

A1 Friend or Foe 10-11

Rapid Shot	Deadly Aim	Point Blank	Senior Tower Guard's Attack
			+1 composite longbow +13/+8 (1d6+4/x3)
		X	+1 composite longbow +14/+9 (1d6+5/x3)
	X		+1 composite longbow +11/+6 (1d6+8/x3)
	X	X	+1 composite longbow +12/+7 (1d6+9/x3)
X			+1 composite longbow +11/+11/+6 (1d6+4/x3)
X		X	+1 composite longbow +12/+12/+7 (1d6+5/x3)
X	X		+1 composite longbow +9/+9/+4 (1d6+8/x3)
X	X	X	+1 composite longbow +10/+10/+5 (1d6+9/x3)

Senior Tower Guards (6)**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)**Special Attacks** sneak attack +2d6, swarming

TACTICS

Before Combat The ratfolk guards attempt to identify anyone approaching their tower. Unless the PCs manage to convince the guards to engage in diplomacy, the guards open fire from behind the improved cover of their arrow slits. The arrow slits grant the ratfolk a +8 bonus to AC, a +4 bonus on Reflex saves, and the benefits of the improved evasion class feature.

During Combat The ratfolk guards retreat deeper into the tower as needed to avoid melee for as long as possible. Should they be forced into melee, they use their swarming tactics to confuse their enemies. If one of their foes appears near death, they switch to nonlethal attacks (such as their blunt arrows) to drop their opponent, as their primary goal is simply to repel intruders.

Morale If brought below 10 hit points, the ratfolk guards attempt to retreat to their captain's office.

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) +7, Knowledge (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

Slow Reactions (Ex) Opponents damaged by the rogue's sneak attack can't make attacks of opportunity for 1 round.

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.

A4 Captain's Office 10-11

Tower Captain 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)

Special Attacks sneak attack +3d6 plus slow reactions, swarming, weapon training (bows +1)

TACTICS

Before Combat The tower captain positions himself so that his guards are between him and the PCs.

During Combat The ratfolk captain attempts to stay out of melee for as long as possible, instead putting his years of training with the longbow to use. Should he be forced into melee, he draws his short sword and swarms with any remaining guards.

Morale If brought below 25 hit points, the ratfolk captain attempts to surrender.

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) +8, Knowledge (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

Slow Reactions (Ex) Opponents damaged by the rogue's sneak attack can't make attacks of opportunity for 1 round.

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.

Rapid Shot	Deadly Aim	Point Blank	Tower Captain's Attack
			+1 composite longbow +17/+12 (1d6+5/19–20/x3)
		X	+1 composite longbow +18/+13 (1d6+6/19–20/x3)
	X		+1 composite longbow +14/+9 (1d6+11/19–20/x3)
	X	X	+1 composite longbow +15/+10 (1d6+12/19–20/x3)
X			+1 composite longbow +15/+15/+10 (1d6+5/19–20/x3)
X		X	+1 composite longbow +16/+16/+11 (1d6+6/19–20/x3)
X	X		+1 composite longbow +12/+12/+7 (1d6+11/19–20/x3)
X	X	X	+1 composite longbow +13/+13/+8 (1d6+12/19–20/x3)

Senior Tower Guards (2)

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/×3)**Special Attacks** sneak attack +2d6, swarming**TACTICS****Before Combat** The senior tower guards draw their short swords upon the PCs' arrival, regardless of how the PCs approach them. They seek to make it well known that violence (or continued violence) will be met in kind.**During Combat** The ratfolk senior tower guards attempt to stay between the PCs and their captain for as long as possible.**Morale** As long as the tower captain is still alive and fighting, the senior tower guards fight to the death. Should the tower captain be defeated, they immediately surrender.**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) +7, Knowledge (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****Slow Reactions (Ex)** Opponents damaged by the rogue's sneak attack can't make attacks of opportunity for 1 round.**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.

