

# EMERALD SPIRE LEVEL 8

## THE CIRCLE OF VISSK-THAR

These stat blocks and other notes were compiled by James McTeague. If you notice any errors, please contact me at [jammar21@gmail.com](mailto:jammar21@gmail.com).

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**EMPEROR COBRA****CR 5**

N Large animal

**Init** +6; **Senses** low-light vision, scent; Perception +13**DEFENSE****AC** 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, –1 size)**hp** 51 (6d8+24)**Fort** +9, **Ref** +7, **Will** +5**OFFENSE****Speed** 30 ft., climb 30 ft., swim 30 ft.**Melee** bite +10 (2d6+9 plus poison)**Space** 10 ft.; **Reach** 10 ft.**STATISTICS****Str** 22, **Dex** 15, **Con** 18, **Int** 1, **Wis** 17, **Cha** 2**Base Atk** +4; **CMB** +11; **CMD** 23 (can't be tripped)**Feats** Improved Initiative, Skill Focus (Stealth), Weapon Focus (bite)**Skills** Acrobatics +10, Climb +14, Perception +13, Stealth +11, Swim +14; **Racial Modifiers** Acrobatics+8, +4 Perception, +4 Stealth**SPECIAL ABILITIES****Poison (Ex)** Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d3 Con; *cure* 2 consecutive saves.

**SERPENTFOLK****CR 4**

NE Medium monstrous humanoid

**Init** +9; **Senses** darkvision 60 ft., scent; Perception +10**DEFENSE****AC** 18, touch 15, flat-footed 13 (+5 Dex, +3 natural)**hp** 42 (5d10+15)**Fort** +6, **Ref** +9, **Will** +6**Immune** mind-affecting effects, paralysis, poison; **SR** 15**OFFENSE****Speed** 30 ft.**Melee** mwk dagger +11 (1d4–1/19–20), bite +5 (1d6–1 plus poison)**Spell-Like Abilities** (CL 4th; concentration +7)At will—*disguise self* (humanoid form only, DC 14), *ventriloquism*1/day—*blur*, *mirror image*, *suggestion* (DC 16)**STATISTICS****Str** 8, **Dex** 21, **Con** 17, **Int** 18, **Wis** 15, **Cha** 16**Base Atk** +5; **CMB** +4; **CMD** 19**Feats** Great Fortitude, Improved Initiative, Weapon Finesse**Skills** Acrobatics +10, Disguise +8, Escape Artist +18, Knowledge (arcana) +9, Perception +10, Sense Motive +7, Spellcraft +9, Use Magic Device +12; **Racial Modifiers** +4 Use Magic Device, +8 Escape Artist**Languages** Aklo, Common, Draconic, Undercommon; telepathy 100 ft.**SPECIAL ABILITIES****Poison (Ex)** Bite—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 saves.

The save DC is Constitution-based.

**DEGENERATE SERPENTFOLK****CR 4**CE Medium monstrous humanoid (*Pathfinder RPG Bestiary 2* 242)**Init** +5; **Senses** darkvision 60 ft., scent; Perception +13**DEFENSE****AC** 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)**hp** 47 each (5d10+20)**Fort** +7, **Ref** +5, **Will** +5**Immune** mind-affecting effects, paralysis, poison; **SR** 15**OFFENSE****Speed** 30 ft.**Melee** mwk heavy mace +11 (1d8+5), bite +6 (1d6+2 plus poison)**STATISTICS****Str** 20, **Dex** 13, **Con** 19, **Int** 4, **Wis** 13, **Cha** 6**Base Atk** +5; **CMB** +10; **CMD** 21**Feats** Great Fortitude, Improved Initiative, Weapon Focus (bite)**Skills** Escape Artist +9, Perception +13**Languages** Aklo, Common, Draconic, Undercommon; telepathy 100 ft.**Gear** mwk heavy mace**SPECIAL ABILITIES****Poison (Ex)** Bite—injury; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 saves.**SNAKE SWARM****CR 2**

N Tiny animal (swarm)

