

## Boggard Savages

CR 4

### XP 1,200

Boggard barbarian 2 ( *Pathfinder RPG Bestiary* 37)

CE Medium humanoid (boggard)

**Init** +0; **Senses** darkvision 60 ft., low-light vision; Perception +10

### Defense

**AC** 15, touch 8, flat-footed 15 (+4 armor, +3 natural, -2 rage)

**hp** 61 (5 HD; 3d8+2d12+30)

**Fort** +12, **Ref** +3, **Will** +4

**Defensive Abilities** uncanny dodge

### Offense

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

**Melee** mwk greatclub +12 (1d10+9), sticky tongue (2 HP) +5 Touch touch (sticky tongue)

**Ranged** javelin +4 (1d6+6)

**Special Attacks** rage (10 rounds/day), rage power (no escape), sticky tongue (2 HP)

### TACTICS

**During Combat** The boggards fight ferociously, buying time for the Servants of the Deep to work their strange magic.

**Morale** The boggards fight to the death so long as a Servant of the Deep is still present and conscious. Otherwise, a boggard flees into the swamp once reduced to 11 hit points or fewer.

### Statistics

**Str** 23, **Dex** 11, **Con** 22, **Int** 8, **Wis** 13, **Cha** 8

**Base Atk** +4; **CMB** +10; **CMD** 18

**Feats** Lightning Reflexes, Power Attack, Weapon Focus (greatclub)

**Skills** Acrobatics +6 (+22 to jump), Climb +11, Intimidate +4, Perception +10, Stealth +0 (+8 in Swamps),

Swim +19; **Racial Modifiers** +4 Perception, +8 Stealth in Swamps

**Languages** Boggard

**SQ** fast movement, hold breath, swamp stride, terrifying croak

**Combat Gear** *oil of magic weapon*, *potion of cure moderate wounds* (2); **Other Gear** +1 studded leather,

javelin (3), mwk greatclub

### Special Abilities

**Darkvision (60 feet)** You can see in the dark (black and white vision only).

**Fast Movement +10 (Ex)** +10 feet to speed, unless heavily loaded.

**Hold Breath (x4) (Ex)** You can stay under water longer than normal.

**Low-Light Vision** See twice as far as a human in low light, distinguishing color and detail.

**No Escape (1/rage) (Ex)** Keep up with a foe who tries to withdraw.

**Power Attack -2/+4** You can subtract from your attack roll to add to your damage.

**Rage (10 rounds/day) (Ex)** +4 Str, +4 Con, +2 to Will saves, -2 to AC when enraged.

**Sticky Tongue (2 HP) (Ex)** Tongue attack entangles and keeps target from moving more than 10 ft away.

**Swamp Stride (Ex)** Move normally through difficult terrain in a swamp and gain +8 Stealth in a swamp.

**Swimming (30 feet)** You have a Swim speed.

**Terrifying Croak (1/hour, DC 12) (Su)** Foes in 30 ft who hear croak are shaken for 1d4 rds (Will neg).

**Uncanny Dodge (Ex)** Retain Dex bonus to AC when flat-footed.

**SERVANTS OF THE DEEP (T7-8) CR 6**

Human (tian-shu) barbarian (savage barbarian)  
4/witch 3 ( *Pathfinder RPG Advanced Player's Guide*  
65, 79)

NE Medium humanoid (human)

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

**Defense**

**AC** 17, touch 13, flat-footed 13 (+4 armor, +1 deflection, +2 Dex, +2 dodge, -2 rage)

**hp** 80 (7 HD; 3d6+4d12+39)

**Fort** +9, **Ref** +4, **Will** +5; +1 morale bonus vs. fear

**Defensive Abilities** uncanny dodge; **Resist** naked courage

**Offense**

**Speed** 40 ft.

**Melee** mwk trident +11 (1d8+6)

**Ranged** javelin +7 (1d6+4)

**Special Attacks** hexes (evil eye, flight), rage (12 rounds/day), rage powers (intimidating glare, moment of clarity)

**Witch Spell-Like Abilities** (CL 3rd; concentration +5)

At will— *feather fall* (self only)

1/day— *levitate* (self only)

**Witch Spells Prepared** (CL 3rd; concentration +5)

2nd— *cure moderate wounds* , *touch of idiocy*

1st— *enlarge person* (DC 13), *mage armor* , *ray of enfeeblement* (DC 13)

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

**Patron** Water

**TACTICS**

**Before Combat** At the first sign of possible trouble, a Servant of the Deep casts *mage armor*.

**During Combat** Servants of the Deep prefer to use spells to weaken foes before casting any necessary spells to improve their own combat abilities, using their rage ability, and wading into melee. They often use the Power Attack feat for more damage, and they employ their evil eye hex against opponents who are particularly hard to hit.

