

ALLOSAURUS**CR 7**

N Huge animal

Init +5; **Senses** low-light vision, scent; **Perception** +28**DEFENSE****AC** 19, touch 9, flat-footed 18 (+1 Dex, +10 natural, –2 size)**hp** 93 (11d8+44)**Fort** +11, **Ref** +8, **Will** +7**OFFENSE****Speed** 50 ft.**Melee** bite +14 (2d6+8/19–20 plus grab), 2 claws +14 (1d8+8)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** pounce, rake (2 talons +14, 1d8+8)**STATISTICS****Str** 26, **Dex** 13, **Con** 19, **Int** 2, **Wis** 15, **Cha** 10**Base Atk** +8; **CMB** +18; **CMD** 29**Feats** Alertness, Improved Critical (bite), Improved Initiative, Iron Will, Nimble Moves, Run**Skills** Perception +30; **Racial Modifiers** +8 Perception**TYRANNOSAURUS****CR 9**

N Gargantuan animal

Init +5; **Senses** low-light vision, scent; **Perception** +37**DEFENSE****AC** 21, touch 7, flat-footed 20 (+1 Dex, +14 natural, –4 size)**hp** 153 (18d8+72)**Fort** +15, **Ref** +12, **Will** +10**OFFENSE****Speed** 40 ft.**Melee** bite +20 (4d6+22/19–20 plus grab)**Space** 20 ft.; **Reach** 20 ft.**Special Attacks** swallow whole (2d8+11, AC 17, hp 15)**STATISTICS****Str** 32, **Dex** 13, **Con** 19, **Int** 2, **Wis** 15, **Cha** 10**Base Atk** +13; **CMB** +28 (+32 grapple); **CMD** 39**Feats** Bleeding Critical, Critical Focus, Diehard, Endurance, Improved Critical (bite), Improved Initiative, Iron Will, Run, Skill Focus (Perception)**Skills** Perception +37; **Racial Modifiers** +8 Perception**SQ** powerful bite**SPECIAL ABILITIES****Powerful Bite (Ex)** A tyrannosaurus applies twice its Strength modifier to bite damage.

Demon, Vrock**CR 9**

CE Large outsider (chaotic, demon, evil, extraplanar)

Init +6; **Senses** darkvision 60 ft.; Perception +23**DEFENSE****AC** 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, –1 size)**hp** 112 (9d10+63)**Fort** +13, **Ref** +10, **Will** +6**DR** 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 20**OFFENSE****Speed** 30 ft., fly 50 ft. (average)**Melee** 2 claws +13 (2d6+5), bite +13 (1d8+5), 2 talons +13 (1d6+5)

w/ Power Attack 2 claws +10 (2d6+11), bite +10 (1d8+11), 2 talons +10 (1d6+11)

Space 10 ft.; **Reach** 10 ft.**Special Attacks** dance of ruin, spores, stunning screech**Spell-Like Abilities** (CL 12th)At will—*greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 18)1/day—*heroism*, *mirror image*, *summon* (level 3, 1 vrock 35%)**STATISTICS****Str** 21, **Dex** 15, **Con** 25, **Int** 14, **Wis** 16, **Cha** 16**Base Atk** +9; **CMB** +15; **CMD** 27**Feats** Cleave, Combat Reflexes, Improved Initiative, Lightning Reflexes, Power Attack**Skills** Fly +12, Intimidate +15, Knowledge (planes) +14, Perception +23, Sense Motive +15, Spellcraft +14, Stealth +10, Survival +15; **Racial Modifiers** +8 Perception**Languages** Abyssal, Celestial, Common; telepathy 100 ft.**SPECIAL ABILITIES**

Dance of Ruin (Su) A vrock can dance and chant as a full-round action—at the end of 3 rounds, a crackling wave of energy explodes from the vrock, dealing 5d6 points of electricity damage to all creatures within 100 feet. A DC 17 Reflex save halves this damage. For each additional vrock that joins in the dance, the damage increases by 5d6 and the DC to avoid the effect increases by +1, to a maximum of 20d6 when four or more vocks are dancing (the DC continues to increase with additional vocks, but the damage does not). The dance immediately ends and must be started anew if any of the participating vocks is slain, stunned, or otherwise prevented from dancing. The save DC is Charisma-based.

Spores (Ex) A vrock can release a cloud of spores from its body once every 3 rounds as a free action. Adjacent creatures take 1d8 points of damage from the spores, plus 1d4 points of damage per round for 10 rounds as the spores grow into thick green vines. Although ugly, the vines are harmless and wither away in 1d4 days if not shaved off before then. The spores can be destroyed by casting *bless* on the affected creatures or by sprinkling them with holy water. This attack can also be halted by effects that remove or provide immunity to disease.

Stunning Screech (Su) Once per hour, a vrock can emit a shrill screech. All creatures except demons within a 30-foot-radius spread must succeed on a DC 21 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

Dorok Bear's Claw**CR 8**

Male Kellid barbarian 9

N Medium humanoid (human)

Init +1; **Senses** scent; Perception +13**DEFENSE****AC** 19, touch 11, flat-footed 17 (+5 armor, +1 deflection, +1 Dex, +1 dodge, +3 natural, –2 rage)**hp** 118 (9d12+54)**Fort** +11, **Ref** +5, **Will** +7**Defensive Abilities** improved uncanny dodge, trap sense +3; **DR** 2/—**OFFENSE****Speed** 30 ft.**Melee** 2 claws +17 (1d6+7) or mwk longspear +14/+9 (1d8+9/×3)

w/ Power Attack 2 claws +14 (1d6+13) or mwk longspear +11/+6 (1d8+18/×3)

Ranged javelin +10 (1d6+6)**Special Attacks** rage (22 rounds/day), rage powers (beast totem^{APG}, increased damage reduction, lesser beast totem^{APG}, scent)**TACTICS**

During Combat Dorok's tactics are simple but efficient; he begins to rage as soon as combat begins and targets any obvious arcane casters first. While raging, Dorok's right hand transforms into a vicious bear-like claw, similar to the claw strapped to his left arm. Dorok frequently uses Power Attack as he claws enemies apart, relying on his rage powers to overcome magical defenses.

Morale With the pride of the Red Winter tribe at stake, Dorok fights to the death unless otherwise commanded to stand down by one of the tribe's leaders.

Base Statistics While he's not raging, Dorok's statistics are **AC** 18, touch 13, flat-footed 16; **hp** 100; **Fort** +9, **Will** +5; **Melee** mwk longspear +12/+7 (1d8+6/×3); **Str** 19, **Con** 14; **CMB** +13, **CMD** 26; **Skills** Climb +10, Swim +9.

STATISTICS**Str** 23, **Dex** 13, **Con** 18, **Int** 10, **Wis** 12, **Cha** 8**Base Atk** +9; **CMB** +15; **CMD** 26**Feats** Blind-Fight, Dodge, Power Attack, Step Up, Toughness, Weapon Focus (claw)**Skills** Acrobatics +11, Climb +12, Knowledge (nature) +7, Perception +13, Stealth +4, Survival +13, Swim +11**Languages** Hallit**SQ** fast movement, ursine prosthesis**Combat Gear** *potions of cure moderate wounds* (2); **Other Gear** +1 *hide armor*, mwk longspear, javelins (5), *amulet of mighty fists* +1, *cloak of resistance* +1, *ring of protection* +1, antitoxin, backpack, bedroll, climber's kit, rope, 46 gp**SPECIAL ABILITIES**

Improved Uncanny Dodge (Ex): At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking her, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Scent A creature with the scent ability can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at three times these ranges.

The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a move action. If the creature moves within 5 feet (1 square) of the scent's source, the creature can pinpoint the area that the source occupies, even if it cannot be seen.

Uncanny Dodge (Ex): At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A barbarian with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

Ursine Prosthesis (Ex) Dorok is able to use his prosthetic "hand" to help him perform two-handed tasks. He takes no penalties on skill checks due to his condition unless the task requires fine detail or careful manipulation. He is also able to wield two-handed weapons with the aid of his prosthesis, albeit with a –2 penalty on attack rolls.

Red Winter Warriors**CR 6**

Kellid barbarian 7

N Medium humanoid (human)

Init +5; **Senses** Perception +11**DEFENSE****AC** 14, touch 9, flat-footed 13 (+5 armor, +1 Dex, –2 rage)**hp** 93 each (7d12+42)**Fort** +10, **Ref** +4, **Will** +6**Defensive Abilities** improved uncanny dodge, trap sense +2; **DR** 1/—**OFFENSE****Speed** 30 ft.**Melee** +1 *longspear* +14/+9 (1d8+10/×3)w/ *Power Attack* +1 *longspear* +12/+7 (1d8+16/×3)**Ranged** mwk composite longbow +9/+4 (1d8+4/×3)**Special Attacks** rage (18 rounds/day), rage powers (knockback, quick reflexes, rolling dodge +2)**TACTICS**

During Combat The Red Winter warriors begin to rage as soon as combat begins. They use their reach, knockback rage power, and additional attacks of opportunity to control melee threats. If targeted by ranged attacks, the warriors utilize their rolling dodge rage power.

Morale The Red Winter warriors fight bravely, but if Dorok dies, they withdraw to warn the rest of the tribe.

Base Statistics While not raging, the barbarians' statistics are **AC** 16, touch 11, flat-footed 15; **hp** 79; **Fort** +8, **Will** +4; **Melee** +1 *longspear* +12/+7 (1d8+7/×3); **Str** 18, **Con** 14; **CMB** +11, **CMD** 22; **Skills** Climb +8, Swim +9.

