

The Spider-God's Bride

and Other Tales of Sword & Sorcery

Conversion Booklet for the Conan RPG by Mongoose Publishing

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Introduction

"The Spider-God's Bride and Other Tales" is a collection of ten blood-red sword and sorcery adventures, inspired by the pulp era tales of the genre-defining authors such as Robert E. Howard and Clark Ashton Smith. Venture in the footsteps of Conan the Cimmerian, Satampra Zeiros of Uzuldaroum, Imaro of Nyumbani, and other fabled thieves, reavers and slayers!

This booklet provides non-player character and monster statistics for the Conan RPG system by Mongoose Publishing for all the adventures in the book.

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The Necromancer's Knife

General Notes: This adventure can be set in a small Shemite city-state. The Keepers are priests of Nergal (or perhaps Mordiggian).

Jahwar's Thugs

Male Meadow-Shemite Soldier 1

Hit Dice: 1d10+1 (8 hp)

Initiative: +1 (+1 Dex, +0 Ref)

Speed: 30 ft. (6 squares)

DV (Dodge): 11 (+0 base, +1 Dex)

DV (Parry): 13 (+0 base, +2 Str, +1 Parry)

DR: 0 (no armor)

Base Attack/Grapple: +1/+3 (+1 base, +2 Str)

Attack: Club +4 (+1 base, +2 Str, +1 Weapon Focus) melee (1d8+2, 20/x2, AP 1)

Full Attack: Club +4 (+1 base, +2 Str, +1 Weapon Focus) melee (1d8+2, 20/x2, AP 1)

Space/Reach: 5 ft./5 ft.

Special Attacks: +1 racial bonus to attack rolls with any bow, +1 circumstance bonus to damage rolls with bows against targets within one range increment, +1 circumstance bonus to damage rolls when performing coup de grace attacks.

Special Qualities: +2 racial bonus to Appraise, Spot and Bluff checks, +1 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks in any plains environment, wield Shemite bows as martial weapons instead of exotic weapons, -1 racial penalty to all saves, +2 racial bonus to all Diplomacy checks, Bonus Feat.

Saves: Fort +1 (+2 base, +0 Con, -1 racial), Ref +0 (+0 base, +1 Dex, -1 racial), Will -1 (+0 base, +0 Will, -1 racial)

Abilities: Str 14, Dex 12, Con 10, Int 10, Wis 10, Cha 10
Skills: Intimidate +4 (4 ranks, +0 Cha), Knowledge (local) +4 (4 ranks, +0 Int).
Background Skills: Diplomacy, Handle Animal, Ride.
Feats: Parry, Toughness, Weapon Focus (club).
Languages: Shemitish, Stygian.

Possessions: Clothing, club, 3 sp.

Jahwar

Male Meadow-Shemite Soldier 2/Thief 1

Hit Dice: 2d10+4 plus 1d8+2 (19 hp)

Initiative: +3 (+1 Dex, +2 Ref)

Speed: 30 ft. (6 squares)

DV (Dodge): 12 (+1 base, +1 Dex)

DV (Parry): 14 (+0 base, +3 Str, +1 Parry)

DR: 4 (Leather Jerkin)

Base Attack/Grapple: +2/+5 (+2 base, +3 Str)

Attack: Arming sword +6 (+2 base, +3 Str, +1 Weapon Focus) melee (1d10+3, 19-20/x2, AP 2, finesse)

Full Attack: Arming sword +6 (+2 base, +3 Str, +1 Weapon Focus) melee (1d10+3, 19-20/x2, AP 2, finesse)

Space/Reach: 5 ft./5 ft.

Special Attacks: +1 racial bonus to attack rolls with any bow, +1 circumstance bonus to damage rolls with bows against targets within one range increment, +1 circumstance bonus to damage rolls when performing coup de grace attacks, Sneak Attack Style (arming sword), Sneak Attack +1d6/+1d8.

Special Qualities: +2 racial bonus to Appraise, Spot and Bluff checks, +1 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks in any plains environment, wield Shemite bows as martial weapons instead of exotic weapons, -1 racial penalty to all saves, +2 racial bonus to all Diplomacy checks, Bonus Feat, Bonus Feat, Trapfinding.

Saves: Fort +3 (+3 base, +1 Con, -1 racial), Ref +2 (+2 base, +1 Dex, -1 racial), Will -1 (+0 base, +0 Will, -1 racial)

Abilities: Str 16, Dex 12, Con 12, Int 12, Wis 10, Cha 10

Skills: Intimidate +5 (5 ranks, +0 Cha), Knowledge (local) +6 (5 ranks, +1 Int), Ride +6 (5 ranks, +1 Dex); (Thief 1, 9 skill points, 2 maxed-out skills): Appraise +5 (4 ranks, +1 Int), Move Silently +5 (4 ranks, +1 Dex).

Background Skills: Diplomacy, Handle Animal, Ride.

Feats: Combat Reflexes, Toughness, Parry, Power Attack, Weapon Focus (arming sword).

Languages: Shemitish, Stygian, Ophirean.

Possessions: Leather jerkin, arming sword, 81 sp.

City Guard of Belthaar

Male Meadow-Shemite Soldier 1

Hit Dice: 1d10+1 (7 hp)

Initiative: +1 (+1 Dex, +0 Ref)

Speed: 30 ft. (6 squares)

DV (Dodge): 11 (+0 base, +1 Dex)

DV (Parry): 13 (+0 base, +2 Str, +1 Parry)

DR: 4 (Leather Jerkin)

Base Attack/Grapple: +1/+3 (+1 base, +2 Str)

Attack: Bill +4 (+1 base, +2 Str, +1 Weapon Focus) melee (2d8+3, 20/x3, AP 6)
Full Attack: Bill +4 (+1 base, +2 Str, +1 Weapon Focus) melee (2d8+3, 20/x3, AP 6)
Space/Reach: 5 ft./5 ft.
Special Attacks: +1 racial bonus to attack rolls with any bow, +1 circumstance bonus to damage rolls with bows against targets within one range increment, +1 circumstance bonus to damage rolls when performing coup de grace attacks.
Special Qualities: +2 racial bonus to Appraise, Spot and Bluff checks, +1 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks in any plains environment, wield Shemite bows as martial weapons instead of exotic weapons, -1 racial penalty to all saves, +2 racial bonus to all Diplomacy checks, Bonus Feat.
Saves: Fort +2 (+2 base, +1 Con, -1 racial), Ref +0 (+0 base, +1 Dex, -1 racial), Will -1 (+0 base, +0 Will, -1 racial)
Abilities: Str 14, Dex 12, Con 12, Int 10, Wis 10, Cha 10
Skills: Intimidate +4 (4 ranks, +0 Cha), Search +4 (4 ranks, +0 Int).
Background Skills: Diplomacy, Handle Animal, Ride.
Feats: Toughness, Parry, Weapon Focus (bill) .
Languages: Shemitish, Kothic.

Possessions: Leather jerkin, bill, 8 sp.

Guard Dog

Small Animal

Hit Dice: 1d8+2 (6 hp)

Initiative: +5 (+3 Dex, +2 Ref)

Speed: 40 ft. (8 squares)

DV (Dodge): 14 (+10 base, +3 Dex, +1 size)

DR: 2 (tough hide)

Base Attack/Grapple: +0/-3 (+1 Str, -4 size)

Attack: Bite +2 (+0 base, +1 Str, +1 size) melee (1d4+1, 20/x2, AP 0)

Full Attack: Bite +2 (+0 base, +1 Str, +1 size) melee (1d4+1, 20/x2, AP 0)

Space/Reach: 5 ft./5 ft.

Special Attacks: None

Special Qualities: Low-light vision, scent

Saves: Fort +4, Ref +5, Will +1

Abilities: Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6

Skills: Jump +7, Listen +5, Spot +5, Survival +1 (+5 when tracking by scent)

Feats: Alertness, Track

Climate/Terrain: Temperate plains

Organization: Solitary, pair (jackals only), or pack (5-12)

Advancement: None

Ghoul (Risen Dead)

Medium Undead

Hit Dice: 3d12+3 (22 hp)

Initiative: +0 (-1 Dex, +1 Ref)

Speed: 20 ft. (4 squares)

DV (Dodge): 10 (+10 base, -1 Dex, +1 natural)

DR: 0 (no armor)

Base Attack/Grapple: +1/+4 (+3 Str)

Attack: Claw +4 (+1 base, +3 Str) melee (1d6+3, 20/x2, AP 1)

Full Attack: Claw +4 (+1 base, +3 Str) melee (1d6+3, 20/x2, AP 1)

Space/Reach: 5 ft./5 ft.

Special Attacks: None

Special Qualities: Undead, Limp Stumble (only one action per round)

Saves: Fort +1, Ref +0, Will +3

Abilities: Str 17, Dex 8, Con 0, Int 0, Wis 10, Cha 1

Skills: None

Feats: Brawl, Toughness

Climate/Terrain: Any land and underground

Organization: Gang (2-5), squad (6-10), or mob (11-20)

Advancement: 4-5 HD (Medium)

The Keepers, Muffled Priests

Male Meadow-Shemite Scholar 1

Hit Dice: 1d6+1 (5 hp)

Initiative: +2 (+2 Dex, +0 Ref)

Speed: 30 ft. (6 squares)

DV (Dodge): 12 (+0 base, +2 Dex)

DV (Parry): 11 (+0 base, +1 Str)

DR: 0 (no armor)

Base Attack/Grapple: +0/+1 (+0 base, +1 Str)

Attack: Staff +2 (+0 base, +2 Dex) melee (2d4+1, 20/x2, AP 1, finesse, reach 10 ft.)

Full Attack: Staff +2 (+0 base, +2 Dex) melee (2d4+1, 20/x2, AP 1, finesse, reach 10 ft.)

Space/Reach: 5 ft./5 ft.

Special Attacks: +1 racial bonus to attack rolls with any bow, +1 circumstance bonus to damage rolls with bows against targets within one range increment, +1 circumstance bonus to damage rolls when performing coup de grace attacks.

Special Qualities: +2 racial bonus to Appraise, Spot and Bluff checks, +1 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks in any plains environment, wield Shemite bows as martial weapons instead of exotic weapons, -1 racial penalty to all saves, +2 racial bonus to all Diplomacy checks, New Sorcery Style, Scholar, Background (lay priest), Base Power Points, Knowledge Is Power.

Saves: Fort +0 (+0 base, +1 Con, -1 racial), Ref +1 (+0 base, +2 Dex, -1 racial), Will +3 (+2 base, +0 Will, -1 racial, +2 Iron Will)

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

Skills: Concentration +5 (4 ranks, +1 Con), Craft (alchemy) +4 (4 ranks, +0 Int), Decipher Script +4 (4 ranks, +0 Int), Gather Information +6 (4 ranks, +2 Cha), Heal +4 (4 ranks, +0 Wis), Intimidate +6 (4 ranks, +2 Cha), Knowledge (religion) +4 (4 ranks, +0 Int), Move Silently +6 (4 ranks, +2 Dex).

Background Skills: Diplomacy, Handle Animal, Ride.

Feats: Iron Will.

Magical Attack Bonus: +2 (+0 base, +2 Cha)

Base/Max Power Points: 4/8 (base 4, +0 Wis, +0 class)

Sorcery Styles (1) and Spells (1): Prestidigitation (Conjuring)

Corruption: 1

Languages: Shemitish, Stygian, Kothic.

Possessions: Purple hooded robe, bone skull-mask, staff, 37 sp.

Tactics: Use their conjuring spell to give the impression that they are actually walking dead (this might cause a Terror check).

Othbanes, Master Embalmer

Male Meadow-Shemite Scholar 4

Hit Dice: 4d6+4 (22 hp)

Initiative: +3 (+2 Dex, +1 Ref)

Speed: 30 ft. (6 squares)

DV (Dodge): 14 (+1 base, +2 Dex, +1 Dodge)

DV (Parry): 12 (+1 base, +1 Str)

DR: 0 (no armor)

Base Attack/Grapple: +3/+4 (+3 base, +1 Str)

Attack: Staff +5 (+3 base, +2 Dex) melee (2d4+1, 20/x2, AP 1, finesse, reach 10 ft.)

Full Attack: Staff +5 (+3 base, +2 Dex) melee (2d4+1, 20/x2, AP 1, finesse, reach 10 ft.)

Space/Reach: 5 ft./5 ft.

Special Attacks: +1 racial bonus to attack rolls with any bow, +1 circumstance bonus to damage rolls with bows against targets within one range increment, +1 circumstance bonus to damage rolls when performing coup de grace attacks.

Special Qualities: +2 racial bonus to Appraise, Spot and Bluff checks, +1 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks in any plains environment, wield Shemite bows as martial weapons instead of exotic weapons, -1 racial penalty to all saves, +2 racial bonus to all Diplomacy checks, New Sorcery Style, Scholar, Background, Base Power Points, Knowledge Is Power, +1 Power Point, New Sorcery Style, Advanced Spell, Advanced Spell, New Sorcery Style.

Saves: Fort +1 (+1 base, +1 Con, -1 racial), Ref +2 (+1 base, +2 Dex, -1 racial), Will +3 (+4 base, +0 Will, -1 racial)

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

Skills: Concentration +8 (7 ranks, +1 Con), Craft (alchemy) +7 (7 ranks, +0 Int), Craft (herbalism) +7 (7 ranks, +0 Int), Heal +7 (7 ranks, +0 Wis), Intimidate +9 (7 ranks, +2 Cha), Knowledge (religion) +7 (7 ranks, +0 Int), Move Silently +9 (7 ranks, +2 Dex), Profession (embalmer) +7 (7 ranks, +0 Wis).

Background Skills: Diplomacy, Handle Animal, Ride.

Feats: Dodge, Ritual Sacrifice.

Magical Attack Bonus: +4 (+2 base, +2 Cha)

Base/Max Power Points: 5/10 (base 4, +0 Wis, +1 class)

Sorcery Styles and Spells: Necromancy (Raise Corpse), Oriental Magic (Calm of the Adept), Prestidigitation (Conjuring).

Corruption: 2

Languages: Shemitish, Stygian, Kothic, Argossean.

Possessions: Purple and silver robes, green jade skull-mask, staff, 96 sp.

Tactics: Precast Calm of the Adept, the use Raise Corpse to animate dead (since they are embalmed may look like mummies; should force a Terror check).

Kuri-Ussar, Chief Priest

Male Meadow-Shemite Scholar 5

Hit Dice: 5d6+5 (27 hp)

Initiative: +4 (+3 Dex, +1 Ref)

Speed: 30 ft. (6 squares)

DV (Dodge): 14 (+1 base, +3 Dex)

DV (Parry): 13 (+1 base, +2 Str)

DR: 0 (no armor)

Base Attack/Grapple: +3/+5 (+3 base, +2 Str)

Attack: Staff +6 (+3 base, +3 Dex) melee (2d4+3, 20/x2, AP 1, finesse, reach 10 ft.); scorpion +6 (+3 base, +3 Dex) ranged (1d1+0, 19-20/x2, AP 0, range increment 10 ft.)

Full Attack: Staff +6 (+3 base, +3 Dex) melee (2d4+3, 20/x2, AP 1, finesse, reach 10 ft.); scorpion +6 (+3 base, +3 Dex) ranged (1d1+0, 19-20/x2, AP 0, range increment 10 ft.)

Space/Reach: 5 ft./5 ft.

Special Attacks: +1 racial bonus to attack rolls with any bow, +1 circumstance bonus to damage rolls with bows against targets within one range increment, +1 circumstance bonus to damage rolls when performing coup de grace attacks.

Special Qualities: +2 racial bonus to Appraise, Spot and Bluff checks, +1 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks in any plains environment, wield Shemite bows as martial weapons instead of exotic weapons, -1 racial penalty to all saves, +2 racial bonus to all Diplomacy checks, New Sorcery Style, Scholar, Background, Base Power Points, Knowledge Is Power, +1 Power Point, New Sorcery Style, Advanced Spell, Bonus Spell, Advanced Spell, New Sorcery Style, Advanced Spell, Iron Will.

Saves: Fort +1 (+1 base, +1 Con, -1 racial), Ref +5 (+1 base, +3 Dex, -1 racial), Will +6 (+4 base, +1 Will, -1 racial, +2 Iron Will)

Abilities: Str 14, Dex 16, Con 12, Int 14, Wis 12, Cha 14

Skills: Bluff +10 (8 ranks, +2 Cha), Concentration +9 (8 ranks, +1 Con), Craft (herbalism) +10 (8 ranks, +2 Int), Decipher Script +10 (8 ranks, +2 Int), Gather Information +10 (8 ranks, +2 Cha), Intimidate +10 (8 ranks, +2 Cha), Knowledge (religion) +10 (8 ranks, +2 Int), Listen +9 (8 ranks, +1 Wis), Perform +10 (8 ranks, +2 Cha), Sleight-of-hand +11 (8 ranks, +3 Dex).

Background Skills: Diplomacy, Handle Animal, Ride.

Feats: Loathsome Weapon, Poison Use, Iron Will (b).

Magical Attack Bonus: +4 (+2 base, +2 Cha)

Base/Max Power Points: 6/12 (base 4, +1 Wis, +1 class)

Sorcery Styles and Spells: Curses (Lesser Ill-Fortune, Gelid Bones), Oriental Magic (Calm of the Adept, Darting Serpent), Prestidigitation (Conjuring, Telekinesis, Greater Telekinesis)

Corruption: 1

Languages: Shemitish, Stygian, Ophirean, Kothic, Argossean, Hyrkanian.

Possessions: Purple hooded robe with gold trim, golden skull-mask, staff, cage of tiny scorpions, 87 sp.

Tactics: Assume maxed-out on Power Points. Precast Calm of the Adept and Darting Serpent. Use Telekinesis to throw tiny scorpions on enemies up to 120 feet away without range penalties (Fort DC 12, dmg 1d4 Con/1d4 Con; note: especially bred for stronger poison), or Greater Telekinesis to throw up to 5 scorpions at the same time (1 PP/scorpion).

Guardian of the Shrine (Blood Golem)

Large Aberration

Hit Dice: 6d8 (27 hp)

Initiative: +3 (+1 Dex, +2 Ref)

Speed: 30 ft. (6 squares)

DV (Dodge): 16 (+10 base, +6 natural, -1 size, +1 Dex)

DR: 10 (unnatural)

Base Attack/Grapple: +3/+10 (+3 Str, +4 size)

Attack: Bite +6 (+3 base, +3 Str) melee (1d10+3, 20/x2, AP 0)

Full Attack: Bite +6 (+3 base, +3 Str) melee (1d10+3, 20/x2, AP 0)

Space/Reach: 10 ft./5 ft.

Special Attacks: Blood Consumption (gain 1 hp for every damage dealt, up to a maximum of 48 hp), improved grab, swallow whole (with grapple check against grabbed medium-sized creature, interior AC 13, deal 7 hp to exit)

Special Qualities: Tremorsense, immune to mind-affecting effects, fast healing (3)

Saves: Fort +2, Ref +3, Will +5

Abilities: Str 17, Dex 12, Con 10, Int 2, Wis 11, Cha 1

Skills: Listen +8, Spot +8
Feats: Alertness
Climate/Terrain: Any land and underground
Organization: Solitary
Advancement: 7-9 HD (Large); 10-18 HD (Huge)

The Shade of Ikhtanabu Xul (Haunt)

Medium Undead (Incorporeal)
Hit Dice: 5d12 (32 hp)
Initiative: +7 (+2 Dex, +1 Ref, +4 Improved Initiative)
Speed: 20 ft. (4 squares), fly 30 ft.
DV (Dodge): 14 (+10 base, +2 natural, +2 Dex)
DR: 0 (no armor)
Base Attack/Grapple: +2/+2 (+0 Str)
Attack: Incorporeal touch +4 (+2 base, +2 Dex) melee (1d0+0, 20/x2, AP 0)
Full Attack: Incorporeal touch +4 (+2 base, +2 Dex) melee (1d0+0, 20/x2, AP 0)
Space/Reach: 5 ft./5 ft.
Special Attacks: Dexterity damage (1d3), malevolence
Special Qualities: Undead, incorporeal, vulnerability (can be destroyed with a Greater Warding spell), reform body
Saves: Fort +1, Ref +3, Will +6
Abilities: Str 0, Dex 15, Con 0, Int 0, Wis 14, Cha 14
Skills: None
Feats: Blind-Fight, Improved Initiative
Climate/Terrain: Any land and underground
Organization: Solitary
Advancement: 6-9 HD (Medium-size); 10-15 HD (Large)

The Spider-God's Bride

General Notes: Zheng-Ya is a sorcerer from Khitai, and his house is located in Zamboula. Yetara is an outcast priest of Zath, the spider-god of Yezud.

Zaheemi Warriors, Guardians of Shamla Pass

Male Shemite Nomad 2
Hit Dice: 2d10 (17 hp)
Initiative: +2 (Dex)
Speed: 30 ft. (6 squares)
DV (Dodge): 13 (+1 base, +2 Dex)
DV (Parry): 12 (+1 base, +1 Str)
DR: 1 (steel cap)
Base Attack/Grapple: +2/+3 (+1 Str)
Attack: Scimitar +3 (+2 base, +1 Str) melee (1d8+1, AP 2); dagger +3 (+2 base, +1 Str) melee (1d4+1, 19-20/x2, AP 1); Shemite bow +6 (+2 base, +2 Dex, +1 racial, +1 Point Blank Shot) ranged (1d10+1/x3, AP 4)
Full Attack: Scimitar +3 (+2 base, +1 Str) melee (1d8+1, AP 2); dagger +3 (+2 base, +1 Str) melee (1d4+1, 19-20/x2, AP 1); Shemite bow +6 (+2 base, +2 Dex, +1 racial, +1 Point Blank Shot) ranged (1d10+1/x3, AP 4)
Space/Reach: 5ft./5ft.
Special Attacks: +1 racial bonus to attack rolls with any bow; +1 circumstance bonus to damage rolls with any bows against targets within one range increment; +1

circumstance bonus to coup de grace; wield Shemite bows as martial weapons instead of exotic weapons.

Special Qualities: +2 racial bonus to Appraise, Spot and Bluff checks; +2 circumstance bonus to Hide, Listen, Move Silently, Survival and Spot checks in desert environment; -1 racial penalty to all saving throws; Track, Favoured Terrain +1, Born to the Saddle, Bonus Feat.

Saves: Fort +2 (+3 base, -1 racial), Ref +2 (+3 base, -1 racial), Will +1 (+0 base, -1 racial, +2 Iron Will)

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

Skills: Climb +7 (5 ranks, +2 Dex), Heal +6 (5 ranks, +1 Wis), Hide +7 (5 ranks, +2 Dex), Knowledge (local) +5 (5 ranks).

Background Skills: Spot +3 (2 ranks, +1 Wis), Ride +4 (2 ranks, +2 Dex), Survival +3 (2 ranks, +1 Wis).

Feats: Endurance, Iron Will, Point Blank Shot.

Languages: Shemitish.

Possessions: War camel, scimitar, dagger, Shemite bow (+1), 20 arrows.

Tactics: The guards can call upon reserves from the stone forts at Shamla pass if trouble breaks out.

Scorpion, Small Monstrous

Small Vermin

Hit Dice: 1d8+2 (6 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

DV (Dodge): 14 (+3 natural, +1 size)

DR: 3 (chitin)

Base Attack/Grapple: +0/-4 (-4 size)

Attack: Claw +1 melee (1d3-1)

Full Attack: 2 claws +1 melee (1d3-1) and sting -4 melee (1d3-1 plus poison)

Space/Reach: 5ft./5ft.

Special Attacks: Constrict 1d3-1, improved grab, poison (Fort DC 12, dmg 1d2 Con/1d2 Con).

Special Qualities: Darkvision 60 ft., tremorsense 60 ft., vermin traits.

Saves: Fort +4, Ref +0, Will +0

Abilities: Str 9, Dex 10, Con 14, Int -, Wis 10, Cha 2

Skills: Climb +3, Hide +8, Spot +4.

Feat: Weapon Finesse.

Zuagir Raiders, the Wolves of the Desert

Male Shemite Nomad 2

Hit Dice: 2d10+4 (19 hp)

Initiative: +5 (+2 Dex, +3 Ref)

Speed: 30 ft. (6 squares)

DV (Dodge): 15 (+1 base, +2 Dex, +1 favoured terrain, +1 Dodge)

DV (Parry): 12 (+1 base, +1 Str)

DR: 0 (no armor)

Base Attack/Grapple: +2/+3 (+1 Str)

Attack: Scimitar +3 (+2 base, +1 Str) melee (1d8+1, AP 2); dagger +3 (+2 base, +1 Str) melee (1d4+1, 19-20/x2, AP 1); Shemite bow +5 (+2 base, +2 Dex, +1 racial) ranged (1d10+2/x3, AP 4)

Full Attack: Scimitar +3 (+2 base, +1 Str) melee (1d8+1, AP 2); dagger +3 (+2 base, +1 Str) melee (1d4+1, 19-20/x2, AP 1); Shemite bow +5 (+2 base, +2 Dex, +1 racial) ranged (1d10+2/x3, AP 4)

Space/Reach: 5 ft./5 ft.

Special Attacks: +1 racial bonus to attack rolls with any bow; +1 circumstance bonus to damage rolls with any bows against targets within one range increment; +1 circumstance bonus to coup de grace; wield Shemite bows as martial weapons instead of exotic weapons.

Special Qualities: +2 racial bonus to Appraise, Spot and Bluff checks; +2 circumstance bonus to Hide, Listen, Move Silently, Survival and Spot checks in desert environment; -1 racial penalty to all saving throws; Track, Favoured Terrain +1, Born to the Saddle, Bonus Feat.

Saves: Fort +4 (+3 base, -1 race, +2 Con), Ref +4 (+3 base, -1 race, +2 Dex), Will -1 (+0 base, -1 race)

Abilities: Str 13, Dex 14, Con 14, Int 12, Wis 10, Cha 12

Skills: Handle Animal +5 (5 ranks), Heal +5 (5 ranks), Hide +7 (5 ranks, +2 Dex), Knowledge (local) +5 (5 ranks), Move Silently +7 (5 ranks, +2 Dex).

Background Skills: Spot +2 (2 ranks), Ride +4 (2 ranks, +2 Dex), Survival +2 (2 ranks).

Feats: Mounted Combat, Mounted Archery, Dodge.

Languages: Shemitish, Stygian, Ophirean, Kothic.

Possessions: Riding horse, dagger, scimitar, Shemite bow (+1), 20 arrows, 1d4 sp.

Tactics: The nomads attack from a distance, using their bows. They attempt to circle around the caravan until their foes close. They are simply opportunistic raiders and flee into the desert if more than half their number is slain, or if they face a group of well-equipped and clearly skilled opponents.

Yetara, the Rogue Priest of Yezud

Male Zamorian Scholar 8

Hit Dice: 8d6+8 (44 hp)

Initiative: +9 (+3 Dex, +2 Ref, +4 Improved Initiative)

Speed: 30 ft. (6 squares)

DV (Dodge): 16 (+3 base, +3 Dex)

DV (Parry): 13 (+3 base)

DR: 0 (no armor)

Base Attack/Grapple: +6/+6

Attack: Staff +9 (+6 base, +3 Dex, finesse) melee (2d4, AP 1)

Full Attack: Staff +9/+4 (+6/+1 base, +3 Dex, finesse) melee (2d4, AP 1)

Space/Reach: 5 ft. / 5 ft.

Special Attacks: Spells.

