

# VILLAINS III: COMPILED STAT BLOCKS

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A companion document to *Villains III*



# CREDITS & CONTENTS

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# STAT BLOCKS

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## ANIMALS

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### CR 7

#### **FOREST UNCLE**

CR 7 (XP 3,200)

*This huge and powerfully-built bear, has black, matted fur and a huge maw full of sharp teeth.*

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Dire bear

N Large animal

**Init** +5; **Senses** low-light vision, scent; Perception +12, Sense Motive +1

**Speed** 40 ft. Run; **ACP** 0; Acrobatics +1 (+5 jumping), Stealth -3, Swim +19

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**AC** 18, touch 10, flat-footed 17; **CMD** 26 (30 vs. trip)

(+1 Dex, +8 natural, -1 size)

**Fort** +12, **Ref** +8, **Will** +4

**hp** 95 (10 HD)

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**Space** 10 ft.; **Base Atk** +7; **CMB** +15 (+19 grapple)

**Melee** 2 claws +13 (1d6+7 plus grab) and  
bite +13 (1d8+7)

**Atk Options** grab

**Grab (Ex)** If it hits a Medium or smaller target with its bite, the bear can try to grapple as a free action without provoking attacks of opportunity.

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**Abilities** Str 25, Dex 13, Con 21, Int 2, Wis 12, Cha 10

**Feats** Endurance, Improved Initiative, Iron Will, Run, Skill Focus (Perception)

**Skills** as above

## HUMANOIDS

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CR 2

**DARICK BODEN** CR 2 (XP 600)

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Male human rogue 2/sorcerer (destined) 1

NE Medium humanoid (human)

**Init** +2; **Senses** Perception +6 (+7 vs. traps; trapfinding), Sense Motive +1

**Speed** 35 ft.; **ACP** 0; Acrobatics +7, Climb +6, Escape Artist +7, Stealth +7 (fast stealth)

---

**AC** 15, touch 12, flat-footed 13; **CMD** 14

(+2 Dex, +3 armour [mwk studded leather])

**Fort** +2, **Ref** +5 (evasion), **Will** +1

**hp** 24 (3 HD)

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**Space** 5 ft.; **Base Atk** +1; **CMB** +2

**Melee** mwk rapier +4 (1d6+1/18-20)

**Ranged** mwk shortbow (range 60 ft.) +4 (1d6/x3)

**Atk Options** sneak attack +1d6

**Special Actions** touch of destiny (4/day)

**Touch of Destiny (Sp)** At 1st level, Darick can touch a creature as a standard action, giving it a +1 insight bonus on attack rolls, skill checks, ability checks and saving throws for 1 round.

**Sorcerer Spells Known** (CL 1st; concentration +2; bloodline arcana)

1st (4/day)—*expeditious retreat*, *shield*

0—*bleed* (DC 13), *detect magic*, *read magic*, *stabilise*

**Bloodline Arcana** Whenever Darick casts a spell with a range of “personal,” he gains a luck bonus equal to the spell’s level on all saving throws for 1 round.

**Combat Gear** arrows (16), *potion of invisibility*, *potion of cure light wounds*

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

**SQ** rogue talent (fast stealth), trapfinding (+1)

**Feats** Alertness<sup>B</sup>, Fleet, Weapon Finesse

**Skills** as above plus Appraise +6, Bluff +6, Disable Device +10, Knowledge (arcana) +6, Knowledge (local) +6, Sleight of Hand +8, Spellcraft +6

**Languages** Abyssal, Common, Goblin

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**Gear** as above plus backpack, 50 ft. rope with grappling hook, oil (2), masterwork thieves’ tools

## CR 4

### SITAE AMAITHAR

CR 4 (XP 1,200)

Female half-elf cleric 3/fighter 2

LE Medium humanoid (elf, human)

**Init** +7; **Senses** low-light vision; Perception +4, Sense Motive +8

**Speed** 20 ft., base speed 30 ft.; **ACP** -4; Acrobatics -1 (-5 jumping)

**AC** 19, touch 13, flat-footed 16; **CMD** 19

(+3 Dex, +6 armour [mwk breastplate])