Rapid Shot	Deadly Aim	Point Blank	Tower Captain's Attack
			+1 <i>composite longbow</i> +13/+8 (1d6+4/×3)
		X	+1 <i>composite longbow</i> +14/+9 (1d6+5/×3)
	X		+1 <i>composite longbow</i> +11/+6 (1d6+8/×3)
	X	X	+1 <i>composite longbow</i> +12/+7 (1d6+9/×3)
X			+1 <i>composite longbow</i> +11/+11/+6 (1d6+4/×3)
X		X	+1 <i>composite longbow</i> +12/+12/+7 (1d6+5/×3)
X	X		+1 <i>composite longbow</i> +9/+9/+4 (1d6+8/×3)
X	X	X	+1 <i>composite longbow</i> +10/+10/+5 (1d6+9/×3)

B. The Twilight Shrine (10-11)

Dark Stalker Worshiper 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*

TACTICS

Before Combat If the dark stalker detects the PCs' approach, it attempts to hide behind the statue of its dark goddess. While hidden, it coats each of its blades with a dose of black smear.

During Combat When the PCs enter its unholy domain, the dark stalker touches the podium in front of it and casts *deeper darkness*, enveloping the entire room and some of the extending passages in impenetrable blackness. It relies on the cover of darkness to bring its enemies to their knees with its short swords. Should it find an opponent not susceptible to its sneak attack damage even under the cover of darkness, it moves on to more vulnerable targets.

Morale The dark stalker defends its unholy shrine to the death.

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) When a dark stalker is slain, its body combusts in a flash of white-hot flame. This acts like a *fireball* that deals 3d6 points of fire damage to all creatures within a 20-foot-radius burst. A DC 15 Reflex save halves this damage. A dark stalker's gear and treasure are unaffected by this explosion. This save is Constitution-based.

Light Blindness (Ex) Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the *daylight* spell. Such creatures are dazzled as long as they remain in areas of bright light.

Poison Use (Ex) Dark stalkers are skilled in the use of poison and never risk accidentally poisoning themselves. Like their diminutive kin, the dark creepers, dark stalkers use black poison on their weapons and generally carry six doses on them.

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.

See in Darkness (Su) A dark stalker can see perfectly in darkness of any kind, including that created by *deeper darkness*.

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

TACTICS

Before Combat The dark slayer is in a deep, trancelike meditative state and most likely unaware of the PCs' approach. Should it manage to hear the PCs before the encounter begins, it casts *mage armor* from its scroll and draws its wand and kukri.

During Combat The dark slayer attempts to sneak attack PCs with ranged touch and melee touch spells, taking full advantage of its soul harvest ability. Should the PCs attempt to neutralize the *deeper darkness* effect in the shrine, the dark slayer uses its *wand of dispel magic* to negate the PCs' spells or effects.

Morale The dark slayer defends its unholy shrine to the death.

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) 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.

Light Blindness (Ex) Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the *daylight* spell. Such creatures are dazzled as long as they remain in areas of bright light.

Soul Harvest (Su) When a dark slayer damages a flat-footed foe or a foe it is flanking with a melee touch spell or spell like 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 Slayer Meditator Cheat Sheet (Subtier 10-11)

4th level spells (4/day)

Bestow Curse (Necromancy [curse], VS, creature touched, permanent, SRYes) – WILL or choose 1:
-6 to an ability score
-4 on attack rolls, saves, ability checks, skill checks
50% chance to act normally on your turn; otherwise take no action

3rd level spells (6/day)

Nondetection (Abjuration, VSM (50gp), creature or object touched, 1hr/lvl, SRYes) – To divine on you or an object you possess, caster must make CL check of 15+your CL. If object not in your possession, need a CL check of 11+your CL.

Ray of Exhaustion (Necromancy, VSM, close, ray, 1min/lvl, SRYes) – FORT?fatigued:exhausted

Vampiric Touch (Necromancy, VS, living creature touched, SRYes) – Touch deals 1d6/2lvls, gain temps equal to damage dealt for 1hr. Can't gain more hp than subject's current hp + CON score.

2nd level spells (8/day)

Blindness/Deafness (Necromancy, V, medium, permanent, SRYes) – FORT or blind/deaf (your choice)

False Life (Necromancy, VSM, personal, 1hr/lvl) – 1d10+lvl temporary hit points (max +10)

Ghoul Touch (Necromancy, VSM, living humanoid touched, 1d6+2rds, SRYes) – FORT or paralyzed. Target has stench aura for 10ft (FORT negates). The aura is a poison effect.

