

**Pagoda Guards****CR 4**Ratfolk fighter 4/rogue 1 (*Pathfinder RPG Bestiary 3* 231)

N Small humanoid (ratfolk)

**Init** +8; **Senses** darkvision 60 ft.; Perception +11

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**DEFENSE****AC** 20, touch 15, flat-footed 16 (+4 armor, +4 Dex, +1 shield, +1 size)**hp** 39 each (5 HD; 4d10+1d8+9)**Fort** +5, **Ref** +7, **Will** +2; +1 vs. fear**Defensive Abilities** bravery +1

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**OFFENSE****Speed** 20 ft.**Melee** mwk rapier +11 (1d4+3/18–20)**Ranged** mwk light crossbow +10 (1d6/19–20)**Special Attacks** sneak attack +1d6, swarming

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**TACTICS****Before Combat** If the pagoda guards hear the PCs' approach, they drink their *potions of bull's strength*.**During Combat** As quickly as possible, one guard fires a *screaming bolt* to alert her compatriots within the pagoda. The guards otherwise keep their distance initially in order to use their special bolts and alchemical items.**Morale** When reduced to 10 or fewer hit points, the pagoda guards flee and seek out reinforcements.

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**STATISTICS****Str** 12, **Dex** 18, **Con** 12, **Int** 12, **Wis** 13, **Cha** 8**Base Atk** +4; **CMB** +4; **CMD** 18**Feats** Improved Initiative, Point-Blank Shot, Precise Shot, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier)**Skills** Climb +7, Craft (alchemy) +3, Handle Animal +5 (+9 to influence rodents), Knowledge (dungeoneering) +5, Perception +11, Sense Motive +5, Stealth +16, Survival +6, 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, trapfinding +1**Combat Gear** *potion of bull's strength*, *potion of cure moderate wounds*, +1 dwarf bane bolt, +1 human bane bolt, *screaming bolt*, alchemist's fire (2), tanglefoot bag; **Other Gear** masterwork chain shirt, masterwork buckler, masterwork light crossbow with 20 bolts, masterwork rapier

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**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.

Male ratfolk enchanter 5 (*Pathfinder RPG Bestiary* 3 231)

N Small humanoid (ratfolk)

**Init** +2; **Senses** darkvision 60 ft.; Perception +6

#### DEFENSE

**AC** 17, touch 13, flat-footed 15 (+4 armor, +2 Dex, +1 size)

**hp** 30 (5d6+10)

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

#### OFFENSE

**Speed** 20 ft.

**Melee** mwk dagger +3 (1d3–1/19–20)

**Special Attacks** swarming

**Arcane School Spell-Like Abilities** (CL 5th; concentration +9)

7/day—dazing touch

**Enchanter Spells Prepared** (CL 5th; concentration +9)

3rd—*fireball* (DC 17), *suggestion* (2, DC 18)

2nd—*hideous laughter* (DC 17), *mirror image*, *see invisibility*, *web* (DC 16)

1st—*charm person* (DC 16), *grease*, *mage armor*, *magic missile* (2)

0 (at will)—*daze* (DC 15), *detect magic*, *detect poison*, *ray of frost*

**Opposition Schools** Necromancy, Transmutation

#### TACTICS

**Before Combat** Shenru casts *mage armor* at the start of each shift of guard duty.

**During Combat** The enchanter opens combat with an area attack such as *fireball* or *web*, then alternates between enchantments and damaging spells. A favorite *suggestion* is “Grab that person and restrain him; he’s been charmed.” If attacked by weapons, Shenru casts *mirror image* to increase his survivability.

**Morale** If reduced to 10 or fewer hit points, Shenru surrenders or flees.

**Base Statistics** Without the benefit of his *mage armor*, Shenru has **AC** 13, flat-footed 11.

#### STATISTICS

**Str** 8, **Dex** 15, **Con** 12, **Int** 18, **Wis** 8, **Cha** 14

**Base Atk** +2; **CMB** +0; **CMD** 12

**Feats** Empower Spell, Great Fortitude, Iron Will, Scribe Scroll, Spell Focus (enchantment)

**Skills** Craft (alchemy) +14, Knowledge (arcana) +12, Knowledge (history) +8, Perception +6, Spellcraft +12, Stealth +10, Use Magic Device +9; **Racial Modifiers** +2 Craft (alchemy), +4 Handle Animal to influence rodents, +2 Perception, +2 Use Magic Device

**Languages** Aklo, Common, Dwarven, Tien, Undercommon

**SQ** arcane bond (dagger), enchanting smile

**Combat Gear** *potion of cure moderate wounds*, *scroll of resist energy* (CL 7th), *scroll of scorching ray* (CL 7th), *wand of magic missile* (CL 5th, 15 charges); **Other Gear** masterwork dagger, *cloak of resistance* +1, spell component pouch, spellbook (contains all prepared spells as well as *comprehend languages*, *shield*, *sleep*, and *true strike*)

#### 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.

## Shenru's Cheat Sheet (Subtier 7-8)

### 3<sup>rd</sup> level spells

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

**Suggestion** (Enchantment (compulsion) [language-dependant, mind-affecting], VM, close, one living creature, 1hr/lvl or until completed, SRyes) – WILL or target takes your suggestion. Limited to do a sentence or two. Obviously harmful acts negate the spell.

### 2<sup>nd</sup> level spells

**Hideous Laughter** (enchantment (compulsion)[mind-affecting], VSM, close, one creature, 1rd/lvl, SRyes) – WILL or target falls prone laughing. Next turn can retry WILL as a full-round. Cannot take actions.

**Mirror Image** (Illusion (figment), VS, personal, 1min/lvl) – 1d4+1/3lvls images appear in your square. Attacks randomly hit one of you. Miss by less than 5 destroys an image.

**See Invisibility** (Divination, VSM, personal, 10 min/lvl) – You can see invisible, ethereal things.

**Web** (conjunction (creation), VSM, medium, 20ft. radius webs, 10min/lvl) – Must have 2 opposite walls to anchor. REF or become grappled. Escape artist or CMB to move or else become grappled. Fire lights the web on fire and deals 2d4 fire damage. 5ft of web provides cover, 20f. of web provides total cover

### 1<sup>st</sup> level spells

**Charm Person** (Enchantment (charm)[mind-affecting], VS, close, one humanoid, 1hr/lvl, SRyes) – WILL or target becomes your friend. Opposed CHA check to make them do anything.

**Grease** (conjunction (creation), VSM, 1min/lvl) – Make a 10ft. square slippery. REF or fall over, Walk at half speed w/ a DC10 Acrobatics. Failure = can't move and REF or fall. OR make a weapon slippery. REF to avoid. Fail and drop the item and REF to pick it pack up or use it. OR +10 to one target's Escape Artist/CMB checks to get out of a grapple and CMD to avoid being grappled.

