

1-46 Eyes of the Ten, Part 3:
Red Revolution

Combat Notes

KOL VOSS CR 9

Male human barbarian (savage barbarian) 10, CN Medium humanoid (human)

Init +2; **Senses** Perception +9

DEFENSE

AC 19, touch 15, flat-footed 14 (+2 Dex, +3 dodge, +2 natural, -2 rage, +4 shield)

hp 129 (10d12+59)

Fort +12, **Ref** +5, **Will** +6; +2 vs. fear; +4 vs. spells, spell-like abilities, and supernatural abilities

Defensive Abilities improved uncanny dodge, naked courage (+2/+2), natural toughness +2

OFFENSE

Speed 40 ft.

Melee +2 *bastard sword* +18/+13 (1d10+7/19-20)

Power Attack +2 *bastard sword* +15/+10 (1d10+13/19-20)

Ranged mwk javelin +13/+8 (1d6+5)

Special Attacks rage (31 rounds/day), rage powers (flesh wound*, guarded stance [+2 dodge vs. melee], no escape, rolling dodge [+2 dodge vs. ranged], superstition +4)

TACTICS

During Combat When combat begins, Kol Voss rages and charges the nearest rust girallon. He fights alone, a savage sight to behold as he snarls and swings his bastard sword around in deadly arcs.

Morale Kol Voss will not stop until he has rescued his sister and killed Adril Hestram—he fights to the death.

Base Statistics When not raging, the barbarian's statistics are: **AC** 21, touch 15, flat-footed 16; **hp** 110; **Fort** +10, **Will** +4; +2 *bastard sword* +16/+11 (1d10+5/19-20); **Str** 16, **Con** 16; **CMB** 13, **CMD** 26; Climb +15

STATISTICS

Str 20, **Dex** 14, **Con** 20, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +10; **CMB** +15 (+18 to disarm, sunder or trip [Weapon Focus, +2 bastard sword]); **CMD** 26

Feats Dodge, Exotic Weapon Proficiency (bastard sword), Extra Rage, Mobility, Power Attack, Weapon Focus (bastard sword)

Skills Acrobatics +14, Climb +17, Intimidate +12, Knowledge (nature) +8, Linguistics +1, Perception +9, Survival +14

Languages Azlanti, Common

SQ fast movement

Gear +2 *heavy steel shield*, +2 *bastard sword*, masterwork javelins (2)

Flesh Wound – Once per rage after being hit, attempt a Fort save (DC=damage dealt) to instead take half damage, non-lethal.

Guarded Stance – Move action to activate; +2 dodge bonus vs. melee attacks for 5 rounds.

Rolling Dodge – Move action to activate; +2 dodge bonus vs. ranged attacks for 5 rounds.

No Escape – Immediate action; move double speed when an adjacent enemy withdraws. Must end adjacent to enemy.

Superstition – Bonus on saves vs. spells, spell-like abilities, and supernatural abilities.

RUST GIRALLONS (4)

CR 9

Advanced dust girallon, N Huge augmented magical beast (air, earth)

Init +6; **Senses** darkvision 60 ft., low-light vision, scent;

Perception +16

DEFENSE

AC 22, touch 10, flat-footed 20 (+2 Dex, +12 natural, –2 size)

hp 112 each (9d10+63)

Fort +12, **Ref** +8, **Will** +6

OFFENSE

Speed 40 ft., climb 40 ft.

Melee 4 claws +15 (1d8+8 plus rend), bite +15 (2d6+8)

Power Attack 4 claws +12 (1d8+14 plus rend), bite +12 (2d6+14)

Space 15 ft.; **Reach** 10 ft.

Special Attacks exude dust (DC 20), rend (4 claws, 1d8+12), sand blast (9d4, DC 20)

TACTICS

During Combat The rust girallons split into two groups of two. One group uses its airborne ability and walks up over the heads of the PCs, using exude dust to blind them. The other two girallons then fire off their sand blast breath weapon, hitting as many PCs as possible. Then they attack in melee and ruthlessly tear at the closest PC.