STATISTICS**Str** 22, **Dex** 13, **Con** 18, **Int** 10, **Wis** 12, **Cha** 8**Base Atk** +7; **CMB** +13; **CMD** 22**Feats** Combat Reflexes, Improved Initiative, Lunge, Power Attack, Toughness**Skills** Acrobatics +9, Climb +10, Knowledge (nature) +6, Perception +11, Stealth +3, Survival +11, Swim +11**Languages** Hallit**SQ** fast movement

Combat Gear *potions of cure moderate wounds* (2); **Other Gear** +1 *hide armor*, +1 *longspear*, mwk composite longbow with 20 arrows, *cloak of resistance* +1, backpack, bedroll, climber's kit, rope, 46 gp

SPECIAL ABILITIES

Improved Uncanny Dodge (Ex): At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking her, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Knockback (Ex) Once per round, the barbarian can make a bull rush attempt against one target in place of a melee attack. If successful, the target takes damage equal to the barbarian's Strength modifier and is moved back as normal. The barbarian does not need to move with the target if successful. This does not provoke an attack of opportunity.

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

Rolling Dodge (Ex) The barbarian gains a +1 dodge bonus to her Armor Class against ranged attacks for a number of rounds equal to the barbarian's current Constitution modifier (minimum 1). This bonus increases by +1 for every 6 levels the barbarian has attained. Activating this ability is a move action that does not provoke an attack of opportunity.

Uncanny Dodge (Ex): At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A barbarian with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

Dorok Bear's Claw**CR 10**

Male Kellid barbarian 11

N Medium humanoid (human)

Init +1; **Senses** scent; Perception +15**DEFENSE****AC** 20, touch 11, flat-footed 18 (+6 armor, +1 deflection, +1 Dex, +1 dodge, +3 natural, –2 rage)**hp** 154 (11d12+77)**Fort** +13, **Ref** +5, **Will** +8**Defensive Abilities** improved uncanny dodge, trap sense +3; **DR** 3/—**OFFENSE****Speed** 30 ft.**Melee** 2 claws +21 (1d8+9/19–20/×3), or mwk longspear +18/+13/+8 (1d8+12/×3)

w/ Power Attack 2 claws +18 (1d8+15/19–20/×3), or mwk longspear +15/+10/+5 (1d8+21/×3)

Ranged javelin +13 (1d6+8)**Special Attacks** greater rage (26 rounds/day), pounce, rage powers (increased damage reduction, scent, beast totem^{APG}, greater beast totem^{APG}, lesser beast totem^{APG})**TACTICS**

During Combat Dorok's tactics are simple but efficient; he begins to rage as soon as combat begins and targets any obvious arcane casters first. While raging, Dorok's right hand transforms into a vicious bear-like claw, similar to the claw strapped to his left arm. Dorok frequently uses Power Attack as he claws enemies apart, relying on his rage powers to overcome magical defenses.

Morale With the pride of the Red Winter tribe at stake, Dorok fights to the death unless otherwise commanded to stand down by one of the tribe's leaders.

Base Statistics While not raging, Dorok's statistics are **AC** 19, touch 13, flat-footed 17; **hp** 121; **Fort** +10, **Will** +5; mwk longspear +15/+10/+5 (1d8+7/×3); **Str** 21, **Con** 14; **CMB** +16, **CMD** 29; **Skills** Climb +13, Swim +10.

STATISTICS**Str** 27, **Dex** 13, **Con** 20, **Int** 10, **Wis** 12, **Cha** 8**Base Atk** +11; **CMB** +19; **CMD** 30**Feats** Blind-Fight, Dodge, Improved Critical (claw), Power Attack, Step Up, Toughness, Weapon Focus (claw)**Skills** Acrobatics +13, Climb +16, Knowledge (nature) +8, Perception +15, Stealth +5, Survival +15, Swim +13**Languages** Hallit**SQ** fast movement

Combat Gear *potions of cure moderate wounds (2)*; **Other Gear** +2 *hide armor*, mwk longspear, javelins (5), *amulet of mighty fists +1*, *belt of giant's strength +2*, *cloak of resistance +1*, *ring of protection +1*, antitoxin, backpack, bedroll, climber's kit, rope, 246 gp

SPECIAL ABILITIES

Improved Uncanny Dodge (Ex): At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking her, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Pounce (Ex) When a creature with this special attack makes a charge, it can make a full attack (including rake attacks if the creature also has the rake ability).

Scent A creature with the scent ability can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at three times these ranges.

The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a move action. If the creature moves within 5 feet (1 square) of the scent's source, the creature can pinpoint the area that the source occupies, even if it cannot be seen.

Uncanny Dodge (Ex): At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A barbarian with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

Ursine Prosthesis (Ex) Dorok is able to use his prosthetic "hand" to help him perform two-handed tasks. He takes no penalties on skill checks due to his condition unless the task requires fine detail or careful manipulation. He is also able to wield two-handed weapons with the aid of his prosthesis, albeit with a –2 penalty on attack rolls.

Sundered Bear**CR 8**

Male Kellid barbarian (savage barbarian) 7/monk (martial artist) 2 (*Pathfinder RPG Advanced Player's Guide* 79, *Pathfinder RPG Ultimate Combat* 59)

N Medium humanoid (human)

Init +1; **Senses** Perception +14

DEFENSE

AC 21, touch 16, flat-footed 18 (+4 armor, +1 deflection, +1 Dex, +2 dodge, +2 Wis, +1 natural, –2 rage, +2 shield)

hp 103 (9 HD; 7d12+2d8+43)

Fort +12, **Ref** +6, **Will** +9; +1 vs. fear

Defensive Abilities evasion, improved uncanny dodge, naked courage, naked toughness

OFFENSE

Speed 40 ft.

Melee unarmed strike +14/+9 (1d6+6), bite +9 (1d4+3) or flurry of blows +13/+13/+8 (1d6+6) w/ Power Attack unarmed strike +11/+6 (1d6+12), bite +6 (1d4+6) or flurry of blows +10/+10/+5 (1d6+12)

Special Attacks flurry of blows, rage (18 rounds/day), rage powers (animal fury, guarded stance [+2 dodge vs. melee], no escape), stunning fist (3/day, DC 16)

TACTICS

Before Combat Wary of strangers, Thanock drinks his last *potion of mage armor* before meeting with the PCs.

During Combat Thanock begins combat by entering Snapping Turtle Style. Thanock's rage does not manifest as a wild, nearly uncontrollable fury, but rather as a silent and menacing promise of violence. He attempts to grapple the strongest opponent, using Snapping Turtle Clutch and Stunning Pin whenever possible. Thanock focuses on one target at a time until it's incapacitated, relying on his allies to prevent others from interfering.

Morale Thanock fights to the death, or until Velka calls him off (see her tactics).

Base Statistics When not raging, using Snapping Turtle Style, or benefiting from *mage armor*, Thanock's statistics are **AC** 17, touch 16, flat-footed 14; **hp** 89; **Fort** +10, **Will** +7; **Melee** unarmed strike +12/+7 (1d6+4) or flurry of blows +11/+11/+6 (1d6+4); **Str** 19, **Con** 14; **CMB** +12, **CMD** 28; **Skills** Climb +10, Swim +12.

STATISTICS

Str 23, **Dex** 13, **Con** 18, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +8; **CMB** +14 (+20 grapple); **CMD** 30 (32 vs. grapple)

Feats Dodge, Greater Grapple, Improved Grapple, Improved Unarmed Strike, Power Attack, Stunning Fist, Stunning Pin^{UC}, Snapping Turtle Clutch^{UC}, Snapping Turtle Shell^{UC}, Snapping Turtle Style^{UC}

Skills Acrobatics +13 (+17 when jumping), Climb +12, Intimidate +11, Linguistics +1, Perception +14, Survival +14, Swim +14; **Racial Modifiers** +4 Acrobatics when jumping

Languages Hallit, Tien

SQ fast movement

Combat Gear *potion of mage armor*; **Other Gear** *headband of inspired wisdom* +2, *ring of protection* +1, *gauntlets of the skilled maneuver (grapple)*

SPECIAL ABILITIES

Animal Fury (Ex) While raging, the barbarian gains a bite attack. If used as part of a full attack action, the bite attack is made at the barbarian's full base attack bonus –5. If the bite hits, it deals 1d4 points of damage (assuming the barbarian is Medium; 1d3 points of damage if Small) plus half the barbarian's Strength modifier. A barbarian can make a bite attack as part of the action to maintain or break free from a grapple. This attack is resolved before the grapple check is made. If the bite attack hits, any grapple checks made by the barbarian against the target this round are at a +2 bonus.

Guarded Stance (Ex) The barbarian gains a +1 dodge bonus to her Armor Class against melee attacks for a number of rounds equal to the barbarian's current Constitution modifier (minimum 1). This bonus increases by +1 for every 6 levels the barbarian has attained. Activating this ability is a move action that does not provoke an attack of opportunity.

Improved Uncanny Dodge (Ex) At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking her, unless the attacker has at least four more rogue levels than the target has barbarian levels.

No Escape (Ex) The barbarian can move up to double her normal speed as an immediate action but she can only use this ability when an adjacent foe uses a withdraw action to move away from her. She must end her movement adjacent to the enemy that used the withdraw action. The barbarian provokes attacks of opportunity as normal during this movement.

Snapping Turtle Style Thanks to all 3 feats, while using the Snapping Turtle Style feat with at least one hand free, you gain a +2 shield bonus to AC, touch AC, and CMD. Enemies take a –4 penalty on critical confirmation rolls against you. Whenever an opponent misses you with a melee attack while you are using the Snapping Turtle Style feat, you can use an immediate action to attempt a grapple combat maneuver against that opponent, but with a –2 penalty.

Stunning Pin Whenever you pin an opponent, you can spend a swift action to make a Stunning Fist attempt against that opponent.

