

Siege of Serpents
Tier 3-4
A2 Menagerie Run Amok

2x PARD

CR 3

CN Medium magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +6

DEFENSE

AC 20, touch 18, flat-footed 12 (+7 Dex, +1 dodge, +2 natural)

hp 26 (4d10+4)

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

Defensive Abilities evasion, improved uncanny dodge, uncanny dodge; **DR** 5/magic; **Resist** electricity 10, fire 10

OFFENSE

Speed 120 ft.

Melee bite +12 (1d6+2), 2 claws +7 (1d4+1)

Special Attacks phasing attack

STATISTICS

Str 15, **Dex** 24, **Con** 12, **Int** 4, **Wis** 13, **Cha** 11

Base Atk +4; **CMB** +6; **CMD** 24 (28 vs. trip)

Feats Dodge, Mobility^B, Spring Attack^B, Weapon Finesse, Wind Stance^B

Skills Acrobatics +15 (+27 when jumping), **Perception** +6, **Stealth** +15; **Racial Modifiers** +4 Acrobatics (+16 when jumping), +4 Stealth

Languages telepathy (empathy) 60 ft.

SPECIAL ABILITIES

Empathy (Su) Pards can transmit complex emotions and basic ideas to other pards. When interacting with other kinds of creatures, they can only convey simple emotions such as anger, fear, and curiosity.

Phasing Attack (Su) As a full-round action, a pard can shift itself partially out of phase, damaging any creature it moves through. This works like the overrun combat maneuver, but the pard must move at least 30 feet and it gains a +4 bonus on the check. If it succeeds, the target takes 2d6 points of fire damage. If it exceeds a creature's CMD by 5 or more, it stuns the creature for 1 round instead of knocking it prone. The target can make an attack of opportunity, but at a –4 penalty. If the target forgoes an attack of opportunity provoked by this maneuver, it can try to avoid the pard by attempting a DC 19 Reflex save; if successful, it takes only half damage. The pard can only deal phasing attack damage to each target once per round, no matter how many times its movement takes it over a target creature. When using this ability, the pard can move through up to 5 feet of any solid object, barrier, or difficult terrain as if it were a normal open square. The pard cannot end its movement inside a creature or solid barrier. This ability counts as trample for the purposes of effects that enhance or protect against trample. The save DC is Dexterity-based.

Siege of Serpents

Tier 3-4

B2 Mayhem at the Menagerie

4x WYVARAN INQUISITORS	CR 1/2
LN Medium dragon	
Init +2; Senses darkvision 60 ft., low-light vision; Perception +7	
DEFENSE	
AC 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)	
hp 10 (1d8+2)	
Fort +3, Ref +2, Will +5	
Immune paralysis, sleep	
OFFENSE	
Speed 30 ft., fly 30 ft. (clumsy) (20 ft., fly 20 ft. [clumsy] in armor)	
Melee shortspear +1 (1d6) or slapping tail +0 (1d8; attacks of opportunity only)	
Domain Spell-Like Abilities (CL 1st; concentration +3) 6/day—lightning arc (1d6 electricity)	
Inquisitor Spells Known (CL 1st; concentration +3) 1st (2/day)— <i>cause fear</i> (DC 15), <i>shield of faith</i> 0 (at will)— <i>acid splash</i> , <i>daze</i> (DC 14), <i>disrupt undead</i> , <i>guidance</i>	
Domain Air	
STATISTICS	
Str 10, Dex 14, Con 13, Int 6, Wis 17, Cha 14	
Base Atk +0; CMB +0; CMD 12	
Feats Weapon Focus (shortspear)	
Skills Fly –6, Intimidate +6, Knowledge (religion) +2, Perception +7	
Languages Common, Draconic	
SQ judgment 1/day, monster lore +3, stern gaze	

