

#3-20 Rats of Round Mountain

Part 1: The Sundered Path

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GA PFS

TOWER GUARDS

CR 3

Ratfolk fighter 2/rogue 2 (Pathfinder RPG Bestiary 3 231)

N Small humanoid (ratfolk)

Init +8; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 19, touch 15, flat-footed 15 (+3 armor, +4 Dex, +1 shield, +1 size)

hp 30 each (4 HD; 2d10+2d8+6)

Fort +5, **Ref** +8, **Will** +2; +1 vs. fear

Defensive Abilities bravery +1, evasion

OFFENSE

Speed 20 ft.

Melee short sword +5 (1d4+1/19–20)

Ranged mwk composite longbow +10 (1d6+1/x3)

Special Attacks sneak attack +1d6, swarming

STATISTICS

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

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

Feats Improved Initiative, Point-Blank Shot, Rapid Shot, Weapon Focus (composite longbow)

Skills Climb +4, Craft (alchemy) +7, Disable Device +7, Handle Animal +3 (+7 to influence rodents), Knowledge (dungeoneering, engineering) +6, Knowledge (local) +5, Perception +10, Sense Motive +8, Sleight of Hand +8, Stealth +11, Survival +8, Use Magic Device +5; **Racial Modifiers** +2 Craft (alchemy), +4 Handle Animal to influence rodents, +2 Perception, +2 Use Magic Device

Languages Common, Tian

SQ rogue talents (slow reactions), trapfinding +1

Combat Gear *potions of cure moderate wounds* (2), alchemist's fire, blunt arrows* (20), smokestick, tanglefoot bag; **Other Gear** masterwork studded leather, buckler, masterwork composite longbow (+1 Str) with 20 arrows, short sword, *cloak of resistance* +1, 18 gp

SPECIAL ABILITIES

Swarming (Ex) Ratfolk are used to living and fighting communally, and are adept at swarming foes for their own gain and their foes' detriment. Up to two ratfolk can share the same square at the same time. If two ratfolk in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

SENIOR TOWER GUARDS

CR 6

Ratfolk fighter 4/rogue 3 (Pathfinder RPG Bestiary 3 231)

N Small humanoid (ratfolk)

Init +8; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 20, touch 15, flat-footed 16 (+4 armor, +4 Dex, +1 shield, +1 size)

hp 50 each (7 HD; 4d10+3d8+11)

Fort +7, **Ref** +9, **Will** +4; +1 vs. fear

Defensive Abilities bravery +1, evasion, trap sense +1

OFFENSE

Speed 20 ft.

Melee short sword +8/+3 (1d4+1/19–20)

Ranged +1 *composite longbow* +13/+8 (1d6+4/x3) or
+1 *composite longbow* (deadly aim) +11/+6 (1d6+8/x3)

Special Attacks sneak attack +2d6, swarming

STATISTICS

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

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

Feats Deadly Aim, Improved Initiative, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow)

Skills Climb +5, Craft (alchemy) +7, Disable Device +8, Handle Animal +4 (+8 to influence rodents), Knowledge (dungeoneering, engineering) +7, Knowledge (local) +6, Perception +13, Sense Motive +11, Sleight of Hand +8, Stealth +12, Survival +11, Use Magic Device +7; **Racial Modifiers** +2 Craft (alchemy), +4 Handle Animal to influence rodents, +2 Perception, +2 Use Magic Device

Languages Common, Tian

SQ armor training 1, rogue talents (slow reactions), trapfinding +1

Combat Gear *potion of cat's grace*, *potions of cure serious wounds* (2), alchemist's fire, blunt arrows* (20), smokestick, tanglefoot bag, thunderstone; **Other Gear** masterwork chain shirt, masterwork buckler, +1 *composite longbow* (+1 Str) with 20 arrows, short sword, *cloak of resistance* +1, 163 gp

SPECIAL ABILITIES

Swarming (Ex) Ratfolk are used to living and fighting communally, and are adept at swarming foes for their own gain and their foes' detriment. Up to two ratfolk can share the same square at the same time. If two ratfolk in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

TOWER CAPTAIN (subter 10-11)**CR 10**

Male ratfolk fighter 6/rogue 5 (Pathfinder RPG Bestiary 3 231)

N Small humanoid (ratfolk)

