

Monster Conversions for: PF3 The Hook Mountain Massacre FOR PATHFINDER RPG



Ghost

Myriana

CR 10

XP 2,600

Female advanced nymph ghost (MM 117, 197)

CN Medium undead (augmented fey, incorporeal)

Init +5; **Senses** darkvision 60 ft., low-light vision; Listen +28, Spot +28

Aura blinding beauty (blindness, 30 ft., DC 27); corrupting gaze
(2d10 damage plus 1d4 Cha damage, 30 feet, DC 25)

DEFENSE

AC 25, touch 25, flat-footed 19 (+9 deflection, +5 Dex, +1 Dodge)

hp 162 (12d8+108)

Fort +13, **Ref** +22, **Will** +22

Defensive Abilities +4 channel resistance, incorporeal traits, undead traits

OFFENSE

Spd fly 30 ft. (perfect)

Melee draining touch +11 (1d4 Charisma drain)

Special Attacks manifestation, stunning glance (DC 25), telekinesis

Spell-Like Abilities (CL 7th)1/day—*dimension door***Spells Prepared** (CL 7th)4th—*flame strike* (DC 21), *reincarnate*3rd—*call lightning* (DC 20), *dominate animal* (DC 18), *summon*2nd—*chill metal* (DC 17), *flame blade*, *flaming sphere* (DC 19), *gust of wind* (DC 19)1st—*charm animal* (DC 16), *entangle* (DC 16), *obscuring mist*,*produce flame*, *speak with animals*, *summon nature's ally I*0—*detect magic*, *flare* (2, DC 17), *guidance*, *light*, *mending***STATISTICS**

Str —, **Dex** 20, **Con** —, **Int** 18, **Wis** 20, **Cha** 28**Base Atk** +6; **CMB** +11; **CMD** 26**Feats** Ability Focus (blinding beauty), Combat Casting, Dodge, Eschew Materials,

Greater Spell Focus (evocation), Spell Focus (evocation)

Skills Diplomacy +24, Escape Artist +20, Fly +28, Handle Animal +24, Heal +20, Knowledge (nature) +19, Perception +28, Sense Motive +20, Spellcraft +19, Stealth +28; **Racial modifier** +8 bonus on Fly, Perception and

Stealth skill checks.

Languages Common, Giant, Gnome, Sylvan, Varisian**SQ** rejuvenation, unearthly grace, wild empathy +27

Giants

Stone Giant**CR 8****XP 4,800**

N Large humanoid (giant)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +12**Defense**

AC 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, –1 size)**hp** 102 (12d8+48)**Fort** +12, **Ref** +6, **Will** +7**Defensive Abilities** rock catching**Offense**

Speed 40 ft.**Melee** greatclub +16/+11 (2d8+12), or 2 slams +16 (1d8+8)**Ranged** rock +11/+6 (1d8+12)**Space** 10 ft.; **Reach** 10 ft.**Special** rock throwing (180 ft.)

Power Attack: greatclub +13/+8 (2d8+21),

Statistics

Str 27, **Dex** 15, **Con** 19, **Int** 10, **Wis** 12, **Cha** 10**Base Atk** +9; **CMB** +18; **CMD** 30**Feats** Iron Will, Martial Weapon Proficiency (greatclub), Point Blank Shot, Power Attack, Precise Shot, Quick Draw**Skills** Climb +12, Intimidate +12, Perception +12, Stealth +4 (+12 in rocky terrain); **Racial****Modifiers** +8 stealth in rocky terrain**Languages** Common, Giant**Treasure**

Standard (greatclub, other treasure)

Barl Breakbones**Stone Giant 7th level wizard (necromancer)****CR 11**

XP 12,800

NE Large humanoid (giant)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +20

Defense

AC 25, touch 10, flat-footed 24 (+1 Dex, +4 armor, +11 natural, -1 size)

hp 161 (174 with *false life*; 12d8+7d6+76+7)

Fort +14, **Ref** +7, **Will** +11

Defensive Abilities rock catching; **Resist** cold 10

Offense

Speed 40 ft.

Melee bonded +2 spellstoring (vampiric touch) earthbreaker +23/+18/+13 (3d6+15/19-20/x3)

Ranged rock +13/+8 (1d8+13)

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

Special rock throwing (180 ft.), Power over Undead (6/day), Grave Touch (6/day), cleave,

Power Attack: bonded +1 spellstoring earthbreaker +19/+14/+9 (3d6+27/19-20/x3)

Spells Known (CL 7th, +12 ranged touch)

4th (2/day) – animate dead, fear (DC19)

3rd (4/day) – fly, ray of exhaustion, vampiric touch (2)

2nd (5/day) – blindness/deafness (DC17), command undead, false life, ghoulish touch (DC17), spectral hand

1st (6/day) – chill touch (DC16), mage armor, magic missile (3), ray of enfeeblement

0 (4) – touch of fatigue (DC15), mage hand, bleed (DC15), flare (DC13)

Tactics

Before Combat Barl starts every day by casting *false life* and *mage armor* on himself; if late at night, these spell effects have expired and you should reduce his AC by four points and his hit points by 13. If Barl hears the sounds of combat nearby, he stations his stone giant bodyguard near the entrance. Once that guard notices PCs approaching, he calls out to Barl, who casts *fly* and *spectral hand* if he has the chance.

During Combat Barl would rather let his bodyguard fight his fights while he remains seated on his throne, casting spells from there. If the PCs manage to reach him in melee, he sighs heavily, lifts his earth breaker, and responds in kind. If one of the PCs is killed, Barl gets a gleam in his eye and casts *animate dead* on the body the first chance he gets, more to see the anguish of the new zombie's onetime allies than out of any real sense of tactics.

Morale Barl is no stranger to death, but does not want to go there himself. If reduced to less than 15 hit points, the giant drops his weapon and begs for his life. He's willing to reveal much of what Mokmurian has planned for the region if the PCs are willing to grant him mercy.