**Mage Armor** (Conjunction (creation)[force], VSF, creature touched, 1 hour/lvl) - +4 armor to AC

**Magic Missile (2)** (Evocation[force], VS, medium, SRyes) – 3 1d4+1 missiles of force

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**OFFENSE****Speed** 20 ft.**Melee** mwk rapier +11 (1d4+3/18–20)**Ranged** mwk light crossbow +10 (1d6/19–20)**Special Attacks** sneak attack +1d6, swarming

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**TACTICS****Before Combat** If the pagoda guards hear the PCs' approach, they drink their *potions of bull's strength*.**During Combat** As quickly as possible, one guard fires a *screaming bolt* to alert her compatriots within the pagoda. The guards otherwise keep their distance initially in order to use their special bolts and alchemical items.**Morale** When reduced to 10 or fewer hit points, the pagoda guards flee and seek out reinforcements.

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Male ratfolk enchanter 9 (*Pathfinder RPG Bestiary 3* 231)

N Small humanoid (ratfolk)

**Init** +3; **Senses** darkvision 60 ft.; Perception +10

#### DEFENSE

**AC** 18, touch 14, flat-footed 15 (+4 armor, +3 Dex, +1 size)

**hp** 61 (9d6+27)

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

#### OFFENSE

**Speed** 20 ft.

**Melee** mwk dagger +5 (1d3–1/19–20)

**Special Attacks** aura of despair (9 rounds/day), swarming

**Arcane School Spell-Like Abilities** (CL 9th; concentration +14)  
8/day—dazing touch

**Enchanter Spells Prepared** (CL 9th; concentration +14)

5th—*dominate person* (DC 22), *feeblemind* (DC 22), empowered *lightning bolt* (DC 18)

4th—*black tentacles*, *confusion* (DC 21), *greater invisibility*, empowered *scorching ray*

3rd—*dispel magic*, *fireball* (DC 18), *heroism*, *hold person* (DC 20), *suggestion* (DC 20)

2nd—*glitterdust* (DC 17), *hideous laughter* (DC 19), *mirror image*, *see invisibility*, *touch of idiocy*, *web* (DC 17)

1st—*charm person* (DC 18), *grease*, *mage armor*, *magic missile* (2), *shield*, *true strike*

0 (at will)—*daze* (DC 17), *detect magic*, *detect poison*, *ray of frost*

**Opposition Schools** Necromancy, Transmutation

#### TACTICS

**Before Combat** Shenru casts *mage armor* at the start of each shift of guard duty. If he has a chance before an unavoidable combat, he casts *shield* and *heroism* (neither of which is represented in his statistics).

**During Combat** The enchanter opens combat with an area attack such as *black tentacles*, empowered *lightning bolt*, or *fireball*, then alternates between enchantments and damaging spells against soft targets. A favorite *suggestion* or command for a dominated opponent is “Grab that person and restrain him; he’s been charmed.” If Shenru is attacked by weapons, he casts *mirror image* to increase his chances of survival.

**Morale** If reduced to 15 or fewer hit points, Shenru surrenders or flees.

**Base Statistics** Without the benefit of *mage armor*, Shenru has AC 14, flat-footed 11.

#### STATISTICS

**Str** 8, **Dex** 16, **Con** 12, **Int** 20, **Wis** 8, **Cha** 14

**Base Atk** +4; **CMB** +2; **CMD** 15

**Feats** Empower Spell, Great Fortitude, Greater Spell Focus (enchantment), Iron Will, Scribe Scroll, Spell Focus (enchantment), Toughness

**Skills** Craft (alchemy) +19, Knowledge (arcana) +17, Knowledge (history) +17, Perception +10, Spellcraft +17, Stealth +16, Use Magic Device +13; **Racial Modifiers** +2 Craft (alchemy), +4 Handle Animal to influence rodents, +2 Perception, +2 Use Magic Device

**Languages** Aklo, Common, Dwarven, Terran, Tien, Undercommon

**SQ** arcane bond (dagger), enchanting smile

**Combat Gear** *potion of cure serious wounds*, *scroll of resist energy* (CL 7th), *scroll of scorching ray* (CL 7th), *wand of magic missile* (CL 5th, 15 charges); **Other Gear** masterwork dagger, *cloak of resistance*

+1, *headband of vast intelligence* +2, spell component pouch, spellbook (contains all prepared spells as well as *comprehend languages*, *rainbow pattern*, and *sleep*)

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## SPECIAL ABILITIES

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**Aura of Despair (Su)** At 8th level, you can emit a 30-foot aura of despair for a number of rounds per day equal to your wizard level. Enemies within this aura take a –2 penalty on ability checks, attack rolls, damage rolls, saving throws, and skill checks. These rounds do not need to be consecutive.

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### Shenru's Cheat Sheet (Subtier 10-11)

#### 5<sup>th</sup> level spells

**Dominate Person** (Enchantment (compulsion) [mind-affecting], 1 round, VS, close, one humanoid, 1 day/level, SRYes) – WILL or follow commands of caster. Forced to take actions against its nature = save w/ a +2 bonus. Command as a move action.

**Feeblemind** (Enchantment (compulsion) [mind-affecting], VSM, medium, one creature, SRYes) – WILL or INT and CHA become 1. Unable to use INT/CHA skills, cast spells, understand language, or communicate coherently. Arcane casters take a -4 penalty to this save.

**Empowered Lightning Bolt** (evocation [electricity], VSM, 120ft. line, SRYes) – 9d6\*1.5 electricity, REF half.

#### 4<sup>th</sup> level spells

**Black Tentacles** (conjuration(creation), VSM, medium, 20ft. radius, 1rd/lvl) – Grapple creatures in the area for lvl+5. 1d6+4dmg to grappled creatures. Area is difficult terrain.

**Confusion** (enchantment (compulsion)[mind-affecting], VSM, medium, all creatures in a 15ft radius, 1rd/lvl, SRYes) – WILL or be confused. Confused people attack their attackers, or roll on chart if haven't been attacked.

**Greater Invisibility** (Illusion (glamer), VSMD, personal or touch, 1rd/lvl, SRYes) – Become invisible even if you attack.

**Empowered Scorching Ray** (Evocation[fire], VS, close, three rays, SRYes) – two rays that deal 4d6\*1.5 fire damage

#### 3<sup>rd</sup> level spells

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

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

**Heroism** (enchantment (compulsion)[mind-affecting], VS, creature touched, 10min/lvl, SRYes) – Creature gains a +2 morale to attacks, saves, skill checks

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

**Suggestion** (Enchantment (compulsion) [language-dependant, mind-affecting], VM, close, one living creature, 1hr/lvl or until completed, SRYes) – WILL or target takes your suggestion. Limited to do a sentence or two. Obviously harmful acts negate the spell.

#### 2<sup>nd</sup> level spells

**Glitterdust** (conjuration, VSM, medium, 10ft. radius, 1rd/lvl) – Creatures in area are outlined, no invis. FORT or be blinded; new save every round.

**Hideous Laughter** (enchantment (compulsion)[mind-affecting], VSM, close, one creature, 1rd/lvl, SRYes) – WILL or target falls prone laughing. Next turn can retry WILL as a full-round. Cannot take actions.

**Mirror Image** (Illusion (figment), VS, personal, 1min/lvl) – 1d4+1/3lvls images appear in your square. Attacks randomly hit one of you. Miss by less than 5 destroys an image.

