

PATHFINDER SOCIETY SCENARIO #6-11

THE SLAVE MASTER'S MIRROR

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SHRINK ITEM

School transmutation; **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range touch

Target one touched object of up to 2 cu. ft./level

Duration 1 day/level; see text

Saving Throw Will negates (object); **Spell Resistance** yes (object)

You are able to shrink one nonmagical item (if it is within the size limit) to 1/16 of its normal size in each dimension (to about 1/4,000 the original volume and mass). This change effectively reduces the object's size by four categories.

Optionally, you can also change its now shrunken composition to a clothlike one.

Objects changed by a *shrink item* spell can be returned to normal composition and size merely by tossing them onto any solid surface or by a word of command from the original caster. Even a burning fire and its fuel can be shrunk by this spell. Restoring the shrunken object to its normal size and composition ends the spell.

Shrink item can be made permanent with a *permanency* spell, in which case the affected object can be shrunk and expanded an indefinite number of times, but only by the original caster.

A2 The Pesh Fields (Subtier 3-4)

GNOLL BRUISER

CR 3

Gnoll fighter 1/rogue 1

CE Medium humanoid (gnoll)

Init +2; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 14, touch 13, flat-footed 11 (+2 Dex, +1 dodge, +1 natural)

hp 27 (4 HD; 3d8+1d10+9)

Fort +7, **Ref** +4, **Will** +1

OFFENSE

Speed 30 ft.

Melee greatclub +6 (1d10+6)

w/ Power Attack greatclub +5 (1d10+9)

Ranged javelin +4 (1d6+4)

Special Attacks sneak attack +1d6

STATISTICS

Str 19, **Dex** 14, **Con** 15, **Int** 6, **Wis** 12, **Cha** 8

Base Atk +2; **CMB** +6; **CMD** 19

Feats Dodge, Mobility, Power Attack

Skills Acrobatics +9, Perception +5, Survival +8

Languages Gnoll

SQ trapfinding +1

Combat Gear *potions of cure light wounds* (2), alchemist's fire (2), tanglefoot bags (2); **Other Gear** greatclub, javelins (5), *daredevil boots*^{UE}

HYENA

CR 1

N Medium animal

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

DEFENSE

AC 14, touch 11, flat-footed 13 (+2 Dex, +2 natural)

hp 13 (2d8+4)

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

OFFENSE

Speed 50 ft.

Melee bite +3 (1d6+3 plus trip)

STATISTICS

Str 14, **Dex** 15, **Con** 15, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +1; **CMB** +3; **CMD** 15 (19 vs. trip)

Feats Skill Focus (Perception)

Skills Perception +8, Stealth +6 (+10 in tall grass); **Racial Modifiers** +4 Stealth in tall grass

Potion of Cure Light Wounds – faint conjuration; CL 1; Identify DC 16

DAREDEVIL BOOTS

Aura faint enchantment; **CL** 3rd; **Identify** DC 18

Slot Feet; **Price** 1,400 gp; **Weight** 1 lb.

DESCRIPTION

This pair of magical boots shimmers in vibrant shades of blazing red and burning orange when they are held up to the light. These boots allow the wearer to gain extra maneuverability while moving through hazardous areas. As a free action, the wearer can click her heels together to grant herself a +5 competence bonus on Acrobatics checks made to move through threatened squares or to move through an enemy's space without provoking attacks of opportunity for up to 10 rounds per day. The rounds do not need to be consecutive. Furthermore, anytime the wearer of the boots successfully moves through the space of an enemy without provoking an attack of opportunity, she gains a +1 bonus on attack rolls against that enemy until the end of her turn.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *cat's grace*; **Cost** 700 gp

A2 The Pesh Fields (Subtier 6-7)

GNOLL LIEUTENANT

CR 6

Gnoll fighter 5

CE Medium humanoid (gnoll)

Init +1; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 20, touch 11, flat-footed 19 (+7 armor, +1 Dex, +1 natural, +1 shield)

hp 55 (7 HD; 2d8+5d10+19)

Fort +10, **Ref** +3, **Will** +2 (+1 vs. fear)

Defensive Abilities bravery +1

OFFENSE

Speed 20 ft.

