

**Monster Conversions for:
PF2 The Skinsaw Murders
FOR PATHFINDER RPG**



Grayst Sevilla

CR½

Male human fighter 4

XP 200

CN Medium humanoid

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

Defense

AC 7, touch 7, flat-footed 7 (-3 Dex)

hp 22 (4d10-8+4)

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

Special Bravery +1

Offense

Speed 30 ft.

Melee unarmed strike +8 (1d3+4)

Power Attack unarmed strike +6 (1d3+8)

Statistics

Str 18, **Dex** 13 (currently 4), **Con** 14 (currently 6), **Int** 8, **Wis** 12, **Cha** 10

Base Atk +4; **CMB** +8; **CMD** 15

Feats Diehard, Improved Initiative, Improved Unarmed Strike, Endurance, Power Attack, Weapon Focus (longsword)

Skills Intimidate +7, Ride +4

Languages Common, Varisian

SQ armor training 1

Sandpoint Watchman

CR½

Male human warrior 2

XP 200

NG Medium humanoid

Init +0; **Senses** Perception +4

Defense

AC 15, touch 10, flat-footed 15 (+4 armor, +1 shield)

hp 15 (2d10+4)

Fort +4, **Ref** +0, **Will** -1

Offense

Speed 30 ft.

Melee longsword +5 (1d8+2/19-20)

Ranged longbow +2 (1d8/×3)

Statistics

Str 15, **Dex** 11, **Con** 12, **Int** 10, **Wis** 9, **Cha** 8

Base Atk +2; **CMB** +4; **CMD** 14

Feats Alertness, Weapon Focus (longsword)

Skills Intimidate +4, Perception +4, Ride +2, Sense Motive +1

Languages Common

treasure

Gear chain shirt, light steel shield, longsword, longbow with 20 arrows

Rogors Craesby

CR 3

Male dread ghoul human expert 4 (*Advanced Bestiary* 76)

XP 200

CE Medium undead (augmented humanoid)

Init +3; **Senses** darkvision 60 ft., scent; Perception +11

Defense

AC 16, touch 14, flat-footed 12 (+3 Dex, +1 Dodge, +2 natural)

hp 26 (4d8+8)

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

Defensive Abilities Dodge, +2 channel resistance; **Immune** undead traits

Offense

Spd 30 ft., climb 30 ft.

Melee bite +4 (1d6 plus paralysis) and 2 claws -1 (1d3 plus paralysis)

Special Attacks command ghouls, create spawn, paralysis (Fort save DC 14; 1d4+1 rounds)

Statistics

Str 12, **Dex** 17, **Con** —, **Int** 14, **Wis** 14, **Cha** 15

Base Atk +3; **CMB** +4; **CMD** 17

Feats Alertness, Dodge, Lightning Reflexes

Skills Climb +18, Craft (carpentry) +9, Diplomacy +9, Handle Animal +9, Knowledge (architecture and engineering) +9, Knowledge (local) +9, Perception +11, Sense Motive +11, Survival +19;

Racial Modifier +8 racial bonus on Survival and Climb checks

Languages Common, Halfling

treasure

Gear key to Foxglove Manor

Special Abilities

Command Ghouls (Su) A dread ghoul can automatically command all normal ghouls within 30 feet as a free action. Normal ghouls never attack a dread ghoul unless compelled.

Create Spawn (Su) Any creature killed by a dread ghoul and lying undisturbed until the next midnight rises as a dread ghoul at that time. The new dread ghoul is not under the control of its creator. A *protection from evil* or *gentle repose* spell cast on the corpse prevents this.

Paralysis (Ex) A creature damaged by a dread ghoul's bite or claw must make a DC 14 Fortitude save or be paralyzed for 1d4+1 rounds. The save DC is Charisma-based.