Special Qualities: +2 racial bonus to all Open Lock, Disable Device and Sleight-of-Hand checks, +1 racial bonus to all Craft checks, +2 circumstance bonus to all Gather Information checks that relate to theft, assassinations and the locations or powers of legendary or magical objects, +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot checks in urban and underground conditions; Scholar, Background (lay priest of Zath), Base Power Points, Knowledge Is Power; Iron Will; Increased Maximum Power Points (triple).

Saves: Fort +3 (+2 base, +1 Con), Ref +5 (+2 base, +3 Dex), Will +10 (+6 base, +2 Wis, +2 Iron Will)

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

Skills: 11 skills; Knowledge (arcana) +14 (11 ranks, +3 Int), Knowledge (nature) +14 (11 ranks, +3 Int), Knowledge (religion) +14 (11 ranks, +3 Int), Sleight of Hand +14 (11 ranks, +3 Dex).

Background Skills: Open Lock +5 (2 ranks, +3 Dex), Disable Device +2 (2 ranks), Sleight-of-Hand +5 (2 ranks, +3 Dex).

Feats: Improved Initiative, Iron Will (bonus), Priest, Ritual Sacrifice.

Languages: Zamorian, Shemitish, Turanian, Khitani.

Magical Attack Bonus: +4

Base/Max Power Points: 8/32

Sorcery Styles and Advanced Spells: Counterspells (Warding, Greater Warding, Rune of Jhebbal Sag), Hypnotism (Entrance, Dread Serpent, Hypnotic Suggestion, Domination), Nature Magic (Summon Beast, Greater Summon Beast, Children of the Night), Prestidigitation (Conjuring, Telekinesis)

Corruption: 0

Reputation: 0

Possessions: Staff, black robes, Zamorian turbaned cap, spider signet ring, 1 dose of Stygian tomb-dust.

Tactics: Stay back from combat and let Sefu protect him, use spells only when in personal danger.

Sefu, Lieutenant of Yetara

Male Kushite Barbarian 2/Soldier 3

Hit Dice: 2d10+6 plus 3d10+9 (52 hp)

Initiative: +5 (+1 Dex, +4 Ref)

Speed: 25 ft. (5 squares)

DV (Dodge): 13 (+2 base, +1 Dex)

DV (Parry): 17 (+3 base, +3 Str, +1 Parry)

DR: 5 (scale corselet)

Base Attack/Grapple: +5/+8 (+3 Str)

Attack: War sword +9 (+5 base, +3 Str, +1 Weapon Focus) melee (1d12+4, 19-20/x2, AP 3); Ghanata knife +8 (+5 base, +3 Str) melee (1d8+3, AP 1); javelin +6 (+5 base, +1 Dex) ranged (1d8+1, AP 1)

Full Attack: War sword +9 (+5 base, +3 Str, +1 Weapon Focus) melee (1d12+4, 19-20/x2, AP 3); Ghanata knife +8 (+5 base, +3 Str) melee (1d8+3, AP 1); javelin +6 (+5 base, +1 Dex) ranged (1d8+1, AP 1)

Space/Reach: 5 ft. /5 ft.

Special Attacks: +1 racial bonus to damage rolls with spears when used as melee weapon, Crimson Mist, Formation Combat.

Special Qualities: +2 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks in hot environments, proficient with all simple weapons, illiterate, Track, Fearless, Versatility (-2 penalty), Bite Sword.

Saves: Fort +9 (+6 base, +3 Con), Ref +5 (+4 base, +1 Dex), Will +2 (+1 base, +1 Wis)

Abilities: Str 16, Dex 12, Con 16, Int 13, Wis 12, Cha 14

Skills: Climb +11 (8 ranks, +3 Str), Intimidate +10 (8 ranks, +2 Cha), Jump +11 (8 ranks, +3 Str), Ride +9 (8 ranks, +1 Dex), .

Background Skills: Hide +3 (2 ranks, +1 Dex), Move Silently +3 (2 ranks, +1 Dex), Survival +3 (2 ranks, +1 Wis).

Feats: Cleave, Fighting-Madness, Parry, Power Attack, Weapon Focus (war sword).

Languages: Kushite.

Possessions: Scale corselet, war sword, Ghanata knife, 3 javelins, 200 sp.

Tactics: Sefu lacks any effective ranged weapons and prefers to close with enemies as fast as possible, using his Fighting-Madness feat.

Khorajan Mercenaries

Male Kothian Soldier 1

Hit Dice: 1d10+2 (12 hp)

Initiative: +1 (+1 Dex)

Speed: 30 ft. (6 squares)

DV (Dodge): 12 (+0 base, +2 Dex)

DV (Parry): 13 (+0 base, +2 Str, +1 Parry)

DR: 6 (mail shirt, steel cap)

Base Attack/Grapple: +1/+3 (+2 Str)

Attack: Greatsword +4 (+1 base, +2 Str, +1 Weapon Focus) melee (2d10+2, 19-20/x2, AP 4); hunting bow +3 (+1 base, +2 Dex) ranged (1d8, AP 1)

Full Attack: Greatsword +4 (+1 base, +2 Str, +1 Weapon Focus) melee (2d10+2, 19-20/x2, AP 4); hunting bow +3 (+1 base, +2 Dex) ranged (1d8, AP 1)

Space/Reach: 5 ft. /5 ft.

Special Attacks: None.

Special Qualities: Choose 2 extra class skills, gain +2 competence bonus to extra class skills, wield greatsword as martial weapon instead of exotic weapon, +1 racial bonus to Fate Points.

Saves: Fort +4 (+2 base, +2 Con), Ref +1 (+0 base, +1 Dex), Will +1 (+0 base, +1 Wis)

Abilities: Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Skills: Intimidate +2 (4 ranks, -2 Cha), Ride +6 (4 ranks, +2 Dex).

Background Skills: Choose 4.

Feats: Combat Reflexes, Parry, Weapon Focus (greatsword).

Languages: Khorajan, Kothian, Shemitish.

Possessions: Mail shirt, steel cap, greatsword, hunting bow, 20 arrows.

Tactics: Follow orders until fight breaks out, then follow instinct. Flee if things go bad and you can get away with it.

Leprous Beggar-Thieves of Zamboula

Male Kushite Thief 1

Hit Dice: 1d8 (6 hp)

Initiative: +4 (+2 Dex, +2 Ref)

Speed: 40 ft. (8 squares) (+10 Fleet-Footed)

DV (Dodge): 12 (+0 base, +2 Dex)

DV (Parry): 11 (+0 base, +1 Str)

DR: 0 (no armor)

Base Attack/Grapple: +0/+1 (+1 Str)

Attack: Dagger +2 (+0 base, +2 Dex) melee (1d4+1, AP 1); dagger +2 (+0 base, +2 Dex) ranged (1d4+1, AP 1)

Full Attack: Dagger +2 (+0 base, +2 Dex) melee (1d4+1, AP 1); dagger +2 (+0 base, +2 Dex) ranged (1d4+1, AP 1)

Space/Reach: 5 ft./5 ft.

Special Attacks: +1 racial bonus to damage rolls with spears when used as melee weapon; Sneak Attack +1d6/+1d8.

Special Qualities: +2 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks in hot environments, proficient with all simple weapons, illiterate; Sneak Attack Style (dagger), Trapfinding; Diseased (spread filth fever by touch, Fort DC 12, incubation 1d3 days, dmg 1d3 Dex and 1d3 Con).

Saves: Fort +0 (+0 base), Ref +4 (+2 base, +2 Dex), Will +0 (+0 base)

Abilities: Str 12, Dex 14, Con 10, Int 11, Wis 10, Cha 12
Skills: Appraise +4 (4 ranks), Bluff +5 (4 ranks, +1 Cha), Disguise +5 (4 ranks, +1 Cha), Escape Artist +6 (4 ranks, +2 Cha), Gather Information +5 (4 ranks, +1 Cha), Sleight of Hand +6 (4 ranks, +2 Dex).
Background Skills: Hide +4 (2 ranks, +2 Dex), Move Silently +4 (2 ranks, +2 Dex), Survival +2 (2 ranks).
Feats: Fleet-Footed.
Languages: Kushite, Shemite, Turanian.

Possessions: Dagger, filthy tattered cloak, 1d3 sp.
Tactics: Mingle with and harass the party, begging for coins, using Sleight of Hand to steal the PCs' possessions.

Yoggites, Man-Eaters of Zamboula

Male Darfari Barbarian 2
Hit Dice: 2d10+2 (17 hp)
Initiative: +4 (+1 Dex, +3 Ref)
Speed: 30 ft. (6 squares)
DV (Dodge): 14 (+1 base, +1 racial, +1 Dex, +1 Dodge)
DV (Parry): 10 (+0 base, +3 Str)
DR: 0 (no armor)
Base Attack/Grapple: +2/+5 (+3 Str)
Attack: Club +6 (+2 base, +1 racial, +3 Str) melee (1d8+3, AP 1); club +3 (+2 base, +1 Dex) ranged (1d8+3, AP 1)
Full Attack: Club +6 (+2 base, +1 racial, +3 Str) melee (1d8+3, AP 1); club +3 (+2 base, +1 Dex) ranged (1d8+3, AP 1)
Space/Reach: 5 ft./5 ft.
Special Attacks: +1 racial bonus to attack rolls with any bludgeoning melee weapon, bite attack (+1 damage and deals lethal piercing damage when grappling), +1 dodge bonus to DV when unarmored; Crimson Mist.
Special Qualities: +2 Str, -2 Cha, proficient with hunting spear and club, -2 racial penalty on all Will saves against Terror, illiterate, +1 racial bonus to all Perform (drums) checks; Track, Fearless, Versatility (-2 penalty), Bite Sword.
Saves: Fort +6 (+3 base, +3 Con), Ref +4 (+3 base, +1 Dex), Will +0 (+0 base)
Abilities: Str 16, Dex 12, Con 12, Int 11, Wis 10, Cha 8
Skills: Climb +8 (5 ranks, +3 Str), Hide +8 (5 ranks, +1 Dex, +2 Stealthy), Intimidate +4 (5 ranks, -1 Cha), Move Silently +8 (5 ranks, +1 Dex, +2 Stealthy).
Background Skills: Perform (drums) +1 (2 ranks, -1 Cha), Profession (slave) +2 (2 ranks), Survival +2 (2 ranks).
Feats: Dodge, Stealthy.
Languages: Darfari, Kushite, Shemite, Turanian.

Possessions: Club, loincloth, teeth and bone necklace.
Tactics: Hide and attack surprised enemies, gang up upon one victim at a time, gaining flanking and bonuses for multiple opponents against the same target.

Pelishtim Mercenaries

Male Pelishtim Soldier 2
Hit Dice: 2d10+2 (16 hp)
Initiative: +6 (+1 Dex, +1 Ref, +4 Improved Initiative)
Speed: 25 ft. (5 squares)
DV (Dodge): 12 (+1 base, +1 Dex)
DV (Parry): 14 (+1 base, +2 Str, +1 Parry)

DR: 7 (mail hauberk, steel cap)

Base Attack/Grapple: +2/+4 (+2 Str)

Attack: Scimitar +5 (+2 base, +2 Str, +1 Weapon Focus) melee (1d8+2, 18-20/x2, AP 2); pike +4 (+2 base, +2 Str) melee (2d6+2, 18-20/x3, AP 2); Shemitish bow +5 (+2 base, +1 racial, +1 Dex, +1 Point Blank Shot) ranged (1d10+4, 20/x3, AP 4)

Full Attack: Scimitar +5 (+2 base, +2 Str, +1 Weapon Focus) melee (1d8+2, 18-20/x2, AP 2); pike +4 (+2 base, +2 Str) melee (2d6+2, 18-20/x3, AP 2); Shemitish bow +5 (+2 base, +1 racial, +1 Dex, +1 Point Blank Shot) ranged (1d10+4, 20/x3, AP 4)

Space/Reach: 5 ft./5 ft. (15 ft. with pike)

Special Attacks: +1 racial bonus to attack rolls with any bow, +1 circumstance bonus to damage rolls with bows against targets within one range increment, +1 circumstance bonus to damage rolls when performing coup de grace attacks.

Special Qualities: +2 racial bonus to Appraise, Spot and Bluff checks, +1 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks in any plains environment, wield Shemite bows as martial weapons instead of exotic weapons, -1 racial penalty to all saves, +2 racial bonus to all Knowledge (arcana) checks.

Saves: Fort +3 (+3 base, -1 racial, +1 Con), Ref +0 (+0 base, -1 racial, +1 Dex), Will -1 (+0 base, -1 racial)

Abilities: Str 14, Dex 12, Con 12, Int 11, Wis 10, Cha 10

Skills: Intimidate +5 (5 ranks), Spot +5 (5 ranks).

Background Skills: Handle Animal +2 (2 ranks), Knowledge (arcana) +2 (2 ranks), Knowledge (any) +2 (2 ranks).

Feats: Combat Reflexes, Parry, Point Blank Shot, Weapon Focus (scimitar).

Languages: Shemitish, Turanian.

Possessions: Mail hauberk, steel cap, scimitar, pike, Shemite bow, 20 arrows.

Tactics: As mercenaries, these Pelishtim get paid to fight. They summon help only if sorely outnumbered.

Zamboulan Palace Guards

Male Turanian Soldier 4

Hit Dice: 4d10+8 (40 hp)

Initiative: +6 (+1 Dex, +1 Ref, +4 Improved Initiative)

Speed: 25 ft. (5 squares)

DV (Dodge): 13 (+2 base, +1 Dex)

DV (Parry): 17 (+3 base, +3 Str, +1 Parry)

DR: 8 (mail shirt and scale corselet, steel cap)

Base Attack/Grapple: +4/+7 (+3 Str)

Attack: Tulwar +8 (+4 base, +3 Str, +1 Weapon Focus) melee (2d8+5, 18-20/x2, AP 3); Hyrkanian bow +6 (+4 base, +1 racial, +1 Dex) ranged (1d10+3, 19-20/x2, AP 3)

Full Attack: Tulwar +8 (+4 base, +3 Str, +1 Weapon Focus) melee (2d8+5, 18-20/x2, AP 3); Hyrkanian bow +6 (+4 base, +1 racial, +1 Dex) ranged (1d10+3, 19-20/x2, AP 3)

Space/Reach: 5 ft./5 ft.

Special Attacks: +1 racial bonus to attack rolls with all bows, +1 circumstance bonus to attack rolls if the target is at least 6 range increments away (4 if the Turanian has Far Shot), +2 circumstance bonus to attack rolls if the target is at least 9 range increments away (6 if the Turanian has Far Shot); Formation Combat (heavy infantry).

Special Qualities: No prerequisite for the Far Shot feat, +2 circumstance bonus to all Diplomacy, Gather Information and Intimidate checks anywhere east of Zamora, west of Khitai and north of Vendhya as long as the Turanian has a visible martial weapon, -2 racial penalty to saves against Hypnotism of any kind, wield tulwars and Hyrkanian bows as martial weapons instead of exotic weapons.

Saves: Fort +6 (+4 base, +2 Con), Ref +2 (+1 base, +1 Dex), Will +4 (+1 base, +1 Wis, +2 Iron Will)

Abilities: Str 16, Dex 12, Con 14, Int 11, Wis 12, Cha 10

Skills: Intimidate +8 (7 ranks, +1 Cha), Spot +8 (7 ranks, +1 Wis).

Background Skills: Craft (bowyer) +2 (2 ranks), Ride +3 (2 ranks, +1 Dex), Survival +3 (2 ranks, +1 Wis).

Feats: Combat Reflexes, Improved Initiative, Iron Will, Parry, Weapon Focus (tulwar), Weapon Specialization (tulwar).

Languages: Turanian.

Possessions: Turanian desert warhorse, mail shirt and scale corselet, steel cap, tulwar, Hykanian bow, 20 arrows.

Tactics: Stand and fight as a matter of personal honour. Summon help only if defeat seems imminent.

Cultists of Yezud, the Disciples of Zath

Male Zamorian Thief 2

Hit Dice: 2d8+2 (15 hp)

Initiative: +6 (+3 Dex, +3 Ref)

Speed: 30 ft. (6 squares)

DV (Dodge): 14 (+1 base, +3 Dex)

DV (Parry): 11 (+1 base)

DR: 0 (no armor)

Base Attack/Grapple: +1/+1

Attack: Stiletto +4 (+1 base, +3 Dex, finesse) melee (1d4, x4, AP 1); crossbow +6 (+1 base, +3 Dex, +1 Point Blank Shot, +1 Weapon Focus) ranged (2d6+1 plus poison, AP 4)

Full Attack: Stiletto +4 (+1 base, +3 Dex, finesse) melee (1d4, x4, AP 1); crossbow +6 (+1 base, +3 Dex, +1 Point Blank Shot, +1 Weapon Focus) ranged (2d6+1 plus poison, AP 4)

Space/Reach: 5 ft. / 5 ft.

Special Attacks: Sneak Attack +1d6/+1d8.

Special Qualities: +2 racial bonus to all Open Lock, Disable Device and Sleight-of-Hand checks, +1 racial bonus to all Craft checks, +2 circumstance bonus to all Gather Information checks that relate to theft, assassinations and the locations or powers of legendary or magical objects, +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot checks in urban and underground conditions; Sneak Attack Style (crossbow), Trapfinding, Eyes of the Cat.

Saves: Fort +1 (+0 base, +1 Con), Ref +6 (+3 base, +3 Dex), Will +1 (+0 base, +1 Wis)

Abilities: Str 10, Dex 16, Con 12, Int 13, Wis 12, Cha 10

Skills: Balance +8 (5 ranks, +3 Dex), Climb +5 (5 ranks), Disguise +5 (5 ranks), Escape Artist +8 (5 ranks, +3 Dex), Hide +8 (5 ranks, +3 Dex), Listen +5 (5 ranks), Move Silently +8 (5 ranks, +3 Dex), Tumble +8 (5 ranks, +3 Dex).

Background Skills: Open Lock +5 (2 ranks, +3 Dex), Disable Device +2 (2 ranks), Sleight-of-Hand +5 (2 ranks, +3 Dex).

Feats: Point Blank Shot, Weapon Focus (crossbow).

Languages: Zamorian.

Possessions: Stiletto, crossbow, 10 bolts, 2 doses of spider poison (Fort DC 14, dmg 1d4 Str/1d6 Str), 1d6 sp.

Tactics: The cultists employ poisoned crossbow bolts from a distance. If opponents come close, they attempt to gain flanking and sneak attack.

Danyia, the Bride of the Spider-God

Male Zamorian Temptress 3

Hit Dice: 3d6+6 (19 hp)

Initiative: +10 (+3 Dex, +3 Ref, +4 Improved Initiative)

Speed: 30 ft. (6 squares)

DV (Dodge): 15 (+1 base, +3 Dex, +1 Dodge)

DV (Parry): 11 (+1 base, +0 Str)

DR: 0 (no armor)

Base Attack/Grapple: +2/+2 (+2 base, +0 Str)

Attack: Stiletto +5 (+2 base, +3 Dex) melee (1d4 plus poison, 20/x4, AP 1, finesse)

Full Attack: Stiletto +5 (+2 base, +3 Dex) melee (1d4 plus poison, 20/x4, AP 1, finesse)

Space/Reach: 5 ft./5 ft.

Special Attacks: Secret Art (sneak attack 1d6).

Special Qualities: +2 racial bonus to all Open Lock, Disable Device and Sleight-of-Hand checks, +1 racial bonus to all Craft checks, +2 circumstance bonus to all Gather Information checks that relate to theft, assassinations and the locations or powers of legendary or magical objects, +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot checks in urban and underground conditions, Comeliness, Savoir-Faire, Seductive Art +1, Compelling Performance 1/day.

Saves: Fort +3 (+1 base, +2 Con), Ref +6 (+3 base, +3 Dex), Will +5 (+3 base, +2 Wis)

Abilities: Str 10, Dex 16, Con 14, Int 13, Wis 14, Cha 16

Skills: Bluff +9 (6 ranks, +3 Cha), Escape Artist +9 (6 ranks, +3 Dex), Gather Information +9 (6 ranks, +3 Cha), Heal +8 (6 ranks, +2 Wis), Hide +9 (6 ranks, +3 Dex), Move Silently +9 (6 ranks, +3 Dex), Perform (dance) +9 (6 ranks, +3 Cha), Sleight of Hand +11 (6 ranks, +3 Dex, +2 racial), Tumble +9 (6 ranks, +3 Dex).

Background Skills: Knowledge (local), Knowledge (rumours), Open Lock, Disable Device, Sleight-of-Hand.

Feats: Dodge, Improved Initiative, Quick Draw.

Languages: Zamorian, Turanian.

Possessions: Stiletto, 2 doses of spider poison (Fort DC 14, dmg 1d4 Str/1d6 Str), pearl necklace (worth 20 sp).

Tactics: Daniya has been corrupted by Zath and is now wholly evil. However, she still pretends to be the innocent girl she once was. If forced into a corner, she attempts to gain surprise and sneak attack with a poisoned dagger.

The Son of Zath, Large Monstrous Spider

Large Vermin

Hit Dice: 4d8+4 (22 hp)

Initiative: +3

Speed: 30 ft. (6 squares), climb 20 ft.

DV (Dodge): 14 (+2 natural, +3 Dex, -1 size)

DR: 2 (exoskeleton)

Base Attack/Grapple: +3/+9 (+4 size, +2 Str)

Attack: Bite +4 melee (1d8+3 plus poison)

Full Attack: Bite +4 melee (1d8+3 plus poison)

Space/Reach: 10 ft./5 ft.

Special Attacks: Poison (Fort DC 13, dmg 1d6 Str/1d6 Str), web (8/day, range 50 ft., range increment 10 ft., as net attack, Escape Artist DC 13, Break DC 17).

Special Qualities: Darkvision 60 ft., tremorsense 60 ft., vermin traits.

Saves: Fort +5, Ref +4, Will +1

Abilities: Str 15, Dex 17, Con 12, Int –, Wis 10, Cha 2

Skills: Climb +11, Hide +3, Jump +2, Spot +4.

The Jewel of Khadim Bey

General Notes: This adventure can be placed in one of the Turanian cities; Zamboula works especially well. The abandoned temple outside the city could be dedicated to Yog, and the cannibal cultists are (of course) Yoggites from Darfar.

Sabiha, Thief with a Hidden Agenda

Female Shemitish Thief 3

Hit Dice: 3d8+3 (22 hp)

Initiative: +6 (+3 Dex, +3 Ref)

Speed: 30 ft. (6 squares)

DV (Dodge): 14 (+1 base, +3 Dex)

DV (Parry): 12 (+1 base, +1 Str)

DR: 4 (leather jerkin)

Base Attack/Grapple: +2/+3 (+1 Str)

Attack: Poniard +5 (+2 base, +3 Dex) melee (1d6+1, 19-20/x2, AP 1, finesse); Poniard +5 (+2 base, +3 Dex) ranged (1d6+1, 19-20/x2, AP 1, finesse)

Full Attack: Poniard +5 (+2 base, +3 Dex) melee (1d6+1, 19-20/x2, AP 1, finesse) and poniard +5 (+2 base, +3 Dex) melee (1d6+1, 19-20/x2, AP 1, finesse); Poniard +5 (+2 base, +3 Dex) ranged (1d6+1, 19-20/x2, AP 1, finesse)

Space/Reach: 5 ft./5 ft.

Special Attacks: +1 racial bonus to attack rolls with any bow, +1 circumstance bonus to damage rolls with bows against targets within one range increment, +1 circumstance bonus to damage rolls when performing coup de grace attacks; Sneak Attack Style (poniard), Sneak Attack +2d6/+2d8.

Special Qualities: +2 racial bonus to Appraise, Spot and Bluff checks, +2 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks in any desert environment, wield Shemite bows as martial weapons instead of exotic weapons, -1 racial penalty to all saves; Trapfinding, Eyes of the Cat, Trap Sense +1.

Saves: Fort +1 (+1 base, -1 racial, +1 Con,), Ref +5 (+3 base, -1 racial, +3 Dex), Will +0 (+1 base, -1 racial)

Abilities: Str 12, Dex 16, Con 12, Int 13, Wis 10, Cha 14

Skills: Appraise +9 (6 ranks, +2 racial, +1 Int), Bluff +12 (6 ranks, +2 racial, +2 Cha, +2 Persuasive), Climb +7 (6 ranks, +1 Str), Disguise +8 (6 ranks, +2 Cha), Hide +9 (6 ranks, +3 Dex), Move Silently +9 (6 ranks, +3 Dex), Open Lock +9 (6 ranks, +3 Dex), Sleight of Hand +9 (6 ranks, +3 Dex), Tumble +9 (6 ranks, +3 Dex).

Background Skills: Spot, Ride, Survival.

Feats: Persuasive, Two-Weapon Combat Proficiency.

Languages: Shemitish, Turanian, Stygian.

Possessions: Leather jerkin, two poniards, dagger, black cloak, 2d20 sp.

Tactics: Tries to avoid combat if at all possible, but if forced into melee she attacks with two poniards .

Osan, the King's Agent

Male Turanian Noble 2/Soldier 3

Hit Dice: 2d8+2 plus 3d10+3 (27 hp)

Initiative: +7 (+2 Dex, +1 Ref, +4 Improved Initiative)

Speed: 30 ft. (6 squares)

DV (Dodge): 13 (+1 base, +2 Dex)

DV (Parry): 17 (+3 base, +3 Str, +1 Parry)

DR: 6 (mail shirt, steel cap)

Base Attack/Grapple: +4/+7 (+3 Str)

Attack: Scimitar +9 (+4 base, +3 Str, +1 Weapon Focus, +1 Regional Feature) melee (1d8+3, 18-20/x2, AP 2); Hyrkanian bow +7 (+4 base, +2 Dex, +1 racial) ranged (1d10+3, 19-20/x2, AP 3, range 100 ft.)

Full Attack: Scimitar +9 (+4 base, +3 Str, +1 Weapon Focus, +1 Regional Feature) melee (1d8+3, 18-20/x2, AP 2) and short sword +7 (+4 base, +3 Str) melee (1d8+3, 19-20/x2, AP 1); Hyrkanian bow +8 (+4 base, +2 Dex, +1 racial, +1 Regional Feature) ranged (1d10+3, 19-20/x2, AP 3, range 100 ft.)

Space/Reach: 5 ft./5 ft.

Special Attacks: +1 racial bonus to attack rolls with all bows, +1 circumstance bonus to attack rolls if the target is at least 6 range increments away (4 if the Turanian has Far Shot), +2 circumstance bonus to attack rolls if the target is at least 9 range increments away (6 if the Turanian has Far Shot); Formation Combat (heavy infantry).

Special Qualities: No prerequisite for the Far Shot feat, +2 circumstance bonus to all Diplomacy, Gather Information and Intimidate checks anywhere east of Zamora, west of Khitai and north of Vendhya as long as the Turanian has a visible martial weapon, -2 racial penalty to saves against Hypnotism of any kind, wield tulwars and Hyrkanian bows as martial weapons instead of exotic weapons; Title, Rank Hath Its Privileges, Wealth, Special Regional Feature (+1 bonus to attack rolls with Hyrkanian longbow, scimitar and tulwar; +1 bonus to Intimidate and Ride checks).

Saves: Fort +4 (+3 base, +1 Con), Ref +3 (+1 base, +2 Dex), Will +7 (+4 base, +1 Wis, +2 Iron Will)

Abilities: Str 16, Dex 14, Con 12, Int 12, Wis 12, Cha 14

Skills: Intimidate +6 (6 ranks), Spot +7 (6 ranks, +1 Wis).