Uncanny Dodge (Ex): At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A barbarian with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

Gauntlets of the Skilled Maneuver

Aura faint transmutation; **CL** 3rd

Slot hands; **Price** 4,000 gp; **Weight** 1 lb.

DESCRIPTION

The wearer of these gauntlets gains a +2 bonus on one type of combat maneuver check (such as bull rush, disarm, or steal) chosen by the creator when the item is created.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, creator must have the appropriate Improved combat maneuver feat (Improved Bull Rush, Improved Dirty Trick, Improved Disarm, Improved Drag, Improved Grapple, Improved Overrun, Improved Reposition, Improved Steal, Improved Sunder, or Improved Trip); **Cost** 2,000 gp.

Bloodspeaker Velka

CR 7

Female Kellid bard (animal speaker) 8 (*Pathfinder RPG Ultimate Magic* 25)

NG Medium humanoid (human)

Init +6; Senses Perception +11

DEFENSE

AC 18, touch 12, flat-footed 16 (+3 armor, +2 Dex, +1 natural, +2 shield)

hp 63 (8d8+24)

Fort +5, Ref +9, Will +7

OFFENSE

Speed 30 ft.

Melee spiked gauntlet +5/+0 (1d4–1)

Special Attacks bardic performance 28 rounds/day (move action; attract rats, countersong, dirge of doom, distraction, inspire courage +2, soothing performance)**Bard Spells Known** (CL 8th; concentration +12, +16 defensively)3rd (3/day)—*dispel magic*, *haste*, *see invisibility*, *summon nature's ally III*2nd (5/day)—*blistering invective*^{UC} (DC 16), *calm emotions* (DC 16), *cure moderate wounds*, *glitterdust* (DC 17), *summon nature's ally II*1st (5/day)—*cure light wounds*, *expeditious retreat*, *feather fall*, *liberating command*^{UC}, *remove fear*, *summon nature's ally I*0 (at will)—*detect magic*, *light*, *mage hand*, *message*, *open/close*, *read magic***TACTICS****Before Combat** Wary of strangers, Velka casts *see invisibility* before meeting with the PCs.**During Combat** Velka begins combat by casting *haste* and beginning her inspire courage bardic performance. In following rounds, she uses her magic to impede the PCs, dispel their magic, and summon elementals to engage airborne threats. She also heals her allies but prefers to save healing for after combat. She doesn't enjoy unnecessary slaughter, and offers the PCs the opportunity to surrender whenever a PC suffers a critical hit, falls unconscious, or dies; she instructs her allies—using magic if necessary—to honor any surrender.**Morale** Though Velka knows when a fight is lost, so long as Thanock lives, she cannot bring herself to surrender—even if it might save her life or the lives of her kin. However, if the PCs kill Thanock and Dorok, Velka surrenders and commands any surviving Red Winter tribe members to stand down.**STATISTICS**

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

Base Atk +6; CMB +5; CMD 17

Feats Augment Summoning, Combat Casting, Extra Performance, Improved Initiative, Spell Focus (conjunction)**Skills** Acrobatics +13, Escape Artist +13, Knowledge (local) +16, Perception +11, Perform (oratory) +15, Perform (percussion) +15, Survival +8, Use Magic Device +15**Languages** Common, Giant, Hallit**SQ** animal friend (bears, elephants) bardic knowledge +4, lore master 1/day, versatile performance (oratory, percussion)**Combat Gear** *potion of darkvision*, *wand of lesser restoration* (9 charges); **Other Gear** +1 leather armor, +1 light wooden shield, *amulet of natural armor* +1, *cloak of resistance* +1, *claws of the ice bear*^{UE}, 77 gp**SPECIAL ABILITIES****Animal Friend** An animal speaker selects a particular kind of animal, such as apes, badgers, bears, boars, cats, snakes, and so on. The bard gains a +4 bonus on Handle Animal checks to influence animals of his chosen kind. Animals of this kind have a starting attitude of at least “indifferent” toward the bard and never attack him unless he attacks them first.

Animal companions and magically controlled animals of the bard's chosen kind can be directed to attack the bard if the controlling creature wins an opposed Charisma check against the bard (this check can be made once per round until it succeeds, after which no further checks are needed). Supernatural versions of animals (such as animals with the fiendish template) can attempt an opposed Charisma check against the bard with a +4 bonus on its roll to overcome this hesitation. This ability has no effect on creatures other than animals.

Attract Rats At 6th level, the animal speaker can use bardic performance to summon 1d3 rat swarms; they remain as long as he continues performing. At 11th level, he summons 2d3 swarms instead of 1d3 and the swarms have the advanced creature simple template. At 17th level, the number of swarms he summons increases to 3d3.**Nature's Speaker** At 5th, 11th, and 17th level, the animal speaker selects another kind of animal friend. The bard can use *speak with animals* at will on animals of his selected kinds.**Versatile Performance** Oratory can replace Diplomacy and Sense Motive, Percussion can replace Handle Animal and Intimidate

Bloodspeaker Velka's Cheat Sheet

3rd level spells

Dispel Magic (Abjuration, VS, medium) – You know how dispel magic works

Haste (Transmutation, VSM, close, one creature/lvl all w/in 30ft. of each other, 1rd/lvl, SRyes) - take 1 extra attack on a full attack, +1 attack, +1 dodge to AC, REF, double speed up to 30ft. extra.

See Invisibility (divination, VSM, personal, 10min/lvl) – See invisible/ethereal creatures

Summon Nature's Ally III (Conjuration(Summoning), VSDF, 1round, close, 1rd/lvl) – Summon an extraplanar creature

2nd level spells

Blistering Invective (Evocation [fire, language-dependant], personal, 30ft radius) – Intimidate to demoralize on all creatures within 30ft. Enemies demoralized this way take 1d10 fire and REF or catch on fire.

Calm Emotions (Enchantment(compulsion)[emotion, mind-affecting], VSDF, medium, 20ft. radius, concentration up to 1rd/lvl, SRyes) – WILL or emotions suppressed. No raging or violent actions. Also morale bonuses, fear effects and confusion effects are auto-suppressed.

Cure Moderate Wounds (Conjuration (healing), VS) – creature touched heals 2d8+8

Glitterdust (Conjuration (creation), VSM, medium, creatures and objects in 10ft. radius, 1rd/lvl) – Area covered in faerie dust. Invisible things become outlined. WILL or be blinded. New save at the end of every turn.

Summon Nature's Ally II (Conjuration(Summoning), VSDF, 1round, close, 1rd/lvl) – Summon an extraplanar creature

1st level spells

Cure Light Wounds (Conjuration (healing), VS) – creature touched heals 1d8+5

Expeditious Retreat (Transmutation, personal, 1min/lvl) - +30 enhancement to speed

Feather Fall (Transmutation, 1 immediate action, V, close, one creature/lvl all w/in 20ft. of each other, until landing or 1rd/lvl, SRyes) – Fall at 60ft./round. No falling damage on arrival.

Liberating Command (Transmutation, 1 immediate action, V, close, SRyes) – If target can escape with an Escape Artist, immediate action Escape Artist at +2*lvl competence bonus.

Remove Fear (Abjuration, VS, close, one creature + one/4lvs, all w/in 30ft of each other, 10 minutes, SRyes) - +4 morale vs. fear. Suppresses fear effects when receiving the spell.

Summon Nature's Ally I (Conjuration(Summoning), VSDF, 1round, close, 1rd/lvl) – Summon an extraplanar creature

Claws of the Ice Bear

Aura faint transmutation; **CL** 3rd

Slot hands; **Price** 1,300 gp; **Weight** 1 lb.

DESCRIPTION

Strapped to the hands, these spiked climbing claws grant a +2 competence bonus on Climb checks and Acrobatics checks made when using both hands to aid in movement, and allow the wearer to ignore the normal penalties on those skills for slippery or icy surfaces. In addition, up to 3 times per day, the wearer can activate the claws as a swift action to gain the benefits of *spider climb* for 1 round. The wearer cannot hold anything else in her hands while using *claws of the ice bear*. If used as a weapon, *claws of the ice bear* function as spiked gauntlets.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *spider climb*; **Cost** 750 gp.

Trapper	CR 3
Human ranger 4 N Medium humanoid Init +2; Senses Perception +7	
DEFENSE	
AC 17, touch 13, flat-footed 14 (+3 armor, +2 Dex, +1 dodge, +1 shield) hp 30 (4d10+8) Fort +5, Ref +6, Will +2	
OFFENSE	
Speed 30 ft. Melee mwk battleaxe +7 (1d8+2/×3) or handaxe +6 (1d6+2/×3) Ranged mwk composite longbow +7 (1d8+2/×3) or throwing axe +6 (1d6+2) Special Attacks favored enemy (animals +2) Ranger Spells Prepared (CL 1st; concentration +2) 1st— <i>charm animal</i> (DC 12)	
STATISTICS	
Str 14, Dex 15, Con 12, Int 10, Wis 13, Cha 10 Base Atk +4; CMB +6; CMD 19 Feats Deadly Aim, Dodge, Endurance, Mobility, Point Blank Shot Skills Climb +10, Craft (traps) +9, Handle Animal +6, Heal +8, Perception +7, Profession (trapper) +8, Ride +6, Stealth +8, Survival +8 (+10 to follow tracks), Swim +6 Languages Common SQ favored terrain (woods +2), hunter's bond (badger animal companion), track +2, wild empathy +4 Combat Gear black adder venom (1 dose), <i>scrolls of cure light wounds</i> (2), <i>scrolls of speak with animals</i> (2); Other Gear masterwork studded leather, masterwork buckler, masterwork battleaxe, masterwork composite longbow (+1 Str) with 20 arrows, throwing axes (2), climber's kit, healer's kit, masterwork trapmaking tools	
AUGMENTED SMALL AIR ELEMENTAL	
N Small outsider (air, elemental, extraplanar) Init +7; Senses darkvision 60 ft.; Perception +4	
DEFENSE	
AC 17, touch 14, flat-footed 14 (+3 Dex, +3 natural, +1 size) hp 17 (2d10+6) Fort +6, Ref +6, Will +0 Defensive Abilities air mastery; Immune elemental traits	
OFFENSE	
Speed fly 100 ft. (perfect) Melee slam +6 (1d4+3) Special Attacks whirlwind (DC 12)	
STATISTICS	
Str 16, Dex 17, Con 16, Int 4, Wis 11, Cha 11 Base Atk +2; CMB +4; CMD 17 Feats Flyby Attack, Improved Initiative ^B , Weapon Finesse ^B Skills Acrobatics +7, Escape Artist +7, Fly +17, Knowledge (planes) +1, Perception +4, Stealth +11 Languages Auran	
SPECIAL ABILITIES	
Air Mastery (Ex) Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.	