Statistics

Str 29, **Dex** 12, **Con** 18, **Int** 17, **Wis** 14, **Cha** 14

Base Atk +12; **CMB** +22 (with bull rush +26); **CMD** 33 (against bull rush 37)

Feats Cleave, Combat Casting, Eschew Materials, Greater Spell Focus (necromancy), Greater Bull Rush, Improved Bull Rush, Improved Critical (earthbreaker), Power Attack, Scribe Scroll, Spell Focus (necromancy), Spell Mastery (fly, mage armor, magic missile), Weapon Focus (earthbreaker)

Skills Climb +20, Intimidate +21, Knowledge (aracana) +17, Knowledge (religion) +17, Perception +20, Spellcraft +15, Stealth +13 (+21 in rocky terrain); **Racial Modifiers** +8 stealth in rocky terrain

Languages Common, Dragonic, Giant, Thassilonian

Treasure

Combat Gear wand of enervation (12 charges); **Other Gear** mwk large earthbreaker, ring of minor cold resistance, Sihedron medallion, 650 gp in black onyx gems, spellbook

Lamia

Lucrecia

Lamia Matriarch 2nd level rogue

CR 10

XP 9,600

CE Large monstrous humanoid (shapechanger)

Init +10; **Senses** darkvision 60 ft., low-light vision; Perception +3

Defense

AC 28, touch 15, flat-footed 22 (+6 Dex, +4 armor, +9 natural, -1 size)

hp 147 (157 with *false life*; 12d10+2d8+70+2)

Fort +10, **Ref** +18, **Will** +12

Defensive Abilities evasion, trapfinding, alternate form; **Immune** mind-affecting effects; SR 18

Offense

Speed 40 ft., Climb 40 ft., Swim 40 ft.

Melee +1 keen rapier +17/+12/+7 (1d8+8/15-20 plus 1 Wisdom drain) and

Mwk dagger +17/+12/+7 (1d6+7/19-20 plus 1 Wisdom drain) or

Touch +18 (2d4 Wisdom drain)

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

Special Sneak Attack +1d6, rogue talent (finesse rogue)

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 6th, +18 ranged touch)

3rd (4/day)—*lightning bolt* (DC 19)

2nd (7/day)—*hideous laughter* (DC 18), *undetected alignment*

1st (8/day)—*cure light wounds*, *divine favor*, *mage armor*, *shield*

0 (7)—*arcane mark*, *acid slash*, *dancing lights*, *daze* (DC 16), *detect magic*, *message*, *prestidigitation*

Tactics

Before Combat Lucrecia casts *mage armor* as soon as she becomes aware of trouble in the keep. She starts every day with an *undetected alignment* spell as well.

During Combat Lucrecia assumes her true form on the first round of combat, preferring to fight with her rapier and dagger and activating *false life* on the first round of combat. If faced with overwhelming odds or brought below 80 hit points, she attempts to flee, recover, and then attack again in an area where she has more room to move around so she can utilize her spells more effectively.

Morale Lucrecia attempts to flee to the Hook Mountain clanhold if brought below 40 hit points.

Statistics

Str 18, **Dex** 23, **Con** 20, **Int** 20, **Wis** 16, **Cha** 23

Base Atk +13; **CMB** +18; **CMD** 34 (cannot be tripped)

Feats Arcane Strike, Combat Expertise (4), Double Slice, Greater Two-Weapon Fighting, Improved Initiative, Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +23, Bluff +23, Climb +18, Craft (tattooing) +22, Knowledge (arcana) +22, Knowledge (local) +22, Sense Motive +20, Spellcraft +22, Swim +18, Use Magic Device +23

Languages Abyssal, Common, Draconic, Giant, Goblin, Thassilonian

Treasure

Combat Gear *wand of scorching ray* (22 charges); **Other Gear** +1 *keen rapier*, masterwork dagger, *Sihedron medallion* (+1 resistance bonus on all saves, *false life* as free action 1/day at CL 5th)

SPECIAL ABILITIES

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.

*Ref.: PF AP2: The Skinsaw Murders

Mother of Oblivion

Mother of Oblivion

CR 15

XP 51,200

CE Gargantuan outsider (aquatic, native)

Init +0; **Senses** all-around vision, darkvision 120 ft.; Listen +22, Spot +30

Defense

AC 32, touch 6, flat-footed 32; (+26 natural, -4 size)

hp 232 (15d10+150)

Fort +19, **Ref** +7, **Will** +15

DR 15/cold iron and magic; **Immune** death effects, mind-affecting effects, petrification, polymorph; **Resist** acid 20, cold 20; **SR** 26

Offense

Spd 20 ft., swim 60 ft.

Melee bite +24 (2d8+13 plus energy drain) and 4 tentacles +22 (2d6+6; grab)

Space 20 ft.; **Reach** 20 ft.

Special Attacks breath of madness, constrict 2d6+6, grab

Spell-Like Abilities (CL 18)

At will—*death knell* (DC 17), *invisibility purge*, *prayer*

3/day—*demand* (DC 23), *dimensional anchor*, *divination*, *dominate person* (DC 20),

quicken greater command (DC 21)

1/day—*commune*, *dream*, *unhallow*

Tactics

Before Combat A Mother of Oblivion is rarely surprised. She uses her transdimensional tentacles to keep tabs on the terrain and plan the best ambush.

During Combat Once battle is joined, the Mother of Oblivion uses her breath of madness and energy-draining bite to weaken foes, then merely swats them aside with her Awesome Blow.

Morale A Mother of Oblivion knows no fear, but is wise enough to know when she has lost the advantage. She flees if reduced to fewer than half her hit points.