Melee +1 *scorpion whip* +14/+9 (1d4+7)

w/ Power Attack +1 *scorpion whip* +14/+9 (1d4+13)

Ranged mwk javelin +8/+3 (1d6+5)

Special Attacks weapon training (flails +1)

STATISTICS

Str 20, **Dex** 12, **Con** 15, **Int** 6, **Wis** 10, **Cha** 12

Base Atk +6; **CMB** +11; **CMD** 22

Feats Dazzling Display, Exotic Weapon Proficiency (whip), Improved Whip Mastery^{UC}, Intimidating Prowess, Power Attack, Weapon Focus (whip), Whip Mastery^{UC}

Skills Intimidate +16

Languages Gnoll

SQ armor training 1

Combat Gear *potions of cure light wounds* (2), *potion of cure moderate wounds*, alchemist's fire (3), thunderstones (2); **Other Gear** mwk splint mail, mwk light steel shield, +1 *scorpion whip*^{UE}, mwk javelin, *cloak of resistance* +1, 15 gp

SPECIAL ABILITIES

Dazzling Display Standard action: Make an Intimidate check to demoralize all enemies within 30ft.

Improved Whip Mastery Threaten up to 10ft. with the whip

Whip Mastery No longer provoke AOOs when attacking with a whip. Can deal lethal damage, even if the target has an armor or natural armor bonus.

DIRE HYENA (HYAENODON)

CR 3

N Large animal

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

DEFENSE

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

hp 26 (4d8+8)

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

OFFENSE

Speed 50 ft.

Melee bite +6 (2d6+6 plus trip)

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

STATISTICS

Str 18, **Dex** 15, **Con** 15, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +3; **CMB** +8; **CMD** 20 (24 vs. trip)

Feats Skill Focus (Perception, Stealth)

Skills Perception +8, Stealth +7 (+11 in tall grass or heavy undergrowth); **Racial Modifiers** +4 Stealth in tall grass

cloak of Resistance +1 – faint abjuration; CL 5; Identify DC 20

Potion of Cure Light Wounds – faint conjuration; CL 1; Identify DC 16

Potion of Cure Moderate Wounds – faint conjuration; CL 3; Identify DC 18

+1 Scorpion Whip – faint transmutation; CL 5; Identify DC 18

B1. The Bailey (Subtier 3-4)

GNOLL RAGEBORN

CR 3

Gnoll barbarian (pack rager) 2

CE Medium humanoid (gnoll)

Init +1; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 16, touch 9, flat-footed 15 (+6 armor, +1 Dex, +1 natural, -2 rage)

hp 49 (4 HD; 2d8+2d12+22)

Fort +11, Ref +1, Will +3

Defensive Abilities uncanny dodge

OFFENSE

Speed 30 ft.

Melee mwk greataxe +10 (1d12+9/x3), bite +4 (1d6+3)
or

bite +9 (1d6+9)

w/ Power Attack mwk greataxe +9 (1d12+12/x3), bite +3 (1d6+4) or
bite +8 (1d6+12)

Ranged mwk javelin +5 (1d6+6)

Special Attacks rage (9 rounds/day)

TACTICS

Base Statistics When he's not raging, the barbarian's statistics are **AC** 18, touch 11, flat-footed 17; **hp** 41;

Fort +9, **Will** +1; **Melee** mwk greataxe +8

(1d12+6/x3), bite +7 (1d6+6); **Str** 19, **Con** 16; **CMB** +7,

CMD 18; **Skills** Climb +6.

STATISTICS

Str 23, **Dex** 13, **Con** 20, **Int** 8, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +9; **CMD** 18

Feats Coordinated Reposition, Snapping Jaws*, Step Up

Skills Acrobatics +3, Climb +8, Perception +6, Survival +6

Languages Gnoll

SQ fast movement

Combat Gear *potion of cure moderate wounds*, alchemist's fire (3); **Other Gear** mwk breastplate, mwk greataxe, mwk javelins (2), 18 gp

SPECIAL ABILITIES

Coordinated Reposition Whenever an ally with this feat who is threatening a creature you are threatening takes a 5-foot step, you can move 5 feet as an immediate action. This movement does not provoke attacks of opportunity.

Snapping Jaws You can use your bite as a natural weapon. This is a primary attack that deals 1d6 points of damage.

GNOLL BRUISER

CR 3

Gnoll fighter 1/rogue 1

CE Medium humanoid (gnoll)

Init +2; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 14, touch 13, flat-footed 11 (+2 Dex, +1 dodge, +1 natural)

hp 27 (4 HD; 3d8+1d10+9)

Fort +7, Ref +4, Will +1

OFFENSE

Speed 30 ft.