Background Skills: Craft (bowyer) +2 (2 ranks), Ride +3 (2 ranks, +1 Dex), Survival +3 (2 ranks, +1 Wis).

Feats: Combat Reflexes, Improved Initiative, Iron Will, Parry, Weapon Focus (scimitar).

Languages: Turanian.

Possessions: Riding horse, mail shirt, steel cap, scimitar, short sword, Hyrkanian bow, 20 arrows, gold ring (worth 100 gp), 50 sp.

Tactics: Osan fights together with his henchmen, giving all three bonuses from Formation Combat (+1 circumstance bonus to damage).

Osan's Contacts, Spies of Turan

Male Turanian Soldier 3

Hit Dice: 3d10+3 (19 and 17 hp)

Initiative: +6 (+1 Dex, +1 Ref, +4 Improved Initiative)

Speed: 30 ft. (6 squares)

DV (Dodge): 12 (+1 base, +1 Dex)

DV (Parry): 15 (+2 base, +2 Str, +1 Parry)

DR: 6 (mail shirt, steel cap)

Base Attack/Grapple: +3/+5 (+2 Str)

Attack: Scimitar +6 (+3 base, +2 Str, +1 Weapon Focus) melee (1d8+2, 18-20/x2, AP 2)

Full Attack: Scimitar +6 (+3 base, +2 Str, +1 Weapon Focus) melee (1d8+2, 18-20/x2, AP 2)

Space/Reach: 5 ft./5 ft.

Special Attacks: +1 racial bonus to attack rolls with all bows, +1 circumstance bonus to attack rolls if the target is at least 6 range increments away (4 if the Turanian has Far Shot), +2 circumstance bonus to attack rolls if the target is at least 9 range increments away (6 if the Turanian has Far Shot); Formation Combat (heavy infantry).

Special Qualities: No prerequisite for the Far Shot feat, +2 circumstance bonus to all Diplomacy, Gather Information and Intimidate checks anywhere east of Zamora, west of Khitai and north of Vendhya as long as the Turanian has a visible martial weapon, -2 racial penalty to saves against Hypnotism of any kind, wield tulwars and Hyrkanian bows as martial weapons instead of exotic weapons.

Saves: Fort +4 (+3 base, +1 Con), Ref +2 (+1 base, +1 Dex), Will +4 (+1 base, +1 Wis, +2 Iron Will)

Abilities: Str 14, Dex 12, Con 12, Int 11, Wis 12, Cha 10

Skills: Intimidate +6 (6 ranks), Spot +7 (6 ranks, +1 Wis).

Background Skills: Craft (bowyer) +2 (2 ranks), Ride +3 (2 ranks, +1 Dex), Survival +3 (2 ranks, +1 Wis).

Feats: Combat Reflexes, Improved Initiative, Iron Will, Parry, Weapon Focus (scimitar).

Languages: Turanian.

Possessions: Riding horse, mail shirt, steel cap, scimitar, 1d10 sp.

Tactics: These spies take orders from and protect Osan, but not if their own lives are at stake. However, they know that they are doomed if they flee and Osan survives.

Therefore, they are much more likely to flee if Osan is killed.

Yoggites, Man-Eaters of Zamboula

Male Darfari Barbarian 2

Hit Dice: 2d10+2 (11 hp)

Initiative: +4 (+1 Dex, +3 Ref)

Speed: 30 ft. (6 squares)

DV (Dodge): 14 (+1 base, +1 racial, +1 Dex, +1 Dodge)

DV (Parry): 10 (+0 base, +3 Str)

DR: 0 (no armor)

Base Attack/Grapple: +2/+5 (+3 Str)

Attack: Club +6 (+2 base, +1 racial, +3 Str) melee (1d8+3, AP 1); club +3 (+2 base, +1 Dex) ranged (1d8+3, AP 1)

Full Attack: Club +6 (+2 base, +1 racial, +3 Str) melee (1d8+3, AP 1); club +3 (+2 base, +1 Dex) ranged (1d8+3, AP 1)

Space/Reach: 5 ft./5 ft.

Special Attacks: +1 racial bonus to attack rolls with any bludgeoning melee weapon, bite attack (+1 damage and deals lethal piercing damage when grappling), +1 dodge bonus to DV when unarmored; Crimson Mist.

Special Qualities: +2 Str, -2 Cha, proficient with hunting spear and club, -2 racial penalty on all Will saves against Terror, illiterate, +1 racial bonus to all Perform (drums) checks; Track, Fearless, Versatility (-2 penalty), Bite Sword.

Saves: Fort +6 (+3 base, +3 Con), Ref +4 (+3 base, +1 Dex), Will +0 (+0 base)

Abilities: Str 16, Dex 12, Con 12, Int 11, Wis 10, Cha 8

Skills: Climb +8 (5 ranks, +3 Str), Hide +8 (5 ranks, +1 Dex, +2 Stealthy), Intimidate +4 (5 ranks, -1 Cha), Move Silently +8 (5 ranks, +1 Dex, +2 Stealthy).

Background Skills: Perform (drums) +1 (2 ranks, -1 Cha), Profession (slave) +2 (2 ranks), Survival +2 (2 ranks).

Feats: Dodge, Stealthy.

Languages: Darfari, Kushite, Shemite, Turanian.

Possessions: Club, loincloth, teeth and bone necklace.

Tactics: Hide and attack surprised enemies, gang up upon one victim at a time, gaining flanking and bonuses for multiple opponents against the same target. May also grapple victims and bite.

Pelishtim Mercenaries

Male Pelishtim Soldier 2

Hit Dice: 2d10+2 (16 hp)

Initiative: +6 (+1 Dex, +1 Ref, +4 Improved Initiative)

Speed: 25 ft. (5 squares)

DV (Dodge): 12 (+1 base, +1 Dex)

DV (Parry): 14 (+1 base, +2 Str, +1 Parry)

DR: 7 (mail hauberk, steel cap)

Base Attack/Grapple: +2/+4 (+2 Str)

Attack: Scimitar +5 (+2 base, +2 Str, +1 Weapon Focus) melee (1d8+2, 18-20/x2, AP 2); pike +4 (+2 base, +2 Str) melee (2d6+2, 18-20/x3, AP 2); Shemitish bow +5 (+2 base, +1 racial, +1 Dex, +1 Point Blank Shot) ranged (1d10+4, 20/x3, AP 4)

Full Attack: Scimitar +5 (+2 base, +2 Str, +1 Weapon Focus) melee (1d8+2, 18-20/x2, AP 2); pike +4 (+2 base, +2 Str) melee (2d6+2, 18-20/x3, AP 2); Shemitish bow +5 (+2 base, +1 racial, +1 Dex, +1 Point Blank Shot) ranged (1d10+4, 20/x3, AP 4)

Space/Reach: 5 ft./5 ft. (15 ft. with pike)

Special Attacks: +1 racial bonus to attack rolls with any bow, +1 circumstance bonus to damage rolls with bows against targets within one range increment, +1 circumstance bonus to damage rolls when performing coup de grace attacks.

Special Qualities: +2 racial bonus to Appraise, Spot and Bluff checks, +1 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks in any plains environment, wield Shemite bows as martial weapons instead of exotic weapons, -1 racial penalty to all saves, +2 racial bonus to all Knowledge (arcana) checks.

Saves: Fort +3 (+3 base, -1 racial, +1 Con), Ref +0 (+0 base, -1 racial, +1 Dex), Will -1 (+0 base, -1 racial)

Abilities: Str 14, Dex 12, Con 12, Int 11, Wis 10, Cha 10

Skills: Intimidate +5 (5 ranks), Spot +5 (5 ranks).

Background Skills: Handle Animal +2 (2 ranks), Knowledge (arcana) +2 (2 ranks), Knowledge (any) +2 (2 ranks).

Feats: Combat Reflexes, Parry, Point Blank Shot, Weapon Focus (scimitar).

Languages: Shemitish, Turanian.

Possessions: Mail hauberk, steel cap, scimitar, pike, Shemite bow, 20 arrows.

Tactics: As mercenaries, these Pelishtim get paid to fight. They summon help only if sorely outnumbered.

Hassan Sadi, Favored One of the Satrap

Male Turanian Soldier 4

Hit Dice: 4d10+8 (40 hp)

Initiative: +6 (+1 Dex, +1 Ref, +4 Improved Initiative)

Speed: 25 ft. (5 squares)

DV (Dodge): 13 (+2 base, +1 Dex)

DV (Parry): 17 (+3 base, +3 Str, +1 Parry)

DR: 8 (mail shirt and scale corselet, steel cap)

Base Attack/Grapple: +4/+7 (+3 Str)

Attack: Tulwar +8 (+4 base, +3 Str, +1 Weapon Focus) melee (2d8+5, 18-20/x2, AP 3); Hyrkanian bow +6 (+4 base, +1 racial, +1 Dex) ranged (1d10+3, 19-20/x2, AP 3)

Full Attack: Tulwar +8 (+4 base, +3 Str, +1 Weapon Focus) melee (2d8+5, 18-20/x2, AP 3); Hyrkanian bow +6 (+4 base, +1 racial, +1 Dex) ranged (1d10+3, 19-20/x2, AP 3)

Space/Reach: 5 ft./5 ft.

Special Attacks: +1 racial bonus to attack rolls with all bows, +1 circumstance bonus to attack rolls if the target is at least 6 range increments away (4 if the Turanian has Far

Shot), +2 circumstance bonus to attack rolls if the target is at least 9 range increments away (6 if the Turanian has Far Shot); Formation Combat (heavy infantry).

Special Qualities: No prerequisite for the Far Shot feat, +2 circumstance bonus to all Diplomacy, Gather Information and Intimidate checks anywhere east of Zamora, west of Khitai and north of Vendhya as long as the Turanian has a visible martial weapon, -2 racial penalty to saves against Hypnotism of any kind, wield tulwars and Hyrkanian bows as martial weapons instead of exotic weapons.

Saves: Fort +6 (+4 base, +2 Con), Ref +2 (+1 base, +1 Dex), Will +4 (+1 base, +1 Wis, +2 Iron Will)

Abilities: Str 16, Dex 12, Con 14, Int 11, Wis 12, Cha 10

Skills: Intimidate +8 (7 ranks, +1 Cha), Spot +8 (7 ranks, +1 Wis).

Background Skills: Craft (bowyer) +2 (2 ranks), Ride +3 (2 ranks, +1 Dex), Survival +3 (2 ranks, +1 Wis).

Feats: Combat Reflexes, Improved Initiative, Iron Will, Parry, Weapon Focus (tulwar), Weapon Specialization (tulwar).

Languages: Turanian.

Possessions: Turanian desert warhorse, mail shirt and scale corselet, steel cap, tulwar, leopard-skin cloak, Hykanian bow, 20 arrows.

Tactics: Stand and fight as a matter of personal honour. Summon help only if defeat seems imminent.

Melik Khan, Turanian General

Male Turanian Noble 1/Soldier 6

Hit Dice: 1d8+3 plus 6d10+18 (59 hp)

Initiative: +3 (+1 Dex, +2 Ref)

Speed: 30 ft. (6 squares)

DV (Dodge): 14 (+3 base, +1 Dex)

DV (Parry): 22 (+4 base, +3 Str, +4 large shield, +1 Parry)

DR: 6 (mail shirt, steel cap)

Base Attack/Grapple: +6/+9 (+3 Str)

Attack: Akbitanian steel scimitar +11 (+6 base, +3 Str, +1 Weapon Focus, +1 Akbitanian) melee (1d8+5, 18-20/x2, AP 4); Dagger +7 (+6 base, +1 Dex) ranged (1d4+3, 19-20/x2, AP 1)

Full Attack: Akbitanian steel scimitar +11/+6 (+6 base, +3 Str, +1 Weapon Focus, +1 Akbitanian) melee (1d8+5, 18-20/x2, AP 4); Dagger +7/+2 (+6 base, +1 Dex) ranged (1d4+3, 19-20/x2, AP 1)

Space/Reach: 5 ft./5 ft.

Special Attacks: +1 racial bonus to attack rolls with all bows, +1 circumstance bonus to attack rolls if the target is at least 6 range increments away (4 if the Turanian has Far Shot), +2 circumstance bonus to attack rolls if the target is at least 9 range increments away (6 if the Turanian has Far Shot), Formation Combat (Heavy Cavalry).

Special Qualities: No prerequisite for the Far Shot feat, +2 circumstance bonus to all Diplomacy, Gather Information and Intimidate checks anywhere east of Zamora, west of Khitai and north of Vendhya as long as the Turanian has a visible martial weapon, -2 racial penalty to saves against Hypnotism of any kind, wield tulwars and Hyrkanian bows as martial weapons instead of exotic weapons; Title, Rank Hath Its Privileges, Wealth.

Saves: Fort +9 (+5 base, +2 Con, +2 Great Fortitude), Ref +3 (+2 base, +1 Dex), Will +5 (+4 base, +1 Will)

Abilities: Str 16, Dex 12, Con 14, Int 13, Wis 12, Cha 12

Skills: Climb +11 (8 ranks, +3 Str), Intimidate +11 (10 ranks, +1 Cha), Ride +11 (10 ranks, +1 Dex), Search +11 (10 ranks, +1 Int).

Background Skills: Craft (bowyer), Ride, Survival.

Feats: Combat Reflexes, Great Fortitude, Leadership, Parry, Power Attack, Toughness, Weapon Focus (scimitar), Weapon Specialization (scimitar), Web of Death.

Languages: Turanian, Shemitish, Kushite, Stygian.

Possessions: Turanian desert warhorse, mail shirt, steel cap, large shield, Akbitanian steel scimitar, dagger.

Tactics: Prefers to let his guards and pet leopards do the dirty work, but is an able combatant if forced into melee.

Ibo, Sabiha's Companion

Male Kushite Thief 4

Hit Dice: 4d6+8 (22 hp)

Initiative: +8 (+4 Dex, +4 Ref)

Speed: 30 ft. (6 squares)

DV (Dodge): 17 (+2 base, +4 Dex, +1 Light-Footed)

DV (Parry): 14 (+2 base, +2 Str)

DR: 0 (no armor)

Base Attack/Grapple: +3/+5 (+2 Str)

Attack: Short sword +8 (+3 base, +4 Dex, +1 Weapon Focus) melee (1d8+2, 19-20/x2, AP 1, finesse)

Full Attack: Short sword +8 (+3 base, +4 Dex, +1 Weapon Focus) melee (1d8+2, 19-20/x2, AP 1, finesse) and short sword +8 (+3 base, +4 Dex, +1 Weapon Focus) melee (1d8+2, 19-20/x2, AP 1, finesse)

Space/Reach: 5 ft./5 ft.

Special Attacks: +1 racial bonus to damage rolls with spears when used as melee weapon; Sneak Attack +3d6/+3d8 (+1 die Light-Footed).

Special Qualities: +2 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks in hot environments, proficient with all simple weapons, illiterate; Trapfinding, Eyes of the Cat, Trap Sense +1, Light-Footed.

Saves: Fort +3 (+1 base, +2 Con), Ref +8 (+4 base, +4 Dex), Will +1 (+1 base)

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

Skills: Appraise +8 (7 ranks, +1 Int), Bluff +8 (7 ranks, +1 Cha), Climb +9 (7 ranks, +2 Str), Disguise +8 (7 ranks, +1 Cha), Hide +12 (7 ranks, +4 Dex, +1 Light-Footed), Move Silently +12 (7 ranks, +4 Dex, +1 Light-Footed), Open Lock +11 (7 ranks, +4 Dex), Sleight of Hand +11 (7 ranks, +4 Dex), Tumble +11 (7 ranks, +4 Dex).

Background Skills: Hide, Move Silently, Survival.

Feats: Two-Weapon Combat Proficiency, Weapon Focus (short sword).

Languages: Turanian, Shemitish, Kushite, Stygian.

Possessions: Tunic, two short swords, 10 sp, vial of black lotus juice.

Tactics: Try to gain flanking with his companion and sneak attack. Stay well away from people in heavy armor wielding heavy weapons.

Abu Khafi's Bodyguards

Male Kushite Soldier 2

Hit Dice: 2d10+4 (17 hp)

Initiative: +1 (+1 Dex, +0 Ref)

Speed: 30 ft. (6 squares)

DV (Dodge): 12 (+1 base, +1 Dex)

DV (Parry): 14 (+1 base, +3 Str)

DR: 3 (quilted jerkin)

Base Attack/Grapple: +2/+5 (+3 Str)

Attack: War spear +6 (+2 base, +3 Str, +1 Weapon Focus) melee (2d4+5, 19-20/x2, AP 2, reach); Club +6 (+2 base, +3 Str, +1 Weapon Focus) melee (1d8+3, AP 1)
Full Attack: War spear +6 (+2 base, +3 Str, +1 Weapon Focus) melee (2d4+5, 19-20/x2, AP 2, reach); Club +6 (+2 base, +3 Str, +1 Weapon Focus) melee (1d8+3, AP 1)
Space/Reach: 5 ft./5 ft. (10 ft. with war spear)
Special Attacks: +1 racial bonus to damage rolls with spears when used as melee weapon.
Special Qualities: +2 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks in hot environments, proficient with all simple weapons, illiterate.
Saves: Fort +5 (+3 base, +2 Con), Ref +1 (+0 base, +1 Dex), Will +0 (+0 base)
Abilities: Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 10
Skills: Ride +6 (5 ranks, +1 Dex), Search +5 (5 ranks).
Background Skills: Hide, Move Silently, Survival.
Feats: Combat Reflexes, Weapon Focus (war spear), Weapon Focus (club).
Languages: Kushite, Shemitish, Turanian.

Possessions: Quilted jerkin, war spear, club, dagger, 2 sp.

Tactics: Gang up on troublemakers. Use war spears two-handed from a distance for crowd control, then drop spears in favor of clubs for close combat.

The Eidolon of the Ape

General Notes: This adventure can be placed in any city where the ape-cult (of Hanuman) has gained a foothold. The chained ape in the temple dungeons is a grey ape from the shores of the Vilayet.

Adepts of the East

Male Kosalan Scholar 3

Hit Dice: 3d6 (11 hp)

Initiative: +4 (+3 Dex, +1 Ref)

Speed: 30 ft. (6 squares)

DV (Dodge): 14 (+1 base, +3 Dex)

DV (Parry): 14 (+1 base, +3 Str)

DR: 0 (no armor)

Base Attack/Grapple: +2/+11 (+3 Str, +2 Defensive Martial Arts, +4 Improved Grapple)

Attack: Unarmed strike +6 (+2 base, +3 Dex, +1 Weapon Focus) melee (1d6+3, AP 0, finesse)

Full Attack: Unarmed strike +6 (+2 base, +3 Dex, +1 Weapon Focus) melee (1d6+3, AP 0, finesse)

Space/Reach: 5 ft./5 ft.

Special Attacks: None.

Special Qualities: +2 racial bonus to all Diplomacy, Sense Motive and Knowledge (nobility) checks, +1 racial bonus to all Bluff, Gather Information and Knowledge (history) checks, +1 racial bonus to Will saves (except against Hypnotism); Scholar, Background (lay priest), Base Power Points, Knowledge Is Power, +1 Power Point.

Saves: Fort +1 (+1 base), Ref +4 (+1 base, +3 Dex), Will +6 (+3 base, +2 Wis, +1 racial)

Abilities: Str 16, Dex 16, Con 10, Int 13, Wis 14, Cha 10

Skills: Concentration +6 (6 ranks, +0 Con), Craft (alchemy) +7 (6 ranks, +1 Int), Craft (herbalism) +7 (6 ranks, +1 Int), Heal +8 (6 ranks, +2 Wis), Knowledge (religion) +7 (6 ranks, +1 Int), Listen +8 (6 ranks, +2 Wis), Move Silently +9 (6 ranks, +3 Dex), Perform +6 (6 ranks, +0 Cha), Tumble +9 (cross-class, 3 ranks, +3 Dex, +3 Skill Focus).

Background Skills: Diplomacy, Sense Motive, Knowledge (nobility).
Feats: Improved Unarmed Strike, Defensive Martial Arts, Weapon Focus (unarmed strike), Brawl, Improved Grapple, Ritual Sacrifice, Skill Focus (Tumble).
Languages: Kosalan, Vendhyan, Turanian.
Magical Attack Bonus: +1
Base/Max Power Points: 7/14
Sorcery Styles and Spells: None.

Possessions: White robe, black turban.

Tactics: Use Tumble to get past to unarmored opponents and grapple, otherwise attack armored foes with finesse strikes.

Ranuga, Master Strangler

Male Kosalan Scholar 6

Hit Dice: 6d6+6 (30 hp)

Initiative: +5 (+3 Dex, +2 Ref)

Speed: 30 ft. (6 squares)

DV (Dodge): 15 (+2 base, +3 Dex)

DV (Parry): 16 (+2 base, +4 Str)

DR: 0 (no armor)

Base Attack/Grapple: +4/+14 (+4 Str, +2 Defensive Martial Arts, +4 Improved Grapple)

Attack: Unarmed strike +8 (+4 base, +3 Dex, +1 Weapon Focus) melee (1d6+4, AP 0, finesse); Staff +7 (+4 base, +3 Dex) melee (2d4+4, AP 1, finesse, reach 10 ft.)

Full Attack: Unarmed strike +8 (+4 base, +3 Dex, +1 Weapon Focus) melee (1d6+4, AP 0, finesse); Staff +7 (+4 base, +3 Dex) melee (2d4+4, AP 1, finesse, reach 10 ft.)

Space/Reach: 5 ft./5 ft. (10 ft. with staff)

Special Attacks: Sorcery; Defensive Blast.

Special Qualities: +2 racial bonus to all Diplomacy, Sense Motive and Knowledge (nobility) checks, +1 racial bonus to all Bluff, Gather Information and Knowledge (history) checks, +1 racial bonus to Will saves (except against Hypnotism); Scholar, Background (lay priest), Base Power Points, Knowledge Is Power, +2 Power Points.

Saves: Fort +3 (+2 base, +1 Con), Ref +5 (+2 base, +3 Dex), Will +10 (+5 base, +2 Wis, +1 racial, +2 Iron Will)

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

Skills: Concentration +10 (9 ranks, +1 Con), Craft (alchemy) +10 (9 ranks, +1 Int), Craft (herbalism) +10 (9 ranks, +1 Int), Heal +11 (9 ranks, +2 Wis), Intimidate +12 (9 ranks, +3 Cha), Knowledge (religion) +10 (9 ranks, +1 Int), Listen +11 (9 ranks, +2 Wis), Move Silently +12 (9 ranks, +3 Dex), Perform +12 (9 ranks, +3 Cha).

Background Skills: Diplomacy, Sense Motive, Knowledge (nobility).

Feats: Improved Unarmed Strike, Defensive Martial Arts, Brawl, Improved Grapple, Ritual Sacrifice, Priest, Weapon Focus (unarmed strike), Iron Will.

Languages: Kosalan, Vendhyan, Turanian.

Magical Attack Bonus: +3

Base/Max Power Points: 9/27

Sorcery Styles and Spells: Oriental Magic (Calm of the Adept, Warrior Trance, Darting Serpent), Hypnotism (Entrance, Hypnotic Suggestion, Domination), Counterspells (Warding)

Corruption: 0

Reputation: 0

Possessions: Green robe, black turban, quarterstaff, two gold rings (worth 100 sp each), monkey-shaped talisman on golden chain (worth 50 sp).

Tactics: Stay back and let underlings do the dirty work. Defend with staff's reach and use Entrance on those who come near. If the underlings seem to need help, cast Warrior Trance and enter melee. Use Defensive Blast as a last resort. Would rather die than flee, since fleeing is a sign of weakness. Might drain his underlings of Power Points if necessary (full-round action to drain 1d4 PP).

The Crypt-Thing of Khorsul

General Notes: The valley with its feuding nobles can be placed in the border regions between Koth, Zamora and Corinthia.

Dire Boar

Large Animal

Hit Dice: 7d8+21 (52 hp)

Initiative: +5 (+0 Dex, +5 Ref)

Speed: 40 ft. (8 squares)

DV (Dodge): 15 (+10 base, +6 natural, +0 Dex, -1 size)

DR: 4 (tough hide)

Base Attack/Grapple: +5/+17 (+8 Str, +4 size)

Attack: Gore +12 (+5 base, +8 Str, -1 size) melee (1d10+12, 20/x2, AP 1)

Full Attack: Gore +12 (+5 base, +8 Str, -1 size) melee (1d10+12, 20/x2, AP 1)

Space/Reach: 10 ft./5 ft.

Special Attacks: Ferocity

Special Qualities: Low-light vision, scent

Saves: Fort +8, Ref +5, Will +8

Abilities: Str 27, Dex 10, Con 17, Int 2, Wis 13, Cha 8

Skills: Listen +8, Spot +8

Feats: Alertness, Endurance, Iron Will

Climate/Terrain: Temperate forests

Organization: Solitary or herd (5-8)

Advancement: 8-16 HD (Large); 17-21 HD (Huge)

Wolf

Medium Animal

Hit Dice: 2d8+4 (13 hp)

Initiative: +5 (+2 Dex, +3 Ref)

Speed: 50 ft. (10 squares)

DV (Dodge): 13 (+10 base, +1 natural, +2 Dex)

DR: 2 (tough hide)

Base Attack/Grapple: +1/+2 (+1 Str)

Attack: Bite +3 (+1 base, +1 Str) melee (1d8+1, 20/x2, AP 1, finesse)

Full Attack: Bite +3 (+1 base, +1 Str) melee (1d8+1, 20/x2, AP 1, finesse)

Space/Reach: 5 ft./5 ft.

Special Attacks: Trip

Special Qualities: Low-light vision, scent

Saves: Fort +5, Ref +5, Will +1

Abilities: Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Skills: Hide +3, Listen +6, Move Silently +4, Spot +4, Survival +1

Feats: Track

Climate/Terrain: Any forest, hill, plains and mountains

Organization: Solitary, pair, or pack (7-16)
Advancement: 3 HD (Medium); 4-5 HD (Large)

The Crypt-Thing

Medium Undead

Hit Dice: 8d12+8 (56 hp)

Initiative: +5 (+3 Dex, +2 Ref)

Speed: 40 ft. (8 squares)

DV (Dodge): 18 (+10 base, +3 Dex, +5 natural)

DR: 8 (tough hide)

Base Attack/Grapple: +4/+12 (+4 Str, +4 Improved Grapple)

Attack: Claw +8 (+4 base, +4 Str) melee (1d6+4, 20/x2, AP 1)

Full Attack: Claw +8/+8 (+4 base, +4 Str) melee (1d6+4, 20/x2, AP 1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Improved Grab, Strangulation (1d6 points of Strength damage with successful grapple check), Paralyzing gaze (30 feet, Will DC 14, duration 1d6 rounds)

Special Qualities: Undead, Regeneration (3 hp/round), Immune to fire and acid

Saves: Fort +2, Ref +5, Will +6

Abilities: Str 18, Dex 16, Con 0, Int 0, Wis 10, Cha 1

Skills: None

Feats: Improved Unarmed Strike, Improved Grapple, Toughness, Track

Climate/Terrain: Any land and underground

Organization: Unique

Advancement: —

Lord Numas

Male Kothic Noble 8

Hit Dice: 8d8+8 (43 hp)

Initiative: +4 (+2 Dex, +2 Ref)

Speed: 30 ft. (6 squares)

DV (Dodge): 15 (+3 base, +2 Dex)

DV (Parry): 19 (+4 base, +2 Str, +1 Parry, +2 buckler)

DR: 5 (mail shirt)

Base Attack/Grapple: +6/+8 (+6 base, +2 Str)

Attack: Broadsword +10 (+6 base, +2 Str, +2 regional) melee (1d10+2, 19-20/x2, AP 3)

Full Attack: Broadsword +10/+5 (+6 base, +2 Str, +2 regional) melee (1d10+2, 19-20/x2, AP 3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Lead by Example +2.

