

1-46 Eyes of the Ten, Part 4:
Nothing Ventured, Nothing Gained

Combat Notes

WOALTOG**CR 13**

Male half-orc ranger 10/shadowdancer 4, NE Medium humanoid (human, orc)

Init +4; **Senses** darkvision 90 ft.; Perception +13

DEFENSE

AC 24, touch 17, flat-footed 19 (+7 armor, +2 deflection, +4 Dex, +1 dodge)

hp 113 (14 HD; 10d10+4d8+38)

Fort +9, **Ref** +13, **Will** +8

Defensive Abilities evasion, orc ferocity, uncanny dodge

OFFENSE

Speed 30 ft.

Melee +2 *short sword* +18/+13/+8 (1d6+4/19–20), +1 *kukri* +16/+11/+6 (1d4+3/18–20)

Special Attacks favored enemy (dwarves +2, elves +4, humans +6)

Shadowdancer Spell-like Abilities (CL 4th; concentration +3)

2/day—*silent image* (DC 10)

1/day—*shadow conjuration* (DC 13)

Ranger Spells Prepared (CL 7th; concentration +9)

2nd—*barkskin*, *wind wall*

1st—*jump*, *longstrider*, *pass without trace*

TACTICS

During Combat As much as possible, Woaltog uses the room to his advantage, stepping in and out of the shadows, as well as slipping through the fake portals to the east and the west and into the adjoining cloakroom. As he moves about, he uses his spell-like abilities to keep foes confused and to summon allies out of shadow-stuff.

Morale Finally free of temporal stasis, Woaltog fights to the death to avoid being recaptured.

STATISTICS

Str 14, **Dex** 18, **Con** 12, **Int** 11, **Wis** 14, **Cha** 8

Base Atk +13; **CMB** +15 (+20 to disarm, sunder or trip [Weapon Finesse, Weapon Focus, +2 short sword]); **CMD** 32

Feats Combat Reflexes, Dodge, Double Slice, Endurance, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Iron Will, Mobility, Toughness, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (short sword)

Skills Acrobatics +18, Bluff +8, Diplomacy +6, Disguise +8, Escape Artist +12, Handle Animal +6, Heal +9, Intimidate +6, Knowledge (arcana) +4, Knowledge (dungeoneering) +5, Knowledge (geography) +7, Knowledge (nature) +4, Knowledge (planes) +4, Perception +13, Perform (dance) +5, Sleight of Hand +12, Spellcraft +8, Stealth +16, Survival +12, Swim +5

Languages Common, Orc

SQ favored terrain (forest +2, urban +4), hide in plain sight, hunter's bond (companions), orc blood, rogue talents (finesse rogue), shadow jump (40 ft./day), summon shadow, swift tracker, track +5, weapon familiarity, wild empathy +9, woodland stride

Gear +3 *chain shirt*, +1 *kukri*, +2 *short sword*, *ring of protection* +2

SHADOW COMPANION

CR -

Summoned shadow, NE Medium undead (incorporeal)

Init +2; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 15, touch 15, flat-footed 12 (+2 deflection, +2 Dex, +1 dodge)

hp 56 (3d8+6)

Fort +10, **Ref** +11, **Will** +5

Defensive Abilities incorporeal, channel resistance +4; **Immune** undead traits

OFFENSE

Speed fly 40 ft. (good)

Melee incorporeal touch +15 (1d6 Strength damage)

STATISTICS

Str —, **Dex** 14, **Con** —, **Int** 6, **Wis** 12, **Cha** 15

Base Atk +13; **CMB** +15; **CMD** 28

Feats Dodge, Skill Focus (Perception)

Skills Fly +11, Perception +8, Stealth +8 (+12 in dim light, +4 in bright light)

SPECIAL ABILITIES

Strength Damage (Su) A shadow's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy effect. The target dies if this Strength damage equals or exceeds its actual Strength score.