Statistics

Str 37, **Dex** 10, **Con** 31, **Int** 25, **Wis** 18, **Cha** 20

Base Atk +15; **CMB** +32; **CMD** 42 (cannot be tripped)

Feats Awesome Blow, Cleave, Improved Bull Rush, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Quicken Spell-like Ability (Greater Command)

Skills Climb +31, Escape Artist +18, Intimidate +23, Knowledge (arcana) +25, Knowledge (history) +25, Knowledge (nature) +25, Knowledge (religion) +25, Knowledge (the planes) +25, Perception +30, Sense Motive +22, Spellcraft +25, Stealth +6, Swim +39; **Racial modifiers** +8 to Perception and Swim.

Languages Abyssal, Aklo, Aquan, Celestial, Common, Draconic, Infernal, Undercommon, **SQ** transdimensional tentacles

Special Abilities

All-Around Vision (Ex) The eyes at the tips of several of a Mother of Oblivion's tentacles grant her a +8 racial bonus on Perception skill checks. She cannot be flanked.

Breath of Madness (Su) A Mother of Oblivion can exhale a cloud of foul-smelling, narcotic breath: 60-foot cone, once per minute, 1d6 points of Wisdom damage and confusion for 1d6 rounds, Reflex DC 27 half Wisdom damage and no confusion. This breath is a mind-affecting poison effect. The save DC is Constitution-based.

Constrict (Ex) A Mother of Oblivion deals 2d6+6 points of damage with a successful grapple check.

Energy Drain (Su) A Mother of Oblivion feeds on soul energy, draining life from her victims. Living creatures hit by a Mother of Oblivion's bite attack gain two negative levels. The DC is 22 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the Mother of Oblivion gains 5 temporary hit points.

Transdimensional Tentacles (Su) A Mother of Oblivion's tentacles allow her to see into and infiltrate multiple planes at once. At all times, a Mother of Oblivion is cognizant of the plane she inhabits bodily and all coterminous planes—such as the Ethereal Plane and Plane of Shadow from the Material Plane. Not only is she aware of these planes and the creatures there, she can reach her tentacles through to attack. By worming her tentacles through the dimensions, a Mother of Oblivion can effectively reach through solid barriers into any area not protected by a *dimensional lock* or similar effect. While a Mother of Oblivion can attack and even grapple creatures on other planes, she cannot move creatures from one plane to another.

Warp Dimensions (Su) A Mother of Oblivion's presence distorts the dimensions. Any creature that attempts to utilize a teleport effect within 300 feet of a Mother of Oblivion must make a DC 21 caster level check or the teleport effect fails to activate and the creature must make a DC 27 Fortitude save or be nauseated for 1d6 rounds. The save DC is Constitution-based.

*Ref.: PF AP3: The Hook Mountain Massacre

Ogres

Kreeg Barbarian,

Ogre 4th level Barbarian

CR 7

XP 3,200

CE Large humanoid (giant)

Init 0; **Senses** darkvision 60 ft., low-light vision; Perception +6

Defense

AC 19, touch 9, flat-footed 19 (+5 armor, 0 Dex, +5 natural, -1 size)

hp 96 (4d8 +4d12 +48+4)

Fort +13, **Ref** +2, **Will** +5

Special Uncanny Dodge

Offense

Speed 40 ft. (50 ft. base)

Melee ogre hook +14/+9 (3d6+11/x3)

Ranged javelin +7/+2 (1d8+7)

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

Special Rage points 15; Rage Powers – Powerful Blow (+2), Surprise Accuracy (+2), Power Attack (+12/+8 (3d6+17))

Statistics

Str 24, **Dex** 10, **Con** 21, **Int** 6, **Wis** 12, **Cha** 4

Base Atk +7; **CMB** +15; **CMD** 25

Feats Iron Will, Toughness, Power Attack, Cleave

Skills Climb +15, Perception +6

Languages Giant

Treasure

+1 hide shirt, +1 ogre hook, 2 mwk. javelins

Raging

Defense

AC 17, touch 7, flat-footed 17 (+5 armor, 0 Dex, +5 natural, -1 size, -2 rage)

hp 112 (4d8 +4d12 +64+4)

Fort +15, **Ref** +2, **Will** +7

Special Uncanny Dodge

Offense

Speed 40 ft. (50 ft. base)

Melee ogre hook +16/+11 (3d6+14/x3)

Ranged javelin +7/+2 (1d8+9)

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

Special Rage points 17; Rage Powers – Powerful Blow (+2), Surprise Accuracy (+2)

Power Attack (+14/+10 (3d6+20))

Statistics

Str 28, **Dex** 10, **Con** 25, **Int** 6, **Wis** 12, **Cha** 4

Base Atk +7; **CMB** +17; **CMD** 27

Kreeg Fighter,

Ogre 5th level Fighter

CR 8

XP 4,800

CE Large humanoid (giant)

Init 0; **Senses** darkvision 60 ft., low-light vision; Perception +6

Defense

AC 19, touch 9, flat-footed 19 (+5 armor, 0 Dex, +5 natural, –1 size)

hp 95 (4d8 +5d10+45+5)

Fort +15, **Ref** +2, **Will** +3

Special Bravery (+1 vs. fear), Armor training

Offense

Speed 30 ft. (40 ft. base)

Melee ogre hook +17/+12 (3d6+14/19-20/x3)

Ranged mwk composite longbow +8/+3 (2d6+7/x3)

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

Special Weapon Training (axes), Cleave,

Power Attack (+14/+9, 3d6+23), Vital Strike (+17, 6d6+14),

Power Attack +Vital Strike (+14 (6d6+23))

Statistics

Str 24, **Dex** 11, **Con** 20, **Int** 6, **Wis** 12, **Cha** 4

Base Atk +8; **CMB** +16; **CMD** 26 (+2 to bull rush)

Feats Cleave, Great Fortitude, Improved Bullrush, Improved Critical (ogre hook),

Power Attack, Weapon Focus (ogre hook), Weapon Specialization (ogre hook), Vital Strike