Special Qualities: Choose 2 extra class skills, gain +2 competence bonus to extra class skills, wield greatsword as martial weapon instead of exotic weapon, +1 racial bonus to Fate Points, Title, Rank Hath Its Privileges, Wealth, Social Ability (Comeliness), Enhanced Leadership, Special Regional Feature +2.

Saves: Fort +3 (+2 base, +1 Con), Ref +4 (+2 base, +2 Dex), Will +7 (+6 base, +1 Will)

Abilities: Str 14, Dex 14, Con 12, Int 15, Wis 12, Cha 14

Skills: Appraise +13 (11 ranks, +2 Int), Bluff +13 (11 ranks, +2 Cha), Diplomacy +13 (11 ranks, +2 Cha), Knowledge (arcana) +13 (11 ranks, +2 Int), Knowledge (nobility) +13 (11 ranks, +2 Int), Ride +13 (11 ranks, +2 Dex).

Background Skills: Any four skills.

Feats: Combat Expertise, Combat Reflexes, Dabbler (Curses), Improved Disarm, Parry.

Languages: Kothic, Ophirean, Corinthian, Zamorian, Shemitish.

Possessions: Leather Jerkin, broadsword, 53 sp.

Shemite Mercenaries

Male Shemite Soldier 2

Hit Dice: 2d10+2 (18 hp)

Initiative: +2 (+2 Dex, +0 Ref)

Speed: 25 ft. (5 squares)

DV (Dodge): 13 (+1 base, +2 Dex)

DV (Parry): 18 (+1 base, +3 Str, +1 Parry, +3 targe)

DR: 6 (Scale Corselet, steel cap)

Base Attack/Grapple: +2/+5 (+2 base, +3 Str)

Attack: Scimitar +6 (+2 base, +3 Str, +1 Weapon Focus) melee (1d8+3, 18-20/x2, AP 2); Shemite bow +5 (+2 base, +2 Dex, +1 racial) ranged (1d10+3, 20/x3, AP 4, range increment 100 ft.)

Full Attack: Scimitar +6 (+2 base, +3 Str, +1 Weapon Focus) melee (1d8+3, 18-20/x2, AP 2); Shemite bow +5 (+2 base, +2 Dex, +1 racial) ranged (1d10+3, 20/x3, AP 4, range increment 100 ft.)

Space/Reach: 5 ft./5 ft.

Special Attacks: +1 racial bonus to attack rolls with any bow, +1 circumstance bonus to damage rolls with bows against targets within one range increment, +1 circumstance bonus to damage rolls when performing coup de grace attacks.

Special Qualities: +2 racial bonus to Appraise, Spot and Bluff checks, +2 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks in any desert environment, wield Shemite bows as martial weapons instead of exotic weapons, -1 racial penalty to all saves.

Saves: Fort +3 (+3 base, +1 Con, -1 racial), Ref +1 (+0 base, +2 Dex, -1 racial), Will -1 (+0 base, +0 Will, -1 racial)

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

Skills: Jump +8 (5 ranks, +3 Str), Search +5 (5 ranks, +0 Int).

Background Skills: Spot, Ride, Survival.

Feats: Combat Reflexes, Parry, Weapon Focus (scimitar).

Languages: Shemitish, Kothic.

Possessions: Scale corselet, scimitar, 58 sp.

Zaltutim, Mercenary Captain

Male Shemite Soldier 6

Hit Dice: 6d10+6 (41 hp)

Initiative: +6 (+4 Dex, +2 Ref)

Speed: 25 ft. (5 squares)

DV (Dodge): 17 (+3 base, +4 Dex)

DV (Parry): 22 (+4 base, +4 Str, +1 Parry, +3 targe)

DR: 6 (Scale Corselet, steel cap)

Base Attack/Grapple: +6/+10 (+6 base, +4 Str)

Attack: Scimitar +11 (+6 base, +4 Str, +1 Weapon Focus) melee (1d8+6, 18-20/x2, AP 2); Shemite bow +11 (+6 base, +4 Dex, +1 racial) ranged (1d10+4, 20/x3, AP 4, range increment 100 ft.)

Full Attack: Scimitar +11/+6 (+6 base, +4 Str, +1 Weapon Focus) melee (1d8+6, 18-20/x2, AP 2); Shemite bow +11/+6 (+6 base, +4 Dex, +1 racial) ranged (1d10+4, 20/x3, AP 4, range increment 100 ft.)

Space/Reach: 5 ft./5 ft.

Special Attacks: +1 racial bonus to attack rolls with any bow, +1 circumstance bonus to damage rolls with bows against targets within one range increment, +1 circumstance bonus to damage rolls when performing coup de grace attacks, Formation Combat.

Special Qualities: +2 racial bonus to Appraise, Spot and Bluff checks, +2 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks in any desert environment, wield Shemite bows as martial weapons instead of exotic weapons, -1 racial penalty to all saves.

Saves: Fort +5 (+5 base, +1 Con, -1 racial), Ref +5 (+2 base, +4 Dex, -1 racial), Will +3 (+2 base, +0 Will, +2 Iron Will, -1 racial)

Abilities: Str 18, Dex 18, Con 12, Int 10, Wis 10, Cha 10

Skills: Intimidate +9 (9 ranks, +0 Cha), Knowledge (geography) +9 (9 ranks, +0 Int).

Background Skills: Spot, Ride, Survival.

Feats: Combat Reflexes, Improved Bull Rush, Iron Will, Parry, Power Attack, Weapon Focus (scimitar), Weapon Specialization (scimitar).

Languages: Shemitish, Kothic.

Possessions: Scale corselet, scimitar, Shemite bow, 30 sp.

The Wolves of Gasparus, Corinthian Horsemen

Male Corinthian Soldier 2

Hit Dice: 2d10+2 (16 hp)

Initiative: +3 (+3 Dex, +0 Ref)

Speed: 30 ft. (6 squares)

DV (Dodge): 14 (+1 base, +3 Dex)

DV (Parry): 18 (+1 base, +4 Str, +1 Parry, +2 buckler)

DR: 5 (Mail Shirt)

Base Attack/Grapple: +2/+6 (+2 base, +4 Str)

Attack: Light lance +6 (+2 base, +4 Str) melee (1d10+4, 20/x3, AP 2); Bossonian longbow +6 (+2 base, +3 Dex, +1 weapon focus) ranged (1d12+4, 20/x3, AP 5, range increment 80 ft.)

Full Attack: Light lance +6 (+2 base, +4 Str) melee (1d10+4, 20/x3, AP 2); Bossonian longbow +6 (+2 base, +3 Dex, +1 weapon focus) ranged (1d12+4, 20/x3, AP 5, range increment 80 ft.)

Space/Reach: 5 ft./5 ft.

Special Attacks: none.

Special Qualities: Choose 2 extra class skills, gain +2 competence bonus to extra class skills, wield bossonian bow as martial weapon instead of exotic weapon, +1 racial bonus to Fate Points.

Saves: Fort +4 (+3 base, +1 Con), Ref +3 (+0 base, +3 Dex), Will +0 (+0 base, +0 Will)

Abilities: Str 18, Dex 16, Con 12, Int 10, Wis 10, Cha 10

Skills: Climb +9 (5 ranks, +4 Str), Ride +8 (5 ranks, +3 Dex).

Background Skills: Any four skills.

Feats: Endurance, Point Blank Shot, Precise Shot, Weapon Focus (bossonian longbow).

Languages: Corinthian, Zamorian, Kothic.

Possessions: Mail shirt, light lance, Bossonian longbow, 1 sp.

Iskander, the Traitor

Male Hyborian Thief 3/Soldier 4

Hit Dice: 3d8+6 plus 4d10+8 (57 hp)

Initiative: +13 (+5 Dex, +4 Ref, +4 Improved Initiative)

Speed: 30 ft. (6 squares)

DV (Dodge): 19 (+3 base, +5 Dex, +1 Dodge)

DV (Parry): 16 (+3 base, +3 Str)

DR: 6 (Mail Shirt, steel cap)

Base Attack/Grapple: +6/+9 (+6 base, +3 Str)

Attack: Arming sword +12 (+6 base, +5 Dex, +1 Weapon Focus) melee (1d10+5, 19-20/x2, AP 2, finesse); dagger +11 (+6 base, +5 Dex) ranged (1d4+3, 19-20/x2, AP 1, range increment 10 ft.)

Full Attack: Arming sword +12/+7 (+6 base, +5 Dex, +1 Weapon Focus) melee (1d10+5, 19-20/x2, AP 2, finesse) and axe +11/+6 (+6 base, +5 Dex) melee (1d8+3, 20/x3, AP 1, finesse); dagger +11/+6 (+6 base, +5 Dex) ranged (1d4+3, 19-20/x2, AP 1, range increment 10 ft.)

Space/Reach: 5 ft./5 ft.

Special Attacks: Sneak Attack Style (arming sword), Sneak Attack +2d6/+2d8, Formation Combat.

Special Qualities: Choose 2 extra class skills, gain +2 competence bonus to extra class skills, wield greatsword as martial weapon instead of exotic weapon, +1 racial bonus to Fate Points, Trapfinding, Eyes of the Cat, Trap Sense +1.

Saves: Fort +7 (+5 base, +2 Con), Ref +9 (+4 base, +5 Dex), Will +3 (+2 base, +1 Will)

Abilities: Str 16, Dex 20, Con 14, Int 14, Wis 12, Cha 10

Skills: Appraise +8 (6 ranks, +2 Int), Climb +9 (6 ranks, +3 Str), Gather Information +6 (6 ranks, +0 Cha), Hide +11 (6 ranks, +5 Dex), Listen +7 (6 ranks, +1 Wis), Move Silently +11 (6 ranks, +5 Dex), Open Lock +11 (6 ranks, +5 Dex), Sleight of Hand +11 (6 ranks, +5 Dex), Spot +7 (6 ranks, +1 Wis), Tumble +11 (6 ranks, +5 Dex), Knowledge (local) +9 (7 ranks, +2 Int), Search +9 (7 ranks, +2 Int).

Background Skills: Any four skills.

Feats: Combat Reflexes, Dodge, Improved Initiative, Improved Two-Weapon Combat, Mobility, Weapon Focus (arming sword), Weapon Specialization (arming sword).

Languages: Kothic, Corinthian, Zamorian.

Possessions: Mail shirt, arming sword, dagger, 71 sp.

Gasparus, the Wolf

Male Corinthian Noble 1/Soldier 7

Hit Dice: 1d8+4 plus 7d10+28 (70 hp)

Initiative: +8 (+2 Dex, +2 Ref, +4 Improved Initiative)

Speed: 25 ft. (5 squares)

DV (Dodge): 15 (+3 base, +2 Dex)

DV (Parry): 20 (+5 base, +5 Str, +1 Parry)

DR: 8 (Mail Hauberk, great helm)

Base Attack/Grapple: +7/+12 (+7 base, +5 Str)

Attack: Greatsword +13 (+7 base, +5 Str, +1 Weapon Focus) melee (2d10+9, 19-20/x2, AP 4)

Full Attack: Greatsword +13/+8 (+7 base, +5 Str, +1 Weapon Focus) melee (2d10+9, 19-20/x2, AP 4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Formation Combat, Formation Combat.

Special Qualities: Choose 2 extra class skills, gain +2 competence bonus to extra class skills, wield greatsword as martial weapon instead of exotic weapon, +1 racial bonus to Fate Points, Title, Rank Hath Its Privileges, Wealth.

Saves: Fort +9 (+5 base, +4 Con), Ref +4 (+2 base, +2 Dex), Will +7 (+4 base, +1 Will, +2 Iron Will)

Abilities: Str 20, Dex 14, Con 18, Int 12, Wis 12, Cha 12

Skills: Handle Animal +5 (4 ranks, +1 Cha), Hide +6 (4 ranks, +2 Dex), Knowledge (local) +5 (4 ranks, +1 Int), Spot +5 (4 ranks, +1 Wis), Survival +5 (4 ranks, +1 Wis), Climb +15 (10 ranks, +5 Str), Ride +12 (10 ranks, +2 Dex).

Background Skills: Any four skills.

Feats: Combat Reflexes, Endurance, Improved Initiative, Improved Sunder, Iron Will, Parry, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).
Languages: Corinthian, Ophirean, Zamorian, Kothic.

Possessions: Mail hauberk, greatsword, 5 sp.

The Vault of Yigthrahotep

General Notes: Yigthrahotep, a manserpent, and the serpentmen who seek to free him are survivors from before Kull's age, when they ruled the Thurian continent. The vault is located in the mountains of Punt, at the site of an ancient Shemitish mining colony. Replace Katanga with the city of Kassali and the goddess Belet-Lil with Nebethet.

"Merchants of Shem" (Disguised Serpentmen)

Male Serpentman Thief 4

Hit Dice: 4d8+4 (22 hp)

Initiative: +8 (+4 Dex, +4 Ref)

Speed: 40 ft. (8 squares)

DV (Dodge): 17 (+2 base, +4 Dex, +1 Light-Footed)

DV (Parry): 13 (+2 base, +1 Str)

DR: 0 (no armor)

Base Attack/Grapple: +3/+4 (+1 Str)

Attack: Arming sword +7 (+3 base, +4 Dex) melee (1d10+1, 19-20/x2, AP 2, finesse) or axe +7 (+3 base, +4 Dex) melee (1d8, 20/x3, AP 1, finesse); Dagger +7 (+3 base, +4 Dex) ranged (1d4+1, 19-20/x2, AP1, range increment 10 ft.)

Full Attack: Arming sword +7 (+3 base, +4 Dex) melee (1d10+1, 19-20/x2, AP 2, finesse) and axe +7 (+3 base, +4 Dex) melee (1d8, 20/x3, AP 1, finesse); Dagger +7 (+3 base, +4 Dex) ranged (1d4+1, 19-20/x2, AP1, range increment 10 ft.)

Space/Reach: 5 ft./5 ft.

Special Attacks: Sneak Attack Style (arming sword, axe), Sneak Attack +3d6/+3d8 (Light-Footed).

Special Qualities: Warm-blooded, immortal, impersonation, vulnerable to secret phrase, low-light vision, immune to poison; Trapfinding, Eyes of the Cat, Trap Sense +1, Light-Footed.

Saves: Fort +2 (+1 base, +1 Con), Ref +8 (+4 base, +4 Dex), Will +4 (+1 base, +1 Wis, +2 Iron Will)

Abilities: Str 12, Dex 18, Con 12, Int 13, Wis 12, Cha 12

Skills: Bluff +8 (7 ranks, +1 Cha), Disguise +8 (7 ranks, +1 Cha), Escape Artist +11 (7 ranks, +4 Dex), Hide +12 (7 ranks, +4 Dex, +1 Light-Footed), Knowledge (arcana) +8 (7 ranks, +1 Int), Listen +8 (7 ranks, +1 Wis), Move Silently +12 (7 ranks, +4 Dex, +1 Light-Footed), Spot +8 (7 ranks, +1 Wis), Tumble +11 (7 ranks, +4 Dex).

Feats: Fleet-Footed (b), Light-Footed, Iron Will, Two-Weapon Combat Proficiency.

Languages: Serpentman, Stygian, Kushite, Shemitish, Turanian.

Possessions: Breeks, doublet, sandals, grey cloak, arming sword, axe, dagger, 10 sp.

Their leader also carries a small clay figurine in the shape of a one-eyed dwarf.

Tactics: Stay out of range of heavy weapons. Attack with one weapon in each hand. Work in concert and use tumble, flanking and sneak attacks. If exposed, revert to serpentman form to force Terror save.

Turanian Mercenaries

Male Turanian Soldier 1

Hit Dice: 1d10+2 (9 hp)

Initiative: +1 (+1 Dex, +0 Ref)

Speed: 25 ft. (5 squares)

DV (Dodge): 11 (+0 base, +1 Dex)

DV (Parry): 13 (+0 base, +3 Str)

DR: 5 (scale corselet)

Base Attack/Grapple: +1/+4 (+3 Str)

Attack: Scimitar +5 (+1 base, +3 Str, +1 Weapon Focus) melee (1d8+3, 18-20/x2, AP 2); Hyrkanian bow +4 (+1 base, +1 Dex, +1 racial, +1 Weapon Focus) ranged (1d10+3, 19-20/x2, AP 3, range increment 150 ft.)

Full Attack: Scimitar +5 (+1 base, +3 Str, +1 Weapon Focus) melee (1d8+3, 18-20/x2, AP 2); Hyrkanian bow +4 (+1 base, +1 Dex, +1 racial, +1 Weapon Focus) ranged (1d10+3, 19-20/x2, AP 3, range increment 150 ft.)

Space/Reach: 5 ft./5 ft.

Special Attacks: +1 racial bonus to attack rolls with all bows, +1 circumstance bonus to attack rolls if the target is at least 6 range increments away (4 if the Turanian has Far Shot), +2 circumstance bonus to attack rolls if the target is at least 9 range increments away (6 if the Turanian has Far Shot).

Special Qualities: No prerequisite for the Far Shot feat, +2 circumstance bonus to all Diplomacy, Gather Information and Intimidate checks anywhere east of Zamora, west of Khitai and north of Vendhya as long as the Turanian has a visible martial weapon, -2 racial penalty to saves against Hypnotism of any kind, wield tulwars and Hyrkanian bows as martial weapons instead of exotic weapons.

Saves: Fort +4 (+2 base, +2 Con), Ref +1 (+0 base, +1 Dex), Will +0 (+0 base)

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

Skills: Ride +5 (4 ranks, +1 Dex), Search +4 (4 ranks).

Background Skills: Craft (bowyer), Ride, Survival.

Feats: Far Shot, Weapon Focus (scimitar), Weapon Focus (Hyrkanian bow).

Languages: Turanian, Shemitish.

Possessions: Scale corselet, scimitar, Hyrkanian bow, 30 arrows, 2 sp.

Tactics: Use bows from long range, then close with scimitars.

Stygian Slavers

Male Stygian Soldier 2

Hit Dice: 2d10+2 (17 hp)

Initiative: +2 (+2 Dex, +0 Ref)

Speed: 30 ft. (6 squares)

DV (Dodge): 13 (+1 base, +2 Dex)

DV (Parry): 17 (+1 base, +2 Str, +4 large shield)

DR: 1 (steel cap)

Base Attack/Grapple: +2/+4 (+2 Str)

Attack: Hunting spear +5 (+2 base, +2 Str, +1 Weapon Focus) melee (1d8+2, AP 1); Stygian bow +6 (+2 base, +2 Dex, +1 racial, +1 Point Blank Shot) ranged (1d12+3, 19-20/x2, AP 2, range increment 60 ft.); Hunting spear +5 (+2 base, +2 Dex, +1 Weapon Focus) ranged (1d8+2, AP 1, range increment 10 ft.)

Full Attack: Hunting spear +5 (+2 base, +2 Str, +1 Weapon Focus) melee (1d8+2, AP 1); Stygian bow +6 (+2 base, +2 Dex, +1 racial, +1 Point Blank Shot) ranged (1d12+3, 19-20/x2, AP 2, range increment 60 ft.); Hunting spear +5 (+2 base, +2 Dex, +1 Weapon Focus) ranged (1d8+2, AP 1, range increment 10 ft.)

Space/Reach: 5 ft./5 ft.

Special Attacks: +1 racial bonus to attack rolls with Stygian bows.

Special Qualities: +2 racial bonus to all Knowledge (arcana), Perform (ritual) and Craft (alchemy) checks, -2 racial penalty to saves against Corruption, proficient with Stygian bow.

Saves: Fort +4 (+3 base, +1 Con), Ref +2 (+0 base, +2 Dex), Will +0 (+0 base)

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

Skills: Ride +7 (5 ranks, +2 Dex), Search +5 (5 ranks).

Background Skills: Handle Animal, Knowledge (arcana), Perform (ritual).

Feats: Point Blank Shot, Precise Shot, Weapon Focus (hunting spear).

Languages: Stygian, Kushite, Shemitish.

Possessions: Steel cap, large crocodile-hide shield, hunting spear, net, Stygian bow, 20 arrows, riding horse, 1 sp.

Tactics: Dismount from horses. Some stay back and use bows from close range (preferably within 30 ft., using Precise Shot so have no fear of hitting their allies), while others grab shields and close with spears and nets.

Stygian Slavelord

Male Stygian Soldier 6

Hit Dice: 6d10+18 (55 hp)

Initiative: +4 (+2 Dex, +2 Ref)

Speed: 30 ft. (6 squares)

DV (Dodge): 15 (+3 base, +2 Dex)

DV (Parry): 23 (+4 base, +4 Str, +1 Parry, +4 large shield)

DR: 6 (mail shirt, steel cap)

Base Attack/Grapple: +6/+10 (+4 Str)

Attack: War sword +11 (+6 base, +4 Str, +1 Weapon Focus) melee (1d12+8, 19-20/x2, AP 3); Stygian bow +9 (+6 base, +2 Dex, +1 racial) ranged (1d12+4, 19-20/x2, AP 2, range increment 60 ft.)

Full Attack: War sword +11/+6 (+6 base, +4 Str, +1 Weapon Focus) melee (1d12+8, 19-20/x2, AP 3); Stygian bow +9/+4 (+6 base, +2 Dex, +1 racial) ranged (1d12+4, 19-20/x2, AP 2, range increment 60 ft.)

Space/Reach: 5 ft./5 ft.

Special Attacks: +1 racial bonus to attack rolls with Stygian bows; Formation Combat (light cavalry).

Special Qualities: +2 racial bonus to all Knowledge (arcana), Perform (ritual) and Craft (alchemy) checks, -2 racial penalty to saves against Corruption, proficient with Stygian bow.

Saves: Fort +8 (+5 base, +3 Con), Ref +4 (+2 base, +2 Dex), Will +3 (+2 base, +1 Wis)

Abilities: Str 18, Dex 14, Con 16, Int 12, Wis 12, Cha 14

Skills: Intimidate +11 (9 ranks, +2 Cha), Ride +11 (9 ranks, +2 Dex), Search +10 (9 ranks, +1 Int).

Background Skills: Handle Animal, Knowledge (arcana), Perform (ritual).

Feats: Combat Reflexes, Mounted Combat, Parry, Power Attack, Steely Gaze, Weapon Focus (war sword), Weapon Specialization (war sword).

Languages: Stygian, Kushite, Shemitish.

Possessions: Mail shirt, steel cap, large crocodile-hide shield, Stygian bow (+4 Str), 20 arrows, war sword, whip, Stygian warhorse, golden pectoral decorated with serpents (worth 50 sp), Stygian headdress with thin golden circlet (worth 20 sp).

Tactics: When mounted, can use war sword with one hand (less damage but +1 attack bonus from higher ground) and shield in the other hand. When dismounting, discard shield and use war sword in both hands, using Power Attack to devastating effect. Use

Steely Gaze feat to demoralise an opponent as a free action each round. Use whip only on defenseless slaves and captives.

Puntish Spearmen, Keshani Warriors & Yewambe Tribesmen

Male Kushite Barbarian 2

Hit Dice: 2d10+2 (17 hp)

Initiative: +5 (+2 Dex, +3 Ref)

Speed: 30 ft. (6 squares)

DV (Dodge): 13 (+1 base, +2 Dex)

DV (Parry): 16 (+0 base, +2 Str, +4 large shield)

DR: 0 (no armor)

Base Attack/Grapple: +2/+4 (+2 Str)

Attack: Hunting spear +5 (+2 base, +2 Str, +1 Weapon Focus) melee (1d8+3, AP 1); hunting bow +5 (+2 base, +2 Dex, +1 Point Blank Shot) ranged (1d8+1, 19-20/x2, AP 1, range increment 50 ft.); Hunting spear +5 (+2 base, +2 Dex, +1 Weapon Focus) ranged (1d8+3, AP 1, range increment 10 ft.)

Full Attack: Hunting spear +5 (+2 base, +2 Str, +1 Weapon Focus) melee (1d8+3, AP 1); hunting bow +5 (+2 base, +2 Dex, +1 Point Blank Shot) ranged (1d8+1, 19-20/x2, AP 1, range increment 50 ft.); Hunting spear +5 (+2 base, +2 Dex, +1 Weapon Focus) ranged (1d8+3, AP 1, range increment 10 ft.)

Space/Reach: 5 ft./5 ft.

Special Attacks: +1 racial bonus to damage rolls with spears when used as melee weapon.

Special Qualities: +2 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks in hot environments, proficient with all simple weapons, illiterate; Track, Fearless, Versatility (-2 penalty), Bite Sword, Crimson Mist.

Saves: Fort +4 (+3 base, +1 Con), Ref +5 (+3 base, +2 Dex), Will +0 (+0 base)

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

Skills: Hide +9 (2 racial ranks, 5 ranks, +2 Dex), Listen +5 (5 ranks), Move Silently +4 (2 racial ranks, +2 Dex), Spot +5 (5 ranks), Survival +7 (2 racial ranks, 5 ranks).

Background Skills: Hide, Move Silently, Survival.

Feats: Point Blank Shot, Weapon Focus (hunting spear).

Languages: Kushite (Puntish or Keshani), Stygian, Shemitish.

Possessions: Large rhino-hide shield, 2 hunting spears, hunting bow, 20 arrows.

Yewambe tribesmen also carry 1 dose of weak Derketa juice poison (injury DC 18, damage 1d8 Con/1d8 Con).

Tactics: Use bows from distance. Throw spear when enemies close, and then enter melee with other spear. The Yewambe tribesmen also employ poisoned arrows and spears, using a weaker variant of the Apple of Derketa juice (note that this is dangerous business since they do not have the Poison Use feat).

Tibaa, Tribal Champion

Male Kushite Barbarian 6

Hit Dice: 6d10+12 (46 hp)

Initiative: +8 (+3 Dex, +5 Ref)

Speed: 30 ft. (6 squares)

DV (Dodge): 18 (+4 base, +3 Dex, +1 Dodge)

DV (Parry): 16 (+2 base, +4 Str)

DR: 5 (rhino hide armor)

Base Attack/Grapple: +6/+10 (+4 Str)

Attack: War club +11 (+6 base, +4 Str, +1 Weapon Focus) melee (2d6+6, AP 4)

Full Attack: War club +11/+6 (+6 base, +4 Str, +1 Weapon Focus) melee (2d6+6, AP 4)

Space/Reach: 5 ft./5 ft.

Special Attacks: +1 racial bonus to damage rolls with spears when used as melee weapon.

Special Qualities: +2 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks in hot environments, proficient with all simple weapons, illiterate; Track, Fearless, Versatility (-2 penalty), Bite Sword, Crimson Mist, Trap Sense +2, Endurance, Uncanny Dodge, Mobility, Diehard.

Saves: Fort +7 (+5 base, +2 Con), Ref +8 (+5 base, +3 Dex), Will +3 (+2 base, +1 Wis)

Abilities: Str 18, Dex 16, Con 14, Int 10, Wis 12, Cha 10

Skills: Hide +14 (2 racial ranks, 9 ranks, +3 Dex), Listen +10 (9 ranks, +1 Wis), Move Silently +5 (2 racial ranks, +3 Dex), Spot +10 (9 ranks, +1 Wis), Survival +12 (2 racial ranks, 9 ranks, +1 Wis).

