Feats** Ability Focus (death throes), Dodge, Improved Natural Armour, Improved Spell Resistance, Greater Weapon Focus (longsword), Power Attack (-3/+6), Run<sup>B</sup>, Shield Focus, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword)**Skills** Bluff +4, Disguise +2, Intimidate +6, Perception +10, Sense Motive +3, Survival +6**Languages** Common, Nerakese**SQ** draconic inspiration, glide, weapon training (heavy blades +2, natural +1)**Combat Gear** +2 longsword; **Other Gear** +2 breastplate, +2 shield

## BOZAK

CR5

XP 1,600

LE Medium dragon

**Init** +0; **Senses** darkvision 60 ft.; Perception +7

### Defence

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**AC** 15; touch 10, flat-footed 15 (+4 natural, +1 armour)

**HP** 37 (5d12+5)

**Fort** +6, **Ref** +5, **Will** +4

**Immune** paralysis, sleep; **SR** 13

### Offence

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**Speed** 30 ft., fly 15 ft. (clumsy)

**Melee** shortsword +6 (1d6+1/19-20), bite +1 (1d3); or

**Melee** 2 claws +6 (1d4+1), bite +1 (1d3)

**Ranged** longbow +6 (1d8/x3)

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

**Special Attacks** death throes

**Spell Known** (CL 5; concentration +7, +11 when defensive)

**2nd (5/day)** – *glitterdust* (DC 14), *scorching ray*

**1st (7/day)** – *grease* (DC 13), *mage armour*, *magic missile*, *shocking grasp*

**0 (at will)** – *bleed*, *daze* (DC 12), *detect magic*, *mage hand*, *mending*, *resistance*

### Statistics

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**Str** 13, **Dex** 10, **Con** 12, **Int** 11, **Wis** 8, **Cha** 15

**Base Atk** +5; **CMB** +6; **CMD** 16

**Feats** Arcane Armour Training, Combat Casting, Improved Initiative

**Skills** Bluff +10, Diplomacy +10, Intimidate +10, Knowledge (arcana) +8, Perception +7, Spellcraft +8

**Languages** Common, Nerakese

**SQ** draconic inspiration, glide

### Ecology

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**Environment** any land

**Organization** band (2-12)

**Treasure** standard (padded armour, short sword, longbow, 20 arrows)

### Special Abilities

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**Death Throes (Su):** When a bozak dies, its flesh shrivels and crumbles from its bones, which then explode. This deals 2d6 slashing and piercing damage to all creatures in a 10-foot radius. Creatures in the effect can make a DC 15 Reflex save for half. The save DC is Constitution-based.

**Draconic Inspiration (Ex):** Draconians are drawn to dragons and revere them. When directly under the command of a dragon they

gain a +1 moral bonus to attack rolls and saving throws.

**Glide (Ex):** Draconians cannot use their fly speed to hover and must end their movement 5 feet lower in elevation than it started.

**BOZAK ELITE GUARD**

CR 7

**XP 3,200**

Male baaz draconian sorcerer 2

LE Medium dragon

**Init** +0; **Senses** darkvision 60 ft.; Perception +7**Defence**

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**AC** 15; touch 10, flat-footed 15 (+4 natural, +1 armour)**HP** 48 (5d12+2d6+7+2 favoured class)**Fort** +6, **Ref** +5, **Will** +7**Immune** paralysis, sleep; **SR** 15**Offence**

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**Speed** 30 ft., fly 15 ft. (clumsy)**Melee** shortsword +7/+1 (1d6+1/19-20), bite +2 (1d3); or**Melee** 2 claws +7 (1d4+1), bite +2 (1d3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** death throes (DC 15)**Spell Known** (CL 7; concentration +9, +13 when defensive)**3rd (4/day)** – *deep slumber* (DC 16), *hold person*,**2nd (6/day)** – *false life*, *scorching ray*, *web* (DC 15)**1st (7/day)** – *burning hands* (DC 14), *mage armour*, *magic missile*, *shocking grasp*, *true strike***0 (at will)** – *detect magic*, *mage hand*, *mending*, *resistance***Statistics**

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**Str** 13, **Dex** 10, **Con** 12, **Int** 11, **Wis** 8, **Cha** 15**Base Atk** +6; **CMB** +7; **CMD** 17**Feats** Arcane Armour Training, Combat Casting, Improved Initiative**Skills** Bluff +12, Diplomacy +10, Intimidate +10, Knowledge (arcana) +8, Perception +7, Spellcraft +10**Languages** Common, Nerakese**SQ** draconic inspiration, glide**Combat Gear** short sword, dagger; **Other****Gear** padded armour

**BOZAK PRIEST**

CR 9

**XP 6,400**

Male baaz draconian sorcerer 4

LE Medium dragon

**Init** +0; **Senses** darkvision 60 ft.; Perception +9**Defence**

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**AC** 17; touch 11, flat-footed 17 (+4 natural, +2 armour, +1 deflection)**HP** 68 (5d12+4d6+18+4 favoured class)**Fort** +7, **Ref** +6, **Will** +8**Resist** 5 electricity**Immune** paralysis, sleep; **SR** 17**Offence**

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**Speed** 30 ft., fly 15 ft. (clumsy)**Melee** shortsword +10/+5 (1d6+2/19-20), bite +4 (1d3) ; or**Melee** 2 claws +9 (1d4+2), bite +4 (1d3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** death throes (DC 15)**Spell Known** (CL 9; Concentration +12, +16 when defensive)**4th (4/day)** – *dimension door, wall of fire* (DC 17)**3rd (7/day)** – *dispel magic, lightning bolt* (DC 16), *suggestion* (DC 16)**2nd (7/day)** – *blur, glitterdust* (DC 15), *scorching ray, web* (DC 15)**1st (7/day)** – *burning hands* (DC 14), *expeditious retreat, mage armour, magic missile, shocking grasp***0 (at will)** – *detect magic, mage hand, mending, resistance***Statistics**

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**Str** 14, **Dex** 10, **Con** 12, **Int** 11, **Wis** 8, **Cha** 16**Base Atk** +7; **CMB** +9; **CMD** 19**Feats** Alertness, Arcane Armour Training, Combat Casting, Improved Initiative, Toughness**Skills** Bluff +12, Diplomacy +12, Intimidate +10, Knowledge (arcana) +10, Perception +9, Sense Motive +0, Spellcraft +10**Languages** Common, Nerakese**SQ** draconic inspiration, glide**Combat Gear** mwk short sword; **Other Gear** +1 padded armour, *ring of protection*

**BOZAK BODYGUARD**

CR10

**XP 9,600**

Male baaz draconian cleric 8

LE Medium dragon

**Init** +0; **Senses** darkvision 60 ft.; Perception +10**Defence****AC** 27; touch 11, flat-footed 27 (+5 natural, +7 armour, +3 shield, +1 deflection)**HP** 128 (5d12+8d8+52+8 favoured class)**Fort** +14, **Ref** +7, **Will** +13**Immune** paralysis, sleep; **SR** 18**Offence****Speed** 30 ft., fly 15 ft. (clumsy)**Melee** mwk morningstar +14/+9/+4 (1d8+2/19-20), bite +1 (1d3); or**Melee** 2 claws +13 (1d4+2), bite +1 (1d3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** channel negative energy (4d6; DC 16), death throes, touch of darkness (5/day, 4 rds)**Spell Prepared** (CL 8; concentration +10, +14 when defensive)**4th**— *cure critical wounds, fleshworm infestation* (DC 16), *shadow conjuration<sup>D</sup>* (DC 16)**3rd**— *invisibility purge, sacred bond, protection from energy, deeper darkness<sup>D</sup>***2nd**— *dread bolt, aid, cure moderate wounds, shield other, blindness<sup>D</sup>* (DC 14)**1st**— *entropic shield, divine favour, burning disarm* (DC 13), *bane* (DC 13), *moment of greatness, obscuring mist<sup>D</sup>***0 (at will)**— *bleed, stabilize, guidance, resistance***D** domain spell (Law, Darkness)**Spell Known** (CL 5; concentration +8, +12 when defensive; failure 45%)**2nd (5/day)**— *glitterdust* (DC 14), *scorching ray***1st (7/day)**— *grease* (DC 13), *mage armour, magic missile, shocking grasp***0 (at will)**— *bleed, daze* (DC 12), *detect magic, mage hand, mending, resistance***Statistics****Str** 15, **Dex** 10, **Con** 16, **Int** 9, **Wis** 14, **Cha** 17**Base Atk** +11; **CMB** +6; **CMD** 16**Feats** Arcane Armour Mastery, Arcane Armour

Training, Blind-Fight, Combat Casting,

Improved Initiative, Improved Natural Armour,

Selective Channeling, Toughness

**Skills** Bluff +12, Diplomacy +13, Intimidate +12, Knowledge (religion) +8, Perception +10, Spellcraft +8**Languages** Common, Nerakese**SQ** aura (lawful evil), draconic inspiration, eyes of darkness (4 rds.), glide, staff of order (1/day, 4 rds.), touch of law (5/day)**Combat Gear** mwk morningstar **Other Gear** +1 chainmail, ring of protection +1, +1 heavy steel shield**Special Abilities****Death Throes (Su):** When a bozak dies, its flesh shrivels and crumbles from its bones, which then explode. This deals 2d6 slashing and piercing damage to all creatures in a 10-foot radius. Creatures in the effect can make a DC 17 Reflex save for half. The save DC is Constitution-based.

## KAPAK

CR4

save Fort DC 13; *frequency* 1/round for 6 rounds; effect 1d2 Dex damage; *cure* 1 save.

**XP 1,200**

NE Medium dragon

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

### Defence

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**AC** 15; touch 11, flat-footed 14 (+2 natural, +2 armour)

**HP** 38 (3d12+12)

**Fort** +6, **Ref** +5, **Will** +2

**Immune** paralysis, sleep; **SR** 11

### Offence

---

**Speed** 30 ft., fly 20 ft. (clumsy)

**Melee** shortsword +6 (1d6+2 plus poison/19-20), bite +1 (1d3)

**Ranged** shortbow +5 (1d6/x3)

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

**Special Attacks** death throes, sneak attacks (+1d6)

### Statistics

---

**Str** 14, **Dex** 13, **Con** 14, **Int** 8, **Wis** 7, **Cha** 8

**Base Atk** +4; **CMB** +6; **CMD** 17

**Feats** Improved Initiative, Run<sup>B</sup>, Toughness

**Skills** Bluff +6, Disguise +6, Intimidate +6, Perception +5, Stealth +5

**Languages** Common, Nerakese

**SQ** draconic inspiration, glide

### Ecology

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**Environment** any land

**Organization** section (2-5), troop (20-40), or squadron (40-60)

**Treasure** standard (short sword, short bow, leather armour)

### Special Abilities

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**Death Throes (Su):** When a kapak dies, it dissolves into a pool of acid filling its space and spreading out in a 5-ft radius.. Creatures in the pool take 1d6 acid damage (Reflex DC 16 halves). The pool remains in the kapak's space until it evaporates after 1d6 rounds. The save DC is Constitution-based.

**Draconic Inspiration (Ex):** Draconians are drawn to dragons and revere them. When directly under the command of a dragon they gain a +1 moral bonus to attack rolls and saving throws.

**Glide (Ex):** Draconians cannot use their fly speed to hover and must end their movement 5 feet lower in elevation than it started.

**Poison (Ex):** Draconians have poisonous saliva, and can envenom their weapons as a move action by licking their blades. The poison is effective for a single hit. Kapak poison – injury;



## KAPAK CUTTHROAT

CR7

**XP 3,200**

Male kapak draconian rogue 3

NE Medium dragon

**Init** +8; **Senses** darkvision 60 ft.; Perception +5

### Defence

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**AC** 20; touch 14, flat-footed 14 (+2 natural, +4 armour, +4 Dex)

**HP** 60 (3d12+3d8+24+3 favoured class)

**Fort** +8, **Ref** +11, **Will** +3

**Defensive Abilities** evasion

**Immune** paralysis, sleep; **SR** 14

### Offence

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**Speed** 30 ft., fly 20 ft. (clumsy)

**Melee** shortsword +12/+7 (1d6+3 plus poison/19-20), bite +5 (1d3+1)

**Ranged** shortbow +10/+5 (1d6+2/x3)

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

**Special Attacks** death throes (DC 17), sneak attacks (+3d6)

### Statistics

---

**Str** 16, **Dex** 18, **Con** 16, **Int** 12, **Wis** 7, **Cha** 6

**Base Atk** +6; **CMB** +9; **CMD** 23

**Feats** Improved Initiative, Run<sup>B</sup>, Toughness, Weapon Finesse, Weapon Focus (shortsword)

**Skills** Acrobatics +8, Bluff +9, Disguise +7, Escape Artist +8, Intimidate +6, Perception +5, Sense Motive +4, Sleight of Hand +8, Stealth +6, Use Magic Device +4

**Languages** Common, Nerakese

**SQ** draconic inspiration, glide, rogue talent (lasting poison), trapfinding

**Combat Gear** mwk short sword, mighty composite short bow, Dagger; **Other Gear** chain shirt, 20 arrows

## KAPAK SEAMAN

CR 9

**XP 6,400**

Male kapak draconian rogue 3, inquisitor 3

NE Medium dragon

**Init** +8; **Senses** darkvision 60 ft.; Perception +9

### Defence

---

**AC** 22; touch 15, flat-footed 19 (+2 natural, +3 armour, +3 Dex, +1 deflection +1 dodge, +3 shield)

**HP** 58 (3d12+6d8+9+3 favoured class)

**Fort** +10, **Ref** +11, **Will** +8

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

**Immune** paralysis, sleep; **SR** 16

### Offence

---

**Speed** 30 ft., fly 20 ft. (clumsy)

**Melee** +1scimitar +13/+8 (1d6+3 plus poison/18-20), bite +5 (1d3+1)

**Ranged** mwk longbow +11/+6 (1d8+2)

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

**Special Attacks** death throes (DC 14), judgement (1/day), sneak attacks (+3d6)

**Spell-like Abilities** (CL 3; Concentration +3)

At will – *detect chaos, detect evil, detect good, detect law*

**Spell Known** (CL 3; Concentration +3)

**1st (1/day)** – *bless, peacebond* (DC 12)

**0 (at will)** – *brand* (DC 11), *detect magic, guidance, light*

**Domain** travel

### Statistics

---

**Str** 15, **Dex** 16, **Con** 10, **Int** 6, **Wis** 13, **Cha** 8

**Base Atk** +8; **CMB** +10; **CMD** 23

**Feats** Dodge, Improved Initiative, Outflank, Run<sup>B</sup>, Toughness, Weapon Finesse, Weapon Focus (scimitar)

**Skills** Acrobatics +8, Bluff +9, Climb +8, Disguise +5, Intimidate +13, Knowledge (religion) +4, Perception +9, Sense Motive +8, Stealth +6, Swim +10

**Languages** Common, Nerakese

**SQ** agile feet (4/day), domain (travel) draconic inspiration, glide, monster lore, rogue talent (assault leader), stern gaze, track, trapfinding