**Morale** Servants of the Deep are fanatical in their beliefs and fight to the death in the name of their god-king, Zhanagorr

**Statistics**

**Str** 19, **Dex** 14, **Con** 18, **Int** 14, **Wis** 8, **Cha** 10

**Base Atk** +5; **CMB** +9; **CMD** 22

**Feats** Alertness, Dodge, Intimidating Prowess, Power Attack, Toughness, Weapon Focus (trident)

**Skills** Acrobatics +12 (+16 to jump), Bluff +3, Disguise +7, Intimidate +14, Knowledge (religion) +3, Perception +9, Sense Motive +1, Spellcraft +12, Swim +18

**Languages** Aquan, Boggard, Common, Tien

**SQ** fast movement, witch's familiar (snake, viper named Arcane Familiar)

**Other Gear** javelin (5), mwk trident, *amulet of natural armor +1* , *ring of protection +1* , spell component pouch

**Special Abilities**

**Deliver Touch Spells Through Familiar (Su)** Your familiar can deliver touch spells for you.

**Empathic Link with Familiar (Su)** You have an empathic link with your Arcane Familiar.

**Evil Eye -2 (5 rounds, DC 13) (Su)** Foe in 30 ft takes penalty to your choice of AC, attacks, saves, ability or skill checks (Will part).

**Familiar Bonus: +3 to Bluff checks** You gain the Alertness feat while your familiar is within arm's reach.

**Fast Movement +10 (Ex)** +10 feet to speed, unless heavily loaded.

**Intimidating Glare (Ex)** As a move action while raging, demoralize vs. adj foe with extended duration.

**Moment of Clarity (1/rage) (Ex)** Remove the benefits and penalties of a rage for 1 round without ending the rage.

**Naked Courage +1 (Ex)** +1 AC and save vs. fear when not wearing armor.

**Power Attack -2/+4** You can subtract from your attack roll to add to your damage.

**Rage (12 rounds/day) (Ex)** +4 Str, +4 Con, +2 to Will saves, -2 to AC when enraged.

**Share Spells with Familiar** Can cast spells with a target of "You" on the familiar with a range of touch.

**Uncanny Dodge (Ex)** Retain Dex bonus to AC when flat-footed.

**KING, GATEKEEPER OF SHEN-SHU** **CR 10**

Male giant kappa monk 8 (*Pathfinder RPG Bestiary* 3 291, 166)

LN Medium monstrous humanoid (aquatic)

**Init** +4; **Senses** darkvision 60 ft.; Perception +20

**DEFENSE**

**AC** 26, touch 20, flat-footed 21 (+2 armor, +1 deflection, +4 Dex, +1 dodge, +2 monk, +2 Wis, +4 natural)

**hp** 107 (3d10+8d8+55)

**Fort** +12, **Ref** +13, **Will** +11; +2 vs. enchantments

**Defensive Abilities** evasion; **Immune** disease;

**Resist** acid 5, cold 5

**Weaknesses** head bowl

**OFFENSE**

**Speed** 40 ft., swim 40 ft.

**Melee** unarmed strike +14/+9 (1d10+5) or Large +1 *ki focus nine-ring broadsword* +14/+9 (2d6+8/×3) or

Large +1 *ki focus nine-ring broadsword flurry of blows* +14/+14/+9/+9 (2d6+6/×3) or 2 claws +14 (1d4+5 plus grab)

**Special Attacks** flurry of blows, grab (Large), rake (2 claws +14, 1d4+5), stunning fist (8/day, DC 16)

**TACTICS**

**During Combat** King attempts to reason with his foes while disarming warriors and grappling spellcasters. If certain nonlethal methods are insufficient, he uses his massive weapon to stun and hew apart his enemies.

**Morale** King if reduced to 25 hit points or fewer, he flees. However, he fights to the death if he believes the PCs will steal his artwork or despoil Shen-Shu.