**Immune** *sleep*

**Fort** +7, **Ref** +4, **Will** +6; +2 vs. enchantment spells and effects

**hp** 34 (5 HD)

**Space** 5 ft.; **Base Atk** +4; **CMB** +6

**Melee** mwk glaive (reach 10 ft.; Power Attack [-2/+6]) +8 (1d10+3)

**Atk Options** Combat Reflexes, dazing touch (5/day)

**Dazing Touch (Sp)** Sitae can cause a living creature of 3 HD or less to become dazed for 1 round as a melee touch attack.

**Special Actions** channel negative energy (4/day; 2d6; DC 12), copycat (5/day)

**Copycat (Sp)** Sitae can create an illusory double of herself as a move action that functions as a single *mirror image* (duration 3 rounds or until the duplicate is dispelled or destroyed). Sitae can have no more than one image at a time. This ability does not stack with *mirror image*.

**Cleric Spells Prepared** (CL 3rd; concentration +5; Charm, Trickery; spontaneous casting [*inflict* spells])

2nd—*enthrall* (DC 14), *invisibility*<sup>D</sup>, *owl's wisdom*

1st—*bless*, *charm person*<sup>D</sup> (2; DC 13), *protection from good*

0—*bleed*, *detect magic*, *read magic*, *stabilise*

**Combat Gear** *potion of barkskin*, *potion of bear's endurance*, *potion of bull's strength*, *potion of divine favour* (+3, CL 9), *wand of suggestion* (2 charges, DC 14)

**Abilities** Str 14, Dex 16, Con 8, Int 10, Wis 14, Cha 13

**SQ** aura of evil (moderate)

**Feats** Combat Reflexes, Improved Initiative, Power Attack, Skill Focus (Bluff), Toughness, Weapon Focus (glaive)

**Skills** as above plus Bluff +14, Diplomacy +6, Knowledge (religion) +6

**Languages** Common, Elven

**Gear** as above plus spell component pouch, unholy symbol, fine clothes plus GM determined

### ARAGAN DOLDAL

CR 4 (XP 1,200)

Male dwarf fighter 2/barbarian 3

CE Medium humanoid (dwarf)

**Init** +1; **Senses** darkvision 60 ft.; Perception +10 (+12 vs. unusual stonework; stonecunning), Sense Motive +2

**Speed** 30 ft., base speed 20 ft.; **ACP** -4; Acrobatics -3 (-7 jumping), Climb +3

**AC** 21, touch 12, flat-footed 21; **CMD** 19 (+23 vs. bull rush or trip); Dodge, +4 vs. giant-type creatures, +1 vs. traps, uncanny dodge

(+1 Dex, +6 armour [+1 *scale mail*], +1 Dodge, +3 shield [mwk heavy steel, Shield Focus])

**Fort** +9 (+11 vs. poison), **Ref** +2 (+3 vs. traps), **Will** +3 (+4 vs. fear); +2 vs. spells and spell-like abilities

**hp** 61 (5 HD)

**Space** 5 ft.; **Base Atk** +5; **CMB** +8

**Melee** mwk longsword (Power Attack [-2/+4]) +10 (1d8+3/19-20)

**Ranged** heavy crossbow (range 120 ft.; Deadly Aim [-2/+4]) +7 (1d10/19-20)

**Atk Options**, +1 attack vs. orc- and goblin-type foes, rage (11 rounds)

**Combat Gear** bolts (10), *potion of bull's strength*, *oil of magic weapon*

**Abilities** Str 16, Dex 13, Con 16, Int 10, Wis 14, Cha 6

**SQ** bravery (+1), fast movement, rage power (superstition), trap sense (+1), weapon familiarity (dwarven)

**Feats** Deadly Aim, Dodge, Shield Focus, Toughness, Weapon Focus (longsword)

**Skills** as above plus Appraise +0 (+2 to value nonmagical metal and gemstones), Knowledge (engineering) +4, Knowledge (nature) +6, Survival +10