Background Skills: Hide, Move Silently, Survival.

Feats: Diehard (b), Dodge, Endurance (b), Fighting-Madness, Improved Bull Rush, Power Attack, Weapon Focus (war club).

Languages: Puntish, Keshani, Stygian.

Possessions: Rhino-hide armor, war club.

Tactics: Defend Nugga-Tikada, the Tribal Mother, at all costs. When fighting above the pit (without armor), use bull rushes to try to push opponents into the pit.

Nugga-Tikanda, The Tribal Mother

Huge (Corpulent) Female Kushite Scholar 8 (Aberration)

Hit Dice: 8d6+48 (71 hp)

Initiative: +1 (-1 Dex, +2 Ref)

Speed: 20 ft. (4 squares)

DV (Dodge): 10 (+3 base, -1 Dex, -2 size)

DV (Parry): 14 (+3 base, +3 Str, -2 size)

DR: 4 (corpulent)

Base Attack/Grapple: +6/+17 (+3 Str, +8 size)

Attack: Slam +9 (+6 base, +3 Str) melee (2d8+3)

Full Attack: Slam +9 (+6 base, +3 Str) melee (2d8+3)

Space/Reach: 10 ft./10 ft.

Special Attacks: +1 racial bonus to damage rolls with spears when used as melee weapon; Improved Grab, Crush (2d8+3).

Special Qualities: +2 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks in hot environments, proficient with all simple weapons, illiterate; Scholar, Background (independent), Base Power Points, Knowledge Is Power, +2 Power Points, Iron Will, Increased Maximum Power Points (triple); Resistant to Blows.

Saves: Fort +3 (+2 base, +1 Con), Ref +1 (+2 base, -1 Dex), Will +9 (+6 base, +3 Wis)

Abilities: Str 16, Dex 8, Con 22, Int 13, Wis 14, Cha 16

Skills: Concentration +17 (11 ranks, +6 Con), Craft (alchemy) +12 (11 ranks, +1 Int), Craft (herbalism) +12 (11 ranks, +1 Int), Heal +13 (11 ranks, +2 Wis), Intimidate +14 (11 ranks, +3 Cha), Knowledge (arcana) +12 (11 ranks, +1 Int), Knowledge (nature) +12 (11 ranks, +1 Int), Knowledge (religion) +12 (11 ranks, +1 Int), Perform (ritual) +14 (11 ranks, +3 Cha).

Background Skills: Hide, Move Silently, Survival.

Feats: Improved Evil Eye, Improved Grab (b), Iron Will (b), Ritual Sacrifice, Steely Gaze.

Magical Attack Bonus: +7 (+4 base, +3 Cha)

Base/Max Power Points: 8/24 (base 4, +2 Wis, +2 class)

Sorcery Styles (4) and Spells (6): Curses (Lesser Ill-Fortune, Ill-Fortune), Hypnotism (Entrance, Hypnotic Suggestion, Torment, Dread Serpent), Immortality (Witch's Vigour), Necromancy (Raise Corpse)

Languages: Puntish, Stygian, Demonic.

Possessions: Bone necklace, gold nipple rings (worth 25 sp each).

Tactics: Sacrifice or drain slaves to boost PP, then precast Witch's Vigour if expecting trouble. Cast Ill-Fortune, Torment and Hypnotic Suggestion on enemies from a distance. Use Raise Corpse if opponents come nearby. If entering melee, use demoralize opponent as a free action and grab opponents with improved grab.

N'Kruma, Corrupt Priest of Nebethet

Male Kushite Scholar 6

Hit Dice: 6d6+12 (32 hp)

Initiative: +4 (+2 Dex, +2 Ref)

Speed: 30 ft. (6 squares)

DV (Dodge): 14 (+2 base, +2 Dex)

DV (Parry): 13 (+2 base, +1 Str)

DR: 0 (no armor)

Base Attack/Grapple: +4/+5 (+1 Str)

Attack: War spear +6 (+4 base, +2 Dex) melee (1d10+2, 20/x3, AP 2, finesse, reach 10 ft.); club +5 (+4 base, +1 Str) melee (1d8+1, AP 1); club +6 (+4 base, +2 Dex) ranged (1d8+1, AP 1, range increment 10 ft.)

Full Attack: War spear +6 (+4 base, +2 Dex) melee (1d10+2, 20/x3, AP 2, finesse, reach 10 ft.); club +5 (+4 base, +1 Str) melee (1d8+1, AP 1); club +6 (+4 base, +2 Dex) ranged (1d8+1, AP 1, range increment 10 ft.)

Space/Reach: 5 ft./5 ft. (10 ft. with war spear)

Special Attacks: +1 racial bonus to damage rolls with spears when used as melee weapon.

Special Qualities: +2 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks in hot environments, proficient with all simple weapons, illiterate; Scholar, Background (lay priest), Base Power Points, Knowledge Is Power, +2 Power Points, Iron Will, Increased Maximum Power Points (triple).

Saves: Fort +3 (+2 base, +1 Con), Ref +4 (+2 base, +2 Dex), Will +10 (+5 base, +3 Wis, +2 Iron Will)

Abilities: Str 12, Dex 14, Con 12, Int 12, Wis 16, Cha 16

Skills: Concentration +10 (9 ranks, +1 Con), Craft (alchemy) +10 (9 ranks, +1 Int), Craft (herbalism) +10 (9 ranks, +1 Int), Heal +12 (9 ranks, +3 Wis), Intimidate +12 (9 ranks, +3 Cha), Knowledge (arcana) +10 (9 ranks, +1 Int), Knowledge (nature) +10 (9 ranks, +1 Int), Knowledge (religion) +10 (9 ranks, +1 Int), Move Silently +4 (2 racial ranks, +2 Dex), Perform (ritual) +12 (9 ranks, +3 Cha).

Background Skills: Hide, Move Silently, Survival.

Feats: Hexer, Priest, Toughness.

Magical Attack Bonus: +6 (+3 base, +3 Cha)

Base/Max Power Points: 9/27 (base 4, +3 Wis, +2 class)

Sorcery Styles and Spells: Curses (Lesser Ill-Fortune, Greater Ill-Fortune), Nature Magic (Summon Beast, Greater Summon Beast, Animal Ally, Children of the Night), Summonings (Demonic Pact)

Languages: Keshani, Stygian, Shemitish.

Possessions: Purple robe, war spear, club, talisman of Nebethet (grants +4 to DV or die roll up to 1/week), gold earrings (worth 10 sp each).

Tactics: Has a large viper snake as his animal ally (+2 HD, +1 DR, +1 Str/Dex).

Yewambe Tribal Champions

Male Kushite Barbarian 6

Hit Dice: 6d10+12 (46 hp)

Initiative: +8 (+3 Dex, +5 Ref)

Speed: 30 ft. (6 squares)

DV (Dodge): 18 (+4 base, +3 Dex, +1 Dodge)

DV (Parry): 16 (+2 base, +4 Str)

DR: 5 (rhino hide armor)

Base Attack/Grapple: +6/+10 (+4 Str)

Attack: War club +11 (+6 base, +4 Str, +1 Weapon Focus) melee (2d6+6, AP 4)

Full Attack: War club +11/+6 (+6 base, +4 Str, +1 Weapon Focus) melee (2d6+6, AP 4)

Space/Reach: 5 ft./5 ft.

Special Attacks: +1 racial bonus to damage rolls with spears when used as melee weapon.

Special Qualities: +2 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks in hot environments, proficient with all simple weapons, illiterate; Track, Fearless, Versatility (-2 penalty), Bite Sword, Crimson Mist, Trap Sense +2, Endurance, Uncanny Dodge, Mobility, Diehard.

Saves: Fort +7 (+5 base, +2 Con), Ref +8 (+5 base, +3 Dex), Will +3 (+2 base, +1 Wis)

Abilities: Str 18, Dex 16, Con 14, Int 10, Wis 12, Cha 10

Skills: Hide +14 (2 racial ranks, 9 ranks, +3 Dex), Listen +10 (9 ranks, +1 Wis), Move Silently +5 (2 racial ranks, +3 Dex), Spot +10 (9 ranks, +1 Wis), Survival +12 (2 racial ranks, 9 ranks, +1 Wis).

Background Skills: Hide, Move Silently, Survival.

Feats: Diehard (b), Dodge, Endurance (b), Fighting-Madness, Improved Bull Rush, Power Attack, Weapon Focus (war club).

Languages: Puntish, Keshani, Stygian.

Possessions: Rhino-hide armor, war club.

Tactics: Defend Nugga-Tikada, the Tribal Mother, at all costs. When fighting above the pit (dropping armor), use bull rushes to try to push opponents into the pit.

Huge Monstrous Centipede

Huge Vermin

Hit Dice: 6d8+6 (33 hp)

Initiative: +4 (+2 Dex, +2 Ref)

Speed: 40 ft. (8 squares), climb 40 ft.

DV (Dodge): 14 (+4 base, +2 Dex, -2 size)

DR: 6 (exoskeleton)

Base Attack/Grapple: +4/+15 (+3 Str, +8 size)

Attack: Bite +5 melee (2d6+4 plus poison)

Full Attack: Bite +5 melee (2d6+4 plus poison)

Space/Reach: 15 ft./10 ft.

Special Attacks: None.

Special Qualities: Darkvision 60 ft., vermin traits.

Saves: Fort +6, Ref +4, Will +2

Abilities: Str 17, Dex 15, Con 12, Int —, Wis 10, Cha 2

Skills: Climb +11, Hide +2, Spot +4

Feats: —

Climate/Terrain: Underground

Organization: Solitary or colony (2-5)

Advancement: 7-11 HD (Huge).

Monstrous centipedes tend to attack anything that resembles food, biting with their jaws and injecting their poison.

Poison (Ex): A monstrous centipede has a poisonous bite (Fort DC 14, initial and secondary damage 1d6 Dex). The save DC is Constitution-based.

Skills: Monstrous centipedes have a +4 racial bonus on Spot checks, and a +8 racial bonus on Climb and Hide checks. They can use either their Strength or Dexterity modifier for Climb checks, whichever is higher. Monstrous centipedes can take 10 on Climb checks, even if threatened or distracted.

Degenerates of Yewambe

Medium-size Humanoid

Hit Dice: 3d8+3 (17 hp)

Initiative: +5 (+2 Dex, +3 Ref)

Speed: 30 ft. (6 squares)

DV (Dodge): 14 (+2 base, +2 Dex)

DR: 3 (furry hide)

Base Attack/Grapple: +1/+5 (+4 Str)

Attack: Claw +6 (+2 base, +4 Str) melee (1d6+4); rock +4 (+2 base, +2 Dex) ranged (1d3+4, range increment 10 ft.)

Full Attack: 2 claws +6 (+2 base, +4 Str) melee (1d6+4); rock +4 (+2 base, +2 Dex) ranged (1d3+4, range increment 10 ft.)

Space/Reach: 5 ft./5 ft.

Special Attacks: None.

Special Qualities: Low-light vision.

Saves: Fort +2 (+1 base, +1 Con), Ref +5 (+3 base, +2 Dex), Will +1 (+1 base)

Abilities: Str 18, Dex 14, Con 12, Int 8, Wis 11, Cha 8

Skills: Spot +6 (6 ranks)

Feats: Brawl, Two-Weapon Combat Proficiency

Climate/Terrain: Temperate or warm land and underground

Organization: Gang (2-5) or tribe (10-40)

Advancement: By character class (usually barbarian).

The outcasts of the Yewambe tribe have degenerated into slaving, mindless brutes of subhuman intelligence and animal savagery. In an environment where only the strong survive, most have great physical strength. Eschewing tools, except simple rocks and wooden sticks, their fingernails have developed into sharp claws.

Manserpent

Large Aberration

Hit Dice: 9d8+9 (49 hp)

Initiative: +7 (+4 Dex, +3 Ref)

Speed: 40 ft. (8 squares)

DV (Dodge): 16 (+3 base, +4 Dex, -1 size)

DR: 6 (scales)

Base Attack/Grapple: +6/+15 (+5 Str, +4 size)

Attack: Bite +11 (+6 base, +5 Str) melee (2d8+5 plus poison, AP 1*)

Full Attack: Bite +11 (+6 base, +5 Str) melee (2d8+5 plus poison, AP 1*)

Space/Reach: 10 ft./10 ft.

Special Attacks: Constriction, poison, sorcery.

Special Qualities: Immortal, vulnerability to secret phrase, darkvision (90 ft.), sorcerous hibernation, knowledge is power, immunity to poison, telepathy (60 ft.).
Saves: Fort +4 (+3 base, +1 Con), Ref +9 (+3 base, +4 Dex, +2 Lightning Reflexes), Will +9 (+6 base, +3 Wis)
Abilities: Str 20, Dex 18, Con 12, Int 13, Wis 16, Cha 18
Skills: Concentration +13 (12 ranks, +1 Con), Listen +15 (12 ranks, +3 Wis), Spot +15 (12 ranks, +3 Wis)
Feats: Combat Reflexes, Lightning Reflexes, Improved Grab
Magical Attack Bonus: +8 (+4 base, +4 Cha)
Base/Max Power Points: 13/26 (base 10, +3 Wis)
Sorcery Styles and Spells: Hypnotism (Entrance, Hypnotic Suggestion, Domination)
Climate/Terrain: Temperate or warm land and underground
Organization: Solitary or nest (2-4)
Advancement: 10-13 HD (Large); 14-27 HD (Huge).

* AP score does not include Strength bonus.

Manserpents are huge, snake-like creatures with human heads. Their “hair” is a mass of tiny snakes, and their face often emits an unearthly golden glow. They are cold-blooded with glittering black scales and grow to an adult length of 10 to 20 feet. Wise and patient, these creatures can stay still for hours but move swiftly when alarmed. They favor resting in a semi-aware state that conserves their energy and makes them very hard to surprise.

Manserpents speak the language of the serpent-men. Most also speak ancient Stygian. Their unearthly voices can mesmerize human victims.

Combat

Manserpents are highly intelligent and prefer to use their sorcery to entrance opponents from a distance, although they will fight ferociously if angered into physical combat, moving in to crush and kill opponents with constriction and poison attacks.

Constrict (Ex): A manserpent deals 2d8+7 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a manserpent must hit a creature of up to huge size with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to constrict the opponent in the following round. A held victim is also automatically hit by the manserpent’s bite attack, unless the manserpent chooses to attack another opponent with its bite.

Poison (Ex): The manserpent's poison is delivered by its hair, which is a mass of tiny snakes. The snakes are assumed to hit when the manserpent hits with its bite attack. Fortitude save (DC 15); initial and secondary damage 1d8 temporary Constitution. The save DC is Constitution-based.

Immortal (Su): A manserpent cannot die from old age.

Knowledge Is Power (Ex): This ability functions like the Scholar class feature of the same name.

Sorcerous Hibernation (Su): Manserpents are carnivorous and swallow their prey whole. They can go for weeks or months without feeding, however, and can also sustain

themselves magically, although they prefer a human diet, which they are usually fed by snake-worshipping priests. As a full-round action, a manserpent can enter a state of hibernation where the need for food is suspended. The manserpent appears asleep, but retains its hearing and can wake up as a full-round action.

Vulnerability to Secret Phrase (Su): Like their brethren the serpent-men, these creatures have a special vulnerability to the ancient phrase "*ka nama kaa lajerama*". If this phrase is uttered in their presence, they suffer wracking pains that impose a -4 penalty on attack rolls, skill checks, and ability checks for 10 minutes (no saving throw allowed).

Telepathy (Su): Manserpents can communicate telepathically with any intelligent creature to a range of 60 feet.

The Swords of Zimballah

General Notes: This adventure takes place in Zembabwe, with spies from Keshan and Punt involved. The priests of the city worship the bird-god Groth-Golka. The weaponsmiths are from Iranistan.

Chekwi, Dabir and Idi, Spies of Keshan

Male Kushite Thief 4

Hit Dice: 4d8+4 (22 hp)

Initiative: +8 (+4 Dex, +4 Ref)

Speed: 40 ft. (8 squares)

DV (Dodge): 17 (+2 base, +4 Dex, +1 Light-Footed)

DV (Parry): 13 (+2 base, +1 Str)

DR: 0 (no armor)

Base Attack/Grapple: +3/+4 (+1 Str)

Attack: Arming sword +7 (+3 base, +4 Dex) melee (1d10+1, 19-20/x2, AP 2, finesse) or axe +7 (+3 base, +4 Dex) melee (1d8, 20/x3, AP 1, finesse); Dagger +7 (+3 base, +4 Dex) ranged (1d4+1, 19-20/x2, AP1, range increment 10 ft.)

Full Attack: Arming sword +7 (+3 base, +4 Dex) melee (1d10+1, 19-20/x2, AP 2, finesse) and axe +7 (+3 base, +4 Dex) melee (1d8, 20/x3, AP 1, finesse); Dagger +7 (+3 base, +4 Dex) ranged (1d4+1, 19-20/x2, AP1, range increment 10 ft.)

Space/Reach: 5 ft./5 ft.

Special Attacks: +1 racial bonus to damage rolls with spears when used as melee weapon; Sneak Attack Style (arming sword, axe), Sneak Attack +3d6/+3d8 (Light-Footed).

Special Qualities: +2 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks in hot environments, proficient with all simple weapons, illiterate; Trapfinding, Eyes of the Cat, Trap Sense +1, Light-Footed.

Saves: Fort +2 (+1 base, +1 Con), Ref +8 (+4 base, +4 Dex), Will +4 (+1 base, +1 Wis, +2 Iron Will)

Abilities: Str 12, Dex 18, Con 12, Int 13, Wis 12, Cha 12

Skills: Bluff +8 (7 ranks, +1 Cha), Disguise +8 (7 ranks, +1 Cha), Escape Artist +11 (7 ranks, +4 Dex), Hide +12 (7 ranks, +4 Dex, +1 Light-Footed), Knowledge (arcana) +8 (7 ranks, +1 Int), Listen +8 (7 ranks, +1 Wis), Move Silently +12 (7 ranks, +4 Dex, +1 Light-Footed), Spot +8 (7 ranks, +1 Wis), Tumble +11 (7 ranks, +4 Dex).

Feats: Fleet-Footed (b), Light-Footed, Iron Will, Two-Weapon Combat Proficiency.

Languages: Keshani, Zembabweian, Puntish, Kushite, Stygian.

Possessions: Breeks, doublet, sandals, grey cloak, arming sword, axe, dagger, 10 sp.
Tactics: Stay out of range of heavy weapons. Attack with one weapon in each hand. Work in concert and use tumble, flanking and sneak attacks.

Zimbabwean Warriors

Male Kushite Barbarian 1

Hit Dice: 1d10+1 (11 hp)

Initiative: +5 (+2 Dex, +3 Ref)

Speed: 30 ft. (6 squares)

DV (Dodge): 12 (+0 base, +2 Dex)

DV (Parry): 16 (+0 base, +2 Str, +4 large shield)

DR: 0 (no armor)

Base Attack/Grapple: +1/+3 (+2 Str)

Attack: Hunting spear +4 (+1 base, +2 Str, +1 Weapon Focus) melee (1d8+3, AP 1); hunting bow +4 (+1 base, +2 Dex, +1 Point Blank Shot) ranged (1d8+1, 19-20/x2, AP 1, range increment 50 ft.); Hunting spear +4 (+1 base, +2 Dex, +1 Weapon Focus) ranged (1d8+3, AP 1, range increment 10 ft.)

Full Attack: Hunting spear +4 (+1 base, +2 Str, +1 Weapon Focus) melee (1d8+3, AP 1); hunting bow +4 (+1 base, +2 Dex, +1 Point Blank Shot) ranged (1d8+1, 19-20/x2, AP 1, range increment 50 ft.); Hunting spear +4 (+1 base, +2 Dex, +1 Weapon Focus) ranged (1d8+3, AP 1, range increment 10 ft.)

Space/Reach: 5 ft./5 ft.

Special Attacks: +1 racial bonus to damage rolls with spears when used as melee weapon.

Special Qualities: +2 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks in hot environments, proficient with all simple weapons, illiterate; Track, Fearless, Versatility (-2 penalty).

Saves: Fort +3 (+2 base, +1 Con), Ref +4 (+2 base, +2 Dex), Will +0 (+0 base)

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

Skills: Hide +8 (2 racial ranks, 4 ranks, +2 Dex), Listen +4 (4 ranks), Move Silently +4 (2 racial ranks, +2 Dex), Spot +4 (4 ranks), Survival +6 (2 racial ranks, 4 ranks).

Background Skills: Hide, Move Silently, Survival.

Feats: Point Blank Shot, Weapon Focus (hunting spear).

Languages: Kushite (Puntish, Keshani, or Zimbabwean), Stygian, Shemitish.

Possessions: Large wooden shield, 2 hunting spears, hunting bow, 20 arrows.

Tactics: Use bows from distance. Throw one spear when enemies close, and then enter melee with other spear.

Zimbabwean Palace Guard

Male Kushite Barbarian 5

Hit Dice: 5d10+10 (46 hp)

Initiative: +6 (+2 Dex, +4 Ref)

Speed: 30 ft. (6 squares)

DV (Dodge): 15 (+3 base, +2 Dex)

DV (Parry): 19 (+1 base, +3 Str, +1 Parry, +4 large shield)

DR: 0 (no armor)

Base Attack/Grapple: +5/+8 (+3 Str)

Attack: War sword +9 (+5 base, +3 Str, +1 Weapon Focus) melee (1d12+5, 19-20/x2, AP 3)

Full Attack: War sword +9 (+5 base, +3 Str, +1 Weapon Focus) melee (1d12+5, 19-20/x2, AP 3)

Space/Reach: 5 ft./5 ft.

Special Attacks: +1 racial bonus to damage rolls with spears when used as melee weapon.

Special Qualities: +2 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks in hot environments, proficient with all simple weapons, illiterate; Track, Fearless, Versatility (-2 penalty), Bite Sword, Crimson Mist, Trap Sense +1, Endurance, Uncanny Dodge, Mobility.

Saves: Fort +6 (+4 base, +2 Con), Ref +6 (+4 base, +2 Dex), Will +2 (+1 base, +1 Wis)

Abilities: Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8

Skills: Hide +12 (2 racial ranks, 8 ranks, +2 Dex), Listen +9 (8 ranks, +1 Wis), Move Silently +4 (2 racial ranks, +2 Dex), Spot +9 (8 ranks, +1 Wis), Survival +11 (2 racial ranks, 8 ranks, +1 Wis).

Background Skills: Hide, Move Silently, Survival.

Feats: Endurance (b), Exotic Weapon Proficiency (war sword), Parry, Power Attack, Weapon Focus (war sword).

Languages: Zembabweian, Puntish, Keshani.

Possessions: Loincloth, lion-skin cloak, gold necklace (worth 50 sp), large wooden shield, war sword.

Tactics: Charge into battle and strike down opponents with Power Attacks.

Gonda, Bird-Masked High Priest of Groth-Golka

Male Kushite Scholar 9

Hit Dice: 9d6 (32 hp)

Initiative: +3 (+3 Ref)

Speed: 30 ft. (6 squares)

DV (Dodge): 13 (+3 base)

DV (Parry): 14 (+3 base, +1 Str)

DR: 0 (no armor)

Base Attack/Grapple: +6/+7 (+1 Str)

Attack: Staff +7 (+6 base, +1 Str) melee (2d4+2, AP 1, reach 10 ft.)

Full Attack: Staff +7/+2 (+6/+1 base, +1 Str) melee (2d4+2, AP 1, reach 10 ft.)

Space/Reach: 5 ft./5 ft. (10 ft. with staff)

Special Attacks: +1 racial bonus to damage rolls with spears when used as melee weapon.

Special Qualities: +2 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks in hot environments, proficient with all simple weapons, illiterate; Scholar, Background (lay priest), Base Power Points, Knowledge Is Power, +2 Power Points, Iron Will, Increased Maximum Power Points (triple), Tattoo of Groth-Golka (1/week, touch as free action, gain +4 bonus to skill, attack roll, magic attack roll or DV for 1 round).

Saves: Fort +3 (+3 base), Ref +3 (+3 base), Will +9 (+6 base, +3 Wis)

Abilities: Str 12, Dex 10, Con 10, Int 16, Wis 16, Cha 18

Skills: Concentration +12 (12 ranks), Craft (alchemy) +15 (12 ranks, +3 Int), Craft (herbalism) +15 (12 ranks, +3 Int), Heal +15 (12 ranks, +3 Wis), Intimidate +16 (12 ranks, +4 Cha), Knowledge (arcana) +15 (12 ranks, +3 Int), Knowledge (nature) +15 (12 ranks, +3 Int), Knowledge (religion) +15 (12 ranks, +3 Int), Move Silently +12 (12 ranks), Perform (ritual) +16 (12 ranks, +4 Cha), Sense Motive +15 (12 ranks, +3 Wis).

Background Skills: Hide, Move Silently, Survival.

Feats: Improved Evil Eye, Iron Will (b), Priest, Ritual Sacrifice, Steely Gaze.

Magical Attack Bonus: +8 (+4 base, +4 Cha)

Base/Max Power Points: 9/27 (base 4, +3 Wis, +2 class)

Sorcery Styles and Spells: Counterspells (Warding, Greater Warding, Rune of Jhebbal Sag), Curses (Lesser Ill-Fortune, Curse of Yizil (b), Greater Ill-Fortune), Nature

Magic (Summon Beast, Greater Summon Beast, Children of the Night, Sorcerous Garden), Summonings (Demonic Pact, Summon Demon).

Languages: Zembabweian, Puntish, Stygian, Shemitish.

Corruption: 1.

Possessions: Bird-mask, loincloth, vulture-feathered staff topped with bird's head that can control devil-birds, golden armbands (100 sp each).

Tactics: Use Steely Gaze to demoralize an opponent as a free action each round. Fight with staff. Cast Greater Ill-Fortune by gaze. Summon devil-birds if necessary. Use Curse of Yizil as a dying curse.

Cultists of Groth-Golka

Male Kushite Thief 2

Hit Dice: 2d8+2 (14 hp)

Initiative: +7 (+4 Dex, +3 Ref)

Speed: 30 ft. (6 squares)

DV (Dodge): 16 (+1 base, +4 Dex, +1 Light-Footed)

DV (Parry): 12 (+1 base, +1 Str)

DR: 0 (no armor)

Base Attack/Grapple: +1/+2 (+1 Str)

Attack: Stiletto +5 (+1 base, +4 Dex) melee (1d4+1, 20/x4, AP 1, finesse)

Full Attack: Stiletto +5 (+1 base, +4 Dex) melee (1d4+1, 20/x4, AP 1, finesse)

Space/Reach: 5 ft./5 ft.

Special Attacks: +1 racial bonus to damage rolls with spears when used as melee weapon; Sneak Attack Style (stiletto), Sneak Attack +2d6/+2d8 (Light-Footed).

Special Qualities: +2 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks in hot environments, proficient with all simple weapons, illiterate; Trapfinding, Eyes of the Cat.