**Combat Gear** +1 scimitar, mwk mighty (+2) longbow; **Other Gear** +1 leather armour, +1 ring of protection, +1 heavy wooden shield, 20 arrows

## KAPAK ASSASSIN

CR12

**XP 12,800**

Male kapak draconian rogue 4, assassin 4

NE Medium dragon

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

### Defence

---

**AC** 25; touch 16, flat-footed 18 (+2 natural, +5 armour, +2 shield, +4 Dex, +1 Deflection, +1 Dodge)

**HP** 67 (3d12+8d8+12+4 favoured class)

**Fort** +9, **Ref** +14, **Will** +4; +2 vs. poison

**Defensive Abilities** evasion, uncanny dodge, improved uncanny dodge

**Immune** paralysis, sleep; **SR** 18

### Offence

---

**Speed** 40 ft., fly 20 ft. (clumsy)

**Melee** +2 shortsword +17/+12 (1d6+5 plus poison/19-20), bite +9 (1d3+1)

**Ranged** shortbow +14/+9 (1d6+2/x3)

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

**Special Attacks** death attack (DC 15), death throes (DC 17), poison use, sneak attacks (+5d6)

### Statistics

---

**Str** 16, **Dex** 18, **Con** 16, **Int** 13, **Wis** 7, **Cha** 6

**Base Atk** +10; **CMB** +13; **CMD** 27

**Feats** Combat Expertise, Dodge, Improved Feint, Run<sup>B</sup>, Toughness, Vital Strike, Weapon Finesse, Weapon Focus (shortsword)

**Skills** Acrobatics +15, Bluff +14, Disguise +13, Escape Artist +11, Intimidate +6, Perception +10, Sense Motive +7, Sleight of Hand +10, Stealth +12, Use Magic Device +5

**Languages** Common, Nerakese

**SQ** draconic inspiration, glide, rogue talent (lasting poison) hide weapons, trapfinding, true death

**Combat Gear** +2 short sword, mighty composite short bow; **Other Gear** +1 buckler, +1 chain shirt, +1 ring of protection, *boots of springing and striding*, 1x *potions of alter self*, 1x *potions of invisibility*

## SIVAK

CR 6

**XP 2,400**

NE Large dragon

**Init** +4; **Senses** darkvision 60 ft.; Perception +7

### Defence

---

**AC** 22, touch 10, flat-footed 21 (+4 natural, +8 half-plate, +1 dodge, -1 size)

**hp** 90 (8d12+26)

**Fort** +8, **Ref** +6, **Will** +6

**Immune** paralysis, sleep; **SR** 18

### Offence

---

**Spd** 20 ft., fly 50 ft. (poor)

**Melee** mwk greatsword +12/+7 (3d6+6), tail +6 (1d8+3 plus trip)

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

### Statistics

---

**Abilities** Str 18, Dex 10, Con 14, Int 9, Wis 10, Cha 8

**Base Atk** +7; **CMB** +11; **CMD** 21

**Feats** Dodge, Improved Initiative, Run<sup>B</sup>, Weapon Focus (greatsword)

**Skills** Bluff +9, Climb +6, Fly -2, Intimidate +9, Sense Motive +7

**Languages** Common, Nerakese

**SQ** change shape (humanoid; *alter self*), death throes

### Ecology

---

**Environment** any land

**Organization** squad (2d6)

**Treasure** standard (mwk large greatsword, half-plate armour)

### Special Abilities

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**Change Shape (Su):** A sivak can assume the appearance of a humanoid creature it has killed within the last minute.

**Death Throes (Ex):** If a sivak is killed by a humanoid creature, its body changes shape to the form of its killer. This death shape remains for three days and then the entire body decomposes to black soot. If the sivak's killer is non-humanoid or larger than the sivak, the body instead bursts into flame dealing 3d6 fire damage to all creatures within a 10-foot radius (Reflex DC 17 halves). The save DC is Constitution based.

**Draconic Inspiration (Ex):** Draconians are drawn to dragons and revere them. When directly under the command of a dragon they gain a +1 moral bonus to attack rolls and saving throws.

## SIVAK SKIRMISHER

CR9

### XP 6,400

Male sivak draconian barbarian 3

NE Large dragon

**Init** +5; **Senses** darkvision 60 ft.; Perception +11

### Defence

---

**AC** 20, touch 9, flat-footed 18 (+4 natural, +7 half-plate, +1 dodge, +1 Dex, -1 size, -2 rage)

**hp** 132 (11d12+55+3 favoured class)

**Fort** +14, **Ref** +8, **Will** +10

**Immune** paralysis, sleep; **SR** 21

**Defensive Abilities** uncanny dodge

### Offence

---

**Spd** 40 ft., fly 60 ft. (poor)

**Melee** +1 greatsword +18/+13 (3d6+11), tail +11 (1d8+4 plus trip)

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

**Special Attacks** powerful blow (+1 dmg), rage 11 rds

### Statistics

---

**Abilities** Str 24, Dex 12, Con 20, Int 10, Wis 12, Cha 8

**Base Atk** +10; **CMB** +17; **CMD** 28

**Feats** Cleave, Dodge, Furious Focus, Improved Initiative, Power Attack (-4/+8), Run<sup>B</sup>, Weapon Focus (greatsword)

**Skills** Bluff +12, Climb +12, Fly 5, Intimidate +9, Sense Motive +8, Survival +7, Swim +9

**Languages** Common, Nerakese

**SQ** change shape (humanoid; *alter self*), death throes, trap sense +1

**Combat Gear** +1 large greatsword; **Other Gear** +1 half-plate armour

### Unraged Statistics

---

**AC** 22, touch 11, flat 20; **hp** 110; **Fort** +12, **Will** +8; **Melee**: mwk greatsword +16/+11

(6d6+7), tail +9 (1d8+3 plus trip); **Str** 20,

**Con** 16; **CBM** +15, **CMD** 26; **Skills**: Climb +10, Swim +7

**SIVAK SEARAIDER****CR10****XP 9,600**

Male sivak draconian fighter 4

NE Large dragon

**Init** +4; **Senses** darkvision 60 ft.; Perception +7**Defence**

---

**AC** 27, touch 11, flat-footed 25 (+5 natural, +10 half-plate, +1 dodge, +1 Dex, +1 deflection, -1 size)**hp** 122 (8d12+4d10+44+4 favoured class)**Fort** +14, **Ref** +8, **Will** +7; +1 vs. fear**Defensive Abilities** bravery (+1)**Immune** paralysis, sleep; **SR** 22**Offence**

---

**Spd** 20 ft., fly 50 ft. (poor)**Melee** +1 greatsword +18/+13/+8 (3d6+10), tail +13 (1d8+3 plus trip)**Space** 10 ft.; **Reach** 10 ft.**Statistics**

---

**Abilities** Str 21, Dex 12, Con 16, Int 10, Wis 8, Cha 8**Base Atk** +11; **CMB** +16, +2 bull rush; **CMD** 27; +2 vs. bull rush**Feats** Cleave, Dodge, Improved Initiative, Improved Bull Rush, Improved Natural Armour, Great Cleave, Power Attack (-3/+9), Run<sup>B</sup>, Weapon Focus (greatsword), Weapon Specialization (greatsword)**Skills** Bluff +9, Climb +8, Fly +4, Intimidate +9, Perception +7, Sense Motive +6, Swim +7**Languages** Common, Nerakese**SQ** armour training +1, change shape (humanoid; *alter self*), death throes**Combat Gear** +1 large greatsword; **Other Gear** +2 half-plate, +1 ring of protection, +1 cloak of resistance

AURAK

CR10

XP 9,600

LE Medium dragon

**Init** +1; **Senses** darkvision 60 ft.; Perception +14

---

### Defence

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

**hp** 82 (11d12+11)

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

**Immune** paralysis, sleep; **SR** 20

---

### Offence

**Spd** 30 ft.

**Melee** 2 claws +11 (1d4)

**Ranged** 2 energy rays +13 ranged touch (1d8+3 force)

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

**Special Attacks** breath weapon (5-ft. cone, DC 16, 1d4 str dmg), death throes

**Spell-Like Abilities** (CL 8; Concentration +14, +15 when defensive)

**3/day**—*dimension door*

**1/day**—*dominate person* (DC 18)

**At-will**—*greater invisibility, suggestion* (DC 16)

**Spell Known** (CL 8; Concentration +11, +15 when defensive)

**4th (3/day)** – *resilient sphere* (DC 17)

**3rd (5/day)** – *dispel magic, protection from energy*

**2nd (6/day)** – *eagle's splendour, scorching ray, see invisible*

**1st (6/day)** – *grease* (DC 14), *mage armour, magic missile, shield, ventriloquism*

**0 (at will)** – *bleed* (DC 13), *detect magic, mage hand, light, mage hand, mending, prestidigitation, ray of frost, resistance*

---

### Statistics

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

**Base Atk** +11; **CMB** +11; **CMD** 22

**Feats** Combat Casting, Deadly Aim (-3/ +6), Deceitful, Point Blank Shot, Toughness, Weapon Focus (ray)

**Skills** Bluff +19, Diplomacy +17, Disguise +5, Knowledge (arcana) +16, Perception +14, Spellcraft +16, Survival +14

**Languages** Common, Nerakese

**SQ** change shape (any humanoid, *alter self*, 3/day)

---

### Ecology

**Environment** any land

**Organization** solitary

**Treasure** standard

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### Special Abilities

**Death Throes (Su):** When an aurak dies, it explodes in a blast of magical energy dealing 6d6 points of damage (half fire, half force) to all creatures within 5 feet (Reflex DC 18 half). The save DC is Constitution-based.

**Energy Ray (Ex):** An aurak can generate rays of force from its hands. This is a ranged touch attack with a range of 30 feet.

# DWARF

*Created by the Greygem. dwarves are short, bearded humanoids.*

## DWARF AXE WARRIOR

CR 3

**XP 800**

Male dwarf fighter 4

LE Medium humanoid

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

### Defence

---

**AC** 18, touch 11, flat-footed 17 (+5 armour, +2 shield, +1 Dex)

**hp** 42 (4d10+16+4 favoured class)

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

**Defensive Abilities** bravery

### Offence

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**Speed** 20 ft.

**Melee** mwk waraxe +9 (1d8+5)

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

**Special Attacks** Rage 13 rds

### Statistics

---

**Abilities** Str 16, Dex 12, Con 17, Int 8, Wis 12, Cha 8

**Base Atk** +4; **CMB** +7; **CMD** 18

**Feats** Toughness, Weapon Focus (waraxe), Weapon Specialization (waraxe), Two-Weapon Defence, Two-weapon Fighting

**Skills** Climb +7

**Languages** Common, Dwarf

**SQ** armour training 1

**Combat Gear** mwk dwarven waraxe; **Other**

**Gear** mwk scale mail, mwk heavy steel shield



## DWARF CAPTAIN

CR5

**XP 1,600**

Male dwarf fighter 6

LE Medium humanoid

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

### Defence

---

**AC** 19, touch 12, flat-footed 17 (+6 armour, +1 Dex, +1 dodge, +1 natural)

**hp** 57 (6d10+18+6 favoured class)

**Fort** +8, **Ref** +3, **Will** +3; +4 vs. spells

**Special Attacks** overhand chop

### Offence

---

**Speed** 20 ft.

**Melee** +1 greataxe +11/+6 (1d12+8)

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

### Statistics

---

**Abilities** Str 16, Dex 12, Con 17, Int 8, Wis 12, Cha 8

**Base Atk** +6; **CMB** +9; **CMD** 20, +2 vs. sunder

**Feats** Combat Reflexes, Dodge, Ironhide, Stand Still, Toughness, Steel Soul, Weapon Focus (greataxe), Weapon Specialization (greataxe)

**Skills** Climb +10

**Languages** Common, Dwarf

**SQ** weapon training 1, armour training 1

**Combat Gear** +1 great axe; **Other Gear** mwk breastplate

**DWARF CROSSBOW WARRIOR** CR4

**XP 1,200**

Male dwarf ranger 5

LE Medium humanoid

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

**Defence**

---

**AC** 17, touch 13, flat-footed 14 (+4 armour, +3 Dex)

**hp** 47 (5d10+15+5 favoured class)

**Fort** +7, **Ref** +7, **Will** +2; +2 vs. spells

**Offence**

---

**Speed** 20 ft.

**Melee** dagger +6 (1d4+1)

**Ranged** crossbow +10 (1d10+1)

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

**Special Attacks** favoured enemy (dwarf +2)

**Statistics**

---

**Abilities** Str 12, Dex 16, Con 17, Int 8, Wis 12, Cha 8

**Base Atk** +5; **CMB** +7; **CMD** 20

**Feats** Endurance, Precise Shot, Rapid Reload, Weapon Focus (heavy crossbow), Weapon Specialization (heavy crossbow)

**Skills** Acrobatics +7, Climb +6, Survival +6

**Languages** Common, Dwarf

**SQ** hunter's bond, track, wild empathy

**Combat Gear** mwk crossbow, dagger; **Other**

**Gear** 20 bolts, chain shirt

# FIRESHADOW

*This is a horrible wraithlike draconic denizen of the Abyss. Their wreathed in cold green flames.*

## FIRESHADOW

CR 10

XP 9,600

CE Huge undead

**Init** -1; **Senses** darkvision 60 ft.; Perception +19

**Aura** fire (10 ft., 1d4 fire)

### Defence

---

**AC** 20, touch 11, flat-footed 20 (-2 size, +9 natural, +4 deflection)

**hp** 136 (13d12+52)

**Fort** +8, **Ref** +3, **Will** +11

**DR** 10/magic and bludgeoning; **Immune** fire; **SR** 21

### Offence

---

**Spd** 20 ft.

**Melee** 2 claws +12 melee (2d4+14 and 1d6 fire), bite +7 melee (2d6+10 and 1d6 fire)

**Ranged** ray of oblivion +7 (13d6)

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

**Special Attacks** green flame

### Statistics

---

**Abilities** Str 26, Dex 9, Con -, Int 17, Wis 16, Cha 18

**Base Atk** +9; **CMB** +17; **CMD** 28

**Feats** Cleave, Improved Bull Rush, Improved Overrun, Improved Sunder, Power Attack (-3/+6), Weapon Focus (claw), Weapon Focus (ray)

**Skills** Climb +24, Intimidate +14, Jump +21, Perception +19, Sense Motive +19, Spellcraft +19, Stealth +7

**Languages** Common, Abyssal, Draconic, Nerakese

**SQ** create spawn, fiery aura

### Ecology

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**Environment** any land or underground

**Organization** Solitary

**Treasure** none

### Special Abilities

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**Green Flame (Ex):** Those struck by the fireshadow risk being burnt by the unnatural green flame, turning into green fire themselves. When a creature takes fire damage from the fireshadow, they must make a DC 16 Reflex save or catch on fire. While on fire the creature takes 1d3 points of

Constitution damage. The save DC is Charisma based.