Carrionstorm

CR 1

XP 400

NE Tiny undead (swarm)

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

Defense

AC 12, touch 12, flat-footed 12 (+2 size)

hp 9 (2d8)

Fort +0, **Ref** +0, **Will** +5

Defensive Abilities half damage from piercing and slashing; **Immune** swarm traits, undead traits

Vulnerability 150% damage from area effects, Vulnerable to Turning

Offense

Speed 10 ft., fly 40 ft. (good)

Melee swarm 1d6

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

Special Attacks distraction (Fort save DC 9)

Statistics

Str 1, **Dex** 11, **Con** —, **Int** 2, **Wis** 14, **Cha** 6

Base Atk +1; **CMB** —; **CMD** —

Feats Improved Initiative

Skills Perception +7

SQ pallid bond, vulnerable to turning

Special Abilities

Distraction (Ex) Any living creature that begins its turn with a carrionstorm in its square must succeed on a DC 9 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Pallid Bond (Ex) A carrionstorm never initiates an attack on a creature that openly wears an unholy symbol of Urgathoa or is itself undead. If attacked first by such a creature, the carrionstorm's swarm attack only deals 1d3 points of damage rather than the normal 1d6.

Vulnerable to Turning (Ex) A successful turn undead check against a carrionstorm does not turn the swarm—rather, it destroys many of the individual birds, dealing damage equal to the result of the turning damage roll. A turn undead attempt that would normally result in the target's destruction destroys the entire swarm.

*Ref. Pathfinder AP2: The Skinsaw Murders

Diseased Rat

CR 1/4

XP 100

N Tiny animal

Init +2; **Senses** low-light vision, scent; Perception -3

Defense

AC 12, touch 12, flat-footed 12 (+2 size)

hp 1

Fort +2, **Ref** +4, **Will** +1

Offense

Speed 10 ft., climb 10 ft., swim 10 ft.

Melee bite +4 (1d3-4 plus disease)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks disease (Vorel's Phage, DC 10)

Statistics

Str 2, **Dex** 15, **Con** 11, **Int** 2, **Wis** 13, **Cha** 2

Base Atk +0; **CMB** -6; **CMD** 6 (10 vs. trip)

Feats Weapon Finesse

Skills Climb +6, Stealth +14, Swim +6; **Racial Modifiers** +4 Stealth

SQ blind

Special Abilities

Blind (Ex) The rat is blind, and while this makes it immune to sight-based attacks, it also takes a –2 penalty to its AC, loses its Dexterity bonus to AC, moves at half-speed, and takes a –4 penalty on Perception checks and most Strength- and Dexterity-based skill checks. Its scent ability negates concealment for its foes.

Disease (Su) Vorel's Phage—**Type** disease, bite; **Save** Fortitude DC 10 **Onset** 1 day; **Frequency** 1/day **Effect** 1d4 Cha and 1d4 Con damage; **Cure** 2 consecutive saves

Iesha Foxglove, Revenant

CR 6

XP 2,400

LE Medium undead

Init +2; **Senses** darkvision 60 ft., sense murderer; Perception +11

Defense

AC 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)

hp 59 (7d8+28); fast healing 5

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

Defensive Abilities undead traits; **DR** 5/slashing; **Immune** cold; **SR** 12

Offense

Speed 30 ft.

Melee 2 claws +13 (1d6+7 plus grab)

Power Attack 2 claws +11 (1d6+11 plus grab)

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

Special Attacks baleful shriek, constrict (1d6+7)

Statistics

Str 24, **Dex** 14, **Con** —, **Int** 6, **Wis** 12, **Cha** 16

Base Atk +5; **CMB** +12; **CMB** 24

Feats Cleave, Power Attack, Toughness, Weapon Focus (claw)

Skills Perception +11, Stealth +12

Languages Common

SQ reason to hate, self-loathing, unholy fortitude

Special Abilities

Baleful Shriek (Su) Once every 1d4 rounds, a revenant can use its baleful shriek as a standard action. All creatures within 60 feet of the revenant must make a DC 16 Will save or cower in fear for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

Constrict (Ex) On a successful grapple check, a revenant deals 1d6+7 points of damage.