**Languages** Common, Dwarven

**Gear** as above plus backpack, sack, trail rations (2), waterskin, 10 gp

**When raging, Aragan has the following modified statistics:**

**ACP** -4; Climb +5

**AC** 19, touch 10, flat-footed 19; **CMD** 21 (+25 vs. bull rush or trip); +4 vs. giant-type creatures, +1 vs. traps, uncanny dodge (-2 class, +1 Dex, +5 armour [mwk scale mail], +1 dodge, +3 shield [heavy steel, Shield Focus])

**Fort** +11 (+13 vs. poison), **Will** +5 (+6 vs. fear); +4 vs. spells and spell-like abilities, +2 vs. supernatural abilities

**hp** 71

**CMB** +10

**Melee** mwk longsword +12 (1d8+5/19-20)

**Atk Options** rage (11 rounds; superstition)

**Abilities** Str 20, Con 20

**VONIAT IASAN**

CR 4 (XP 1,200)

Male half-elf fighter 3/rogue 2

NE Medium humanoid (elf, human)

**Init** +2; **Senses** low-light vision; Perception +11 (+12 vs. traps; trapfinding), Sense Motive +5**Speed** 30 ft.; **ACP** -2; **Acrobatics** +11, **Ride** +5, **Stealth** +11**AC** 19, touch 13, flat-footed 16; **CMD** 20; +1 vs traps; Dodge, Mobility

(+2 Dex, +6 armour [mwk breastplate], +1 dodge)

**Immune** *sleep***Fort** +4, **Ref** +6 (+7 vs. traps; evasion), **Will** +2 (+3 vs. fear); +2 vs. enchantment spells and effects**hp** 40 (5 HD)**Space** 5 ft.; **Base Atk** +4; **CMB** +8**Melee** greatsword (Power Attack [-2/+6]) +10 (2d6+6/19-20)**Ranged** mwk composite longbow (range 110 ft.) +8 (1d8/x3)**Atk Options** Combat Reflexes, sneak attack +1d6**Combat Gear** arrows (20), *potion of divine favour* (+3, CL 9), *potion of haste*, *potion of shield of faith* (CL 3)**Abilities** Str 18, Dex 14, Con 13, Int 10, Wis 12, Cha 8**SQ** armour training (1), bravery (+1), rogue talent (weapon training [longbow]), trapfinding, trap sense (+1)**Feats** Combat Reflexes, Dodge, Mobility, Power Attack, Skill Focus (Acrobatics), Weapon Focus (greatsword), Weapon Focus (longbow)**Skills** as above plus Handle Animal +4, Knowledge (local) +5**Languages** Common, Elven**Gear** as above plus 12 gp**RAINE KARONEN**

CR 4 (XP 1,200)

Male human barbarian 5

CE Medium humanoid (human)

**Init** +6; **Senses** Perception +9, Sense Motive +1**Speed** 40 ft., base speed 30 ft.; **ACP** -3; **Acrobatics** -1 (+3 jumping), **Climb** +5, **Ride** +4**AC** 18, touch 12, flat-footed 18; **CMD** 21; improved uncanny dodge, uncanny dodge, +1 vs. traps

(+2 Dex, +6 armour [mwk breastplate])

**Fort** +5, **Ref** +3 (+4 vs. traps), **Will** +4**hp** 47 (5 HD)**Space** 5 ft.; **Base Atk** +5; **CMB** +9**Melee** mwk falchion (Power Attack [-2/+6]) +10 (2d4+6/18-20)**Ranged** mwk composite longbow (range 110 ft.) +8 (1d8+4/x3)**Combat Gear** arrows (20), *potion of bull's strength*, *potion of barkskin*, *potion of shield of faith* (+3, CL 6)**Abilities** Str 18, Dex 14, Con 13, Int 10, Wis 12, Cha 8**SQ** fast movement, rage power (lesser beast totem, superstition), trap sense (+1)**Feats** Improved Initiative, Iron Will, Power Attack, Weapon Focus (claws)**Skills** as above plus Handle Animal +7, Knowledge (geography) +3, Knowledge (nature) +7, Survival +9**Languages** Common**Gear** as above plus fur robe and as GM determined