Init +8; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 23, touch 15, flat-footed 19 (+6 armor, +4 Dex, +2 shield, +1 size)**hp** 98 (11 HD; 6d10+5d8+39)**Fort** +10, **Ref** +11, **Will** +7; +2 vs. fear**Defensive Abilities** bravery +2, evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 20 ft.**Melee** mwk short sword +12/+7 (1d4+1/19–20)**Ranged** +1 *composite longbow* +17/+12 (1d6+5/19–20/x3)+1 *composite longbow* (deadly aim) +14/+9 (1d6+11/19–20/x3)**Special Attacks** sneak attack +3d6, swarming, weapon training (bows +1)

STATISTICS

Str 12, **Dex** 18, **Con** 16, **Int** 12, **Wis** 12, **Cha** 8**Base Atk** +9; **CMB** +9; **CMD** 23**Feats** Deadly Aim, Improved Critical (longbow), Improved Initiative, Improved Iron Will, Iron Will, Point-Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow)**Skills** Climb +5, Craft (alchemy) +9, Diplomacy +8, Disable Device +8, Handle Animal +3 (+7 to influence rodents), Intimidate +5, Knowledge (dungeoneering) +9, Knowledge (engineering, local) +8, Perception +17, Sense Motive +15, Sleight of Hand +8, Stealth +12, Survival +14, Use Magic Device +5; **Racial Modifiers** +2 Craft (alchemy), +4 Handle Animal to influence rodents, +2 Perception, +2 Use Magic Device**Languages** Common, Tian**SQ** armor training 1, rogue talents (combat trick, slow reactions), trapfinding +2**Combat Gear** *potion of blur*, *potions of cure serious wounds* (2), alchemist's fire, tanglefoot bag; **Other Gear** +2 *mithral chain shirt*, +1 *buckler*, +1 *composite longbow* with 20 arrows, masterwork short sword, *belt of mighty constitution* +2, *cloak of resistance* +1, *dust of tracelessness*, 15 gp

SPECIAL ABILITIES

Swarming (Ex) Ratfolk are used to living and fighting communally, and are adept at swarming foes for their own gain and their foes' detriment. Up to two ratfolk can share the same square at the same time. If two ratfolk in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

DARK STALKER WORSHIPPER**CR 7**

Dark stalker rogue 3 (Pathfinder RPG Bestiary 54)

CN Medium humanoid (dark folk)

Init +6; **Senses** see in darkness; Perception +21**DEFENSE****AC** 21, touch 15, flat-footed 16 (+4 armor, +5 Dex, +2 natural)**hp** 70 (9d8+30)**Fort** +6, **Ref** +14, **Will** +5**Defensive Abilities** evasion, trap sense +1**Weaknesses** light blindness**OFFENSE****Speed** 30 ft.**Melee** mwk short sword +12/+12/+7/+7 (1d6+4/19–20)**Special Attacks** death throes, sneak attack +5d6**Spell-Like Abilities** (CL 6th)

At will—deeper darkness, detect magic, fog cloud

STATISTICS**Str** 18, **Dex** 22, **Con** 16, **Int** 8, **Wis** 14, **Cha** 10**Base Atk** +6; **CMB** +10; **CMD** 26**Feats** Double Slice, Improved Two-Weapon Fighting, Skill Focus (Perception), Two-Weapon Fighting, Weapon Finesse, Weapon Focus (short sword)**Skills** Acrobatics +14, Climb +12, Disable Device +10, Perception +21, Stealth +27, Survival +6, Use Magic Device +4**Languages** Dark Folk, Undercommon**SQ** poison use, rogue talents (finesse rogue), trapfinding +1**Combat Gear** *potion of invisibility*, black smear (6 doses), tanglefoot bag; **Other Gear** +1 *shadow studded leather*, masterwork short swords (2), 105 gp**SPECIAL ABILITIES**Black Smear—**injury**; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save. The poison DC is Constitution-based.**DARK SLAYER MEDITATOR****CR 7**

Dark slayer sorcerer 5 (Pathfinder RPG Bestiary 2 75)

CE Small humanoid (dark folk)