**Ray of Oblivion (Sp):** Once every 1d4 rounds, a fireshadow can project an invisible ray that deals 13d6 points of damage (DC 19 Fortitude save for half). Creatures killed by the attack are instantly disintegrated, as per the *disintegration* spell.

**Vulnerabilities:** Fireshadows are subjected to damage from holy water. While in natural sunlight fireshadows are greatly weakened, becoming staggered and taking 2d6 damage.

# GHOST

*This floating suit of armour contains the bound soul of a knight of Solamnia that is unable to rest and must continue to guard its tomb and master.*

## Knight Haunt†

CR9

XP 6,400

LG Medium Undead (Augmented Humanoid, Human, Incorporeal)

**Init** +2; **Senses** Darkvision (60 feet); Perception +18

**Aura** demoralizing appearance (60 ft.)

### Defence

**AC** 25, touch 17, flat-footed 23 (+6 armor, +1 shield, +1 Dex, +6 deflection)

**hp** 112 (9d10+63)

**Fort** +12, **Ref** +5, **Will** +6

**Defensive Abilities** Channel Resistance +4, rejuvenation;

**Immune** Undead Traits

### Offence

**Spd** 20 ft. (base 30 ft.); fly 10 ft. (perfect, base 20 ft.)

**Melee** Phantom Longsword +13/+8 (1d8+2/19-20) plus corrupting touch (1/rd, 9d6, Fort DC20 half)

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

**Special Attacks** horrific appearance (DC 20)

### Statistics

**Abilities** Str -, Dex 15, Con -, Int 8, Wis 13, Cha 22

**Base Atk** +9; **CMB** +11; **CMD** 28

**Feats** Agile Maneuvers, Alertness, Combat Reflexes, Iron Will, Toughness, Weapon Focus (longsword)

**Skills** Acrobatics -4, Climb +3, Diplomacy +8, Escape Artist -4, Fly +18, Perception +18, Ride +1, Sense Motive +3, Stealth +4

**Languages** Common, Solamnic

### Ecology

**Environment** any

**Organization** solitary

**Treasure** Masterwork Breastplate, Masterwork Longsword, Masterwork Shield, Light Steel

## Special Abilities

**Demoralizing Appearance (Su)** The sight of an undead knight is so unnerving that anyone within 60 feet (other than another knight haunt) who sets eyes upon one must succeed on a DC 20 Fortitude save or instantly be weakened, taking 1d6 points of Strength damage. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same knight haunt's horrific appearance for 24 hours. This is a mind-affecting effect. The save DC is Charisma-based.

**Incorporeal (Su)** Like other ghosts, a knight haunt's is naturally incorporeal, but it is bound to its mortal armour and thus cannot move through objects or easily avoid blows. But it is still subject to spell and effects that target incorporeal creatures. Additionally, if its armour is destroyed but the knight haunt is not slain it gains the incorporeal ability.

**Phantom Sword (Su):** A knight haunt employs a ghostly imitation of its familial weapon. Its attacks with its phantom sword bypass armour but only deal half damage. Once per round when its sword passes through a foe's body, the knight haunt inflicts 9d6 damage. This damage manifests in physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A DC 20y Fortitude save halves the damage inflicted. The save DC is Charisma-based.

**Rejuvenation (Su):** It is difficult to destroy a knight haunt through combat: the "destroyed" spirit restores itself on the next full moon (corresponding to its alignment). Even the most powerful spells are usually only temporary solutions. The only way to permanently destroy a knight haunt is to pour holy water on the armour, or casting a *hallow* spell upon the area where the knight haunt was destroyed, which frees the knight haunt from its undeath and allows it to depart the world and through the Gate of Souls.

## Knight's Tomb Haunt†

CR11

**XP 12,800**

LG haunt (tombs in a 40-ft. radius)

**Notice** Perception DC 15 (to hear the whispered question: "are you the one?");

**hp** 22 **Trigger** touch; **Reset** 1 minute

### **Effect**

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When this haunt is triggered, a suit of armour rattles from its tomb, animated by the defending spirit of a fallen knight. All creatures by the tomb are affected by a *suffocation*, *mass* spell (Fort save DC 23)

### **Destruction**

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The way to release the spirit of a knight from its sworn duty is to pour holy water on its burial armour, or casting a *hallow* spell upon the area of the haunt, which frees the knight haunt from its undeath and allows it to depart the world and through the Gate of Souls.

# GOLEM

*Stitched together from the bodies brave metallic dragons, this creature is an abomination against goodness and the gods.*

## DRAGON FLESH GOLEM CR 14 XP 38,400

Variant advanced flesh golem

N Large construct

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

### Defence

---

**AC** 26, touch 10, flat-footed 25 (+16 natural, +1 Dex, -1 size)

**hp** 129 (18d10+30)

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

**DR** 5/adamantine, 10/magic; **Immune** construct traits, fire, magic

**Weaknesses** vulnerability to cold

### Offence

---

**Spd** 40 ft., fly 60 ft. (poor)

**Melee** bite +28 (2d6+15), 2 claws +28 (1d8+10)

**Space** 10 ft.; **Reach** 10 ft. (15 ft. With bite)

**Special Attacks** Breath Weapon (1/day, 80-ft. Line, DC 17, 14d6 fire)

### Statistics

---

**Abilities** Str 30, Dex 12, Con -, Int -, Wis 11, Cha 4

**Base Atk** +18; **CMB** +28; **CMD** 38 (42 vs. trip)

**Skills** Fly -5

**Languages** none

### Ecology

---

**Environment** any

**Organization** solitary

**Treasure** none

### Special Abilities

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**Immunity to Magic (Ex):** The dragon flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals cold damage also slows the dragon flesh golem (as the slow spell) for 2d6 rounds (no save).

A magical attack that deals fire damage breaks any slow effect on the dragon flesh 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. A dragon flesh golem gets no saving throw against attacks that deal fire damage.

# HAG, SEA

*Ugly beyond words, hags are kin to ogres with their foul appearance reflecting the corruption of their soul and lineage.*

**SEA HAG WITCH** CR 9  
**XP 6,400**

Female sea hag witch 5

CE Medium monstrous humanoid (aquatic)

**Init** +3; **Senses** darkvision 60 ft.; Perception +15

**Aura** horrific appearance (60 ft.)

## Defence

**AC** 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)

**hp** 93 (4d10+5d6+54)

**Fort** +8, **Ref** +9, **Will** +5

**SR** 15

## Offence

**Speed** 30 ft., swim 40 ft.

**Melee** 2 claws +11 (1d8+5)

**Special Attacks** evil eye, misfortune hex (Will DC 15), slumber hex (Will DC 15)

**Spells Prepared** (CL 5th; concentration +8)

**3rd** — *bestow curse* (DC 16), *dispel magic*

**2nd** — *glitterdust* (DC 15), *spectral hand*, *web* (DC 15)

**1st** — *bungle* (DC 14), *fumbletongue* (DC 14), *mage armour*, *ray of enfeeblement*

**0** — *bleed* (DC 13), *detect magic*, *resistance*, *touch of fatigue* (DC 13)

## Statistics

**Abilities** Str 21, Dex 18, Con 22, Int 17, Wis 11, Cha 15

**Base Atk** +6; **CMB** +11; **CMD** 25

**Feats** Accursed Hex, Combat Casting, Improved Natural Attack, Skill Focus (Bluff, Perception)

**Skills** Bluff +9, Heal +8, Knowledge (arcana)

+17, Knowledge (nature) +11, Perception

+15, Spellcraft +11, Stealth +11, Swim +21

**Languages** Common, Giant

**SQ** amphibious, ward hex, witch's familiar (turtle), witch's patron

## Special Abilities

**Evil Eye (Su):** Three times per day, a sea hag can cast her dire gaze upon any single creature

within 30 feet. The target must succeed on a DC 14 Will save or be staggered as strange nebulous distress and a gnawing sense of impending doom plagues the victim. If a sea hag uses her evil eye on someone already afflicted by this curse, the victim must make a DC 14 Fortitude save or be overwhelmed with fright and collapse into a comatose state for 3 days. Each day that passes, the comatose victim must make a DC 14 Fortitude save or perish. The evil eye is a mind-affecting fear effect. The save DCs are Charisma-based.

**Evil Eye Curse:** Gaze—failed save; save Will DC 14; *frequency* 1/day; *effect* staggered (or fall comatose if already under the effects of the evil eye).

**Horrific Appearance (Su):** The sight of a sea hag is so revolting that anyone within 60 feet (other than another hag) who sets eyes upon one must succeed on a DC 14 Fortitude save or instantly be weakened, taking 1d6 points of Strength damage. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. This is a mind-affecting effect. The save DC is Charisma-based.

# HYDRA

*Resembling a metallic version of the flesh and blood monster, iron pyrohydras are actually magical constructs resembling living creatures in every way, save the damaged and dangling heads.*

## IRON PYROHYDRA

CR 10

XP 9,600

N Huge construct (fire)

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

### Defence

---

**AC** 24, touch 9, flat-footed 23 (+1 Dex, +15 natural, -2 size)

**hp** 98 (13d8+40); fast healing 5

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

**DR** 5/adamantine; **Immune** Construct traits, fire

**Weaknesses** vulnerability to cold

### Offence

---

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

**Melee** 3 bites +17 (1d8+4) , 9 head slams +12 (1d6+2)

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

**Special Attacks** pounce, 3 breath weapon (15-ft. cone, DC 16, 3d6 fire)

### Statistics

---

**Abilities** Str 18, Dex 12, Con -, Int -, Wis 11, Cha 9

**Base Atk** +13; **CMB** +17; **CMD** 28 (can't be tripped)

**SQ** hydra traits

### Ecology

---

**Environment** any land or underground

**Organization** Solitary

**Treasure** none

### Special Abilities

---

**Fast Healing (Ex):** A pyrohydra's fast healing ability is equal to its current number of heads (minimum fast healing 5). This fast healing applies only to damage inflicted on the pyrohydra's body.

**Hydra Traits (Ex):** A hydra can be killed by severing all of its heads or slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make a sunder attempt with a slashing weapon targeting a head. A head is considered a

separate weapon with hardness 0 and 9 hit points. To sever a head, an opponent must inflict enough damage to reduce the head's hit points to 0 or less. Severing a head deals damage to the hydra's body equal to the hydra's current HD. A hydra can't attack with a severed head, but takes no other penalties.



# KOBOLD

*Like its kin, this kobold is a short, reptilian humanoid with scaled skin and a snout filled with tiny teeth.*

## KOBOLD LEAD ARCHER

CR 9

**XP 6,400**

Male kobold ranger 10

LE small humanoid (reptilian)

**Init** +4; **Senses** darkvision 60 ft.; Perception +17

### Defence

---

**AC** 21, touch 15, flat-footed 17 (+4 armour, +1 shield, +4 Dex, +1 natural, +1 size)

**hp** 57 (10d10+20+10 favoured)

**Fort** +8, **Ref** +11, **Will** +5

**Defensive Ability** evasion

**Weakness** light sensitivity

### Offence

---

**Spd** 30 ft.

**Melee** mwk shortsword +12/+7 (1d4/19-20)

**Ranged** +1 comp shortbow +17/+12 (1d4+1/x3)

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

**Special Attacks** favoured enemy (human +4, elf +4, animal +2)

**Spells Prepared** (CL 7th; concentration +9)

**2nd** — *cat's grace, locate weakness*

**1st** — *abundant ammunition, aspect of the falcon, gravity bow*

### Statistics

---

**Abilities** Str 11, Dex 19, Con 12, Int 8, Wis 14, Cha 8

**Base Atk** +10; **CMB** 14; **CMD** 24

**Feats** Deadly Aim (-3/+6), Endurance, Improved Precise Shot, Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Perception), Toughness, Weapon Focus (shortbow)

**Skills** Craft (trapmaking) +5, Handle Animal +8, Heal +11, Knowledge (nature) +10, Perception +17, Stealth +20, Survival +15; **Racial**

**Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

**Languages** Common, Draconic

**SQ** crafty, favoured terrain (underground +4, urban +2), hunter's bond, swift tracker, track, wild empathy, woodland stride

**Combat Gear** +1 composite shortbow; **Other**

**Gear** mwk chain shirt, mwk buckler, 20 arrows

## KOBOLD MOB

CR13

**XP 25,600**

LE small humanoid (reptilian, swarm)

**Init** +2; **Senses** darkvision60 ft.; Perception +13

### Defence

---

**AC** 20, touch 16, flat-footed 15 (+2 armour, +4 Dex, +1 dodge, +2 natural, +1 size)

**hp** 142 (19d8+57)

**Fort** +8, **Ref** +15, **Will** +6

**Defensive Abilities** swarm traits; half damage from piercing and slashing attacks

**Weaknesses** light sensitivity

### Offence

---

**Spd** 30 ft.

**Melee** swarming spears (4d6)

**Space** 15 ft.; **Reach** 0 ft.

**Special Attacks** arrow barrage, distraction (DC 18)

### Statistics

---

**Abilities** Str 14, Dex 18, Con 14, Int 10, Wis 11, Cha 6

**Base Atk** +14; **CMB** +15 (+19 grapple); **CMD** 29 (+2 vs. grapple)

**Feats** Body Shield, Chokehold, Dodge, Improved Grapple, Improved Natural Armour, Improved Unarm Strike, Greater Grapple, Mobility, Rapid Grappler, Toughness

**Skills** Climb +15, Perception +14, Stealth +16, Survival +13; **Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

**Languages** Draconic

**SQ** crafty, small swarm

**Combat Gear** shortbows, short spear; **Other Gear** chain shirts, 1500 arrows, unnecessary amount of copper pieces

### Special Abilities

---

**Arrow Barrage (Ex):** A The kobolds fire in unison, targeting an area with their shortbows. This attack has a range of 30 ft. and deals 10d4 damage to all creatures in a 10-ft.-radius (Reflex 20 half). This ability is usable once every 1d4 rounds.

**Small Swarm (Ex):** Being a swarm of roughly 150 small creatures, a kobold mob counts as a single creature when attempting to grapple opponents. However, as a swarm, it still cannot normally be grappled by anyone or any spell that targets single creatures.

# MINOTAUR, KRYNN

*Minotaurs have the heads of bulls but otherwise resemble fur-covered men. Some have hooves and some have feet similar to humans.*

## MINOTAUR

CR 1/3

### XP 135

Male minotaur warrior 1

LE Medium humanoid

**Init** +0; **Senses** darkvision 60 ft. ; Perception +1

### Defence

---

**AC** 13, touch 10, flat-footed 13 (+3 armour)

**hp** 6 (1d10+1)

**Fort** +3, **Ref** +0, **Will** +1

**Defensive Abilities** ferocity

### Offence

---

**Spd** 30 ft.

**Melee** falchion +4 (2d4+3/18–20), gore -2  
(1d4+2)

**Ranged** javelin +1 (1d6+2)

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

### Statistics

---

**Abilities** Str 15, Dex 11, Con 12, Int 7, Wis 12,  
Cha 6

**Base Atk** +1; **CMB** +11; **CMD** 13

**Feats** weapon focus (falchion)

**Skills** Intimidate +4

**Languages** Common, Kothian

**SQ** weapon familiarity

### Ecology

---

**Environment** any warm land

**Organization** Squad (2-5), Crew (10-20 plus 2 bosuns of 3rd level and 1 captain of 3rd–6th level), Flotilla (30-100 plus 1 bosun of 3rd level per 10 crewmen, 1 captain of 5th level per 20 crewmen, and 1 admiral of 7th level per 30 crewmen)

**Treasure** NPC gear (hide armour, falchion, 4 javelins, other treasure)

### Special Abilities

---

**Ferocity (EX):** Once per day, when a minotaur is brought below 0 hitpoints but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hitpoints, he immediately falls unconscious and begins dying.