**See Invisibility** (Divination, VSM, personal, 10 min/lvl) – You can see invisible, ethereal things.

**Touch of Idiocy (2)** (Enchantment (compulsion) [mind-affecting], VS, living creature touched, SRyes) – touch attack to give 1d6 penalty to INT, WIS, CHA.

**Web** (conjunction (creation), VSM, medium, 20ft. radius webs, 10min/lvl) – Must have 2 opposite walls to anchor. REF or become grappled. Escape artist or CMB to move or else become grappled. Fire lights the web on fire and deals 2d4 fire damage. 5ft of web provides cover, 20f. of web provides total cover

#### 1<sup>st</sup> level spells

**Charm Person** (Enchantment (charm)[mind-affecting], VS, close, one humanoid, 1hr/lvl, SRyes) – WILL or target becomes your friend. Opposed CHA check to make them do anything.

**Grease** (conjunction (creation), VSM, 1min/lvl) – Make a 10ft. square slippery. REF or fall over, Walk at half speed w/ a DC10 Acrobatics. Failure = can't move and REF or fall. OR make a weapon slippery. REF to avoid. Fail and drop the item and REF to pick it pack up or use it. OR +10 to one target's Escape Artist/CMB checks to get out of a grapple and CMD to avoid being grappled.

**Mage Armor** (Conjunction (creation)[force], VSF, creature touched, 1 hour/lvl) - +4 armor to AC

**Magic Missile (2)** (Evocation[force], VS, medium, SRyes) – 3 1d4+1 missiles of force

**Shield** (Abjuration [force], VS, personal, 1min/lvl) - +4 shield to AC, no magic missiles

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

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**Servant of Lao Shu Po****CR 8**

Female ratfolk inquisitor of Lao Shu Po 9 (*Pathfinder RPG Advanced Player's Guide* 38, *Pathfinder RPG Bestiary* 3 231)

N Small humanoid (ratfolk)

**Init** +4; **Senses** darkvision 60 ft.; Perception +16

**DEFENSE**

**AC** 18, touch 14, flat-footed 15 (+4 armor, +2 Dex, +1 dodge, +1 size)

**hp** 80 (9d8+36)

**Fort** +9, **Ref** +7, **Will** +10

**OFFENSE**

**Speed** 20 ft.

**Melee** mwk spear +10/+5 (1d6+3/×3)

**Ranged** mwk dagger +10 (1d3+2/19–20)

**Special Attacks** bane (9 rounds/day), swarming

**Inquisitor Spell-Like Abilities** (CL 9th; concentration +11)

5/day—touch of darkness (4 rounds)

At will—*detect alignment*

9 rounds/day—*discern lies*

**Inquisitor Spells Known** (CL 9th; concentration +8)

3rd (3/day)—*deeper darkness*, *heroism*, *prayer*, *ward the faithful*<sup>APG</sup>

2nd (5/day)—*confess*<sup>APG</sup> (DC 14), *cure moderate wounds* (DC 14), *flames of the faithful*<sup>APG</sup> (DC 14), *silence* (DC 14)

1st (6/day)—*bless*, *divine favor*, *expeditious retreat*, *shield of faith*, *wrath*<sup>APG</sup>

0 (at will)—*brand*<sup>APG</sup> (DC 12), *detect magic*, *detect poison*, *guidance*, *read magic*, *sift*<sup>APG</sup>

**Domain** Darkness

**TACTICS**

**Before Combat** If she has time to prepare for combat, the inquisitor drinks her *potion of barkskin*, casts *heroism*, and reads a *scroll of false life* (Use Magic Device DC 22). Then she casts *deeper darkness* on a pebble and puts it in her pocket to mask the effect.

**During Combat** At the start of combat, the servant of Lao Shu Po activates her justice and protection judgments as a swift action, and then pulls the pebble out of her pocket and drops it, relying on her eyes of darkness domain power to see through the dark. She withdraws as her special vision expires, attacking her foes as they leave the area of magical darkness. The servant of Lao Shu Po prefers to attack lightly-armored targets and makes heavy use of her bane special attack.

**Morale** Dedicated to her goddess and the Undying Empress, the servant of Lao Shu Po fights to the death.

**STATISTICS**

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

**Base Atk** +6; **CMB** +7; **CMD** 20

**Feats** Dodge, Iron Will, Lightning Reflexes, Lookout<sup>APG</sup>, Outflank<sup>APG</sup>, Power Attack, Precise Strike<sup>APG</sup>, Skill Focus (Stealth)

**Skills** Bluff +11, Craft (alchemy) +3, Intimidate +15, Knowledge (religion) +5, Perception +16, Sense Motive +18, Spellcraft +11, Stealth +20, Survival +6, Use Magic Device +10; **Racial Modifiers** +2 Craft (alchemy), +4 Handle Animal to influence rodents, +2 Perception, +2 Use Magic Device

**Languages** Common, Tien

**SQ** cunning initiative<sup>APG</sup>, eyes of darkness (4 rounds/day), judgment (2, 3/day), monster lore<sup>APG</sup> +2, solo tactics, stern gaze<sup>APG</sup>, track<sup>APG</sup> +4

**Combat Gear** *potion of barkskin, potion of cure moderate wounds, scrolls of false life (2)*; **Other Gear** masterwork chain shirt, masterwork dagger, masterwork spear, *belt of mighty constitution +2*, spell component pouch, silver holy symbol of Lao Shu Po

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### SPECIAL ABILITIES

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**Bane (Su)** The inquisitor can imbue one weapon she holds with the *bane* weapon special ability as a swift action. She must select one creature type when she uses this ability (and a subtype if the creature type selected is humanoid or outsider). Once selected, the type can be changed as a swift action. This ability only functions while the inquisitor wields the weapon. If dropped or taken, the weapon resumes granting this ability if it is returned to the inquisitor before the duration expires. The 9 rounds per day this ability may be used need not be consecutive.

**Eyes of Darkness (Su)** At 8th level, your vision is not impaired by lighting conditions, even in absolute darkness and magic darkness. You can use this ability for a number of rounds per day equal to 1/2 your cleric level. These rounds do not need to be consecutive.

**Judgment (Su)** Three times per day, the inquisitor can pronounce judgment upon her foes as a swift action. Starting when the judgment is made, the inquisitor receives a bonus or special ability based on the type of judgment she made. When pronouncing judgment, the inquisitor can choose two judgments simultaneously, expending only a single use of the power. The inquisitor must participate in the combat to gain these bonuses. If the inquisitor is either frightened, panicked, paralyzed, stunned, unconscious, or otherwise prevented from participating in the combat, the ability does not end, but the bonuses do not resume until she can participate in the combat again.

*Justice:* This judgment spurs the inquisitor to seek justice, granting a +2 sacred bonus on all attack rolls.

*Protection:* This judgment surrounds the inquisitor with a protective aura, granting a +2 sacred bonus to her Armor Class.

**Solo Tactics (Ex)** All of the inquisitor's allies are treated as if they possessed the same teamwork feats as the inquisitor for the purpose of determining whether the inquisitor receives a bonus from her teamwork feats. Her allies do not receive any bonuses from these feats unless they actually possess the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for the inquisitor to receive the listed bonus.