Melee greatclub +6 (1d10+6)

w/ Power Attack greatclub +5 (1d10+9)

Ranged javelin +4 (1d6+4)

Special Attacks sneak attack +1d6

STATISTICS

Str 19, **Dex** 14, **Con** 15, **Int** 6, **Wis** 12, **Cha** 8

Base Atk +2; **CMB** +6; **CMD** 19

Feats Dodge, Mobility, Power Attack

Skills Acrobatics +9, Perception +5, Survival +8

Languages Gnoll

SQ trapfinding +1

Combat Gear *potions of cure light wounds* (2), alchemist's fire (2), tanglefoot bags (2); **Other Gear** greatclub, javelins (5), *daredevil boots*^{UE}

Daredevil Boots – faint enchantment; CL 3; Identify DC 18

Potion of Cure Light Wounds – faint conjuration; CL 1; Identify DC 16

Potion of Cure Moderate Wounds – faint conjuration; CL 1; Identify DC 16

B1. The Bailey (Subtier 6-7)

FARUG CR 6

Male gnoll barbarian (pack rager) 5

CE Medium humanoid (gnoll)

Init +1; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 17, touch 9, flat-footed 16 (+6 armor, +1 Dex, +2 natural, -2 rage)

hp 86 (6 HD; 2d8+5d12+40)

Fort +12, **Ref** +2, **Will** +4

Defensive Abilities improved uncanny dodge, trap sense +1

OFFENSE

Speed 30 ft.

Melee mwk greataxe +15/+10 (1d12+10/x3), bite +8 (1d6+3)

w/ Power Attack mwk greataxe +13/+8 (1d12+16/x3), bite +6 (1d6+5)

Ranged mwk javelin +8 (1d6+7)

Special Attacks rage (15 rounds/day), rage powers (no escape)

TACTICS

Base Statistics When not raging, Farug's statistics are **AC** 19, touch 11, flat-footed 18; **hp** 72; **Fort** +10, **Will** +2;

Melee mwk greataxe +13/+8 (1d12+7/x3), bite +6 (1d6+2); **Str** 20, **Con** 17; **CMB** +11, **CMD** 22; **Skills** Climb +9.

STATISTICS

Str 24, **Dex** 12, **Con** 21, **Int** 8, **Wis** 13, **Cha** 6

Base Atk +6; **CMB** +13; **CMD** 22

Feats Coordinated Reposition, Power Attack, Snapping Jaws, Step Up, Weapon Focus (greataxe)

Skills Acrobatics +5, Climb +11, Perception +9, Survival +8

Languages Gnoll

SQ fast movement

Combat Gear *potion of cure moderate wounds*, alchemist's fire (3); **Other Gear** mwk breastplate, mwk greataxe, mwk javelin, *amulet of natural armor +1*, 119 gp

SPECIAL ABILITIES

Coordinated Reposition Whenever an ally with this feat who is threatening a creature you are threatening takes a 5-foot step, you can move 5 feet as an immediate action. This movement does not provoke attacks of opportunity.

No Escape Once per rage, you may move double your speed as an immediate action when an adjacent foe withdraws. You must end adjacent to the triggering foe.

Snapping Jaws You can use your bite as a natural weapon. This is a primary attack that deals 1d6 points of damage.

GNOLL LIEUTENANT CR 6

Gnoll fighter 5

CE Medium humanoid (gnoll)

Init +1; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 20, touch 11, flat-footed 19 (+7 armor, +1 Dex, +1 natural, +1 shield)

hp 55 (7 HD; 2d8+5d10+19)

Fort +10, **Ref** +3, **Will** +2 (+1 vs. fear)

Defensive Abilities bravery +1

OFFENSE

Speed 20 ft.

Melee +1 *scorpion whip* +14/+9 (1d4+7)

w/ Power Attack +1 *scorpion whip* +14/+9 (1d4+13)

Ranged mwk javelin +8/+3 (1d6+5)

Special Attacks weapon training (flails +1)

STATISTICS

Str 20, **Dex** 12, **Con** 15, **Int** 6, **Wis** 10, **Cha** 12

Base Atk +6; **CMB** +11; **CMD** 22

Feats Dazzling Display, Exotic Weapon Proficiency (whip), Improved Whip Mastery^{UC}, Intimidating Prowess, Power Attack, Weapon Focus (whip), Whip Mastery^{UC}

Skills Intimidate +16

Languages Gnoll

SQ armor training 1

Combat Gear *potions of cure light wounds* (2), *potion of cure moderate wounds*, alchemist's fire (3), thunderstones (2); **Other Gear** mwk splint mail, mwk light steel shield, +1 *scorpion whip*^{UE}, mwk javelin, *cloak of resistance +1*, 15 gp

SPECIAL ABILITIES

Dazzling Display Standard action: Make an Intimidate check to demoralize all enemies within 30ft.

Improved Whip Mastery Threaten up to 10ft. with the whip

Whip Mastery No longer provoke AOOs when attacking with a whip. Can deal lethal damage, even if the target has an armor or natural armor bonus.