CLOCKWORK GOLEM (2)**CR 12**

N Large construct

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +0**DEFENSE****AC** 26, touch 10, flat-footed 25 (+1 Dex, +16 natural, -1 size)**hp** 118 (16d10+30)**Fort** +5, **Ref** +6, **Will** +5**DR** 10/adamantine; **Immune** construct traits, magic**OFFENSE****Speed** 30 ft.**Melee** 2 slams +23 (2d10+8 plus grab)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** death burst, grind, wall of gears**STATISTICS****Str** 27, **Dex** 12, **Con** —, **Int** —, **Wis** 11, **Cha** 1**Base Atk** +16; **CMB** +25 (+29 grapple); **CMD** 36**SPECIAL ABILITIES**

Death Burst (Ex) When a clockwork golem is reduced to 0 or fewer hit points, it explodes in a shower of razor-sharp gears and debris. All creatures within a 10-foot burst take 12d6 points of slashing damage—a DC 18 Reflex save results in half damage. The save DC is Constitution-based.

Grind (Ex) A clockwork golem deals an additional 2d10+12 points of slashing damage when it makes a successful grapple check as razor-sharp gears and blades emerge from its body to grind and slice its foe.

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

- A *grease* spell cast on the golem causes it to move quickly for 1d6 rounds, as if under the effects of *haste*.
- A *rusting grasp* spell deals damage to a clockwork golem normally, and makes the golem staggered for 1d6 rounds (no save).

Wall of Gears (Su) As a standard action, a clockwork golem can fold into a whirling wall of grinding gears measuring 10 feet by 10 feet or 5 feet by 20 feet. Anyone passing through the wall takes 15d6 points of slashing damage. If the wall appears in a creature's space, that creature can attempt a DC 18 Reflex save to leap to one side and avoid the damage entirely. The clockwork golem can take no actions while in this form except to resume its normal form as a move action. A clockwork golem's AC and immunities remain the same while it is in this form.

FEROCLEUS**CR 12**

Male half-elf druid (blight druid) 13, NE Medium humanoid (elf, human)

Init +0; **Senses** low-light vision; Perception +17**Aura** miasma**DEFENSE****AC** 19, touch 12, flat-footed 19 (+7 armor, +2 deflection)**hp** 101 (13d8+39)**Fort** +9, **Ref** +6, **Will** +12; +2 vs. enchantments**Defensive Abilities** blightblooded, plaguebearer; **Immune** disease, sickened, nauseated; **Resist** acid 20**OFFENSE****Speed** 20 ft.**Melee** +2 *scythe* +15/+10 (2d4+6/19–20/x4)**Special Attacks** acid dart (1d6+6 acid, 7/day), miasma, wild shape 13 hours/day**Druid Spells Prepared** (CL 13th; concentration +17, +21 defensively)7th—*creeping doom* (DC 21), *elemental body IV* (earth only)^D6th—*antilife shell*, *repel wood*, *stoneskin*^D5th—*baleful polymorph* (DC 19), *cure critical wounds*, *insect plague*, *wall of stone*^D4th—*dispel magic*, *flame strike* (DC 18), *freedom of movement*, *ice storm*, *rusting grasp*, *spike stones*^D (DC 18)3rd—*contagion* (DC 18), *poison* (DC 18), *protection from energy*, *sleet storm*, *stone shape*^D, *wind wall*2nd—*bull's strength*, *flaming sphere* (DC 16), *heat metal* (DC 16), *lesser restoration*, *soften earth and stone*^D, *spider climb*1st—*jump*, *longstrider*, *obscuring mist*, *magic stone*^D, *pass without trace*, *produce flame*0 (at will)—*detect magic*, *light*, *stabilize*, *read magic***D** Domain spell; **Domain** Earth**TACTICS****Before Combat** Ferocleus casts *antilife shell*, *longstrider*, and *freedom of movement* once he becomes aware of the PCs.**During Combat** Ferocleus depends on magic as his primary weapon, preferring to avoid melee and attack with ranged spells. If possible, he isolates a single PC with a *wall of stone*, allowing his fellow escapees to focus their attacks on a single target. If melee is unavoidable and he has no more touch or close-range spells, he wild shapes into a huge earth elemental.**Morale** Ferocleus knows what his future holds if he's recaptured and placed back in temporal stasis, and he fights to the death to avoid such a fate.**STATISTICS****Str** 16, **Dex** 10, **Con** 13, **Int** 12, **Wis** 18, **Cha** 8**Base Atk** +9; **CMB** +12 (+15 to disarm, sunder or trip [Weapon Focus, +2 scythe]); **CMD** 24**Feats** Combat Casting, Eschew Materials, Improved Critical (scythe), Lightning Reflexes, Spell Focus (necromancy), Toughness, Weapon Focus (scythe)**Skills** Climb +12, Craft (alchemy) +11, Fly +6, Handle Animal +7, Heal +12, Knowledge (nature) +13, Perception +17, Ride +6, Spellcraft +15, Survival +19, Swim +11**Languages** Common, Druidic, Elven, Terran**SQ** blightblooded*, elf blood, nature bond (Earth domain), nature sense, vermin empathy +12, woodland stride**Gear** +3 *hide armor*, +2 *scythe*, *ring of protection* +2**SPECIAL ABILITIES****Vermin Empathy (Su)** A blight druid can improve the attitude of vermin as a normal druid can with animals. Vermin have a starting attitude of unfriendly. A blight druid can also improve the attitude of animals and mindless undead creatures that were formerly animals, but takes a –4 penalty on the check unless the animal or undead has a disease special attack.**Miasma (Ex)** Whenever a blight druid is adjacent to a creature at the beginning of its turn, the creature must succeed at a DC 20 Fortitude save or become sickened for 1 round. A creature of the animal, fey, or plant type that fails its save is nauseated for 1 round and sickened for 1 minute thereafter. If the creature makes its save, it is immune to this effect for 24 hours, as are creatures that are immune to disease.