## MINOTAUR INFANTRY

CR 2

### XP 600

Male minotaur warrior 5

LE Medium humanoid

**Init** +0; **Senses** darkvision 60 ft.; Perception +1

### Defence

---

**AC** 14, touch 10, flat-footed 14 (+3 armour, +1 dodge)

**hp** 45 (5d10+5+5 favoured class)

**Fort** +5, **Ref** +1, **Will** +2

**Defensive Abilities** ferocity

### Offence

---

**Spd** 30 ft.

**Melee** falchion +9 (2d4+4/18–20); or gore +3 (1d4+3)

**Ranged** javelin +5 (1d6+3)

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

### Statistics

---

**Abilities** Str 16, Dex 11, Con 12, Int 7, Wis 12, Cha 6

**Base Atk** +5; **CMB** +16; **CMD** 18

**Feats** cleave, dodge, weapon focus (falchion)

**Skills** Climb +7, Intimidate +6

**Languages** Common, Kothian

**SQ** weapon familiarity

**Combat Gear** falchion, 4 javelins; **Other Gear** hide armour

## MINOTAUR WAR CHIEF

CR7

**XP 3,200**

Male minotaur fighter 8

LE Medium humanoid

**Init** +5; **Senses** darkvision 60 ft.; Perception +10

### Defence

---

**AC** 18, touch 11, flat-footed 17 (+7 armour, +1 Dex)

**hp** 80 (8d10+24+8 favoured class)

**Fort** +8, **Ref** +3, **Will** +4; +2 vs. fear

**Defensive abilities** bravery +2, ferocity

### Offence

---

**Spd** 20 ft.

**Melee** greataxe +16/+11 (1d12+10/x3), gore +9 (1d4+4)

**Ranged** mwk composite shortbow (Str +4) +10/+5 (1d6+4/x3)

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

### Statistics

---

**Abilities** Str 18, Dex 12, Con 14, Int 10, Wis 14, Cha 6

**Base Atk** +8; **CMB** +12; **CMD** 23

**Feats** Blind-Fight, Greater Weapon Focus (greataxe), Improved Initiative, Point-Blank Shot, Skill Focus (Stealth), Stealthy, Toughness, Weapon Focus (greataxe), Weapon Specialization (greataxe)

**Skills** Climb +13, Perception +10, Stealth +13

**Languages** Common, Kothian

**SQ** armour training 2, weapon familiarity, weapon training (axes +1)

**Combat Gear** mwk composite shortbow, greataxe; **Other Gear** +1, breastplate +1, 20 arrows

## OGRE

*Savage and uncivilized, the foul outer appearance of ogres represents the inner corruption of their souls.*

**AC** 18, touch 6, flat 15; **hp** 80; **Fort** +11, **Will** +4; **Melee**: greataxe +12/+7 (2d8+7); **Str** 21, **Con** 16; **CBM** +13, **CMD** 21; **Skills**: Climb +11

### OGRE BARBARIAN

CR 7

**XP** 3,200

Male ogre barbarian 4

CE Large humanoid (giant)

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

#### Defence

---

**AC** 15, touch 6, flat-footed 15 (+4 armour, -1 Dex, +5 natural, -1 size, -2 rage)

**hp** 96 (4d8+4d12+48+4 favoured class)

**Fort** +13, **Ref** +1, **Will** +6

**Defensive Abilities** uncanny dodge, trap sense +1, quick reflexes

#### Offence

---

**Speed** 50 ft.

**Melee** greatclub +14/+9 (2d8+10)

**Ranged** javelin +5 (1d8+5)

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

**Special Attacks** powerful blow, quick reflexes, Rage 13 rds

#### Statistics

---

**Abilities** Str 25, Dex 8, Con 20, Int 6, Wis 10, Cha 7

**Base Atk** +7; **CMB** +15; **CMD** 23

**Feats** Iron Will, Power Attack (-3/+6), Toughness, Weapon Focus (club)

**Skills** Climb +13, Perception +9

**Languages** Giant

**Combat Gear** greatclub, 4 javelins; **Other Gear** hide armour

#### Special Abilities

---

**Powerful Blow (Ex)**: The barbarian gains a +2 bonus on a single damage roll. This power is used as a swift action before the roll to hit is made. This power can only be used once per rage.

**Quick Reflexes (Ex)**: While raging, the barbarian can make one additional attack of opportunity per round.

#### Unraged Statistics

---

## SALTWATER MERROW BARBARIAN CR 9

**XP 6,400**

Male merrow barbarian 3

NE Huge humanoid (aquatic, giant)

**Init** +4; **Senses** low-light vision; Perception +10

### Defence

---

**AC** 18, touch 10, flat-footed 13 (+4 Dex, +8 natural, -2 size, -2 rage)

**hp** 131 (7d8+3d12+80)

**Fort** +18, **Ref** +7, **Will** +7

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

### Offence

---

**Speed** 50 ft., swim 40 ft.

**Melee** 2 claws +19 (1d10+12 plus grab)

**Ranged** javelin +9 (2d6+12)

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

### Special Abilities

---

**Abilities** Str 34, Dex 18, Con 31, Int 8, Wis 10, Cha 5

**Base Atk** +8; **CMB** +22 (+24 grapple); **CMD** 36

**Feats** Improved Natural Attack, Iron Will, Power Attack, Vital Strike, Weapon Focus (claw)

**Skills** Perception +10, Stealth -1 (+3 in water), Survival +6, Swim +20; **Racial Modifiers** +4 Stealth in water, +8 Swim

**Languages** Giant

**SQ** amphibious, surprised accuracy (+1)

### Unraged Statistics

---

**AC** 20, touch 12, flat 15; **hp** 111; **Fort** +16, **Will** +5; **Melee**: 2 claws +17 (1d10+10 plus grab); **Str** 30, **Con** 27; **CBM** +20, **CMD** 34; **Skills**: Swim +18

# SHADOWPERSON

*A shadowperson resembles a gangly ape with a flat nose, pointed ears, and yellow cat-like eyes. A long, flexible membrane connects their arms to their flanks, enabling them to glide short distances.*

## SHADOWPERSON

CR2

### XP 600

NG Medium monstrous humanoid

**Init** +3; **Senses** Perception +7, blindsense 30 ft., darkvision 60 ft.

### Defence

**AC** 14, touch 13, flat-footed 11 (+1 Dex, +2 Insight, +1 Natural)

**hp** 16 (3d10)

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

**Defensive Abilities** telepathic awareness

**Weaknesses** light sensitivity

### Offence

**Spd** 30 ft.; fly 30 ft. (clumsy)

**Melee** 2 claws +4 (1d4)

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

**Spell-like Abilities** (CL 3rd; concentration +4)

**At-will** — *detect thoughts* (DC 13)

### Statistics

**Abilities** Str 10, Dex 12, Con 10, Int 10, Wis 14, Cha 12

**Base Atk** +3; **CMB** +4; **CMD** 14

### Shadowstaff

This unusual weapon is a short staff topped with a curved metal hook. In skilled hands the weapon can be used to restrain, unarm, or topple opponents as well as attack. The weapon is unique to shadowpersons, a forgotten subterranean folk of Krynn, whom seldom trade with outsiders.

You can use the Weapon Finesse feat with a shadowstaff even though it isn't a light weapon

**Feats** Agile Manoeuvres, Weapon Finesse

**Skills** Climb +5, Fly -2, Perception +7, Stealth +7, Survival +8

**Languages** Common; telepathy 60 ft.

**SQ** glide, mindweave, weapon familiarity (shadowstaff)

### Ecology

**Environment** any underground

**Organization** solitary, patrol (2-5), or clan (40-60; 1 of 3rd level per 20 adults; 1 counsellor of 5th level)

**Treasure** half standard

### Special Abilities

**Glide (Ex):** Shadowpersons cannot use their fly speed to hover and must end their movement 5 feet lower in elevation than they started.

**Mindweave (Su):** This ritual unique to shadowpersons connects the minds of the participants granting them a +1 Insight bonus to attack rolls and saving throws for 1d4+1 hours. The ritual takes an hour to perform and involves chanting while linking hands. Other races can participate but only benefit if they make a DC Will saving throw.

**Telepathic Awareness (Su):** A shadowperson's prenatal awareness of other living creatures grants them a +2 Insight bonus to Armour Class and Initiative checks.

**Weapon Familiarity (Su):** Shadowpersons treat shadowstaves as a martial weapon.

Two-handed Exotic Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Weight	Type	Special
Shadowstaff	10 stl	1d6	1d8	19-20/x2	6 lbs.	P	disarm, grapple, trip



## SHADOWPERSON WARRIOR

CR 4

**XP 1,200**

Shadowperson fighter 2

NG Medium monstrous humanoid

**Init** +4; **Senses** Perception +8, blindsense 30 ft., darkvision 60 ft.

### Defence

---

**AC** 18, touch 13, flat-footed 15 (+4 armour, +1 Dex, +2 Insight, +1 Natural)

**hp** 45 (5d10+10)

**Fort** +8, **Ref** +5, **Will** +4, +1 vs. fear

**Defensive Abilities** bravery +1, telepathic awareness

**Weaknesses** light sensitivity

### Offence

---

**Spd** 30 ft.; fly 30 ft. (clumsy)

**Melee** shadowstaff +9 (1d8+4/19-20)

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

**Spell-like Abilities** (CL 5th; concentration +5)

**At-will** — *detect thoughts* (DC 12)

### Statistics

---

**Abilities** Str 16, Dex 14, Con 14, Int 10, Wis 17, Cha 10

**Base Atk** +5; **CMB** +8; **CMD** 20

**Feats** Cleave, Furious Focus, Power Attack (-2/+4), Weapon Focus (shadowstaff)

**Skills** Climb +7, Fly -3, Perception +8, Stealth +5, Survival +10

**Languages** Common; telepathy 60 ft.

**SQ** glide, mindweave, weapon familiarity (shadowstaff)

**Combat Gear** shadowstaff; **Other Gear** hide armour

## SHADOWPERSON SCOUT

CR 6

**XP 2,400**

Shadowperson ranger 4

NG Medium monstrous humanoid

**Init** +6; **Senses** Perception +11, blindsense 30 ft., darkvision 60 ft.

### Defence

---

**AC** 19, touch 16, flat-footed 13 (+2 armour, +4 Dex, +2 Insight, +1 Natural)

**hp** 52 (7d10+14)

**Fort** +9, **Ref** +11, **Will** +5

**Defensive Abilities** telepathic awareness

**Weaknesses** light sensitivity

### Offence

---

**Spd** 30 ft.; fly 30 ft. (clumsy)

**Melee** 2 claws +12 (1d6+1)

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

**Special Attacks** favoured enemy (reptilian +2)

**Spell-like Abilities** (CL 7th; concentration +8)

**At-will** — *detect thoughts* (DC 13)

**Spells Prepared** (CL 2nd; concentration +5)

**1st** — *longstrider*

### Statistics

---

**Abilities** Str 13, Dex 18, Con 14, Int 8, Wis 16, Cha 12

**Base Atk** +7; **CMB** +11; **CMD** 22

**Feats** Agile Manoeuvres, Endurance, Improved Natural Weapon (claw), Rending Claws, Weapon Finesse, Weapon Focus (claw)

**Skills** Climb +9, Fly +2, Handle Animal +8, Perception +11, Stealth +11, Survival +8

**Languages** Common; telepathy 60 ft.

**SQ** favoured terrain (underground +2), glide, hunter's bond (companions), mindweave, weapon familiarity (shadowstaff), wild empathy

**Combat Gear** shadowstaff; **Other Gear** leather armour

## SHADOWPERSON STALKER

CR 8

### XP 4,800

Shadowperson rogue 6

NG Medium monstrous humanoid

**Init** +6; **Senses** Perception +12, blindsense 30 ft., darkvision 60 ft.

### Defence

---

**AC** 20, touch 16, flat-footed 14 (+3 armour, +4 Dex, +2 Insight, +1 Natural)

**hp** 16 (3d10+6d8+18)

**Fort** +5, **Ref** +7, **Will** +2

**Defensive Abilities** evasion, telepathic awareness, trap sense +2, uncanny dodge

**Weaknesses** light sensitivity

### Offence

---

**Spd** 30 ft.; fly 30 ft. (clumsy)

**Melee** shadowstaff +12 (1d8+3/19-20)

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

**Special Attacks** sneak attack +3d6

**Spell-like Abilities** (CL 3rd; concentration +4)

**At-will** — *detect thoughts* (DC 13)

### Statistics

---

**Abilities** Str 14, Dex 18, Con 14, Int 12, Wis 12, Cha 12

**Base Atk** +7; **CMB** +11; **CMD** 23

**Feats** Agile Manoeuvres, Blind-Fight, Precise Strike, Shadow Strike, Skill Focus (stealth), Weapon Finesse, Weapon Focus (shadowstaff)

**Skills** Acrobatics +13, Bluff +10, Climb +13, Fly +7, Disable Device +13, Perception +12, Sense Motive +10, Stealth +19, Survival +13

**Languages** Common, Nerakese; telepathy 60 ft.

**SQ** glide, mindweave, rogue talents (fast stealth, finesse rogue, weapon training), trapfinding, weapon familiarity (shadowstaff)

**Combat Gear** mwk shadowstaff; **Other Gear**

mwk studded leather armour

# SKELETAL CHAMPION

*Despite being dead and stripped of flesh, this warrior continues to fight. It's armour suggests it was once a knight, but no longer.*

## KNIGHTLY SKELETAL CHAMPION CR 6

**XP 2,400**

Human skeletal champion fighter 6

LE Medium undead

**Init** +5; **Senses** Perception +6

### Defence

---

**AC** 22, touch 11, flat-footed 21 (+9 armour, +2 natural, +1 Dex)

**hp** 48 (6d10+2d8+6 favoured)

**Fort** +8, **Ref** +4, **Will** +7; +2 vs. fear; channel resistance +4

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

**Defensive Abilities** bravery +2

### Offence

---

**Spd** 30 ft.

**Melee** +1 longsword +15/+10 (1d8+12/19-20)

**Ranged** composite longbow +7/+2 (1d8+4/x3)

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

**Special Attacks** weapon training (swords +1)

### Statistics

---

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

**Base Atk** +7; **CMB** +12 (+17 disarm); **CMD** 24 (27 vs. trip)

**Feats** Combat Expertise, Dazzling Display, Greater Disarm, Improved Disarm, Improved Initiative, Iron Will, Persuasive, Weapon Focus (longsword), Weapon Specialization (longsword)