When raging, Raine has the following modified statistics:

**ACP** -4; **Climb** +5**AC** 16, touch 10, flat-footed 16; **CMD** 21; improved uncanny dodge, uncanny dodge, +1 vs. traps

(-2 class, +2 Dex, +6 armour [mwk breastplate])

**Fort** +7, **Will** +6; +3 vs. spells, supernatural and spell-like abilities  
**hp** 55**CMB** +11**Melee** mwk falchion +12 (2d4+9/18-20) or**Melee** 2 claws +12 (1d6+6)**Atk Options** rage (11 rounds; lesser beast totem, superstition)**Abilities** Str 22, Con 16**THADRIM NYTRILUATH**

CR 4 (XP 1,200)

Male half-elf wizard (illusionist) 5

NE Medium humanoid (elf, human)

**Init** +2; **Senses** low-light vision; Perception +9, Sense Motive +1**Speed** 30 ft.; **ACP** 0; **Escape Artist** +7, **Fly** +10, **Ride** +4**AC** 13, touch 13, flat-footed 10; **CMD** 14; Dodge

(+2 Dex, +1 dodge)

**Immune** *sleep***Fort** +2, **Ref** +3, **Will** +5; +2 vs. enchantment spells and effects**hp** 35 (5 HD)**Space** 5 ft.; **Base Atk** +2; **CMB** +2**Melee** dagger +2 (1d4/19-20)**Ranged Touch** blinding ray (7/day; range 30 ft.) +4 (5 or fewer HD blinded; 6 or more HD dazzled; 1 round)**Wizard Spells Prepared** (CL 5th; concentration +9; Heighten

Spell, arcane bond [ring], extended illusions [2 rounds])

3rd—*displacement*, *fly*, heighened colour spray (DC 17)2nd—*fox's cunning*, *glitterdust* (DC 16), *invisibility*, *mirror image*1st—*colour spray* (2; DC 15), *disguise self*, *mage armour*, *shield*0—*arcane mark*, *acid splash*, *message*, *prestidigitation***Combat Gear** *scroll of knock* (2), *scroll of stonewall*, *wand of fireball* (DC 14, 5 charges)**Abilities** Str 10, Dex 14, Con 13, Int 18, Wis 12, Cha 8**Feats** Alertness, Dodge, Heighten Spell, Scribe Scroll, Skill Focus (Perception), Toughness**Skills** as above plus Handle Animal +3, Knowledge (arcana) +10, Knowledge (history) +10, Spellcraft +12**Languages** Abyssal, Common, Draconic, Elven, Gnome, Sylvan**Gear** as above plus 15 gp, traveller's robes, spell component pouch**Spellbook** (enchantment, necromancy) as above plus GM determined

**VALTO URONEN**

CR 4 (XP 1,200)

Male half-orc monk 2/fighter (brawler) 3

LE Medium humanoid (human, orc)

**Init** +2; **Senses** darkvision 60 ft.; Perception +6, Sense Motive +6**Speed** 30 ft.; **ACP** 0; Acrobatics +9, Escape Artist +7**AC** 14, touch 14, flat-footed 14; **CMD** 20 (+21 vs. bull rush, drag, and reposition, +22 vs. grappling)

(+2 Dex, +2 Wis)

