

#54 Eyes of the Ten, Part II: The Maze of the Open Road

Compiled by Jack Brown
MSP PFS

Condria CR 12

Female medusa sorcerer 8

LE Medium monstrous humanoid

Init +8; Senses all-around vision, darkvision 60 ft.; Perception +13

Defense

AC 22, touch 15, flat-footed 17 (+4 armor, +4 Dex, +1 dodge, +3 natural)

hp 192 (16 HD; 8d10+8d6+120)

Fort +10, Ref +12, Will +12

Offense

Speed 30 ft.

Melee snake bite +16/+11/+6 (1d4+1 plus poison) or dagger +16/+11/+6 (1d4+1/19–20)

Ranged **+1 shocking burst longbow** +18/+13/+8 (1d8+2/x3 plus 1d6

DA Ranged **+1 shocking burst longbow** +14/+10/+4 (1d8+10/x3 plus 1d6 electricity plus 1d10 electricity on successful critical hit)

Special Attacks petrifying gaze

Bloodline Spell-Like Abilities (CL 8th; concentration +13)

At will: **woodland stride**

5/day: **Laughing touch**

Sorcerer Spells Known (CL 8th; concentration +13)

4th (4/day)—**dimension door**

3rd (6/day)—**deep slumber, fly, slow**

2nd (7/day)—**glitterdust, hideous laughter, invisibility, scorching ray**

1st (8/day)—**charm person, entangle, mage armor, magic missile, shield, true strike**

0—**bleed, daze, detect magic, flare, mage hand, prestidigitation, ray of frost, read magic**

Bloodline Fey

Before Combat Condria hears the PCs approach and lays down her weapons, turning her head and averting her gaze from them as a clear sign of nonviolence.

During Combat Condria is resigned to the PCs' superiority in combat and offers no resistance should they attack her.

Morale The medusa allows the PCs to kill her, knowing she will simply be resurrected moments later.

Statistics

Str 12, Dex 18, Con 22, Int 12, Wis 11, Cha 20

Base Atk +12; CMB +13; CMD 29

Feats Combat Casting, Deadly Aim, Dodge, Eschew Materials, Improved Initiative, Mobility, Point-Blank Shot, Precise Shot, Shot on the Run, Spell Penetration, Toughness, Weapon Finesse, Weapon Focus longbow)

Skills Bluff +16, Diplomacy +13, Disguise +11, Fly +15, Intimidate +16, Knowledge (nature) +7, Perception +13, Spellcraft +10, Stealth +15

Languages Common

SQ add all special qualities here, listed alphabetically

Combat Gear **bracers of armor +4, +1 shocking burst longbow**

Special Abilities

All-Around Vision (Ex) A medusa's snake-hair allows her to see in all directions.

Medusas gain a +4 racial bonus on Perception checks and cannot be flanked.

Petrifying Gaze (Su) Turn to stone permanently, 30 feet, Fortitude DC 19 negates. The save DC is Charisma-based.

Poison (Ex) Bite—injury; **save** Fort DC 20; **frequency** 1/round for 6 rounds; **effect** 1d3 Str; **cure** 2 consecutive saves. The save DC is Constitution-based.

Rysus Soth CR 11

Male human rogue 5/assassin 7

LE Medium humanoid (human)

Init +9; **Senses** Perception +15

Defense

AC 24, touch 17, flat-footed 18; (+6 armor, +1 deflection, +5 Dex, +1 dodge, +1 natural) (+1 dodge vs. traps)

hp 110 (12d8+53)

Fort +7, **Ref** +14, **Will** +4; +1 Reflex vs traps; +3 Fortitude vs poison

Defensive Abilities improved evasion, improved uncanny dodge, trap sense +1

Offense

Speed 30 ft.