**Skills** Climb +5, Diplomacy +5, Handle Animal +4, Intimidate +14, Knowledge (engineering) +5, Knowledge (religion) +6, Perception +8, Profession (soldier) +5, Ride +5, Sense Motive +8

**Languages** Common, Solamnic

**SQ** armour training 1

**Combat Gear** +1 longsword, composite longbow (+4 Str), sap; **Other Gear** masterwork full plate, cloak of resistance +1, 20 arrows

### Ecology

---

**Environment** any

**Organization** solitary, pair, or platoon (3–12)

**Treasure** standard

# THANOI

*Brutal southern savages, thanoi resemble humanoid walruses. They are barely able to walk upright and have a perpetual hunch.*

THANOI

CR 2

**XP 600**

NE Medium humanoid (cold)

**Init** +1; **Senses** Perception -2

## Defence

---

**AC** 15, touch 11, flat-footed 15 (+1 Dex, +4 natural)

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

**Fort** +6, **Ref** +2, **Will** -1

**Immune** cold

**Weaknesses** Vulnerability to fire

## Offence

---

**Spd** 30 ft.

**Melee** greatclub +7 (1d10+4); or

**Melee** tusk +6 (1d8+3)

**Javelin** +4 (1d6 +3)

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

## Statistics

---

**Abilities** Str 16, Dex 12, Con 15, Int 6, Wis 7, Cha 9

**Base Atk** +3; **CMB** +6; **CMD** 17

**Feats** Toughness, Weapon Focus (greatclub)

**Skills** Acrobatics +8, Swim +5; **Racial Modifiers** +4 swim

**Languages** Common, Thanoi

## Ecology

---

**Environment** any cold land

**Organization** Solitary, Gang (2-4), or Band (10-20 plus 2 sergeants of 3rd level and 1 leader of 3rd-6th level)

**Treasure** NPC gear (greatclub, other treasure)

## THANOI WARRIOR

CR 3

### XP 800

Male thanoi warrior 3

NE Medium humanoid (cold)

**Init** +1; **Senses** Perception -2

### Defence

---

**AC** 17, touch 12, flat-footed 16 (+1 Dex, +1 dodge, +5 natural)

**hp** 55 (4d8+3d10+21)

**Fort** +7, **Ref** +3, **Will** +0

**Immune** cold

**Weaknesses** Vulnerability to fire

### Offence

---

**Spd** 30 ft.

**Melee** greatclub +10 (1d10+4); or

**Melee** tusk +9 (1d8+3)

**Javelin** +7 (1d6 +3)

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

### Statistics

---

**Abilities** Str 16, Dex 12, Con 15, Int 6, Wis 7, Cha 9

**Base Atk** +6; **CMB** +9; **CMD** 20

**Feats** Dodge, Improved Natural Armour, Toughness, Weapon Focus (greatclub)

**Skills** Acrobatics +8, Swim +11; **Racial**

**Modifiers** +4 swim

**Languages** Common, Thanoi

**Combat Gear** greatclub

## THANOI HUNTER

CR 5

**XP 1,600**

Male thanoi ranger 4

NE Medium humanoid (cold)

**Init** +1; **Senses** Perception -2

### Defence

---

**AC** 20, touch 13, flat-footed 17 (+2 armour, +2 Dex, +1 dodge, +5 natural)

**hp** 72 (4d8+4d10+32)

**Fort** +11, **Ref** +7, **Will** +0

**Immune** cold

**Weaknesses** Vulnerability to fire

### Offence

---

**Spd** 30 ft.

**Melee** tusk +12/+7 (2d6+6)

**Ranged** javelin +4 (1d6+4)

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

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

### Statistics

---

**Abilities** Str 18, Dex 14, Con 17, Int 6, Wis 8, Cha 11

**Base Atk** +7; **CMB** +11; **CMD** 22

**Feats** Dodge, Endurance, Improved Natural Armour, Improved Natural Weapon, Toughness, Weapon Focus (tusk)

**Skills** Acrobatics +9, Climb +11, Handle Animal +7, Stealth +9, Survival +6 (track +8), Swim +6; **Racial Modifiers** +4 swim

**Languages** Common, Thanoi

**SQ** hunter's bond, favoured terrain +2 (ice), track, wild empathy

**Combat Gear** 4 javelins ; **Other Gear** leather armour

## THANOI CHAMPION

CR 8

### XP 3,200

Male thanoi fighter 6

NE Medium humanoid (cold)

**Init** +1; **Senses** Perception -2

### Defence

---

**AC** 22, touch 13, flat-footed 20 (+2 Dex, +4 armour, +1 dodge, +5 natural)

**hp** 107 (4d8+6d10+50+6 favoured class)

**Fort** +13, **Ref** +5, **Will** +1

**Immune** cold

**Weaknesses** Vulnerability to fire

### Offence

---

**Spd** 30 ft.

**Melee** mwk greatclub +15/+10 (1d10+9)

**Melee** tusk +7 (1d8+4)

**Javelin** +4 (1d6+4)

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

**Special Attacks** reliable strike (1/day)

### Statistics

---

**Abilities** Str 18, Dex 14, Con 18, Int 6, Wis 8, Cha 11

**Base Atk** +9; **CMB** +13; **CMD** 25; +2 vs. sunder and disarm

**Feats** Dodge, Improved Natural Armour, Lunge, Monkey Lunge, Power Attack (-3/+9), Toughness, Weapon Focus (greatclub), Weapon Specialization (greatclub), Vital Strike

**Skills** Acrobatics +6, Climb +7, Swim +6; **Racial Modifiers** +4 swim

**Languages** Common

**Combat Gear** mwk greatclub, 4 javelins; **Other Gear** hide armour

### Special Abilities

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**Reliable Strike (Ex):** A thanoi champion may reroll an attack roll, critical hit confirmation roll, miss chance check, or damage roll as an immediate action. He must accept the second roll even if it is worse.



# TIGER

*Striped tawny fur conceal the movement of this massive man-eating beast.*

## BLOOD SEA TIGER

CR10

### XP 9,600

Male advanced dire tiger

N Large animal

**Init** +7; **Senses** Low-Light Vision, Scent; Perception +12

### Defence

---

**AC** 18, touch 12, flat-footed 15 (+3 Dex, -1 size, +6 natural)

**hp** 136 (14d8+64)

**Fort** +14, **Ref** +13, **Will** +6

### Offence

---

**Spd** 40 ft.

**Melee** 2 claws +21 x2 (2d6+9), bite +21 (2d6+9/19-20) plus grab

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

**Special Attacks** pounce, rake (2 claws +20, 2d4+9)

### Statistics

---

**Abilities** Str 28, Dex 16, Con 18, Int 2, Wis 12, Cha 10

**Base Atk** +12; **CMB** +22 (+26 grapple); **CMD** 35 (39 vs. trip)

**Feats** Improved Critical (bite), Improved Initiative, Improved Natural Attack (claw), Run, Skill Focus (perception), Skill Focus (stealth), Weapon Focus (bite), Weapon Focus (claw)

**Skills** Acrobatics +11, Fly +1, Perception +12, Stealth +17, Swim +14 **Racial Modifiers** +4 Acrobatics, +6 Stealth in tall grass

### Ecology

---

**Environment** any forests, plains around the Blood Sea

**Organization** solitary or pair

**Treasure** none

# THUGS & MINIONS

**HARAWELL DRACART**

**CR 10**

**XP 9,600**

Male Human Wizard 11

Medium Humanoid (Human)

**Init** +2; Senses Perception +4

## Defence

---

**AC** 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +1 deflection, +1 dodge)

**hp** 74 (11d6+33+11 favoured class); 22 temporary hit points

**Fort** +5, **Ref** +6, **Will** +7

## Offence

---

**Spd** 30 ft.

**Melee** +1 Defending Silver Dagger +6 (1d4/19-20/x2)

**Wizard Spells Known** (CL 11, Concentration +15):

**6th**—*Chain Lightning* (DC 22)

**5th**—*Feeblemind* (DC 19), *quicken Magic Missile*

**4th**—*Black Tentacles*, *Enervation*, *Hold Person*, (DC 18), *Greater False Life*

**3rd**—*Blink*, *Lightning Bolt* (DC 19), *Fireball* (DC 19), *Fireball* (DC 19), *Dispel Magic*

**2nd**—*Hideous Laughter* (DC 16), *Hideous Laughter* (DC 16), *Cat's Grace*, *Invisibility*, *Invisibility*

**1st**—*Magic Missile*, *Magic Missile*, *Mage Armour*, *Grease* (DC 15), *Feather Fall*

**0**—*Open/Close* (DC 14), *Prestidigitation* (DC 14), *Ghost Sound* (DC 14), *Detect Magic*

## Statistics

---

**Abilities** Str 10, Dex 14, Con 13, Int 19, Wis 8, Cha 12

**Base Atk** +5; **CMB** +5; **CMD** 19

**Feats** Dodge, Empower Spell, Greater Spell  
Focus: Evocation, Greater Spell Specialization, Heighten Spell, Quicken Spell, Scribe Scroll, Spell Focus: Evocation, Spell Specialization, Toughness

**Skills** Appraise +12, Bluff +7, Intimidate +7, Knowledge (arcana) +18, Knowledge (dungeoneering) +12, Knowledge (history) +16, Knowledge (planes) +15, Knowledge (religion) +12, Perception +4, Sense Motive +5, Spellcraft +18

**Languages** Common, Draconic, Dwarven, Magius, Nerakese

**SQ** Bonded Object: +1 Defending Silver Dagger (1/day)

**Combat Gear** +1 Defending Silver Dagger;  
**Other Gear** Amulet of Natural Armor +1, Cloak of Resistance, +1, Ring of Protection, +1

## GALANG

CR 6

**XP 2,400**

Male hobgoblin fighter 1, monk 7

LE Medium humanoid (goblinoid)

**Init** +5; **Senses** darkvision 60 ft.; Perception +9

### Defence

---

**AC** 19, touch 19, flat-footed 15 (+4 monk)

**hp** 84 (1d10+7d8+40+7 favoured class)

**Fort** +12, **Ref** +10, **Will** +7

### Offence

---

**Spd** 50 ft.

**Melee** unarmed strike +22/+17 (1d8+3); flurry  
+22/+22/+17 (1d8+3)

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

**Special Attacks** stunning fist, drunken strength

### Statistics

---

**Abilities** Str 16, Dex 20, Con 20, Int 8, Wis 14,  
Cha 10

**Base Atk** +6; **CMB** +11; **CMD** 25

**Feats** Combat Reflexes, Dodge, Improved  
Grapple, Improved Trip, Toughness, Weapon  
finesse, Weapon Focus (unarmed)

**Skills** Acrobatics +15, Climb +9, Escape Artist  
+15, Perception +9, Stealth +17

**Languages** Common, goblin

**SQ** high jump, evasion, slow fall, ki pool (5 pts),  
drunken ki

**Combat Gear** fists; **Other** Gear clothes, 4x  
wineskins

### Special Abilities

---

**Drunken Ki (Su)** Galang can drink a tankard of  
ale or strong alcohol and gain one temporary ki  
point. The act of drinking is a standard action  
that does not provoke attacks of opportunity.  
Galang can have a maximum of 3 drunken ki  
points. These drunken ki points last for 1 hour  
or until spent, whichever is shorter.

**Drunken Strength (Su):** Galang can spend 1  
point of ki as a swift action to inflict 1d6 extra  
points of damage on a single successful melee  
attack. Galang can choose to apply the  
damage after the attack roll is made. Galang  
must have at least 1 drunken ki point to use  
this ability.

**HARKIEL THE BENDER****CR12**Sense Motive +12, Spellcraft +19, Stealth -8,  
Use Magic Device +12**XP 19,200**

Male Juvenile Red Dragon

CE Huge Dragon (Fire)

**Init** +4; **Senses** Blindsight (60 feet), Darkvision (120 feet), Dragon Senses, Low-Light Vision, Smoke Vision; Perception +12**Aura** Frightful Presence (120 feet, 5d6 rounds) (DC 19)**Defence**

---

**AC** 27, touch 8, flat-footed 27 (-2 size, +19 natural)**hp** 189 (13d12+98)**Fort** +16, **Ref** +9, **Will** +11**Immune** fire, paralysis, sleep**Weakness** Vulnerability to Cold**Offence**

---

**Spd** 40 ft., Flight (200 feet, Poor)**Melee** Bite +24 (2d8+18), 2 Claws +25 (3d6+12/19-20), Tail Slap +19 (2d6+18), 2 Wings+19 (1d8+6)**Space** 15 ft.; **Reach** 10 ft. (15 ft. with bite)**Special Attacks** Breath Weapon (50-ft. cone, DC 25, 8d10 fire)**Spell-Like Abilities** (CL 13th; concentration +15)**At will**—*Detect Magic, Pyrotechnics***Sorcerer Spells Known** (CL 3rd; concentration +5)**1st (6/day)**—*Alarm, Magic Missile, Shield***0 (at will)**—*Mage Hand, Prestidigitation, Dancing Lights, Read Magic, Arcane Mark***Statistics**

---

**Abilities** Str 35, Dex 10, Con 25, Int 14, Wis 15, Cha 14**Base Atk** +14; **CMB** +28; **CMD** 38 (42 vs. Trip)**Feats** Ability Focus (breath weapon), Improved Critical (claw), Improved Initiative, Improved Natural Armour, Improved Natural Attack (claw), Power Attack (-4/+8), Weapon Focus (claw)**Skills** Acrobatics +7, Appraise +12, Bluff +12, Diplomacy +12, Escape Artist +7, Fly +2, Intimidate +12, Knowledge (Arcana) +19, Knowledge (Planes) +19, Perception +12,**Languages** Common, Abyssal, Draconic

## MANDRACORE THE PIRATE

CR11

**XP 12,800**

Male ogrekin fighter (mobile) 12

LE Medium humanoid (giant)

**Init** +2; **Senses** low-light vision; Perception -1

### **Defence**

---

**AC** 27, touch 13, flat-footed 25 (+7 armour, +2 Dex, +7 natural, +1 deflection)

**hp** 142 (12d10+60+12 favoured class)

**Fort** +12, **Ref** +6, **Will** +3

**Defensive Abilities** Agile

**Weakness** Light Sensitivity

### **Offence**

---

**Spd** 40 ft.

**Melee** +1 Corrosive Longsword +21/+16/+11  
(1d8+14/19-20 plus 1d6 acid)

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

**Special Attacks** Leaping Attack +2, Rapid Attack

### **Statistics**

---

**Abilities** Str 22, Dex 14, Con 19, Int 8, Wis 8,  
Cha 10

**Base Atk** +12; **CMB** +18; **CMD** 31

**Feats** Critical Focus, Disruptive, Furious Focus,  
Greater Weapon Focus (longsword), Greater  
Weapon Specialization (longsword), Improved  
Natural Armour, Improved Vital Strike,  
Ironhide, Power Attack (-4/+8), Toughness,  
Vital Strike, Weapon Focus (longsword),  
Weapon Specialization (longsword)