Plaguebearer (Su) Any creature that strikes a blight druid with a touch attack, unarmed strike, or natural weapon must succeed at a DC 20 Fortitude save or contract a disease, as the *contagion* spell. If the creature makes its save, it is immune to this effect for 24 hours.

Under the effects of *Elemental Body IV*, Ferocleus' stats change as follows: **Senses** Darkvision 60'; **AC** 15, touch 9, flat-footed 16 (+6 natural armor, +2 deflection, -1 Dex, -2 size); **hp** 127 (gains +26); **Immune** critical hits, bleed, sneak attack; **DR** 5/-; **Melee** 2 *slams* +14/+14 (2d8+7, 20/x2); **Str** 24, **Dex** 8, **Con** 17; **Special Abilities** Earth Glide

PYRECAT**CR 12**

Female elf sorcerer 9/assassin 4, LE Medium humanoid

Init +8; **Senses** low-light vision; Perception +9**DEFENSE****AC** 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)**hp** 72 (13 HD; 9d6+4d8+22)**Fort** +6, **Ref** +9, **Will** +8; +2 vs. enchantments, +2 vs. poison**Defensive Abilities** uncanny dodge**OFFENSE****Speed** 30 ft.**Melee** +2 *short sword* +14/+9 (1d6+1/19–20)**Ranged** ray +12**Special Attacks** death attack (DC 15), sneak attack +2d6, true death**Bloodline Spell-Like Abilities** (CL 9th; concentration +12)