Melee +1 human bane dagger +15/+10 (1d4+2/19-20)

Ranged masterwork shortbow +14/+9 (1d6/x3)

Special Attacks death attack (DC 18), sneak attack +7d6

Tactics

Before Combat Soth uses any interaction with the PCs before beginning combat to determine which Pathfinder seems to be most suspicious or in charge. He prefers to study humans, as he knows himself to be most effective in killing them, but prepares his death attack against whoever seems to be the greatest threat against his ruse.

During Combat If Soth has prepared his death attack and can execute it against a flat-footed foe, he does so, risking retaliation before he can cast **greater teleport** the following round.

Morale If unable to execute his death attack in the first round, Soth uses his **ring of the binding word**'s daily **greater teleport** ability to flee to his master's chamber in area C6 in the first round of combat.

Statistics

Str 12, **Dex** 20, **Con** 16, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +8; **CMB** +9; **CMD** +26

Feats Combat Expertise, Dodge, Improved Feint, Improved Initiative, Point Blank Shot, Quick Draw, Toughness, Weapon Finesse, Weapon Focus (dagger)

Skills Acrobatics +19, Bluff +14, Climb +11, Diplomacy +14, Disguise +24, Perception +15, Sleight of Hand +20, Stealth +19

Languages Common

SQ hidden weapons, poison use, quiet death, rogue talents (combat trick, finesse rogue), trapfinding, true death

Combat Gear potion of cure serious wounds (2); **Other Gear** +2 chain shirt, +1 human bane dagger, masterwork short sword, masterwork shortbow with 20 arrows, amulet of natural armor +1, belt of incredible dexterity +2, cloak of resistance +1, hat of disguise, ring of protection +1, ring of the binding word

Cocytan Warhound (2) CR 9

LE Large outsider (evil, extraplanar, cold, lawful)

Init +6; **Senses** darkvision 60 ft., scent; Perception +12

DEFENSE

AC 24, **touch** 11, **flat-footed** 22 (+6 armor, +2 Dex, +7 natural, -1 size)

hp 126 (12d10+60)

Fort +13, **Ref** +10, **Will** +5;

Immune cold;

Weaknesses vulnerability to fire

OFFENSE

Speed 40 ft.

Melee bite +20 (2d6+12/19-20 plus 2d6 cold)

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

Special Attacks breath weapon (30-ft. cone, once every 1d4 rounds, 10d6 cold damage, Reflex DC 21 half)

TACTICS

Before Combat Incredibly disciplined, the Cocytan warhounds sit statue-still on either side of Xerazrix, watching the doors to the room. They delay until their master's command (on his initiative) or until a PC threatens them.

During Combat The warhounds take flanking positions on both sides of the party, beginning combat with their breathweapons. In subsequent rounds, they focus their attacks on whoever they perceive to be the greatest threat to their master, using their breath weapon as often as possible to hit as many targets as they can. They follow Xerazrix's every command, and adjust their tactics should he instruct them to do so.

Morale Cocytan warhounds fight to the death

STATISTICS

Str 27, **Dex** 15, **Con** 21, **Int** 4, **Wis** 12, **Cha** 6;

Base Atk 12; **CMB** 21; **CMD** 33 (37 vs. trip)

Feats Alertness, Improved Critical (bite), Improved Initiative, Skill Focus (Stealth, Survival), Weapon Focus (bite)

Skills Acrobatics +16, Perception +12, Stealth +21, Survival +18; **Racial Modifiers** +5 Stealth

Languages Infernal

Xerazrix**CR 13**

LE Large outsider (devil, evil, extraplanar, lawful)

Init +9; **Senses** darkvision 60 ft., see in darkness; Perception +27

Aura fear (10 ft., DC 22)

DEFENSE

AC 32, **touch** 14, **flat-footed** 27 (+5 Dex, +18 natural, -1 size)

hp 161 (14d10+84) regeneration 5 (good weapons, good spells)

Fort +15, **Ref** +14, **Will** +12;

DR 10/good; **Immune** fire, cold, poison; **Resist** acid 10; **SR** 24;

OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee +1 frost spear +21/+16/+11 (2d6+10/x3 plus 1d6 cold plus slow), bite +14 (2d6+6), tail +14 (3d6+3 plus slow)