Reason to Hate (Su) A revenant's undead existence is fueled by its undying hatred for the creature that murdered it. As long as this creature exists, the revenant exists. If this creature is killed, the revenant immediately drops to the ground and is destroyed as well. Note that a living murderer who becomes an undead creature does not trigger a revenant's death. If a murderer is brought back to life after dying (or later becomes an undead creature), the revenant returns to life as well unless its body has been destroyed completely. A revenant's driving goal is to confront its murderer and slay him. When a revenant encounters its murderer, it immediately attacks, gaining the benefits of a *haste* spell (CL 20th) that lasts as long as its murderer remains in sight. Against its murderer, the revenant gains a +4 profane bonus on attack rolls, weapon damage rolls, grapple checks, and saving throws.

Self-Loathing (Ex) A revenant is filled with an overwhelming sense of self-loathing—the only thing that approaches its hatred of its killer is its hatred of what it has itself become. When confronted with a mirror or any object that was important to it in life (such as a recognizable and cherished possession or an old friend or family member), the revenant must make a DC 20 Will save to avoid becoming overwhelmed with remorse and self-pity. This condition renders the revenant helpless, and continues until the revenant is attacked or until it sees its murderer (or any iconic possession it recognizes as once belonging to its murderer), whereupon the monster emerges from its self-loathing to attack the source of whatever roused it from its helpless state. If a revenant makes its saving throw

to avoid becoming overwhelmed with self-loathing, it becomes obsessed with the creature or object that triggered the saving throw and does everything it can to destroy it, treating the object as if it were its murderer and gaining the appropriate bonuses while the creature or object remains in sight (see Reason to Hate).

Sense Murderer (Su) A revenant can use *locate creature* at will (CL 20th), but only against the being that murdered it. If the murderer is outside of the revenant's range, it seeks out the closest location it recalls from life that it associates with its murderer and haunts the region until it is destroyed or its murderer dies. Against its murderer, a revenant has *true seeing* and *discern lies* in effect at all times (CL 20th); these abilities cannot be dispelled.

*Ref. Pathfinder AP2: The Skinsaw Murders

Diseased Rat Swarm

CR 2

XP 600

N Tiny animal (swarm)

Init +6; **Senses** low-light vision, scent; Perception +4

Defense

AC 12, touch 12, flat-footed 12 (+2 size)

hp 16 (3d8+3)

Fort +4, **Ref** +5, **Will** +2

Defensive Abilities swarm traits, half damage from piercing and slashing;

Vulnerability 150% damage from area effects

Offense

Speed 10 ft., climb 10 ft., swim 10 ft.

Melee swarm (1d6 plus disease)

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

Special Attacks disease (DC 12), distraction (DC 12)

Statistics

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

Base Atk +2; **CMB** —; **CMD** —

Feats Improved Initiative, Skill Focus (Perception)

Skills Acrobatics +2, Climb +6, Perception +4, Stealth +10, Swim +6; **Racial Modifiers** uses

Dex to modify Climb and Swim

Special Abilities

Blind (Ex) The rat is blind, and while this makes it immune to sight-based attacks, it also takes a –2 penalty to its AC, loses its Dexterity bonus to AC, moves at half-speed, and takes a –4 penalty on Perception checks and most Strength- and Dexterity-based skill checks. Its scent ability negates concealment for its foes.

Disease (Su) Vorel's Phage—**Type** disease, bite; **Save** Fortitude DC 12 **Onset** 1 day; **Frequency** 1/day **Effect** 1d4 Cha and 1d4 Con damage; **Cure** 2 consecutive saves

Ghoul Bat

CR 5

Advanced dire bat dread ghoul (*Advanced Bestiary* 76)

XP 1,600

CE Large undead (augmented animal)

Init +8; **Senses** blindsense 40 ft., scent; Perception +14 (+18 with blindsense)

Defense

AC 24, touch 17, flat-footed 16 (+8 Dex, +7 natural, –1 size)

hp 36 (8d8)