Saves: Fort +1 (+0 base, +1 Con), Ref +7 (+3 base, +4 Dex), Will +1 (+0 base, +1 Wis)

Abilities: Str 12, Dex 18, Con 12, Int 13, Wis 12, Cha 12

Skills: Bluff +6 (5 ranks, +1 Cha), Disguise +6 (5 ranks, +1 Cha), Escape Artist +9 (5 ranks, +4 Dex), Hide +10 (5 ranks, +4 Dex, +1 Light-Footed), Knowledge (arcana) +6 (5 ranks, +1 Int), Listen +6 (5 ranks, +1 Wis), Move Silently +10 (5 ranks, +4 Dex, +1 Light-Footed), Spot +6 (5 ranks, +1 Wis), Tumble +9 (5 ranks, +4 Dex).

Feats: Light-Footed.

Languages: Zembabweian, Keshani, Puntish.

Possessions: Feather-covered black robes, bird-mask, stiletto.

Tactics: Work in concert and use tumble, flanking and sneak attacks. The cultists can see twice as far as normal humans in torchlight, so may spot their opponents and hide in shadows and attack with surprise.

Devil-Birds, Servitors of Groth-Golka

Large Monstrous Humanoid

Hit Dice: 7d8 (31 hp)

Initiative: +7 (+2 Dex, +5 Ref)

Speed: 30 ft. (6 squares), fly 60 ft. (good)

DV (Dodge): 17 (+5 base, +2 Dex, +1 Dodge, -1 size)

DR: 1 (feathered flesh)

Base Attack/Grapple: +7/+15 (+4 Str, +4 size)

Attack: Claw +11 (+7 base, +4 Str) melee (1d8+4)

Full Attack: 2 claws +11 (+7 base, +4 Str) melee (1d8+4) and bite +9 (+5 base, +4 Str) melee (1d6+4 plus poison)

Space/Reach: 10 ft./5 ft.
Special Attacks: Maddening screech, improved grab, poison
Special Qualities: Scent, low-light vision
Saves: Fort +2, Ref +7, Will +6
Abilities: Str 18, Dex 15, Con 10, Int 7, Wis 12, Cha 12
Skills: Listen +7, Spot +7
Feats: Dodge, Flyby Attack, Multiattack
Climate/Terrain: Any
Organization: Solitary or flock (2-5)
Advancement: 8-12 HD (Large).

The devil-birds serve Groth-Golka, who is sometimes called “the last of the once-dreaded lizard gods”. A devil-bird appears as a cross between a corpse and a vulture, with razor-sharp claws on hands and feet, and tattered black wings on its back and along its legs. A long, drooling tongue hangs out from the black-stained yellow beak.

The sight of a devil-bird provokes Terror saves (DC 13), except to the priests of Groth-Golka, who are used to the sight of these creatures and often summon them to offer up sacrifices to their god. Victims are typically bound to stone slabs under the open sky to make it easy for the devil-birds to snatch up the sacrifice, or devour it in place.

Combat: Devil-birds attack by diving down on targets, striking them down with razor-sharp claws while they utter their sanity-shattering screeches. They may also attempt to grab victims and fly away with them, or drop opponents from great heights.

Maddening Screech (Su): Up to 3 times per day as a free action, the devil-bird can utter a screech that causes confusion in all creatures within a 15-foot radius. A successful Will save against DC 14 negates the effect. The save DC is Wisdom-based.

Affected creatures behave randomly as follows (1d10):

- 1 Wander away for 1 minute (unless prevented)
- 2-6 Do nothing for 1 round
- 7-9 Attack nearest creature for 1 round
- 10 Act normally for 1 round

Except on a result of 1, roll again each round to see what the subject does that round. Behavior is checked at the beginning of each creature’s turn. Any confused creature who is attacked automatically attacks its attackers on its next turn. The effect lasts for 1d6 rounds.

Improved Grab (Ex): To use this ability, the devil-bird must hit a creature of medium-size or smaller with both claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the devil-bird gets a hold, it may fly away with the victim.

Poison (Ex): The bite of a devil-bird is poisonous. Creatures hit by the devil-bird’s bite must make a Fortitude save (DC 13) or suffer 1d4 points of Strength damage. One minuter later, the victim must save again or suffer 2d4 points of Strength damage. The save DC is Constitution-based.

Iranistani Fire-Worshippers, Servants of the Eternal Flame
Male Iranistani Scholar 4

Hit Dice: 4d6+4 (21 hp)
Initiative: +4 (+3 Ref, +1 Dex)
Speed: 30 ft. (6 squares)
DV (Dodge): 12 (+1 base, +1 Dex)
DV (Parry): 12 (+1 base, +1 Str)
DR: 0 (no armor)
Base Attack/Grapple: +3/+4 (+1 Str)
Attack: Stiletto +4 (+3 base, +1 Dex) melee (1d4+1, 20/x4, AP 1, finesse)
Full Attack: Stiletto +4 (+3 base, +1 Dex) melee (1d4+1, 20/x4, AP 1, finesse)
Space/Reach: 5 ft./5 ft.
Special Attacks: Sorcery, Defensive Blast, War of Souls.
Special Qualities: Scholar, Background (lay priest), Base Power Points, Knowledge Is Power, +1 Power Point.
Saves: Fort +2 (+1 base, +1 Con), Ref +3 (+3 base, +1 Dex), Will +9 (+4 base, +3 Wis, +2 Iron Will)
Abilities: Str 12, Dex 12, Con 12, Int 16, Wis 16, Cha 16
Skills: Concentration +8 (7 ranks, +1 Con), Craft (alchemy) +10 (7 ranks, +3 Int), Craft (herbalism) +10 (7 ranks, +3 Int), Heal +10 (7 ranks, +3 Wis), Intimidate +10 (7 ranks, +3 Cha), Knowledge (arcana) +10 (7 ranks, +3 Int), Knowledge (nature) +10 (7 ranks, +3 Int), Knowledge (religion) +10 (7 ranks, +3 Int), Move Silently +8 (7 ranks, +1 Dex), Perform (ritual) +10 (7 ranks, +3 Cha), Sense Motive +10 (7 ranks, +3 Wis).
Feats: Defensive Martial Arts, Hexer, Iron Will.
Magical Attack Bonus: +5 (+2 base, +3 Cha)
Base/Max Power Points: 8/16 (base 4, +3 Wis, +1 class)
Sorcery Styles and Spells: Oriental Magic (Calm of the Adept, Darting Serpent), Curses (Lesser Ill-Fortune, Gelid Bones), Hypnotism (Entrance, Torment).
Languages: Iranistani, Zembabweian, Turanian, Shemitish.
Corruption: 1.

Possessions: Yellow robes, tall red turban, golden talisman set with tiny ruby (150 sp) their leader has a flask of sacred oil with which to summon a fire elemental.

Tactics: Stay back, cast Gelid Bones and then advance to touch attack, or stand back to boost Entrance spell to affect higher-level characters. Or stand back and use Torment while their leader summons fire elemental to fight. If given advance warning, use Calm of the Adept.

The Slaves of the Moon

General Notes: The lost city of Kumara is located in a remote mountain region between Zembabwei and Punt.

Black Warriors of Kumara

Male Kushite Barbarian 2

Hit Dice: 2d10+2 (17 hp)

Initiative: +5 (+2 Dex, +3 Ref)

Speed: 30 ft. (6 squares)

DV (Dodge): 13 (+1 base, +2 Dex)

DV (Parry): 16 (+0 base, +2 Str, +4 large shield)

DR: 0 (no armor)

Base Attack/Grapple: +2/+4 (+2 Str)

Attack: Hunting spear +5 (+2 base, +2 Str, +1 Weapon Focus) melee (1d8+3, AP 1); hunting bow +5 (+2 base, +2 Dex, +1 Point Blank Shot) ranged (1d8+1, 19-20/x2, AP 1,

range increment 50 ft.); Hunting spear +5 (+2 base, +2 Dex, +1 Weapon Focus) ranged (1d8+3, AP 1, range increment 10 ft.)

Full Attack: Hunting spear +5 (+2 base, +2 Str, +1 Weapon Focus) melee (1d8+3, AP 1); hunting bow +5 (+2 base, +2 Dex, +1 Point Blank Shot) ranged (1d8+1, 19-20/x2, AP 1, range increment 50 ft.); Hunting spear +5 (+2 base, +2 Dex, +1 Weapon Focus) ranged (1d8+3, AP 1, range increment 10 ft.)

Space/Reach: 5 ft./5 ft.

Special Attacks: +1 racial bonus to damage rolls with spears when used as melee weapon.

Special Qualities: +2 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks in hot environments, proficient with all simple weapons, illiterate; Track, Fearless, Versatility (-2 penalty), Bite Sword, Crimson Mist.

Saves: Fort +4 (+3 base, +1 Con), Ref +5 (+3 base, +2 Dex), Will +0 (+0 base)

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

Skills: Hide +9 (2 racial ranks, 5 ranks, +2 Dex), Listen +5 (5 ranks), Move Silently +4 (2 racial ranks, +2 Dex), Spot +5 (5 ranks), Survival +7 (2 racial ranks, 5 ranks).

Background Skills: Hide, Move Silently, Survival.

Feats: Point Blank Shot, Weapon Focus (hunting spear).

Languages: Kushite (Puntish, Keshani, or Zembabweian), Stygian, Shemitish.

Possessions: Large wooden shield, 2 hunting spears, hunting bow, 20 arrows.

Tactics: Use bows from distance. Throw one spear when enemies close, and then enter melee with other spear.

Slaves of the Moon (Hybrid Form)

Male/Female Kushite/Were-Leopard Barbarian 2

Hit Dice: 2d10+2 plus 3d8+6 (36 hp)

Initiative: +12 (+6 Dex, +6 Ref)

Speed: 30 ft. (6 squares)

DV (Dodge): 17 (+3 base, +2 natural, +2 Dex)

DV (Parry): 15 (+1 base, +2 natural, +2 Str)

DR: 10/silver (no armor)

Base Attack/Grapple: +4/+9 (+5 Str)

Attack: Hunting spear +10 (+4 base, +5 Str, +1 Weapon Focus) melee (1d8+6, AP 1);

Hunting spear +11 (+4 base, +6 Dex, +1 Weapon Focus) ranged (1d8+6, AP 1, range increment 10 ft.); Claw +10 (+4 base, +6 Dex) melee (1d6+5, AP 0, finesse)

Full Attack: Hunting spear +10 (+4 base, +5 Str, +1 Weapon Focus) melee (1d8+6, AP 1); Hunting spear +11 (+4 base, +6 Dex, +1 Weapon Focus) ranged (1d8+6, AP 1, range increment 10 ft.); Claw +10/+10 (+4 base, +6 Dex) melee (1d6+5, AP 0, finesse) and bite +5 (-1 base, +6 Str) melee (1d8+3, AP 1, finesse)

Space/Reach: 5 ft./5 ft.

Special Attacks: +1 racial bonus to damage rolls with spears when used as melee weapon.

Special Qualities: +2 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks in hot environments, proficient with all simple weapons, illiterate; Track, Fearless, Versatility (-2 penalty), Bite Sword, Crimson Mist; Alternate Form, DR (10/silver), Lycanthropic Empathy, Low-Light Vision, Scent.

Saves: Fort +9 (+6 base, +3 Con), Ref +12 (+6 base, +6 Dex), Will +2 (+1 base, +1 Wis)

Abilities: Str 20, Dex 22, Con 16, Int 10, Wis 12, Cha 10

Skills: Hide +13 (2 racial ranks, 5 ranks, +6 Dex), Jump +9 (3 ranks, +6 Dex), Listen +5 (5 ranks), Move Silently +11 (2 racial ranks, 3 ranks, +6 Dex), Spot +5 (5 ranks), Survival +7 (2 racial ranks, 5 ranks).

Background Skills: Hide, Move Silently, Survival.

Feats: Alertness, Track, Point Blank Shot, Weapon Focus (hunting spear).
Languages: Kushite (Puntish, Keshani, or Zembabweian), Stygian, Shemitish.

Possessions: 2 hunting spears, hunting bow, 20 arrows.

Tactics: Use bows from distance. Throw one spear when enemies close, and then enter melee with other spear.

Slaves of the Moon (Leopard Form)

Male/Female Kushite/Were-Leopard Barbarian 2

Hit Dice: 2d10+2 plus 3d8+6 (36 hp)

Initiative: +12 (+6 Dex, +6 Ref)

Speed: 40 ft. (8 squares)

DV (Dodge): 17 (+3 base, +2 natural, +2 Dex)

DV (Parry): 15 (+1 base, +2 natural, +2 Str)

DR: 10/silver (no armor)

Base Attack/Grapple: +4/+9 (+5 Str)

Attack: Bite +10 (+4 base, +6 Dex) melee (1d8+5, AP 0, finesse)

Full Attack: Bite +10 (+4 base, +6 Dex) melee (1d8+5, AP 0, finesse) and claw +5/+5 (-1 base, +6 Dex) melee (1d4+2, AP 0, finesse); Bite +10 (+4 base, +6 Dex) melee (1d8+5, AP 0, finesse) and claw +5/+5 (-1 base, +6 Dex) melee (1d4+2, AP 0, finesse) and rake +10/+10 (+4 base, +6 Dex) melee (1d4+2, AP 0, finesse) melee

Space/Reach: 5 ft./5 ft.

Special Attacks: Improved Grab, Pounce, Rake (1d4+2).

Special Qualities: +2 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks in hot environments, proficient with all simple weapons, illiterate; Track, Fearless, Versatility (-2 penalty), Bite Sword, Crimson Mist; Alternate Form, DR (10/silver), Lycanthropic Empathy, Low-Light Vision, Scent.

Saves: Fort +9 (+6 base, +3 Con), Ref +12 (+6 base, +6 Dex), Will +2 (+1 base, +1 Wis)

Abilities: Str 20, Dex 22, Con 16, Int 10, Wis 12, Cha 10

Skills: Hide +13 (2 racial ranks, 5 ranks, +6 Dex), Jump +9 (3 ranks, +6 Dex), Listen +5 (5 ranks), Move Silently +11 (2 racial ranks, 3 ranks, +6 Dex), Spot +5 (5 ranks), Survival +7 (2 racial ranks, 5 ranks).

Background Skills: Hide, Move Silently, Survival.

Feats: Alertness, Track, Point Blank Shot, Weapon Focus (hunting spear).

Languages: Kushite (Puntish, Keshani, or Zembabweian), Stygian, Shemitish.

Possessions: None.

Tactics: Sneak, move silently, then charge and pounce.

Kazosi, the Traitor (Hybrid Form)

Male Kushite/Were-Leopard Barbarian 5

Hit Dice: 5d10+10 plus 3d8+6 (65 hp)

Initiative: +12 (+6 Dex, +6 Ref)

Speed: 30 ft. (6 squares)

DV (Dodge): 21 (+3 base, +2 natural, +6 Dex)

DV (Parry): 23 (+1 base, +2 natural, +5 Str, +1 Parry, +4 large shield)

DR: 10/silver (no armor)

Base Attack/Grapple: +7/+12 (+5 Str)

Attack: War sword +13 (+7 base, +5 Str, +1 Weapon Focus) melee (1d12+5, 19-20/x2, AP 3); Claw +13 (+7 base, +6 Dex) melee (1d6+5, AP 0, finesse)

Full Attack: War sword +13/+8 (+7 base, +5 Str, +1 Weapon Focus) melee (1d12+5, 19-20/x2, AP 3); Claw +13/+13 (+7 base, +6 Dex) melee (1d6+5, AP 0, finesse) and bite +8 (+2 base, +6 Str) melee (1d8+3, AP 1, finesse)

Space/Reach: 5 ft./5 ft.

Special Attacks: +1 racial bonus to damage rolls with spears when used as melee weapon.

Special Qualities: +2 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks in hot environments, proficient with all simple weapons, illiterate; Track, Fearless, Versatility (-2 penalty), Bite Sword, Crimson Mist, Trap Sense +1, Endurance, Uncanny Dodge, Mobility; Alternate Form, DR (10/silver), Lycanthropic Empathy, Low-Light Vision, Scent.

Saves: Fort +6 (+4 base, +2 Con), Ref +6 (+4 base, +2 Dex), Will +2 (+1 base, +1 Wis)

Abilities: Str 20, Dex 22, Con 16, Int 10, Wis 12, Cha 10

Skills: Hide +12 (2 racial ranks, 8 ranks, +2 Dex), Listen +9 (8 ranks, +1 Wis), Move Silently +4 (2 racial ranks, +2 Dex), Spot +9 (8 ranks, +1 Wis), Survival +11 (2 racial ranks, 8 ranks, +1 Wis).

Background Skills: Hide, Move Silently, Survival.

Feats: Endurance (b), Exotic Weapon Proficiency (war sword), Parry, Power Attack, Weapon Focus (war sword).

Languages: Puntish, Keshani, Zembabweian, Stygian.

Possessions: Loincloth, ostrich plumes, gold necklace (worth 100 sp), large rhino-hide shield, war sword.

Tactics: Charge into battle and strike down opponents with Power Attacks.

The Daughters of Rahma

General Notes: Place this adventure in any of the Shemite city-states (such as Sabatea), or in Shadizar or elsewhere in Zamora.

Cultists of Rahma

Male Pelishtim Thief 4

Hit Dice: 4d8+4 (22 hp)

Initiative: +8 (+4 Dex, +4 Ref)

Speed: 40 ft. (8 squares)

DV (Dodge): 17 (+2 base, +4 Dex, +1 Light-Footed)

DV (Parry): 13 (+2 base, +1 Str)

DR: 0 (no armor)

Base Attack/Grapple: +3/+4 (+1 Str)

Attack: Arming sword +7 (+3 base, +4 Dex) melee (1d10+1, 19-20/x2, AP 2, finesse) or stiletto +7 (+3 base, +4 Dex) melee (1d4, 20/x4, AP 1, finesse); Dagger +7 (+3 base, +4 Dex) ranged (1d4+1, 19-20/x2, AP1, range increment 10 ft.)

Full Attack: Arming sword +7 (+3 base, +4 Dex) melee (1d10+1, 19-20/x2, AP 2, finesse) and stiletto +7 (+3 base, +4 Dex) melee (1d4, 20/x4, AP 1, finesse); Dagger +7 (+3 base, +4 Dex) ranged (1d4+1, 19-20/x2, AP1, range increment 10 ft.)

Space/Reach: 5 ft./5 ft.

Special Attacks: +1 racial bonus to attack rolls with any bow, +1 circumstance bonus to damage rolls with bows against targets within one range increment, +1 circumstance bonus to damage rolls when performing coup de grace attacks; Sneak Attack Style (arming sword, dagger), Sneak Attack +3d6/+3d8 (Light-Footed).

Special Qualities: +2 racial bonus to Appraise, Spot and Bluff checks, +1 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks in any plains environment, wield Shemite bows as martial weapons instead of exotic weapons, -1

racial penalty to all saves, +2 racial bonus to all Knowledge (arcana) checks; Trapfinding, Eyes of the Cat, Trap Sense +1, Light-Footed.

Saves: Fort +3 (+1 base, +1 Con, +2 Great Fortitude, -1 racial), Ref +7 (+4 base, +4 Dex, -1 racial), Will +1 (+1 base, +1 Wis, -1 racial)

Abilities: Str 12, Dex 18, Con 12, Int 13, Wis 12, Cha 12

Skills: Bluff +8 (7 ranks, +1 Cha), Disguise +8 (7 ranks, +1 Cha), Escape Artist +11 (7 ranks, +4 Dex), Hide +12 (7 ranks, +4 Dex, +1 Light-Footed), Knowledge (arcana) +8 (7 ranks, +1 Int), Listen +8 (7 ranks, +1 Wis), Move Silently +12 (7 ranks, +4 Dex, +1 Light-Footed), Spot +8 (7 ranks, +1 Wis), Tumble +11 (7 ranks, +4 Dex).

Background Skills: Handle Animal, Knowledge (arcana), Knowledge (any).

Feats: Fleet-Footed (b), Great Fortitude, Light-Footed, Two-Weapon Combat Proficiency.

Languages: Shemitish, Stygian, Zamorian.

Possessions: Grey robe, arming sword, stiletto, 3 daggers, one dose of Upas-tree oil (Injury, Fort DC 20, dmg 1d6 Con and PP/1d6 Con and PP).

Tactics: Coat stiletto with poison. Use improved speed to stay out of range of heavy weapons. Attack with one weapon in each hand. Work in concert and use tumble, flanking and sneak attacks (gain +1 to attack roll with sneak attacks due to Sneak Attack Style).

Ghoul-Cultists of Rahma

Male Pelishtim-Ghoul Thief 4

Hit Dice: 4d8+4 (22 hp)

Initiative: +8 (+4 Dex, +4 Ref)

Speed: 40 ft. (8 squares)

DV (Dodge): 17 (+2 base, +4 Dex, +1 Light-Footed)

DV (Parry): 13 (+2 base, +1 Str)

DR: 2 (tough skin)

Base Attack/Grapple: +3/+4 (+1 Str)

Attack: Arming sword +7 (+3 base, +4 Dex) melee (1d10+1, 19-20/x2, AP 2, finesse) or stiletto +7 (+3 base, +4 Dex) melee (1d4, 20/x4, AP 1, finesse); Dagger +7 (+3 base, +4 Dex) ranged (1d4+1, 19-20/x2, AP1, range increment 10 ft.)

Full Attack: Arming sword +7 (+3 base, +4 Dex) melee (1d10+1, 19-20/x2, AP 2, finesse) and stiletto +7 (+3 base, +4 Dex) melee (1d4, 20/x4, AP 1, finesse); Dagger +7 (+3 base, +4 Dex) ranged (1d4+1, 19-20/x2, AP1, range increment 10 ft.)

Space/Reach: 5 ft./5 ft.

Special Attacks: +1 racial bonus to attack rolls with any bow, +1 circumstance bonus to damage rolls with bows against targets within one range increment, +1 circumstance bonus to damage rolls when performing coup de grace attacks; Stench (range 10 ft., Fort DC 13 or be Sickened for 1d6+4 minutes); Sneak Attack Style (arming sword, dagger), Sneak Attack +3d6/+3d8 (Light-Footed).

Special Qualities: +2 racial bonus to Appraise, Spot and Bluff checks, +1 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks in any plains environment, wield Shemite bows as martial weapons instead of exotic weapons, -1 racial penalty to all saves, +2 racial bonus to all Knowledge (arcana) checks; Immunity to mind-affecting effects, poison, paralysis, disease, death effects, critical hits, ability drain, and death from massive damage; Trapfinding, Eyes of the Cat, Trap Sense +1, Light-Footed.

Saves: Fort +3 (+1 base, +1 Con, +2 Great Fortitude, -1 racial), Ref +7 (+4 base, +4 Dex, -1 racial), Will +1 (+1 base, +1 Wis, -1 racial)

Abilities: Str 12, Dex 18, Con 12, Int 13, Wis 12, Cha 12

Skills: Bluff +8 (7 ranks, +1 Cha), Disguise +8 (7 ranks, +1 Cha), Escape Artist +11 (7 ranks, +4 Dex), Hide +12 (7 ranks, +4 Dex, +1 Light-Footed), Knowledge (arcana) +8 (7 ranks, +1 Int), Listen +8 (7 ranks, +1 Wis), Move Silently +12 (7 ranks, +4 Dex, +1 Light-Footed), Spot +8 (7 ranks, +1 Wis), Tumble +11 (7 ranks, +4 Dex).

Background Skills: Handle Animal, Knowledge (arcana), Knowledge (any).

Feats: Fleet-Footed (b), Great Fortitude, Light-Footed, Two-Weapon Combat Proficiency.

Languages: Shemitish, Stygian, Zamorian.

Possessions: Grey robe, arming sword, stiletto, 3 daggers, one dose of Upas-tree oil (Injury, Fort DC 20, dmg 1d6 Con and PP/1d6 Con and PP).

Tactics: Coat stiletto with poison. Use improved speed to stay out of range of heavy weapons. Throw off hood to reveal face and stench, forcing Fortitude saves. Attack with one weapon in each hand. Work in concert and use tumble, flanking and sneak attacks (gain +1 to attack roll with sneak attacks due to Sneak Attack Style).

Daughters of Rahma

Female Pelishtim Thief 7

Hit Dice: 7d8+7 (40 hp)

Initiative: +8 (+5 Dex, +4 Ref)

Speed: 40 ft. (8 squares)

DV (Dodge): 19 (+3 base, +5 Dex, +1 Light-Footed)

DV (Parry): 14 (+3 base, +1 Str)

DR: 0 (no armor)

Base Attack/Grapple: +5/+6 (+1 Str)

Attack: Arming sword +10 (+5 base, +5 Dex) melee (1d10+1, 19-20/x2, AP 2, finesse) or stiletto +10 (+5 base, +5 Dex) melee (1d4, 20/x4, AP 1, finesse); Dagger +10 (+5 base, +5 Dex) ranged (1d4+1, 19-20/x2, AP1, range increment 10 ft.)

Full Attack: Arming sword +10 (+5 base, +5 Dex) melee (1d10+1, 19-20/x2, AP 2, finesse) and stiletto +10 (+5 base, +5 Dex) melee (1d4, 20/x4, AP 1, finesse); Dagger +10 (+5 base, +5 Dex) ranged (1d4+1, 19-20/x2, AP1, range increment 10 ft.)

Space/Reach: 5 ft./5 ft.

Special Attacks: +1 racial bonus to attack rolls with any bow, +1 circumstance bonus to damage rolls with bows against targets within one range increment, +1 circumstance bonus to damage rolls when performing coup de grace attacks; Sneak Attack Style (arming sword, dagger), Sneak Attack +5d6/+5d8 (Light-Footed).

Special Qualities: +2 racial bonus to Appraise, Spot and Bluff checks, +1 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks in any plains environment, wield Shemite bows as martial weapons instead of exotic weapons, -1 racial penalty to all saves, +2 racial bonus to all Knowledge (arcana) checks; Trapfinding, Eyes of the Cat, Trap Sense +2, Light-Footed, Special Ability (Sorcerous Protection).

Saves: Fort +4 (+2 base, +1 Con, +2 Great Fortitude, -1 racial), Ref +9 (+5 base, +5 Dex, -1 racial), Will +1 (+2 base, +1 Wis, -1 racial)

Abilities: Str 12, Dex 20, Con 12, Int 13, Wis 12, Cha 16

Skills: Bluff +13 (10 ranks, +3 Cha), Disguise +13 (10 ranks, +3 Cha), Escape Artist +15 (10 ranks, +5 Dex), Hide +16 (10 ranks, +5 Dex, +1 Light-Footed), Knowledge (arcana) +11 (10 ranks, +1 Int), Listen +11 (10 ranks, +1 Wis), Move Silently +16 (10 ranks, +5 Dex, +1 Light-Footed), Spot +11 (10 ranks, +1 Wis), Tumble +15 (10 ranks, +5 Dex).

Background Skills: Handle Animal, Knowledge (arcana), Knowledge (any).

Feats (3): Fleet-Footed (b), Great Fortitude, Light-Footed, Two-Weapon Combat Proficiency.

Languages: Shemitish, Stygian, Zamorian.

Possessions: Revealing red dress (or naked and covered with mud for ceremonies; weapons are kept nearby), arming sword, stiletto, 3 daggers, one dose of Upas-tree oil (Injury, Fort DC 20, dmg 1d6 Con and PP/1d6 Con and PP).

Tactics: Coat stiletto with poison. Use improved speed to stay out of range of heavy weapons. Attack with one weapon in each hand. Work in concert and use tumble, flanking and sneak attacks (gain +1 to attack roll with sneak attacks due to Sneak Attack Style). Gain +2 to all saves against spells and spell-like effects due to Sorcerous Protection.