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Spear	+10/+5	1d6+3		AC	Touch	FF
Bane	+2	+2d6+2		18	14	15
Bless	+1		Barkskin	+2		+2
Divine Favor	+3	+3	Judgment	+2	+2	+2
Flames of the Faithful		+1d6 fire	Shield of Faith	+3	+3	+3
Flanking	+4	+1d6 precision	Ward the Faithful	+2	+2	+2
Heroism	+2					
Judgment	+2					
Power Attack	-2	+6				
Prayer	+1	+1				

Buff	SoFSP 1	SoFSP 2	SoFSP 3	SoFSP 4	SoFSP 5	SoFSP 6
Bane						
Barkskin						
Bless						
Divine Favor						
Flames of the Faithful						
Flanking						
Heroism						
Judgment						
Power Attack						
Prayer						
Shield of Faith						
Ward the Faithful						

**LARGE EARTH ELEMENTAL****CR 5**

N Large outsider (earth, elemental, extraplanar)

**Init** -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +11

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**DEFENSE****AC** 18, touch 8, flat-footed 18 (-1 Dex, +10 natural, -1 size)**hp** 68 (8d10+24)**Fort** +9, **Ref** +1, **Will** +6**DR** 5/-; **Immune** elemental traits

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**OFFENSE****Speed** 20 ft., burrow 20 ft., earth glide**Melee** 2 slams +14 (2d6+7)w/ **Power Attack** 2 slams +11 (2d6+13)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** earth mastery

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**STATISTICS****Str** 24, **Dex** 8, **Con** 17, **Int** 6, **Wis** 11, **Cha** 11**Base Atk** +8; **CMB** +16; **CMD** 25**Feats** Cleave, Greater Bull Rush, Improved Bull Rush<sup>B</sup>, Improved Overrun, Power Attack**Skills** Appraise +6, Climb +15, Knowledge (dungeoneering) +3, Knowledge (planes) +6, Perception +11, Stealth +5**Languages** Terran

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**SPECIAL ABILITIES**

**Earth Glide (Ex)** A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

**Earth Mastery (Ex)** An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

*Pathfinder RPG Bestiary* 284, 294

N Medium outsider (earth, extraplanar)

**Init** +2; **Senses** all-around vision, darkvision 60 ft., tremorsense 60 ft.; Perception +16

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#### DEFENSE

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**AC** 25, touch 12, flat-footed 23 (+2 Dex, +13 natural)

**hp** 80 (7d10+42)

**Fort** +10, **Ref** +4, **Will** +7

**DR** 5/bludgeoning; **Immune** cold, fire, flanking; **Resist** electricity 10

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#### OFFENSE

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**Speed** 20 ft., burrow 20 ft., earth glide

**Melee** bite +12 (4d6+5), 3 claws +12 (1d4+5)

**w/ Power Attack** bite +10 (4d6+9), 3 claws +10 (1d4+9)

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#### STATISTICS

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**Str** 21, **Dex** 14, **Con** 21, **Int** 14, **Wis** 15, **Cha** 14

**Base Atk** +7; **CMB** +12; **CMD** 24 (26 vs. trip)

**Feats** Cleave, Improved Bull Rush, Power Attack, Toughness

**Skills** Appraise +12, Intimidate +12, Knowledge (dungeoneering) +12, Knowledge (planes) +12, Perception +16, Sense Motive +12, Stealth +12, Survival +12; **Racial Modifiers** +4 Perception

**Languages** Common, Terran, Tien, Undercommon

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#### SPECIAL ABILITIES

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**All-Around Vision (Ex)** A xorn sees in all directions at the same time, giving it a +4 racial bonus on Perception checks. A xorn cannot be flanked.

**Earth Glide (Ex)** A xorn can glide through any sort of natural earth or stone as easily as a fish swims through water. Its burrowing leaves no sign of its passage or hint of its presence to creatures that don't possess tremorsense. A *move earth* spell cast on an area containing a xorn moves the xorn back 30 feet, stunning the creature for 1 round unless it succeeds at a DC 15 Fortitude save.

*Pathfinder RPG Bestiary 3* 45

N Medium ooze (earth, extraplanar)

**Init** –5; **Senses** blindsight 120 ft.; Perception –5

**Aura** subsonic hum (60 ft., DC 22)

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**DEFENSE**

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**AC** 17, touch 5, flat-footed 17 (–5 Dex, +12 natural)

**hp** 136 (16d8+64)

**Fort** +9, **Ref** +0, **Will** +0 **DR** 10/—; **Immune** cold, electricity, ooze traits; **Resist** fire 20

**Weaknesses** brittle, vulnerable to sonic

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**OFFENSE**

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**Speed** 10 ft., climb 10 ft.

**Melee** slam +18 (7d8+9/18–20 plus entrap)

**Special Attacks** crystallize, entrap (DC 22, 1d10 rounds, hardness 10, hp 10), razor sharp

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**STATISTICS**

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**Str** 22, **Dex** 1, **Con** 18, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +12; **CMB** +18; **CMD** 23 (can't be tripped)

**Skills** Climb +14, Stealth +0 (+5 in rocky environs); **Racial Modifiers** +5 stealth (+10 in rocky environs)

**SQ** freeze, split (critical hit from a bludgeoning or sonic attack, 15 hp)

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**SPECIAL ABILITIES**

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**Brittle (Ex)** Bludgeoning and sonic attacks can deal critical hits to a carnivorous crystal. A successful critical hit from such attacks causes the carnivorous crystal to split, even if the attack itself causes no damage. The crystal remains immune to precision-based damage, such as damage from sneak attacks.

**Crystallize (Ex)** A creature entrapped by a carnivorous crystal's attack must succeed at a DC 22 Fortitude save each round or become helpless. If a helpless creature fails this save, it becomes petrified as its body crystallizes. In 1d4 hours, the petrified victim shatters and a new carnivorous crystal emerges from the remains. The save DC is Constitution-based.

**Entrap (Ex or Su)** The creature has an ability that restricts another creature's movement, usually with a physical attack such as ice, mud, lava, or webs. The target of an entrap attack must make a Fortitude save or become entangled for the listed duration. If a target is already entangled by this ability, a second entrap attack means the target must make a Fortitude save or become helpless for the listed duration. The save DCs are Constitution-based. A target made helpless by this ability is conscious but can take no physical actions (except attempting to break free) until the entrapping material is removed. The target can use spells with only verbal components or spell-like abilities if it can make a DC 20 concentration check. An entangled creature can make a Strength check (at the same DC as the entrap saving throw DC) as a full-round action to break free; the DC for a helpless creature is +5 greater than the saving throw DC. Destroying the entrapping material frees the creature.

**Razor Sharp (Ex)** A carnivorous crystal's slam attack deals devastating piercing and slashing damage, and threatens a critical hit on a roll of 18, 19, or 20.

**Split (Ex)** The creature splits into two identical copies of itself if subject to certain attacks or effects. Each copy has half the original's current hit points (rounded down). A creature reduced below the listed hit points cannot be further split and can be killed normally.