Init +5; **Senses** *detect magic*, see in darkness; Perception +4**DEFENSE****AC** 16, touch 16, flat-footed 11 (+5 Dex, +1 size)**hp** 58 (9 HD; 4d8+5d6+23)**Fort** +6, **Ref** +7, **Will** +8**Weaknesses** light blindness**OFFENSE****Speed** 30 ft.**Melee** +1 *kukri* +12 (1d3+2/18–20)**Special Attacks** death throes, poison use, sneak attack +2d6, soul harvest**Spell-Like Abilities** (CL 4th; concentration +9)Constant—*detect magic*At will—*bleed* (DC 16), *chill touch* (DC 16), *darkness*, *spectral hand*3/day—*daze monster* (DC 17), *death knell* (DC 17), *inflict moderate wounds* (DC 17)**Bloodline Spell-Like Abilities** (CL 5th; concentration +10)

8/day—grave touch (2 rounds)

Sorcerer Spells Known (CL 5th; concentration +10)2nd (5/day)—*false life*, *ghoul touch* (DC 18), *scorching ray*1st (8/day)—*cause fear* (DC 17), *chill touch* (DC 17), *protection from good*, *ray of enfeeblement* (DC 17), *true strike*0 (at will)—*daze* (DC 15), *ghost sound* (DC 15), *mage hand*, *message*, *read magic*, *touch of fatigue* (DC 16)**Bloodline** undead**STATISTICS****Str** 13, **Dex** 20, **Con** 14, **Int** 8, **Wis** 11, **Cha** 20**Base Atk** +5; **CMB** +5; **CMD** 20**Feats** Combat Casting, Eschew Materials, Great Fortitude, Skill Focus (Use Magic Device), Spell Focus (necromancy), Weapon Finesse**Skills** Climb +5, Perception +4, Spellcraft +6, Stealth +17, Use Magic Device +15;**Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth**Languages** Dark Folk**SQ** bloodline arcana (corporeal undead affected by humanoid affecting spells), magical knack**Combat Gear** black smear (2 doses), *scroll of deeper darkness*, *scroll of mage armor*, *wand of dispel magic* (CL 11th, 6 charges); **Other Gear** +1 *kukri*, 322 gp**SPECIAL ABILITIES****Death Throes (Su)** When a dark stalker is slain, its body implodes violently into nothingness, leaving its gear in a heap on the ground. All creatures within a 10-foot burst take 1d8 points of sonic damage and must succeed at a DC 14 Fortitude save or be deafened for 2d4 rounds. The save DC is Constitution-based.**Soul Harvest (Su)** When a dark slayer damages a flat-footed foe or a foe it is flanking with a melee touch spell or spelllike ability that deals hit point damage, the spell does an additional 1d6 points of damage and the dark slayer gains an equal number of temporary hit points. These temporary hit points last for a maximum of 1 hour.

DARK STALKER WORSHIPPER**CR 10**

Dark stalker rogue 6 (Pathfinder RPG Bestiary 54)

CN Medium humanoid (dark folk)

Init +10; **Senses** see in darkness; Perception +27**DEFENSE****AC** 21, touch 15, flat-footed 16 (+4 armor, +5 Dex, +2 natural)**hp** 96 (12d8+42)**Fort** +7, **Ref** +16, **Will** +6**Defensive Abilities** evasion, trap sense +2, uncanny dodge**Weaknesses** light blindness**OFFENSE****Speed** 30 ft.**Melee** +1 short sword +14/+14/+9/+9 (1d6+5/17–20)**Special Attacks** death throes, sneak attack +6d6**Spell-Like Abilities** (CL 6th)At will—*deeper darkness*, *detect magic*, *fog cloud***STATISTICS****Str** 19, **Dex** 22, **Con** 16, **Int** 8, **Wis** 14, **Cha** 10**Base Atk** +8; **CMB** +12; **CMD** 28**Feats** Double Slice, Improved Critical (short sword), Improved

Initiative, Improved Two-Weapon Fighting, Skill Focus (Perception), Two-Weapon Fighting, Weapon Finesse, Weapon Focus (short sword)

Skills Acrobatics +20, Climb +15, Disable Device +11, Perception +27, Stealth +30, Survival +11, Use Magic Device +9**Languages** Dark Folk, Undercommon**SQ** poison use, rogue talents (fast stealth, finesse rogue, weapon training), trapfinding +3**Combat Gear** *potion of invisibility*, *potion of resist energy (fire)*, dark smear (6 doses), tanglefoot bag; **Other Gear** +1 *shadow studded leather*, +1 *short swords* (2), *boots of elvenkind*, 55 gp**SPECIAL ABILITIES****Death Throes (Su)** See previous subtier.Black Smear—*injury*; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save. The poison DC is Constitution-based.**DARK SLAYER MEDITATOR****CR 10**