Fort +2, **Ref** +10, **Will** +10

Defensive Abilities +2 channel resistance, undead traits

Offense

Speed 20 ft., climb 20 ft., fly 40 ft. (good)

Melee bite +13 (2d6+4 plus paralysis) and 2 claws +13 (1d6+4 plus paralysis)

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

Special Attacks command ghouls, create spawn, paralysis (Fort DC 13; 1d4+1 rounds)

Statistics

Str 18, **Dex** 26, **Con** —, **Int** 4, **Wis** 18, **Cha** 8

Base Atk +6; **CMB** +11; **CMB** 29

Feats Improved Natural Attack (bite), Skill Focus (Perception), Skill Focus (Stealth), Weapon Finesse

Skills Climb +12, Perception +14 (+18 with blindsense), Stealth +18, Survival +12

Racial Modifier +8 racial bonus on Survival and Climb checks, +4 Perception when using blindsense

Languages Common (cannot speak)

Special Abilities

Command Ghouls (Su) A dread ghoul bat can automatically command all normal ghouls within 30 feet as a free action. Normal ghouls never attack a dread ghoul unless compelled.

Create Spawn (Su) Any creature that is killed by a dread ghoul bat and lies undisturbed until the next midnight rises as a dread ghoul at that time. The new dread ghoul is not under the control of its creator. A *protection from evil* or *gentle repose* spell cast on the corpse prevents this.

Paralysis (Ex) A creature damaged by a dread ghoul bat's bite or claw must make a DC 13 Fortitude save or be paralyzed for 1d4+1 rounds. The save DC is Charisma based.

Goblin Ghouls

CR 1

Dread ghoul goblin ranger 1

XP 400

CE Small undead (Augmented humanoid[goblin])

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

DEFENSE

AC 21, touch 16, flat-footed 16 (+3 armor, +5 Dex, +2 natural, +1 size)

hp 9 (1d8+1)

Fort +2, **Ref** +7, **Will** +3

Defense +2 channel resistance

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +5 (1d4+3 plus paralysis) and 2 claws +5 (1d2+3 plus paralysis)

Special Attacks favored enemy +2 (animal), paralysis (DC10; 1d4+1 rounds)

STATISTICS

Str 16, **Dex** 21, **Con** -, **Int** 10, **Wis** 16, **Cha** 10

Base Atk +1; **CMB** +3 **CMD** 18

Feats Mounted Combat

Skills Climb +10, Handle Animal +8, Perception +10, Stealth +11, Ride +11, Survival +18

Racial Modifier +8 racial bonus on Survival and Climb checks

Languages Common, Goblin

SQ command ghouls, create spawn, wild empathy +0

Treasure

Other Gear studded leather

Special Abilities

Command Ghouls (Su) A dread ghoul goblin can automatically command all normal ghouls within 30 feet as a free action. Normal ghouls never attack a dread ghoul unless compelled.

Create Spawn (Su) Any creature that is killed by a dread ghoul goblin and lies undisturbed until the next midnight rises as a dread ghoul at that time. The new dread ghoul is not under the control of its creator. A *protection from evil* or *gentle repose* spell cast on the corpse prevents this.

Paralysis (Ex) A creature damaged by a dread ghoul goblin's bite or claw must make a DC 10 Fortitude save or be paralyzed

Aldern Foxglove, the Skinsaw Man

CR 6

Male dread ghost human aristocrat 4/rogue 3

XP 2,400

CE Medium undead (augmented human)
Init +8; **Senses** darkvision 60 ft.; Perception +1
Aura stench (20 ft.), unnatural aura (30 ft.)

Defense

AC 19, touch 15, flat-footed 15 (+1 deflection, +4 Dex, +4 natural)
hp 76 (7d8+42+3)

Fort +8, **Ref** +10, **Will** +6; evasion

Defensive Abilities +4 channel resistance, undead traits

Offense

Spd 30 ft., climb 30 ft.