**STATISTICS**

**Str** 20, **Dex** 19, **Con** 20, **Int** 10, **Wis** 14, **Cha** 10

**Base Atk** +9; **CMB** +16 (+18 disarm, +20 grapple);

**CMD** 34 (36 vs. disarm)

**Feats** Alertness, Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Disarm, Improved Unarmed Strike, Nimble Moves, Power Attack, Stunning Fist, Weapon Focus (nine-ring broadsword)

**Skills** Acrobatics +18 (+30 when jumping), Appraise +8, Climb +19, Escape Artist +8, Perception +20,

Sense Motive +20, Swim +13; **Racial Modifiers** +4 Escape Artist

**Languages** Aquan, Common

**SQ** amphibious, fast movement, high jump, ki pool (6 points, cold iron, magic, silver), maneuver training, slow fall 40 ft., wholeness of body (8 hit points)

**Combat Gear** flasks of water (5); **Other Gear** Large +1 *ki focus nine-ring broadsword*UE, *bracers of armor +2*, *ring of protection +1*, 20 gp

**SPECIAL ABILITIES**

**Head Bowl (Su)** The basin atop a kappa's head contains water from its home river or lake. The water is emptied only if the kappa willingly tips its head or a creature pinning the kappa forces it to do so (requiring a grapple check while pinned). If the water is emptied, the kappa becomes immobile and staggered. It can still take its own actions, but it can't move from the spot on its own. If the emptied head bowl is refilled with water, the kappa recovers from this condition immediately. This replacement water doesn't have to be from the kappa's home, but the kappa refills its head bowl from there at his first opportunity.

**Lightning Elemental (T7-8)** CR 6

**XP 2,400**

Large elemental advanced lightning (*Pathfinder RPG Bestiary, Pathfinder RPG Bestiary 2* 116)

N Large outsider (air, elemental, extraplanar)

**Init** +12; **Senses** darkvision 60 ft.; Perception +13

**Defense**

**AC** 22, touch 18, flat-footed 13 (+8 Dex, +1 dodge, +4 natural, -1 size)

**hp** 76 (8d10+32)

**Fort** +10, **Ref** +14, **Will** +4

**DR** 5/—; **Immune** elemental traits, electricity

**Offense**

**Speed** fly 100 ft. (perfect)

**Melee** 2 slams +15 (1d8+5 +1d6 electricity)

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

**Special Attacks** metal mastery, spark leap

**TACTICS**

**During Combat** The elementals prioritize attacking anyone inside the treasury—especially anyone who is in possession of its contents. They follow targets into area **A8** but pursue no farther if their targets continue to flee.

**Morale** The elementals are bound to server for many more years, and they fight until slain.

**Statistics**

**Str** 20, **Dex** 27, **Con** 18, **Int** 10, **Wis** 15, **Cha** 15

**Base Atk** +8; **CMB** +14; **CMD** 33

**Feats** Dodge, Flyby Attack, Improved Initiative, Mobility, Weapon Finesse B

**Skills** Acrobatics +19, Escape Artist +19, Fly +25, Knowledge (planes) +11, Perception +13, Stealth +15

**Languages** Auran

**Special Abilities**

**Damage Reduction (5/-)** You have Damage Reduction against all attacks.

**Darkvision (60 feet)** You can see in the dark (black and white vision only).

**Energy Damage: Slam (+1d6 electricity) (Ex)** The creature's attack or attacks deal the specified amount of energy damage in addition to their normal damage.

**Flight (100 feet, Perfect)** You can fly!

**Flyby Attack** You can take a standard action during your move action while flying.

**Immunity to Bleeds** You are immune to bleeds.

**Immunity to Critical Hits** You are immune to Critical Hits

**Immunity to Electricity** You are immune to electricity damage.

**Immunity to Flanking** You are immune to flanking.

**Immunity to Paralysis** You are immune to paralysis.

**Immunity to Poison** You are immune to poison.

**Immunity to Precision Damage** You are immune to Precision Damage

**Immunity to Sleep** You are immune to sleep effects.

**Immunity to Stunning** You are immune to being stunned.

**Metal Mastery (Ex)** A lightning elemental gains a +3 bonus on attack rolls if its opponent is wearing metal armor, is wielding a metal weapon, or is made of metal (such as an iron golem).