Red Winter Warriors**CR 6**

Kellid barbarian 7

N Medium humanoid (human)

Init +5; **Senses** Perception +11**DEFENSE****AC** 14, touch 9, flat-footed 13 (+5 armor, +1 Dex, –2 rage)**hp** 93 each (7d12+42)**Fort** +10, **Ref** +4, **Will** +6**Defensive Abilities** improved uncanny dodge, trap sense +2; **DR** 1/—**OFFENSE****Speed** 30 ft.**Melee** +1 *longspear* +14/+9 (1d8+10/×3)w/ *Power Attack* +1 *longspear* +12/+7 (1d8+16/×3)**Ranged** mwk composite longbow +9/+4 (1d8+4/×3)**Special Attacks** rage (18 rounds/day), rage powers (knockback, quick reflexes, rolling dodge +2)**TACTICS**

During Combat The Red Winter warriors begin to rage as soon as combat begins. They use their reach, knockback rage power, and additional attacks of opportunity to control melee threats. If targeted by ranged attacks, the warriors utilize their rolling dodge rage power.

Morale The Red Winter warriors fight bravely, but if Dorok dies, they withdraw to warn the rest of the tribe.

Base Statistics While not raging, the barbarians' statistics are **AC** 16, touch 11, flat-footed 15; **hp** 79; **Fort** +8, **Will** +4; **Melee** +1 *longspear* +12/+7 (1d8+7/×3); **Str** 18, **Con** 14; **CMB** +11, **CMD** 22; **Skills** Climb +8, Swim +9.

STATISTICS**Str** 22, **Dex** 13, **Con** 18, **Int** 10, **Wis** 12, **Cha** 8**Base Atk** +7; **CMB** +13; **CMD** 22**Feats** Combat Reflexes, Improved Initiative, Lunge, Power Attack, Toughness**Skills** Acrobatics +9, Climb +10, Knowledge (nature) +6, Perception +11, Stealth +3, Survival +11, Swim +11**Languages** Hallit**SQ** fast movement

Combat Gear *potions of cure moderate wounds* (2); **Other Gear** +1 *hide armor*, +1 *longspear*, mwk composite longbow with 20 arrows, *cloak of resistance* +1, backpack, bedroll, climber's kit, rope, 46 gp

SPECIAL ABILITIES

Improved Uncanny Dodge (Ex): At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking her, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Knockback (Ex) Once per round, the barbarian can make a bull rush attempt against one target in place of a melee attack. If successful, the target takes damage equal to the barbarian's Strength modifier and is moved back as normal. The barbarian does not need to move with the target if successful. This does not provoke an attack of opportunity.

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

Rolling Dodge (Ex) The barbarian gains a +1 dodge bonus to her Armor Class against ranged attacks for a number of rounds equal to the barbarian's current Constitution modifier (minimum 1). This bonus increases by +1 for every 6 levels the barbarian has attained. Activating this ability is a move action that does not provoke an attack of opportunity.

Uncanny Dodge (Ex): At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A barbarian with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

Thanock Sundered Bear**CR 12**

Male Kellid barbarian (savage barbarian) 11/monk (martial artist) 2 (*Pathfinder RPG Advanced Players Guide* 79, *Pathfinder RPG Ultimate Combat* 59)

N Medium humanoid (human)

Init +2; **Senses** Perception +18

DEFENSE

AC 24, touch 16, flat-footed 19 (+4 armor, +1 deflection, +2 Dex, +3 dodge, +2 Wis, +2 natural, –2 rage, +2 shield)

hp 162 (13 HD; 11d12+2d8+76)

Fort +15, **Ref** +8, **Will** +11; +2 vs. fear

Defensive Abilities evasion, improved uncanny dodge, trap sense +3; naked courage, naked toughness

OFFENSE

Speed 40 ft.

Melee unarmed strike +22/+17/+12 (1d6+10), bite +17 (1d4+5) or flurry of blows +21/+21/+16/+11 (1d6+10)

w/ Power Attack unarmed strike +18/+13/+8 (1d6+18), bite +13 (1d4+9) or flurry of blows +17/+17/+12/+7 (1d6+18)

Special Attacks flurry of blows, greater rage (26 rounds/day), rage powers (animal fury, body bludgeon^{UC}, guarded stance [+2 dodge vs. melee], no escape, unexpected strike), stunning fist (5/day, DC 18)

TACTICS

Before Combat Wary of strangers, Thanock drinks his last *potion of mage armor* before meeting with the PCs.

During Combat Thanock begins combat by drinking his *potion of enlarge person* and then enters the Snapping Turtle Style. Thanock attempts to grapple the strongest opponent available, using guarded stance, Snapping Turtle Clutch, Body Shield, body bludgeon, and Stunning Pin whenever possible. Thanock focuses on one target at a time until it's incapacitated, relying on his allies to prevent others from interfering.

Morale Thanock fights to the death, or until Velka calls him off (see her tactics).

Base Statistics When not raging, using Snapping Turtle Style, or benefiting from *mage armor*, Thanock's statistics are AC 20, touch 18, flat-footed 15; hp 129; **Fort** +12, **Will** +8; unarmed strike +19/+14/+9 (1d6+7) or flurry of blows +18/+18/+13/+8 (1d6+7); **Str** 22, **Con** 14; **CMB** +18, **CMD** 37; **Skills** Climb +12, Swim +14.

STATISTICS

Str 28, **Dex** 15, **Con** 20, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +12; **CMB** +21 (+27 grapple); **CMD** 39 (41 vs. grapple)

Feats Body Shield^{UC}, Dodge, Greater Grapple, Improved Grapple, Improved Unarmed Strike, Power Attack, Rapid Grapple^{UC}, Snapping Turtle Style^{UC}, Snapping Turtle Clutch^{UC}, Snapping Turtle Shell^{UC}, Stunning Fist, Stunning Pin^{UC}

Skills Acrobatics +18, Climb +15, Intimidate +15, Linguistics +1, Perception +18, Sense Motive +9, Survival +18, Swim +17

Languages Hallit, Tien

SQ fast movement

Combat Gear *potion of cure moderate wounds*, *potion of mage armor*, *potion of enlarge person*; **Other Gear** *belt of physical might* +2 (Str, Dex), *headband of inspired wisdom* +2, *ring of protection* +1, *amulet of mighty fists* +1, *boots of the winterlands*, *gauntlets of the skilled maneuver (grapple)*, 100 gp

SPECIAL ABILITIES

Animal Fury (Ex) While raging, the barbarian gains a bite attack. If used as part of a full attack action, the bite attack is made at the barbarian's full base attack bonus –5. If the bite hits, it deals 1d4 points of damage (assuming the barbarian is Medium; 1d3 points of damage if Small) plus half the barbarian's Strength modifier. A barbarian can make a bite attack as part of the action to maintain or break free from a grapple. This attack is resolved before the grapple check is made. If the bite attack hits, any grapple checks made by the barbarian against the target this round are at a +2 bonus.

Body Bludgeon (Ex) While raging, if the barbarian pins an opponent that is smaller than her, she can then use that opponent as a two-handed improvised weapon that deals 1d8 points of bludgeoning damage, assuming the opponent is sized Small. Larger or smaller creatures used as a bludgeon deal damage based on their size using this base damage. A size Tiny creature deals 1d6 points of damage, a size Medium creature deals 1d10 points of damage, and so on. The barbarian can make a single attack using the pinned opponent as part of the action she uses to maintain the grapple, using her highest attack bonus. Whenever the barbarian hits using the pinned opponent as a weapon, she deals damage to her target normally, and the grappled opponent used as a bludgeon also takes the same damage she dealt to the target. If the pinned opponent is unable to resist being pinned for any reason, the barbarian can use that opponent as an improvised weapon without grappling or pinning the opponent, until the creature is reduced to 0 or fewer hit points, at which point the creature becomes useless as an improvised weapon.

Guarded Stance (Ex) The barbarian gains a +1 dodge bonus to her Armor Class against melee attacks for a number of rounds equal to the barbarian's current Constitution modifier (minimum 1). This bonus increases by +1 for every 6 levels the barbarian has attained. Activating this ability is a move action that does not provoke an attack of opportunity.

Improved Uncanny Dodge (Ex) At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking her, unless the attacker has at least four more rogue levels than the target has barbarian levels.

No Escape (Ex) The barbarian can move up to double her normal speed as an immediate action but she can only use this ability when an adjacent foe uses a withdraw action to move away from her. She must end her movement adjacent to the enemy that used the withdraw action. The barbarian provokes attacks of opportunity as normal during this movement.