**Init** +6; **Senses** low-light vision, scent; Perception +9**DEFENSE****AC** 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)**hp** 16 (3d8+3)**Fort** +4, **Ref** +7, **Will** +2**Defensive Abilities** swarm traits**OFFENSE****Speed** 20 ft., climb 20 ft., swim 20 ft.**Melee** swarm (1d6 plus distraction)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** distraction (DC 12)**STATISTICS****Str** 9, **Dex** 15, **Con** 12, **Int** 1, **Wis** 12, **Cha** 2**Base Atk** +2; **CMB** +2; **CMD** 11 (can't be tripped)**Feats** Improved Initiative, Lightning Reflexes**Skills** Climb +14, Perception +9, Stealth +18, Swim +7; **Racial Modifiers** +4 Perception, +4 Stealth, uses Dex to modify Climb and Swim

**ADVANCED ANIMATED OBJECT****CR 4**

N Medium construct

**Init** +0; **Senses** darkvision 60 ft., low-light vision; **Perception** –3

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**DEFENSE****AC** 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)**hp** 36\* (3d10+20)**Fort** +3, **Ref** +3, **Will** –2**Defensive Abilities** hardness 8; **Immune** construct traits

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**OFFENSE****Speed** 30 ft.**Melee** slam +7 (1d6+6 plus grab)

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**STATISTICS****Str** 18, **Dex** 14, **Con** —, **Int** —, **Wis** 5, **Cha** 5**Base Atk** +3; **CMB** +7; **CMD** 19**SQ** construction points

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**SPECIAL ABILITIES****Grab (Ex, 1 CP)** Gains grab special attack with slam attacks.**Stone (Ex, 1 CP)** The object is made of stone or crystal. Its hardness increases to 8 and it gains a +1 increase to its natural armor bonus.

\*(The pdf increases the hit points, but constructs don't gain hit points from their stats – only their hit points and bonus hp from their size, so the advanced template doesn't actually increase hit points.)

**ZISZKAA****CR 7**

Male serpentfolk cleric of Ydersius 5

NE Medium monstrous humanoid

**Init** +10; **Senses** darkvision 60 ft., scent; Perception +17**DEFENSE****AC** 19, touch 16, flat-footed 13 (+6 Dex, +3 natural)**hp** 104 (10 HD; 5d10+5d8+55)**Fort** +12, **Ref** +11, **Will** +13**Immune** mind-affecting effects, paralysis, poison; **SR** 20**OFFENSE****Speed** 30 ft.**Melee** bite +14 (1d6 plus poison)**Special Attacks** channel negative energy 5/day (DC 14, 3d6), venomous stare (DC 17)**Spell-Like Abilities** (CL 4; concentration +6)At will—*disguise self* (humanoid form only, DC 13), *ventriloquism*1/day—*blur*, *dominate person* (DC 17), *major image*, *mirror image*, *suggestion* (DC 15)**Domain Spell-Like Abilities** (CL 5th; concentration +10)

8/day—battle rage (+2)

**Cleric Spells Prepared** (CL 5th; concentration +10)3rd—*magic vestment*<sup>D</sup>, *protection from energy*, *summon monster III*2nd—*cure moderate wounds*, *silence* (DC 17), *sound burst* (DC 17), *spiritual weapon*<sup>D</sup>1st—*bane* (DC 16), *cause fear* (DC 16), *cure light wounds*, *divine favor*, *magic fang*<sup>D</sup>, *sanctuary* (DC 16)0 (at will)—*bleed* (DC 15), *detect magic*, *guidance*, *virtue***D** domain spell; **Domains** Scalykind<sup>ISWG</sup>, War**TACTICS****During Combat** Ziszkaa uses *dominate person* to make a PC his bodyguard as he slips out of his manacles (Escape Artist DC 30).**Morale** If he drops below 25 hit points, Ziszkaa plays dead. If his ruse fails, he surrenders.**STATISTICS****Str** 11, **Dex** 22, **Con** 20, **Int** 18, **Wis** 20, **Cha** 14**Base Atk** +8; **CMB** +8; **CMD** 24**Feats** Combat Casting, Great Fortitude, Improved Initiative, Selective Channeling, Weapon Finesse**Skills** Acrobatics +16, Disguise +12, Escape Artist +24, Knowledge (arcana) +17, Perception +17, Sense

Motive +14, Spellcraft +17, Use Magic Device +11

**Languages** Aklo, Common, Draconic, Undercommon; telepathy 100 ft.**SQ** serpent companion (dead)**SPECIAL ABILITIES****Poison (Ex)** Bite—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d2 STR; *cure* 2 saves.