Dark slayer sorcerer 8 (Pathfinder RPG Bestiary 2 75)

CE Small humanoid (dark folk)

Init +5; **Senses** *detect magic*, see in darkness; Perception +4**DEFENSE****AC** 16, touch 16, flat-footed 11 (+5 Dex, +1 size)**hp** 90 (12 HD; 4d8+8d6+44)**Fort** +8, **Ref** +9, **Will** +11**Weaknesses** light blindness**OFFENSE****Speed** 30 ft.**Melee** +1 *kukri* +14/+9 (1d3+3/18–20)**Special Attacks** death throes, poison use, sneak attack +2d6, soul harvest**Spell-Like Abilities** (CL 4th; concentration +10)Constant—*detect magic*At will—*bleed* (DC 17), *chill touch* (DC 17), *darkness*, *spectral hand*3/day—*daze monster* (DC 18), *death knell* (DC 18), *inflict moderate wounds* (DC 18)**Bloodline Spell-Like Abilities** (CL 8th; concentration +14)

9/day—grave touch (4 rounds)

Sorcerer Spells Known (CL 8th; concentration +14)4th (4/day)—*bestow curse* (DC 22)3rd (6/day)—*nondetection*, *ray of exhaustion* (DC 21), *vampiric touch*2nd (8/day)—*blindness/deafness* (DC 20), *false life*, *ghoul touch* (DC 20), *scorching ray*1st (8/day)—*cause fear* (DC 19), *chill touch* (DC 19), *magic missile*, *protection from good*, *ray of enfeeblement* (DC 19), *true strike*0 (at will)—*acid splash*, *arcane mark*, *daze* (DC 16), *ghost sound* (DC 16), *mage hand*, *message*, *read magic*, *touch of fatigue* (DC 18)**Bloodline** undead**STATISTICS****Str** 14, **Dex** 20, **Con** 14, **Int** 8, **Wis** 11, **Cha** 22**Base Atk** +7; **CMB** +8; **CMD** 23**Feats** Combat Casting, Eschew Materials, Great Fortitude, Greater Spell Focus (necromancy), Skill Focus (Use Magic Device), Spell Focus (necromancy), Toughness, Weapon Finesse**Skills** Climb +6, Perception +4, Spellcraft +7, Stealth +18, Use Magic Device +17;**Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth**Languages** Dark Folk**SQ** bloodline arcana (corporeal undead affected by humanoid affecting spells), magical knack**Combat Gear** *potion of cure serious wounds*, *potion of invisibility*, *scroll of deeper darkness*, *scroll of mage armor*, *wand of dispel magic* (CL 14th, 6 charges), black smear (2 doses); **Other Gear** +1 *kukri*, *cloak of resistance* +1, *headband of alluring charisma* +2, 212 gp**SPECIAL ABILITIES****Death Throes (Su)** See previous subtier.**Soul Harvest (Su)** See previous subtier.

CENTIPEDE SWARM**CR 4**

N Diminutive vermin (swarm)

Init +4; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +4

DEFENSE

AC 18, touch 18, flat-footed 14 (+4 Dex, +4 size)**hp** 31 (9d8–9)**Fort** +5, **Ref** +7, **Will** +3**Defensive Abilities** swarm traits, **Immune** weapon damage

OFFENSE

Speed 30 ft., climb 30 ft.**Melee** swarm (2d6 plus poison)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** distraction (DC 13), poison

STATISTICS

Str 1, **Dex** 19, **Con** 8, **Int** —, **Wis** 10, **Cha** 2**Base Atk** +6; **CMB** —; **CMD** —**Feats** Weapon Finesse^B**Skills** Climb +12, Perception +4; Racial Modifiers +4 Perception

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d4 Dex damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.**GUG****CR 10**

CE Large aberration

Init +1; **Senses** darkvision 60 ft.; Perception +27

DEFENSE

AC 24, touch 10, flat-footed 23 (+1 Dex, +14 natural, –1 size)**hp** 127 (15d8+60)**Fort** +9, **Ref** +6, **Will** +12**Immune** disease, poison

