

All Subtiers

BARON BOMANDE RUDYAHM

CR 3

Middle-aged male human aristocrat 2/ranger (trophy hunter) 2

LG Medium humanoid (human)

Init +3; **Senses** Perception +7

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

hp 34 (4 HD; 2d10+2d8+10)

Fort +5, **Ref** +6, **Will** +5

OFFENSE

Speed 20 ft.

Melee kukri +3 (1d4/18–20)

Ranged mwk musket +7 (1d12/×4)

Special Attacks grit (1)

TACTICS

During Combat The baron prefers to fight from range with his musket.

Morale The baron does not flee so long as his allies are in danger.

STATISTICS

Str 11, **Dex** 16, **Con** 14, **Int** 9, **Wis** 14, **Cha** 11

Base Atk +3; **CMB** +3; **CMD** 16

Feats Amateur Gunslinger, Exotic Weapon Proficiency (firearms), Athletic, Gunsmithing, Point-Blank Shot, Precise Shot

Skills Climb +5, Craft (alchemy) +4, Diplomacy +5, Heal +6, Knowledge (geography) +4, Knowledge (nature) +4, Knowledge (nobility) +4, Linguistics +3, Perception +7, Sense Motive +7, Survival +9, Swim +5

Languages Common, Osiriani, Vudrani

SQ deeds (deadeye, gunslinger's dodge, quick clear), improved tracking

Combat Gear potions of cure light wounds (2); **Other Gear** mwk chain shirt, kukri, mwk musket with 20 paper cartridges, antitoxin (2), healer's kit, mwk survival kit, 42 gp

SPECIAL ABILITIES

Limp (Ex) Baron Rudyahm's limp reduces his base speed to 20 feet.

All Subtiers

COUNT FALROUN MATSANDA

CR 2

Male human aristocrat 3/fighter 1

NG Medium humanoid (human)

Init +3; **Senses** Perception +9

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)

hp 22 (4 HD; 1d10+3d8+4)

Fort +4, **Ref** +4, **Will** +5

OFFENSE

Speed 30 ft.

Melee mwk rapier +7 (1d6–1/18–20)

Ranged musket +6 (1d12/×4)

Special Attacks grit (1)

TACTICS

During Combat The count prefers to fight at a distance with his musket.

Morale Matsanda refuses to abandon Baron Rudyahm, and fights to the death to protect him.

STATISTICS

Str 8, **Dex** 16, **Con** 12, **Int** 10, **Wis** 14, **Cha** 15

Base Atk +3; **CMB** +2; **CMD** 15

Feats Amateur Gunslinger_{uc}, Exotic Weapon Proficiency (firearms), Persuasive, Weapon Finesse

Skills Bluff +7, Climb +3, Diplomacy +9, Intimidate +4, Knowledge (geography) +5, Knowledge (local) +5, Knowledge (nobility) +5, Perception +9, Sense Motive +9, Survival +6, Swim +3

Languages Common, Osiriani

SQ deeds (quick clear)

Combat Gear potions of cure light wounds (2); **Other Gear** mwk leather armor, mwk rapier, musket_{uc} with 20 paper cartridges_{uc}, 80 gp

Subtier 1-2 (5+ players), Subtier 4-5 (4 players)

MONKEY SWARM

CR 2

N Tiny animal (swarm)

Init +7; **Senses** low-light vision; Perception +5

DEFENSE

AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size)

hp 22 (3d8+9)

Fort +6, **Ref** +8, **Will** +2

Defensive Abilities half damage from weapons, swarm traits

OFFENSE

Speed 30 ft., climb 20 ft.

Melee swarm (2d6 plus distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 14)

STATISTICS

Str 7, **Dex** 16, **Con** 17, **Int** 2, **Wis** 12, **Cha** 11

Base Atk +2; **CMB** —; **CMD** —

Feats Improved Initiative, Lightning Reflexes

Skills Acrobatics +11, Climb +10, Perception +5; **Racial Modifiers** +4 Acrobatics

SQ coordinated swarm

SPECIAL ABILITIES

Coordinated Swarm (Ex) A monkey swarm coordinates its attacks more than a typical swarm, and deals swarm damage one step higher than a swarm of its HD would normally cause.

Subtier 4-5 (5+ players)

ADVANCED MONKEY SWARM

CR 3

N Tiny animal (swarm)

Init +7; **Senses** low-light vision; Perception +5

DEFENSE

AC 19, touch 17, flat-footed 14 (+2 natural, +5 Dex, +2 size)

hp 28 (3d8+15)

Fort +8, **Ref** +10, **Will** +4

Defensive Abilities half damage from weapons, swarm traits

OFFENSE

Speed 30 ft., climb 20 ft.