Melee +1 *war razor* +11 (1d4+4/18–20) and bite +4 (1d8+1 plus paralysis and ghoul fever) and claw +4 (1d4+1 plus paralysis)

Special Attacks command ghosts and ghouls, create spawn, ghoul fever (DC19), paralysis (DC19; 1d4+1, sneak attack +2d6)

Statistics

Str 17, **Dex** 18, **Con** —, **Int** 14, **Wis** 12, **Cha** 22

Base Atk +5; **CMB** +8; **CMD** 23

Feats Improved Initiative, Lightning Reflexes, Persuasive, Weapon Finesse, Weapon Focus (war razor)

Skills Acrobatics +10 (+20 on jump checks), Bluff +16, Climb +17, Diplomacy +18, Intimidate +18, Knowledge (local) +12, Knowledge (nobility and royalty) +12, Ride +10, Sense Motive +11, Sleight of Hand +14, Stealth +15 (with stalker's mask); **Racial Modifier** +8 racial bonus on Climb checks and a +10 racial bonus on Acrobatics checks to jump.

Languages Common, Elven, Goblin

SQ trapfinding, trap sense +1, rogue talent (surprise attack)

Treasure

Gear +1 *war razor*, *ring of jumping*, *ring of protection +1*, *stalker's mask*, extravagant noble's outfit worth 200 gp, cameo worth 100 gp containing tiny portrait of PC, key to area **B29**

Special Abilities

Command Ghouls (Su) Aldern can automatically command all normal ghosts and ghouls within 30 feet as a free action. Normal ghosts and ghouls never attack a dread ghost unless compelled.

Create Spawn (Su) Any creature killed by Aldern that lies undisturbed until the next midnight rises as a dread ghost at that time. The new dread ghost is not under the control of its creator.

A protection from evil or gentle repose spell cast on the corpse prevents this.

Ghoul Fever (Su) Disease—bite, Fortitude DC 19, incubation period 1 day, damage 1d3 Con and 1d3 Dex. An affected humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid that becomes a ghoul in this manner retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex) A creature damaged by Aldern's bite or claw must make a DC 19 Fortitude save or be paralyzed for 1d4+1 rounds. The save DC is Charisma based.

Stench (Ex) Any breathing creature within 20 feet of Aldern must make a DC 19 Fortitude save or become sickened for 1d6+4 minutes. A creature with the scent ability must make this save at a range of 40 feet and takes a –2 penalty on the save. The save must be repeated each round, but once the sickened condition has been applied, further failed saves merely reset its duration. Creatures resistant to poison may apply their bonus to this saving throw, and creatures immune to poison are immune to this ability as well.

Unnatural Aura (Su) Any animal within 30 feet of Aldern automatically becomes panicked and remains so as long as it is within this distance.

Faceless Stalker (Ugothol)

CR 4

XP 1,200

Usually CE Medium aberration (shapechanger)

Init +7; **Senses** darkvision 60 ft.; Perception +2

Defense

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

hp 42 (5d8+20)

Fort +5, Ref +6, Will +6

DR 5/piercing or slashing

Offense

Speed 30 ft.

Melee mwk longsword +8 (1d8+6/19–20) or slam +7 (1d4+6)

Space 5 ft.; Reach 10 ft.

Special Attacks sneak attack +2d6

Statistics

Str 18, Dex 16, Con 18, Int 12, Wis 15, Cha 16

Base Atk +3; CMB +7; CMD 20

Feats Combat Reflexes, Improved Initiative, Lightning Reflexes

Skills Bluff +11, Disguise +11 (+21 when using change shape), Escape Artist +23, Sleight of Hand +11, Stealth +11; Racial Modifier +8 racial bonus on Escape Artist checks