6/day—laughing touch

9 rounds/day—fleeting glance

Sorcerer Spells Known (CL 9th; concentration +12, +16 defensively)4th (4/day)—*greater invisibility*, *phantasmal killer* (DC 17), *poison* (DC 17)3rd (7/day)—*deep slumber* (DC 18), *displacement*, *lightning bolt* (DC 16), *ray of exhaustion*2nd (7/day)—*bear's endurance*, *detect thoughts* (DC 15), *hideous laughter* (DC 15), *scorching ray*, *see invisibility*1st (7/day)—*entangle* (DC 14), *feather fall*, *magic missile shield*, *shocking grasp*, *true strike*0 (at will)—*arcane mark*, *daze* (DC 13), *detect magic*, *detect poison*, *ghost sound*, *mage hand*, *ray of frost*, *read magic***Bloodline** Fey**TACTICS****Before Combat** If given time to prepare, Pycerat casts *bear's endurance*, *shield*, and *greater invisibility* before entering combat.**During Combat** Pycerat uses her spells and invisibility to deceive and confuse opponents, allowing her to make the most of her assassin abilities and sneak attack.**Morale** Pycerat wants to live. If reduced below 30 hit points, she breaks from combat and attempts to escape. If captured, she surrenders and attempts to bargain with the PCs for her freedom.**STATISTICS****Str** 8, **Dex** 18, **Con** 10, **Int** 12, **Wis** 13, **Cha** 16**Base Atk** +7; **CMB** +6; **CMD** 20**Feats** Combat Casting, Eschew Materials, Great Fortitude, Improved Initiative, Silent Spell, Toughness, Weapon Finesse, Weapon Focus (short sword), Weapon Focus (ray)**Skills** Acrobatics +11, Bluff +10, Craft (alchemy) +8, Diplomacy +8, Disable Device +9, Disguise +8, Escape Artist +9, Fly +8, Intimidate +8, Knowledge (arcana) +5, Knowledge (dungeoneering) +2, Knowledge (history) +2, Knowledge (local) +2, Perception +9, Sense Motive +6, Sleight of Hand +11, Spellcraft +10 (+12 identify magic item properties), Stealth +12**Languages** Common, Elven, Sylvan**SQ** bloodline arcana, elven magic, hidden weapons, poison use, weapon familiarity, woodland stride**Gear** +2 *short sword*, *bracers of armor* +4

VALICIA NARIKOPOLUS**CR 12**

Female human fighter 13, LE Medium humanoid

Init +3; **Senses** Perception +1**DEFENSE****AC** 21, touch 14, flat-footed 17 (+7 armor, +3 Dex, +1 dodge)**hp** 128 (13d10+52)**Fort** +10, **Ref** +7, **Will** +5; +3 vs. fear**Defensive Abilities** bravery +3**OFFENSE****Speed** 30 ft.**Melee** +1 *short sword* +18/+13/+8 (1d6+4/19–20) or +1 *dagger* +19/+14/+9 (1d4+4/19–20)**Ranged** +1 *composite longbow* +22/+17/+12 (1d8+10/×3 plus Manyshot 1d8+10) or +1 *dagger* +20 (1d4+6/19–20)**With Rapid Shot** +1 *composite longbow* +20/+20/+15/+10 (1d8+10/×3 plus Manyshot 1d8+10)**Special Attacks** weapon training (bows +3, thrown +2, light blades +1)**STATISTICS****Str** 15, **Dex** 17, **Con** 15, **Int** 10, **Wis** 12, **Cha** 8**Base Atk** +13; **CMB** +15 (+17 to disarm, sunder or trip [Weapon Focus, +1 short sword]); **CMD** 29**Feats** Disruptive, Dodge, Greater Weapon Focus (longbow), Greater Weapon Specialization (longbow), Manyshot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Spellbreaker, Toughness, Weapon Focus (short sword), Weapon Focus (longbow), Weapon Specialization (longbow)**Skills** Climb +12, Craft (bows) +8, Intimidate +10, Knowledge (dungeoneering) +7, Ride +10, Survival +10, Swim +10**Languages** Common**SQ** armor training 3**Combat Gear** *human slaying arrows* (3); **Other Gear** +3 *chain shirt*, +1 *dagger*, +1 *composite longbow* with 40 arrows, +1 *short sword*