Melee swarm (2d6 plus distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 16)

STATISTICS

Str 11, **Dex** 20, **Con** 21, **Int** 2, **Wis** 16, **Cha** 15

Base Atk +2; **CMB** —; **CMD** —

Feats Improved Initiative, Lightning Reflexes

Skills Acrobatics +13, Climb +12, Perception +7; **Racial Modifiers** +4 Acrobatics

SQ coordinated swarm

SPECIAL ABILITIES

Coordinated Swarm (Ex) A monkey swarm coordinates its attacks more than a typical swarm, and deals swarm damage one step higher than a swarm of its HD would normally cause.

All Subtiers

ELEPHANT

CR 7

N Huge animal

Init +0; **Senses** low-light vision, scent; Perception +21

DEFENSE

AC 17, touch 8, flat-footed 17 (+9 natural, -2 size)

hp 93 (11d8+44)

Fort +13, **Ref** +7, **Will** +6

OFFENSE

Speed 40 ft.

Melee gore +16 (2d8+10), slam +16 (2d6+10)

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

Special Attacks trample (2d8+15; DC 25)

STATISTICS

Str 30, **Dex** 10, **Con** 19, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +8; **CMB** +20; **CMD** 30 (34 vs. trip)

Feats Endurance, Great Fortitude, Improved Bull Rush, Iron Will, Power Attack, Skill Focus (Perception)

Skills Perception +21

All Subtiers

VIPER FAMILIAR

CR 1/2

N Tiny animal

Init +3; **Senses** low-light vision, scent; Perception +9

DEFENSE

AC 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size)

hp 3 (1d8–1)

Fort +1, **Ref** +5, **Will** +1

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +5 (1d2–2 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 4, **Dex** 17, **Con** 8, **Int** 1, **Wis** 13, **Cha** 2

Base Atk +0; **CMB** +1; **CMD** 8 (can't be tripped)

Feats Weapon Finesse

Skills Climb +11, Perception +9, Stealth +15, Swim +11; **Racial Modifiers** +4 Perception, +4 Stealth

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 9; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 1 save.

Subtier 4-5 (5+ players)

ADVANCED EMPEROR COBRA

CR 5

N Large animal

Init +8; Senses low-light vision, scent; Perception +15

DEFENSE

AC 22, touch 13, flat-footed 18 (+4 Dex, +9 natural, -1 size)

hp 63 (6d8+36)

Fort +11, **Ref** +9, **Will** +7

OFFENSE

Speed 30 ft., climb 30 ft., swim 30 ft.

Melee bite +12 (2d6+12 plus poison)

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

STATISTICS

Str 26, **Dex** 19, **Con** 22, **Int** 1, **Wis** 21, **Cha** 6

Base Atk +4; **CMB** +13; **CMD** 27 (can't be tripped)

Feats Improved Initiative, Skill Focus (Stealth), Weapon Focus (bite)

Skills Acrobatics +12, Climb +16, Perception +15, Stealth +13, Swim +16; **Racial Modifiers** +8 Acrobatics, +4 Perception, +4 Stealth

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d3 Con; *cure* 2 consecutive saves.

Subtier 4-5 (4 players)

EMPEROR COBRA

CR 5

N Large animal

Init +6; **Senses** low-light vision, scent; Perception +13

DEFENSE

AC 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, -1 size)

hp 51 (6d8+24)

Fort +9, **Ref** +7, **Will** +5

OFFENSE

Speed 30 ft., **climb** 30 ft., **swim** 30 ft.

Melee bite +10 (2d6+9 plus poison)

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

STATISTICS

Str 22, **Dex** 15, **Con** 18, **Int** 1, **Wis** 17, **Cha** 2

Base Atk +4; **CMB** +11; **CMD** 23 (can't be tripped)

Feats Improved Initiative, Skill Focus (Stealth), Weapon Focus (bite)

Skills Acrobatics +10, Climb +14, Perception +13, Stealth +11, Swim +14; **Racial Modifiers**

Acrobatics+8, +4 Perception, +4 Stealth

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d3 Con; *cure* 2 consecutive saves.

Subtier 4-5 (5+ players)

JALMERI LEUCROTTA

CR 7

Variant leucrotta (*Pathfinder RPG Bestiary 2* 178)

CE Large magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +2

DEFENSE

AC 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, -1 size)

hp 84 (8d10+40)

Fort +10, **Ref** +7, **Will** +4

Immune disease, poison

OFFENSE

Speed 60 ft., climb 30 ft.