Morale The girallons know Adril will slay them should they disobey him—so they fight to the death.

STATISTICS

Str 27, **Dex** 15, **Con** 22, **Int** 4, **Wis** 12, **Cha** 7

Base Atk +9; **CMB** +19; **CMD** 31

Feats Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception), Toughness

Skills Climb +16, Perception +16, Stealth –2; **Racial Modifiers** +4 Stealth

SQ air mastery, airborne

SPECIAL ABILITIES

Air Mastery (Ex) Any airborne creature takes a –1 penalty on attack and damage rolls against a dust creature.

Airborne (Su) A rust girallon can walk on air as with the *air walk* spell. In addition, it always falls as if affected by a *feather fall* spell.

Exude Dust (Su) As a free action, a rust girallon can exude a cloud of dust that functions like an *obscuring mist* spell, except that all rust girallons can see through it normally. Any other creature caught within the cloud must succeed on a DC 20 Reflex save or be blinded by the stinging dust. A creature that enters the dust cloud with its eyes closed or covered need not make a save against blindness unless it opens its eyes while within the dust cloud. A creature blinded by a rust girallon's cloud of dust regains its sight 1d4 rounds after its last exposure to a dust cloud with its eyes open. The save DC is Constitution-based.

Sand Blast (Su) As a standard action, a rust girallon can emit an abrasive jet of dust-filled wind that damages objects and other creatures. This wind takes the form of a 5-foot-wide, 20-foot-long line that causes 9d4 points of slashing damage. Any creature caught within the line of effect may attempt a DC 20 Reflex save for half damage. The save DC is Constitution-based.

RED GIANT CR 14

Sand giant, NE Huge humanoid (earth, giant)
Init +7; **Senses** low-light vision, scent; Perception +24

DEFENSE

AC 29, touch 11, flat-footed 26 (+6 armor, +3 Dex, +12 natural, -2 size)
hp 210 (20d8+120)
Fort +18, **Ref** +9, **Will** +9

OFFENSE

Speed 30 ft.
Melee greatsword +26/+21/+16 (3d6+19/19-20) or 2 slams +26 (1d8+13)
Power Attack greatsword +22/+17/+12 (3d6+31/19-20) or 2 slams +22 (1d8+21)
Space 15 ft.; **Reach** 15 ft.
Special Attacks shape earth (1/day)
Spell-Like Abilities (CL 20th; concentration +22)
 2/day – *soften earth and stone*, *move earth*
 1/day – *earthquake*

TACTICS

During Combat The red giant bides his time. He first uses his shape earth ability and drops the sand arm in the midst of the rust girallons' exude dust clouds. Then he waits for the PCs to exit the cloud and attacks anyone who does. The red giant is not immune to the exude dust ability like the rust girallons are.

Morale The red giant knows Adril will slay him should he disobey him—so he fights to the death.

STATISTICS

Str 37, **Dex** 17, **Con** 23, **Int** 12, **Wis** 12, **Cha** 14
Base Atk +15; **CMB** +30 (+32 to Bull Rush); **CMD** 43
Feats Awesome Blow, Blind-Fight, Cleave, Critical Focus (+4 on crit. Confirmation rolls), Improved Bull Rush, Improved Initiative, Improved Vital Strike, Iron Will, Power Attack, Vital Strike
Skills Acrobatics +19, Perception +24, Survival +24
Languages Common, Giant
SQ rock catching
Gear Huge breastplate, Huge greatsword