Skills Climb +15, Perception +3

Languages Giant

Treasure

Potion of cure moderate wounds (2d8+3hp), +1 hide shirt, +1 ogre hook,

mwk. composite longbow [+7] w. 20 arrows

Hookmaw Kreeg,

Ogre 4th level Barbarian

CR 7

XP 3,200

CE Large humanoid (giant)

Init 0; **Senses** darkvision 60 ft., low-light vision; Perception +6

Defense

AC 19, touch 9, flat-footed 19 (+5 armor, 0 Dex, +5 natural, –1 size)

hp 96 (4d8 +4d12 +48+4)

Fort +13 **Ref** +2, **Will** +3

Special Uncanny Dodge

Offense

Speed 40 ft. (50 ft. base)

Melee ogre hook +14/+9 (3d6+11/x3)

Ranged javelin +7/+2 (1d8+7)

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

Special Rage points 15; Rage Powers – Animalistic Fury, Strength Surge
Power Attack (+12/+8, 3d6+17)

Statistics

Str 24, **Dex** 10, **Con** 21, **Int** 6, **Wis** 12, **Cha** 4

Base Atk +7; **CMB** +15; **CMD** 25

Feats Toughness, Power Attack, Cleave, Improved Natural Attack (bite)

Skills Climb +15, Perception +6

Languages Giant

Treasure

+1 hide shirt, +1 ogre hook, 2 mwk. javelins

Raging

Defense

AC 17, touch 7, flat-footed 17 (+5 armor, 0 Dex, +5 natural, -1 size, -2 rage)

hp 112 (4d8 +4d12 +64+4)

Fort +15, **Ref** +2, **Will** +5

Special Uncanny Dodge

Offense

Speed 40 ft. (50 ft. base)

Melee ogre hook +16/+12 (3d6+14/x3), bite +10 (2d6+4)

Ranged javelin +7/+2 (1d8+9)

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

Special Rage points 17; Rage Powers – Animalistic Fury, Strength Surge

Power Attack (+14/+9, 3d6+20)

Statistics

Str 28, **Dex** 10, **Con** 25, **Int** 6, **Wis** 12, **Cha** 4

Base Atk +7; **CMB** +17; **CMD** 27, Grappling bite +17 (2d6+13)

Jaagrath Kreeg,

Ogre 7th level Barbarian

CR 10

XP 9,600

CE Large humanoid (giant)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +9

Defense

AC 17, touch 9, flat-footed 17 (+2 armor, +1 Dex, +5 natural, -1 size)

hp 103 (4d8 +7d12 +33+7)

Fort +12, **Ref** +4, **Will** +2

Special Uncanny Dodge, Improved Uncanny Dodge, DR 1/-

Offense

Speed 40 ft. (50 ft. base)

Melee ogre hook +19/+14 (3d6+13/19-20/x3), vs. humans +21/+16 (3d6+15 plus 2d6)

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

Special Rage points 21; Rage Powers – Powerful Blow (+2), Surprise Accuracy (+2),

Animalistic Fury

Power Attack (+16/+11, 3d6+22), Vital Strike (+19, 6d6+13)

Power Attack +Vital Strike (+16, 6d6+22)

Statistics

Str 26, **Dex** 12, **Con** 16, **Int** 6, **Wis** 8, **Cha** 9

Base Atk +10; **CMB** +19; **CMD** 30 (+2 to bull rush)

Feats Cleave, Improved Bull Rush, Improved Critical (ogre hook), Power Attack, Vital Strike

Weapon Focus (ogre hook), Cleave, Vital Strike

Skills Climb +13, Intimidate +6, Perception +9

Languages Giant

Treasure

2x *Potion of cure serious wounds* (3d8+5), +1 human bane ogre hook, bracers of armor +2, belt of giant strength +4

Raging

Defense

AC 15, touch 7, flat-footed 15 (+2 armor, +1 Dex, +5 natural, -1 size, -2 rage)

hp 125 (4d8 +7d12 +55+7)

Fort +14, Ref +4, Will +4

Special Uncanny Dodge, Improved Uncanny Dodge, DR 1/-

Offense

Speed 40 ft. (50 ft. base)

Melee ogre hook +21/+16 (3d6+16/19-20/x3), bite +15 (1d6+5)

Space 10 ft.; Reach 10 ft.

Special Rage points 23; Rage Powers – Powerful Blow (+2), Surprise Accuracy (+2), Animalistic Fury

Power Attack (+18/+13, 3d6+25), Vital Strike (+21, 6d6+16)

Power Attack +Vital Strike (+18, 6d6+25)

Statistics

Str 30, Dex 12, Con 20, Int 6, Wis 8, Cha 9

Base Atk +10; CMB +21; CMD 32 (+2 to bull rush), Grappling bite +17 (1d6+15)

Dorella Kreeg,

Ogre 9th level sorcerer [fey]

CR 10

XP 2,600

CE Large humanoid (giant)

Init +3; Senses darkvision 60 ft., low-light vision; Perception +9

Defense

AC 19, touch 8, flat-footed 19 (+4 armor, -1 Dex, +7 natural, -1 size)

hp 110 (4d8 +9d6 +52+9)

Fort +11, Ref +3, Will +10

Offense

Speed 40 ft.

Melee dagger +10/+5 (1d6+4)

Ranged Acid arrow +5 (2d4)

Space 10 ft.; Reach 10 ft.

Special Point Blank Shot, Precise Shot, Concentration +11(+15)

Bloodline powers Laughing touch (5/day), woodland stride, greater invisibility (9 rounds/day)

Spells Known (CL 9th, +5 ranged touch)

4th (4/day) – confusion (DC 18), poison (DC 16), shout (DC 16)

3rd (6/day) – deep slumber (DC 17), dispel magic, lightning bolt (DC 15), Suggestion (DC 17)

2nd (7/day) – blindness/deafness (DC 14), hideous laughter (DC 16), mirror image, scorching ray,

touch of idiocy

1st (7/day) – charm person (DC 15), entangle, mage armor, magic missile, shield, true strike

0 – acid splash, dancing lights, daze (DC 14), ghost sound (DC 12), mage hand, mending,

message, prestidigitation

Tactics

Before Combat Dorella casts *mage armor* as soon as she suspects trouble's come to the fort.