## Ziszkaa's Cheat Sheet

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

**Magic Vestment** (transmutation, VSDF, armor or shield touched, 1hr/lvl, SRYes (h)) - +1 enhancement bonus to armor or shield

**Protection from Energy** (abjuration, VSDF, creature touched, SRYes) – Absorb 50 points of energy damage

**Summon Monster III** (conjunction (summoning), 1 round, VSDF, close, 1rd/lvl (D)) – Summon 1 summon 3 creatures or 1d3 summon 2 creatures or 1d4+1 summon 1 creatures

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

**Cure Moderate Wounds** (conjunction (healing), VS) – creature touched heals 2d8+5

**Silence** (illusion [glamer], 1 round, VS, long, 20ft radius on an object, 1rd/lvl, SRYes) – Silence in the area. Unwilling targets get WILL to resist.

**Sound Burst** (evocation, VSDF, close, 10ft radius, SRYes) – 1d8 sonic, FORT or stunned for 1 rd

**Spiritual Weapon** (evocation, VSDF, medium, 1rd/lvl, SRYes) Weapon of force +(WIS+lvl) (1d8+1/3lvls force) Move to redirect the weapon. Touch AC is 12.

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

**Bane** (enchantment(compulsion)[fear, mind-affecting], VSDF, 50ft burst centered on you, 1min/lvl) – WILL or -1 to att, -1 to saves vs. fear.

**Cause Fear** (necromancy [emotion, fear, mind-affecting], VS, close, one living creature with <6HD, SRYes) – WILL?shaken for 1rd:frightened for 1d4rds.

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

**Divine Favor** (evocation, VSDF, personal, 1 minute) - +1/3lvls (max +3) luck to hit & weapon damage

**Magic Fang** (transmutation, VSDF, living creature touched, 1min/lvl, SRYes) – Natural weapon or unarmed strike gets a +1 enhancement bonus.

**Sanctuary** (abjuration, VSDF, 1rd/lvl) – If you attack me, WILL or lose the action and you can't attack me anymore. Attacking breaks the spell.

### Spell-Like Abilities

**Battle Rage** – Touch a creature to give it a +2 to damage rolls for 1rd.

**Blur** (illusion[glamer], V, creature touched, 1min/lvl, SRYes) – 20% miss chance

**Disguise Self** (illusion (figment), VS, personal, 10min/lvl) – Disguise yourself with a +10 bonus.

**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.

**Major Image** (illusion (figment), VSF, long, visual figment (4+1/lvl) 10ft. cubes, concentration+3rds) – Visual illusion with sound, smell and thermal

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

**Suggestion** (enchantment(compulsion)[mind-affecting, language-dependent], VM, close, one living creature, 1hr/lvl or until completed, SRYes) – Sentence or two suggestion for target to do something. Obviously harmful acts fail. WILL negates.

**Ventriloquism** (illusion (figment), VF, close, 1min/lvl) – Throw your voice, WILL realizes where the voice is illusory)

**Venomous Stare** – Standard action gaze w/in 30ft. Target WILL or 1d6+1/2lvls nonlethal and fascinated for 1 rd.

**DIRE RAT****CR 1/3**

N Small animal

**Init** +3; **Senses** low-light vision, scent; **Perception** +4**DEFENSE****AC** 14, touch 14, flat-footed 11 (+3 Dex, +1 size)**hp** 5 (1d8+1)**Fort** +3, **Ref** +5, **Will** +1**OFFENSE****Speed** 40 ft., climb 20 ft., swim 20 ft.**Melee** bite +1 (1d4 plus disease)**Special Attacks** disease**STATISTICS****Str** 10, **Dex** 17, **Con** 13, **Int** 2, **Wis** 13, **Cha** 4**Base Atk** +0; **CMB** –1; **CMD** 12 (16 vs. trip)**Feats** Skill Focus (Perception)**Skills** Climb +11, **Perception** +4, **Stealth** +11, **Swim** +11; **Racial Modifiers** uses Dex to modify Climb and Swim**SPECIAL ABILITIES****Disease (Ex)** *Filth fever*: Bite—injury; *save* Fort DC 11; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.**SUMMONED FIENDISH CONSTRICTOR SNAKE**