Power Attack: +1 Frost Spear +17/+12/+7 (2d6+22 plus 1d6 cold plus slow), bite +9 (2d6+18), tail +9 (3d6+15 plus slow)

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

Spell-Like Abilities (CL 13th) Constant-fly

At will- cone of cold (DC 20), ice storm, greater teleport (self plus 50 lbs. of objects only), persistent image (DC 20), wall of ice (DC 19)

1/day-summon (level 4, 2 bone devils, 50%)

TACTICS

Before Combat Xerazrix waits patiently for PCs to engage him, sitting regally on Keel's frozen bed. If Soth is present and begs for mercy, he looks disdainfully upon the mortal, but generally ignores him. When the PCs enter the room, the gelugon readies his *cone of cold* spell-like ability to attack the party when they attack.

During Combat Though Xerazrix cares little for Soth's fate, he will take no action that harms his ally. As long as he may do so and affect only the PCs (or the warhounds, which are immune to cold damage), he uses his cone of cold and ice storm spelllike abilities as often as possible. If forced into melee combat, he resorts to physical attacks, relying on his fear aura to keep low-willed melee combatants away, but he risks attacks of opportunity to face ranged fighters or spellcasters who bypass his DR, energy resistance, or regeneration defenses.

Morale Xerazrix has ambitious plans for Golarion and is a clever tactician. He knows when a battle is lost, and flees using his greater teleport spell-like ability if reduced to 40 or fewer hit points. When fleeing, he abandons his warhounds and Soth, leaving them to fend for themselves.

STATISTICS

Str 23, **Dex** 21, **Con** 22, **Int** 25, **Wis** 22, **Cha** 20;

Base Atk 14; **CMB** 21; **CMD** 36

Feats Alertness, Cleave, Combat Reflexes, Improved Initiative, Iron Will, Power Attack, Weapon Focus (spear)

Skills Acrobatics +22, Bluff +22, Diplomacy +22, Fly +13, Intimidate +19, Knowledge (planes) +24, Knowledge (any three others) +21, Perception +27, Sense Motive +27, Spellcraft +21, Stealth +18, Survival +23

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Slow (Su) A hit from an ice devil's tail or spear induces numbing cold. The opponent must succeed on a DC 23 Fortitude save or be affected as though by a slow spell for 1d6 rounds. This effect comes from the devil in the case of its weapon; it is not a quality possessed by the spear itself. The save DC is Constitution-based.

Cone of Cold

School evocation [cold]; **Level** sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, M (a small crystal or glass cone)

Range 60 ft.

Area cone-shaped burst

Duration instantaneous

Saving Throw [Reflex](#) half; [Spell Resistance](#) yes

Cone of cold creates an area of extreme cold, originating at your hand and extending outward in a cone. It drains heat, dealing 1d6 points of cold damage per caster level (maximum 15d6).

Ice Storm

School evocation [cold]; Level druid 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M/DF (dust and water)

Range long (400 ft. + 40 ft./level)

Area cylinder (20-ft. radius, 40 ft. high)

Duration 1 round/level (D)

Saving Throw none; Spell Resistance yes

Great magical hailstones pound down upon casting this spell, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, heavy snow and sleet rains down in the area. Creatures inside this area take a –4 penalty on Perception skill checks and the entire area is treated as difficult terrain. At the end of the duration, the snow and hail disappear, leaving no aftereffects (other than the damage dealt).

Persistent Image

School illusion (figment); **Level** bard 5, sorcerer/wizard 5 **Components** V, S, F (a bit of fleece)

Range long (400 ft. + 40 ft./level)

Effect visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)

Duration 1 min./level (D)

Saving Throw [Will](#) disbelief (if interacted with); [Spell Resistance](#) no

This spell creates the visual, auditory, olfactory, and thermal components illusion of an object, creature, or force, as visualized by you, and the figment follows a script determined by you. The figment follows that script without your having to concentrate on it. The illusion can include intelligible speech if you wish.