Scorching Ray (Evocation [fire], VS, close, SRYes) – 1 ray at 3rd, 1 ray at 7th, 1 ray at 11th. Each ray deals 4d6 fire.

1st level spells (8/day)

Cause Fear – Irrelevant at this level

Chill Touch (Necromancy, VS, 1 creature touched/lvl, SRYes) – 1d6 neg energy dmg, FORT or 1 STR damage

Magic Missile (Evocation [force], VS, medium, SRYes) – 5 missiles of force that deal 1d4+1 dmg, distributed however.

Protection from Good (Abjuration [evil], VSMDF, creature touched, 1min/lvl) - +2 deflection to AC, +2 resistance on saves vs. good creatures, get another save at +2 vs. mental domination by good targets, no contact by good summoned creatures

Ray of Enfeeblement (Necromancy, VS, close, ray, 1rd/lvl, SRYes) – Target takes 1d6+1/2lvl STR penalty (max 1d6+5, FORT half)

True Strike (Divination, VF, personal) – Next attack roll made by the end of next round gets +20 insight bonus and ignores miss chance for concealment.

8/day spell-like abilities

Grave Touch – Melee touch to make target shaken for ½ lvl rounds. If it has less HD than you and already shaken, it becomes frightened instead.

3/day spell-like abilities

Daze Monster – Irrelevant at this level

Death Knell (Necromancy [death, evil], VS, dying creature touched, SRYes) – WILL or creature dies, gain 1d8 temps, +2 enhancement to STR, +1 effective CL. Lasts for 10min/HD of target.

Inflict Moderate Wounds (Necromancy, VS, creature touched, SRYes) – 2d8+lvl damage, WILL for half. Heals undead targets

At-will spell-like abilities

Bleed (Necromancy, VS, close, one living creature, SRYes) – dying creature takes 1 damage

Chill Touch (Necromancy, VS, 1 creature touched/lvl, SRYes) – 1d6 neg energy dmg, FORT or 1 STR damage

Darkness (Evocation [darkness], VMDF, object touched, 1min/lvl) – Light level drops 1 step in 20ft radius

Spectral Hand – Take 1d4dmg, hand lets you make melee touch at medium range with +2 bonus. AC of 22 + Int, improved evasion, your saves and hp = dmg you took at the start of the spell.

C. Collapsing Hope (10-11)

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.

Advanced Gugs (2)**CR 11***Pathfinder RPG Bestiary 2* 151, 292

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)

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

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

TACTICS**Before Combat** The gugs lie in the shadows, waiting for signs the PCs are about to break through the rubble pile. The gugs attacks the first PC to pass through the barrier.**During Combat** Gugs are brutal combatants driven by hunger. The gugs utilize Power Attack as much as possible; each attempts to kill a single target and retreat with the corpse.**Morale** Both gugs fight to the death until one is slain, at which point the other gug retreats if brought below 40 hit points.

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

SPECIAL ABILITIES**Awesome Blow** As a standard action, the creature may perform an awesome blow combat maneuver. If the creature's maneuver succeeds against a corporeal opponent smaller than itself, its opponent takes damage (typically slam damage plus Strength bonus) and is knocked flying 10 feet in a direction of the attacking creature's choice and falls prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

D. The Center of the Sphere (10-11)

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)

w/ Power Attack bite +22 (2d8+20/19–20), 2 claws +22 (2d6+20/19–20), gore +21 (2d6+20), tail slap +16 (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*

TACTICS

Before Combat Before burrowing up to the landing, Xiangnuer suppresses her frightful presence and casts *detect magic* and *displacement*.

During Combat Should the PCs engage Xiangnuer, she no longer suppresses her frightful presence and immediately uses *wall of stone* to separate the party. She follows up with her breath weapon, and in later rounds she wades into melee using Power Attack liberally.

Morale Xiangnuer's primary goal is to add new treasures to her hoard. If reduced below 60 hit points, she realizes the PCs are no easy score and attempts to flee by flying away at full speed, finding a spot in the shadows, and burrowing deep within Round Mountain.