Amulet of Natural Armor +1 – faint transmutation; CL 5; Identify DC 20

cloak of Resistance +1 – faint abjuration; CL 5; Identify DC 20

Potion of Cure Light Wounds – faint conjuration; CL 1; Identify DC 16

Potion of Cure Moderate Wounds – faint conjuration; CL 3; Identify DC 18

+1 Scorpion Whip – faint transmutation; CL 5; Identify DC 18

B2. The Kennels (Subtier 3-4)

MUTATED HYAENODON

CR 4

N Large animal

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

DEFENSE

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

hp 26 (4d8+8), regeneration 2 (acid or fire)

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

Weakness light sensitivity

OFFENSE

Speed 50 ft.

Melee bite +6 (2d6+6 plus trip)

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

STATISTICS

Str 18, **Dex** 15, **Con** 15, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +3; **CMB** +8; **CMD** 20 (24 vs. trip)

Feats Skill Focus (Perception, Stealth)

Skills Perception +8, Stealth +7 (+11 in tall grass or heavy undergrowth); **Racial Modifiers** +4 Stealth in tall grass

B2. The Kennels (Subtier 6-7)

ADVANCED MUTATED HYAENODON

CR 5

N Large animal

Init +4; **Senses** all-around vision, low-light vision, scent; Perception +10

DEFENSE

AC 19, touch 13, flat-footed 15 (+4 Dex, +6 natural, -1 size)

hp 34 (4d8+16), regeneration 2 (acid or fire)

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

Weakness light sensitivity

OFFENSE

Speed 50 ft.

Melee bite +8 (2d6+9 plus trip)

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

STATISTICS

Str 22, **Dex** 19, **Con** 19, **Int** 6, **Wis** 17, **Cha** 10

Base Atk +3; **CMB** +10; **CMD** 24 (28 vs. trip)

Feats Skill Focus (Perception, Stealth)

Skills Perception +10, Stealth +9 (+13 in tall grass or heavy undergrowth); **Racial Modifiers** +4 Stealth in tall grass

B4. The Training Hall (Subtier 3-4)

DJINNI

CR 5

CG Large outsider (air, extraplanar)

Init +8; **Senses** darkvision 60 ft.; **Perception** +12

DEFENSE

AC 19, touch 14, flat-footed 14 (+4 Dex, +1 dodge, +5 natural, -1 size)

hp 52 (7d10+14)

Fort +4, **Ref** +9, **Will** +7

Immune acid

OFFENSE

Speed 20 ft., fly 60 ft. (perfect)

Melee 2 slams +10 (1d8+4) or mwk scimitar +11/+6 (1d8+4/18-20)

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

Special Attacks air mastery, whirlwind (1/10 minutes, 10-50 ft. tall, 1d8+4 damage, DC 17)

Spell-Like Abilities (CL 9th, concentration +11, +15 defensively)

At will—*invisibility* (self only), *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only)

1/day—*create food and water*, *create wine* (as *create water*, but wine instead), *gaseous form* (for up to 1 hour), *major creation* (created vegetable matter is permanent), *persistent image* (DC 17), *wind walk*

STATISTICS

Str 18, **Dex** 19, **Con** 14, **Int** 14, **Wis** 15, **Cha** 15

Base Atk +7; **CMB** +12; **CMD** 27

Feats Combat Casting, Combat Reflexes, Dodge, Improved Initiative^B, Wind Stance

Skills Appraise +12, Craft (wine) +12, Fly +20, Knowledge (planes) +12, Perception +12, Sense Motive +12, Spellcraft +12, Stealth +10

Languages Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

SPECIAL ABILITIES

Air Mastery (Ex) Airborne creatures take a -1 penalty on attack and damage rolls against a djinni.

Whirlwind Some creatures can transform themselves into whirlwinds and remain in that form for up to 1 round for every 2 HD they have. If the creature has a fly speed, it can continue to fly at that same speed while in whirlwind form, otherwise it gains a fly speed equal to its base land speed (average maneuverability) while in whirlwind form.

The whirlwind is always 5 feet wide at its base, but its height and width at the top vary from creature to creature (minimum 10 feet high). A whirlwind's width at its peak is always equal to half of its height. The creature controls the exact height, but it must be at least 10 feet high.

The whirlwind form does not provoke attacks of opportunity, even if the creature enters the space another creature occupies.

Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. A creature in whirlwind form cannot make its normal attacks and does not threaten the area around it.

Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal to the monster's slam attack for a creature of its size) and may be lifted into the air. An affected creature must succeed on a Reflex save (DC 10 + half monster's HD + the monster's Strength modifier) when it comes into contact with the whirlwind or take damage as if it were hit by the whirlwind creature's slam attack. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful.

Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever it wishes as a free action, depositing them in its space.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a concentration check (DC 15 + spell level) to cast a spell.

Wind Stance When a djinni moves more than 5 feet in a round, it gains 20% concealment for 1 round against ranged attacks.