Erishti, High Priestess of Rahma

Female Pelishtim Scholar 9

Hit Dice: 9d6+27 (53 hp)

Initiative: +9 (+2 Dex, +3 Ref, +4 Improved Initiative)

Speed: 40 ft. (8 squares) (Fleet-Footed)

DV (Dodge): 16 (+3 base, +2 Dex, +1 Dodge)

DV (Parry): 15 (+3 base, +2 Str)

DR: 0 (no armor)

Base Attack/Grapple: +6/+8 (+2 Str)

Attack: Staff +8 (+6 base, +2 Dex) melee (2d4+2, 20/x2, AP 1, finesse, reach 10 ft.);

stiletto +8 (+6 base, +2 Dex) melee (1d4+2, 20/x4, AP 1, finesse)

Full Attack: Staff +8/+3 (+6/+1 base, +2 Dex) melee (2d4+2, 20/x2, AP 1, finesse, reach 10 ft.); stiletto +8/+3 (+6/+1 base, +2 Dex) melee (1d4+2, 20/x4, AP 1, finesse)

Space/Reach: 5 ft./5 ft. (10 ft. with staff)

Special Attacks: +1 racial bonus to attack rolls with any bow, +1 circumstance bonus to damage rolls with bows against targets within one range increment, +1 circumstance bonus to damage rolls when performing coup de grace attacks; Defensive Blast, War of Souls.

Special Qualities: +2 racial bonus to Appraise, Spot and Bluff checks, +1 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks in any plains environment, wield Shemite bows as martial weapons instead of exotic weapons, -1 racial penalty to all saves, +2 racial bonus to all Knowledge (arcana) checks; Scholar, Background (pact), Base Power Points, Knowledge Is Power, +2 Power Points, Iron Will, Increased Maximum Power Points (triple).

Saves: Fort +5 (+3 base, +3 Con, -1 racial), Ref +4 (+3 base, +2 Dex, -1 racial), Will +10 (+6 base, +3 Wis, +2 Iron Will, -1 racial)

Abilities: Str 14, Dex 14, Con 16, Int 12, Wis 16, Cha 16

Skills: Concentration +15 (12 ranks, +3 Con), Craft (alchemy) +13 (12 ranks, +1 Int), Craft (herbalism) +13 (12 ranks, +1 Int), Heal +15 (12 ranks, +3 Wis), Gather Information +15 (12 ranks, +3 Cha), Knowledge (arcana) +13 (12 ranks, +1 Int), Knowledge (religion) +13 (12 ranks, +1 Int), Move Silently +14 (12 ranks, +2 Dex), Perform (ritual) +15 (12 ranks, +3 Cha).

Background Skills: Handle Animal, Knowledge (arcana), Knowledge (any).

Feats: Fleet-Footed, Improved Initiative, Iron Will (b), Leadership, Opportunistic Sacrifice, Ritual Sacrifice, Tortured Sacrifice.

Magical Attack Bonus: +7 (+4 base, +3 Cha)

Base/Max Power Points: 9/27 (base 4, +3 Wis, +2 class)

Sorcery Styles and Spells: Counterspells (Warding, Incantation of Amalric's Witchman), Hypnotism (Entrance, Torment, Hypnotic Suggestion, Domination), Immortality (Witch's Vigour), Summonings (Demonic Pact, Form Demon)

Corruption: 4

Languages: Shemitish, Demonic, Stygian, Zamoran, Kothic.

Possessions: Green silk dress, dagger, ceremonial staff, talisman of Rahma (grants +4 bonus to DV, skill check, attack roll, or magical attack roll; 1/week), golden necklace (worth 100 sp), pearl earrings (worth 25 sp each).

Tactics: Erishti always has a Witch's Vigour spell precast. She has cast Form Demon on Rahma, who was willing to give up his manifestation power in exchange for a permanent stay on Earth and immunity to banishment. Try to use Entrance, Torment and Domination on foes from distance. Defend with staff if necessary. Use defensive blast coupled with Opportunistic Sacrifice if the situation calls for it.

Serathu, the Stygian Spy

Male Stygian Soldier 6

Hit Dice: 6d10+18 (55 hp)

Initiative: +4 (+2 Dex, +2 Ref)

Speed: 30 ft. (6 squares)

DV (Dodge): 15 (+3 base, +2 Dex)

DV (Parry): 19 (+4 base, +4 Str, +1 Parry)

DR: 0 (no armor)

Base Attack/Grapple: +6/+10 (+4 Str)

Attack: Zhaibar knife +11 (+6 base, +4 Str, +1 Weapon Focus) melee (1d12+8, 20/x2, AP 1); Unarmed strike +10 (+6 base, +4 Str) melee (1d3+4, 20/x2, AP 0); Stygian bow +9 (+6 base, +2 Dex, +1 racial) ranged (1d12+4, 19-20/x2, AP 2, range increment 60 ft.)

Full Attack: Zhaibar knife +11/+6 (+6 base, +4 Str, +1 Weapon Focus) melee (1d12+8, 20/x2, AP 1); Zhaibar knife +11 (+6 base, +4 Str, +1 Weapon Focus) melee (1d12+8, 20/x2, AP 1) and unarmed strike +10 (+6 base, +4 Str) melee (1d3+2, 20/x2, AP 0); Stygian bow +9/+4 (+6 base, +2 Dex, +1 racial) ranged (1d12+4, 19-20/x2, AP 2, range increment 60 ft.)

Space/Reach: 5 ft./5 ft.

Special Attacks: +1 racial bonus to attack rolls with Stygian bows; Formation Combat (skirmisher).

Special Qualities: +2 racial bonus to all Knowledge (arcana), Perform (ritual) and Craft (alchemy) checks, -2 racial penalty to saves against Corruption, proficient with Stygian bow.

Saves: Fort +8 (+5 base, +3 Con), Ref +4 (+2 base, +2 Dex), Will +3 (+2 base, +1 Wis)

Abilities: Str 18, Dex 14, Con 16, Int 12, Wis 12, Cha 14

Skills: Intimidate +11 (9 ranks, +2 Cha), Knowledge (local) +10 (9 ranks, +1 Int), Search +10 (9 ranks, +1 Int).

Background Skills: Handle Animal, Knowledge (arcana), Perform (ritual).

Feats: Combat Reflexes, Improved Unarmed Strike, Parry, Power Attack, Two-Weapon Combat Proficiency, Weapon Focus (Zhaibar knife), Weapon Specialization (Zhaibar knife).

Languages: Stygian, Kushite, Shemitish.

Possessions: Loose green robe, sandals, Zhaibar knife, Stygian bow (+4 Str), 20 arrows, small gold scarab amulet thought to bring luck (worth 25 sp).

Tactics: If he expects combat, Serathu tries to get into armor and to wear a shield (+4 to Parry defense). Use Power Attack against unarmored foes. Is also an able combatant without weapons.

Rahma the Diseased

Large Outsider (Native)

Hit Dice: 9d8+27 (99 hp)

Initiative: +10 (+4 Dex, +6 Ref)

Speed: 40 ft. (8 squares), climb 40 ft., swim 40 ft.

DV (Dodge): 20 (+6 base, +4 Dex, -1 size, +1 Dodge)

DR: 5 (tough hide)

Base Attack/Grapple: +9/+20 (+7 Str, +4 size)

Attack: Claw +16 melee (1d8+7 plus rot, AP 2)

Full Attack: Claw +16/+16 melee (1d8+7 plus rot, AP 2)

Space/Reach: 10 ft./10 ft.

Special Attacks: Rotting touch (Fort DC 17, dmg 2d6 Con/2d6 Con, when target reaches 0 Con it transforms into ghoul-servant), stench (range 10 ft., Fort DC 17 or be sickened for 1d6+4 minutes), improved grab, crush (3d8+10), terror check (Will DC 14).

Special Qualities: Darkvision 60 ft., scent.

Saves: Fort +9 (+6 base, +3 Con), Ref +10 (+6 base, +4 Dex), Will +9 (+6 base, +3 Wis)

Abilities: Str 24, Dex 18, Con 16, Int 15, Wis 16, Cha 18

Skills: Climb +19 (12 ranks, +7 Str), Escape Artist +16 (12 ranks, +4 Dex), Hide +16 (12 ranks, +4 Dex), Intimidate +16 (12 ranks, +4 Cha), Jump 19 (12 ranks, +7 Str), Listen +15 (12 ranks, +3 Wis), Move Silently +16 (12 ranks, +4 Dex), Spot +15 (12 ranks, +3 Wis), Swim +19 (12 ranks, +7 Str), Tumble +16 (12 ranks, +4 Dex)

Feats: Combat Reflexes, Cleave, Dodge, Power Attack

Climate/Terrain: Any land and underground

Organization: Unique

Advancement: —

Rahma, the living rat-god, is an obsese rat-headed humanoid with black skin and long, wicked claws. Those stuck by his claws instantly start to rot and decay, eventually turning into ghoulish servants, slaves to Rahma's will. Rahma is dressed in a simple loincloth of purple silk beneath his great black belly.

Rotting Touch (Su): Rahma's claws carry a rotting disease (Fort DC 17, initial and secondary damage 2d6 Con). When the victim reaches 0 Con, it transforms into a ghoul-servant of Rahma in 1d3 minutes. The save DC is Constitution-based.

Stench (Ex): A terrible stench surrounds Rahma. Living creatures within 10 feet must succeed on a DC 17 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by Rahma's stench for 24 hours. A Heal check (DC 20) removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, Rahma must hit with both claw attacks. If he gets a hold, he can crush.

Crush (Ex): When Rahma gets a hold, he can make a single crush attack in place of his two claw attacks. The crush attack automatically inflicts 3d8+10 points of damage on the target.

Pit-Dweller

Medium Aberration

Hit Dice: 10d8 (45 hp)

Initiative: +8 (+5 Dex, +3 Ref)

Speed: 30 ft. (6 squares), swim 30 ft.

DV (Dodge): 22 (+8 base, +4 Dex)

DR: 0 (none)

Base Attack/Grapple: +7/+12 (+5 Str)

Attack: Tentacle +13 (1d6+5)

Full Attack: Tentacle +13/+13/+13/+13/+13/+13 (1d6+5) and bite +11 (1d8+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Improved grab, constrict (1d6+5, AP 8), horrible laughter.
Special Qualities: Darkvision 60 ft.
Saves: Fort +5, Ref +8, Will +6
Abilities: Str 20, Dex 20, Con 10, Int 4, Wis 8, Cha 12
Skills: Bluff +8, Disguise +4
Feats: Multiattack, Great Fortitude, Weapon Focus (tentacle), Weapon Focus (bite)
Climate/Terrain: Any aquatic land and underground
Organization: Solitary
Advancement: 11-15 HD (Medium), 16-20 HD (Large).

The pit-dweller is an amorphous thing, whose body is a cross between a human and a octopus. Its voice is like than of a human woman, and the head is froglike.

Improved Grab (Ex): To use this ability, the pit-dweller must hit with its tentacle attack. If it gets a hold, it can constrict.

Constrict (Ex): On a successful grapple check, a pit-dweller deals 1d6+5 damage. It may do this once per round for each tentacle that is grappling an opponent.

Horrible Laughter (Su): The pit-dweller's sinister laughter causes any Terror save it provokes to be at a -2 circumstance penalty.

The Call from the Abyss

General Notes: This adventure should start in a Shemite port city, such as Ashalun. The Isle of Namthu is located somewhere in the Western Sea, far off the coast of the Black Kingdoms.

Barracuda Crewmembers

Male Zingaran Pirate 3

Hit Dice: 3d8 (17 hp)

Initiative: +9 (+2 Dex, +3 Ref, +4 Improved Initiative)

Speed: 30 ft. (6 squares)

DV (Dodge): 14 (+2 base, +2 Dex)

DV (Parry): 13 (+1 base, +2 Str)

DR: 4 (quilted jerkin, steel cap)

Base Attack/Grapple: +2/+4 (+2 Str)

Attack: Arming sword +5 (+2 base, +2 Str, +1 racial) melee (1d10+2, 19-20/x2, AP 2); Bardiche +4 (+2 base, +2 Str) melee (2d10+3, 20/x3, AP 5); Dagger +4 (+2 base, +2 Dex) ranged (1d4+2, 19-20/x2, AP 1, range increment 10 ft.)

Full Attack: Arming sword +5 (+2 base, +2 Str, +1 racial) melee (1d10+2, 19-20/x2, AP 2) and dagger +4 (+2 base, +2 Dex) melee (1d4+1, 19-20/x2, AP 1); Bardiche +4 (+2 base, +2 Str) melee (2d10+3, 20/x3, AP 5); Dagger +4 (+2 base, +2 Dex) ranged (1d4+2, 19-20/x2, AP 1, range increment 10 ft.)

Space/Reach: 5 ft./5 ft.

Special Attacks: +1 racial bonus to attack rolls with broadsword and arming sword, sneak attack (+1d6); Ferocious Attack, To Sail a Road of Blood and Slaughter, Sneak Attack +2d6 (includes racial bonus), Sneak Subdual.

Special Qualities: +2 Cha, -2 Con, +1 racial bonus to all Sense Motive checks, -1 racial penalty to all Diplomacy checks, +1 racial bonus to all Profession (sailor), Balance and use Rope checks, proficient with arming sword, wield greatswords as martial weapons instead of exotic weapons; Seamanship +1, Pirate Code (Barachan Smoke and Rockets).
Saves: Fort +3 (+3 base, +0 Con), Ref +5 (+3 base, +2 Dex), Will +0 (+1 base, -1 Will)
Abilities: Str 14, Dex 15, Con 11, Int 12, Wis 8, Cha 12
Skills: Balance +4 (2 racial ranks, +2 Dex), Knowledge (geography) +7 (6 ranks, +1 Int), Profession (sailor) +6 (6 ranks, -1 Wis, +1 racial), Spot +5 (6 ranks, -1 Wis), Swim +8 (6 ranks, +2 Str), Tumble +8 (6 ranks, +2 Dex).
Background Skills: Profession (sailor), Balance, Use Rope.
Feats: Combat Reflexes, Improved Initiative, Power Attack.
Languages: Zingaran, Argossean, Shemitish.

Possessions: Quilted jerkin and steel cap (at sea only), arming sword, 3 daggers, bardiche (at sea only), 3 sp.

Tactics: As pirates, gains a +1 bonus to DV when aboard a vessel at sea. In massed combats against superior foes, they help their leaders using the Aid Another action (attack rolls against DV 10) to boost the leader's attack rolls or defense value (+2 for each successful assistant).

Zurka, Pirate Lieutenant

Male Zingaran Pirate 6

Hit Dice: 6d8+6 (35 hp)

Initiative: +12 (+3 Dex, +5 Ref, +4 Improved Initiative)

Speed: 25 ft. (5 squares)

DV (Dodge): 17 (+4 base, +3 Dex)

DV (Parry): 16 (+3 base, +3 Str)

DR: 6 (mail hauberk)

Base Attack/Grapple: +4/+7 (+4 base, +3 Str)

Attack: Arming sword +8 (+4 base, +3 Dex, +1 racial) melee (1d10+3, 19-20/x2, AP 2, finesse); Dagger +7 (+4 base, +3 Dex) ranged (1d4+3, 19-20/x2, AP 1, range increment 10 ft.)

Full Attack: Arming sword +8 (+4 base, +3 Dex, +1 racial) melee (1d10+3, 19-20/x2, AP 2, finesse) and hatchet +7 (+4 base, +3 Dex) melee (1d6+1, 20/x3, AP 1, finesse); Dagger +7 (+4 base, +3 Dex) ranged (1d4+3, 19-20/x2, AP 1, range increment 10 ft.)

Space/Reach: 5 ft./5 ft.

Special Attacks: +1 racial bonus to attack rolls with broadsword and arming sword, Ferocious Attack, To Sail a Road of Blood and Slaughter, Sneak Subdual, Sneak Attack +3d6 (includes racial bonus).

Special Qualities: +2 Cha, -2 Con, +1 racial bonus to all Sense Motive checks, -1 racial penalty to all Diplomacy checks, +1 racial bonus to all Profession (sailor), Balance and use Rope checks, proficient with arming sword, wield greatswords as martial weapons instead of exotic weapons, Seamanship +1, Pirate Code, Uncanny Dodge, Mobility, Seamanship +2.

Saves: Fort +6 (+5 base, +1 Con), Ref +8 (+5 base, +3 Dex), Will +5 (+2 base, +0 Will, +3 No Honour)

Abilities: Str 16, Dex 17, Con 13, Int 12, Wis 10, Cha 14

Skills: Intimidate +11 (9 ranks, +2 Cha), Move Silently +12 (9 ranks, +3 Dex), Profession (sailor) +10 (9 ranks, +0 Wis, +1 racial), Swim +12 (9 ranks, +3 Str), Tumble +12 (9 ranks, +3 Dex).

Background Skills: Profession (sailor), Balance, Use Rope.

Feats: Combat Reflexes, Improved Initiative, Leadership, No Honour, Steely Gaze.

Languages: Zingaran, Argossean, Shemitish.

Possessions: Mail hauberk, arming sword, hatchet, 3 daggers, 30 sp.

Tactics: Fights with two weapons. Tries to take up flanking position with his crewmen to gain sneak attacks. Uses Demoralize Opponent as a free action (through Steely Gaze).

Yajal the Serpent, Captain of the Barracuda

Male Zingaran Pirate 9

Hit Dice: 9d8+27 (86 hp)

Initiative: +8 (+2 Dex, +6 Ref)

Speed: 25 ft. (5 squares)

DV (Dodge): 18 (+6 base, +2 Dex)

DV (Parry): 19 (+4 base, +5 Str)

DR: 6 (scale corselet, steel cap)

Base Attack/Grapple: +6/+11 (+6 base, +5 Str)

Attack: Greatsword +11 (+6 base, +5 Str) melee (2d10+7, 19-20/x2, AP 4); javelin +8 (+6 base, +2 Dex) ranged (1d8+5, 20/x2, AP 1, range increment 30 ft.)

Full Attack: Greatsword +11/+6 (+6 base, +5 Str) melee (2d10+7, 19-20/x2, AP 4); javelin +8/+3 (+6 base, +2 Dex) ranged (1d8+5, 20/x2, AP 1, range increment 30 ft.)

Space/Reach: 5 ft./5 ft.

Special Attacks: +1 racial bonus to attack rolls with broadsword and arming sword, Ferocious Attack, To Sail a Road of Blood and Slaughter, Sneak Subdual, Bite Sword, Ferocious Attack (additional attack), Sneak Attack +4d6.

Special Qualities: +2 Cha, -2 Con, +1 racial bonus to all Sense Motive checks, -1 racial penalty to all Diplomacy checks, +1 racial bonus to all Profession (sailor), Balance and use Rope checks, proficient with arming sword, wield greatswords as martial weapons instead of exotic weapons, Pirate Code, Uncanny Dodge, Mobility, Seamanship +2, Improved Uncanny Dodge, Poison Resistance +1.

Saves: Fort +8 (+6 base, +2 Con), Ref +8 (+6 base, +2 Dex), Will +4 (+3 base, +1 Will)

Abilities: Str 20, Dex 15, Con 15, Int 13, Wis 13, Cha 16

Skills: Appraise +13 (12 ranks, +1 Int), Intimidate +15 (12 ranks, +3 Cha), Knowledge (geography) +13 (12 ranks, +1 Int), Profession (sailor) +14 (12 ranks, +1 Wis, +1 racial), Tumble +14 (12 ranks, +2 Dex).

Background Skills: Profession (sailor), Balance, Use Rope.

Feats: Carouser, Combat Reflexes, Leadership, Navigation, Power Attack, Toughness.

Languages: Zingaran, Argossean, Pictish, Shemitish, Ophirean.

Possessions: Scale corselet, greatsword (heirloom of the house of Ramana), javelin.

Tactics: Gains a +2 bonus to Defense when at sea. Using a Ferocious Attack in the first round of combat, he gains an additional attack at his highest attack bonus, a +4 bonus to Initiative, attack and damage rolls, but suffers a -4 penalty to Defense and cannot make sneak attacks. The pirate captain usually charges into battle and slashes with his mighty greatsword, using Power Attack to boost damage. Yajal has a high Tumble score and if the opportunity arises he tries to move into flanking position to sneak attack.

Asgalun City Guards

Male Pelishtim Soldier 2

Hit Dice: 2d10+2 (16 hp)

Initiative: +1 (+1 Dex, +0 Ref)

Speed: 30 ft. (6 squares)

DV (Dodge): 12 (+1 base, +1 Dex)

DV (Parry): 14 (+1 base, +2 Str, +1 Parry)

DR: 4 (Leather Jerkin)

Base Attack/Grapple: +2/+4 (+2 base, +2 Str)

Attack: Bardiche +5 (+2 base, +2 Str, +1 Weapon Focus) melee (2d10+3, 20/x3, AP 5); Shemite bow +4 (+2 base, +1 Dex, +1 racial) ranged (1d10+2, 20/x3, AP 4, range increment 100 ft.)

Full Attack: Bardiche +5 (+2 base, +2 Str, +1 Weapon Focus) melee (2d10+3, 20/x3, AP 5); Shemite bow +4 (+2 base, +1 Dex, +1 racial) ranged (1d10+2, 20/x3, AP 4, range increment 100 ft.)

Space/Reach: 5 ft./5 ft.

Special Attacks: +1 racial bonus to attack rolls with any bow, +1 circumstance bonus to damage rolls with bows against targets within one range increment, +1 circumstance bonus to damage rolls when performing coup de grace attacks; Bonus Feat, Bonus Feat.

Special Qualities: +2 racial bonus to Appraise, Spot and Bluff checks, +1 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks in any plains environment, wield Shemite bows as martial weapons instead of exotic weapons, -1 racial penalty to all saves, +2 racial bonus to all Knowledge (arcana) checks.

Saves: Fort +3 (+3 base, +1 Con, -1 racial), Ref +0 (+0 base, +1 Dex, -1 racial), Will +0 (+0 base, -1 Will, -1 racial, +2 Iron Will)

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

Skills: Intimidate +5 (5 ranks, +0 Cha), Search +5 (5 ranks, +0 Int)

Background Skills: Handle Animal, Knowledge (arcana), Knowledge (any)

Feats: Iron Will, Parry, Power Attack, Weapon Focus (bardiche).

Languages: Shemitish, Argossean.

Possessions: Leather jerkin, bardiche, Shemite bow, quiver with 20 arrows, 2 sp.

Tactics: Quickly controls crowds using their massive polearms. Attack with Power Attack against lightly armored foes, otherwise assist allies with Aid Another. The guards do not risk their lives in fights against superior foes.

Asgalun City Guard Captain

Male Pelishtim Soldier 4

Hit Dice: 4d10+8 (35 hp)

Initiative: +2 (+1 Dex, +1 Ref)

Speed: 30 ft. (6 squares)

DV (Dodge): 13 (+2 base, +1 Dex)

DV (Parry): 17 (+3 base, +3 Str, +1 Parry)

DR: 6 (Mail Shirt, Steel Cap)

Base Attack/Grapple: +4/+7 (+4 base, +3 Str)

Attack: Bardiche +8 (+4 base, +3 Str, +1 Weapon Focus) melee (2d10+4, 20/x3, AP 5); Shemite bow +6 (+4 base, +1 Dex, +1 racial) ranged (1d10+3, 20/x3, AP 4, range increment 100 ft.)

Full Attack: Bardiche +7 (+4 base, +3 Str) melee (2d10+4, 20/x3, AP 5); Shemite bow +6 (+4 base, +1 Dex, +1 racial) ranged (1d10+3, 20/x3, AP 4, range increment 100 ft.)

Space/Reach: 5 ft./5 ft.

Special Attacks: +1 racial bonus to attack rolls with any bow, +1 circumstance bonus to damage rolls with bows against targets within one range increment, +1 circumstance bonus to damage rolls when performing coup de grace attacks, Formation Combat (skirmisher).

Special Qualities: +2 racial bonus to Appraise, Spot and Bluff checks, +1 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks in any plains environment, wield Shemite bows as martial weapons instead of exotic weapons, -1 racial penalty to all saves, +2 racial bonus to all Knowledge (arcana) checks, Bonus Feat, Bonus Feat, Bonus Feat.

Saves: Fort +5 (+4 base, +2 Con, -1 racial), Ref +1 (+1 base, +1 Dex, -1 racial), Will +2 (+1 base, +0 Will, -1 racial, +2 Iron Will)

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

Skills: Intimidate +8 (7 ranks, +1 Cha), Ride +8 (7 ranks, +1 Dex), Search +8 (7 ranks, +1 Int).

Background Skills: Handle Animal, Knowledge (arcana), Knowledge (any).

Feats: Combat Reflexes, Iron Will, Parry, Power Attack, Weapon Focus (bardiche).

Languages: Shemitish, Argossean, Stygian.

Possessions: Mail shirt, gilded steel cap, bardiche, Shemite bow, quiver with 20 arrows, 5 sp.

Tactics: Same as city guards.

Shark

Large Animal (aquatic)

Hit Dice: 7d8+7 (38 hp)

Initiative: +7 (+2 Dex, +5 Ref)

Speed: 60 ft. (12 squares), swim 60 ft.

DV (Dodge): 16 (+4 base, +2 Dex, -1 size, +1 Dodge)

DR: 2 (skin)

Base Attack/Grapple: +5/+12 (+3 Str, +4 size)

Attack: Bite +7 melee (1d8+4)

Full Attack: Bite +7 melee (1d8+4)

Space/Reach: 10 ft./5 ft.

Special Attacks: Constrict (2d8+4), improved grab, sneak attack (+2d6)

Special Qualities: Blindsense, blood frenzy, keen scent

Saves: Fort +8, Ref +7, Will +3

Abilities: Str 17, Dex 15, Con 13, Int 1, Wis 12, Cha 2

Skills: Escape Artist +12, Hide +12, Listen +4, Spot +6, Swim +13

Feats: Alertness, Dodge, Great Fortitude

Climate/Terrain: Aquatic

Organization: Solitary, school (2-5), or pack (6-11)

Advancement: 8-12 HD (Huge)

Sharks can be found as far north as Zingara, but generally prefer warmer waters.

Blindsense (Ex): A shark can locate creatures underwater within a 90 foot radius regardless of lighting conditions.

Blood Frenzy (Ex): When a creature is injured within 90 feet of the shark it enters a blood frenzy. It gains a +2 bonus to attack and damage rolls. It also gains a -2 penalty to its DV. The frenzy lasts for one minute.

Constrict (Ex): On a successful grapple check, a shark deals 2d8+4 damage.

Improved Grab (Ex): To use this ability, the shark must hit a creature of any size with its bite attack. If it gets a hold, it can constrict.

Keen Scent (Ex): A shark can notice creatures by scent within a 180 foot radius and can smell blood in the water up to a mile away.

Sneak Attack (Ex): Any time the shark's target would be denied his dodge or parry bonus to DV (whether the target actually has a dodge/parry bonus or not) or when the shark flanks the target, the shark's bite attack deals +2d6 bonus damage.

Skills: A shark has a +8 racial bonus to any Swim check to perform a special action or avoid a hazard. It can always choose to take 10 on a Swim check even if it is distracted or endangered. It can use the run action while swimming provided it swims in a straight line.

Black Lotus Mold

Medium Ooze

Hit Dice: 4d10+20 (42 hp)

Initiative: -4 (-5 Dex, +1 Ref)

Speed: 10 ft. (2 squares), climb 10 ft.

