

**1-46 Eyes of the Ten, Part 2:**  
**Maze of the Open Road**

Combat Notes

**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; +3 with Combat Expertise)**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)**Combat Expertise** +1 *human bane dagger* +12/+7 (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 words* 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 (+11 to disarm, sunder or trip [Weapon Focus, +1 dagger]; +6/+8 with Combat Expertise);**CMD** 26 (29 with Combat Expertise)**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 deathRysus Soth's Cheat SheetSpecial Abilities**Death Attack** – Study victim for 3 rounds and then deal damage with a sneak attack. FORT save or dead.**Hidden Weapons** – Add assassin level to Sleight of Hand checks for hiding weapons on his body**Improved Evasion** – If you make a REF to ½ damage, take ½ on a failed save, nothing on a made save.**Improved Uncanny Dodge** – No flanking, At least 4 more levels of rogue needed to sneak attack**Poison Use** – Cannot accidentally poison yourself when applying poisons.**Quiet Death** – If you kill someone in the surprise round, Stealth check to identify that you were the killer.**True Death** – Anyone coming back from the death attack needs to make a CL check with a DC of 15+assassin lvl or the raise dead fails. Can remove curse beforehand with a DC of 10+assassin lvl to negate this CL check.

**XERAZRIX (ICE DEVIL)****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/×3 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/×3 plus 1d6 cold plus slow), bite +10 (2d6+14), tail +10 (3d6+7 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%)**STATISTICS****Str** 23, **Dex** 21, **Con** 22, **Int** 25, **Wis** 22, **Cha** 20**Base Atk** +14; **CMB** +21 (+23 to disarm, sunder or trip [Weapon Focus, +1 spear]); **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.Ice Devil Cheat SheetSpell-Like Abilities**Cone of Cold** (Evocation[cold], VSM, 60ft. cone, SRyes) – 1d6/lvl cold dmg. REF for half**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.**Greater Teleport** (Conjuration(teleportation), V, touch) – Teleport w/ no range limit and no miss chance.**Persistent Image** (Illusion(figure), VSF, long, 4+lvl 10ft. cubes, 1min/lvl) – major image with no concentration**Wall of Ice** – See spell.

**COCYTAN WARHOUND****CR 9**LE Large [outsider](#) (cold, evil, extraplanar, 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)**STATISTICS****Str** 27, **Dex** 15, **Con** 21, **Int** 4, **Wis** 12, **Cha** 6**Base Atk** +12; **CMB** +21 (+22 to disarm, sunder or trip [Weapon Focus]); **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**SUMMONED BONE DEVILS (2)****CR -**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** 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 (12)

CR 6

CE Medium humanoid (human)

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

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### DEFENSE

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

**hp** 56 (8d10+8)

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

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### OFFENSE

**Speed** 30 ft.

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

**Combat Expertise** mwk shortspear +12/+7 (1d6+8)

**Ranged** mwk shortspear +16 (1d6+8)

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### 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.

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### STATISTICS

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

**Base Atk** +8; **CMB** +11 (+14 to disarm, sunder or trip [Greater Weapon Focus, mwk spear]); **CMD** 26 (29 with Combat Expertise)