Languages Aquan, Common; tongues

SQ change shape, elastic, faceless

Treasure

Gear masterwork longsword

Special Abilities

Change Shape (Su) A faceless stalker can assume the form of a Medium humanoid at will, although this transformation is somewhat painful for the faceless stalker. Assuming a new form takes 10 minutes of concentration—a faceless stalker generally seeks out a safe and secluded place before beginning to assume a new form. Once a new shape is assumed, the faceless stalker can maintain that form indefinitely. The creature can revert to its true form as a free action, its shape rippling and snapping back into its true shape instantly. For 1 round after reverting to its true form, a faceless stalker gains a +2 morale bonus on all attack rolls, weapon damage rolls, skill checks, and saving throws. The faceless stalker's actual statistics don't change when it assumes a humanoid form, and it retains all of its other extraordinary abilities. It does not gain any of the assumed form's abilities; it cannot gain a fly speed, the ability to breathe water, or any other extraordinary abilities either. Any items or gear worn by the faceless stalker when it changes form are not absorbed by the new form—they continue to be worn by its new shape. A faceless stalker that uses this ability to disguise itself as a specific individual gains a +10 circumstance bonus on its Disguise check.

Elastic (Ex) A faceless stalker's body is boneless and rubbery, affording it resistance to bludgeoning attacks and granting a +12 racial bonus on Escape Artist checks. It can extend the length of its limbs, providing it with a longer reach than most creatures of its size. A faceless stalker can slither through gaps as narrow as an inch wide, although it must leave behind most of its gear to do so—moving through a narrow space like this costs the faceless stalker 3 squares of movement per 5 feet traveled.

Faceless (Ex) In its natural form, a faceless stalker has no real facial features. Its eyes, mouth, nostrils, and ears are little more than tiny slits in the folds and whorls of flesh and color that decorate its head. A faceless stalker in its true form gains a +4 bonus on any saving throws made against visual attacks (such as gaze weapons), odorbased attacks, and sonic attacks.

Sneak Attack (Ex) A faceless stalker deals +2d6 points of damage when its target is denied its Dexterity bonus to Armor Class or is flanked. This ability works the same as the rogue ability.

Tongues (Su) A faceless stalker is under the constant effect of a *tongues* spell; this ability cannot be dispelled.

Skinsaw Cultist

CR 2

XP 600

Human rogue 1/cleric 1

NE Medium humanoid

Init +7; Senses Perception +6

Defense

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

hp 15 (2d8+2+1)

Fort +3, Ref +4, Will +4

Offense

Speed 30 ft.

Melee mwk war razor +2 (1d4+1/18–20)

Bleeding Touch touch attack +1 (1d6 bleeding damage for 1 round)

Special Attacks bleeding touch (5/day) (1d6 dmg; 1 round), channel negative energy (DC 9; 1d6 dmg; 2/day), copycat (5/day) sneak attack +1d6

Spells Prepared (CL 1st)

1st—*command* (DC 13), *disguise self** (DC 13), *shield of faith* (+2AC)

0(3)—*light, mending, virtue*

* domain spell; **Domains** Death, Trickery

Statistics

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

Base Atk +0; CMB +1; CMD 14

Feats Improved Initiative, Martial Weapon (war razor)

Skills Acrobatics +8, Climb +5, Disguise +3, Escape Artist +7, Knowledge (local) +5, Knowledge (religion) +5, Perception +6 (+8 masked), Sleight of Hand +7, Stealth +7

Languages Common, Infernal

SQ evil aura, spontaneous casting (*inflict* spells), trapfinding

Treasure

Other Gear leather armor, masterwork war razor, *skinsaw mask*, 20 gp

Justice Ironbriar

CR 7

Male elf rogue 1/cleric 6 (Norgorber)

XP 3,200

NE Medium humanoid

Init +6; **Senses** low-light vision; Perception +10

Defense

AC 23, touch 19, flat-footed 17 (+4 armor, +3 deflection, +6 Dex)

hp 48 (7d8+7+6)

Fort +6, **Ref** +10, **Will** +7 (+2 against enchantment)

Immune sleep effects

Offense

Spd 30 ft.