**Fort** +7 (+8 vs. fear), **Ref** +6 (evasion), **Will** +5**hp** 38 (6 HD); orc ferocity**Orc Ferocity** Once per day, when brought below 0 hit points, Valto can fight on for one more round as if disabled. At the end of his next turn, unless brought above 0 hit points, he falls unconscious and begins to die.**Space** 5 ft.; **Base Atk** +5; **CMB** +8 (+9 bull rush, drag, and reposition, +10 grappling)**Melee** unarmed strike (Power Attack [-2/+4], flurry of blows [+9/+9]) +10 (1d6+7)**Atk Options** Combat Reflexes, Crane Style, Crane Wing, Improved Grapple, Stunning Fist (2/day, DC 13)**Crane Style (feat)** Valto takes only a -2 penalty on attack rolls for fighting defensively. While using this style and fighting defensively or using the total defence action, he gains an additional +1 dodge bonus to his AC (for a total of -2 attack, +4 AC when fighting defensively).**Crane Wing (feat)** Once per round while using Crane Style, with at least one hand free and fighting defensively or using total defence, Valto can deflect one melee weapon attack that would normally hit him. He expends no action to deflect the attack, but he must be aware of it and not flat-footed. A deflected attack deals no damage.**Combat Gear** *potion of barkskin, potion of bear's endurance, potion of bull's strength, potion of cat's grace, potion of divine favour (+3; CL 9), potion of owl's wisdom***Abilities** Str 18, Dex 14, Con 13, Int 10, Wis 12, Cha 8**SQ** bravery (+1), close control (brawler ability), close combatant**Feats** Combat Reflexes, Crane Wing, Crane Style, Improved Grapple, Power Attack, Stunning Fist, Weapon Focus (unarmed strike)**Skills** as above plus Intimidate +6**Languages** Common, Orc**Gear** as above plus as GM determined**EBREL VOSPER**

CR 4 (XP 1,200)

Female human cleric 5

CE Medium humanoid (human)

**Init** -1; **Senses** Perception +4, Sense Motive +12**Speed** 20 ft., base speed 30 ft.; **ACP** -4; Acrobatics -5 (-9 jumping)**AC** 18, touch 9, flat-footed 18; **CMD** 13(-1 Dex, +7 armour [+1 *breastplate*], +2 shield [mwk heavy steel])**Fort** +4, **Ref** +0, **Will** +8**hp** 36 (5 HD)**Space** 5 ft.; **Base Atk** +3; **CMB** +4**Melee** mwk flail +4 (1d8+1)**Atk Options**, destructive smite (7/day; +2 damage), touch of evil (7/day; +4 melee touch, sickened [2 rounds])**Special Actions** channel negative energy 4/day (DC 13, 3d6; Channel Smite, Selective Turning [1]),**Cleric Spells Prepared** (CL 5th; concentration +9, Destruction, Evil; spontaneous casting [*inflict spells*])3rd—*prayer, protection from energy, rage*<sup>D</sup>2nd—*bull's strength, cure moderate wounds, hold person* (DC 16), *shatter*<sup>D</sup> (DC 16)1st—*bleed, cure light wounds, magic weapon, protection from good, true strike*<sup>D</sup>0—*bleed* (DC 13), *detect magic, guidance, light***Combat Gear** *potion of cat's grace, scroll of cure moderate wounds, scroll of silence***Abilities** Str 12, Dex 8, Con 10, Int 14, Wis 17, Cha 13**Feats** Channel Smite, Selective Turning, Toughness<sup>B</sup>, Martial Weapon Proficiency (flail)**Skills** as above plus Diplomacy +9, Knowledge (planes) +10, Knowledge (religion) +10, Spellcraft +10**Languages** Abyssal, Common, Goblin**Gear** as above plus silver holy symbol, spell component pouch, 36 gp, 57 sp

## CR 6

### LUNGEN RASUR

CR 6 (XP 2,400)

Male halfling ranger 3/rogue (poisoner) 4

NE Small humanoid (halfling)

**Init** +8 (+10 in forests); **Senses** Perception +13 (+15 in forests or vs. elves, 17 vs. elves in forest), Sense Motive +8 (+10 vs. humans)

**Speed** 20 ft.; **ACP** 0; Acrobatics +13 (+9 jumping), Climb +5, Escape Artist +11, Stealth +18 (+20 in forests; fast stealth)