N Medium animal

**Init** +3; **Senses** darkvision 60ft., scent; **Perception** +12**DEFENSE****AC** 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)**hp** 19 (3d8+6)**Fort** +4, **Ref** +6, **Will** +2**Resist** cold 5, fire 5; **SR** 7**OFFENSE****Speed** 20 ft., climb 20 ft., swim 20 ft.**Melee** bite +5 (1d4+4 plus grab)**Special Attacks** constrict (1d4+4), smite good (+0 to hit, +3 damage, 1/day)**STATISTICS****Str** 17, **Dex** 17, **Con** 12, **Int** 1, **Wis** 12, **Cha** 2**Base Atk** +2; **CMB** +5 (+9 grapple); **CMD** 18 (can't be tripped)**Feats** Skill Focus (Perception), Toughness**Skills** Acrobatics +15, **Climb** +11, **Perception** +12, **Stealth** +11, **Swim** +11; **Racial Modifiers** +4 Perception, +4 Stealth, +8 Acrobatics



**UZAR-KUS****CR 8**

Male serpentfolk sorcerer 6

CE Medium monstrous humanoid

**Init** +11; **Senses** darkvision 60 ft., scent; Perception +16**DEFENSE****AC** 24, touch 17, flat-footed 17 (+4 armor, +7 Dex, +3 natural)**hp** 109 (11 HD; 5d10+6d6+61)**Fort** +9, **Ref** +13, **Will** +11**Immune** harmful vapors and gases, mind-affecting effects, paralysis, poison; **SR** 20**OFFENSE****Speed** 30 ft.**Melee** +2 *dagger* +17/+12 (1d4+2/19–20), 2 bites +10 (1d6 plus poison) or  
2 bites +15 (1d6 plus poison)**Special Attacks** long limbs (+5 ft.), two-headed**Spell-Like Abilities** (CL 4th; concentration +10, +14 defensively)At will—*disguise self* (humanoid form only, DC 17), *ventriloquism*1/day—*blur*, *dominate person* (DC 21), *major image*, *mirror image*, *suggestion* (DC 19)**Bloodline Spell-Like Abilities** (CL 6th; concentration +12, +16 defensively)

9/day—acidic ray (1d6+3 acid)

**Sorcerer Spells Known** (CL 6th; concentration +12, +16 defensively)3rd (4/day)—*fireball* (DC 19)2nd (7/day)—*invisibility*, *see invisibility*, *summon monster II*1st (8/day)—*charm person* (DC 17), *enlarge person*, *mage armor*, *magic missile*, *ray of enfeeblement* (DC 17)0 (at will)—*acid splash*, *detect magic*, *ghost sound* (DC 16), *light*, *mage hand*, *resistance*, *touch of fatigue* (DC 16)**Bloodline** aberrant**TACTICS****Before Combat** Uzar-Kus casts *mage armor* on himself. (This also includes the *bless* spell from the *unhallow*.)**During Combat** Uzar-Kus casts *mirror image* and *dominate person*, then casts *fireball* as many times as he can before he's forced into melee. Once in melee, he continues casting spells while biting with his second head.**Morale** Uzar-Kus fights to the death to protect the temple.**STATISTICS****Str** 11, **Dex** 24, **Con** 18, **Int** 16, **Wis** 14, **Cha** 22**Base Atk** +8; **CMB** +8; **CMD** 25**Feats** Combat Casting, Eschew Materials, Great Fortitude, Improved Initiative, Still Spell, Toughness, Weapon Finesse**Skills** Acrobatics +17, Disguise +11, Escape Artist +20, Knowledge (arcana) +17, Perception +16, Sense Motive +7, Spellcraft +17, Use Magic Device +20**Languages** Aklo, Common, Draconic, Undercommon; telepathy 100 ft.**SQ** bloodline arcana (+50% duration on polymorphs)**Gear** +2 *dagger*, *necklace of adaptation*, jade holy symbol of Ydersius, key to area **H11**, 25 pp, topazes (5, worth 50 gp each)**SPECIAL ABILITIES**

**Poison (Ex)** Bite—injury; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 saves.

**Two-Headed (Ex)** Uzar-Kus hatched with two heads. On any round in which he casts a spell or uses a spell-like ability, he can make one bite attack as part of the action to cast the spell. If he casts a spell using Still Spell, he can make his dagger attack and one bite attack, but doing so is a full-round action, regardless of the time it would normally take to cast the spell. Uzar-Kus is immune to any effect focused on the head that would incapacitate him, such as blindness/ deafness, unless that effect targets both heads.