**Mobility** +4 to AC vs. AoO provoked by moving out of or through a threatened area.

**Spark Leap (Ex)** A lightning elemental gains a +10 bonus on bull rush, disarm, overrun, and trip attacks when it charges a creature against whom its metal mastery ability applies.

**Boggard Scarred One**

CR 6

**XP 2,400**Boggard barbarian 4 ( *Pathfinder RPG Bestiary 37*)

CE Medium humanoid (boggard)

**Init** -1; **Senses** darkvision 60 ft., low-light vision; Perception +12**Defense****AC** 14, touch 7, flat-footed 14 (+4 armor, -1 Dex, +3 natural, -2 untyped penalty)**hp** 86 (7 HD; 3d8+4d12+42)**Fort** +13, **Ref** +3, **Will** +5; +3 morale bonus vs. spells, supernatural abilities, and spell-like abilities but must resist all spells, even allies'**Defensive Abilities** trap sense +1, uncanny dodge**Offense****Speed** 30 ft., swim 30 ft.**Melee** +1 *spear* +15/+10 (1d8+11/x3), sticky tongue (2 HP) +8 Touch touch (sticky tongue)**Ranged** javelin +5 (1d6+7)**Special Attacks** rage (14 rounds/day), rage powers (knockback, superstition +3), sticky tongue (2 HP)**TACTICS****Morale** The boggard is within Lord Rybos's lair and fights to the death rather than flee and suffer his master's wrath.**Statistics****Str** 24, **Dex** 9, **Con** 22, **Int** 6, **Wis** 13, **Cha** 12**Base Atk** +6; **CMB** +13; **CMD** 20**Feats** Endurance, Lightning Reflexes, Power Attack, Weapon Focus (spear)**Skills** Acrobatics +5 (+21 to jump), Climb +12, Intimidate +8, Perception +12, Stealth -1 (+7 in Swamps),**Swim** +20; **Racial Modifiers** +4 Perception, +8 Stealth in Swamps**Languages** Boggard**SQ** fast movement, hold breath, swamp stride, terrifying croak**Combat Gear** *potion of cure serious wounds* (2), *potion of shield of faith* +2 ; **Other Gear** +1 *studded leather*, +1 *spear*, javelin (3)**Special Abilities****Darkvision (60 feet)** You can see in the dark (black and white vision only).**Endurance** +4 to a variety of fort saves, skill and ability checks. Sleep in L/M armor with no fatigue.**Fast Movement +10 (Ex)** +10 feet to speed, unless heavily loaded.**Hold Breath (x4) (Ex)** You can stay under water longer than normal.**Knockback (1/round) (Ex)** While raging, can bull rush in place of an att, dealing a little dam.**Low-Light Vision** See twice as far as a human in low light, distinguishing color and detail.**Power Attack -2/+4** You can subtract from your attack roll to add to your damage.**Rage (14 rounds/day) (Ex)** +4 Str, +4 Con, +2 to Will saves, -2 to AC when enraged.**Sticky Tongue (2 HP) (Ex)** Tongue attack entangles and keeps target from moving more than 10 ft away.**Superstition +3 (Ex)** While raging, gain bonus to save vs magic, but must resist all spells, even allies'.**Swamp Stride (Ex)** Move normally through difficult terrain in a swamp and gain +8 Stealth in a swamp.**Swimming (30 feet)** You have a Swim speed.**Terrifying Croak (1/hour, DC 14) (Su)** Foes in 30 ft who hear croak are shaken for 1d4 rds (Will neg).**Trap Sense +1 (Ex)** +1 bonus on reflex saves and AC against traps.**Uncanny Dodge (Ex)** Retain Dex bonus to AC when flat-footed.

**Marsh Giant**

CR 8

**XP 4,800**Marsh giant (*Pathfinder RPG Bestiary 2* 129)

CE Large humanoid (giant)