SPECIAL ABILITIES

Shape Earth (Su) Once per day, a red giant can form a volume of sand within 40 feet into the shape of a 20-foot-long arm that ends in a clenched fist. The arm has a space of 10 feet and a reach of 20 feet. The arm and fist cannot move from the location where it was created. The arm and fist have **AC** 20 and **hp** 65. It can attack once per round and has an attack bonus equal to the giant's base attack bonus (+15), +10 for the arm's Strength score (30), and -1 for being large; thus the typical red giant can create an arm/fist with an attack bonus of +24. The fist deals 1d8+10 points of damage on each attack, and any creature struck must succeed on a DC 24 Fortitude save or be stunned for 1 round. The save DC is Constitution-based. The arm remains for a number of rounds equal to the red giant's Hit Dice (17 rounds for a typical red giant). A red giant does not need to concentrate to maintain the arm and can direct it to attack a new target as a free action. The arm loses shape if it is reduced to 0 or fewer hit points, the duration expires, or the red giant dies.

EMPYREAN BEHIRS

CR 9

Air-infused behir, N Huge magical beast (air)

Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +9

DEFENSE

AC 23, touch 11, flat-footed 20 (+2 Dex, +12 natural, -2 size)

hp 95 (10d10+40)

Fort +11, **Ref** +12, **Will** +6

Defensive Abilities elemental body; **Immune** electricity

OFFENSE

Speed 40 ft., climb 20 ft.; fly 40 ft. (perfect)

Melee bite +14 (2d6+6 plus grab)

Power Attack bite +11 (2d6+15 plus grab)

Space 15 ft.; **Reach** 10 ft.

Special Attacks air-infused breath weapon (special, see below), behir breath weapon (20-foot line, 7d6 electricity damage, Reflex DC 19 for half, usable every 1d4 rounds), constrict (2d6+6), rake (6 claws +14, 1d4+4), swallow whole (2d8+6 bludgeoning damage, AC 16, 10 hp)

Spell-Like Abilities (CL 10th; concentration +12)

1/day – *gaseous form*

TACTICS

During Combat The behirs immediately take to the air, hitting the PCs with their breath weapons whenever possible and swooping in to attack the weakest PCs who attack Skelg from range.

Morale If reduced to less than 10 hit points, the behirs throw themselves at the locked door from which they entered the arena, screeching and thrashing in pain and terror.

STATISTICS

Str 19, **Dex** 16, **Con** 19, **Int** 5, **Wis** 16, **Cha** 14

Base Atk +10; **CMB** +16 (+20 grapple; +17 to disarm, sunder or trip [Weapon Focus]); **CMD** 29 (can't be tripped)

Feats Alertness, Cleave, Great Cleave, Lightning Reflexes, Power Attack, Weapon Focus (bite)

Skills Climb +11, Fly +18, Perception +9, Stealth +7; **Racial Modifiers** Fly +8

Languages Common

SQ airborne

SPECIAL ABILITIES

Airborne (Ex) When in flight, an empyrean behir gains a +1 morale bonus on attack and damage rolls with ranged attacks.

Air-Infused Breath Weapon (Su) Once every 1d4 rounds, an empyrean behir can breathe a 60-foot-long cone of wind that mimics a terrible windstorm. Every creature within this area that is not flying must succeed on a DC 17 Acrobatics or Strength check or fall prone. A flying creature that fails a DC 17 Fly check is blown away from the empyrean behir, moving a distance equal to 5 feet per point by which it failed the check. If the blown creature encounters a large object (such as a wall) during this movement, it takes 1d6 points of damage per 5 feet the object prevented it from moving.

Elemental Body (Ex) Empyrean behirs possess some of the qualities of air elementals. Each time an empyrean behir is exposed to a poison, paralysis, sleep, or stun effect, it has a 25% chance to avoid it. In addition, there is a 25% chance that a sneak attack or critical hit deals no extra damage.

Grab (Ex) An empyrean behir's grab attack works against creatures of any size category. It can constrict the same round it establishes a hold. On any round thereafter that it maintains its hold, the empyrean behir can choose to rake the grappled target or swallow it whole.