YETI	CR 4
N Large monstrous humanoid (cold)	
Init +1; Senses darkvision 60 ft., scent; Perception +10	
DEFENSE	
AC 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, –1 size)	
hp 45 (6d10+12)	
Fort +6, Ref +6, Will +6	
Immune cold	
Weaknesses vulnerability to fire	
OFFENSE	
Speed 40 ft., climb 30 ft.	
Melee 2 claws +9 (1d6+4 plus 1d6 cold) OR 2 claws Power Attack +7 (1d6 + 8 plus 1d6 cold)	
Space 10 ft.; Reach 10 ft.	
Special Attacks frightful gaze, rend (2 claws, 1d6+6 plus 1d6 cold)	
STATISTICS	
Str 19, Dex 12, Con 15, Int 9, Wis 12, Cha 10	
Base Atk +6; CMB +11; CMD 22	
Feats Cleave, Great Fortitude, Power Attack	
Skills Climb +21, Intimidate +9, Perception +10, Stealth +1 (+9 in snow); Racial Modifiers +4 Stealth (+12 in snow)	
Languages Aklo	
SPECIAL ABILITIES	
Cold (Su) A yeti's body generates intense cold, dealing 1d6 points of cold damage to any creature that contacts it with a natural attack or unarmed strike, or whenever it hits a foe with its claws or rend attack.	
Frightful Gaze (Su) Creatures within 30 feet that meet a yeti's gaze must succeed on a DC 13 Will save or stand paralyzed in fear for 1 round. This is a mind-affecting fear paralysis effect. A creature that successfully saves cannot be affected again by the frightful gaze of that yeti for 1 day. The save DC is Charisma-based.	

Siege of Serpents
Tier 3-4
B2 Mayhem at the Menagerie (continued)

COCKATRICE**CR 3****XP 800**

N Small magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +10**DEFENSE****AC** 15, touch 15, flat-footed 11 (+3 Dex, +1 dodge, +1 size)**hp** 27 (5d10)**Fort** +4, **Ref** +7, **Will** +2**OFFENSE****Speed** 20 ft., fly 60 ft. (poor)**Melee** bite +9 (1d4–2 plus petrification)**STATISTICS****Str** 6, **Dex** 17, **Con** 11, **Int** 2, **Wis** 13, **Cha** 8**Base Atk** +5; **CMB** +2; **CMD** 16**Feats** Dodge, Skill Focus (Perception), Weapon Finesse**Skills** Fly +6, Perception +10**SPECIAL ABILITIES**

Petrification (Su) A cockatrice's bite causes flesh to calcify and harden—multiple bites can cause a living creature to fossilize into stone. Each time a creature is damaged by a cockatrice's bite attack, it must succeed on a DC 12 Fortitude save or take 1d4 points of Dexterity damage as its flesh and bones stiffen and harden. (This slow petrification does not alter a bitten creature's natural armor.) A creature that is reduced to 0 Dexterity by a cockatrice's bites immediately turns completely to stone, as if petrified by a *flesh to stone* spell. Every day, a creature petrified by a cockatrice in this manner can attempt a new DC 12 Fortitude save to recover from the petrification, at which point the victim returns to flesh with 1 Dexterity (and thereafter can be restored to full Dexterity by natural healing or magic as normal)—but after a petrified creature fails three of these Fortitude saves in a row, the petrified state becomes permanent. A creature restored to flesh via magic has its Dexterity damage caused by cockatrice bites removed, but not any existing Dexterity damage from other sources. A cockatrice is immune to the petrification ability of itself and of other cockatrices, but other petrification attacks affect them normally. The save DC is Constitution-base

Siege of Serpents Tier 3-4

C1 The Mausoleum

2 x ASPIS SNIPER CR 2

Half-elf Rogue 3

Medium Humanoid (elf, human)

Init +3; **Senses** low-light vision; Perception +11

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 23 (3d8+6)

Fort +3, **Ref** +6, **Will** +1; +2 vs. enchantments

Defensive Abilities evasion, trap sense +1; **Immune** sleep

OFFENSE

Speed 30 ft.