Wall of Ice

School evocation [cold]; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (a piece of quartz or rock crystal)

Range medium (100 ft. + 10 ft./level)

Effect anchored plane of ice, up to one 10-ft. square/level, or hemisphere of ice with a radius of up to 3 ft. + 1 ft./level

Duration 1 min./level

Saving Throw [Reflex](#) negates; see text; [Spell Resistance](#) yes

This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A *wall of ice* cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Any creature adjacent to the wall when it is created may attempt a [Reflex](#) save to disrupt the wall as it is being formed. A successful save indicates that the spell automatically fails. Fire can melt a *wall of ice*, and it deals full damage to the wall (instead of the normal half damage taken by objects). Suddenly melting a *wall of ice* creates a great cloud of steamy fog that lasts for 10 minutes.

Ice Plane: A sheet of strong, hard ice appears. The wall is 1 inch thick per caster level. It covers up to a 10-foot-square area per caster level (so a 10th-level wizard can create a *wall of ice* 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, or any other combination of length and height that does not exceed 1,000 square feet). The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

Each 10-foot square of wall has 3 hit points per inch of thickness. Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + caster level.

Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the wall) takes 1d6 points of cold damage + 1 point per caster level (no save).

Hemisphere: The wall takes the form of a hemisphere whose maximum radius is 3 feet + 1 foot per caster level. The *hemisphere* is as hard to break through as the *ice plane* form, but it does not deal damage to those who go through a breach.

Summoned Bone Devil

LE Large outsider (devil, evil, extraplanar, lawful)

Init +9; **Senses** darkvision 60 ft., see in darkness; Perception +19

Aura fear aura (5 ft., DC 19, 1d6 rounds)

DEFENSE

AC 25, **touch** 14, **flat-footed** 20 (+5 Dex, +11 natural, -1 size)

hp 105 (10d10+50)

Fort +12, **Ref** +12, **Will** +7;

DR 10/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 20;

OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee bite +14 melee (1d8+5), 2 claws +14 melee (1d6+5), sting +14 melee (3d4+5 plus poison)

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

Spell-Like Abilities (CL 12th) Constant-fly

At will-dimensional anchor, ~~greater teleport (self plus 50 lbs. of objects only)~~,

invisibility (self only), major image (DC 17), wall of ice

3/day-quicken invisibility (self only)

~~1/day-summon (level 4, 1 bone devil, 35%)~~

STATISTICS

Str 21, **Dex** 21, **Con** 20, **Int** 16, **Wis** 15, **Cha** 18;

Base Atk 10; **CMB** 16; **CMD** 31

Feats Alertness, Combat Reflexes, Improved Initiative, Iron Will, Quicken Spell-Like Ability (invisibility)

Skills Bluff +17, Diplomacy +17, Fly +21, Intimidate +17, Knowledge (planes) +16, Perception +19, Sense Motive +19, Spellcraft +16, Stealth +14

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Poison (Ex) Sting-injury; save Fort DC 20; frequency 1/ round for 6 rounds; effect 1d3 Str damage; cure 2 consecutive saves. The save DC is Constitution-based.

Angazhan Cultists

Male human fighter 8

CE Medium humanoid (human)

Init +4; **Senses** Perception +7

DEFENSE

AC 17, **touch** 16, **flat-footed** 13 (+2 armor, +3 Dex, +1 dodge)

hp 56 (8d10+8)

Fort +7, **Ref** +6, **Will** +1; +2 vs. fear

OFFENSE

Speed 30 ft.

Melee mwk shortspear +15/+10 (1d6+8)

Ranged mwk shortspear +16 (1d6+8)

TACTICS

Before Combat If the lookouts spot the approaching Pathfinders and report their arrival to the larger cult, six of them gather their weapons and move to the mouth of the cave, while another six climb vines and ready swinging attacks. If unaware of the PCs, the cultists are dispersed throughout the room, either sleeping or eating.