SKELG THE RIPPER

CR 14

Male human barbarian (invulnerable rager) 15, NE Medium humanoid (human)

Init +2; **Senses** Perception +13

DEFENSE

AC 20, touch 11, flat-footed 18 (+9 armor, +1 deflection, +2 Dex, -2 rage); 16 with Reckless Abandon

hp 238 (15d12+135)

Fort +16, **Ref** +8, **Will** +10; +4 vs. enchantment (when raging)

Defensive Abilities extreme endurance (cold), indomitable will, invulnerability, trap sense +5; **DR** 8/—; **Immune** frightened, shaken, and unconscious conditions; **Resist** cold 4

OFFENSE

Speed 40 ft.

Melee +2 *vicious greataxe* +26/+21/+16 (1d12+14/×3 plus 2d6)

Power Attack +2 *vicious greataxe* +22/+17/+12 (1d12+26/×3 plus 2d6)

Reckless Abandon +2 *vicious greataxe* +30/+25/+20 (1d12+14/×3 plus 2d6)

Both +2 *vicious greataxe* +26/+21/+16 (1d12+26/×3 plus 2d6)

Special Attacks greater rage (34 rounds/day), rage powers (come and get me, fearless rage, guarded life [15 hp], inspire ferocity [1 round, +4/−4], reckless abandon [+4/−4], renewed vigor [3d8+7 hp])

TACTICS

Before Combat Skelg taunts the PCs for as long as he can, but once any of the PCs make a move to attack him, he rages and throws himself at the nearest PC.

During Combat Once Skelg is adjacent to a PC or two, he uses his come and get me rage power every round as a move action, risking more damage from the PCs but dealing massive damage back with his attacks of opportunity. Should adjacent PCs try to step away from Skelg, he uses Following Step, Step Up, or Step Up and Strike to immediately follow and strike again. Note that Skelg's greataxe has the vicious property on it, but that his damage reduction prevents any of the return damage the +2 *vicious greataxe* would deal back to him.

Morale Ulfen jarls live to die in battle—Skelg fights to the death.

Base Statistics When not raging, Skelg's statistics are: **AC** 22, touch 13, flat-footed 20; **hp** 185; **Fort** +13, **Will** +7; **Immune** none; +2 *vicious greataxe* +22/+17/+12 (1d12+9/×3 plus 2d6); **Special Attacks** renewed vigor (3d8+3);

Str 20, **Con** 17; **CMB** 20, **CMD** 33; **Climb** +14, **Swim** +14

STATISTICS

Str 26, **Dex** 14, **Con** 25, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +15; **CMB** +22; **CMD** 33

Feats Following Step, Improved Vital Strike, Power Attack, Raging Vitality, Step Up, Step Up and Strike, Toughness, Vital Strike, Weapon Focus (greataxe)

Skills Acrobatics +18, Climb +19, Intimidate +17, Knowledge (nature) +8, Linguistics +1, Perception +13, Survival +14, Swim +19

Languages Common, Skald

SQ fast movement

Gear +3 *elven chainmail*, +2 *vicious greataxe*, *belt of physical might* (+2 Str/Con), *cloak of resistance* +1, *ring of protection* +1

Come and Get Me – Free action; enemies gain +4 to hit and damage but each attack provokes an AoO (resolved before provoking attack).

Fearless Rage – Immune to shaken and frightened conditions while raging.

Guarded Life – While raging, if reduced to below 0 hp, 15 hp of the damage is converted to non-lethal. Automatically stabilize below 0 hp.

Inspire ferocity – Move action; give Reckless Abandon modifiers to allies within 30' for 1 round.

Reckless Abandon – While raging, take a -4 penalty to Ac to gain a +4 bonus on attack rolls.

Renewed Vigor – Standard action; heal self 3d8+7 hp (once per day while raging).