During Combat While Hookmaw distracts the PCs, Dorella casts *shield* and *mirror image* before using her spells against them. She saves *shout* for when Hookmaw falls, hoping to attract the attention of reinforcements while at the same time damaging her foes.

Morale Dorella attempts to escape if brought below 20 hit points, after casting *confusion* to delay pursuit.

Statistics

Str 18, Dex 8, Con 18, Int 8, Wis 13, Cha 15

Base Atk +7; CMB +12; CMD 21

Feats Combat Casting, Eschew Materials, Extend Spell, Greater Spell Focus (enchantment), Improved initiative, Iron Will, point Blank Shot, Precise Shot, Spell Focus (enchantment)

Skills Climb +9, Perception +9

Languages Giant

Treasure

Wand of acid arrow (43 charges), dagger, amulet of natural armor +2, Headband of charisma +2

Kreeg Stalker,

Ogre degenerate* 5th level rogue

CR 7

XP 2,400

CE Large humanoid (giant)

Init +3; **Senses** blindsight 30 ft; Perception +12

Defense

AC 22, touch 13, flat-footed 22 (+4 armor, +3 Dex, +1 dodge, +5 natural, -1 size)

hp 81 (9d8+36+5)

Fort +9, **Ref** +8, **Will** +2

Special Uncanny Dodge, Evasion, Trapfinding, Trap Sense +1

Offense

Speed 40 ft.

Melee ogre hook +14 (3d6+12)

Ranged throwing axe +10 (1d8+8)

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

Special Sneak Attack +3d6, Slow Reactions, Surprise Attack

Statistics

Str 26, **Dex** 16, **Con** 18, **Int** 4, **Wis** 10, **Cha** 4

Base Atk +6; **CMB** +11; **CMD** 20

Feats Brutal Throw, Dodge, Improved Initiative, Mobility, Night Stalker

Skills Bluff +2, Climb +20, Perception +12, Stealth +17

Languages Giant

Treasure

+1 hide shirt, mwk, ogre hook, 4x mwk throwing axes

Special abilities

Utterly Psychotic (Ex) A degenerate's inbreeding results in its mind abandoning any semblance of rational thought. They are immune to any mind-affecting effect and know no fear. Also, anyone attempting to commune with a degenerate's mind either through telepathic communication or similar magic immediately takes 1d6 points of Wisdom damage. Additionally, degenerates do not register pain and ignore any effect that stuns or dazes them. They also fight unhampered until reduced to -10 hp.

*Ref.: PFC: Classic Monsters Revisited

Ogrekin

Ogrekin human 3rd level fighter

CR 3

XP 800

CE Medium humanoid

Init +5; **Senses** low-light vision; Perception +1

Defense

AC 18, touch 11, flat-footed 17 (+4 armor, +1 Dex, +3 natural)

hp 39 (3d10+15+3)

Fort +7, **Ref** +2, **Will** +2 (+3 vs. fear)

Special Armor Training +1, Bravery +1

Offense

Speed 30 ft.

Melee unarmed strike +9 (1d6+5)

Statistics

Str 21, **Dex** 13, **Con** 18, **Int** 8, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +8 (+10 grappling); **CMD** 19 (21 vs. grapple)

Feats Improved Initiative, Improved Grapple, Improved Unarmed Strike, Toughness, Weapon Focus (unarmed strike)

Skills Climb +11, Swim +11

Languages Giant

Treasure

Gear spiked hide shirt

DEFORMITIES

The ogrekin stats presented above include no deformities. These are generated by rolling once on each of the two tables below.

d10 Advantageous Deformity

1 - Webbed Digits: The ogrekin has thick, flexible webbing between its fingers and toes, gaining a swim speed equal to half its base land speed.

2 - Oversized Limb: The ogrekin can wield weapons one size category larger than normal with no penalty and gains an additional +2 bonus to Strength.

3 - Thick Skin: The ogrekin has particularly dense skin, callused hide, or layers of blubber that provide additional protection. Increase the ogrekin's natural armor bonus by an additional +2.

4 - Enhanced Senses: The ogrekin has unusual or extra sensory organs—like a giant eye, lolling tongue, extra ears, or a powerful sense of smell—granting it a +2 bonus on Search and Spot checks.

5 - Triple-Jointed: The ogrekin's body bends and moves in unsettling ways. It gains a +4 racial bonus on Escape Artist checks and can move through areas half its space in size without squeezing.

6 - Oversized Maw: The ogrekin's mouth is large and filled with teeth, granting it a bite attack that deals 1d4 points of damage as a secondary natural attack.

7 - Vestigial Limb: The ogrekin has a vestigial third arm that grants it a +4 racial bonus on grapple checks. The extra limb lacks the strength to wield weapons or shields or the dexterity to perform fine manipulations.

8 - Fierce Visage: The ogrekin is particularly ferocious and monstrously deformed. It gains a +4 racial bonus on Intimidate checks.

9 - Quick Metabolism: The ogrekin gains a +2 racial bonus on Fortitude saves and, whenever it rests, it gains double the normal amount of healing.

10 - Vestigial Twin: A sick little malformed twin (usually a face and one or two limbs) grows off the base creature and acts as a "backup" mind. The ogrekin gains a +2 racial bonus on Will saves and a +2 bonus on any one Knowledge check.

d10 Disadvantageous Deformity

1 - Obese: The ogrekin is hideously fat and has its Dexterity reduced by 2 (minimum score of 1).

2 - Extra Ugly: The ogrekin is particularly ugly and foolish looking, taking a -4 penalty on all Charisma-based skill checks.