**Skills** Acrobatics +1, Appraise +1, Climb +9,  
Diplomacy +1, Escape Artist +0, Intimidate  
+5, Ride +0, Stealth +0, Swim +10

**Languages** Common, Khurish

**SQ** armour training 2, thick skin

**Combat Gear** +1 Corrosive Longsword; **Other**

**Gear** Boots of Striding and Springing, +1  
Chainmail, Ring of Protection, +1

FLIGHT MARSHALL ODEŃKEER CR11

**XP 12,800**

Male human fighter 12 (polearm master)

LE Medium humanoid

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

**Defence**

---

**AC** 20, touch 11, flat-footed 19 (+9 armour, +1 Dex); 23 with *combat expertise*

**hp** 126 (12d10+36+12 favoured class)

**Fort** +10, **Ref** +5, **Will** +4

**Offence**

---

**Spd** 20 ft.

**Melee** naginata +21/+16/+11 (1d8+14/19-20, x4)

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

**Special Attacks** steadfast pike (+3)

**Statistics**

---

**Abilities** Str 18, Dex 13, Con 14, Int 14, Wis 10, Cha 8

**Base Atk** +12; **CMB** +16 (+20 trip); **CMD** 27 (29 vs. trip)

**Feats** Bleeding Critical, Combat Expertise (-4/+4), Combat Reflexes, Critical Focus, Felling Smash, Greater Trip, Greater Weapon Specialization (naginata), Improved Critical (naginata), Improved Trip, Lunge, Power Attack (-4/+12), Toughness, Weapon Focus (naginata), Weapon specialization (naginata)

**Skills** Climb +14, Intimidate +13, Ride +11, Survival +14, Swim +14

**Languages** Common, Nerakan

**SQ** pole fighting (-1), polearm fighting (+2), flexible flanker

**Combat Gear** +2 naginata; **Other Gear** +2 chainmail

## WYRLISH PARKANE

CR10

**XP 9,600**

Male Human Cleric 11

LE Medium Humanoid (Human)

Init +0; Senses Perception +4

### Defence

---

**AC** 22, touch 11, flat-footed 22 (+7 armor, +3 shield, +1 natural, +1 deflection)

**hp** 97 (11d8+33)

**Fort** +11, **Ref** +7, **Will** +13

**Defensive Abilities** copy cat (7/day), master's illusion (DC 19; 11 rounds/day)

### Offence

---

**Spd** 20 ft.

**Melee**+1 Mace, Heavy +11/+6 (1d8+2/20/x2)

**Special Attacks** channel negative energy (5/day, DC 19. 6d6), Scythe of Evil (5 rds., 1/day), touch of evil (5 rds., 7/day)

**Spell-Like Abilities** copy cat (7/day), master's illusion (DC 19; 11 rounds/day), touch of evil (5 rds., 7/day)

**Cleric Spells Known** (CL 11, Concentration +15)

**6th**—*Mislead, Harm* (DC 20)

**5th**—*Slay Living* (DC 19), *Flame Strike* (DC 19), *False Vision*

**4th**—*Spell Immunity, Divine Power, Cure Critical Wounds, Unholy Blight* (DC 18), *Protection from Energy, Communal*

**3rd**—*Sands of Time, Prayer, Magic Circle against Good, Resist Energy Communal, Resist Energy, Communal, Invisibility Purge*

**2nd**—*Resist Energy, Bull's Strength, Hold Person* (DC 16), *Silence* (DC 16), *Align Weapon* (DC 16), *Darkness*

**1st**—*Protection from Good, Entropic Shield, Cause Fear* (DC 15), *Comprehend Languages, Ant Haul, Compel Hostility* (DC 15)

**0**—*Resistance, Create Water, Bleed* (DC 14), *Guidance*

**Domain** evil, trickery

### Statistics

---

**Abilities** Str 12, Dex 10, Con 14, Int 8, Wis 18, Cha 14

**Base Atk** +8; **CMB** +9; **CMD** 20

**Feats** Channeled Shield Wall, Improved Channel, Lightning Reflexes, Quick Channel, Selective Channeling, Toughness +11, Weapon Focus: Mace, Heavy

**Skills** Acrobatics -4, Climb -3, Diplomacy +6, Escape Artist -4, Fly -4, Knowledge (Planes)

+7, Knowledge (Religion) +12, Perform (Oratory) +4, Ride -4, Spellcraft +6, Stealth -4, Swim -3

**Languages** Common, Estwiklde

**SQ** Aura, Spontaneous Casting

**Combat Gear** +1 Heavy Mace; **Other Gear** +1 Agile Breastplate, Amulet of Natural Armour +1, +1 Shield, Cloak of Resistance, +2, Ring of Protection, +1, Heavy Steel

**PIRATE ALCHEMIST****CR 8****XP 3,200**

Male half-elf alchemist 9

NE Medium humanoid (elf, human)

**Init** +3; **Senses** Low-Light Vision; Perception +9**Defence**

---

**AC** 20, touch 14, flat-footed 17 (+6 armor, +3 Dex, +1 deflection)**hp** 53 (9d8+9)**Fort** +8, **Ref** +12, **Will** +4; +2 vs. enchantment spells and effects**Immune** sleep**Defensive Abilities** Poison Resistance +6**Offence**

---

**Spd** 30 ft.**Melee** Dagger +7/+2 (1d4+1/19-20)**Ranged** Bomb +11/+6 (5d6+3 Fire) or Frost Bomb +11/+6 (5d6+3 Cold)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** Bomb 5d6+3 (12/day) (DC 17), Explosive Bomb, Fast Bombs, Frost Bomb**Infusions Prepared** (CL 9; concentration +12)**3rd**— *Protection from Energy, Haste, Heroism, Displacement***2nd**— *Resist Energy, False Life, False Life, Barkskin, Cat's Grace***1st**— *True Strike, True Strike, Shield, Cure Light Wounds, Cure Light Wounds, Expeditious Retreat***Statistics**

---

**Abilities** Str 12, Dex 16, Con 13, Int 17, Wis 10, Cha 8**Base Atk** +6; **CMB** +7; **CMD** 21**Feats** Brew Potion, Lightning Reflexes, Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (spellcraft), Throw Anything, Weapon Focus (bomb)**Skills** Acrobatics +8, Bluff +4, Climb +0, Diplomacy +1, Escape Artist +2, Fly +2, Heal +12, Knowledge (arcana) +15, Knowledge (nature) +15, Perception +9, Ride +2, Sense Motive +2, Spellcraft +18, Stealth +2, Survival +7, Swim +9, Use Magic Device +6 Modifiers Alchemy +9**Languages** Common, Elven, Khurish, Kothian, Kalinese**SQ** Elf Blood, Fast Poisoning (Swift Action), Mutagen (DC 17), Poison Use, Precise Bombs (3 squares), Swift Alchemy**Combat Gear** dagger; **Other Gear** Cloak of Resistance, +1, Ring of Protection, +1, +2 Chain Shirt



**PIRATE ROGUE****CR 8****XP 3,200**

Male human rogue (swashbuckler) 9

CN Medium humanoid

**Init** +4; **Senses** Perception +12**Defence**

---

**AC** 16, touch 14, flat-footed 12 (+1 shield, +4 Dex, +1 natural)**hp** 65 (9d8+18+3 favoured class)**Fort** +5, **Ref** +10, **Will** +3; +3 vs. fear**Defensive Abilities** Evasion, Improved Uncanny Dodge**Offence**

---

**Spd** 30 ft.**Melee** +1 Kukri +10/+5 (1d4+3/18-20), +1 Kukri +10 (1d4+3/18-20)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** Bleeding Attack +5, Offensive Defense, Positioning Attack (1/day), Powerful Sneak, Sneak Attack +5d6**Statistics**

---

**Abilities** Str 14, Dex 18, Con 14, Int 12, Wis 10, Cha 8**Base Atk** +6; **CMB** +10; **CMD** 22**Feats** Agile Maneuvers, Double Slice, Improved Two-weapon Fighting, Rogue Weapon Proficiencies, Two-weapon Defense, Two-weapon Fighting, Weapon Finesse, Weapon Focus (kukri)**Skills** Acrobatics +19, Appraise +9, Climb +10, Disable Device +14, Disguise +11, Escape Artist +16, Intimidate +7, Perception +12, Sense Motive +7, Sleight of Hand +16, Stealth +11, Swim +14, Use Magic Device +6**Languages** Common, Khurish**Languages Common****Combat Gear**, 2 +1 Kukrs; **Other Gear** Amulet of Natural Armour +1, +1 Chain Shirt

## RONO DE-JASKA

CR11

XP 12,800

Male minotaur fighter 7, cavalier 1, bard 1, battle herald 3

LE Medium humanoid

**Init** +5; **Senses** darkvision 60 ft.; Perception +10

### Defence

---

**AC** 19, touch 11, flat-footed 18 (+8 armour, +1 Dex)

**hp** 96 (7d10+1d10+1d8+3d10+24+7 favoured class)

**Fort** +9, **Ref** +5, **Will** +6; +2 vs. fear

**Defensive abilities** bravery +2, ferocity

### Offence

---

**Spd** 20 ft.

**Melee** greataxe +19/+15 (1d12+10/x3), gore +12 (1d4+4)

**Ranged** mwk composite shortbow (Str +4) +13/+8 (1d6+4/x3)

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

**Spells Known** (CL 1; concentration +2)

**1st(1/day)**—*cure light wounds, expeditious retreat*

**0**—*know direction, mage hand, mending, unwitting ally*

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

**Special Attacks** challenge (1/day)

### Statistics

---

**Abilities** Str 18, Dex 8, Con 14, Int 10, Wis 14, Cha 12

**Base Atk** +11; **CMB** +11; **CMD** 22

**Feats** Blind-Fight, Greater Weapon Focus (greataxe), Improved Initiative, Point-Blank Shot, Skill Focus (Stealth), Teamwork, Toughness, Weapon Focus (greataxe), Weapon Specialization (greataxe)

**Skills** Diplomacy +6, Perform (oratory) +6, Profession (Soldier) +4, Intimidate +6

**Languages** Common, Kothian

**SQ** armour training 2, bardic knowledge, bardic performance 2 rd/day, easy march, inspiring command, weapon familiarity, weapon training (axes +1), voice of authority

**Combat Gear** +1 greataxe, mwk composite shortbow; **Other Gear** +2 chainmail

### Special Abilities

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**Inspiring Blow (Su):** Rono de-Jaska roars his war-cry with each blow. When he confirms a critical, he can start this performance as an immediate action (ending any other performances). He gains 1 temporary hit point,

and all allies within 30 feet gain a +1 morale bonus on their next attack roll prior to the start of his next turn.

**Inspiring Command (Ex):** Rono de-Jaska uses his keen tactical acumen and decisive judgment to lead others to victory. As a move action, 9 times per day he may issue a command to all allies within 60 feet.

*None Shall Fall:* One ally heals 1d6 points of damage. Targeted allies who are poisoned may attempt a new poison saving throw with a +1 bonus; a failed save has no additional effect, but a successful save counts toward curing the poison. This healing is not positive energy and can heal undead creatures.

*Pincer Maneuver:* Allies gain a +1 bonus to attack and damage rolls when flanking and as a dodge bonus to AC against attacks of opportunity provoked by movement (including standing from prone).

**Voice of Authority (Ex):** Rono gains a +2 bonus on Diplomacy and Intimidate checks with creatures with which he shares a language. In addition, his allies gain a +3 bonus on Perception or Sense Motive checks to hear her commands or interpret secret messages.

## KING VOGOR STONESHAKER

CR11

**XP 12,800**

Male ogre barbarian 8

CE Large humanoid (giant)

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

### Defence

---

**AC** 16, touch 6, flat-footed 16 (+5 armour, -1 Dex, +5 natural, -1 size, -2 rage)

**hp** 138 (4d8+8d12+50+8 favoured class)

**Fort** +14, **Ref** +2, **Will** +7

**DR** 1/-

**Defensive Abilities** uncanny dodge, trap sense +2, quick reflexes, improved uncanny dodge

### Offence

---

**Speed** 50 ft.

**Melee** greataxe +20/+15/+10 (3d6+16/19-20 x3)

**Ranged** javelin +9 (1d8+7)

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

**Special Attacks** powerful blow (+3), quick reflexes, Rage 21 rds, strength surge

### Statistics

---

**Abilities** Str 22, Dex 8, Con 16, Int 6, Wis 10, Cha 7

**Base Atk** +11; **CMB** +17; **CMD** 25

**Feats** Furious Focus, Improved Critical (greataxe), Iron Will, Power Attack (-3/ +6), Toughness, Weapon Focus (greataxe)

**Skills** Climb +13, Perception +9, Survival +7, Swim +13

**Languages** Giant

**Combat Gear** +1 greataxe, 4 javelins; **Other Gear** +1 hide armour

### Unraged Statistics

---

**AC** 18, touch 11, flat 18; **hp** 114; **Fort** +12, **Will** +5; **Melee:** greataxe +18/+13/+8 (3d6+13);

**Str** 22, **Con** 16; **CBM** +17, **CMD** 25; **Skills:** Climb +11, Swim +11

# ARIAKAS

*Huge and imposing, the leader of the Dragonarmies is the self-proclaimed emperor of Ansalon. Despite his size and skill with the sword he is a skilled magic-user.*

## DUULKET ARIAKAS

CR16

### THE DRAGON EMPEROR

XP 76,800

Male Human Magus 15, Fighter 2

NE Medium Humanoid (Human)

**Init** -1; **Senses** Perception +4

#### Defence

**AC** 25, touch 11, flat-footed 25 (+12 armour, -1 Dex, +2 natural, +2 deflection)

**hp** 168 (15d8+2d10+67+15 favoured class)

**Fort** +19, **Ref** +8, **Will** +11, +1 vs. fear

**Defensive abilities** bravery +1

#### Offence

**Spd** 20 ft.

**Melee** +2 Adamantine Scimitar +21/+16/+11 (1d6+9/15-20/x2)

**Special Attacks** Accurate Strike, Critical Strike (1/day), Spellstrike

**Magus Spells Known** (CL 15, Concentration +18):

**5th**—*Acidic Spray* (DC 18), *Baleful Polymorph* (DC 18), *Corrosive Consumption*

**4th**—*Stoneskin*, *Black Tentacles*, *Arcana Theft*, *Fire Shield* (DC 17)

**3rd**—*Elemental Aura* (DC 16), *Fireball* (DC 16), *Fireball* (DC 16), *Vampiric Touch*, *Vampiric Touch*, *Locate Weakness* (DC 16)

**2nd**—*Bear's Endurance*, *Invisibility*, *Mirror Image* (DC 15), *Elemental Touch* (DC 15), *Frigid Touch*, *Frigid Touch*

**1st**—*Chill Touch* (DC 14), *Burning Hands* (DC 14), *Shocking Grasp*, *True Strike*, *Frostbite*, *Unerring Weapon*

**0**—*Acid Splash*, *Prestidigitation* (DC 13), *Read Magic* (DC 13), *Detect Magic*, *Arcane Mark*

#### Statistics

**Abilities** Str 20, Dex 8, Con 16, Int 16, Wis 10, Cha 12

**Base Atk** +13; **CMB** +18 (+26 Sundering); **CMD** 29 (35 vs. Sunder)

**Feats** Bleeding Critical, Cleave, Critical Focus, Combat Expertise +/-4, Disruptive, Greater Sunder, Improved Critical (scimitar), Improved Sunder, Lightning Reflexes, Power Attack (-

4/+8), Sundering Strike, Toughness, Weapon Focus (scimitar), Weapon Specialization (scimitar)

**Skills** Acrobatics +8, Climb +14, Diplomacy +16, Escape Artist -1, Fly -3, Intimidate +18, Knowledge (arcana) +19, Knowledge (planes) +10, Knowledge (religion) +10, Perception +4, Ride -3, Sense Motive +9, Spellcraft +19, Stealth -1, Swim +10

**Languages** Common, Nerakan, Khuris, Magius

**SQ** Arcane Pool (+4; 10/day), Greater Spell Combat, Improved Spell Recall, Knowledge Pool, magus arcana (empowered magic, spell shield [+3], critical strike, manoeuvre master [+4])

**Combat Gear** +2 Adamantine Scimitar; **Other Gear** Amulet of Natural Armour +2, Belt of Physical Might, (Str & Con) +2, Cloak of Resistance, +2, Ring of Protection, +2, (*Miceram the Crown of Power*), +3 Mithral Hellknight Plate

#### Statistics with Miceram

**AC** 28, touch 14, flat 28; **Fort** +15, **Ref** +11, **Will** +8; **SR** 25; **Skills:** Diplomacy +18, Intimidate +22

**Miceram:** Also known as "the crown of power" this artefact was worn by the Kingpriests of Istar before the Cataclysm. Wearing it requires a DC 25 Will save each day to prevent the wearer's alignment shifting one degree toward chaotic evil .