**Subsonic Hum (Su)** An active carnivorous crystal gives off supernatural sonic vibrations. Any living creature starting its turn within this aura must succeed at a DC 22 Fortitude save or be stunned for 1 round. A creature that successfully saves cannot be affected by the same carnivorous crystal's subsonic hum for 24 hours. This is a sonic mind-affecting effect. The save DC is Constitution-based.

**Pagoda Guards****CR 4**Ratfolk fighter 4/rogue 1 (*Pathfinder RPG Bestiary 3* 231)

N Small humanoid (ratfolk)

**Init** +8; **Senses** darkvision 60 ft.; Perception +11

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**DEFENSE****AC** 20, touch 15, flat-footed 16 (+4 armor, +4 Dex, +1 shield, +1 size)**hp** 39 each (5 HD; 4d10+1d8+9)**Fort** +5, **Ref** +7, **Will** +2; +1 vs. fear**Defensive Abilities** bravery +1

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**OFFENSE****Speed** 20 ft.**Melee** mwk rapier +11 (1d4+3/18–20)**Ranged** mwk light crossbow +10 (1d6/19–20)**Special Attacks** sneak attack +1d6, swarming

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**TACTICS****Before Combat** If the pagoda guards hear the PCs' approach, they drink their *potions of bull's strength*.**During Combat** As quickly as possible, one guard fires a *screaming bolt* to alert her compatriots within the pagoda. The guards otherwise keep their distance initially in order to use their special bolts and alchemical items.**Morale** When reduced to 10 or fewer hit points, the pagoda guards flee and seek out reinforcements.

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**STATISTICS****Str** 12, **Dex** 18, **Con** 12, **Int** 12, **Wis** 13, **Cha** 8**Base Atk** +4; **CMB** +4; **CMD** 18**Feats** Improved Initiative, Point-Blank Shot, Precise Shot, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier)**Skills** Climb +7, Craft (alchemy) +3, Handle Animal +5 (+9 to influence rodents), Knowledge (dungeoneering) +5, Perception +11, Sense Motive +5, Stealth +16, Survival +6, 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, trapfinding +1**Combat Gear** *potion of bull's strength*, *potion of cure moderate wounds*, +1 dwarf bane bolt, +1 human bane bolt, *screaming bolt*, alchemist's fire (2), tanglefoot bag; **Other Gear** masterwork chain shirt, masterwork buckler, masterwork light crossbow with 20 bolts, masterwork rapier

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**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.

**Destrachan****CR 8***Pathfinder RPG Bestiary 2 83*

NE Large aberration

**Init** +5; **Senses** blindsight 100 ft.; Perception +27

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**DEFENSE**

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**AC** 19, touch 11, flat-footed 17 (+1 Dex, +1 dodge, +8 natural, -1 size)**hp** 90 (12d8+36)**Fort** +9, **Ref** +7, **Will** +12**Defensive Abilities** protection from sonics; **Immune** gaze attacks, visual effects, illusions, and attacks relying on sight; **Resist** sonic 30

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**OFFENSE**

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**Speed** 30 ft.**Melee** bite +12 (2d6+4), 2 claws +12 (1d8+4)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** destructive harmonics

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**STATISTICS**

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**Str** 18, **Dex** 13, **Con** 16, **Int** 13, **Wis** 18, **Cha** 13**Base Atk** +9; **CMB** +14; **CMD** 26**Feats** Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Mobility, Vital Strike**Skills** Climb +19, Perception +27, Sense Motive +16, Stealth +12, Survival +19; **Racial Modifiers** +8  
Perception (hearing only)**Languages** Common (cannot speak)

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**SPECIAL ABILITIES**

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**Destructive Harmonics (Su)** A destrachan can project a blast of sonic energy in a cone up to 80 feet long or in a 30-foot-radius burst centered on itself as a standard action. It can adjust the harmonics of its sonic cry to generate one of two different effects on targets within the area of effect, but can only create one of these effects with each use of this ability. The save DCs are Constitution-based.

*Destruction:* All creatures within the area of effect of the destructive harmonics take 8d6 points of sonic damage—a successful DC 19 Reflex save halves this damage. If the destrachan wishes, this ability can instead deal nonlethal damage rather than sonic damage. Alternatively, the destrachan can target a single crystal, metal, stone, or wooden object within 80 feet with this attack—that object takes 8d6 points of damage. This damage is not halved when applied to the object's hit points, but is reduced by the object's hardness. A magical or attended object can attempt a DC 19 Reflex save to halve the damage. *Pain:* Rather than dealing damage to targets, the destrachan can instead cause intense pain and overwhelming sound to affect all creatures within the area. Targets in the area must succeed at a DC 19 Fortitude save to avoid being stunned for 1 round and deafened for 1d6 rounds.

**Protection from Sonics (Ex)** A destrachan gains a +4 racial bonus on all saves against sonic attacks. It is immune to the effects of its own destructive harmonics. A destrachan whose sense of hearing is impaired is effectively blinded, treating all targets as if they had total concealment.



*Pathfinder RPG Bestiary 2* 83

NE Large aberration

**Init** +7; **Senses** blindsight 100 ft.; **Perception** +29

### DEFENSE

**AC** 23, touch 13, flat-footed 19 (+3 Dex, +1 dodge, +10 natural, –1 size)

**hp** 114 (12d8+60)

**Fort** +11, **Ref** +9, **Will** +14

**Defensive Abilities** protection from sonics; **Immune** gaze attacks, visual effects, illusions, and attacks relying on sight; **Resist** sonic 30

### OFFENSE

**Speed** 30 ft.

**Melee** bite +14 (2d6+6), 2 claws +14 (1d8+6)

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

**Special Attacks** destructive harmonics

### STATISTICS

**Str** 22, **Dex** 17, **Con** 20, **Int** 17, **Wis** 22, **Cha** 17

**Base Atk** +9; **CMB** +16; **CMD** 30

**Feats** Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Mobility, Vital Strike

**Skills** Climb +21, **Perception** +29, **Sense Motive** +18, **Stealth** +14, **Survival** +21; **Racial Modifiers** +8  
 Perception (hearing only)

**Languages** Common (cannot speak)

### SPECIAL ABILITIES

**Destructive Harmonics (Su)** A destrachan can project a blast of sonic energy in a cone up to 80 feet long or in a 30-foot-radius burst centered on itself as a standard action. It can adjust the harmonics of its sonic cry to generate one of two different effects on targets within the area of effect, but can only create one of these effects with each use of this ability. The save DCs are Constitution-based.

*Destruction:* All creatures within the area of effect of the destructive harmonics take 8d6 points of sonic damage—a successful DC 19 Reflex save halves this damage. If the destrachan wishes, this ability can instead deal nonlethal damage rather than sonic damage. Alternatively, the destrachan can target a single crystal, metal, stone, or wooden object within 80 feet with this attack—that object takes 8d6 points of damage. This damage is not halved when applied to the object's hit points, but is reduced by the object's hardness. A magical or attended object can attempt a DC 21 Reflex save to halve the damage.

*Pain:* Rather than dealing damage to targets, the destrachan can instead cause intense pain and overwhelming sound to affect all creatures within the area. Targets in the area must succeed at a DC 21 Fortitude save to avoid being stunned for 1 round and deafened for 1d6 rounds.