ANDREXIEL, THE COPPER SPHINX**CR 14**

Female gynosphinx oracle 9, N Large magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision, *see invisibility*; Perception +23; cannot see beyond 60'**DEFENSE****AC** 25, touch 10, flat-footed 24 (+1 Dex, +15 natural, -1 size)**hp** 211 (21 HD; 12d10+9d8+105)**Fort** +16, **Ref** +12, **Will** +18**Defensive Abilities** light fortification; **Resist** fire 10**OFFENSE****Speed** 30 ft., fly 50 ft. (poor)**Melee** 2 claw +25 (1d6+7/19-20)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** brain drain (2/day, DC 20 Will negates, 9d4), pounce, rake (2 claws +17, 2d6+6)**Spell-Like Abilities** (CL 12th; concentration +18, +22 defensively)Constant—*comprehend languages*, *detect magic*, *read magic*, *see invisibility*At will—1/week—any one of the following: *symbol of fear* (DC 22), *symbol of pain* (DC 21), *symbol of persuasion* (DC 22), *symbol of sleep* (DC 22), *symbol of stunning* (DC 23); all symbols last for 1 week maximum3/day—*clairaudience/clairvoyance*1/day—*dispel magic*, *legend lore*, *locate object*, *remove curse***Oracle Spells Known** (CL 9th; concentration +15)4th (5/day)—*discern lies*, *inflict critical wounds* (DC 20), *legend lore*, *sending*3rd (7/day)—*blindness/deafness* (DC 19), *dispel magic*, *glyph of warding*, *inflict serious wounds*, *locate object*2nd (8/day)—*hold person* (DC 18), *inflict moderate wounds* (DC 18), *resist energy*, *silence*, *tongues*, *zone of truth* (DC 18)1st (8/day)—*bane* (DC 17), *deathwatch*, *entropic shield*, *identify*, *inflict light wounds* (DC 17), *obscuring mist*, *sanctuary* (DC 17)0 (at will)—*bleed* (DC 16), *detect magic*, *guidance*, *mending*, *read magic*, *resistance*, *stabilize*, *virtue***Mystery** Lore**STATISTICS****Str** 24, **Dex** 13, **Con** 20, **Int** 16, **Wis** 23, **Cha** 23**Base Atk** +18; **CMB** +26 (+27 to disarm, sunder or trip [Weapon Focus]); **CMD** 37 (41 vs. trip)**Feats** Alertness, Combat Casting, Flyby Attack, Hover, Improved Critical (claw), Improved Initiative, Improved Natural Armor, Improved Natural Attack (claw), Iron Will, Skill Focus (Fly), Weapon Focus (claw)**Skills** Bluff +17, Craft (alchemy) +7, Diplomacy +22, Fly +12, Intimidate +17, Knowledge (arcana) +16, Knowledge (geography) +16, Knowledge (history) +16, Knowledge (local) +16, Knowledge (nature) +16, Knowledge (planes) +16, Knowledge (religion) +16, Perception +23, Sense Motive +26, Spellcraft +19**Languages** Common, Draconic, Ignan, Kelish, Osiriani, Sphinx**SQ** oracle's curse (clouded vision), revelations (brain drain, lore keeper)**SPECIAL ABILITIES****Brain Drain (Su)** Andrexiel can take a standard action to violently probe the mind of a single intelligent enemy within 100 feet. The target receives a Will save to negate the effect and immediately knows the source of this harmful mental prying. Those who fail this save are wracked with pain, taking 1d4 points of damage per oracle level. After successfully attacking with this ability, Andrexiel may use a full-round action to sort through the jumble of stolen thoughts and memories to make a single Knowledge check using the victim's skill bonus. The randomly stolen thoughts remain in her mind for a number of rounds equal to her Charisma modifier. Treat the knowledge gained as if she had used *detect thoughts*. This is a mind-affecting effect.**Light Fortification (Ex)** When a critical hit or sneak attack is scored on Andrexiel, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally.