B4. The Training Hall (Subtier 6-7)

JAIRO THE ENLIGHTENER CR 8

Male noble djinni (*Pathfinder RPG Bestiary* 139)

CG Large outsider (air, extraplanar)

Init +8; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 19, touch 14, flat-footed 14 (+4 Dex, +1 dodge, +5 natural, -1 size)

hp 75 (10d10+20)

Fort +5, **Ref** +11, **Will** +9

Immune acid

OFFENSE

Speed 20 ft., fly 60 ft. (perfect)

Melee 2 slams +15 (1d6+6) or mwk falchion +16/+11 (2d6+9/18-20)

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

Special Attacks air mastery, whirlwind (1/10 minutes, 10-50 ft. tall, 1d8+6 damage, DC 19)

Spell-Like Abilities (CL 12th; concentration +15, +19 defensively)

At will—*invisibility* (self only), *plane shift* (willing targets to elemental planes, astral plane, or material plane only)

3/day—*quicken invisibility* (self only)

1/day—*create food and water*, *create wine* (as *create water*, but wine instead), *gaseous form* (for up to 1 hour), *major creation* (created vegetable matter is permanent), *persistent image* (DC 18), *wind walk*

STATISTICS

Str 23, **Dex** 19, **Con** 14, **Int** 14, **Wis** 15, **Cha** 17

Base Atk +10; **CMB** +17; **CMD** 32

Feats Combat Casting, Combat Reflexes, Dodge, Improved Initiative^B, Quicken Spell-Like Ability (*invisibility*), Wind Stance

Skills Appraise +15, Craft (wine) +15, Fly +23, Knowledge (nobility) +8, Knowledge (planes) +15, Perception +15, Sense Motive +15, Spellcraft +15, Stealth +10

Languages Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

Other Gear mwk falchion

SPECIAL ABILITIES

Air Mastery (Ex) Airborne creatures take a -1 penalty on attack and damage rolls against a djinni.

Whirlwind Some creatures can transform themselves into whirlwinds and remain in that form for up to 1 round for every 2 HD they have. If the creature has a fly speed, it can continue to fly at that same speed while in whirlwind form, otherwise it gains a fly speed equal to its base land speed (average maneuverability) while in whirlwind form.

The whirlwind is always 5 feet wide at its base, but its height and width at the top vary from creature to creature (minimum 10 feet high). A whirlwind's width at its peak is always equal to half of its height. The creature controls the exact height, but it must be at least 10 feet high.

The whirlwind form does not provoke attacks of opportunity, even if the creature enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. A creature in whirlwind form cannot make its normal attacks and does not threaten the area around it.

Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal to the monster's slam attack for a creature of its size) and may be lifted into the air. An affected creature must succeed on a Reflex save (DC 10 + half monster's HD + the monster's Strength modifier) when it comes into contact with the whirlwind or take damage as if it were hit by the whirlwind creature's slam attack. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful.

Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever it wishes as a free action, depositing them in its space.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a concentration check (DC 15 + spell level) to cast a spell.

Wind Stance When a djinni moves more than 5 feet in a round, it gains 20% concealment for 1 round against ranged attacks.

C1. Living Quarters (Subtier 3-4)

CHAU

CR 6

Female flind ranger 2

CE Medium humanoid (gnoll)

Init +4; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 21, touch 14, flat-footed 17 (+2 armor, +4 Dex, +2 natural, +3 shield)

hp 55 (4d8+2d10+26)

Fort +12, **Ref** +9, **Will** +6

OFFENSE

Speed 30 ft.

Melee mwk flindbar +8 (1d8+6), +1 *heavy shield* +8 (1d4+3 plus bull rush)

w/ Power Attack mwk flindbar +6 (1d8+10), +1 *heavy shield* +6 (1d4+5 plus bull rush)

Ranged shortspear +9 (1d6+6)

Special Attacks combat style (weapon and shield^{APG}), favored enemy (humans +2)

TACTICS

Before Combat If Chau hears someone approaching down the hall, she activates her *wand of aspect of the bear*. She then hides behind the curtained partition to ambush the intruders.

During Combat Chau attacks with her flindbar before using her shield bash to push enemies out of reach or into dangerous obstacles. She taunts her foes by boasting of her past slaving and fighting accomplishments.

Morale Chau is the ruler of this territory and doesn't back down even under deadly circumstances.