Rapid Grappler Whenever you use Greater Grapple to successfully maintain a grapple as a move action, you can then spend a swift action to make a grapple combat maneuver check.

Snapping Turtle Style Thanks to all 3 feats, while using the Snapping Turtle Style feat with at least one hand free, you gain a +2 shield bonus to AC, touch AC, and CMD. Enemies take a –4 penalty on critical confirmation rolls against you. Whenever an opponent misses you with a melee attack while you are using the Snapping Turtle Style feat, you can use an immediate action to attempt a grapple combat maneuver against that opponent, but with a –2 penalty.

Stunning Pin Whenever you pin an opponent, you can spend a swift action to make a Stunning Fist attempt against that opponent.

Uncanny Dodge (Ex) At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A barbarian with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

Unexpected Strike (Ex) The barbarian can make an attack of opportunity against a foe that moves into any square threatened by the barbarian, regardless of whether or not that movement would normally provoke an attack of opportunity. This power can only be used once per rage.

Bloodspeaker Velka**CR 10**Female Kellid bard (animal speaker) 11 (*Pathfinder RPG Ultimate Magic* 25)

NG Medium humanoid (human)

Init +6; **Senses** Perception +14

DEFENSE**AC** 21, touch 12, flat-footed 19 (+6 armor, +2 Dex, +1 natural, +2 shield)**hp** 86 (11d8+33)**Fort** +6, **Ref** +10, **Will** +8

OFFENSE**Speed** 30 ft.**Melee** spiked gauntlet +7/+2 (1d4–1)**Special Attacks** bardic performance 35 rounds/day (move action; attract rats, countersong, dirge of doom, distraction, inspire courage +3, inspire greatness, soothing performance)**Bard Spells Known** (CL 11th; concentration +16)4th (3/day)—*break enchantment* (DC 19), *dimension door*, *hold monster* (DC 21), *summon nature's ally IV*3rd (5/day)—*daylight*, *dispel magic*, *haste*, *see invisibility*, *summon nature's ally III*2nd (5/day)—*blistering invective*^{UC} (DC 17), *calm emotions* (DC 19), *cure moderate wounds*, *glitterdust* (DC 18), *hold person* (DC 19), *summon nature's ally II*1st (7/day)—*cure light wounds*, *expeditious retreat*, *feather fall*, *liberating command*^{UC}, *remove fear*, *summon nature's ally I*, *unseen servant*0 (at will)—*detect magic*, *light*, *mage hand*, *message*, *open/close*, *read magic*

TACTICS**Before Combat** Wary of strangers, Velka casts *see invisibility* before meeting with the PCs.**During Combat** Velka begins combat by casting *haste* and beginning her inspire courage bardic performance. In following rounds, she uses her magic to impede the PCs, dispel their magic, and summon elementals to engage airborne threats. She also heals her allies but prefers to save healing for after combat. She doesn't enjoy unnecessary slaughter, and offers the PCs the opportunity to surrender whenever a PC suffers a critical hit, falls unconscious, or dies; she instructs her allies—using magic if necessary—to honor any surrender.**Morale** Though Velka knows when a fight is lost, so long as Thanock lives, she cannot bring herself to surrender—even if it might save her life or the lives of her kin. However, if the PCs kill Thanock and Dorok, Velka surrenders and commands any surviving Red Winter tribe members to stand down.

STATISTICS**Str** 8, **Dex** 14, **Con** 14, **Int** 12, **Wis** 10, **Cha** 20**Base Atk** +8; **CMB** +7; **CMD** 19**Feats** Augment Summoning, Combat Casting, Extra Performance, Greater Spell Focus (enchantment), Improved Initiative, Spell Focus (conjuration), Spell Focus (enchantment)**Skills** Acrobatics +15, Escape Artist +15, Knowledge (local) +20, Perception +14, Perform (oratory, percussion) +19, Survival +11, Use Magic Device +19**Languages** Common, Giant, Hallit**SQ** animal friend (bears, dinosaurs, elephants), bardic knowledge +5, lore master 2/day, versatile performance (acting, oratory, percussion)**Combat Gear** *potion of darkvision*, *wand of lesser restoration* (9 charges), *javelin of lightning*; **Other Gear** +2 chain shirt, +1 light wooden shield, amulet of natural armor +1, cloak of resistance +1, headband of alluring charisma +2, claws of the ice bear^{UE}, 37 gp

SPECIAL ABILITIES

Animal Friend An animal speaker selects a particular kind of animal, such as apes, badgers, bears, boars, cats, snakes, and so on. The bard gains a +4 bonus on Handle Animal checks to influence animals of his chosen kind. Animals of this kind have a starting attitude of at least “indifferent” toward the bard and never attack him unless he attacks them first.

Animal companions and magically controlled animals of the bard’s chosen kind can be directed to attack the bard if the controlling creature wins an opposed Charisma check against the bard (this check can be made once per round until it succeeds, after which no further checks are needed). Supernatural versions of animals (such as animals with the fiendish template) can attempt an opposed Charisma check against the bard with a +4 bonus on its roll to overcome this hesitation. This ability has no effect on creatures other than animals.

Attract Rats At 6th level, the animal speaker can use bardic performance to summon 1d3 rat swarms; they remain as long as he continues performing. At 11th level, he summons 2d3 swarms instead of 1d3 and the swarms have the advanced creature simple template. At 17th level, the number of swarms he summons increases to 3d3.

Nature’s Speaker At 5th, 11th, and 17th level, the animal speaker selects another kind of animal friend. The bard can use *speak with animals* at will on animals of his selected kinds.

Versatile Performance Oratory can replace Diplomacy and Sense Motive, Percussion can replace Handle Animal and Intimidate

Claws of the Ice Bear

Aura faint transmutation; **CL** 3rd

Slot hands; **Price** 1,300 gp; **Weight** 1 lb.

DESCRIPTION

Strapped to the hands, these spiked climbing claws grant a +2 competence bonus on Climb checks and Acrobatics checks made when using both hands to aid in movement, and allow the wearer to ignore the normal penalties on those skills for slippery or icy surfaces. In addition, up to 3 times per day, the wearer can activate the claws as a swift action to gain the benefits of *spider climb* for 1 round. The wearer cannot hold anything else in her hands while using *claws of the ice bear*. If used as a weapon, *claws of the ice bear* function as spiked gauntlets.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *spider climb*; **Cost** 750 gp.

Javelin of Lightning

Aura faint evocation; **CL** 5th; **Weight** 2 lbs.; **Price** 1,500 gp

DESCRIPTION

This javelin becomes a 5d6 *lightning bolt* when thrown (Reflex DC 14 half). It is consumed in the attack.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, *lightning bolt*; **Cost** 750 gp

Bloodspeaker Velka's Cheat Sheet

4th level spells

Break Enchantment (abjuration, 1 minute, VS, close, one creature/level within 30 ft) – Make a CL check vs. 11+CL of enchantments, transmutations, and curses. If it couldn't be dispelled by dispel magic and it's greater than 5th level, this doesn't work.

Dimension Door (Conjuration(teleportation), V, long, you and touched objects) – teleport anywhere w/in range

Hold Monster (Enchantment (compulsion)[mind-affecting], VSDF, medium, 1rd/lvl(D), SRYes) – WILL or creature is paralyzed. Full-round gives another save.

Summon Nature's Ally IV (Conjuration(Summoning), VSDF, 1round, close, 1rd/lvl) – Summon an extraplanar creature

3rd level spells

Daylight

Dispel Magic (Abjuration, VS, medium) – You know how dispel magic works

Haste (Transmutation, VSM, close, one creature/lvl all w/in 30ft. of each other, 1rd/lvl, SRYes) – take 1 extra attack on a full attack, +1 attack, +1 dodge to AC, REF, double speed up to 30ft. extra.

See Invisibility (divination, VSM, personal, 10min/lvl) – See invisible/ethereal creatures

Summon Nature's Ally III (Conjuration(Summoning), VSDF, 1round, close, 1rd/lvl) – Summon an extraplanar creature

2nd level spells

Blistering Invective (Evocation [fire, language-dependant], personal, 30ft radius) – Intimidate to demoralize on all creatures within 30ft. Enemies demoralized this way take 1d10 fire and REF or catch on fire.

Calm Emotions (Enchantment(compulsion)[emotion, mind-affecting], VSDF, medium, 20ft. radius, concentration up to 1rd/lvl, SRYes) – WILL or emotions suppressed. No raging or violent actions. Also morale bonuses, fear effects and confusion effects are auto-suppressed.

Cure Moderate Wounds (Conjuration (healing), VS) – creature touched heals 2d8+10

Glitterdust (Conjuration (creation), VSM, medium, creatures and objects in 10ft. radius, 1rd/lvl) – Area covered in faerie dust. Invisible things become outlined. WILL or be blinded. New save at the end of every turn.

Hold Person (Enchantment (compulsion)[mind-affecting], VSDF, medium, 1rd/lvl(D), SRYes) – WILL or humanoid is paralyzed. Full-round gives another save.

Summon Nature's Ally II (Conjuration(Summoning), VSDF, 1round, close, 1rd/lvl) – Summon an extraplanar creature

1st level spells

Cure Light Wounds (Conjuration (healing), VS) – creature touched heals 1d8+5

Expeditious Retreat (Transmutation, personal, 1min/lvl) – +30 enhancement to speed

Feather Fall (Transmutation, 1 immediate action, V, close, one creature/lvl all w/in 20ft. of each other, until landing or 1rd/lvl, SRYes) – Fall at 60ft./round. No falling damage on arrival.

Liberating Command (Transmutation, 1 immediate action, V, close, SRYes) – If target can escape with an Escape Artist, immediate action Escape Artist at +20 competence bonus.