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) +25, Knowledge (geography) +25, Knowledge (planes) +25, 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*.

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 at a Reflex save (DC equal to that of the dragon's breath weapon) 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.

Dragon Senses (Ex) Dragons have darkvision 120 feet and blindsense 60 feet. They see four times as well as a human in dim light and twice as well in normal light.

Frightful Presence (Ex) This special quality makes a creature's very presence unsettling to foes.

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. The range is usually 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice than the creature has. An opponent can resist the effects with a successful Will save (DC 10 + 1/2 the frightful creature's racial HD + the frightful creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a failed save, the opponent is shaken, or panicked if it has 4 Hit Dice or fewer. An opponent that succeeds at the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

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.

Xiangnuer's Cheat Sheet

4th level spells

Enervation (Necromancy, VS, close, ray of negative energy, SRyes) – Ranged touch attack deals 1d4 negative levels for 1 hour/lvl. Undead gain 1d4*5 temps.

Solid Fog (Conjuration (creation), VSM, medium, 20ft. radius, 1min/lvl) – Like a fog cloud, but creatures move at half normal speed and take a -2 to melee attack and damage. No ranged weapons through solid fog. Reduce falling damage by 1d6 for every 10 ft.

3rd level spells

Displacement (illusion[glamer], VM, touch, 1rd./lvl, SRyes) – 50% concealment

Fireball (evocation [fire], VSM, long, 20ft. radius, SRyes) – 10d6 fire, REF half.

Rage (Enchantment (compulsion)[emotion, mind-affecting], VS, medium, 1 willing creature/3lvls – all w/in 30ft of each other, concentration + 1 rd/lvl, SRyes) - +2STR, +2CON, +1WILL, -2AC.

2nd level spells

Acid Arrow (Conjuration (creation)[acid], VSM, long, 1rd+1rd/3lvls) – Ranged touch for 2d4 acid. If hit, take the dmg every rd for duration.

Daze Monster - not relevant to this scenario

Flaming Sphere (Evocation[fire], VSMD, medium, 5ft diameter sphere, 1rd/lvl, SRyes) – Creates a flaming sphere that can roll around. Move action to move 30ft, stops on first person it hits. REF or 3d6 fire dmg. Can go over barriers < 4ft tall.

Scorching Ray (Evocation[fire], VS, close, SRyes) – one ray + one ray at 7th + one ray at 11th. Each ray deals 4d6 fire. All targets must be within 30 ft of each other.

1st level spells

Burning Hands (Evocation, VS, 15ft cone, SR yes) – 5d4 fire, REF half

Cause Fear – not relevant to this scenario

Magic Missile (Evocation[force], VS, medium, SRyes) – 3 1d4+1 missiles of force

Ray of Enfeeblement (necromancy, close, 1rd/lvl, SRyes) – Ray for 1d6+1/2lvls STR penalty. FORT half.

True Strike (Divination, VF, personal) – +20 to next attack roll before end of next round, ignore miss chance from concealment

Spell-Like Abilities

Soften Earth and Stone (Transmutation[earth], VSDF, close, 10ft. square/lvl) – Creatures in mud must succeed on a REF or caught for 1d2 rds. Caught creatures cannot move, attack, or cast spells. Make your save and move at ½ speed and cannot run or charge. Creatures in loose dirt move at ½ speed and cannot run or charge.

Spike Stones (Transmutation[earth], VSDF, medium, 20ft. square/lvl, 1 hr/lvl (D), SRyes) – Move through area at ½ speed, every 5 ft take 1d8 damage and REF or speed is reduced for 24 hours or until receiving a *cure* spell.

Stone Shape (Transmutation[earth], VSMD, touch, stone up to 10 cu.ft. + 1 cu.ft./lvl) – Shape stone to fit your purpose. 30% chance that things with moving parts don't work.

Wall of Stone (Conjuration(creation)[earth], VSMD, medium, stone wall up to 5ft/lvl (S)) – 1 in thick/4lvls, double area by halving thickness, each 5ft section has hardness 8 and 15hp/in or Strength DC 20+2/in. If you try to trap an enemy, REF to move out of the way.