NATALYA YAGEVNA**CR 13**

Female human witch 14, NE Medium humanoid (human)

Init +7; **Senses** Perception +15**DEFENSE****AC** 20, touch 15, flat-footed 16 (+4 armor, +1 deflection, +3 Dex, +1 dodge, +1 natural)**hp** 93 (14d6+42)**Fort** +8, **Ref** +8, **Will** +13**OFFENSE****Speed** 30 ft.**Melee** mwk quarterstaff +7/+2 (1d6–1)**Ranged** mwk blowgun +11/+6 (1d2)**Special Attacks** cackle, disguise [14 hours], evil eye [–4, 7 rounds], flight [*feather fall* at will, *levitate* 1/day, *fly* 14 minutes/day], hexes (agony [14 rounds], retribution [4 rounds], slumber [14 rounds], weather control)**Witch Spells Prepared** (CL 14th; concentration +18, +22 defensively)7th—*chain lightning* (DC 23), *simulacrum*6th—*cone of cold* (DC 23), *slay living* (DC 22), *true seeing*5th—*baleful polymorph* (DC 21), *cure critical wounds*, *mass pain strike* (DC 21)4th—*black tentacles* (DC 20), *confusion* (DC 20), *dimension door*, *ice storm*, *screaming* (DC 20)3rd—*blink*, *pain strike** (DC 19), *screech** (DC 19), *sleet storm*, *water walk*2nd—*fester** (DC 18), *glitterdust* (DC 18), *invisibility* (2, already cast), *see invisibility*1st—*ill omen**, *mage armor* (already cast), *obscuring mist*, *reduce person* (DC 17), *unseen servant*0 (at will)—*bleed* (DC 16), *detect magic*, *light*, *read magic***Patron** Deception**TACTICS****Before Combat** Natalya casts *mage armor* and *invisibility* on herself, and *invisibility* on her zombies.**During Combat** Natalya lets her zombies get the drop on the PCs first, preferring to stay invisible and positioning herself in such a way that she can keep the zombies between her and the PCs. While positioning herself thus, she applies poison to one blowgun dart. Once positioned, she lets loose with her most powerful spells and shouts curses at the PCs, damning them to the Abyss for slaying her husband.**Morale** Enraged, Natalya fights to the death.**Base Statistics AC** 16**STATISTICS****Str** 8, **Dex** 16, **Con** 13, **Int** 22, **Wis** 12, **Cha** 10**Base Atk** +7; **CMB** +6; **CMD** 22**Feats** Combat Casting, Dodge, Elemental Focus (cold), Great Fortitude, Improved Initiative, Iron Will, Skill Focus (Disguise), Toughness**Skills** Craft (alchemy) +21, Disguise +20, Fly +20, Knowledge (arcana) +12, Knowledge (history) +11, Knowledge (nature) +12, Perception +15, Spellcraft +21, Swim +3, Use Magic Device +17**Languages** Common, Elven, Giant, Goblin, Skald**SQ** witch's familiar (owl named Eule)**Combat Gear** 1 dose wyvern poison (*Core Rulebook* 560), *wand of command undead* (23 charges), *wand of mage armor* (10 charges); **Other Gear** masterwork blowgun with 10 darts, masterwork quarterstaff, *amulet of natural armor* +1, *cloak of resistance* +1, *headband of vast intelligence* +4, *ring of protection* +1**Agony** – 60'; Fort DC 23 negates; target nauseated for 14 rounds; new save at end of each turn.**Retribution** – 60'; Fort DC 23 negates; target suffers half the damage it deals with melee attacks for 6 rounds.

RIME ZOMBIES

CR 6

Young frost giant cold zombie, NE Medium undead (cold, giant)

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 19, touch 10, flat-footed 19 (+9 natural)

hp 82 (15d8+15)

Fort +5, **Ref** +5, **Will** +11

DR 5/bludgeoning; **Immune** cold, undead traits

Weaknesses vulnerability to fire

OFFENSE

Speed 40 ft.

Melee 2 slams +18 (1d6+7 plus 1d6 cold)

TACTICS

Before Combat The rime zombies are invisible and have been ordered to wait for all of the PCs to enter the engine room before attacking.