DV (Dodge): 6 (+1 base, -5 Dex)

DR: 6 (amorphous body)

Base Attack/Grapple: +3/+4 (+1 Str)

Attack: Slam +4 melee (1d8+1)

Full Attack: Slam +4 melee (1d8+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Fumes, engulf

Special Qualities: Blindsight, ooze traits, vulnerability to sunlight, regeneration 5, resistance to magic, resistance to weapons

Saves: Fort +6 (+1 base, +5 Con), Ref -4 (+1 base, -5 Dex), Will -4 (+1 base, -5 Wis)

Abilities: Str 13, Dex 1, Con 20, Int —, Wis 1, Cha 1

Skills: —

Feats: —

Climate/Terrain: Any damp underground

Organization: Solitary

Advancement: 5-6 HD (Medium), 7-10 HD (Large)

A black lotus mold is possibly created from rotted black lotus plant material, but has been exposed to strange and corrupting sorcery and has developed an evil sentience and great hunger. It feeds off the mental powers of victims, and in the case of sorcerers can also drain sustenance from their magic and dead bodies and animate their corpses as mindless parodies of their former selves.

Black lotus mold is usually found in a damp environments, but they always originate from places where strange and dark magic has been performed, fueled by the black lotus blossom.

Combat

The black lotus mold usually clings to walls or ceilings, dropping down on unsuspecting victims, who must succeed at a Spot check (DC 20, or DC 10 for a Large mold) to detect the mold as more than a harmless patch of fungus. Unsuspecting victims usually begin by saving against the mold's fumes.

Blindsight (Ex): A black lotus mold's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Fumes (Ex): Anyone coming within 10 ft. of the mold must make a Fortitude save (DC 17) or be overcome by its odorous fumes, standing still doing nothing (treat as stunned) for 1d6 rounds. A creature that makes the saving throw does not need to save again for another 24 hours. The saving throw is Constitution-based.

Engulf (Ex): This attack is activated by a successful touch attack. It is often used against victims who fail their saving throw against the mold's fumes. The mold's touch causes

1d6 points of temporary Intelligence damage per round; when a creature is brought to Int 0, it transforms into a black lotus mold creature under the mental control of the mold in 1d6 minutes. Once a victim is engulfed, the mold cannot be removed except by destroying it, which can be difficult due to its regenerative ability. Any damage dealt to the mold is also inflicted on the victim (who does not benefit from the mold's resistance to weapons and magic); the best way to harm the mold without damaging the victim is to expose the mold to sunlight.

Magic Eater (Su): Black lotus mold feeds on magic. Any harmful spell cast on the black lotus mold causes it to grow by 1 Hit Dice for every 10 hit points of damage inflicted. Other any spells simply heal the black lotus mold for 1d10 hit points.

Vulnerability to Sunlight (Ex): The black lotus mold takes 1d6 points of damage per round of being exposed to natural sunlight.

Ooze Traits (Ex): Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits or flanking.

Elder Black Lotus Mold

Large Ooze

Hit Dice: 10d10+50 (105 hp)

Initiative: -4 (-5 Dex, +1 Ref)

Speed: 10 ft. (2 squares), climb 10 ft.

DV (Dodge): 8 (+3 base, -5 Dex)

DR: 6 (amorphous body)

Base Attack/Grapple: +7/+15 (+4 Str, +4 size)

Attack: Slam +11 melee (1d8+4)

Full Attack: Slam +11 melee (1d8+4)

Space/Reach: 10 ft./5 ft.

Special Attacks: Fumes (DC 20), engulf

Special Qualities: Blindsense, ooze traits, vulnerability to sunlight, regeneration 5, resistance to magic, resistance to weapons

Saves: Fort +8 (+3 base, +5 Con), Ref -2 (+3 base, -5 Dex), Will -2 (+3 base, -5 Wis)

Abilities: Str 18, Dex 1, Con 20, Int —, Wis 1, Cha 1

Skills: —

Feats: —

Climate/Terrain: Any damp underground

Organization: Solitary

Advancement: —

Black Lotus Mold Creature [Template]

Black lotus mold creature is an acquired template that can be added to any living humanoid creature (hereafter referred to as the base creature). In the case of sorcerers, it can also be added to a dead creature.

A mold creature uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to Ooze. Do not recalculate Hit Dice, base attack bonus, or saves. The mold creature loses all skills and feats of the base creature.

Speed: As the base creature minus 10 ft., to a minimum of 10 ft. or the base creature's original speed (whichever is lower).

Damage Reduction: Natural DR improves by +4 (this stacks with any natural DR bonus the base creature has).

Attacks: A mold creature loses all attacks of the base creature, but gains a single slam attack that does 1d8 points of damage (for Medium-sized creatures).

Special Attacks: A mold creature loses all its special attacks, but gains the following.

Infestation (Ex): A creature hit by the mold creature's slam attack must succeed at a Fortitude saving throw (DC 10 + half mold creature's Hit Dice + mold creature's Con modifier) or be infected with black lotus mold. This causes 1d6 points of temporary Intelligence damage to the target. When a creature is brought to Int 0, it becomes a black lotus mold creature in 1d6 minutes.

Special Qualities: A black lotus mold creature loses all the special qualities of the base creature, but gains the following.

Blindsight (Ex): A black lotus mold creature's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Magic Eater (Su): A black lotus mold creature feeds on magic. Any spell simply heals the black lotus mold creature for 1d10 hit points.

Vulnerability to Sunlight (Ex): The black lotus mold creature takes 1d6 points of damage per round of being exposed to natural sunlight.

Ooze Traits (Ex): Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits or flanking.

Favored Class: None.

Abilities: Adjust from the base creature as follows: Dex 1, Int —, Wis 1, Cha 1

Sample Black Lotus Mold Creature

Male Scholar 8 (Ooze)

Hit Dice: 8d6+8 (44 hp)

Initiative: -3 (-5 Dex, +2 Ref)

Speed: 20 ft. (4 squares)

DV (Dodge): 8 (+3 base, -5 Dex)

DV (Parry): 14 (+3 base, +1 Str)

DR: 4 (amorphous skin)

Base Attack/Grapple: +6/+7 (+6 base, +1 Str)

Attack: Slam +7 (+6 base, +1 Str) melee (1d8+1, 20/x2, AP 0)

Full Attack: Slam +7 (+6 base, +1 Str) melee (1d8+1, 20/x2, AP 0)

Space/Reach: 5 ft./5 ft.

Special Attacks: Infestation (Fort DC 15)

Special Qualities: Blindsight, regeneration 5, resistance to magic, resistance to weapons, vulnerability to sunlight, ooze traits

Saves: Fort +3 (+2 base, +1 Con), Ref -3 (+2 base, -5 Dex), Will +1 (+6 base, -5 Will)

Abilities: Str 12, Dex 1, Con 12, Int —, Wis 1, Cha 1

Skills: —

Background Skills: —

Feats: —
Languages: —

Possessions: None

Tactics: Defend the elder mold. (“You will be assimilated...”)

“Water Dragon” Crewmember

Male Pelishtim Pirate 3

Hit Dice: 3d8+3 (17 hp)

Initiative: +5 (+2 Dex, +3 Ref)

Speed: 40 ft. (8 squares)

DV (Dodge): 14 (+2 base, +2 Dex)

DV (Parry): 12 (+1 base, +1 Str)

DR: 0 (no armor)

Base Attack/Grapple: +2/+3 (+2 base, +1 Str)

Attack: Cutlass +4 (+2 base, +1 Str, +1 Weapon Focus) melee (1d10+1, 19-20/x2, AP 2); javelin +4 (+2 base, +2 Dex) ranged (1d8+1, 20/x2, AP 1, range increment 30 ft.)

Full Attack: Cutlass +4 (+2 base, +1 Str, +1 Weapon Focus) melee (1d8+1, 19-20/x2, AP 2); javelin +4 (+2 base, +2 Dex) ranged (1d8+1, 20/x2, AP 1, range increment 30 ft.)

Space/Reach: 5 ft./5 ft.

Special Attacks: +1 racial bonus to attack rolls with any bow, +1 circumstance bonus to damage rolls with bows against targets within one range increment, +1 circumstance bonus to damage rolls when performing coup de grace attacks, Ferocious Attack, To Sail a Road of Blood and Slaughter, Sneak Attack +1d6, Sneak Subdual.

Special Qualities: +2 racial bonus to Appraise, Spot and Bluff checks, +1 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks in any plains environment, wield Shemite bows as martial weapons instead of exotic weapons, -1 racial penalty to all saves, +2 racial bonus to all Knowledge (arcana) checks, Seamanship +1, Pirate Code.

Saves: Fort +3 (+3 base, +1 Con, -1 racial), Ref +4 (+3 base, +2 Dex, -1 racial), Will +0 (+1 base, +0 Will, -1 racial)

Abilities: Str 12, Dex 15, Con 12, Int 10, Wis 11, Cha 9

Skills: Profession (sailor) +6 (6 ranks, +0 Wis), Spot +6 (6 ranks, +0 Wis), Swim +7 (6 ranks, +1 Str), Tumble +8 (6 ranks, +2 Dex).

Background Skills: Handle Animal, Knowledge (arcana), Knowledge (any).

Feats: Fleet-Footed, Weapon Focus (cutlass).

Languages: Shemitish, Stygian, Argossean.

Possessions: Cutlass, javelin.

Gallas, Captain of the “Water Dragon”

Male Argossean Pirate 8

Hit Dice: 8d8+16 (62 hp)

Initiative: +10 (+4 Dex, +6 Ref)

Speed: 25 ft. (5 squares)

DV (Dodge): 20 (+6 base, +4 Dex)

DV (Parry): 17 (+4 base, +3 Str)

DR: 7 (breastplate, steel cap)

Base Attack/Grapple: +6/+9 (+6 base, +3 Str)

Attack: Greatsword +10 (+6 base, +3 Str, +1 Weapon Focus) melee (2d10+4, 19-20/x2, AP 4); Shemite bow +10 (+6 base, +4 Dex) ranged (1d10+3, 20/x3, AP 4, range increment 100 ft.)

Full Attack: Greatsword +10/+5 (+6 base, +3 Str, +1 Weapon Focus) melee (2d10+4, 19-20/x2, AP 4); Shemite bow +10/+5 (+6 base, +4 Dex) ranged (1d10+3, 20/x3, AP 4, range increment 100 ft.)

Space/Reach: 5 ft./5 ft.

Special Attacks: Ferocious Attack, To Sail a Road of Blood and Slaughter, Sneak Attack +2d6, Sneak Subdual, Bite Sword, Ferocious Attack (additional attack).

Special Qualities: Choose 2 extra class skills, gain +2 competence bonus to extra class skills, wield greatsword as martial weapon instead of exotic weapon, +1 racial bonus to Fate Points, +2 racial bonus to Gather Information, Profession (sailor), Balance and Use Rope checks, Seamanship +1, Pirate Code, Uncanny Dodge, Mobility, Seamanship +2, Improved Uncanny Dodge, Poison Resistance +1.

Saves: Fort +7 (+6 base, +1 Con), Ref +10 (+6 base, +4 Dex), Will +3 (+2 base, +1 Will)

Abilities: Str 16, Dex 19, Con 12, Int 13, Wis 12, Cha 13

Skills: Balance +6 (0 ranks, +4 Dex, +2 racial), Gather Information +3 (0 ranks, +1 Cha, +2 racial), Intimidate +12 (11 ranks, +1 Cha), Knowledge (geography) +12 (11 ranks, +1 Int), Profession (sailor) +14 (11 ranks, +1 Wis, +2 racial), Swim +14 (11 ranks, +3 Str), Tumble +15 (11 ranks, +4 Dex), Use Rope +6 (0 ranks, +4 Dex, +2 racial).

Background Skills: Gather Information, Profession (sailor), Balance, Use Rope.

Feats: Combat Reflexes, Leadership, Power Attack, Toughness, Weapon Focus (greatsword).

Languages: Argossean, Stygian, Zingaran, Shemitish.

Possessions: Mail hauberk, steel cap, greatsword, Shemite bow (+3 Str bonus), 20 arrows.

Rashat (First Mate)/Cyrak (Mutiny Leader)

Male Argossean Pirate 6

Hit Dice: 6d8+6 (30 hp)

Initiative: +12 (+3 Dex, +5 Ref, +4 Improved Initiative)

Speed: 40 ft. (8 squares)

DV (Dodge): 18 (+4 base, +3 Dex, +1 Dodge)

DV (Parry): 15 (+3 base, +2 Str)

DR: 5 (leather jerkin, steel cap)

Base Attack/Grapple: +4/+6 (+4 base, +2 Str)

Attack: Cutlass +6 (+4 base, +2 Str) melee (1d10+2, 19-20/x2, AP 2); hatchet +7 (+4 base, +3 Dex) ranged (1d6+2, 20/x3, AP 1, range increment 10 ft.)

Full Attack: Cutlass +6 (+4 base, +2 Str) melee (1d10+2, 19-20/x2, AP 2); hatchet +7 (+4 base, +3 Dex) ranged (1d6+2, 20/x3, AP 1, range increment 10 ft.)

Space/Reach: 5 ft./5 ft.

Special Attacks: Ferocious Attack, To Sail a Road of Blood and Slaughter, Sneak Attack +2d6, Sneak Subdual.

Special Qualities: Choose 2 extra class skills, gain +2 competence bonus to extra class skills, wield greatsword as martial weapon instead of exotic weapon, +1 racial bonus to Fate Points, +2 racial bonus to Gather Information, Profession (sailor), Balance and Use Rope checks, Seamanship +1, Pirate Code, Uncanny Dodge, Mobility, Seamanship +2.

Saves: Fort +6 (+5 base, +1 Con), Ref +8 (+5 base, +3 Dex), Will +5 (+2 base, +0 Will, +3 No Honour)

Abilities: Str 14, Dex 17, Con 12, Int 11, Wis 11, Cha 12

Skills: Profession (sailor) +9 (9 ranks, +0 Wis), Spot +9 (9 ranks, +0 Wis), Swim +11 (9 ranks, +2 Str), Tumble +12 (9 ranks, +3 Dex).

Background Skills: Gather Information, Profession (sailor), Balance, Use Rope.

Feats: Dodge, Fleet-Footed, Improved Initiative, No Honour, Quick Draw.

Languages: Argossean, Stygian, Zingaran, Shemitish.

Possessions: Leather jerkin, steel cap, cutlass, hatchet.

Dar-Tiglat (“Sarru”), Priest of Dagon (“Ship Doctor”)

Male Pelishtim Scholar 10

Hit Dice: 10d6+10 (51 hp)

Initiative: +6 (+3 Dex, +3 Ref)

Speed: 30 ft. (6 squares)

DV (Dodge): 16 (+3 base, +3 Dex)

DV (Parry): 14 (+3 base, +1 Str)

DR: 0 (no armor)

Base Attack/Grapple: +7/+8 (+7 base, +1 Str)

Attack: Staff +10 (+7 base, +3 Dex) melee (2d4+1, 20/x2, AP 1, finesse, reach 10 ft.); dagger +10 (+7 base, +3 Dex) ranged (1d4+1, 19-20/x2, AP 1, range increment 10 ft.)

Full Attack: Staff +10/+5 (+7 base, +3 Dex) melee (2d4+1, 20/x2, AP 1, finesse, reach 10 ft.); dagger +10/+5 (+7 base, +3 Dex) ranged (1d4+1, 19-20/x2, AP 1, range increment 10 ft.)

Space/Reach: 5 ft./5 ft. (10 ft. with staff)

Special Attacks: +1 racial bonus to attack rolls with any bow, +1 circumstance bonus to damage rolls with bows against targets within one range increment, +1 circumstance bonus to damage rolls when performing coup de grace attacks.

Special Qualities: +2 racial bonus to Appraise, Spot and Bluff checks, +1 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks in any plains environment, wield Shemite bows as martial weapons instead of exotic weapons, -1 racial penalty to all saves, +2 racial bonus to all Knowledge (arcana) checks, Scholar, Background (lay priest), Base Power Points, Knowledge Is Power, +3 Power Points, Increased Maximum Power Points (triple).

Saves: Fort +3 (+3 base, +1 Con, -1 racial), Ref +5 (+3 base, +3 Dex, -1 racial), Will +10 (+7 base, +2 Will, -1 racial, +2 Iron Will)

Abilities: Str 12, Dex 16, Con 12, Int 15, Wis 14, Cha 18

Skills: Bluff +19 (13 ranks, +4 Cha, +2 Persuasive), Concentration +14 (13 ranks, +1 Con), Craft (alchemy) +15 (13 ranks, +2 Int), Craft (herbalism) +15 (13 ranks, +2 Int), Decipher Script +15 (13 ranks, +2 Int), Gather Information +17 (13 ranks, +4 Cha), Heal +15 (13 ranks, +2 Wis), Intimidate +19 (13 ranks, +4 Cha, +2 Persuasive), Knowledge (arcana) +15 (13 ranks, +2 Int), Knowledge (religion) +15 (13 ranks, +2 Int).

Background Skills: Handle Animal, Knowledge (arcana), Knowledge (any).

Feats: Improved Evil Eye, Iron Will (b), Magic Power Attack, Opportunistic Sacrifice, Persuasive, Priest, Ritual Sacrifice, Steely Gaze.

Magical Attack Bonus: +9 (+5 base, +4 Cha)

Base/Max Power Points: 9/27 (base 4, +2 Wis, +3 class)

Sorcery Styles and Spells: Divination (Astrological Prediction, Visions), Hypnotism (Entrance, Torment, Domination, Dread Serpent), Necromancy (Raise Corpse, Drums of the Dead, Death Touch), Sea Witchery (Sense Currents, Tentacles of the Deep).

Corruption: 0

Languages: Shemitish, Stygian, Ophirean, Kothic, Argossean, Hyrkanian.

Possessions: Plain clothes, staff, dagger, 2 doses of blue devil’s flame, 1 globe of Kothic demon-fire, magical link to thralls (nail clippings).

Tactics: Use Demoralize Opponent as a free action whenever possible. Use Dread Serpent or Death Touch on dangerous-looking opponents, resorting to a defensive blast in an emergency. Dar-Tiglat has several thralls back in Asgalun which he can drain for up to 5 power points per round as a free action (up to a maximum of 15 points, after

which they must begin to perform sacrifices to gain power points — this will obviously take some time).

Bloated One

Male Southern Islander Barbarian 4 (Bloated One)

Hit Dice: 4d10+4 (27 hp)

Initiative: +7 (+3 Dex, +4 Ref)

Speed: 20 ft. (4 squares), Swim 30 ft.

DV (Dodge): 18 (+3 base, +3 Dex, +1 racial, +1 Dodge)

DV (Parry): 17 (+1 base, +6 Str)

DR: 3 (tough skin)

Base Attack/Grapple: +4/+10 (+4 base, +6 Str)

Attack: Hunting spear +11 (+4 base, +6 Str, +1 racial) melee (1d8+6, 20/x2, AP 1); claw +10 (+4 base, +6 Str) melee (1d8+6, 20/x2, AP 0); hunting spear +8 (+4 base, +3 Dex, +1 racial) ranged (1d8+6, 20/x2, AP 1, range increment 10 ft.)

Full Attack: Hunting spear +11 (+4 base, +6 Str, +1 racial) melee (1d8+6, 20/x2, AP 1); claw +10/+10 (+4 base, +6 Str) melee (1d8+6, 20/x2, AP 0); hunting spear +8 (+4 base, +3 Dex, +1 racial) ranged (1d8+6, 20/x2, AP 1, range increment 10 ft.)

Space/Reach: 5 ft./5 ft.

Special Attacks: +1 racial bonus to attack rolls with any spear or javelin, +1 dodge bonus to DV when unarmored, Versatility (-2 penalty), Bite Sword, Crimson Mist; Choke, Improved Grab, Stench (Fort DC 12).

Special Qualities: +2 Str, -2 Cha, proficient with hunting spear and club, +2 racial bonus to Perform (dance) checks, -2 racial penalty on all Will saves against Terror, illiterate, Track, Fearless, Trap Sense +1, Endurance, Uncanny Dodge; Darkvision 60 ft., Water Dependent.

Saves: Fort +4 (+4 base, +0 Con), Ref +7 (+4 base, +3 Dex), Will +1 (+1 base, +0 Will)

Abilities: Str 22, Dex 16, Con 10, Int 4, Wis 10, Cha 6

Skills: Swim +21 (7 ranks, +6 Str, +8 racial).

Background Skills: Perform (dance), Profession (sailor), Survival.

Feats: Dodge, Fighting-Madness, Toughness.

Languages: Southern Islander, Black Coast, Stygian.

Possessions: Hunting spear.

Tactics: Enter a rage with Fighting-Madness and gang up on enemies, trying to strangle them and pull them underwater.

Bhaomog, the Sleeper in the Abyss

Huge Animal (aquatic)

Hit Dice: 12d8+48 (102 hp)

Initiative: +8 (+2 Dex, +6 Ref)

Speed: Swim 80 ft. (16 squares)

DV (Dodge): 17 (+6 base, +3 Dex, -2 size)

DR: 4 (tough skin)

Base Attack/Grapple: +9/+29 (+8 Str, +8 size, +4 racial)

Attack: Tentacle +15 (+9 base, +8 Str, -2 size) melee (1d6+8)

Full Attack: Tentacle +15/+15/+15/+15/+15/+15/+15/+15/+15/+15 (+9 base, +8 Str, -2 size) melee (1d6+8) and bite +10 (+4 base, +8 Str, -2 size) melee (2d8+4)

Space/Reach: 15 ft./15 ft. (30 ft. with tentacles)

Special Attacks: Constrict (1d6+8), enslave, improved grab

Special Qualities: Ink cloud, jet, low-light vision

Saves: Fort +12 (+8 base, +4 Con), Ref +11 (+8 base, +3 Dex), Will +7 (+4 base, +1 Wis, +2 Iron Will)

Abilities: Str 26, Dex 17, Con 18, Int 18, Wis 12, Cha 10

Skills (90 skill points, max ranks 15, 6 maxed-out skills): Listen +16 (15 ranks, +1 Wis), Spot +16 (15 ranks, +1 Wis), Swim +31 (15 ranks, +8 Str, +8 racial)

Feats (4): Alertness, Diehard, Endurance, Iron Will

Climate/Terrain: Aquatic

Organization: Solitary

Advancement: 13-18 HD (Huge), 19-36 HD (Gargantuan)

Bhaomog, the ancient “god” of the Namthuans, appears as a tentacled horror with mottled green-black skin. It has a keen but alien intelligence, and rarely exposes itself to attacks, preferring instead to let its slaves and servitors fight opponents. The creature can destroy ships by using its strength to slowly pull apart the hull from beneath the vessel.

An opponent can attack Bhaomog’s tentacles with a sunder attack. These tentacles have 10 hit points each. If Bhaomog is currently grappling a target with the tentacle that is being attacked, it usually uses another limb to make its attack of opportunity against the opponent making the sunder attempt. Severing one of Bhaomog’s tentacles deals 5 points of damage to the creature. Bhaomog usually withdraws from combat if it loses five tentacles. The creature regrows severed limbs in 1d10+10 days.

Constrict (Ex): On a successful grapple check, Bhaomog deals 1d6+8 points of damage.

Enslave (Su): Three times per day, Bhaomog can attempt to enslave any one living creature within 30 feet. The target must succeed on a DC 16 Will save or be affected as though by a *domination* spell. An enslaved creature obeys Bhaomog’s telepathic commands but can attempt a new Will save every 24 hours to break free. The control is also broken if Bhaomog dies or travels more than 1 mile from its slave. The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, Bhaomog must hit a creature of any size with a tentacle attack. If it gets a hold, it can constrict.

Ink Cloud (Ex): Bhaomog can emit a cloud of jet-black ink 20 feet wide and 20 feet long once per minute as a free action. The cloud provides total concealment. The creature usually uses this concealment to escape from an overwhelming attacker. All vision within the cloud is obscured.

Jet (Ex): Bhaomog can jet backward once per round as a full-round action. This action carries it 200 feet in a straight line. Bhaomog does not provoke an attack of opportunity while jetting.

Skills: Bhaomog has a +8 racial bonus to any Swim check to perform a special action or avoid a hazard. It can always choose to take 10 on a Swim check even if it is distracted or endangered. It can use the run action while swimming provided it swims in a straight line.

Giant Flesh-Eating Bird

Large Animal

Hit Dice: 4d8+4 (22 hp)

Initiative: +7 (+3 Dex, +4 Ref)

Speed: 10 ft. (2 squares), fly 80 ft. (average)

DV (Dodge): 15 (+3 base, +3 Dex, -1 size)

DR: 2 (feathers)

Base Attack/Grapple: +3/+12 (+5 Str, +4 size)

Attack: Claw +7 melee (1d8+5)

Full Attack: Claw +7/+7 melee (1d8+5) and bite +2 melee (1d10+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab

Special Qualities: Evasion, low-light vision, scent

Saves: Fort +5, Ref +7, Will +3

Abilities: Str 20, Dex 17, Con 12, Int 3, Wis 14, Cha 10

Skills: Listen +9 (7 ranks, +2 Wis), Spot +6 (+2 Wis, +4 racial)

Feats: Alertness, Flyby Attack

Climate/Terrain: Temperate and tropical mountains

Organization: Solitary, pair, or eyrie (5-12)

Advancement: 5-8 HD (Large), 9-12 HD (Huge)

These giant birds resemble large eagles. They stand about 10 feet tall, have a wingspan of up to 20 feet. It weighs about 500 pounds. A favorite tactic is to dive down on victims (treat as charge), grab them, and drop their opponents from great distance.

Giant Moray Eel

Large Animal (Aquatic)

Hit Dice: 5d8+5 (27 hp)

Initiative: +7 (+3 Dex, +4 Ref)

Speed: 20 ft. (2 squares), swim 20 ft.

DV (Dodge): 16 (+3 base, +3 Dex, -1 size, +1 Dodge)

DR: 2 (scales)

Base Attack/Grapple: +3/+12 (+5 Str, +4 size)

Attack: Claw +7 melee (1d10+5)

Full Attack: Claw +7 melee (1d10+5) and tail lash +2 melee (1d6+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab, tear, disease

Special Qualities: Ambhigious, darkvision 60 ft.

Saves: Fort +4 (+4 base), Ref +7 (+4 base, +3 Dex), Will +2 (+1 base, +1 Wis)

Abilities: Str 20, Dex 17, Con 11, Int 1, Wis 12, Cha 2

Skills: Hide +15 (8 ranks, +3 Dex, +4 racial), Listen +5 (0 ranks, +1 Wis, +4 racial),

Spot +5 (0 ranks, +1 Wis, +4 racial)

Feats (2): Dodge, Toughness

Climate/Terrain: Warm aquatic

Organization: Solitary or school (4-8)

Advancement: 6-8 HD (Large), 9-15 HD (Huge)

A giant moray eel is a feared predator about 8 feet long. It is mottled brown with light brown or yellow splotches on its back.

Improved Grab (Ex): To use this ability, the giant moray eel must hit a foe with its bite attack. If it gets a hold, it tears the flesh.

Tear (Ex): A giant moray eel automatically hits a held opponent with all its melee attacks each round it maintains the hold.

Disease (Ex): The giant moray eel's bite inflicts its foe with a wasting disease (symptoms: dehydration, diarrhea, vomiting; incubation: 1 day; damage: 1d4 Str [does not heal at

normal rate until disease is treated]; treatment: 2 consecutive successful Fort saves or Heal checks, or survive for 2 weeks). The save DC is Constitution-based.

Ambhigious (Ex): Giant moray eels can survive out of water for 1 minute per point of Constitution before it starts to suffocate.