Melee rapier +3 (1d6+1/18–20)

Ranged mwk composite longbow +6 (1d8+1/×3)

Special Attacks sneak attack +2d6

STATISTICS

Str 12, **Dex** 17, **Con** 14, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +3; **CMD** 16

Feats Point-Blank Shot, Precise Shot, Skill Focus (Perception)

Skills Acrobatics +9, Climb +7, Disguise +5, Escape Artist +9, Perception +11, Perform (wind) +5, Ride +6, Stealth +9, Survival +3, Swim +7

Languages Common, Dwarven, Elven

SQ elf blood, rogue talents (surprise attack), trapfinding +1

Combat Gear *oil of magic weapon* (2), *potion of cure moderate wounds*, *potion of invisibility*, *sleep arrow*; **Other Gear** masterwork studded leather, masterwork composite longbow with 20 arrows, rapier, 73 gp

SERPENT SORCERER CR 4

Half-elf Sorcerer 5

Medium humanoid (elf, human)

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

DEFENSE

AC 18, touch 13, flat-footed 15 (+4 armor, +2 Dex, +1 dodge, +1 natural)

hp 30 (5d6+10)

Fort +3, **Ref** +6, **Will** +4; +2 vs. enchantments

Resist acid 5, fire 10

OFFENSE

Speed 30 ft.

Melee mwk light mace +3 (1d6) or
2 claws +2 (1d4)

Ranged mwk light crossbow +5 (1d8/19–20)

Special Attacks claws (2, 1d4, treated as magic, 7 rounds/day)

Sorcerer Spells Known (CL 5th; concentration +9)

2nd (5/day)—*acid arrow*, *mirror image*, *resist energy*

1st (7/day)—*cause fear* (DC 15), *charm person* (DC 15), *mage armor*,
magic missile, *ray of enfeeblement* (DC 15)

0 (at will)—*acid splash*, *detect magic*, *ghost sound* (DC 14), *mage hand*,
message, *read magic*

Bloodline draconic (green)

Base Statistics Without *mage armor* and *resist energy*, the sorcerer's statistics are **AC** 14, touch 13, flat-footed 11; **Resist** acid 5.

STATISTICS

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

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

Feats Combat Casting, Dodge, Eschew Materials, Lightning Reflexes, Skill Focus (Use Magic Device)

Skills Intimidate +10, Knowledge (arcana) +7, Perception +7, Spellcraft +7, Use Magic Device +13

Languages Common, Draconic, Elven

SQ bloodline arcana (acid spells deal +1 damage per die), elf blood

Combat Gear *potion of cure moderate wounds*, *potion of invisibility*, *scrolls of levitate* (2), *scroll of ray of exhaustion*, *scroll of silent image*, *wand of entangle* (20 charges), smokestick; **Other Gear** masterwork light crossbow with 10 bolts, masterwork light mace, *cloak of resistance +1*, 190 gp

Siege of Serpents

Tier 3-4

C2 Starhall

2x WYVARAN WORTHY CR 3

Wyvaran fighter 4 (*Pathfinder RPG Bestiary* 4 281)

LN Medium dragon

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +3 Dex, +1 dodge)

hp 34 (4d10+8)

Fort +5, **Ref** +4, **Will** +3 (+1 vs. fear)

Defensive Abilities bravery +1; **Immune** paralysis and sleep

OFFENSE

Speed 30 ft., fly 30 ft. (clumsy)

Melee mwk falchion +8 (2d4+4/18–20)

Or mwk falchion Power Attack +6 (2d4 + 10/18-20)

tail slapping +2 (1d8+3; attacks of opportunity only)

Ranged javelin +7 (1d6+3)

STATISTICS

Str 16, **Dex** 16, **Con** 13, **Int** 8, **Wis** 10, **Cha** 12

Base Atk +4; **CMB** +7; **CMD** 21

Feats Dodge, Hover, Iron Will, Mobility, Power Attack

Skills Fly –1, Intimidate +6

Languages Common, Draconic

SQ armor training 1

Combat Gear *potion of cure moderate wounds*, *potion of bull's strength*; **Other Gear** chain shirt, mwk falchion, javelin (3)

D1 The Quadrangle

TAUNTING KIDNAPPER CR 3

Halfling Bard 4

Small humanoid (Halfling)

Init +3; **Senses** Perception +1

DEFENSE

AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex)

hp 25 (4d8+4)

Fort +2, **Ref** +8, **Will** +4; +2 vs. fear, +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 20 ft.