3 - Light-Sensitive: The ogrekin's eyes are large and protruding. It is dazzled while in areas of bright sunlight or within the radius of a *daylight* spell.

4 - Weak Mind: The ogrekin's head is huge and misshapen with rampant bone growth. It takes a -2 penalty on all Will saves.

5 - Speech Impediment: The ogrekin's mouth and throat are deformed, causing it to slur and stutter. It has difficulty speaking, takes a -2 penalty on all skill checks that rely upon speech, and has a +20% spell failure chance when casting any spell with a verbal component.

6 - Deformed Hand: One of the ogrekin's hands is deformed. It cannot effectively wield weapons with that hand and takes a -2 penalty on attack rolls with two-handed weapons.

7 - Stunted Legs: The ogrekin's legs are particularly short and its feet clubfooted. Reduce its base speed by 10 feet (to a minimum of 5 feet).

8 - Pinhead: The ogrekin's head is comically small. It takes an additional -2 penalty to its Intelligence score.

9 - Fragile: The ogrekin is a bleeder, has brittle bones, or is particularly frail and gaunt. It loses its normal +4 racial bonus to Constitution.

10 - Freakish Birth: The ogrekin was born lucky and has no disadvantageous deformity.

*Ref.: PF AP3: The Hook Mountain Massacre

Rukus Graul

Ogrekin human 7th level fighter

CR 7

XP 3,200

CE Medium humanoid

Init +5; **Senses** low-light vision; Perception +0

Defense

AC 19, touch 11, flat-footed 18 (+5 armor, +1 Dex, +3 natural)

hp 78 (7d10+28+7)

Fort +11, **Ref** +3, **Will** +2 (+4 vs. fear)

Special Armor Training +2, Bravery +2

Offense

Speed 30 ft.

Melee +1 spear +15/+10 (1d8+14/x3)

Special Weapon Training +1 (spear)

Statistics

Str 24, **Dex** 13, **Con** 18, **Int** 10, **Wis** 10, **Cha** 6

Base Atk +7; **CMB** +14; **CMD** 25

Feats Cleave, Dazzling Display, Improved Initiative, Intimidating Prowess, Great Fortitude, Power Attack, Skill Focus (survival), Weapon Focus (spear), Weapon Specialization (spear)

Skills Handle Animal +7, Intimidate +18, Survival +12

Languages Common, Giant

SPECIAL ABILITIES

Rukus's Deformities (Ex) Rukus is particularly mean-looking and gains a +4 racial bonus on Intimidate checks. He cannot wield weapons with his deformed right hand and suffers a -2 penalty on attacks with two-handed weapons.

Treasure

Gear +1 spear, belt of giant strength +2, +1 hide armor, favorite blanket (ratty, fleainfested, and decorated with several Black Arrow insignias)

Crowfood

Ogrekin human 4th level rogue/4th level fighter CR 8

XP 4,800

CE Medium humanoid

Init +2; **Senses** low-light vision; Perception +10

Defense

AC 18, touch 14, flat-footed 15 (+2 Dex, +4 natural, +1 dodge, +1 deflection)

hp 80 (4d8+4d10+32+4)

Fort +11, **Ref** +6, **Will** +5 (+6 vs. fear)

Special Armor Training, Bravery +1, trapfinding, evasion, trapsense +1, uncanny dodge

Offense

Speed 30 ft.

Melee +1 ogrehook +15/+10 (1d12+15/19-20/x3)

Power Attack +1 ogrehook +13/+8 (1d12+21/19-20/x3)

Vital Strike +1 ogrehook +15 (2d12+15/19-20/x3)

Power Attack and Vital Strike +1 ogrehook +13 (2d12+21/19-20/x3)

Special sneak attack +2d6, rogue talent (weapon training, combat training)

Statistics

Str 22, **Dex** 14, **Con** 18, **Int** 6, **Wis** 12, **Cha** 8

Base Atk +7; **CMB** +13; **CMD** 25

Feats Cleave, Dodge, Improved Initiative, Iron Will, Mobility, Power Attack, Spring Attack, Vital Strike, Weapon Focus (ogre hook), Weapon Specialization (ogre hook)

Skills Acrobatics +13, Climb +17, Escape Artist +8, Perception +10, Stealth +12

Languages Giant

SPECIAL ABILITIES

Crowfood's Deformities (Ex) Crowfood has a +2 racial bonus on Fortitude saves and heals damage twice as fast from rest. He's also quite ugly and suffers a -4 penalty on all Charisma-based checks.

Treasure

Gear +1 keen ogre hook, ring of protection +1, amulet of natural armor +1, tattered rags and tunic.

Mammy Graul

Ogrekin human 9th level wizard (necromancer) CR 9

XP 6,400

CE Medium humanoid

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

Defense

AC 17, touch 7, flat-footed 17 (-3 Dex, +6 natural, +4 armor)

hp 105 (9d6+45+9+3 (from familiar) +14 from *false life*); Blub-Blug has 45 hp

Special +4 to concentration when casting defensively

Fort +7, **Ref** +0, **Will** +6

Offense

Speed 5 ft.

Melee mwk quarterstaff +10 (1d6+5)

Spells Prepared (CL 8th, +9 touch, +1 ranged touch)

5th—*magic jar* (DC 20)

4th—*bestow curse* (DC 19), *contagion* (DC 19), *dimension door*

3rd—*displacement*, *fly*, *summon monster III*, *vampiric touch* (2)

2nd—*blindness/deafness* (DC 17) (2), *false life* (already cast), *ghoul touch* (DC 17), *mirror image*, *summon monster II*

1st—*chill touch* (DC 16), *grease* (DC 14), *mage armor* (already cast), *ray of enfeeblement*, *reduce person* (DC 14), *true strike*

0—*acid splash*, *mage hand*, *message*, *touch of fatigue* (DC 15)

Prohibited Schools abjuration, enchantment

TACTICS

Before Combat As soon as she hears trouble outside, Mammy Graul casts *mage armor* and *false life* on herself. If she realizes someone's about to enter her room, she casts *mirror image* and *fly* as well.