**AC** 22, touch 15, flat-footed 22; **CMD** 19; uncanny dodge (+1 size, +4 Dex, +5 armour [+1 *mithral shirt*], +2 shield [mwk heavy steel])

**Fort** +7, **Ref** +12 (evasion), **Will** +6 (+7 vs. fear)

**hp** 53 (7 HD)

**Space** 5 ft.; **Base Atk** +6; **CMB** +5

**Melee** mwk rapier (Power Attack [-2/+4]) +13 (1d4/18-20)

**Ranged** composite longbow (range 110 ft.; Rapid Shot [+9/+9]) +11 (1d6/x3)

**Atk Options**, favoured enemy (elves +2), poison use, sneak attack +2d6

**Poison Use (Ex)** Lungen is trained to use poison and cannot accidentally poison himself when applying poison to a blade.

**Combat Gear** drow poison (6), *potion of barkskin*, *potion of cat's grace*, *potion of haste*, tanglefoot bag (4)

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

**SQ** combat style (archery), favoured terrain (forest +2), master poisoner, rogue talents (fast stealth, weapon training [rapier]), track (+1), wild empathy (+3, -1 vs. magical beasts)

**Feats** Endurance, Improved Initiative, Iron Will, Power Attack, Rapid Shot, Weapon Finesse, Weapon Focus (rapier)

**Skills** as above plus Bluff +0 (+2 vs. elves), Knowledge (geography) +6 (+8 in forests), Knowledge (local) +7 (+9 vs. elves), Knowledge (nature) +6 Spellcraft +6, Survival +11 (+12 tracking, +14 tracking elves or tracking in forest, +16 tracking elves in forest)

**Languages** Common, Halfling

**Gear** as above plus GM determined

### RUMAIRA SHERAEE

CR 6 (XP 2,400)

Female elf druid 3/sorcerer (empyrean celestial) 4

NE Medium humanoid (elf)

**Init** +7; **Senses** low-light vision; Perception +9, Sense Motive +3

**Speed** 30 ft.; trackless step, woodland stride; **ACP** 0

**Trackless Step (Ex)** Rumaira leaves no trail in natural surroundings and cannot be tracked. She can leave a trail if desired.

**Woodland Stride (Ex)** Rumaira can move through undergrowth at normal speed without taking damage or suffering any impairment. Undergrowth magically enchanted to impede movement still affects her.

**AC** 13, touch 13, flat-footed 10; **CMD** 18

(+3 Dex)

**Immune** *sleep*; **Resist** acid 5, cold 5

**Fort** +4, **Ref** +5, **Will** +10; +2 vs. enchantment spells and effects

**hp** 42 (7 HD)

**Space** 5 ft.; **Base Atk** +4; **CMB** +5

**Melee** mwk elven curve blade +6 (1d10+1/18-20)

**Ranged** mwk composite longbow (range 110 ft.) +8 (1d8/x3)

**Ranged** ray of enervation (range 55 ft.) +8 touch (1d4 negative levels)

**Atk Options** Combat Reflexes, heavenly fire 5/day, storm burst 6/day

**Heavenly Fire (Sp)** Rumaira can unleash a ray of heavenly fire as a standard action, targeting any foe within 30 feet as a ranged touch attack. Against evil creatures, this ray deals 1d4+2 points of damage. This damage is divine and not subject to energy resistance or immunity. This ray heals good creatures of 1d4+2 points of damage. A good creature cannot benefit from her heavenly fire more than once per day. Neutral creatures are neither harmed nor healed by this effect.

**Storm Burst (Sp)** As a standard action, Rumaira can create a storm burst targeting any foe within 30 feet as a ranged touch attack. The storm burst deals 1d6+1 points of nonlethal damage. In addition, the target is buffeted by winds and rain, causing it to take a -2 penalty on attack rolls for 1 round.