STATISTICS

Str 22, **Dex** 19, **Con** 18, **Int** 10, **Wis** 17, **Cha** 13

Base Atk +5; **CMB** +11; **CMD** 25

Feats Improved Shield Bash, Power Attack, Shield Slam, Two- Weapon Fighting

Skills Acrobatics +3 (–1 when jumping), Climb +8, Handle Animal +10, Intimidate +6, Perception +12, Survival +8

Languages Common, Gnoll

SQ weapon familiarity, track +1, wild empathy +3

Combat Gear *potion of cure moderate wounds*, *wand of aspect of the bear*^{APG} (15 charges), liquid ice^{UE} (2); **Other Gear** leather armor, +1 *heavy wooden shield*, mwk flindbar^{MC}, shortspear, *cloak of resistance* +1, clay unholy symbol of Lamashtu, 289 gp

SPECIAL ABILITIES

Aspect of the Bear When using the wand, Chau gets a +2 enhancement bonus to natural armor, a +2 enhancement bonus to CMB rolls, and can perform bull rush, grapple and overrun combat maneuvers without provoking attacks of opportunity.

Improved Shield Bash When Chau shield bashes, she can still apply her shield bonus to her AC.

Cloak of Resistance – faint abjuration; CL 5; Identify DC 20

+1 Heavy Steel Shield – faint abjuration; CL 3; Identify DC 18

Potion of Cure Moderate Wounds – faint conjuration; CL 3; Identify DC 18

Wand of Aspect of the Bear – faint transmutation; CL 3; Identify DC 18

Female gnoll witch (bouda) 2

CE Medium humanoid (gnoll)

Init +0; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 11, touch 10, flat-footed 11 (+1 natural)

hp 26 (2d8+2d6+10)

Fort +5, **Ref** +0, **Will** +7

OFFENSE

Speed 30 ft.

Melee spear +3 (1d8+1/×3)

Ranged spear +2 (1d8+1/×3)

Special Attacks hexes (bouda's eye^{MC}, cackle)

Witch Spells Prepared (CL 2nd; concentration +3, +7 defensively)

1st—*ill omen*^{APG}, *inflict light wounds* (DC 12), *mage armor*

0 (at will)—*bleed* (DC 11), *detect magic*, *putrefy food and drink*^{APG}, *touch of fatigue* (DC 11)

Patron Trickery

TACTICS

Before Combat If she hears enemies approaching, Rothur casts *mage armor* and hides behind the curtained partition.

During Combat Rothur uses her spells and hexes to assist Chau and cripple her enemies.

Morale Rothur recognizes a losing battle and tries to escape if the PCs defeat Chau.

STATISTICS

Str 13, **Dex** 10, **Con** 15, **Int** 12, **Wis** 15, **Cha** 10

Base Atk +2; **CMB** +3; **CMD** 13

Feats Combat Casting, Iron Will

Skills Perception +6, Sense Motive +6, Spellcraft +8

Languages Common, Gnoll

SQ fetish^{MC}

Combat Gear *wand of pox pustules*^{APG} (13 charges, DC 13), *lesser pugwampi braid* (see page 21); **Other Gear** spear, 178 gp

SPECIAL ABILITIES

Bouda's Eye (Su) A bouda's gaze can bestow ill fortune on her enemies. This hex can affect a creature within 30 feet that the bouda can see. The target takes a –2 penalty on one of the following (bouda's choice): AC, ability checks, attack rolls, saving throws, or skill checks. The hex lasts for a number of rounds equal to 3 + the bouda's Intelligence modifier. A successful Will saving throw reduces the duration of the hex to 1 round. Once per day when the bouda uses this hex, she can impose two different penalties on the target instead of just one. If the bouda takes the evil eye hex, it increases the number of different penalties she can impose on the hex's target by 1. At 8th level, the penalties imposed by this hex increase to –4. This is a mind-affecting effect.

Rothur's Cheat Sheet (Subtier 3-4)

1st level spells

Ill Omen (enchantment(compulsion)[curse, mind-affecting], VSM, close, one creature, 1rd/lvl or until discharges, SRyes) – Next d20 roll the target makes they roll twice and take the worst.

Inflict Light Wounds (necromancy, VS, creature touched, SRyes) – Touch deals 1d8+lvl negative energy (max +5). Will half. Heals undead creatures.

Mage Armor (conjuration(creation)[force], creature touched, 1hr/lvl) - +4 armor bonus

Wands

Pox Pustules (necromancy[disease], VSM, close, one creature, 1min/lvl, SRyes) – FORT or break out in itching rash. Target is sickened and takes -4 to Dex. Move action can negate sickened until start of next turn.

Lesser Pugwampi Braid – faint necromancy; CL 3; Identify DC 18

Wand of Pox Pustules – faint necromancy; CL 3; Identify DC 18

C1. Living Quarters (Subtier 6-7)

CHAU CR 8

Female flind ranger 5

CE Medium humanoid (gnoll)

Init +8 (+10 in desert); **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 23, touch 14, flat-footed 19 (+4 armor, +4 Dex, +2 natural, +3 shield)

hp 86 (9 HD; 4d8+5d10+41)

Fort +13, **Ref** +10, **Will** +7

OFFENSE

Speed 20 ft.