During Combat Mammy Graul sends her zombies to engage the PCs while she remains on her bed and casts spells. She starts with *summon monster* spells and follows up with her ranged spells. Once anyone reaches her in melee, her first act is to cast *mirror image* (if she hasn't already), and then cast her melee spells.

Morale If reduced to 20 hit points or less, she attempts to *dimensiondoor* away to secure the aid of any surviving Grauls there. She casts *fly* on herself and leads them back to attack again, this time fighting to the death.

Statistics

Str 20, **Dex** 4, **Con** 19, **Int** 17, **Wis** 10, **Cha** 10

Base Atk +6; **CMB** +12; **CMD** 23

Feats Alertness (when Blub-Blug is in arm's reach), Brew Potion, Combat Casting, Craft Wand, Craft Wondrous Item, Greater Spell Focus (necromancy), Scribe Scroll, Spell Focus (necromancy), Toughness

Skills Bluff +9, Fly +9, Intimidate +9, Knowledge (arcana) +15, Knowledge (local) +15, Sense Motive +2, Spellcraft +14

Languages Abyssal, Common, Giant

SPECIAL ABILITIES

School Powers power over undead (5/day), grave touch (5/day; 4 rounds), life sight (9 rounds/day)

Mammy's Deformities (Ex) Mammy Graul's thick layers of blubber increase her natural armor bonus by an additional 3 points. She is also hideously overweight, and suffers a -4 penalty to her Dexterity.

Treasure

Combat Gear *potion of cure moderate wounds*, scroll of *animate dead*, wand of *magic missile* (CL 3rd, 44 charges), wand of *ray of enfeeblement* (28 charges), wand of *vampiric touch* (33 charges); **Other Gear** *amulet of health* +2, *headband of vast intelligence* +2 (*bluff*), Varisian idols (2, grant summoned monsters +2 hp per HD if used as an additional material component—see the *Rise of the Runelords Player's Guide*)

Hucker Graul

Ogrekin human 5th level rogue/2nd level barbarian CR 7

XP 3,200

CE Medium humanoid

Init +7; **Senses** low-light vision; Perception +10

Defense

AC 22, touch 13, flat-footed 17 (+3 Dex, +4 natural, +5 armor, +2 dodge, -2 rage)

hp 81 (5d8+2d12+35+5)

Fort +9, **Ref** +7, **Will** +6

Special Evasion, rage power (guarded stance), trapsense +1, trapfinding, uncanny dodge; immune to charm effects

Offense

Speed 40 ft.

Melee +1 ogrehook +14/+9 (1d12+12/x3)

Power Attack +1 ogrehook +12/+7 (1d12+18/x3)

Special sneak attack +3d6, trapfinding, rogue talent (weapon training, combat training)

Base Statistics When not raging, Hucker's stats change as follows:

AC 23, touch 14, flat-footed 19

hp 77

Fort +7, **Will** +4

Melee +1 *ogre hook* +12 /+7(1d12+8/x3)

Str 20, Con 16
Skills Climb +15

Statistics

Str 24, Dex 16, Con 20, Int 6, Wis 13, Cha 8

Base Atk +5; CMB +12; CMD 25

Feats Cleave, Dodge, Improved Initiative, Power Attack, Skill Focus (Craft [trapmaking]), Skill Focus (Stealth), Weapon Focus (ogre hook)

Skills Acrobatics +13, Climb +17, Craft (trapmaking) +11, Handle Animal +10, Perception +11, Stealth +16

Languages Giant

SPECIAL ABILITIES

Hucker's Deformities (Ex) Hucker has a deformed vestigial twin growing from the back of his neck, granting him a +2 racial bonus on Will saves. His malformed jaw gives him a speech impediment and a -2 penalty on any skill check that relies on speech.

Treasure

Combat Gear *potion of cure moderate wounds*; **Other Gear** +1 *shadow hide shirt*, +1 *ogre hook*, *amulet of natural armor +1*, collection of severed noses in wax-sealed tin

Rat

Donkey Rat, advanced

CR 3

XP 800

N Medium animal

Init +3; **Senses** low-light vision, scent; Perception +4

Defense

AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural)

hp 39 (6d8+12)

Fort +7, **Ref** +8, **Will** +3

Offense

Speed 40 ft., climb 20 ft.

Melee bite +7 (1d8+3)

Special Combat Reflexes

Statistics

Str 14, Dex 16, Con 14, Int 1, Wis 12, Cha 4

Base Atk +4; **CMB** +6; **CMD** 19 (+23 vs. trip)

Feats Combat Reflexes, Improved Natural Attack, Skill focus (Perception), Weapon Finesse

Skills Climb +11, Perception +4, Stealth +12; **Racial Modifiers** uses Dex to modify Climb

Treasure

None

Spider

Monstrous funnel-web spider, advanced elite

CR7

XP 3,200

N Huge vermin

Init +4; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +5

Defense

AC 17, touch 12, flat-footed 13 (+4 Dex, +5 natural, -2 size)

hp 133 (14d8+70)

Fort +14, **Ref** +8, **Will** +5; **Immune** to mind-affecting effects

Offense

Speed 30 ft., climb 20 ft.

Melee bite +14 (2d6+9 plus poison)

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

Special web (+14 ranged, DC 22, hp 14), poison (*save* Fort 24; *frequency* 17round for 4 rounds; *effect* 1d2 Strength damage; *cure* 1 save)

Statistics

Str 22, **Dex** 19, **Con** 20, **Int** -, **Wis** 12, **Cha** 2

Base Atk +10; **CMB** +18; **CMD** 32 (+44 vs. trip)

Skills Climb +22, Perception +5, Stealth +4 (+8 in web); **Racial Modifiers** +4 Perception, +4 Stealth (+8 in web), +16 Climb

Treasure

None

Tendriculos

Tendriculos

CR 6

XP 2,400

N Huge plant

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

Defense

AC 16, touch 7, flat-footed 16 (-1 Dex, +9 natural, -2 size)

hp 94 (9d8+54); **Regeneration** 10 (acid, bludgeoning)

Fort +12, **Ref** +2, **Will** +4; plant traits

Special regeneration 10 (acid, bludgeoning); **Immune** to mind-affecting effects, paralysis, poison, polymorph, sleep effects, and stunning.