OFFENSE

Speed 40 ft., climb 20 ft.**Melee** bite +17 (1d8+7), 4 claws +17 (1d6+7)

Power Attack: bite +14 (1d8+13), 4 claws +14 (1d6+13)

Space 10 ft.; **Reach** 15 ft.**Special Attacks** rend (2 claws, 1d6+10 [Power Attack 1d6+19])

STATISTICS

Str 25, **Dex** 12, **Con** 18, **Int** 11, **Wis** 16, **Cha** 11**Base Atk** +11; **CMB** +19; **CMD** 30**Feats** Awesome Blow, Blind-Fight, Combat Reflexes, Greater Bull Rush, Improved Bull Rush, Lunge, Power Attack, Skill Focus (Perception)**Skills** Climb +15, Escape Artist +13, Knowledge (dungeoneering) +10, Perception +27, Stealth +15, Survival +21; **Racial Modifiers** +4 Escape Artist**Languages** Undercommon**SQ** compression

ADVANCED GUG

CR 11

CE Large aberration

Init +3; **Senses** darkvision 60 ft.; Perception +29

DEFENSE

AC 28, touch 12, flat-footed 25 (+3 Dex, +16 natural, -1 size)**hp** 157 each (15d8+90)**Fort** +11, **Ref** +8, **Will** +14**Immune** disease, poison

OFFENSE

Speed 40 ft., **climb** 20 ft.**Melee** bite +19 (1d8+9), 4 claws +19 (1d6+9)

Power Attack: bite +16 (1d8+15), 4 claws +16 (1d6+15)

Space 10 ft.; **Reach** 15 ft.**Special Attacks** rend (2 claws, 1d6+13 [Power Attack 1d6+22])

STATISTICS

Str 29, **Dex** 16, **Con** 22, **Int** 15, **Wis** 20, **Cha** 15**Base Atk** +11; **CMB** +21; **CMD** 34**Feats** Awesome Blow, Blind-Fight, Combat Reflexes, Greater Bull Rush, Improved Bull Rush, Lunge, Power Attack, Skill Focus (Perception)**Skills** Climb +35, Escape Artist +25, Knowledge (dungeoneering) +17, Perception +29, Stealth +17, Survival +23; **Racial Modifiers** Acrobatics (+4 when jumping), +4 Escape Artist**Languages** Undercommon**SQ** compression

XIANGNUER (subtier 7-8)**CR 11**

Female adult underworld dragon (Pathfinder RPG Bestiary 3 102)

LE Large dragon (fire)

Init +4; **Senses** dragon senses, smoke vision; Perception +20**Aura** frightful presence (180 ft., DC 20)

DEFENSE

AC 28, touch 9, flat-footed 28 (+19 natural, –1 size)**hp** 161 (14d12+70)**Fort** +14, **Ref** +9, **Will** +12**DR** 5/magic; **Immune** fire, paralysis, sleep; **SR** 22 **Weaknesses** vulnerability to cold

OFFENSE

Speed 40 ft., burrow 40 ft., fly 200 ft. (poor)**Melee** bite +22 (2d6+12), 2 claws +22 (1d8+8/19–20), gore +21 (1d8+12), tail slap +16 (1d8+12)**Space** 10 ft.; **Reach** 5 ft. (10 ft. with bite and gore)**Special Attacks** adamantine claws, breath weapon (80-ft. line, 12d6 fire damage, DC 22)**Spell-Like Abilities** (CL 14th; concentration +17)At will—*soften earth and stone*, *spike stones* (DC 17), *stone shape***Spells Known** (CL 5th; concentration +8)2nd (5/day)—*flaming sphere* (DC 15), *scorching ray*1st (7/day)—*burning hands* (DC 14), *cause fear* (DC 14) *magic missile*, *ray of enfeeblement* (DC 14)0 (at will)—*acid splash*, *bleed* (DC 13), *detect magic*, *flare* (DC 13), *read magic*, *resistance*

STATISTICS

Str 27, **Dex** 10, **Con** 21, **Int** 16, **Wis** 17, **Cha** 16**Base Atk** +14; **CMB** +23; **CMD** 33 (37 vs. trip)**Feats** Improved Critical (claws), Improved Initiative, Improved Natural Armor, Lunge, Skill Focus (Stealth), Weapon Focus (bite, claw)**Skills** Appraise +20, Bluff +20, Climb +25, Fly +11, Intimidate +20,