Miceram grants its bearer DR 5/epic, SR 25, and a +3 profane bonus to AC and saving throws. It also grant the wearer a +4 profane bonus to all Charisma-based checks and skills (including turning checks), as well as the ability to shed bright light in a 5-ft. Radius.

# CHOKINGDEATH

*This fearsome dragon bears the Green Dragon Highlord into battle. They are bound by ties of honour and mutual manipulation.*

Stealth +10, Survival +11, Swim +34, Use Magic Device +11

**Languages** Common, Draconic, Elven, Khurish  
**SQ** Trackless Step, Water Breathing, Woodland Stride

## CHOKINGDEATH THE GREEN DRAGON CR12

**XP 19,200**

Male adult green dragon

LE Huge Dragon (Air)

**Init** +0; **Senses** Blindsight (60 feet), Darkvision (120 feet), Dragon Senses, Low-Light Vision; Perception +21

**Aura** Frightful Presence (180 feet, DC 20)

### Defence

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**AC** 27, touch 8, flat-footed 27 (+19 natural, -2 size)

**hp** 172 (15d12+75)

**Fort** +14, **Ref** +9, **Will** +12

**DR** 5/magic; **Immune** acid, paralysis, sleep; **SR** 23

### Offence

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**Spd** 40 ft., fly 200 ft. (poor), swim 40 ft.

**Melee** Bite +21 (2d8+12), Claw x2 +22 x2 (2d6+8/19-20), Tail Slap +16 (2d6+12), Wing x2 +16 (1d8+4), Tail Slap +16 (2d6+12)

**Space** 15 ft.; **Reach** 10 ft. (15 ft. with bite)

**Special Attacks** Breath Weapon (50-ft. cone, DC 24, 12d6 acid), crush (Small creatures, DC 24, 2d10+12)

**Spell-Like Abilities** (CL 3; Concentration +7)

**At will**—*Charm Person* (DC 14), *Entangle* (DC 14), *Suggestion* (DC 14)

**Spell Known** (CL 5; Concentration +9)

**2nd (5/day)**—*alter self*, *fox's cunning*

**1st (7/day)**—*grease* (DC 15), *mage armour*, *protection from good*, *mage armour*, *expeditious retreat*

**0 (at will)**—*acid splash*, *dancing lights*, *detect magic*, *ghost sounds* (DC 14), *message*, *resistance*

### Statistics

---

**Abilities** Str 27, Dex 10, Con 21, Int 16, Wis 16, Cha 17

**Base Atk** +13; **CMB** +25; **CMD** 37 (41 vs. trip)

**Feats** Ability Focus (breath weapon), Cleave, Flyby Attack, Great Cleave, Hover, Improved Critical (Claw), Power Attack (-4/+8), Weapon Focus (claw)

**Skills** Fly +10, Heal +21, Knowledge (Arcana) +21, Knowledge (Nature) +21, Perception +21, Sense Motive +11, Spellcraft +21,

# FEAL-THAS

*A renegade elf and former black robed wizard, Feal-Thas wears heavy armour despite his arcane talents and wields an elven staffsword.*

## FEAL-THAS

CR12

### THE WHITE DRAGON HIGHLORD

#### XP 19,200

Male elf (Silvanesti) wizard (water) 5, fighter 3, eldritch knight 5

LE Medium humanoid

**Init** +3; **Senses** Perception +4, low-light vision

#### Defence

**AC** 22, touch 15, flat-footed 18 (+7 armour, +3 Dex, +1 dodge, +1 ring)

**hp** 79 (5d6+3d10+5d10+13+5 favoured class)

**Resist** cold 20

**Fort** +7, **Ref** +6, **Will** +7; +1 vs. fear

**Defensive abilities** bravery +1

#### Offence

**Spd** 30 ft.; swim 30 ft.

**Melee** +1 elven staffsword +13/+8 (1d10+2/ 17-20)

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

**Spells Known** (CL 9; concentration +13, +17 when casting defensive; arcane failure 20%)

**5th**—*cone of cold* (DC 21), *ice storm* (DC 20, rime spell)

**4th**—*dimension door*, *greater invisibility*, *ice storm* (DC 20), *wall of ice*

**3rd**—*aqueous orb* (DC 18), *dispel magic*, *elemental aura* (DC 19), *haste*, *lightning bolt* (DC 19)

**2nd**—*cat's grace*, *false life*, *false life*, *fog cloud*, *protection from arrows*, *resist energy*

**1st**—*endure elements*, *feather fall*, *hydraulic push*, *magic missile*, *shield*, *unseen servant*

**0**—*acid splash*, *detect magic*, *ray of frost*, *resistance*, *read magic*

**Special Attacks** cold blast 7/day

#### Statistics

**Abilities** Str 12, Dex 16, Con 12, Int 19, Wis 8, Cha 10

**Base Atk** +10; **CMB** +11; **CMD** 24

**Feats** Arcane Armour Training, Combat Casting, Combat Expertise, Disruptive Spell, Dodge, Greater Spell Focus (evocation), Improved Critical (staffsword), Lightning Reflexes, Rime Spell, Scribe Scroll, Spell Focus (Evocation), Weapon Finesse, Weapon Focus (staffsword)

**Skills** Appraise +9, Climb +9, Fly +5, Handle Animal +6, Knowledge (Arcana) +14, Knowledge (History) +9, Knowledge (Nature) +9, Perception +4, Ride +11, Sense Motive +7, Spellcraft +14, Survival +5, Swim +11

**Languages** Common, Magius, Elven, Ogre, Nerakese, Draconic

**SQ** water supremacy

**Combat Gear** +1 elven staffsword (reflavoured eleven curveblade); **Other Gear** +2 dragonarmour, boots of the winterlands, +

#### Special Abilities

**Water Supremacy (Su):** Feal-Thas can hold his breath for 48 rounds before he must start making checks to avoid drowning.

**Cold Blast (Su):** As a standard action, Feal-Thas can unleash a blast of freezing cold. This blast deals 1d6+2 points of cold damage to all creatures within 5 feet of you and staggers them for 1 round. A successful DC 16 Reflex save negates the staggered effect and halves the damage. He can use this ability 7 times per day.

# GILDENTONGUE

*This draconian is an dull yellow hue. His wingless frame is covered in rich clothing of fine cloth and his eyes gleam with intelligence.*

GILDENTONGUE

CR13

XP 25,600

Male aurak sorcerer (draconic) 3

LE Medium dragon

**Init** +1; **Senses** darkvision 60 ft.; Perception +14

## Defence

**AC** 21, touch 14, flat-footed 19 (+2 Dex, +2 deflection, +7 natural)

**hp** 104 (11d12+3d6+33)

**Fort** +10, **Ref** +10, **Will** +10

**Resist** 5 fire; **Immune** paralysis, sleep; **SR** 23

## Offence

**Spd** 30 ft.

**Melee** 2 claws +12 (1d6)

**Ranged** 2 energy rays +15 ranged touch (1d8+5 force)

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

**Special Attacks** breath weapon (5-ft. cone, DC 16, 1d4 str dmg), death throes

**Spell-Like Abilities** (CL 11; Concentration +14, +15 when defensive)

**3/day**—*dimension door*

**1/day**—*dominate person* (DC 20)

**At-will**—*greater invisibility, suggestion* (DC 18)

**Spell Known** (CL 11; Concentration +16, +20 when defensive)

**5th (4/day)** – *cone of cold* (DC 20)

**4th (6/day)** – *resilient sphere* (DC 19), *shout* (DC 19), *stoneskin*

**3rd (6/day)** – *dispel magic, fireball* (DC 18), *haste, protection from energy*

**2nd (6/day)** – *eagle's splendour, false life, glitterdust* (DC 17), *levitate, scorching ray, see invisible*

**1st (6/day)** – *burning hands* (DC 16), *grease* (DC 16), *mage armour, magic missile, shield, ventriloquism*

**0 (at will)** – *bleed* (DC 15), *detect magic, mage hand, light, mage hand, mending, prestidigitation, ray of frost, resistance*

## Statistics

**Abilities** Str 10, Dex 14, Con 14, Int 14, Wis 10, Cha 20

**Base Atk** +12; **CMB** +12; **CMD** 24

**Feats** Combat Casting, Deadly Aim (-4/ +8), Deceitful, Point Blank Shot, Precise Shot, Toughness, Weapon Focus (ray)

**Skills** Bluff +24, Diplomacy +19, Disguise +7, Knowledge (arcana) +19, Perception +14, Spellcraft +16, Survival +14

**Languages** Common, Nerakese

**SQ** change shape (any humanoid, *alter self*, 3/day)

**Gear** ring of protection +2

## Special Abilities

**Death Throes (Su):** When Gildentongue dies, it explodes in a blast of magical energy dealing 6d6 points damage (half fire, half force) to all creatures within 5 feet (DC 20 half). Save DCs are Constitution-based.

**Energy Ray (Ex):** An aurak can generate rays of force from its hands. This is a ranged touch attack with a range of 30 feet.

# HOPSLOTH

*This dragon resembles a giant toad covered with bile-yellow warts. Its wide head looks like a cross between a frog and a dragon' and vestigial wings grow from its back. Its long, clawed feet are webbed to aid with swimming.*

## HOPSLOTH THE AMPHI DRAGON CR9

**XP 6,400**

NE Large dragon

**Init** +3; **Senses** dragon senses; Perception +19

**Aura** frightful presence (180 ft., DC 21)

### Defence

---

**AC** 23, touch 8, flat-footed 23 (+15 natural, -1 Dex, -1 size)

**hp** 82 (11d8+33)

**Fort** +10, **Ref** +6, **Will** +10

**DR** 5/magic; **Immune** acid, paralysis, sleep; **SR** 18

### Offence

---

**Spd** 20 ft., burrow 10 ft., swim 60 ft.

**Melee** bite +15 (1d8+6 plus grab), 2 claws +14 (1d6+4), tail +14 (1d8+6), tongue +15 (grab)

**Space** 10 ft.; **Reach** 5 ft. (10 ft. with bite, 15 ft. with tongue)

**Special Attacks** breath weapon (80-ft. line, DC 17, 6d6 acid damage), swallow whole (4d6 acid damage, AC 17, 8 hp)

**Spell-like Abilities** (CL 9; concentration +13)  
3/day—*detect magic*, *darkness* (60 ft. radius)

### Statistics

---

**Abilities** Str 19, Dex 8, Con 17, Int 16, Wis 17, Cha 14

**Base Atk** +11; **CMB** +16; **CMD** 25

**Feats** Alertness, Cleave, Furious Focus Improved Initiative, Power Attack (-3/ +6), Weapon Focus (bite)

**Skills** Acrobatics +13, Diplomacy +16, Knowledge (arcana) +17, Knowledge (history) +17, Knowledge (local) +17, Perception +19, Sense Motive +19, Spellcraft +17, Survival +17, Swim +18; **Racial Modifiers** +4 Acrobatics

**Languages** Common, Draconic, Aquan, Elven, Ogre

**SQ** amphibious

### Ecology

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**Environment** tropical aquatic

**Organization** solitary

**Treasure** triple

### Special Abilities

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**Acidic Hide (Ex):** The hide of amphi dragons is coated with a caustic slime. Melee weapons that strikes an amphi dragon take 2d6 acid damage (Reflex DC 17 negates), and any creature that strikes an amphi dragon with a natural attack or unarmed strike takes 2d6 acid damage (Reflex DC 17 halves). The save DC is Constitution-based.



## SALAH-KHAN

*A warrior-assassin of the Khur tribe, Salah-Khan is both a warlord and master of poisons. He has the traditional shorn head and the traditional Khurish warrior moustache.*

### SALAH-KHAN

CR 12

#### THE GREEN DRAGON HIGHLORD

#### XP 19,200

Male human (Khur) cavalier 9, rogue 4

LE Medium humanoid

**Init** +0; **Senses** Perception +7

#### Defence

---

**AC** 28, touch 11, flat-footed 28 (+11 armour, +5 shield, +1 natural, +1 deflection)

**hp** 113 (9d10+4d8+39+2 favoured class)

**Fort** +10, **Ref** +8, **Will** +6

**Defensive Abilities** Evasion, Trap Sense +1, Uncanny Dodge

#### Offence

---

**Spd** 20 ft.

**Melee** +2 Lance +18/+13/+8 (1d8+8/x3); or

**Melee** Mwk Longsword +17/+12/+7 (1d8+4/19-20)

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

**Special Attacks** Braggart, Cavalier's Charge, Cockatrice's Challenge (3/day, +9/+3 dmg), Lasting Poison, Powerful Sneak, Sneak Attack +2d6, Steal Glory

#### Statistics

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**Abilities** Str 18, Dex 10, Con 15, Int 12, Wis 8, Cha 13

**Base Atk** +12; **CMB** +16; **CMD** 27

**Feats** Coordinated Defense, Critical Focus, Dazzling Display, Iron Will, Mounted Combat, Mounted Shield, Outflank, Power Attack (-4/+8), Rogue Weapon Proficiencies, Shield Focus, Toughness, Trample

**Skills** Acrobatics +3, Bluff +9, Climb +6, Diplomacy +9, Disguise +13, Escape Artist -6, Fly -6, Heal +4, Intimidate +15, Perception +7, Ride +9, Sense Motive +13, Stealth +2, Survival +9, Swim +6; **Modifiers** +6 Ride on bonded mount.