Melee +1 war razor +12 (1d4/18–20)

Special Attack channel negative energy (DC 4; 3d6 dmg; 4/day), copycat (5/day), dazing touch (5/day) sneak attack +1d6

Spells Prepared (CL 7th)

3rd—*bestow curse* (DC 15), *cure serious wounds*, *suggestion** (DC 15)

2nd—*bear's endurance*, *eat's grace*, *cure moderate wounds*, *invisibility**, *undetectable alignment*

1st—*charm person** (DC 13), *command* (DC 13), *cure light wounds*, *divine favor*, *shield of faith*

0(4)—*light, mending, read magic, virtue*

* domain spell; **Domains** Charm, Trickery

Statistics

Str 8, Dex 22, Con 12, Int 16, Wis 14, Cha 12

Base Atk +4; CMB +3; CMD 19

Feats Combat Reflexes, Martial Weapon Proficiency (war razor), Weapon Finesse, Weapon Focus (war razor)

Skills Bluff +11, Linguistics +7, Diplomacy +11, Intimidate +11, Knowledge (local) +8, Knowledge (religion) +8, Perception +10, Stealth +14

SQ evil aura, spontaneous casting (*inflict* spells), trapfinding

Languages Abyssal, Common, Draconic, Elven, Infernal

Treasure

Combat Gear *wand of cure moderate wounds* (12 charges); **Other Gear** mithral shirt, +1 war razor, *reaper's mask*

The Scarecrow

CR 8

Lifespark elite flesh golem (MM 135; *Advanced Bestiary* 159)

XP 4,800

CE Large construct

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +10

Defense

AC 22, touch 10, flat-footed 21 (+1 Dex, +12 natural, -1 size)

hp 79 (9d10+30)

Fort +3, **Ref** +4, **Will** +4; +2 against mind-affecting effects

Defensive Abilities construct traits; **DR** 5/adamantine

Offense

Spd 30 ft.

Melee +1 *scythe* +17/+12 (2d6+11/×4) or 2 slams +15 (2d8+7)

Power Attack +1 *scythe* +14/+9 (2d6+20/×4) or 2 slams +12 (2d8+13)

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

Statistics

Str 25, **Dex** 13, **Con** —, **Int** 12, **Wis** 13, **Cha** 10

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

Feats Cleave, Martial Weapon Proficiency (scythe), Power Attack, Stealthy, Weapon Focus (scythe)

Skills Climb +16, Escape Artist +3, Perception +10, Stealth +15

Languages Common, Infernal

SQ open mind

Treasure

Gear +1 *scythe*, *cloak of elvenkind*

Special Abilities

Immune to Magic (Ex) The Scarecrow is immune to any spell or spell-like ability that allows spell resistance. Any magical attack that deals cold or fire damage slows the Scarecrow for 2d6 rounds (no saving throw). Any magical attack that deals electricity damage breaks any *slow* effect on the Scarecrow and heals 1 point of damage for every 3 points of damage the attack would otherwise deal; excess hit points are gained as temporary hit points.

Open Mind (Ex) Unlike standard flesh golems, the Scarecrow is self-aware and possesses a personality, and it does not have a chance of going berserk. It is not immune to mind-affecting attacks, and in fact takes a -2 penalty on saving throws against mind-affecting effects

Spirit Within (Ex) Though the lifespark construct is not a living creature, a “spirit” still resides within it. Unlike most constructs, the lifespark construct is not immune to all necromantic effects. Certain spells that rely on the existence of a creature’s soul (not “life force”)—namely astral projection, clone, magic jar, and soul bind—can affect lifespark constructs. No other necromantic effects affect lifespark constructs, and they are still immune to death effects. Though they cannot be raised or resurrected, lifespark constructs can be reincarnated as described by the reincarnate spell. Golems are still immune to magic as described in the Bestiary.