**Init** +3; **Senses** low-light vision; Perception +11**Defense****AC** 21, touch 12, flat-footed 18 (+3 Dex, +9 natural, -1 size)**hp** 102 (12d8+48)**Fort** +12, **Ref** +7, **Will** +8**Defensive Abilities** rock catching**Offense****Speed** 40 ft., swim 20 ft.**Melee** 2 slams +16 (1d6+8)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rock throwing (120 ft.)**Spell-Like Abilities** (CL 12th; concentration +13)3/day—*augury*, *bestow curse* (DC 14), *fog cloud***TACTICS****Morale** The marsh giant fights to the death.**Statistics****Str** 27, **Dex** 17, **Con** 19, **Int** 8, **Wis** 15, **Cha** 12**Base Atk** +9; **CMB** +18 (+20 sunder); **CMD** 31 (33 vs. sunder)**Feats** Combat Reflexes, Improved Iron Will, Improved Sunder, Iron Will, Power Attack, Vital Strike**Skills** Acrobatics +3 (+7 to jump), Perception +11, Stealth +5 (+13 in swamps), Swim +16; **Racial****Modifiers** +8 Stealth in swamps**Languages** Boggard, Giant**Special Abilities****Combat Reflexes (4 AoO/round)** Can make extra attacks of opportunity/rd, and even when flat-footed.**Improved Iron Will (1/day)** Can re-roll a Will save, but must take the second result.**Improved Sunder** You don't provoke attacks of opportunity when sundering.**Low-Light Vision** See twice as far as a human in low light, distinguishing color and detail.**Power Attack -3/+6** You can subtract from your attack roll to add to your damage.**Rock Catching (Ex)** You can catch rocks that are thrown at you with a successful Reflex save.**Rock Throwing (120 feet) (Ex)** You can throw big rocks. They hurt.**Swimming (20 feet)** You have a Swim speed.**Vital Strike** Standard action: x2 weapon damage dice.

**LORD RYBOS****CR 10**

Male awakened giant squid wizard 1 (*Pathfinder RPG Bestiary* 259)

NE Huge magical beast (aquatic, augmented animal)

**Init** +6; **Senses** low-light vision; Perception +26

**DEFENSE**

**AC** 23, touch 10, flat-footed 21 (+4 armor, +2 Dex, +9 natural, -2 size)

**hp** 141 (14d8+1d6+75)

**Fort** +16, **Ref** +13, **Will** +8

**Defensive Abilities** ink cloud (20-ft. radius)

**OFFENSE**

**Speed** swim 60 ft., jet 260 ft.

**Melee** +1 *quarterstaff* +16/+11 (2d6+11/19-20), bite +13 (2d6+3), tentacles +13 (4d6+3/19-20 plus grab) or

bite +15 (2d6+7), 2 arms +15 (1d6+7), tentacles +13 (4d6+3/19-20 plus grab)

**Space** 15 ft.; **Reach** 15 ft. (30 ft. with arms and tentacles)

**Special Attacks** constrict (4d6+10), hand of the apprentice (5/day)

**Wizard Spells Prepared** (CL 1st; concentration +3)

1st—*alarm*, *mage armor*

0 (at will)—*detect magic*, *light*, *read magic*

**TACTICS**

**Before Combat** Lord Rybos casts a mental *alarm* spell above the south door in area **A10** to warn him of intruders before he begins any sacrificial ritual. If warned of intruders, he casts *mage armor* and hides beneath the water.

**During Combat** Lord Rybos activates his *scroll of shield* and strikes weapon-wielding foes at a distance with his *wand of enervation*. If attacked in melee, he fends off nearby threats with his staff and focuses his tentacle attacks on spellcasting foes to utilize his constrict ability.

**Morale** Lord Rybos attempts to flee using a *scroll of fly* or *scroll of alter self* if reduced to 30 hit points or fewer.

**Base Statistics** Without *mage armor*, Lord Rybos's statistics are **AC** 19, touch 10, flat-footed 17.

**STATISTICS**

**Str** 25, **Dex** 15, **Con** 21, **Int** 14, **Wis** 14, **Cha** 7

**Base Atk** +10; **CMB** +19 (+23 grapple); **CMD** 31

**Feats** Combat Reflexes, Great Fortitude, Improved Critical (quarterstaff, tentacles), Improved Initiative, Lightning Reflexes, Magical Aptitude, MultiattackB, Scribe Scroll, Skill Focus (Perception)

**Skills** Knowledge (arcana) +15, Linguistics +6, Perception +26, Spellcraft +19, Stealth +7, Swim +15, Use Magic Device +17

**Languages** Aquan, Common, Minkaian

**SQ** arcane bond (+1 *quarterstaff*)

**Combat Gear** *scrolls of alarm* (3), *scroll of alter self*, *scrolls of fly*, *scrolls of mage armor* (3), *scrolls of shield* (3), *wand of enervation* (4 charges); **Other Gear** +1 *quarterstaff*, spell component pouch, spellbook

**SPECIAL ABILITIES**

**Ink Cloud (Ex)** A squid can emit a 20-foot-radius cloud of ink once per minute as a free action while underwater. This cloud provides total concealment. The ink persists for 1 minute.