**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****CR 15**

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; +12 temporary from Divine Power)**Fort** +20, **Ref** +10, **Will** +17**Defensive Abilities** channel resistance +8, rejuvenation; **DR** 15/bludgeoning and magic, 5/good (\*see below);**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)**Divine Power** +1 *unholy spear* +25/+25/+20/+15 (3d6+14/19-20/x3) and touch +17 (1d8+13 plus paralyzing touch) or slam +22 (1d8+13) and touch +22 (1d8+13 plus paralyzing touch)**Ranged** +1 *unholy spear* +15 (3d6+10/19-20/x3)**Space** 15 ft.; **Reach** 15 ft. (\*see below)**Special Attacks** channel negative energy (6d6, DC 29, 6/day), paralyzing touch (DC 19), scythe of evil (6 rounds, 2/day)**Domain Spell-Like Abilities** (CL 12th; concentration +17, +21 defensively)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*D (already cast), *blade barrier* (already cast), *harm* (DC 21)5th—*dispel good*D (DC 20), *righteous might* (already cast), *spell resistance*, *slay living* (DC 20), *true seeing*4th—*chaos hammer* (DC 19), *divine power*, *summon monster IV*, *summon nature's ally IVD*, *unholy blight* (DC 19)3rd—*animate dead*, *bestow curse* (DC 18), *dispel magic*, *dominate animal*D (DC 18), *glyph of warding*, *invisibility purge*2nd—*align weapon*D, *cure moderate wounds*, *desecrate* (already cast), *owl's wisdom*, *resist energy*, *silence*1st—*bane* (DC 16), *bless*, *curse water*, *doom* (DC 16), *protection from good*D, *protection from law*, *shield of faith* (already cast)0 (at will)—*bleed* (DC 15), *detect magic*, *guidance*, *read magic***D** Domain spell; **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, Space 10 ft.; Reach 10 ft. (\*see below)**STATISTICS****Str** 25, **Dex** 13, **Con** —, **Int** 8, **Wis** 20, **Cha** 16**Base Atk** +11; **CMB** +20 (+23 to disarm, sunder or trip [Greater Weapon Focus, +1 spear]; +24/+27 with Divine Power); **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)

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## **SPECIAL ABILITIES**

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**Fear Aura (Su)** Creatures with fewer than 5 HD in a 60-foot radius of the lich that look at him must succeed on a Will save or become frightened. Creatures with 5 HD or more must succeed at a Will save or be shaken for a number of rounds equal to the lich's Hit Dice. A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours. This is a mind-affecting fear effect.

**Paralyzing Touch (Su)** Any living creature a lich hits with its touch attack must succeed on a Fortitude save or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description, with a DC equal to the lich's save DC). The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Perception check or a DC 15 Heal check reveals that the victim is still alive.

### Chorkak's Cheat Sheet

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

**Antilife Shell** (Abjuration, VSDF, 1 round, 10ft radius on you, 1min/lvl, SRyes) – Animals, aberrations, dragons, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, plants, and vermin can't go in the shell. Constructs, elementals, outsiders and undead are ok.

**Blade Barrier** (Evocation[force], wall 20ft/lvl long or ring of 5ft/2lvls radius, 1min/lvl) – Walk through the wall and take 1d6/lvl dmg, REF for half. If wall is cast on a creature, they take dmg. Provides cover through it.

**Harm** (Necromancy, VS, creature touched, SRyes) – 10dmg/lvl, WILL half. Can't go less than 1.

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

**Dispel Good** (Abjuration[good], VSDF, touch, 1rd/lvl) – +4 deflection vs. good creatures, can end the spell when making a melee touch to dismiss an evil creature from another plane (WILL negates, SRyes) or end the spell to dispel an enchantment spell from a good creature.

**Righteous Might** (Transmutation, VSDF, personal, 1rd/lvl) – enlarge, +4 STR, +4 CON, -2 DEX, +2 enhance nat armor, DR 5/good, -1 AC, Att, weapon dmg goes up 1 size

**Spell Resistance** (Abjuration, VSDF, creature touched, 1min/lvl, SRyes) – Target gains SR 12+lvl

**Slay Living** (Necromancy[death], VS, touch, SRyes) – FORT?3d6+lvl dmg:12d6+lvl dmg

**True Seeing** (Divination, VSM, creature touched, 1min/lvl, SRyes) – Ignore darkness/magical darkness, magically secret doors, blur/displacement, invisibility, illusions, polymorph/changed/transmuted. Can see into Ethereal plane. Vision up to 120 ft.

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

**Chaos Hammer** (Evocation [chaotic], 20ft radius, medium, SRyes) – 1d8 dmg/2lvls. Lawful WILL?half:full + slowed for 1d6 rds. Neutral WILL?quarter:half

**Divine Power** (Evocation, VSDF, personal, 1rd/lvl) - +1/3lvls on att, weapon dmg, STR checks, STR skills. 1 temp/lvl. Haste attack.