Xanasha

Lamia Matriarch sorcerer 2

CR 10

XP 2,600

CE Large monstrous humanoid (shapechanger)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +2

Defense

AC 32, touch 23, flat-footed 25 (+6 Dex, +4 armor, +1 deflection, +9 natural, -1 size, +4 shield, +1 dodge, -2 rage)

hp 159 (12d10+2d6+84+2)

Fort +11 (+13 against poison), **Ref** +16, **Will** +14 (+18 against visual effects)

Defensive Abilities alternate form; **Immune** mind-affecting effects, *magic missile* spell; **SR** 18

Offense

Speed 40 ft., Climb 40 ft., Swim 40 ft., Fly 60 ft. (good)

Melee +1 impaler of thorns +26/+26/+21/+16 (1d8+16 plus 1 Wisdom drain/19-20/x3) or

Touch +24/+24 (2d4 Wisdom drain) or 3 Claws +24 (1d4+11 plus 1 Wisdom drain)

Power Attack +1 impaler of thorns +22/+22/+17/+12 (1d8+28 plus 1 Wisdom drain/19-20/x3) or 3 Claws +20 (1d4+19 plus 1 Wisdom drain)

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

Spell-Like Abilities (CL 10th)

At will—*charm monster* (DC 21), *ventriloquism* (DC 18)

3/day—*deep slumber* (DC 20), *dream, major image* (DC 20), *mirror image, suggestion* (DC 20)

Spells Known (CL 8th, +21 ranged touch)

4th (4/day)—*dimension door, empowered scorching ray*

3rd (7-3/day)—*fly, haste, rage**, *empowered cure light wounds, empowered magic missile*

2nd (8-1/day)—*bull's strength**, *invisibility, scorching ray, silence* (DC 19)

1st (8-3/day)—*cause fear** (DC 18), *cure light wounds, divine favor, mage armor, magic missile, shield*

0 (8)—*acid slash, dancing lights, daze* (DC 17), *detect magic, ghost sound* (DC 17), *mage hand, mending, prestidigitation*

Statistics

Str 28, **Dex** 23, **Con** 22, **Int** 16, **Wis** 14, **Cha** 25

Base Atk +13; **CMB** +23; **CMD** 40 (cannot be tripped)

Feats Eschew Materials, Empower Spell, Extend Spell, Improved Critical (spear), Lunge, Power Attack, Silent Spell, Weapon Focus (spear)

Skills Acrobatics +18, Bluff +24, Fly +33, Knowledge (arcana) +20, Knowledge (local) +15, Spellcraft +20, Use Magic Device +24

Languages Abyssal, Common, Draconic, Thassilonian

SQ abyssal bloodline, undersized weapons

Treasure

Combat Gear impaler of thorns, medusa mask, sihedron medallion, snakeskin tunic, ring of protection +1

SPECIAL ABILITIES

Undersized Weapons (Ex) Although a lamia is Large, its upper torso is the same size as that of a Medium humanoid. As a result, lamias wield weapons as if they were one size category smaller than their actual size (Medium for most lamias).

Alternate Form (Su) A lamia matriarch has a single humanoid form that she can assume as a standard action—most lamia matriarchs have human, elven, or half-elven alternate forms. Their appearance in this form is identical from the waist up to their serpentine form, yet in humanoid form the lamia matriarch is Medium sized (–8 Strength, +2 Dex, –4 Constitution), cannot use her Wisdom drain attack, and has a base speed of 30 feet.

Wisdom Drain (Su) A lamia matriarch drains 1d6 points of Wisdom each time she hits with her melee touch attack. If she strikes a foe with a melee weapon, she drains 1 point of Wisdom instead. Unlike creatures with other kinds of ability drain attacks, a lamia matriarch does not heal damage when she uses her Wisdom drain.

Skills Lamia matriarchs have a +4 racial bonus on Bluff, Tumble, and Use Magic Device checks.

Spells Lamia matriarchs cast spells as 6th-level sorcerers, and can also cast spells from the cleric list. Cleric spells are considered arcane spells for a lamia matriarch, meaning that the creature doesn't need a divine focus to cast them.