During Combat The rime zombies are dumb brutes and always simply attack the closest target. The engine room is frigid, around 20° F, so the rime zombies are not staggered as combat begins (see below).

Morale The rime zombies fight until destroyed.

STATISTICS

Str 25, **Dex** 11, **Con** —, **Int** —, **Wis** 14, **Cha** 11

Base Atk +11; **CMB** +18; **CMD** 28

Feats Toughness

SQ staggered

SPECIAL ABILITIES

Staggered (Ex) Zombies have poor reflexes and can only perform a single move action or standard action each round. A zombie can move up to its speed and attack in the same round as a charge action. A cold zombie loses the staggered special quality when in cold environments. Additionally, even in a cold environment, a cold zombie is staggered for 1 round if it takes any fire damage. This effect does not stack with the zombie's normal staggered special quality; for example, if a cold zombie is in a warm environment and takes fire damage, it is still only staggered.

Act 4B: Learning to Fly!

A DC 30 Knowledge (Engineering) or Use Magic Device check immediately allows a PC the knowledge to fly the vessel. Once one of the PCs has this knowledge, she may grant a +20 bonus to any other PC's check to also figure out how to pilot the craft.

A PC who knows how to fly the ship can attempt a DC 30 Knowledge (Engineering), Use Magic Device, or Fly check to steer the ship, increase power, or slow down.

Adril's vessel begins 1,000' ahead and 500' above the PCs' ship. With each successful pilot check, the PC's gain 100' on Adril either horizontally or vertically.

A PC can fire one of the two forward-facing harpoons as a full round action. The harpoons have a range of 500 feet, deal 5d10+20 damage (20/x3), and slow Adril's vessel (distance reduced by 100 feet). PCs are assumed to be proficient. It takes two PCs a full round action to load a harpoon, and both are unloaded at the beginning of the encounter.

Adril's vessel fires back on initiative count 10 with two rear harpoons. Adril's men have +12 to hit and deal damage as above, slowing the PCs vessel (distance increased by 100 feet)

Both ships have AC 28 and hardness 10. The PC's ship has 1,000 hp while Hestram's has 800 hp.

On initiative count 0 each round, there is a 25% chance that the PCs encounter an obstacle or problem. If a problem occurs, roll d% and consult the following chart:

01–29 Alien lifeforms! A flock of bizarre, two-headed, white and red-colored birds looms in front of the airship. The pilot needs to make a successful DC 30 Knowledge (engineering), Use Magic Device, or Fly check to pilot the ship or the PCs' airship loses 100 feet of distance from Adril's airship as it crashes into the flock.

30–49 Updraft! A sudden, frigid gust of wind slams into the airship from below. The pilot needs to make a successful DC 30 pilot check (see the skills above); otherwise the harpoons roll off their mounts and scatter about the deck. Should this happen, it takes twice as long to load and fire a harpoon for the remainder of this encounter.

50–69 Fancy Maneuver! Adril's airship suddenly dives, whipping between thin mountaintops to throw off the PCs. The pilot needs to make a successful DC 40 pilot check (see the skills above) or he will lose 200 feet of distance between the PCs' airship and Adril's.

70–89 Evasive Action! Adril's airship whips violently side to side in an attempt to throw off the PCs' aim with their harpoons. The PCs gain 100 feet on the opposing airship, but cannot fire the harpoons during the next round.

90–00 Crash! Adril's airship suddenly loses power and descends rapidly, crashing into the icy desert below.

PHALANX GUARDIANS

CR 11

Male or female human fighter (phalanx soldier) 12, NE Medium humanoid (human)

Init +4; **Senses** Perception +13

DEFENSE

AC 27, touch 10, flat-footed 27 (+10 armor, +7 shield); Shield Wall +2

hp 118 each (12d10+48)

Fort +11, **Ref** +7, **Will** +8; +3 vs. trample

Defensive Abilities stand firm +3, shield ally (+2/+1)

OFFENSE

Speed 20 ft.; step up

Melee +2 *glaive-guisarme* +21/+16/+11 (1d10+11/x3)

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

Special Attacks ready pike (+2 attack/damage, 2/day)

TACTICS

Before Combat The guardians form a protective shield wall in front of Adril.