**Summon Monster IV** (Conjuration(Summoning), VSDF, 1round, close, 1rd/lvl) – Summon a fiendish dire ape.

**Summon Nature's Ally IV**(Conjuration(Summoning), VSDF, 1round, close, 1rd/lvl) – Summon 3 apes.

**Unholy Blight** (Evocation [evil], 20ft radius, medium, SRyes) – 1d8 dmg/2lvls. Good WILL?half:full + sickened for 1d4 rds. Neutral WILL?quarter:half

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

**Animate Dead** (Necromancy[evil], VSM, touch) – Up to 2\*CL HD of undead, either skeletons or zombies.

**Bestow Curse** (Necromancy [curse], VS, permanent, SRyes) – WILL or get a curse:

-6 to an ability score

-4 to attacks, saves, ability checks and skill checks

50% chance to act normally each turn Dispel Magic

**Dominate Animal** (Enchantment(compulsion)[mind-affecting], VS, 1 round, close, one animal, 1rd/lvl) –

Direct animal with simple mental commands. WILL negates.

**Glyph of Warding** – Not casting in combat

**Invisibility Purge** (Evocation, VS, personal, 1min/lvl) – Sphere w/ radius 5ft/lvl. Negate all invisibility in the sphere

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

**Align Weapon** (Transmutation, VSDF, weapon touched or 50 projectiles touched, 1min/lvl, SRyes) – weapon becomes aligned chaotic or evil.

**Cure Moderate Wounds** (Conjuration (healing), VS) – creature touched heals 2d8+10Desecrate

**Owl's Wisdom** (Transmutation, VSMDf, creature touched, 1min/lvl, SRyes) - +4 enhancement to WIS

**Resist Energy** (Abjuration, VSDF, 10min/lvl) – Resist 30 (acid, cold, electric, fire or sonic)

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

#### 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.

**Bless** (Enchantment(compulsion)[mind-affecting], VSDF, 50ft burst centered on you, 1min/lvl) - +1 morale to att, +1 to saves vs. fear.

**Curse Water** – too long of a casting time to happen in combat

**Doom** (Necromancy [emotion, fear, mind-affecting], VSDF, medium, 1min/lvl, SRyes) – WILL or shaken.

**Protection from Good** (Abjuration[evil], VSMDf, 1 action, creature touched, 1min/lvl) - +2 deflection, +2 resistance vs stuff from good creatures, no being touched by good summoned creatures, protection from mental control by good creatures

**Protection from Law** (Abjuration[evil], VSMDf, 1 action, creature touched, 1min/lvl) - +2 deflection, +2 resistance vs stuff from lawful creatures, no being touched by lawful summoned creatures, protection from mental control by lawful creatures

**Shield of Faith** (Abjuration, VSM, creature touched, 1min/lvl) - +2+1/6lvls deflection to AC

#### Special Abilities

**Fear Aura** – Creatures looking at lich WILL20 or shaken for 15 rds. Mind-affecting fear effect.

**Paralyzing Touch** – On a touch, FORT19 or permanently paralyzed.

**Scythe of Evil** – Give weapon the unholy property for 6rds/day.

**Touch of Evil** – Melee touch makes creature sickened for 6 rds.



The area around the altar is under the effect of both *Desecrate* and *Unhallow* spells. These effects are calculated into Chorkak's statistics but it might be helpful to know their specific effects in case it is dispelled or in case the PCs have means of summoning undead creatures.

**Desecrate** – (55' radius around altar) The DC to resist channeled negative energy increases by 6. Undead creatures in the area gain a +2 profane bonus to attack, damage, and saves. An undead creature created within the effect gains +2 hp per HD.

**Unhallow** – (40' radius around altar) The site is protected by a *Magic Circle Against Good*. The DC to resist channeled negative energy increases by 4. The DC to resist channeled positive energy is reduced by 4. All simian creatures within the area are affected by *Remove Fear* (+4 morale bonus on saves vs. fear; effect suppressed if already affected).

**\*Because of these adjustments, the DC to resist Chorkak's channeled energy should be 29. His space, reach, and damage reduction were also incorrect in the scenario and have been corrected above.**

## GARUGU, GORILLA ANIMAL COMPANION CR -

Female ape, N Large animal

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

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### 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

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### 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.

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### 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.

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### STATISTICS

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

**Base Atk** +7; **CMB** +16 (+17 to disarm, sunder or trip [Weapon Focus]); **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 (GIGANTOPITHECUS)

CR -

N Large [animal](#)

**Init** +2; **Senses** darkvision 60ft., 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 (+4 damage)

### 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

## GORILLA (3)

CR -

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