**Protection from Sonics (Ex)** A destrachan gains a +4 racial bonus on all saves against sonic attacks. It is immune to the effects of its own destructive harmonics. A destrachan whose sense of hearing is impaired is effectively blinded, treating all targets as if they had total concealment.

Female ratfolk druid 8 (*Pathfinder RPG Bestiary* 3 231)

N Small humanoid (ratfolk)

**Init** +3; **Senses** darkvision 60 ft.; Perception +17

#### DEFENSE

**AC** 17, touch 15, flat-footed 13 (+2 armor, +3 Dex, +1 dodge, +1 size)

**hp** 71 (8d8+32)

**Fort** +9, **Ref** +6, **Will** +11; +4 vs. fey and plant-targeted effects

**Defensive Abilities** resist nature's lure

#### OFFENSE

**Speed** 20 ft.

**Melee** mwk cold iron dagger +11/+6 (1d3–1/19–20)

**Ranged** dagger +10/+5 (1d3–1/19–20)

**Special Attacks** swarming, wild shape 3/day

**Druid Spells Prepared** (CL 8th; concentration +12)

4th—*flame strike* (DC 18), *freedom of movement*, *ice storm*

3rd—*cure moderate wounds* (DC 17), *greater magic fang*, *meld into stone*, *sleet storm*

2nd—*barkskin* (2), *bull's strength*, *flaming sphere* (DC 16)

1st—*cure light wounds* (DC 15), *faerie fire*, *longstrider* (2), *produce flame*

0 (at will)—*create water*, *detect magic*, *guidance*, *resistance*

#### TACTICS

**Before Combat** Krella first observes the PCs in the wildshape form of a dire rat. If they discover her and seem prepared to take violent action, she transforms back into her ratfolk form.

**During Combat** Krella casts *sleet storm* and *flaming sphere* to hamper the PCs' movements, and boosts Darkeyes's abilities with *barkskin*, *bull's strength*, and *greater magic fang*, hoping her animal companion can do most of the melee fighting for her. If she can get more than one target in the area of effect, she casts *flame strike* or *ice storm*, preferring to rain attacks upon her foes from range rather than risk personal harm in close combat.

**Morale** Krella flees if reduced to 30 or fewer hit points, using *freedom of movement*, *longstrider*, or *meld into stone* to augment her escape.

#### STATISTICS

**Str** 8, **Dex** 16, **Con** 14, **Int** 14, **Wis** 18, **Cha** 8

**Base Atk** +6; **CMB** +4; **CMD** 18

**Feats** Dodge, Natural Spell, Toughness, Weapon Finesse

**Skills** Climb +6, Handle Animal +10 (+14 to influence rodents), Knowledge (nature) +13, Perception +17, Sense Motive +10, Stealth +15, Survival +13, Swim +6; **Racial Modifiers** +2 Craft (alchemy), +4 Handle Animal to influence rodents, +2 Perception

**Languages** Common, Druidic, Tien, Undercommon

**SQ** nature bond (animal companion), nature sense, trackless step, wild empathy +7, woodland stride

**Combat Gear** *scrolls of cure moderate wounds* (2); **Other Gear** leather armor, masterwork cold iron dagger, daggers (3), *cloak of resistance* +1, *headband of inspired wisdom* +2, spell component pouch, jade pendant worth 150 gp, key to pagoda doors

#### 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.

Dire rat animal companion (*Pathfinder RPG Bestiary* 232)

N Small animal

**Init** +4; **Senses** low-light vision, scent; Perception +8

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#### DEFENSE

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**AC** 19, touch 15, flat-footed 15 (+4 Dex, +4 natural, +1 size)

**hp** 52 (7d8+21)

**Fort** +7, **Ref** +9, **Will** +3; +4 vs. enchantment spells and effects

**Defensive Abilities** devotion, evasion

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#### OFFENSE

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**Speed** 40 ft., climb 20 ft., swim 20 ft.

**Melee** bite +10 (1d4+1 plus disease)

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#### STATISTICS

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**Str** 12, **Dex** 18, **Con** 14, **Int** 2, **Wis** 12, **Cha** 4

**Base Atk** +5; **CMB** +5; **CMD** 19 (23 vs. trip)

**Feats** Blind-Fight, Skill Focus (Perception), Toughness, Weapon Finesse

**Skills** Climb +14, Perception +8, Stealth +14, Swim +13

**SQ** link, share spells

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#### SPECIAL ABILITIES

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**Disease (Ex)** *Filth fever*: Bite—injury; *save* Fort DC 15; *onset* 1d3 days; *frequency* 1 day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves

## Krella's Cheat Sheet

### 4<sup>th</sup> level spells

**Flame Strike** (Evocation[fire], VSDF, medium, 10ft. radius, 40ft. high, SRyes) – 1d6/lvl (REF half). 50% is fire dmg, 50% is divine dmg.

**Freedom of Movement** (Abjuration, VSM, creature touched, 10min/lvl, SRyes) – Can attack and move normally, cannot be grappled.

**Ice Storm** (Evocation[cold], VSM, long, 20ft. cylinder, 40ft. high, 1rd/lvl, SRyes) – 3d6 bludgeoning and 2d6 cold in cylinder. Heavy snow and sleet cause -4 to perception and area is difficult terrain.

### 3<sup>rd</sup> level spells

**Cure Moderate Wounds** (Conjuration (healing), VS, touch, SRyes) – Heals 2d8+10 or touch vs. undead. Will for ½.

**Greater Magic Fang** (Transmutation, VSDF, close, one living creature, 1hr/lvl,SRyes) – Either +2 enhancement to one nat weapon or +1 enhancement to all nat weapons

**Meld into Stone** (Transmutation [earth], VSDF, personal, 10min/lvl) – Enter stone with 100lbs of gear that can entirely envelop you. Hear what's going on but can't see.

**Sleet Storm** (Conjuration(creation)[cold], VSMDF, long, cylinder 40ft radius 20ft high, 1rd/lvl) – Sleet blocks all sight, DC10 Acrobatics to move through it at ½ speed. Fail by 5 and fall.

### 2<sup>nd</sup> level spells

**Barkskin (2)** (Transmutation, VSDF, living creature touched, 10 min/lvl) - +4 enhance to nat armor

**Bull's Strength** (Transmutation, VSMDF, creature touched, 1min/lvl, SRyes) – +4 STR enhancement

**Flaming Sphere** (Evocation[fire], VSMDF, medium, 1rd/lvl, SRyes) – Create a burning globe of fire you can move 30ft. with a move action. If it hits someone, REF or 3d6 fire dmg.

### 1<sup>st</sup> level spells

**Cure Light Wounds** (Conjuration (healing), VS, touch, SRyes) – Heals 1d8+5 or touch vs. undead. Will for ½.

**Faerie Fire** (Evocation[fire], VSDF, long, creatures & objects in 5ft. radius, 1min/lvl, SRyes) – Outline the targets with candle light, -20 to Stealth checks. **Longstrider** (Transmutation, VSM, personal, 1hr/lvl) – +10 enhancement to base speed

**Produce Flame** (Evocation[fire], 1min/lvl, SRyes) – Either melee touch or ranged touch. Touch deals 1d6+5 fire dmg. Every time you use a touch, duration reduces by 1 minute.