Remove Fear (Abjuration, VS, close, one creature + one/4lvls, all w/in 30ft of each other, 10 minutes, SRYes) – +4 morale vs. fear. Suppresses fear effects when receiving the spell.

Summon Nature's Ally I (Conjuration(Summoning), VSDF, 1round, close, 1rd/lvl) – Summon an extraplanar creature

Unseen Servant (Conjuration (creation), VSM, close, one invisible, mindless, shapeless servant, 1hr/lvl) – servant can do simple tasks with a Strength score of 2. 6 points of area damage kills it.

AUGMENTED SMALL AIR ELEMENTAL

N Small outsider (air, elemental, extraplanar)

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

DEFENSE

AC 17, touch 14, flat-footed 14 (+3 Dex, +3 natural, +1 size)

hp 17 (2d10+6)

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

Defensive Abilities air mastery; **Immune** elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee slam +6 (1d4+3)

Special Attacks whirlwind (DC 12)

STATISTICS

Str 16, **Dex** 17, **Con** 16, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +4; **CMD** 17

Feats Flyby Attack, Improved Initiative^B, Weapon Finesse^B

Skills Acrobatics +7, Escape Artist +7, Fly +17, Knowledge (planes) +1, Perception +4, Stealth +11

Languages Auran

SPECIAL ABILITIES

Air Mastery (Ex) Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

AUGMENTED MEDIUM AIR ELEMENTAL

N Medium outsider (air, elemental, extraplanar)

Init +9; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 19, touch 16, flat-footed 13 (+5 Dex, +1 dodge, +3 natural)

hp 38 (4d10+16)

Fort +8, **Ref** +9, **Will** +1

Defensive Abilities air mastery; **Immune** elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee slam +9 (1d6+6)

Special Attacks whirlwind (DC 14)

STATISTICS

Str 18, **Dex** 21, **Con** 18, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +8; **CMD** 24

Feats Dodge, Flyby Attack, Improved Initiative^B, Weapon Finesse^B

Skills Acrobatics +11, Escape Artist +9, Fly +17, Knowledge (planes) +1, Perception +7, Stealth +10

Languages Auran

SPECIAL ABILITIES

Air Mastery (Ex) Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

Skeletal Mammoth	CR 6
NE Huge undead	
Init +6; Senses darkvision 60 ft.; Perception +0	
DEFENSE	
AC 13, touch 10, flat-footed 23 (+2 Dex, +3 natural, –2 size)	
hp 63 each (14d8)	
Fort +4, Ref +6, Will +9	
DR 5/bludgeoning; Immune cold, undead traits	
OFFENSE	
Speed 40 ft.	
Melee gore +20 (2d8+12), slam +20 (2d6+12)	
Space 15 ft.; Reach 15 ft.	
STATISTICS	
Str 34, Dex 14, Con —, Int —, Wis 10, Cha 10	
Base Atk +10; CMB +24; CMD 36 (40 vs. trip)	
Feats Improved Initiative	

Advanced Wraith	CR 5
LE Medium undead (incorporeal)	
Init +9; Senses darkvision 60 ft., lifestense; Perception +12	
Aura unnatural aura (30 ft.)	
DEFENSE	
AC 22, touch 22, flat-footed 17 (+7 deflection, +5 Dex)	
hp 57 (5d8+35)	
Fort +8, Ref +6, Will +8	
Defensive Abilities channel resistance +2, incorporeal; Immune undead traits	
Weaknesses sunlight powerlessness	
OFFENSE	
Speed fly 60 ft. (good)	
Melee incorporeal touch +8 (1d6 negative energy plus 1d6 Con drain)	
Special Attack create spawn	
STATISTICS	
Str —, Dex 20, Con —, Int 18, Wis 18, Cha 25	
Base Atk +3; CMB +8; CMD 25	
Feats Blind-Fight, Combat Reflexes, Improved Initiative	
Skills Diplomacy +12, Fly +9, Intimidate +15, Knowledge (planes) +9, Perception +12, Sense Motive +12, Stealth +13	
Languages Common, Infernal	
SPECIAL ABILITIES	
Create Spawn (Su) A humanoid slain by a wraith becomes a wraith in 1d4 rounds. These spawn are less powerful than typical wraiths, and suffer a –2 penalty on all d20 rolls and checks, receive –2 hp per HD, and only drain 1d2 points of Constitution on a touch. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become free-willed wraiths. They do not possess any of the abilities they had in life.	
Constitution Drain (Su) Creatures hit by a wraith's touch attack must succeed on a DC 19 Fortitude save or take 1d6 points of Constitution drain. On each successful attack, the wraith gains 5 temporary hit points. The save DC is Charisma-based.	
Lifestense (Su) A wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.	
Spirit Rider (Ex) A spectral mammoth rider can ride and fight from atop a skeletal mammoth as though it were a corporeal creature, though it never needs to make Ride checks to control or fight with its mount. As long as it is mounted and for 1d4+1 rounds thereafter, the rider ignores its sunlight powerlessness weakness.	
Sunlight Powerlessness (Ex) A wraith caught in sunlight cannot attack and is staggered.	
Unnatural Aura (Su) Animals do not willingly approach within 30 feet of a wraith, unless a master makes a DC 25 Handle Animal, Ride, or wild empathy check.	

Advanced Skeletal Mammoth**CR 7**

NE Huge undead

Init +8; **Senses** darkvision 60 ft.; Perception +0**DEFENSE****AC** 17, touch 12, flat-footed 15 (+4 Dex, +5 natural, –2 size)**hp** 91 each (14d8+28)**Fort** +6, **Ref** +8, **Will** +11**DR** 5/bludgeoning; **Immune** cold, undead traits**OFFENSE****Speed** 40 ft.**Melee** gore +22 (2d8+14), slam +22 (2d6+14)**Space** 15 ft.; **Reach** 15 ft.**STATISTICS****Str** 38, **Dex** 18, **Con** —, **Int** —, **Wis** 14, **Cha** 14**Base Atk** +10; **CMB** +26; **CMD** 40 (44 vs. trip)**Feats** Improved Initiative**Spectre****CR 7**

LE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft.; Perception +17**Aura** unnatural aura (30 ft.)**DEFENSE****AC** 15, touch 15, flat-footed 12 (+2 deflection, +3 Dex)**hp** 52 (8d8+16)**Fort** +4, **Ref** +5, **Will** +9**Defensive Abilities** incorporeal, channel resistance +2**Weaknesses** resurrection vulnerability, sunlight powerlessness**OFFENSE****Speed** fly 80 ft. (perfect)**Melee** incorporeal touch +10 (1d8 plus energy drain)**Special Attacks** create spawn, energy drain (2 levels, DC 16)**STATISTICS****Str** —, **Dex** 16, **Con** —, **Int** 14, **Wis** 16, **Cha** 15**Base Atk** +6; **CMB** +6; **CMD** 21**Feats** Blind-Fight, Improved Initiative, Skill Focus (Perception), Weapon Focus (touch)**Skills** Fly +11, Intimidate +13, Knowledge (history) +10, Knowledge (religion) +13, Perception +17, Stealth +14, Survival +11**Languages** Common**SPECIAL ABILITIES**

Create Spawn (Su) Any humanoids slain by a spectre become spectres themselves in 1d4 rounds. Spawn so created are less powerful than typical spectres, and suffer a –2 penalty on all d20 rolls and checks, receive –2 hp per HD, and only drain one level on a touch. Spawn are under the command of the spectre that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed spectres. They do not possess any of the abilities they had in life.

Resurrection Vulnerability (Su) A *raise dead* or similar spell cast on a spectre destroys it (Will negates). Using the spell in this way does not require a material component.

Spirit Rider (Ex) A spectral mammoth rider can ride and fight from atop a skeletal mammoth as though it were a corporeal creature, though it never needs to make Ride checks to control or fight with its mount. As long as it is mounted and for 1d4+1 rounds thereafter, the rider ignores its sunlight powerlessness weakness.

Sunlight Powerlessness (Ex) Spectres are powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A spectre caught in sunlight cannot attack and is staggered.

Unnatural Aura (Su) Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so unless a master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check. A panicked animal remains so as long as it is within 30 feet of the spectre.

KITHANGIAN**CR 9**

CE Large outsider (chaotic, demon, evil, extraplanar)

Init +4; **Senses** darkvision 60 ft., all-around vision; **Perception** +18**DEFENSE****AC** 25, touch 9, flat-footed 25 (+16 natural, –1 size)**hp** 115 each (11d10+55)**Fort** +12, **Ref** +9, **Will** +7**DR** 10/good; **Immune** electricity, fear, poison; **Resist** acid 10, cold 10, fire 10; **SR** 20**OFFENSE****Speed** 50 ft.**Melee** 2 claws +16 (1d6+6/19–20 plus grab), 2 stings +16 (1d6+6/19–20 plus poison)

w/ Power Attack 2 claws +13 (1d6+12/19–20 plus grab), 2 stings +13 (1d6+12/19–20 plus poison)

