

# #3-03 The Ghenett Manor Gauntlet

Compiled by Carlos Robledo  
GA PFS

## HELL HOUND

CR 3

LE Medium outsider (evil, extraplanar, fire, lawful)

**Init** +5; **Senses** darkvision 60 ft., scent; Perception +7

---

### DEFENSE

**AC** 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

**hp** 30 (4d10+8)

**Fort** +6, **Ref** +5, **Will** +1

**Immune** fire

**Weaknesses** vulnerability to cold

---

### OFFENSE

**Speed** 40 ft.

**Melee** bite +5 (1d8+1 plus 1d6 fire)

**Special Attacks** breath weapon (10-ft. cone, once every 2d4 rounds, 2d6 fire damage, Reflex DC 14 for half)

---

### STATISTICS

**Str** 13, **Dex** 13, **Con** 15, **Int** 6, **Wis** 10, **Cha** 6

**Base Atk** +4; **CMB** +5; **CMD** 16 (20 vs. trip)

**Feats** Improved Initiative, Run

**Skills** Acrobatics +8, Perception +7, Stealth +13, Survival +7;

**Racial Modifiers** +5 Stealth

**Languages** Infernal (cannot speak)

## FLESH GOLEM

CR 7

N Large construct

**Init** –1; **Senses** darkvision 60 ft., low-light vision; Perception +0

---

### DEFENSE

**AC** 20, touch 8, flat-footed 20; (–1 Dex, +12 natural, –1 size)

**hp** 79 (9d10+30)

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

**DR** 5/adamantine; **Immune** construct traits, magic

---

### OFFENSE

**Speed** 30 ft.

**Melee** 2 slams +13 (2d8+5)

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

**Special Attacks** berserk

---

### STATISTICS

**Str** 20, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

**Base Atk** +9; **CMB** +15; **CMD** 24

**Languages** none

---

### SPECIAL ABILITIES

**Berserk (Ex)** When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

**Immunity to Magic (Ex)** A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals cold or fire damage slows a flesh golem (as the slow spell) for 2d6 rounds (no save).
- A magical attack that deals electricity damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A flesh golem gets no saving throw against attacks that deal electricity damage.

**SHEM AND POTHES ALBIADI**

Subtier 5-6

**CR 3**

Male human fighter 4

NE Medium humanoid (human)

**OFFENSE****Melee** PA mwk warhammer +8 (1d8+12/x3)\* or

PA mwk longsword +8 (1d8+12/19–20)\*\*

**LORENZO BOSHE****CR 3**

Male half-elf alchemist 4 (Pathfinder RPG Advanced Player's Guide 26)

NE Medium humanoid (elf, human)

**Point-Blank Shot** – +1 attack and damage to targets within 30' with ranged attacks**cure moderate wounds** – heals 2d8+4 damage**lesser restoration** – heal 1d4 ability damage, removes fatigue...**comprehend languages** – understand and read all languages**cure light wounds** – heals 1d8+4 damage**true strike** – add +20 to your next attack, must be used next round**Player Handout: Lorenzo's Formula Book****Level 2 extracts:**

Subtier 5-6

*cure moderate wounds, lesser restoration***Level 1 extracts:***comprehend languages, cure light wounds, detect secret doors, true strike***LIVILLA COSMOPOLI****CR 6**

Female human sorcerer 7

LE Medium humanoid (human)

**Empower spell** – spell's numerical effects are increased by 50%, 1 level bump**blink** – 50% miss chance against you, yours have 20% miss chance**haste** – 7 targets within 30' apart, +1 dodge AC, +1 attack, +1 Ref save, +30' move, one extra attack when full attacking**lightning bolt** – 60' line, 7d6 damage (Ref 19 for half)**ghoul touch** – melee touch attack (+2), paralyze target (Fort DC 16 negates)**glitterdust** – 10' radius burst, no SR, Will 16 or blind (free save afterwards at the end of every round), outlines invisible foes**mirror image** – gain 1d4+2 images around you**scorching ray** – ranged touch attack (+4 ray) for 4d6 fire damage on hit. Fires 2 rays**burning hands** – 15' cone of fire, 5d4 fire damage (Ref 17 for half)**color spray** – Will save 15 or be affected, effect varies by HD**mage armor** – +4 armor bonus**magic missile** – 3 missiles, 1d4+1 force damage each**ray of enfeeblement** – ranged touch (+4 ray) to deal 1d6+3 STR penalty (Fort DC 15 half)**acid splash** – ranged touch (+4) to deal 1d3 acid damage**ray of frost** – ranged touch (+4) to deal 1d3 cold damage