**Jet (Ex)** A squid can jet in a straight line as a full-round action. It does not provoke attacks of opportunity while jetting.

**SERVANTS OF THE DEEP (T7-8) CR 6**

Human (tian-shu) barbarian (savage barbarian)  
4/witch 3 ( *Pathfinder RPG Advanced Player's Guide*  
65, 79)

NE Medium humanoid (human)

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

**Defense**

**AC** 17, touch 13, flat-footed 13 (+4 armor, +1 deflection, +2 Dex, +2 dodge, -2 rage)

**hp** 80 (7 HD; 3d6+4d12+39)

**Fort** +9, **Ref** +4, **Will** +5; +1 morale bonus vs. fear

**Defensive Abilities** uncanny dodge; **Resist** naked courage

**Offense**

**Speed** 40 ft.

**Melee** mwk trident +11 (1d8+6)

**Ranged** javelin +7 (1d6+4)

**Special Attacks** hexes (evil eye, flight), rage (12 rounds/day), rage powers (intimidating glare, moment of clarity)

**Witch Spell-Like Abilities** (CL 3rd; concentration +5)

At will— *feather fall* (self only)

1/day— *levitate* (self only)

**Witch Spells Prepared** (CL 3rd; concentration +5)

2nd— *cure moderate wounds* , *touch of idiocy*

1st— *enlarge person* (DC 13), *mage armor* , *ray of enfeeblement* (DC 13)

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

**Patron** Water

**TACTICS**

**Before Combat** The Servant of the Deep drinks her *potion of water walk* and casts *mage armor* at Lord Rybos's command.

**During Combat** Servants of the Deep prefer to use spells to weaken foes before casting any necessary spells to improve their own combat abilities, using their rage ability, and wading into melee. They often use the Power Attack feat to deal more damage, and they employ their evil eye hex against opponents that are particularly hard to hit.

**Morale** Servants of the Deep are fanatical in their beliefs and fight to the death in the name of their god-king, Zhanagorr. Statistics

**Str** 19, **Dex** 14, **Con** 18, **Int** 14, **Wis** 8, **Cha** 10

**Base Atk** +5; **CMB** +9; **CMD** 22

**Feats** Alertness, Dodge, Intimidating Prowess, Power Attack, Toughness, Weapon Focus (trident)

**Skills** Acrobatics +12 (+16 to jump), Bluff +3, Disguise +7, Intimidate +14, Knowledge (religion) +3, Perception +9, Sense Motive +1, Spellcraft +12, Swim +18

**Languages** Aquan, Boggard, Common, Tien

**SQ** fast movement, witch's familiar (snake, viper named Arcane Familiar)

**Other Gear** javelin (5), mwk trident, *amulet of natural armor +1* , *ring of protection +1* , spell component pouch

**Special Abilities**

**Deliver Touch Spells Through Familiar (Su)** Your familiar can deliver touch spells for you.

**Empathic Link with Familiar (Su)** You have an empathic link with your Arcane Familiar.

**Evil Eye -2 (5 rounds, DC 13) (Su)** Foe in 30 ft takes penalty to your choice of AC, attacks, saves, ability or skill checks (Will part).

**Familiar Bonus: +3 to Bluff checks** You gain the Alertness feat while your familiar is within arm's reach.

**Fast Movement +10 (Ex)** +10 feet to speed, unless heavily loaded.

**Intimidating Glare (Ex)** As a move action while raging, demoralize vs. adj foe with extended duration.

**Moment of Clarity (1/rage) (Ex)** Remove the benefits and penalties of a rage for 1 round without ending the rage.

**Naked Courage +1 (Ex)** +1 AC and save vs. fear when not wearing armor.

**Power Attack -2/+4** You can subtract from your attack roll to add to your damage.

**Rage (12 rounds/day) (Ex)** +4 Str, +4 Con, +2 to Will saves, -2 to AC when enraged.

**Share Spells with Familiar** Can cast spells with a target of "You" on the familiar with a range of touch.

**Uncanny Dodge (Ex)** Retain Dex bonus to AC when flat-footed.