During Combat The guardians use their Shield Wall feat to gain +2 AC and then use move actions for their shield ally whenever possible (keeping in mind that cover bonuses don't stack). When it's the most advantageous for them to do so, they use ready pike for extra damage. They fight as one unit, standing side by side and always trying to stay between the PCs and the thing they think is Adril Hestram.

Morale The men fight ferociously to the death so long as Adril is "alive," but the moment he's reduced to a puddle of icy water, their devotion wanes and they surrender if more than two of their number are killed.

STATISTICS

Str 20, **Dex** 10, **Con** 14, **Int** 12, **Wis** 13, **Cha** 8

Base Atk +12; **CMB** +17 (+21 to disarm, sunder or trip [Greater Weapon Focus, +2 glaive-guisarme]); **CMD** 27 (30 vs bull rush, overrun, pull, push, trip)

Feats Greater Shield Focus, Greater Weapon Focus (glaive-guisarme), Greater Weapon Specialization (glaive-guisarme), Improved Initiative, Iron Will, Lightning Reflexes, Penetrating Strike (**attacks with glaive-guisarme ignore 5 points of typed DR**), Shield Focus, Shield Wall (**when adjacent to one another, increase shield bonus to AC by 2**), Step Up, Toughness, Weapon Focus (glaive-guisarme), Weapon Specialization (glaive-guisarme)

Skills Intimidate +14, Perception +13, Profession (soldier) +16, Survival +16

Languages Common, Giant

SQ deft shield, phalanx fighting

Other Gear *cloak of resistance +1, +1 full plate, +2 glaive-guisarme, +1 tower shield*

Deft Shield – Eliminates the penalty for fighting with a tower shield.

Phalanx Fighting – Use a polearm as a one-handed weapon.

Ready Pike – Immediate action; brace polearm, gain +2 to hit and damage; 2/day.

Shield Ally – Move action; provide partial cover to self and all adjacent allies until start of next turn.

ADRIL'S SIMULACRUM

CR 7

Male human simulacrum fighter 7, NE Medium humanoid (human)

Init +0; **Senses** Perception +1

DEFENSE

AC 22, touch 10, flat-footed 22 (+9 armor, +3 shield)

hp 71 (7d10+28)

Fort +7, **Ref** +2, **Will** +5; +2 vs. fear

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee +1 *mighty cleaving shock longsword* +14/+9 (1d8+8/19–20 plus 1d6 electricity and cleave)

Ranged mwk composite longbow +8/+3 (1d8/x3)

Special Attacks weapon training (heavy blades +1)

TACTICS

Before Combat Allow the PCs a DC 40 Perception check or DC 20 Sense Motive check to determine this isn't the real Adril Hestram. Success means the PCs notice that while this person looks and acts exactly like Adril, something isn't right.

During Combat Adril shouts insults from the back and fires his longbow at the PCs. He avoids melee if possible, but draws his longsword should a PC get too close.

Morale Adril's simulacrum fights until melted.

STATISTICS

Str 18, **Dex** 10, **Con** 14, **Int** 13, **Wis** 12, **Cha** 8

Base Atk +7; **CMB** +11 (+13 to disarm, sunder or trip [Weapon Focus, +1 longsword]); **CMD** 21

Feats Intimidating Prowess, Iron Will, Persuasive, Shield Focus, Skill Focus (Intimidate), Toughness, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Climb +6, Diplomacy +1, Handle Animal +5, Intimidate +18, Knowledge (dungeoneering) +7, Knowledge (engineering) +7, Ride +2, Survival +7, Swim +6

Languages Azlanti, Common

SQ armor training 2

Gear masterwork composite longbow, full plate, heavy steel shield, *Starsword* (+1 *mighty cleaving shock longsword*)