## SHEM AND POTHES ALBIADI

Male human fighter 6

NE Medium humanoid (human)

Subtier 8-9

CR 5

### OFFENSE

**Melee** PA mwk warhammer +11/+6 (1d8+13/x3)\* or

PA mwk longsword +11/+6 (1d8+13/19–20)\*\*

**Disruptive** - +4 to conc checks to cast defensive while adjacent

**Step Up** – take a 5' step when adjacent foe takes a 5' step

## LORENZO BOSHE

CR 6

Male half-elf alchemist 7 (Pathfinder RPG Advanced Player's Guide 26)

NE Medium humanoid (elf, human)

**Point-Blank Shot** – +1 attack and damage to targets within 30' with ranged attacks

**fly** – add fly speed

**heroism** - +2 to all attack, saves, skills, ability checks

**cat's grace** – adds +4 dex enhancement bonus

**cure moderate wounds** – heals 2d8+4 damage

**lesser restoration** – heal 1d4 ability damage, removes fatigue...

**comprehend languages** – understand and read all languages

**cure light wounds** – heals 1d8+4 damage

**true strike** – add +20 to your next attack, must be used next round

### Player Handout: Lorenzo's Formula Book

#### Level 3 extracts:

*fly, heroism*

#### Level 2 extracts:

*cat's grace, cure moderate wounds, darkvision, lesser restoration*

#### Level 1 extracts:

*comprehend languages, cure light wounds, detect secret doors, detect undead, true strike*

Subtier 8-9

## LIVILLA COSMOPOLI

Female human sorcerer 10

LE Medium humanoid (human)

CR 9

**Empower spell** – spell's numerical effects are increased by 50%, 1 level bump

**Quicken spell** – cast a spell as a swift action, 4 level bump

**cone of cold** – 30' cone, 10d6 cold damage, Ref DC 21 for half

**call lightning storm** – 1rd cast time, upon completion and every round after, call down a bolt of lightning on a target. 5d6 fire damage (5d10 outdoors at night), Ref DC 20 half

**crushing despair** – 30' cone, Will 18 negates, targets take -2 attacks, saves, skills, ability checks and weapon damage rolls.

**ice storm** – 20' radius cylinder, 3d6 cold+2d6 bludgeoning (no save) to area. Extra 10 rounds area is difficult terrain

**blink** – 50% miss chance against you, yours have 20% miss chance

**fireball** – 20' radius, 10d6 fire damage, Ref DC 19 for half

**haste** – 10 targets within 30' apart, +1 dodge AC, +1 attack, +1 Ref save, +30' move, one extra attack when full attacking

**lightning bolt** – 60' line, 10d6 damage (Ref 19 for half)

**ghoul touch** – melee touch attack (+4), paralyze target (Fort DC 16 negates)

**glitterdust** – 10' radius burst, no SR, Will 16 or blind (free save afterwards at the end of every round), outlines invisible foes

**mirror image** – gain 1d4+3 images around you

**scorching ray** – ranged touch attack (+7 ray) for 4d6 fire damage on hit. Fires 2 rays

**burning hands** – 15' cone of fire, 5d4 fire damage (Ref 17 for half)

**color spray** – Will save 15 or be affected, effect varies by HD

**mage armor** - +4 armor bonus

**magic missile** – 5 missiles, 1d4+1 force damage each

**ray of enfeeblement** – ranged touch (+7 ray) to deal 1d6+5 STR penalty (Fort DC 15 half)

**acid splash** – ranged touch (+7) to deal 1d3 acid damage

**ray of frost** – ranged touch (+7) to deal 1d3 cold damage