During Combat The cultists begin shrieking when they make their first attack and continue until killed. The cultists on the vines swing across the cavern on each turn, using their Combat Expertise, Mobility, and Spring Attack feats to attack PCs as they pass.

Morale If reduced to 15 or fewer hit points, a cultist attempts to flee into the jungle.

STATISTICS

Str 16, **Dex** 18, **Con** 12, **Int** 13, **Wis** 8, **Cha** 8

Base Atk +8; **CMB** +11; **CMD** 26

Feats Acrobatic, Combat Expertise, Dodge, Greater Weapon Focus (shortspear), Mobility, Spring Attack, Weapon Focus (shortspear), Weapon Specialization (shortspear)

Skills Acrobatics +14, Climb +14, Intimidate +10, Perception +7, Survival +10

SQ armor training +2, bravery +2, weapon training (spears +1)

Gear masterwork leather armor, masterwork shortspear

Chorkak

Male gorilla lich cleric of Angazhan 12

CE Huge undead

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +20

Aura fear (60-ft. radius, DC 20)

DEFENSE

AC 27, touch 13, flat-footed 26 (+7 armor, +4 deflection, +1 Dex, +7 natural, –2 size)
hp 157 (15d8+87)

Fort +20, **Ref** +10, **Will** +17

Defensive Abilities channel resistance +8, rejuvenation; DR 15/good or magic;

Immune cold, electricity, undead traits

OFFENSE

Speed 20 ft., climb 20 ft.

Melee +1 unholy spear +21/+16/+11 (3d6+10/19–20/x3) and touch +13 (1d8+9 plus paralyzing touch)

Or slam +18 (1d8+9) and touch +18 (1d8+9 plus paralyzing touch)

Ranged +1 unholy spear +15 (3d6+10/19–20/x3)

Space 10 ft.; Reach 10 ft.

Special Attacks channel negative energy (6d6, DC 23, 6/day), paralyzing touch (DC 19), scythe of evil (6 rounds, 2/day)

Domain Spell-Like Abilities (CL 12th; concentration +17)

At Will—speak with animals (15 rounds/day)

8/day—touch of evil (6 rounds)

Cleric Spells Prepared (CL 12th; concentration +17, ranged touch +12)

6th—~~antilife shell, blade barrier~~, harm (DC 21)

5th—dispel good (DC 20), ~~righteous might~~, spell resistance, slay living (DC 20), true seeing

4th—chaos hammer (DC 19), divine power, summon monster IV, summon nature's ally IV, unholy blight (DC 19)

3rd—animate dead, bestow curse (DC 18), dispel magic, dominate animal (DC 18), glyph of warding, invisibility purge

2nd—align weapon, cure moderate wounds, owl's wisdom, resist energy, silence

1st—bane (DC 16), bless, curse water, doom (DC 16), protection from good, protection from law, ~~shield of faith~~

0 (at will)—bleed (DC 15), detect magic, guidance, read magic

Domains Animal, Evil

TACTICS

Before Combat If alerted to the PCs' attack on his cultists in area Z1 or the creatures in Z2, Chorkak casts blade barrier on the entrance to his chamber to provide himself additional time to buff. He augments himself and Garugu with as many of the following as possible, in the following order: antilife shell, righteous might, shield of faith, divine power, and true seeing. He then summons a fiendish dire ape with summon monster IV and three additional apes with summon nature's ally IV on the far side of the wall of blades, using speak with animals to direct them to drop from the ceiling onto foes below, and readies to cast harm on the first PC to bypass the blade barrier.

During Combat Chorkak prefers to use magic against his enemies, casting such spells as bestow curse, chaos hammer, harm, slay living, and unholy blight, but does not hesitate to engage in melee should PCs penetrate or dispel his antilife sphere. He uses his +1 unholy spear if granted a full attack or his paralyzing touch if restricted to a single attack action. He heals himself with negative energy as needed.

Morale Chorkak knows his phylactery is safe and does not fear destruction. He fights to the death.