Melee mwk flindbar +11/+6 (1d8+6), +1 *bashing heavy shield* +11/+6 (1d8+4 plus bull rush)

w/ Power Attack mwk flindbar +8/+3 (1d8+12), +1 *bashing heavy shield* +8/+3 (1d8+7 plus bull rush)

Ranged shortspear +12 (1d6+6)

Special Attacks combat style (weapon and shield), favored enemy (animals +2, humans +4)

Ranger Spells Prepared (CL 2nd; concentration +6)

1st—*hunter's howl*^{APG} (DC 15), *resist energy*

TACTICS

Before Combat If Chau hears someone approaching down the hall, she activates her *wand of aspect of the bear*. She then hides behind the curtained partition to ambush the intruders.

During Combat Chau attacks with her flindbar before using her shield bash to push enemies out of reach or into dangerous obstacles. She taunts her foes by boasting of her past slaving and fighting accomplishments.

Morale Chau is the ruler of this territory and doesn't back down even under deadly circumstances.

STATISTICS

Str 22, **Dex** 19, **Con** 18, **Int** 10, **Wis** 18, **Cha** 13

Base Atk +8; **CMB** +14; **CMD** 28

Feats Endurance, Improved Initiative, Improved Shield Bash, Improved Two-Weapon Fighting, Power Attack, Shield Slam, Two-Weapon Fighting

Skills Acrobatics +6, Climb +11, Handle Animal +13, Intimidate +9, Perception +16, Survival +12

Languages Common, Gnoll

SQ favored terrain (desert +2), hunter's bond (animal), track +2, weapon familiarity, wild empathy +6

Combat Gear *potion of cure moderate wounds*, *wand of aspect of the bear*^{APG} (15 charges), liquid ice^{UE} (2); **Other Gear** mwk hide armor, +1 *bashing heavy wooden shield*, mwk flindbar^{MC}, shortspear, *cloak of resistance* +1, clay unholy symbol of Lamashtu, 439 gp

SPECIAL ABILITIES

Aspect of the Bear When using the wand, Chau gets a +2 enhancement bonus to natural armor, a +2 enhancement bonus to CMB rolls, and can perform bull rush, grapple and overrun combat maneuvers without provoking attacks of opportunity.

Hunter's Howl Enemies within 20ft. make a Will save. Fail and they a +2/+2 favored enemy. If they already are a favored enemy they are shaken. Lasts 1 rd/lvl.

Improved Shield Bash When Chau shield bashes, she can still apply her shield bonus to her AC.

Shield Slam When you make a successful shield bash, you may choose to make a bull rush using the attack roll as a combat maneuver check.

SNACK CR —

Male hyena animal companion (*Pathfinder RPG Bestiary* 179)

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +7

DEFENSE

AC 16, touch 13, flat-footed 12 (+3 Dex, +1 dodge, +2 natural)

hp 19 (3d8+6)

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

OFFENSE

Speed 50 ft.

Melee bite +3 (1d4+1 plus trip)

STATISTICS

Str 10, **Dex** 17, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +3; **CMD** 16 (20 vs. trip)

Feats Dodge, Mobility

Skills Perception +7

SQ tricks (aid, attack, down, fetch, heel, seek, track)

Cloak of Resistance – faint abjuration; CL 5; Identify DC 20

+1 Heavy Steel Shield – faint abjuration; CL 3; Identify DC 18

Potion of Cure Moderate Wounds – faint conjuration; CL 3; Identify DC 18

Wand of Aspect of the Bear – faint transmutation; CL 3; Identify DC 18

Female gnoll witch (bouda) 6

CE Medium humanoid (gnoll)

Init +4; Senses darkvision 60 ft.; Perception +8

DEFENSE

AC 12, touch 11, flat-footed 11 (+1 Dex, +1 natural)

hp 52 (2d8+6d6+22)

Fort +8, **Ref** +5, **Will** +10

OFFENSE

Speed 30 ft.

Melee spear +5 (1d8+1/x3)

Ranged spear +5 (1d8+1/x3)

Special Attacks hexes (bouda's eye^{MC}, cackle, evil eye [-2, 4 rounds, DC 14], misfortune [1 round, DC 14])

Witch Spells Prepared (CL 6th; concentration +7, +11 defensively)

3rd—*bestow curse* (DC 14), *lightning bolt* (DC 14)

2nd—*mirror image*, *see invisibility*, *touch of idiocy*

1st—*cure light wounds*, *ill omen*^{APG}, *inflict light wounds* (DC 12), *mage armor*

0 (at will)—*bleed* (DC 11), *detect magic*, *putrefy food and drink*^{APG}, *touch of fatigue* (DC 11)

Patron Trickery

TACTICS

Before Combat If she hears enemies approaching, Rothur casts *mage armor*, *mirror image*, and *see invisibility*. She then hides behind the curtained partition.