ADRIL HESTRAM**CR 16**

Male human fighter 16, NE Medium humanoid

Init +6; **Senses** Perception -1**DEFENSE****AC** 29, touch 17, flat-footed 26 (+12 armor, +3 deflection, +2 Dex, +1 dodge, +1 insight)**hp** 220 (16d10+128)**Fort** +20, **Ref** +13, **Will** +10; +4 vs. fear,**Defensive Abilities** bravery +4, **Resist** fire 20; **SR** 20**OFFENSE****Speed** 30 ft.**Melee** +1 *wounding earth breaker* +27/+22/+17/+12 (2d6+15/19-20/x3)**Power Attack** +1 *wounding earth breaker* +22/+17/+12/+7 (2d6+30/19-20/x3)**Ranged** +1 *returning throwing axe* +22/+17 (1d6+10)**Special Attacks** weapon training (hammers +3, axes +2, heavy blades +1)**TACTICS**

During Combat Adril initiates combat by charging Shemis, attempting to bash in her skull. At least for the first few rounds, Adril focuses his attacks on her, leaving the PCs to his allies. He only focuses on the Pathfinders once they prove to be a threat. Still, he furiously attacks anyone obstructing his target. He wastes little time on blockers, hoping to drop them with a single full-attack. If the PCs take to the air, Adril activates his *winged boots* to combat them in flight.

Moral Adril accepts that this event will be either his ultimate triumph or his swan song. He fights to the death.

STATISTICS**Str** 20, **Dex** 15, **Con** 22, **Int** 10, **Wis** 8, **Cha** 12**Base Atk** +16; **CMB** +21; **CMD** 37

Feats Cleave, Critical Focus (**+4 on crit. Confirmation rolls**), Dodge, Greater Weapon Focus (earth breaker), Greater Weapon Specialization (earth breaker), Improved Critical (earth breaker), Improved Initiative, Improved Iron Will, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Power Attack, Staggering Critical (**staggered for 1d4+1 rounds; a DC 26 Fort save reduces to 1 round**), Toughness, Weapon Focus (earth breaker), Weapon Focus (throwing axe), Weapon Specialization (earth breaker), Weapon Specialization (throwing axe)

Skills Bluff +11, Climb +15, Fly +2, Handle Animal +8, Knowledge (dungeoneering) +11, Survival +13, Swim +13**Languages** Common**SQ** armor training 4

Combat Gear *potions of cure serious wounds* (3), *potion of haste*; **Other Gear** +3 *full plate*, +1 *wounding earth breaker**, +1 *returning throwing axes* (2), *bag of holding (type I)* containing two dozen *eraminho stones*, *belt of physical might* +2 (Con and Str), *cloak of resistance* +4, *dusty rose prism ioun stone*, *ring of major energy resistance (fire)*, *ring of protection* +3, *scarab of protection*, *winged boots*, 200 pp, 144 gp

SPECIAL ABILITIES

PC Wealth Adril's long career as a prominent venture-captain earned him considerable wealth, much of which he spent on a manual of gainful exercise +5 which has made him incredibly resilient in the years since he read it. This additional wealth increases his CR by +1.

Wounding - This special ability can only be placed on melee weapons. A *wounding* weapon deals 1 point of [bleed](#) damage when it hits a creature. Multiple hits from a *wounding* weapon increase the [bleed](#) damage. Bleeding creatures take the [bleed](#) damage at the start of their turns. Bleeding can be stopped by a successful DC 15 [Heal](#) check or through the application of any spell that cures hit point damage. A [critical hit](#) does not multiply the [bleed](#) damage. Creatures immune to critical hits are immune to the [bleed](#) damage dealt by this weapon.

DOPPELGANGER DEATH SQUAD (3)

CR 10

Doppelganger fighter 7, CE Medium monstrous humanoid (shapechanger)

Init +3; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 27, touch 14, flat-footed 23 (+9 armor, +3 Dex, +1 dodge, +4 natural)

hp 100 each (11d10+40)

Fort +10, **Ref** +9, **Will** +9; +2 vs. fear

Defensive Abilities bravery +2; **Immune** charm, sleep;

OFFENSE

Speed 30 ft.