Melee bite +12 (2d6+7/19–20), 2 hooves +7 (1d6+2)

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

Special Attacks lure (DC 17)

TACTICS

During Combat The crocotta uses its lure and sound mimicry ability to mimic Count Matsanda's voice, crying out for help from the darkness. It calls to Baron Rudyahm by name, imposing a -4 penalty on his saving throw. If the crocotta is unable to coax the baron out of his tree, it uses its climb speed to close into melee. It prefers to attack the baron when possible.

Morale The crocotta fights to the death.

STATISTICS

Str 21, **Dex** 12, **Con** 18, **Int** 11, **Wis** 14, **Cha** 17

Base Atk +8; **CMB** +14; **CMD** 25 (29 vs. trip)

Feats Improved Initiative, Skill Focus (Bluff), Skill Focus (Stealth), Toughness

Skills Bluff +14, Climb +13, Stealth +11

Languages Common

SQ sound mimicry (voices)

SPECIAL ABILITIES

Lure (Su) At any point that a leucrotta's targets are unaware of it (for example, if the leucrotta is hiding or concealed in darkness), the leucrotta can call out to the targets, who must be in line of sight and within 60 feet. When the leucrotta calls out, the targets must make a DC 17 Will save or fall under the effects of a suggestion to approach the sound of the leucrotta's voice. This effect functions identically to a mass suggestion spell with a caster level equal to the leucrotta's Hit Dice. A creature that saves cannot be affected again by the same leucrotta's lure for 24 hours. The lure is a language-dependent effect, and if the leucrotta uses the victim's name during the lure, the victim takes a -4 penalty on its saving throw. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

Powerful Bite (Ex) A leucrotta's bite attack always applies 1-1/2 times its Strength modifier on damage rolls and threatens a critical hit on a roll of 19–20. When a leucrotta bites an object, its bite treats the object as having a hardness of 5 less than the object's actual hardness rating.

Subtier 4-5 (4 players)

ADVANCED LEUCROTTA

CR 6

CE Large magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +2

DEFENSE

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size)

hp 69 (6d10+36)

Fort +11, **Ref** +8, **Will** +6

Immune disease, poison

OFFENSE

Speed 60 ft., **climb** 30 ft.

Melee bite +12 (2d6+10/19–20), 2 hooves +7 (1d6+3)

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

Special Attacks lure, powerful bite

STATISTICS

Str 25, **Dex** 16, **Con** 22, **Int** 15, **Wis** 18, **Cha** 21

Base Atk +6; **CMB** +14; **CMD** 27 (31 vs. trip)

Feats Improved Initiative, Skill Focus (Bluff), Skill Focus (Stealth)

Skills Bluff +14, Climb +15, Stealth +11

Languages Common

SQ sound mimicry (voices)

SPECIAL ABILITIES

Lure (Su) At any point that a leucrotta's targets are unaware of it (for example, if the leucrotta is hiding or concealed in darkness), the leucrotta can call out to the targets, who must be in line of sight and within 60 feet. When the leucrotta calls out, the targets must make a DC 18 Will save or fall under the effects of a suggestion to approach the sound of the leucrotta's voice. This effect functions identically to a mass suggestion spell with a caster level equal to the leucrotta's Hit Dice. A creature that saves cannot be affected again by the same leucrotta's lure for 24 hours. The lure is a language-dependent effect, and if the leucrotta uses the victim's name during the lure, the victim takes a -4 penalty on its saving throw. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

Powerful Bite (Ex) A leucrotta's bite attack always applies 1-1/2 times its Strength modifier on damage rolls and threatens a critical hit on a roll of 19–20. When a leucrotta bites an object, its bite treats the object as having a hardness of 5 less than the object's actual hardness rating.

Subtier 4-5

ASVIKA

CR 3

Female human sorcerer 4
N Medium humanoid (human)
Init +2; **Senses** Perception +1

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)
hp 20 (4d6+4)
Fort +3, **Ref** +4, **Will** +6

OFFENSE

Speed 30 ft.
Melee punching dagger +4 (1d4/×3)
Ranged mwk light crossbow +5 (1d8/19–20)
Special Attacks long limbs (+5 ft.)
Bloodline Spell-Like Abilities (CL 2nd; concentration +5)
7/day—acidic ray (1d6+2 acid)
Sorcerer Spells Known (CL 2nd; concentration +5)
2nd (4/day)—*ghoul touch* (DC 17)
1st (7/day)—*cause fear* (DC 16), *chill touch* (DC 16), *enlarge person*, *shocking grasp*
0 (at will)—*acid splash*, *daze* (DC 14), *detect magic*, *ghost sound* (DC 14), *mage hand*,
prestidigitation
Bloodline aberrant

TACTICS

Before Combat Asvika casts *mage armor* before entering the temple.
During Combat Asvika uses her long limbs ability to deliver *ghoul touch* and *shocking grasp*.
Morale Asvika flees into the jungle as soon as she is able to without provoking attacks of opportunity. She otherwise fights to the death.