Base Statistics Str 21, Dex 15, size Large

STATISTICS

Str 25, **Dex** 13, **Con** —, **Int** 8, **Wis** 20, **Cha** 16

Base Atk +11; **CMB** +20; **CMD** 35

Feats Boon Companion, Combat Casting, Craft Wondrous Item, Great Fortitude, Greater Weapon Focus (spear), Improved Critical (spear), Toughness, Weapon Focus (spear)

Skills Acrobatics +1, Climb +16, Handle Animal +5, Knowledge (religion) +5, Linguistics +3, Perception +22, Sense Motive +14, Spellcraft +6, Stealth +7; Racial Modifiers +8 Perception, +8 Sense Motive, +8 Stealth

Languages Abyssal, Common, Polyglot

SQ aura, animal companion (effective druid level 12), fear aura

Gear +2 scale mail, +1 unholy spear, belt of giant strength +4, headband of mental prowess + 2 (Cha/Wis)

Garagu, Gorilla Animal Companion

Female ape

N Large animal

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

DEFENSE

AC 25, **touch** 14, **flat-footed** 20 (+4 Dex, +1 dodge, +11 natural, -1 size)

hp 75 (10d8+30)

Fort +9, **Ref** +11, **Will** +4; +4 vs. enchantment

Defensive Abilities evasion

OFFENSE

Speed 30 ft., climb 30 ft.

Melee 2 claws +15 (1d8+8), bite +14 (1d6+8)

Power Attack: 2 claws +13 (1d8+12), Bite +12 (1d6+12)

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

TACTICS

Before Combat If Chorkak is aware of the PCs' attack, he sends Garugu to the ceiling, instructing her to hide above the entrance to drop on the PCs from above.

During Combat Garugu drops on the PCs from above on the first round of combat as a charge action, power attacking with a bestial frenzy until all of those attacking Chorkak are dead. If possible, she bull rushes enemies into the blade barrier.

Morale Garugu fights to the death to protect her master and mate, Chorkak. If he is slain, however, Garugu reverts to normal ape behavior, no longer under the lich's influence.

STATISTICS

Str 27, **Dex** 19, **Con** 14, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +7; **CMB** +16; **CMD** 31

Feats Dodge, Improved Natural Attack (claw), Multiattack, Power Attack, Toughness, Weapon Focus (claw)

Skills Climb +21, Perception +8, Stealth +7

SQ link, share spells, tricks (all but track)

Dire Ape (Fiendish)

N Large animal

Init +2; **Senses** darkvision 60 ft.; low-light vision, scent; Perception +8

DEFENSE

AC 15, **touch** 11, **flat-footed** 13 (+2 Dex, +4 natural, -1 size)

hp 30 (4d8+12)

Fort +7, **Ref** +6, **Will** +4;

Resist cold 5, fire 5; **SR** 8;

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +6 (1d6+4), 2 claws +6 (1d4+4)

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

Special Attacks rend (2 claws, 1d4+6); Smite Good 1/day (swift action, +0 bonus to attack, +4 bonus to damage; persists until target dead or creature rests).

STATISTICS

Str 19, **Dex** 15, **Con** 16, **Int** 2, **Wis** 12, **Cha** 7;

Base Atk 3; **CMB** 8; **CMD** 20

Feats Iron Will, Skill Focus (Perception)

Skills Acrobatics +6, Climb +16, Perception +8, Stealth +2

Ape

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 14, **touch** 11, **flat-footed** 12 (+2 Dex, +3 natural, -1 size)

hp 19 (3d8+6)

Fort +7, **Ref** +5, **Will** +2;

OFFENSE

Speed 30 ft., climb 30 ft.

Melee 2 slams +3 (1d6+2)

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

STATISTICS

Str 15, **Dex** 15, **Con** 14, **Int** 2, **Wis** 12, **Cha** 7;

Base Atk 2; **CMB** 5; **CMD** 17

Feats Great Fortitude, Skill Focus (Perception)

Skills Acrobatics +6, Climb +14, Perception +8