### **Uzar-Kus' Cheat Sheet**

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

**Fireball** (evocation [fire], VSM, long, 20ft. radius, SRyes) – 6d6 fire, REF half.

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

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

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

**Summon Monster II** (conjunction (summoning), 1 round, VSFDF, close, 1rd/lvl (D)) – Summon 1 summon 2 creatures or 1d3 summon 1 creatures

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

**Charm Person** (enchantment(charm)[mind-affecting], VS, close, humanoid creature, 1hr/lvl, SRyes) – WILL or treat you as friendly. +5 bonus to saving throw if allies are threatening him

**Enlarge Person** (transmutation, VSM, close, one humanoid creature, 1 min/lvl, SRyes) - +2STR, -2 DEX, -1 attack, AC. Damage dice go up one step.

**Magical Armor** (conjunction(creation)[force], creature touched, 1hr/lvl) - +4 armor bonus

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

**Ray of Enfeeblement** (necromancy, VS, close, ray, 1rd/lvl, SRyes) – Target takes 1d6+3lvl STR penalty

#### Spell-Like Abilities

**Acidic Ray** – ranged touch attack for 1d6+3 acid damage

**Blur** (illusion[glamer], V, creature touched, 1min/lvl, SRyes) – 20% miss chance

**Disguise Self** (illusion (figment), VS, personal, 10min/lvl) – Disguise yourself with a +10 bonus.

**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.

**Major Image** (illusion (figment), VSF, long, visual figment (4+1/lvl) 10ft. cubes, concentration+3rds) – Visual illusion with sound, smell and thermal

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

**Suggestion** (enchantment(compulsion)[mind-affecting, language-dependent], VM, close, one living creature, 1hr/lvl or until completed, SRyes) – Sentence or two suggestion for target to do something. Obviously harmful acts fail. WILL negates.

**Ventriloquism** (illusion (figment), VF, close, 1min/lvl) – Throw your voice, WILL realizes where the voice is illusory)

### SUMMONED SMALL EARTH ELEMENTAL

N Small outsider (earth, elemental, extraplanar)

**Init** –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +4

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#### DEFENSE

**AC** 17, touch 10, flat-footed 17 (–1 Dex, +7 natural, +1 size)

**hp** 13 (2d10+2)

**Fort** +4, **Ref** –1, **Will** +3

**Immune** elemental traits

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#### OFFENSE

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

**Melee** slam +6 (1d6+4)

**w/ Power Attack** slam +5 (1d6+7)

**Special Attacks** earth mastery

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#### STATISTICS

**Str** 16, **Dex** 8, **Con** 13, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +2; **CMB** +4; **CMD** 13

**Feats** Improved Bull Rush<sup>B</sup>, Power Attack

**Skills** Appraise +1, Climb +7, Knowledge (dungeoneering) +1, Knowledge (planes) +1, Perception +4, Stealth +7

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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.)

### NECKLACE OF ADAPTATION

**Aura** moderate transmutation; **CL** 7th

**Slot** neck; **Price** 9,000 gp; **Weight** 1 lb.

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#### DESCRIPTION

This necklace is a heavy chain with a platinum medallion. The magic of the necklace wraps the wearer in a shell of fresh air, making him immune to all harmful vapors and gases (such as *cloudkill* and *stinking cloud* effects, as well as inhaled poisons) and allowing him to breathe, even underwater or in a vacuum.

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#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *alter self*; **Cost** 4,500 gp

**FIENDISH EMPEROR COBRA****CR 6**

N Large animal

**Init** +6; **Senses** darkvision 60ft., low-light vision, scent; Perception +13**DEFENSE****AC** 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, −1 size)**hp** 51 (6d8+24)**Fort** +9, **Ref** +7, **Will** +5**DR** 5/good; **Resist** cold 10, fire 10; **SR** 11**OFFENSE****Speed** 30 ft., climb 30 ft., swim 30 ft.**Melee** bite +10 (2d6+9 plus poison)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** (+0 to hit, +6 damage, 1.day)**STATISTICS****Str** 22, **Dex** 15, **Con** 18, **Int** 1, **Wis** 17, **Cha** 2**Base Atk** +4; **CMB** +11; **CMD** 23 (can't be tripped)**Feats** Improved Initiative, Skill Focus (Stealth), Weapon Focus (bite)**Skills** Acrobatics +10, Climb +14, Perception +13, Stealth +11, Swim +14; **Racial Modifiers** Acrobatics+8, +4 Perception, +4 Stealth**SPECIAL ABILITIES****Poison (Ex)** Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d3 Con; *cure* 2 consecutive saves.