Space 10 ft.; **Reach** 10 ft.**Special Attacks** hatred, rasping tongues**Spell-Like Abilities** (CL 12th; concentration +15)Constant—*speak with animals*At will—*greater teleport* (self plus 50 lbs. of objects only), *hold animal* (DC 15), *unnatural lust*^{UM} (DC 14)3/day—*air walk*, quickened *unnatural lust*^{UM} (DC 14)1/day—*baleful polymorph* (DC 18), *summon* (level 3, 1 kithangian 35%)**TACTICS****Before Combat** The kithangian activates *air walk* then tries to lure the PCs toward the old house and into range of the abyssal geysers.**During Combat** The kithangian commands the fiendish animals to charge the PCs—an act that likely triggers one or more of the hazards. It then uses its mobility to engage one or more PCs in melee, changing into its true form during its turn. It uses its melee attacks and spell-like abilities to sow confusion and slay its foes, though it endeavors to keep one animal companion or mount alive. It does not hesitate to step on a geyser, trusting its resistances to absorb the punishment.**Morale** The kithangian fights to the death.**STATISTICS****Str** 22, **Dex** 11, **Con** 20, **Int** 7, **Wis** 19, **Cha** 16**Base Atk** +11; **CMB** +18 (+22 grapple); **CMD** 28**Feats** Improved Critical (claw), Improved Critical (sting), Improved Initiative, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability (unnatural lust)**Skills** Handle Animal +17, Intimidate +17, Perception +18, Stealth +10**Languages** Abyssal, Celestial, Draconic; *speak with animals*, telepathy 100 ft.**SQ** change shape (*beast shape II*, Medium or Large animal), swift transformation**SPECIAL ABILITIES****Hatred (Ex)** A kithangian gains a +2 bonus on all attack rolls and damage rolls made against all creatures of the animal type. In addition, animals take a –2 penalty on all saving throws against a kithangian's supernatural or spell-like abilities.**Poison (Ex)** Sting—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d4 Str plus nauseated; *cure* 2 consecutive saves.**Rasping Tongues (Su)** The faces between a kithangian's claws have long rasping tongues covered with tiny teeth. Whenever a kithangian successfully grapples a foe with its claws, a rasping tongue slithers out from the face within and burrows into the creature's body. Each round that the creature is grappled, it takes 1d6 points of damage and 1d4 points of Charisma damage as its sense of self

identity is warped and twisted. A successful DC 18 Will saving throw negates the Charisma damage.
The save DC is Charisma-based.

Swift Transformation (Su) A kithangian can use its change shape ability as a swift action.

UNNATURAL LUST

School enchantment (compulsion) [emotion, mind-affecting]; **Level** bard 1, sorcerer/wizard 2, witch 2

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round

Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

Your target is filled with lust and desire for a single creature or object as designated by you at the time of casting. That creature or object must be within the spell's range and perceivable by the target of the spell. The target is filled with the compulsion to rush to the subject of its lust and passionately kiss or caress that subject on its next turn, taking no other actions. If the target would not normally have lustful feelings toward the designated creature or object, it receives a +4 bonus on its saving throw.

FIENDISH AUROCHS

CR 2

N Large animal

Init +0; **Senses** darkvision 60ft., low-light vision, scent; Perception +9

DEFENSE

AC 13, touch 9, flat-footed 13 (+4 natural, -1 size)

hp 22 (3d8+9)

Fort +6, **Ref** +3, **Will** +1

Resist cold 5, fire 5

OFFENSE

Speed 40 ft.

Melee gore +7 (1d8+9)

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

Special Attacks smite good (1/day, +0 hit, +3 damage), stampede, trample (2d6+9, DC 17)

STATISTICS

Str 23, **Dex** 10, **Con** 17, **Int** 2, **Wis** 11, **Cha** 4

Base Atk +2; **CMB** +9; **CMD** 19 (23 vs. trip)

Feats Endurance, Skill Focus (Perception)

Skills Perception +9

SPECIAL ABILITIES

Stampede (Ex) A stampede occurs if three or more creatures with stampede make a trample attack while remaining adjacent to each other. While stampeding, the creatures can trample foes of their size or smaller, and the trample's save DC increases by +2.

ADVANCED KITHANGIAN**CR 9**

CE Large outsider (chaotic, demon, evil, extraplanar)

Init +6; **Senses** darkvision 60 ft., all-around vision; **Perception** +20**DEFENSE****AC** 29, touch 11, flat-footed 27 (+2 Dex, +18 natural, –1 size)**hp** 137 each (11d10+77)**Fort** +14, **Ref** +11, **Will** +9**DR** 10/good; **Immune** electricity, fear, poison; **Resist** acid 10, cold 10, fire 10; **SR** 20**OFFENSE****Speed** 50 ft.**Melee** 2 claws +18 (1d6+8/19–20 plus grab), 2 stings +18 (1d6+8/19–20 plus poison)

w/ Power Attack 2 claws +15 (1d6+14/19–20 plus grab), 2 stings +15 (1d6+14/19–20 plus poison)

Space 10 ft.; **Reach** 10 ft.**Special Attacks** hatred, rasping tongues**Spell-Like Abilities** (CL 12th; concentration +17)Constant—*speak with animals*At will—*greater teleport* (self plus 50 lbs. of objects only), *hold animal* (DC 17), *unnatural lust*^{UM} (DC 16)3/day—*air walk*, quickened *unnatural lust*^{UM} (DC 16)1/day—*baleful polymorph* (DC 20), *summon* (level 3, 1 kithangian 35%)**TACTICS****Before Combat** The kithangian activates *air walk* then tries to lure the PCs toward the old house and into range of the abyssal geysers.**During Combat** The kithangian commands the fiendish animals to charge the PCs—an act that likely triggers one or more of the hazards. It then uses its mobility to engage one or more PCs in melee, changing into its true form during its turn. It uses its melee attacks and spell-like abilities to sow confusion and slay its foes, though it endeavors to keep one animal companion or mount alive. It does not hesitate to step on a geyser, trusting its resistances to absorb the punishment.**Morale** The kithangian fights to the death.**STATISTICS****Str** 26, **Dex** 15, **Con** 24, **Int** 11, **Wis** 23, **Cha** 20**Base Atk** +11; **CMB** +20 (+24 grapple); **CMD** 32**Feats** Improved Critical (claw), Improved Critical (sting), Improved Initiative, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability (unnatural lust)**Skills** Handle Animal +19, Intimidate +19, Perception +20, Stealth +12**Languages** Abyssal, Celestial, Draconic; *speak with animals*, telepathy 100 ft.**SQ** change shape (*beast shape II*, Medium or Large animal), swift transformation**SPECIAL ABILITIES****Hatred (Ex)** A kithangian gains a +2 bonus on all attack rolls and damage rolls made against all creatures of the animal type. In addition, animals take a –2 penalty on all saving throws against a kithangian's supernatural or spell-like abilities.**Poison (Ex)** Sting—*injury*; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d4 Str plus nauseated; *cure* 2 consecutive saves.**Rasping Tongues (Su)** The faces between a kithangian's claws have long rasping tongues covered with tiny teeth. Whenever a kithangian successfully grapples a foe with its claws, a rasping tongue slithers out from the face within and burrows into the creature's body. Each round that the creature is grappled, it takes 1d6 points of damage and 1d4 points of Charisma damage as its sense of self

identity is warped and twisted. A successful DC 20 Will saving throw negates the Charisma damage.
The save DC is Charisma-based.

Swift Transformation (Su) A kithangian can use its change shape ability as a swift action.

UNNATURAL LUST

School enchantment (compulsion) [emotion, mind-affecting]; **Level** bard 1, sorcerer/wizard 2, witch 2

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round

Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

Your target is filled with lust and desire for a single creature or object as designated by you at the time of casting. That creature or object must be within the spell's range and perceivable by the target of the spell. The target is filled with the compulsion to rush to the subject of its lust and passionately kiss or caress that subject on its next turn, taking no other actions. If the target would not normally have lustful feelings toward the designated creature or object, it receives a +4 bonus on its saving throw.

FIENDISH AUROCHS

CR 2

N Large animal

Init +0; **Senses** darkvision 60ft., low-light vision, scent; Perception +9

DEFENSE

AC 13, touch 9, flat-footed 13 (+4 natural, -1 size)

hp 22 (3d8+9)

Fort +6, **Ref** +3, **Will** +1

Resist cold 5, fire 5

OFFENSE

Speed 40 ft.

Melee gore +7 (1d8+9)

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

Special Attacks smite good (1/day, +0 hit, +3 damage), stampede, trample (2d6+9, DC 17)

STATISTICS

Str 23, **Dex** 10, **Con** 17, **Int** 2, **Wis** 11, **Cha** 4

Base Atk +2; **CMB** +9; **CMD** 19 (23 vs. trip)

Feats Endurance, Skill Focus (Perception)

Skills Perception +9

SPECIAL ABILITIES

Stampede (Ex) A stampede occurs if three or more creatures with stampede make a trample attack while remaining adjacent to each other. While stampeding, the creatures can trample foes of their size or smaller, and the trample's save DC increases by +2.