Knowledge (dungeoneering, geography) +20, Perception +20, Stealth +19

Languages Common, Draconic, Ignan, Terran**SQ** change shape, underworld burrower

SPECIAL ABILITIES

Adamantine Claws (Ex) The claws of an underworld dragon are made of adamantine, and have the qualities of a weapon made from that material.**Change Shape (Su)** Xiangnuer can assume any humanoid form three times per day as if using polymorph.**Smoke Vision (Ex)** Xiangnuer can see perfectly in smoky conditions (such as those created by pyrotechnics).**Underworld Burrower (Ex)** Xiangnuer gains a 10-foot bonus to her burrow speed. This is already reflected in her statistics.**Frightful Presence (Ex)** Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer for 5d6 rounds. Frightful presence is a mind-affecting fear effect.

XIANGNUER (subtier 10-11)**CR 14**

Female old underworld dragon (Pathfinder RPG Bestiary 3 102)

LE Huge dragon (fire)

Init +3; **Senses** dragon senses, smoke vision; Perception +25**Aura** frightful presence (240 ft., DC 23)

DEFENSE

AC 33, touch 7, flat-footed 33 (–1 Dex, +26 natural, –2 size)**hp** 225 (18d12+108)**Fort** +17, **Ref** +10, **Will** +15**DR** 10/magic; **Immune** fire, paralysis, sleep; **SR** 25 **Weaknesses** vulnerable to cold

OFFENSE

Speed 40 ft., burrow 50 ft., fly 200 ft. (clumsy)**Melee** bite +27 (2d8+10/19–20), 2 claws +27 (2d6+10/19–20), gore +26 (2d6+10), tail slap +21 (2d6+5)

Power Attack: bite +22 (2d8+20/19–20), 2 claws +22 (2d6+20/19–20), gore +21 (2d6+20), tail slap +26 (2d6+10)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)**Special Attacks** adamantine claws, crush (DC 25, 2d8+15), breath weapon (100-ft. line, 16d6 fire damage, Reflex DC 25 for half)**Spell-Like Abilities** (CL 18th; concentration +22)At will—*soften earth and stone, spike stones, stone shape, wall of stone***Sorcerer Spells Known** (caster level 9th; concentration +13)4th (5/day)—*enervation, solid fog*3rd (7/day)—*displacement, fireball* (DC 17), *rage*2nd (7/day)—*acid arrow, daze monster* (DC 16), *flaming sphere* (DC 16), *scorching ray*1st (7/day)—*burning hands* (DC 15), *cause fear* (DC 15), *magic missile, ray of enfeeblement* (DC 15), *true strike*0 (at will)—*acid splash, bleed* (DC 14), *detect magic, flare* (DC 14), *ghost sound, mage hand, read magic, resistance*

STATISTICS

Str 31, **Dex** 8, **Con** 23, **Int** 18, **Wis** 19, **Cha** 18**Base Atk** +18; **CMB** +30; **CMD** 39 (43 vs. trip)**Feats** Improved Critical (bite, claw), Improved Initiative, Improved Natural Armor, Lunge, Power Attack, Skill Focus (Stealth), Weapon Focus (bite, claw)**Skills** Appraise +25, Bluff +25, Climb +31, Fly +8, Intimidate +25, Knowledge

(dungeoneering, geography, planes), Perception +25, Stealth +18

Languages Common, Draconic, Giant, Ignan, Terran**SQ** change shape, underworld burrower

SPECIAL ABILITIES

Adamantine Claws (Ex) The claws of an underworld dragon are made of adamantine, and have the qualities of a weapon made from that material.**Change Shape (Su)** Xiangnuer can assume any humanoid form three times per day as if using polymorph.**Smoke Vision (Ex)** Xiangnuer can see perfectly in smoky conditions (such as those created by *pyrotechnics*).**Underworld Burrower (Ex)** Xiangnuer gains a 20-foot bonus to her burrow speed. This is already reflected in her statistics.**Frightful Presence (Ex)** Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer for 5d6 rounds. Frightful presence is a mind-affecting fear effect.**Crush (Ex)** A flying or jumping Huge or larger dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Reflex save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes take damage from the crush each round if they don't escape. A crush attack deals the indicated damage plus 1-1/2 times the dragon's Strength bonus.