Melee mwk earth breaker +19/+14/+9 (2d6+11/×3) or 2 claws +17 (1d8+6)

Power Attack mwk earth breaker +16/+11/+6 (2d6+20/×3) or 2 claws +14 (1d8+12)

Special Attacks weapon training (hammers +1)

Spell-Like Abilities (CL 18th; concentration +21)

At will—*detect thoughts* (DC 15)

TACTICS

During Combat The doppelgangers work together to try to keep the PCs from moving in on the real Adril, blocking for him and doing their best to take down those opponents who pose the most threat to their leader.

Morale The doppelgangers fight to the death.

STATISTICS

Str 22, **Dex** 16, **Con** 14, **Int** 13, **Wis** 12, **Cha** 17

Base Atk +11; **CMB** +17; **CMD** 31

Feats Dodge, Great Fortitude, Iron Will, Lunge, Mobility, Power Attack, Toughness, Vital Strike, Weapon Focus (earth breaker), Weapon Specialization (earth breaker)

Skills Bluff +18 (+22 while using change shape ability), Diplomacy +10, Disguise +11 (+31 while using change shape ability), Perception +8, Sense Motive +5, Stealth +13

Languages Common

SQ armor training 2, mimicry, perfect copy

Combat Gear *potion of cure moderate wounds*; **Other Gear** full plate, masterwork earth breaker

SHEMIS**CR 13**

Female half-elf diviner 8/lorekeeper 6, N Medium humanoid

Init +5; **Senses** low-light vision; Perception +4

DEFENSE

AC 16, touch 11, flat-footed 15 (+3 armor, +1 Dex, +2 natural)

hp 48 (14 HD; 8d6+6d6)

Fort +4, **Ref** +5, **Will** +11; +2 vs. enchantments

OFFENSE

Speed 30 ft.

Melee quarterstaff +6/+1 (1d6-1)

Arcane School Spell-Like Abilities (CL 14th; concentration +18, +22 defensively)

7/day—diviner's fortune (+4)

Diviner Spells Prepared (CL 14th; concentration +18)

7th—*greater arcane sight, greater scrying, vision*

6th—*analyze dweomer, legend lore, stone to flesh, true seeing*

5th—*contact other plane, prying eyes, secret chest, telepathic bond*

4th—*arcane eye, detect scrying, locate creature, minor creation, mnemonic enhancer, scrying* (DC 19)

3rd—*arcane sight, clairaudience/clairvoyance, illusory script, secret page, tongues, water breathing*

2nd—*blur* (2), *detect thoughts* (DC 17), *locate object, magic mouth, obscure object, see invisibility*

1st—*comprehend languages, detect undead, erase, identify* (2), *magic aura, unseen servant*

0 (at will)—*arcane mark, detect magic, detect poison, message, read magic*

Opposition Schools Abjuration, Evocation

STATISTICS

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

Base Atk +7; **CMB** +6; **CMD** 17

Feats Combat Casting, Craft Construct, Craft Magic Arms and Armor, Craft Staff, Craft Wondrous Item, Eschew Materials, Scribe Scroll, Skill Focus (Knowledge [planes]), Skill Focus (Knowledge [arcana])B, Spell Focus (divination), Spell Penetration

Skills Appraise +17, Craft (alchemy) +15, Diplomacy +17, Fly +10, Intimidate +13, Knowledge (arcana) +25, Knowledge (history) +21, Knowledge (planes) +27, Knowledge (religion) +17, Linguistics +19, Perception +4, Spellcraft +19

Languages Aboleth, Azlanti, Celestial, Common, Draconic, Dwarven, Elven, Gnome, Osiriani, Tekritanin, Thassilonian, Tien, Varisian

SQ arcane bond (staff), elf blood, forewarned, greater lore, lore +3, scrying adept, secrets (applicable knowledge, newfound arcana, more newfound arcana)

Combat Gear *staff of revelations* (*augury* [1 charge], *speak with dead* [1 charge], *divination* [2 charges], *commune* [3 charges]); **Other Gear** quarterstaff, *amulet of natural armor* +2, *bracers of armor* +3