**Druid Spells Prepared** (CL 3rd; concentration +6; spell penetration +8; Weather; spontaneous casting [*summon* spells])

2nd—*barkskin*, *fog cloud*<sup>D</sup>, *owl's wisdom*

1st—*entangle* (DC 14), *faerie fire*, *goodberry*, *obscuring mist*<sup>D</sup>

0—*detect magic*, *light*, *read magic*, *stabilize*

**Sorcerer Spells Known** (CL 4th; concentration +7 spell penetration +6)

2nd (4/day)—*hideous laughter* (DC 15)

1st (7/day)—*bless*, *burning hands* (DC 14), *colour spray*, *shield*

0—*acid splash*, *bleed* (DC 13), *dancing lights*, *disrupt undead*, *mage hand*, *ray of frost*

**Combat Gear** arrows (20), *scroll of mirror image*, *scroll of stonewood*, *wand of bull's strength* (5 charges), *wand of enervation* (4 charges), *wand of false life* (CL4, 10 charges)

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

**SQ** bloodline (empyrean celestial), celestial resistances, nature sense, nature bond (domain), wild empathy (+2, -2 vs. magical beasts)

**Feats** Eschew Materials, Combat Reflexes, Improved Initiative, Weapon Focus (ray), Toughness

**Skills** as above plus Heal +9, Knowledge (arcana) +7, Knowledge (geography) +7, Knowledge (nature) +8, Knowledge (religion) +4, Spellcraft +7 (+9 to identify magic item properties), Survival +9

**Languages** Common, Elven

**Gear** as above plus GM determined



## READING STAT BLOCKS

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These notes explain how to read the included stat blocks. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat blocks appear in four sections: basic, defensive, offensive and supplemental.

### BASIC

**Name, CR and XP:** The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

**Appearance:** The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

**Sex, Race, Class and Level:** If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

**Alignment and Type:** The creature's abbreviated alignment and its type (including applicable subtypes).

**Init and Senses:** This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

**Speed:** The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

**ACP and Movement Skills:** ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

### DEFENSIVE

**AC:** The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

**Immune, Resist and Weaknesses:** If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

**Fort, Ref and Will:** The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

**HP:** The creature's full, normal hit points along with the number of hit dice it possesses. A bracketed hit point total indicates

that the creature is injured. If the creature has damage reduction or hardness it appears here.

### OFFENSIVE

**Space, Base Atk and CMB:** The creature's space, base attack bonus and CMB.

**Melee:** This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

**Ranged:** This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

**Atk Options:** This section lists any abilities or feats that can affect the creature's attacks. Subsequent listings describe all but the most basic abilities in more depth.

**Special Actions:** This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

**Spells and Spell-Like Abilities:** The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted <sup>D</sup> are domain spells. If applicable, a spell's DC is also provided.

**Combat Gear:** This section lists any combat-related equipment the creature possesses.

### SUPPLEMENTAL

**Abilities and Special Qualities:** These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

**Feats:** An alphabetical listing of all the creature's feats.

**Skills and Languages:** These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

**Gear:** This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

**Spellbook:** The contents of the creature's spellbook and its opposition schools.

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### SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

## STAT BLOCKS BY CR

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| CR | NAME               | DETAILS                                               |
|----|--------------------|-------------------------------------------------------|
| 2  | Darick Boden       | NE male human rogue 2/sorcerer (destined) 1           |
| 4  | Aragan Doldal      | CE male dwarf fighter 2/barbarian 3                   |
| 4  | Ebrel Vosper       | CE female human cleric 5                              |
| 4  | Raine Karonen      | CE male human barbarian 5                             |
| 4  | Sitae Amaithar     | LE female half-elf cleric 3/fighter 2                 |
| 4  | Thadrim Nytriluath | NE male half-elf wizard (illusionist) 5               |
| 4  | Valto Uronen       | LE male half-orc monk 2/fighter (brawler) 3           |
| 4  | Voniat Iasan       | NE male half-elf fighter 3/rogue 2                    |
| 6  | Lungen Rasur       | NE male halfling ranger 3/rogue (poisoner) 4          |
| 6  | Rumaira Sheraee    | NE female elf druid 3/sorcerer (empyreal celestial) 4 |