During Combat Rothur uses her spells and hexes to assist Chau and cripple her enemies. She uses her touch spells only if the PCs approach her, but doesn't otherwise get close.

Morale Rothur recognizes a losing battle and tries to escape if the PCs defeat Chau.

STATISTICS

Str 13, **Dex** 10, **Con** 15, **Int** 13, **Wis** 15, **Cha** 10

Base Atk +4; **CMB** +5; **CMD** 16

Feats Combat Casting, Improved Initiative, Iron Will, Lightning Reflexes

Skills Heal +11, Perception +8, Sense Motive +8, Spellcraft +10

Languages Common, Gnoll

SQ fetish^{MC}

Combat Gear *scroll of dispel magic* (CL 10th), *wand of pox pustules*^{APG} (13 charges), *lesser pugwampi braids* (3; see sidebar); **Other Gear** spear, *cloak of resistance* +1, 268 gp

SPECIAL ABILITIES

Bouda's Eye (Su) A bouda's gaze can bestow ill fortune on her enemies. This hex can affect a creature within 30 feet that the bouda can see. The target takes a -2 penalty on one of the following (bouda's choice): AC, ability checks, attack rolls, saving throws, or skill checks. The hex lasts for a number of rounds equal to 3 + the bouda's Intelligence modifier. A successful Will saving throw reduces the duration of the hex to 1 round. Once per day when the bouda uses this hex, she can impose two different penalties on the target instead of just one. If the bouda takes the evil eye hex, it increases the number of different penalties she can impose on the hex's target by 1. At 8th level, the penalties imposed by this hex increase to -4. This is a mind-affecting effect.

Fetish: A bouda keeps a small fetish: sometimes a carved idol, other times a necklace adorned with teeth or bones. A bouda's spells come from the will of evil spirits residing in the fetish, and its ability to hold spells functions in a manner identical to the way a witch's spells are granted by her familiar. The bouda must commune with her fetish each day to prepare her spells and can only prepare spells stored in the fetish.

At 3rd level, a bouda can use her fetish to deliver touch spells a number of times per day equal to 1/4 her witch level (minimum 1). When casting a touch spell, as a free action she can use this ability. When she does, she can deliver her spell as a ranged touch spell within a range of 30 feet. At 10th level, she can deliver these spells within a range of 60 feet. At 15th level and higher, she can deliver these spells within a range of 90 feet.

Rothur's Cheat Sheet (Subtier 6-7)

3rd level spells

Bestow Curse (necromancy[curse], VS, touch, permanent, SRyes) – WILL or cursed. Either -5 to an ability; -4 on att, saves, ability checks, skills; or 50% chance to do nothing each turn

Lightning Bolt (evocation [electricity], VSM, 120ft. line, SRyes) – 1d6/lvl (max 10d6) electricity, REF half.

2nd level spells

Mirror Image (illusion[figment], VS, personal, 1min/lvl) – 1d4+1/3lvs (max 8 total) images pop up in your space. Hits on you random between you and all your images. Miss by less than 5 pops an image.

See Invisibility (divination, VSM, personal, 10min/lvl) – See invisible/ethereal creatures

Touch of Idiocy (enchantment (compulsion)[mind-affecting], VS, living creature touched, 10min/lvl, SRyes) – Successful touch gives target a 1d6 penalty to INT, WIS, CHA (minimum 1). This can cause spellcasters to not be able to cast spells.

1st level spells

Cure Light Wounds (conjuration (healing), VS) – creature touched heals 1d8+lvl (max +5)

Ill Omen (enchantment(compulsion)[curse, mind-affecting], VSM, close, one creature, 1rd/lvl or until discharges, SRyes) – Next d20 roll the target makes they roll twice and take the worst.

Inflict Light Wounds (necromancy, VS, creature touched, SRyes) – Touch deals 1d8+lvl negative energy (max +5). Will half. Heals undead creatures.

Mage Armor (conjuration(creation)[force], creature touched, 1hr/lvl) - +4 armor bonus

Wands

Dispel Magic CL 10 (abjuration, VS, medium) – dispel one magical effect. Roll 1d20+10 vs. 11+CL

Pox Pustules (necromancy[disease], VSM, close, one creature, 1min/lvl, SRyes) – FORT or break out in itching rash. Target is sickened and takes -4 to Dex. Move action can negate sickened until start of next turn.

+1 Cloak of Resistance – faint abjuration; CL 5; Identify DC 20

Lesser Pugwampi Braid – faint necromancy; CL 3; Identify DC 18

Wand of Pox Pustules – faint necromancy; CL 3; Identify DC 18