Offense

Speed 20 ft.

Melee bite +13 (2d8+9 plus grab) and 2 tendrils +8 (1d6+4 plus grab)

Space 15 ft.; Reach 15 ft.

Special swallow whole (2d6 acid damage, AC 14, 9 hp), paralysis (DC 20; 3d6 rounds)

Statistics

Str 28, **Dex** 9, **Con** 22, **Int** 3, **Wis** 8, **Cha** 3

Base Atk +6; **CMB** +19 (+23 to grapple); **CMD** 28 (32 vs. grapple; cannot be tripped)

Skills Perception +2, Stealth +3

Feats Improved Natural Weapon (bite), Iron Will, Power Attack, Skill Focus (perception), Skill Focus (perception)

Special abilities

Grab (Ex) If a tendriculos hits with the bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity.

A tendriculos hitting with a tendril attack can also start an automatic grapple. If the grapple succeeds it can transfer the opponent to its mouth thereby dealing automatic bite damage.

Troll

Wet Papa Grazuul,

Troll (scrag) 5th level fighter

CR 10

XP 9,600

CE Large humanoid (giant, aquatic)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

Defense

AC 24, touch 13, flat-footed 20 (+5 armor, +4 Dex, +6 natural, -1 size)

hp 136 (6d8+5d10+77+5); regeneration 5 (acid and fire)

Fort +16, **Ref** +7, **Will** +3 (+4 vs. fear)

Special amphibious, armor training, bravery

Offense

Speed 20 ft., swim 40 ft.

Melee Medium +1 vicious adamantite military fork +16/+11 (2d4+16/X3 plus 2d6) and bite +16 (1d8+5)

or 2 claws +19 (1d8+12) and bite +16 (1d8+5)

Power Attack: Medium +1 vicious adamantine military fork +13/+8 (2d4+25/X3 plus 2d6) and bite +13 (1d8+8)

or 2 claws +16 (1d8+18) and bite +13 (1d8+8)

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

Special rend (2 claws, 1d8+13), weapon training (natural)

Statistics

Str 28, **Dex** 18, **Con** 24, **Int** 4, **Wis** 11, **Cha** 8

Base Atk +9; **CMB** +19 (+21 to bull rush and sunder); **CMD** 32 (34 vs. bull rush and sunder);

Feats Combat Reflexes, Improved Bull Rush, Improved Critical (claw), Improved Natural Weapon (claw), Improved Sunder, Multiattack, Power Attack, Weapon Focus (claw), Weapon Specialization (claw)

Skills Swim +23, Perception +11

Languages Giant

Treasure

Medium +1 vicious adamantine military fork, +2 studded leather armor

Wight

Lamatar Bayden,

Cairn wight (human) 8th level ranger

CR 10

XP 6,400

NE Medium Advanced Undead

Init +5; **Senses** darkvision 60 ft.; Perception +15

Defense

AC 30, touch 15, flat-footed 25 (+5 Dex, +7 armor, +6 natural (+8 with barkskin))

hp 112 (8d10+56+8)

Fort +13, **Ref** +11, **Will** +6

Defensive Abilities undead traits

Weaknesses resurrection vulnerability

Offense

Speed 40 ft. (30 ft.; +10 ft. with *longstrider*); Woodland Stride

Melee +1 greatsword +16/+11 (2d6+9/17-20 plus energy drain)

Ranged +1 mighty [+6] composite longbow +14/+9 (1d8+7/x3 plus and energy drain)

Special create spawn, energy drain (1 level, DC 21), Favored Enemy Humanoids (Giant) +4,

Monstrous Humanoids +2; Power Attack, Deadly Aim, Rapid Shot, Many Shot

Power Attack: +1 greatsword +13/+8 (2d6+18/17-20 plus energy drain)

Deadly Aim: +1 mighty [+6] composite longbow +11/+6 (1d8+13/x3 plus energy drain)

Rapid Shot: +1 mighty [+6] composite longbow +12/+12/+7 (1d8+7/x3 plus energy drain)

Rapid Shot & Deadly Aim: +1 mighty [+6] composite longbow +9/+9/+4 (1d8+13/x3 plus energy drain)

Spells Known (CL 8th)

2nd (2/day) – Barkskin, Protection from Energy (96hp)

1st (2/day) – Longstrider, Entangle (DC15)

Statistics

Str 22, **Dex** 20, **Con** –, **Int** 14, **Wis** 18, **Cha** 24

Base Atk +8; **CMB** +14; **CMD** 29

Feats Endurance, Rapid Shot, Many Shot, Deadly Aim, Weapon Focus (greatsword),

Improved Critical (greatsword), Power Attack, Cleave

Skills Climb +16, Diplomacy +11, Handle Animal +14, Heal +15, Intimidate +15,

Knowledge (dungeoneering) +9, Knowledge (geography) +9, Knowledge (nature) +13,

Perception +15, Perform (sing) +11, Ride +12, Stealth +23, Survival +15, Swim +16;

Racial Modifiers +8 stealth

Languages Chelaxian, Common (Taldane), Giant, Gnome, Sylvan, Varisian

SQ Create Spawn, Hunting Companions (2 rounds), Swift Tracker, Favored Terrain: Forest +2,

Mountain +4, Track +4, Wild Empathy +15

Treasure

Combat Gear +1 greatsword, +1 mighty [+6] composite longbow with 40 normal arrows, +1 mithral breastplate, dust of disappearance