YOUNG GIBRILETH**CR 10**

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +10; **Senses** darkvision 60 ft., scent; Perception +25**DEFENSE****AC** 26, touch 16, flat-footed 20 (+6 Dex, +10 natural)**hp** 115 (11d10+55)**Fort** +12, **Ref** +11, **Will** +10**Defensive Abilities** amorphous; **DR** 10/good; **Immune** acid, disease, electricity, poison; **Resist** cold 10, fire 10; **SR** 22**OFFENSE****Speed** 10 ft., fly 40 ft. (good)**Melee** +1 *scorpion whip* +17/+12/+7 (1d4+6/18–20 plus disease), bite +11 (1d6+2 plus disease)**Ranged** tumor +17 (2d6 acid plus disease)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with whip)**Special Attacks** disease, whip specialist**Spell-Like Abilities** (CL 13th; concentration +16)At will—*contagion* (DC 17), *grease* (DC 14), *greater teleport* (self plus 50 lbs. of objects only), *unholy blight* (DC 17)3/day—*stinking cloud* (DC 16)1/day—summon (level 4, 1 gibrileth 35%), *waves of fatigue* (DC 18)**TACTICS****During Combat** The gibrileth uses *stinking cloud* to disorient the PCs and flies up to stay out of reach while picking off individual targets as they flee from the cloud. He uses *unholy blight* to strike foes who bunch together.**Morale** A coward at heart, the gibrileth begs for mercy when reduced to fewer than 20 hit points, but it fights to the death if the PCs don't accept the surrender.**STATISTICS****Str** 20, **Dex** 23, **Con** 20, **Int** 13, **Wis** 16, **Cha** 17**Base Atk** +11; **CMB** +16 (+20 trip); **CMD** 34 (36 vs. trip)**Feats** Combat Expertise, Combat Reflexes, Greater Trip, Improved Initiative, Improved Trip, Lightning Reflexes**Skills** Fly +20, Knowledge (dungeoneering) +15, Knowledge (planes) +15, Perception +25, Sense Motive +17, Stealth +14, Survival +17; **Racial Modifiers** +8 Perception**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.**SQ** tumors**SPECIAL ABILITIES****Disease** Any weapon a gibrileth wields becomes a vector for spreading the demonplague. A creature bitten by a gibrileth or damaged by a weapon it wields is exposed to this disease. A successful DC 22 Fortitude saving throw is needed to resist this creature's particular strain of demonplague—see the sidebar for more details. The save DC is Constitution-based.**Tumors (Su)** As a swift action, a gibrileth can rip a grapefruit-sized tumor from its body with one of its many arms and throw it as a splash weapon with a range increment of 20 feet. A direct hit deals 2d6 points of acid damage, and deals 1d4 points of acid splash damage to all creatures within 5 feet of the target. A creature can avoid the splash damage with a successful DC 22 Reflex saving throw. The save DC is Constitution-based.**Whip Specialist (Ex)** A gibrileth doesn't provoke attacks of opportunity when using a whip.

GIBRILETH**CR 11**

CE Large outsider (chaotic, demon, evil, extraplanar)

Init +8; **Senses** darkvision 60 ft., scent; **Perception** +25**DEFENSE****AC** 25, touch 13, flat-footed 21 (+4 Dex, +12 natural, –1 size)**hp** 137 (11d10+77)**Fort** +14, **Ref** +9, **Will** +10**Defensive Abilities** amorphous; **DR** 10/good; **Immune** acid, disease, electricity, poison; **Resist** cold 10, fire 10; **SR** 22**OFFENSE****Speed** 10 ft., fly 40 ft. (good)**Melee** +1 *scorpion whip* +18/+13/+8 (1d6+8/18–20 plus disease), bite +12 (1d8+3 plus disease)**Ranged** tumor +14 (2d6 acid plus disease)**Space** 10 ft.; **Reach** 10 ft. (20 ft. with whip)**Special Attacks** disease, whip specialist**Spell-Like Abilities** (CL 13th; concentration +16)At will—*contagion* (DC 17), *grease* (DC 14), *greater teleport* (self plus 50 lbs. of objects only), *unholy blight* (DC 17)3/day—*stinking cloud* (DC 16)1/day—summon (level 4, 1 gibrileth 35%), *waves of fatigue* (DC 18)**TACTICS****During Combat** The gibrileth uses *stinking cloud* to disorient the PCs and flies up to stay out of reach while picking off individual targets as they flee from the cloud. He uses *unholy blight* to strike foes who bunch together.**Morale** A coward at heart, the gibrileth begs for mercy when reduced to fewer than 20 hit points, but it fights to the death if the PCs don't accept the surrender.**STATISTICS****Str** 24, **Dex** 19, **Con** 24, **Int** 13, **Wis** 16, **Cha** 17**Base Atk** +11; **CMB** +19 (+23 trip); **CMD** 35 (37 vs. trip)**Feats** Combat Expertise, Combat Reflexes, Greater Trip, Improved Initiative, Improved Trip, Lightning Reflexes**Skills** Fly +20, Knowledge (dungeoneering) +15, Knowledge (planes) +15, Perception +25, Sense Motive +17, Stealth +14, Survival +17; **Racial Modifiers** +8 Perception**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.**SQ** tumors**SPECIAL ABILITIES****Disease** Any weapon a gibrileth wields becomes a vector for spreading the demonplague. A creature bitten by a gibrileth or damaged by a weapon it wields is exposed to this disease. A successful DC 22 Fortitude saving throw is needed to resist this creature's particular strain of demonplague—see the sidebar for more details. The save DC is Constitution-based.**Tumors (Su)** As a swift action, a gibrileth can rip a grapefruit-sized tumor from its body with one of its many arms and throw it as a splash weapon with a range increment of 20 feet. A direct hit deals 2d6 points of acid damage, and deals 1d4 points of acid splash damage to all creatures within 5 feet of the target. A creature can avoid the splash damage with a successful DC 22 Reflex saving throw. The save DC is Constitution-based.**Whip Specialist (Ex)** A gibrileth doesn't provoke attacks of opportunity when using a whip.

ADVANCED GIBRILETH**CR 12**

CE Large outsider (chaotic, demon, evil, extraplanar)

Init +10; **Senses** darkvision 60 ft., scent; Perception +27**DEFENSE****AC** 29, touch 15, flat-footed 23 (+6 Dex, +14 natural, –1 size)**hp** 159 (11d10+99)**Fort** +16, **Ref** +11, **Will** +12**Defensive Abilities** amorphous; **DR** 10/good; **Immune** acid, disease, electricity, poison; **Resist** cold 10, fire 10; **SR** 22**OFFENSE****Speed** 10 ft., fly 40 ft. (good)**Melee** +1 *scorpion whip* +20/+15/+10 (1d6+10/18–20 plus disease), bite +14 (1d8+4 plus disease)**Ranged** tumor +16 (2d6 acid plus disease)**Space** 10 ft.; **Reach** 10 ft. (20 ft. with whip)**Special Attacks** disease, whip specialist**Spell-Like Abilities** (CL 13th; concentration +18)At will—*contagion* (DC 19), *grease* (DC 16), *greater teleport* (self plus 50 lbs. of objects only), *unholy blight* (DC 19)3/day—*stinking cloud* (DC 18)1/day—summon (level 4, 1 gibrileth 35%), *waves of fatigue* (DC 20)**TACTICS****During Combat** The gibrileth uses *stinking cloud* to disorient the PCs and flies up to stay out of reach while picking off individual targets as they flee from the cloud. He uses *unholy blight* to strike foes who bunch together.**Morale** A coward at heart, the gibrileth begs for mercy when reduced to fewer than 20 hit points, but it fights to the death if the PCs don't accept the surrender.**STATISTICS****Str** 28, **Dex** 23, **Con** 28, **Int** 17, **Wis** 20, **Cha** 21**Base Atk** +11; **CMB** +21 (+25 trip); **CMD** 39 (41 vs. trip)**Feats** Combat Expertise, Combat Reflexes, Greater Trip, Improved Initiative, Improved Trip, Lightning Reflexes**Skills** Fly +20, Knowledge (dungeoneering) +15, Knowledge (planes) +15, Perception +25, Sense Motive +17, Stealth +14, Survival +17; **Racial Modifiers** +8 Perception**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.**SQ** tumors**SPECIAL ABILITIES****Disease** Any weapon a gibrileth wields becomes a vector for spreading the demonplague. A creature bitten by a gibrileth or damaged by a weapon it wields is exposed to this disease. A successful DC 22 Fortitude saving throw is needed to resist this creature's particular strain of demonplague—see the sidebar for more details. The save DC is Constitution-based.**Tumors (Su)** As a swift action, a gibrileth can rip a grapefruit-sized tumor from its body with one of its many arms and throw it as a splash weapon with a range increment of 20 feet. A direct hit deals 2d6 points of acid damage, and deals 1d4 points of acid splash damage to all creatures within 5 feet of the target. A creature can avoid the splash damage with a successful DC 24 Reflex saving throw. The save DC is Constitution-based.**Whip Specialist (Ex)** A gibrileth doesn't provoke attacks of opportunity when using a whip.

Plagued Mammoths (2)**CR 10**

Plagued beast mammoth (*Pathfinder RPG Bestiary* 128, *Pathfinder Campaign Setting: The Worldwound* 56)

NE Huge undead

Init +2; **Senses** darkvision 60 ft.; Perception +23

DEFENSE

AC 24, touch 10, flat-footed 22 (+2 Dex, +14 natural, –2 size)

hp 105 (14d8+42)

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

Defensive Abilities channel resistance +2; **DR** 5/slashing; **Immune** cold, undead traits

OFFENSE

Speed 40 ft.

Melee bite +22 (2d6+14 plus disease), gore +23 (2d8+14), slam +22 (2d6+14)

w/ Power Attack bite +19 (2d6+20 plus disease), gore +20 (2d8+20), slam +19 (2d6+20)

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

Special Attacks disease, trample (2d8+21, DC 31)

TACTICS

During Combat The plagued mammoths use their natural attacks to crush their enemies.

Morale The plagued mammoths fight to the death.

STATISTICS

Str 38, **Dex** 14, **Con** —, **Int** 2, **Wis** 10, **Cha** 15

Base Atk +10; **CMB** +26 (+28 bull rush); **CMD** 38 (40 vs. bull rush, 42 vs. trip)

Feats Endurance, Improved Bull Rush, Improved Iron Will, Iron Will, Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (gore)

SPECIAL ABILITIES

Disease A plagued mammoth inflicts demonplague (DC 19; see the sidebar above) with each successful bite attack.

DEMONPLAGUE

Type disease, injury or ingested; **Save** Fortitude DC 18

Onset 1 day; **Frequency** 1/day

Effect 1d3 Con damage and 1d6 Wis damage, and victim is fatigued if it takes any ability damage from the disease; certain creatures slain by demonplague rise as plagued beasts (see *Pathfinder Campaign Setting: The Worldwound* 29); **Cure** 3 consecutive saves