**Durriya, the Undying Empress****CR 10**

LE Medium outsider (native, shapechanger)

**Init** +9; **Senses** darkvision 60 ft.; Perception +14**DEFENSE****AC** 25, touch 16, flat-footed 19 (+5 Dex, +1 dodge, +9 natural)**hp** 115 (10d10+60)**Fort** +9, **Ref** +12, **Will** +8**DR** 15/good and piercing; **SR** 25**OFFENSE****Speed** 40 ft.**Melee** +1 kukri +16/+11 (1d4+4/15–20), claw +10 (1d4+1), bite +10 (1d6+1)**Special Attacks** detect thoughts**Spells Known** (CL 7th)3rd (5/day)—*lightning bolt* (DC 16), *suggestion* (DC 16)2nd (7/day)—*acid arrow*, *invisibility*, *minor image*1st (7/day)—*charm person* (DC 14), *mage armor*, *magic missile*, *shield*, *silent image*0—*dancing lights*, *detect magic*, *ghost sound* (DC 13), *mage hand*, *mending*, *message*, *prestidigitation***TACTICS**

**Before Combat** If aware of intruders breaching her secure sanctum, Durriya casts *mage armor* and instructs the charmed Aspis Consortium agents to protect her, moving behind them to take a more defensible position. From there, if she still has time, she casts *invisibility* and *silent image*, creating a decoy of herself calmly sitting in the throne.

**During Combat** Durriya lines up as many targets as possible for a surprise *lightning bolt*. She alternates between attacks and defensive spells like *shield* and *invisibility*, and only fights in melee if approached by a foe or when her protectors are defeated.

**Morale** Durriya knows that escape from her underground sanctum is unlikely, and so she fights as long as possible before attempting to flee, only retreating through the tunnel in area **H2** if she is reduced to 20 or fewer hit points. If the way is blocked, she surrenders, hoping to use her powers of enchantment to bargain her own way out of the PCs' hands.

**STATISTICS****Str** 16, **Dex** 20, **Con** 22, **Int** 13, **Wis** 13, **Cha** 17**Base Atk** +10; **CMB** +13; **CMD** 29**Feats** Combat Expertise, Dodge, Improved Critical (kukri), Improved Initiative, Weapon Finesse**Skills** Bluff +20, Diplomacy +16, Disguise +24, Perception +14, Perform +16, Sense Motive +14, Stealth +18; **Racial Modifiers** +4 Bluff, +8 Disguise**Languages** Common, Infernal, Undercommon**SQ** change shape (any humanoid, *alter self*)**Combat Gear** *wand of scorching ray* (CL 7th, 18 charges); **Other Gear** +1 kukri**SPECIAL ABILITIES**

**Detect Thoughts (Su)** A rakshasa can detect thoughts as per the spell of the same name (CL 18th). It can suppress or resume this ability as a free action. When a rakshasa uses this ability, it always functions as if it had spent three rounds concentrating and thus gains the maximum amount of information possible. A creature can resist this effect with a DC 18 Will save. The save DC is Charisma-based.

## Durriya's Cheat Sheet (Subtier 7-8)

### 3<sup>rd</sup> level spells

**Lightning Bolt** (evocation [electricity], VSM, 120ft. line, SRyes) – 7d6 electricity, REF half.

**Suggestion** (Enchantment (compulsion) [language-dependant, mind-affecting], VM, close, one living creature, 1hr/lvl or until completed, SRyes) – WILL or target takes your suggestion. Limited to do a sentence or two. Obviously harmful acts negate the spell.

### 2<sup>nd</sup> level spells

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

**Invisibility** (illusion[glamer], VSM, creature touched, 1min/lvl, SRyes) – Become invisible until you attack

**Minor Image** (Illusion (figment), VF, concentration + 2rds, long) – silent image plus sounds (not speech)

### 1<sup>st</sup> level spells

**Charm Person** (Enchantment (charm)[mind-affecting], VS, close, one humanoid, 1hr/lvl, SRyes) – WILL or target becomes your friend. Opposed CHA check to make them do anything.

**Mage Armor** (Conjuration (creation)[force], VSF, creature touched, 1 hour/lvl) - +4 armor to AC

**Magic Missile (2)** (Evocation[force], VS, medium, SRyes) – 3 1d4+1 missiles of force

**Shield** (Abjuration [force], VS, personal, 1min/lvl) - +4 shield to AC, no magic missiles

**Silent Image** (Illusion (figment), VSF, long, visual figment (4+1/lvl) 10ft. cubes, concentration) – Visual illusion with no sound

**Aspis Consortium Emissaries****CR 5**

Human ranger 6

NE Medium humanoid (human)

**Init** +2; **Senses** Perception +7

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**DEFENSE****AC** 18, touch 12, flat-footed 16 (+5 armor, +2 Dex, +1 shield)**hp** 55 each (6d10+18)**Fort** +7, **Ref** +8, **Will** +5

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**OFFENSE****Speed** 30 ft.**Melee** mwk battleaxe +8/+3 (1d8+3/×3), mwk kukri +8 (1d4+3/18–20)**Ranged** javelin +8 (1d6+3)**Special Attacks** favored enemy (dwarves +2, humans +4)

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**TACTICS****Before Combat** If the Aspis Consortium agents have time to prepare for battle, they drink their potions of bull's strength and heroism.**During Combat** The Aspis Consortium agents have been charmed by Durriya and attempt to protect her at all costs. They favor human and dwarven targets, but attack any PC directly engaging Durriya in melee.**Morale** The emissaries flee if reduced below 10 hit points; if unable to retreat, they plead for their lives.

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**STATISTICS****Str** 16, **Dex** 14, **Con** 12, **Int** 8, **Wis** 10, **Cha** 15**Base Atk** +6; **CMB** +9; **CMD** 21**Feats** Double Slice, Endurance, Iron Will, Skill Focus (Diplomacy), Toughness, Two-Weapon Defense, Two-Weapon Fighting**Skills** Bluff +8, Climb +8, Diplomacy +11, Intimidate +11, Perception +7, Sense Motive +6, Survival +5, Swim +8**Languages** Common**SQ** favored terrain (urban +2), hunter's bond (companions), track +3, wild empathy +8**Combat Gear** *potion of bull's strength*, *potion of cure moderate wounds*, *potion of heroism*, *potion of invisibility*; **Other Gear** +1 chain shirt, masterwork battleaxe, javelins (4), masterwork kukri, *cloak of resistance* +1, 128 gp

**Durriya, the Undying Empress****CR 13**Female rakshasa sorcerer 3 (*Pathfinder RPG Bestiary* 231)

LE Medium outsider (native, shapechanger)

**Init** +10; **Senses** darkvision 60 ft.; Perception +14

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**DEFENSE****AC** 30, touch 17, flat-footed 23 (+4 armor, +6 Dex, +1 dodge, +9 natural)**hp** 172 (13 HD; 10d10+3d6+107)**Fort** +11, **Ref** +14, **Will** +10**DR** 15/good and piercing; **SR** 28