STATISTICS

Str 10, **Dex** 14, **Con** 12, **Int** 8, **Wis** 13, **Cha** 18
Base Atk +2; **CMB** +2; **CMD** 14
Feats Combat Casting, Eschew Materials, Spell Focus (necromancy), Weapon Finesse
Skills Intimidate +11, Knowledge (dungeoneering) +6, Spellcraft +6
Languages Common, Vudrani
SQ bloodline arcana (+50% duration on polymorph spells)
Combat Gear *potions of cure moderate wounds* (2), *scroll of scorching ray*, *wand of mage armor* (10 charges); **Other Gear** punching dagger, mwk light crossbow with 20 bolts, *cloak of resistance* +1, everburning torch

SCALING

Subtier 4–5: Reduce Asvika's and the looters' hit point totals by 6 each, and expend two of Asvika's 2nd-level spell slots.

Subtier 4-5

LOOTERS (2)

CR 2

Human fighter 2/rogue 1
N Medium humanoid (human)
Init +2; **Senses** Perception +6

DEFENSE

AC 18, touch 12, flat-footed 16 (+4 armor, +2 Dex, +2 shield)
hp 24 each (3 HD; 2d10+1d8+5)
Fort +4, **Ref** +4, **Will** +0 (+1 vs. fear)
Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.
Melee mwk hooked axe +7 (1d8+3/×3)
Ranged mwk light crossbow +5 (1d8/19–20)
Special Attacks sneak attack +1d6

TACTICS

During Combat The looters defend Asvika. They trip heavily armored targets to make them easier to hit.

Morale The looters flee into the jungle as soon as they can without provoking attacks of opportunity. They otherwise fight to the death.

STATISTICS

Str 17, **Dex** 14, **Con** 12, **Int** 13, **Wis** 10, **Cha** 8
Base Atk +2; **CMB** +5 (+7 trip); **CMD** 17 (19 vs. trip)
Feats Combat Expertise, Exotic Weapon Proficiency

SCALING

Subtier 4–5: Reduce Asvika's and the looters' hit point totals by 6 each, and expend two of Asvika's 2nd-level spell slots.

Subtier 4-5

ADHUKAIT

CR 7

LE Medium outsider (asura, evil, extraplanar, lawful)

Init +3; **Senses** all-around vision, darkvision 60 ft.; Perception +19

Aura elusive (30 ft.)

DEFENSE

AC 20, touch 14, flat-footed 16 (+3 Dex, +1 dodge, +6 natural)

hp 76 (9d10+27); regeneration 5 (good weapons, good spells)

Fort +6, **Ref** +11, **Will** +9; dual mind, +2 vs. enchantments

DR 5/good; **Immune** curse effects, disease, flanking, poison; **Resist** acid 10, electricity 10; **SR** 18

OFFENSE

Speed 40 ft.

Melee 2 mwk kukris +15/+10 (1d4+5/18–20), 2 claws +9 (1d4+2)

Special Attacks dance of disaster

Spell-Like Abilities (CL 6th; concentration +9)

At will—*feather fall*, *greater teleport* (self plus 50 lbs. of objects only), *spider climb*

3/day—*blink*, *blur*, *mirror image*, *spike growth*

1/day—*summon* (level 4, 1 adhukait 35%)

STATISTICS

Str 20, **Dex** 17, **Con** 17, **Int** 13, **Wis** 16, **Cha** 16

Base Atk +9; **CMB** +14; **CMD** 28

Feats Combat Reflexes, Dodge, Lightning Reflexes, Mobility, Nimble Moves

Skills Acrobatics +15 (+19 when jumping), Bluff +15, Escape Artist +21, Intimidate +11, Knowledge (planes) +9, Perception +19, Perform (dance) +14, Stealth +15; **Racial Modifiers** +6 Escape Artist, +4 Perception

Languages Common, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Dance of Disaster (Su) Whenever an adhukait hits with a melee attack during a full-attack action, it can move 10 feet before making its next attack. The adhukait's normal speed does not limit this movement—it can move 10 feet after any successful hit among its four attacks, as long as it has another attack to make.

Dual Mind (Su) An adhukait is a single creature with two distinct minds, so it can attempt two saving throws against mind-affecting effects. If either saving throw succeeds, the mind-affecting effect fails to affect the adhukait.

SCALING

Subtier 4–5: One half of the adhukait is malformed. Reduce the distance the asura can move with its dance of disaster ability by 5 feet, and reduce its spell resistance to 16. It takes a –2 penalty on its attack and damage rolls for the second kukri and claw attack it makes each round, or on its third and fourth claw attack if disarmed.