**Languages** Common, Khurish

**SQ** Animal Companion Link, Banner +3/+2, Expert Trainer +4, Tactician (Coordinated Defense) 7r (2/day), Trapfinding +1

**Combat Gear** +2 Lance, mwk longsword; **Other Gear** Amulet of Natural Armor +1, Cloak of Resistance, +1, Ring of Protection, +1, +2 Hellknight Plate, +2 Heavy Steel Shield

# SOth

*This figure wears the familiar armour of a knight of Solamnia, only blackened and warped by fire. The imposing figure seems surrounded by unnatural coldness and his eyes glow red like the dying embers of a fire.*

## LORD SOth THE DEATHKNIGHT CR 14 XP 38,400

Male human graveknight antipaladin 13  
LE Medium undead (augmented)

**Init** +6; **Senses** Perception +11; darkvision 60 ft.

**Aura** sacrilegious aura 30 ft. (DC 20); aura of cowardice 10 ft.; aura of vengeance

### Defence

**AC** 29, touch 12, flat-footed 28 (+12 armour, +5 natural, +1 Dex, +1 deflection); +4 vs. smite target

**hp** 149 (13d10+65+13 favoured)

**Fort** +14, **Ref** +10, **Will** +15

**DR** 10/magic; **Immune** cold, fire, electricity, undead traits; **SR** 25

**Defensive Abilities** channel resistance +4, plague bringer, unholy resilience

### Offence

**Spd** 20 ft. (base 30 ft.)

**Melee** +2 unholy bastard sword +22/+17/+12 (1d10+3d6 fire+10/17-20)

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

**Special Attacks** channel destruction, channel negative energy (7d6), devastating blast (3/day, 8d6), smite good 5/day (+4 atk, +13 dmg), touch of corruption (10/day), undead mastery

**Spell-Like Abilities** (CL 10th; concentration +14)

**1/Hour**—*phantom steed*

**At will**—*detect good*

**Spells Prepared** (CL 10th; concentration +14)

**4th** —*slay living* (DC 18)

**3rd** —*dispel magic, litany of sight*

**2nd** — *bull's strength, desecrate, eagle's splendour*

**1st** — *bane* (DC 15), *curse water, litany of sloth* (DC 15), *protection from good*

### Statistics

**Abilities** Str 25, Dex 14, Con –, Int 12, Wis 16, Cha 18

**Base Atk** +13; **CMB** +20; **CMD** 42

**Feats** Cleave, Combat Reflexes, Furious Focus, Great Fortitude, Improved Critical, Improved Initiative, Improved Natural Armour, Mounted Combat, Power Attack (-4/+12), Ride-by Attack, Toughness. Weapon Focus (bastard sword)

**Skills** Bluff +20, Handle Animal +14, Intimidate +18, Knowledge (religion) +17, Ride +12, Sense Motive +19; **Racial Modifiers** +8 Intimidate, Perception, and Ride.

**Languages** Common, Solamnic, Elven

**SQ** aura of evil, fiendish boon, ruinous revivification (fire)

**Combat Gear**, +2 unholy bastard sword; **Other Gear**: +3 hellknight plate, +1 ring of protection

### Special Abilities

**Aura of Cowardice (Su)**: Soth radiates a palpably daunting aura that causes all enemies to take a –4 penalty on saving throws against fear effects. Creatures that are normally immune to fear lose that immunity within the aura.

**Aura of Vengeance (Su)**: Soth can expend two uses of his smite good ability to grant the ability to smite good to all allies within 10 feet, using his bonuses. Allies must use this smite good ability by the start of Soth's next turn and the bonuses last for 1 minute. Using this ability is a free action.

**Channel Destruction (Su)**: Soth's weapons are shrouded in destructive energy, and deals an additional +3d6 fire damage.

**Channel Negative Energy (Su)**: Soth has can channel negative energy like an evil cleric. Using this ability consumes two uses of his touch of corruption ability.

**Devastating Blast (Su)**: Soth may unleash a 30-foot cone of destructive force. This blast deals 8d6 fire damage, but creatures within the area may make a DC20 Reflex save for half damage.

**Sacrilegious Aura (Ex)**: Soth constantly exudes an aura of intense evil and negative energy, which functions as the spell *desecrate*. In addition, this miasma of fell energies hinders the channelling of positive energy. Any creature that attempts to summon positive energy in this area must make a DC 23 Concentration check. If the character fails, the effect is blocked, its number of uses of that ability being reduced by 1 or the spell being lost.

**Touch of Corruption (Su):** Soth surrounds his hand with a fiendish flame, causing terrible wounds to open on those he touches. As a touch attack, he can cause 6d6 points of damage. Using this ability is a standard action that does not provoke attacks of opportunity. Alternatively, Soth can use this power to heal undead creatures.

Soth can add an effect to his *touch of corruption* whenever it deals damage to one target. This choice is made when the touch is used. The target receives a DC 20 Fortitude save to avoid this cruelty. If the save is successful, the target takes the damage as normal, but not the effects of the cruelty.

*Shaken:* The target is shaken for 13 rounds

*Staggered:* The target is staggered for 6 rounds.

*Frightened:* The target is frightened for 6 rounds.

*Blinded:* The target is blinded for 13 rounds.

**Undead Mastery (Su):** As a standard action, Lord Soth can attempt to bend any undead creature within 50 feet to his will. The targeted undead must make a successful DC 20 Will save or fall under Soth's control. This control is permanent for unintelligent undead, while undead with Intelligence scores are allowed an additional save every day to break free. A creature that successfully saves cannot be affected again by *undead mastery* for 24 hours.

Soth can control 65 Hit Dice worth of undead. If he exceeds this number, he loses control over some of his minions, as per the spell *animate dead*.

## SKIE (KHELLENDRÖS)

*Young for a dragon, Skie is unnaturally potent for his age and size. Because of his skill and speed he is the chosen mount of the Blue Dragon Highlord.*

**SKIE, THE BLUE DRAGON** CR 15  
**XP 51,200**

LE Large dragon (earth, mighty)

**Init** +10; **Senses** dragon senses; Perception +17  
Aura frightful presence (120 ft., DC 23)

### Defence

**AC** 29, touch 15, flat-footed 28 (+1 Dex, +14 natural, +5 dodge, -1 size)

**hp** 258 (12d12+60+120)

**Fort** +17, **Ref** +14, **Will** +15

**DR** 5/magic, 4/-; **Immune** electricity, paralysis, sleep; **SR** 17

### Offence

**Speed** 70 ft., burrow 20 ft., fly 230 ft. (poor)

**Melee** bite +23 (2d6+14), 2 claws +22 (1d8+11), 2 wings +20 (1d6+8), tail slap +20 (1d8+14)

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

**Special Attacks** breath weapon (80-ft. line, DC 25, 8d8 electricity), desert thirst (DC 25)

**Spell-Like Abilities** (CL 12th; concentration +19)

**At will**—*ghost sound* (DC 17), *minor image* (DC 14)

**Spells Known** (CL 1st; concentration +8)

**1st (4/day)**—*mage armour*, *true strike*

**0 (at will)**—*detect magic*, *mage hand*, *read magic*, *resistance*

### Statistics

**Abilities** Str 23, Dex 12, Con 19, Int 14, Wis 15, Cha 14

**Base Atk** +12; **CMB** +24; **CMD** 37 (41 vs. trip)

**Feats** Improved Initiative, Flyby Attack, Multiattack, Shatter Defences, Toughness, Weapon Focus (bite)

**Skills** Bluff +22, Fly +15, Intimidate +22, Knowledge (local) +22, Perception +22, Spellcraft +22, Stealth +17, Survival +22

**Languages** Auran, Common, Draconic

**SQ** sound imitation

### Special Abilities

**Desert Thirst (Su):** A blue dragon can cast create water at will (CL 12). Alternatively, it can destroy an equal amount of liquid in a 10-

foot burst. Unattended liquids are instantly reduced to sand. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC 20) or be destroyed.

**Sound Imitation (Ex):** A very young or older blue dragon can mimic any voice or sound it has heard by making a successful Bluff check against a listener's Sense Motive check.

# TOEDE

*Too much hobgoblin squeezed into too little armour, this ugly and rotund figure is pathetic and repulsive.*

## FEWMASTER TOEDE

CR 3

**XP 800**

Male hobgoblin fighter (roughrider) 4

NE Medium humanoid (goblin)

**Init** +6; **Senses** darkvision 60 ft.; Perception +2

### Defence

---

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

**hp** 42 (4d10+16+4 favoured class)

**Fort** +5, **Ref** +2, **Will** +1

**Defensive Abilities** steadfast mount (+2)

### Offence

---

**Spd** 30 ft.

**Melee** longsword +10 (1d8+4/19-20)

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

**Special Attacks** Trample

### Statistics

---

**Abilities** Str 18, Dex 15, Con 17, Int 10, Wis 12, Cha 6

**Base Atk** +4; **CMB** +8; **CMD** 20

**Feats** Improved Initiative, Mounted Combat, Skill Focus (Intimidate), Toughness, Trample, Weapon Focus (longsword)

**Skills** Perception +4, Intimidate +1, Ride +5, Stealth +5; **Racial Modifiers** +4 Stealth

**Languages** Common, Goblin

**SQ** armoured charger, leap from the saddle

**Combat Gear** mwk longsword, studded leather

## HIGHMASTER TOEDE

CR 11

**XP 12,800**

NE Medium hobgoblin fighter (roughrider) 7, rogue 5

**Init** +6; **Senses** darkvision 60 ft.; Perception +9

### Defence

---

**AC** 22, touch 14, flat-footed 18 (+7 armour, +3 Dex, +2 shield)

**hp** 116 (7d10+5d8+48+7 favoured class)

**Fort** +8, **Ref** +8, **Will** +5

**Defensive Abilities** steadfast mount (+2), evasion, uncanny dodge

### Offence

---

**Spd** 20 ft.

**Melee** longsword +17/+12 (1d8+9/17-20)

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

**Special Attacks** Trample, mounted mettle (+1), sneak attack +3d6

### Statistics

---

**Abilities** Str 18, Dex 16, Con 18, Int 10, Wis 12, Cha 6

**Base Atk** +10; **CMB** +4; **CMD** 27

**Feats** Furious Focus, Improved Critical (longsword), Improved Initiative, Iron Will, Mounted Combat, Power Attack (-3/+6), Skill Focus (Intimidate), Toughness, Trample, Weapon Focus (longsword), Weapon Specialization (longsword)

**Skills** Acrobatic+7, Appraise +8, Diplomacy +6, Perception +9, Intimidate +11, Knowledge (local) +8, Ride +10, Sleight of Hand +11, Stealth +10; **Racial Modifiers** +4 Stealth

**Languages** Common, Goblin

**SQ** Steadfast mount, armoured charger, leap from the saddle, trap sense +1, fast stealth, resiliency (5hp)

**Combat Gear** longsword; **Other Gear** +2, breastplate +1, mwk steel shield

# VERMINAARD

*Clad in dark blue-red dragon armour topped with a fearsome and hideous helmet, this imposing figure is armed with a massive unholy mace.*

## VERMINAARD

CR 13

### THE RED DRAGON HIGHLORD

XP 25,600

Male Human Cleric 8 Fighter 4 Holy Vindicator 2  
LE Medium humanoid

**Init** -1; **Senses** Perception +4

#### Defence

**AC** 22, touch 10, flat-footed 22 (+10 armour, +2 shield, +1 deflection -1 dex)

**hp** 108 (8d8+6d10+42+8 favoured class)

**Resist** fire 20 (armour)

**Fort** +12, **Ref** +3 **Will** +12; +1 vs. fear

**Defensive Abilities** Bravery +1, Vindicator's Profane Shield

#### Offence

**Spd** 20 ft. (base 30 ft.)

**Melee** Nightbringer +18/+13/+8 (1d8+7+2d6 vs. good, plus blindness) or

**Melee** Masterwork Whip +16/+11/+6 (1d3+3/20/x2)

**Spells Prepared** (CL 9; concentration +13, +17 when casting defensive)

**4th**— *animal growth, spell resistance*

**4th**— *divine power, shadow conjuration*<sup>D</sup> (DC 17), *terrible remorse* (DC 128), *unholy blight* (DC 18)

**3rd**— *bestow curse* (DC 17), *cure serious wounds, deeper darkness*<sup>D</sup>, *magic circle against good, speak with dead*

**2nd**— *augury, blindness*<sup>D</sup> (DC 16), *bull's strength, effortless armour, hold person* (DC 16), *shatter*

**1st**— *bane* (DC 14), *cause fear* (DC 15), *doom* (DC 14), *obscuring mist*<sup>D</sup>, *protection from good, sanctuary* (DC 15)

**0**— *detect magic, guidance, mending, resistance*

**D** domain spell (Darkness, Scalykin)

**Special Attacks** Dragonbreath (2/day, 15-foot cone, DC 15, 5d6 fire), Touch of Darkness (4 rounds, 7/day), channel negative energy (4/day, 5d6 damage, Will DC 16), touch if darkness 6/day, spontaneous casting (inflict spells), venomous stare (7/day, 30 ft. Gaze, Will DC 18, 1d6+4 nonlethal and fascinates)

#### Statistics

**Abilities** Str 16, Dex 8, Con 13, Int 10, Wis 18, Cha 12

**Base Atk** +12; **CMB** +15; **CMD** 25

**Feats** Alignment Channel (good). Blind-fighting, Channel Smite, Channeled Shield Wall, Combat Casting, Exotic Weapon Proficiency (whip), Lightning Reflexes, Mounted Combat, Power Attack (-4/+8), Toughness, Weapon Focus (heavy mace), Weapon Specialization (heavy mace)

**Skills** Climb +4, Diplomacy +5, Escape Artist -6, Fly -6, Intimidate +9, Knowledge (Planes) +8, Knowledge (Religion) +10, Ride +5, Sense Motive +10, Spellcraft +11

**Languages** Common, Nerakese

**SQ** aura, eyes of darkness (4 rds/day), profane stigmata, spontaneous casting (inflict)

**Combat Gear** *Nightbringer* (+2 unholy heavy mace), mwk whip; **Other Gear** +1 fire resistance hellknight plate, ring of protection +1, medallion of faith, heavy steel shield

#### Special Abilities

**Dragonbreath (Su):** Verminaard may use a breath weapon twice per day as a standard action. The breath weapon fills a 15-foot cone, and inflicts 5d6 points of fire damage. A creature hit by the dragonbreath attack can make a Reflex save (DC 16) to take half damage. This save is Constitution based.

**Nightbringer:** This massive mace (+2 unholy heavy mace) is an artefact of the dark gods. As a swift action, the wielder can whisper the command word "midnight" and attempt to induce blindness in a creature struck by the weapon. The blindness lasts 2d6 rounds and a Will saving throw (DC 15) negates.

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