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**OFFENSE****Speed** 40 ft.**Melee** +1 *defending kukri* +19/+14/+9 (1d4+6/15–20), bite +12 (1d6+2), claw +12 (1d4+2)**Special Attacks** detect thoughts (DC 20)**Sorcerer Spells Known** (CL 10th; concentration +15)5th (4/day)—*dominate person* (DC 20)4th (6/day)—*dimension door*, *fear* (DC 19)3rd (7/day)—*haste*, *lightning bolt* (DC 18), *suggestion* (DC 18)2nd (7/day)—*acid arrow*, *flaming sphere* (DC 17), *invisibility*, *minor image* (DC 17)1st (8/day)—*charm person* (DC 16), *identify*, *mage armor*, *magic missile*, *shield*, *silent image* (DC 16)0 (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 15), *mage hand*, *mending*, *message*, *prestidigitation*, *ray of frost*, *resistance***Bloodline** arcane

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**TACTICS****Before Combat** When not alone in her chambers, Durriya makes sure she always has *mage armor* in effect. If given time to prepare for the PCs' approach, she casts *shield* and *invisibility*, then projects a *silent image* of herself sitting regally in the room's throne. If possible she casts *haste* while still invisible before attacking.**During Combat** Durriya lines up as many targets as possible for a surprise *lightning bolt*, and follows up with a barrage of damaging and mind-affecting spells to keep her opponents on their toes. She fights in melee only if approached by a foe or if her protectors are defeated.**Morale** Durriya saves one 4th-level spell slot for *dimension door* (or uses her bonded object to cast the spell), using the spell to escape into the tunnel exiting area **H2** once reduced to 30 or fewer hit points. If she is somehow prevented from escaping, she surrenders, hoping to use her powers of enchantment to bargain her own way out of the PCs' hands.

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**STATISTICS****Str** 20, **Dex** 22, **Con** 24, **Int** 13, **Wis** 11, **Cha** 21**Base Atk** +11; **CMB** +16; **CMD** 33**Feats** Combat Expertise, Dodge, Eschew Materials, Improved Critical (kukri), Improved Initiative, Toughness, Weapon Finesse, Weapon Focus (kukri)**Skills** Bluff +24, Diplomacy +21, Disguise +29, Perception +14, Perform (oratory) +18, Sense Motive +16, Stealth +16; **Racial Modifiers** Acrobatics (+4 when jumping), +4 Bluff, +8 Disguise**Languages** Common, Infernal, Undercommon**SQ** arcane bond (object [kukri]), bloodline arcana (+1 DC for metamagic spells that increase spell level), change shape (any humanoid; *alter self*), metamagic adept (1/day)**Combat Gear** *wand of scorching ray* (CL 7th, 28 charges); **Other Gear** +1 *defending kukri*



## Durriya's Cheat Sheet (Subtier 10-11)

### 5<sup>th</sup> level spells

**Dominate Person** (enchantment (compulsion)[mind-affecting], 1 rd, VS, close, one humanoid, 1day/lvl, SRyes) – WILL or target follows your commands. Things against the target's nature gives a new save at a +2.

### 4<sup>th</sup> level spells

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

**Fear** (Necromancy [fear, mind-affecting], VSM, 30ft cone, 1rd/lvl or 1rd, SRyes) – WILL?shaken  
1rd:panicked 1rd/lvl

### 3<sup>rd</sup> level spells

**Haste** (Transmutation, VSM, close, 1 creature/lvl no more than 30ft apart, 1rd/lvl, SRyes) – Extra attack on full attack, +1 attack, AC, REF, +30ft. speed (or double if less than 30ft.)

**Lightning Bolt** (evocation [electricity], VSM, 120ft. line, SRyes) – 7d6 electricity, REF half.

**Suggestion** (Enchantment (compulsion) [language-dependant, mind-affecting], VM, close, one living creature, 1hr/lvl or until completed, SRyes) – WILL or target takes your suggestion. Limited to do a sentence or two. Obviously harmful acts negate the spell.

### 2<sup>nd</sup> 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.

**Flaming Sphere** (Evocation[fire], VSMDf, 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.

**Invisibility** (illusion[glamer], VSM, creature touched, 1min/lvl, SRyes) – Become invisible until you attack

**Minor Image** (Illusion (figment), VF, concentration + 2rds, long) – silent image plus sounds (not speech)

### 1<sup>st</sup> level spells

**Charm Person** (Enchantment (charm)[mind-affecting], VS, close, one humanoid, 1hr/lvl, SRyes) – WILL or target becomes your friend. Opposed CHA check to make them do anything.

**Identify** (Divination, VSM, 60ft. cone, 3rds/lvl (D)) – Like *detect magic*, but with a +10 Spellcraft to identify items

**Mage Armor** (Conjuration (creation)[force], VSF, creature touched, 1 hour/lvl) - +4 armor to AC

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

**Shield** (Abjuration [force], VS, personal, 1min/lvl) - +4 shield to AC, no magic missiles

**Silent Image** (Illusion (figment), VSF, long, visual figment (4+1/lvl) 10ft. cubes, concentration) – Visual illusion with no sound

**Aspis Consortium Emissaries****CR 9**

Human ranger 10

NE Medium humanoid (human)

**Init** +2 (+6 underground); **Senses** Perception +9

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**DEFENSE****AC** 20, touch 12, flat-footed 18 (+7 armor, +2 Dex, +1 shield)**hp** 89 each (10d10+30)**Fort** +10, **Ref** +11, **Will** +7**Defensive Abilities** evasion

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**OFFENSE****Speed** 20 ft.**Melee** +1 battleaxe +13/+8 (1d8+4/x3), +1 kukri +12/+7 (1d4+4/18–20)**Ranged** mwk javelin +13 (1d6+3)**Special Attacks** favored enemy (dwarves +2, elves +2, humans +6)

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**TACTICS****Before Combat** If the Aspis Consortium agents have time to prepare for battle, they drink their potions of bull's strength and heroism.**During Combat** The Aspis Consortium agents favor humans, elves, and dwarves as opponents in melee.**Morale** The emissaries flee if they are reduced below 20 hit points; failing that, they surrender to the PCs and plead for their lives.

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**STATISTICS****Str** 16, **Dex** 14, **Con** 12, **Int** 8, **Wis** 10, **Cha** 16**Base Atk** +10; **CMB** +13; **CMD** 25**Feats** Double Slice, Endurance, Improved Two-Weapon Fighting, Iron Will, Skill Focus (Diplomacy), Toughness, Two-Weapon Defense, Two-Weapon Fighting, Vital Strike, Weapon Focus (battleaxe)**Skills** Bluff +13, Climb +7, Diplomacy +19, Intimidate +16, Perception +9 (+13 underground), Sense Motive +10, Survival +7 (+11 underground), Swim +7**Languages** Common**SQ** favored terrain (underground +4, urban +2), evasion, hunter's bond (companions), swift tracker, track +5, wild empathy +13, woodland stride**Combat Gear** *potion of bull's strength, potion of cure moderate wounds, potion of heroism, potion of invisibility*; **Other Gear** +1 chainmail, +1 battleaxe, +1 kukri, masterwork javelins (4), cloak of resistance +2