Melee mwk short sword +7 (1d6/19–20)

Ranged sling +6 (1d4)

Special Attacks bardic performance 14 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +1)

Bard Spells Known (CL 4th; concentration +8)

2nd (2/day)—*suggestion* (DC 16), *tongues*

1st (4/day)—*animate rope*, *cure light wounds* (DC 15), *lesser confusion* (DC 15), *ventriloquism* (DC 15)

0 (at will)—*daze* (DC 14), *detect magic*, *flare* (DC 14), *ghost sound* (DC 14), *mending*, *read magic*

TACTICS

STATISTICS

Str 11, **Dex** 16, **Con** 10, **Int** 12, **Wis** 8, **Cha** 18

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

Feats Arcane Strike, Weapon Finesse

Skills Acrobatics +11 (+7 when jumping), Bluff +11, Climb +1,

Diplomacy +8, Intimidate +9, Knowledge (local) +10, Perception

+1, Perform (comedy) +11, Sense Motive +4, Spellcraft +6, Stealth

+7, Use Magic Device +10

Languages Common, Halfling

SQ bardic knowledge +2, versatile performance (comedy)

Combat Gear *potions of cure moderate wounds* (2), tanglefoot bags (2); **Other Gear** +1 *chain shirt*, masterwork short sword, sling with 20 bullets, everburning torch, 30 gp

Siege of Serpents

Tier 3-4

E1 Restricted Library

2x Aspis Mercenaries CR ½

Human Barbarian 1
Medium Humanoid (human)
Init +1; **Senses** Perception +5

DEFENSE

AC 15, touch 9, flat-footed 14 (+6 armor, +1 Dex, -2 rage)
hp 17 (1d12+5)
Fort +6, **Ref** +1, **Will** +3

OFFENSE

Speed 30 ft.
Melee greatsword +6 (2d6+7/19-20) or heavy flail +6 (1d10+7/19-20) or
Greatsword Power Attack +5 (2d6+10/19-20) or heavy flail Power Attack
+ 5 (1d10+10/19-20)
Special Attacks rage (6 rounds/day)

TACTICS

Base Statistics When not raging, the barbarian's statistics are **AC** 17, touch
11, flat-footed 16; **hp** 15; **Fort** +4, **Will** +1; **Melee** greatsword +4
(2d6+4/19-20) or heavy flail +4 (1d10+4/19-20); **Ranged** sling +2
(1d4+3); **Str** 17, **Con** 14; **CMB** +4; **Skills** Climb +3, Swim +3.

STATISTICS

Str 21, **Dex** 13, **Con** 18, **Int** 10, **Wis** 12, **Cha** 8
Base Atk +1; **CMB** +6; **CMD** 15
Feats Cleave, Power Attack
Skills Climb +5, Knowledge (nature) +4, Perception +5, Survival +5, Swim +5
Languages Common
SQ fast movement
Combat Gear *potion of cure light wounds*, *potion of remove fear*,
alchemist's fire; **Other Gear** breastplate, greatsword, heavy flail, sling
with 10 bullets, 5 gp

SERPENT SORCERER

CR 4

Half-elf Sorcerer 5
Medium humanoid (elf, human)
Init +2; **Senses** low-light vision; Perception +7

DEFENSE

AC 18, touch 13, flat-footed 15 (+4 armor, +2 Dex, +1 dodge, +1 natural)
hp 30 (5d6+10)
Fort +3, **Ref** +6, **Will** +4; +2 vs. enchantments
Resist acid 5, fire 10

OFFENSE

Speed 30 ft.
Melee mwk light mace +3 (1d6) or
2 claws +2 (1d4)
Ranged mwk light crossbow +5 (1d8/19-20)
Special Attacks claws (2, 1d4, treated as magic, 7 rounds/day)
Sorcerer Spells Known (CL 5th; concentration +9)
2nd (5/day)—*acid arrow*, *mirror image*, *resist energy*
1st (7/day)—*cause fear* (DC 15), *charm person* (DC 15), *mage armor*,
magic missile, *ray of enfeeblement* (DC 15)
0 (at will)—*acid splash*, *detect magic*, *ghost sound* (DC 14), *mage hand*,
message, *read magic*
Bloodline draconic (green)
Base Statistics Without *mage armor* and *resist energy*, the sorcerer's
statistics are **AC** 14, touch 13, flat-footed 11; **Resist** acid 5.

STATISTICS

Str 10, **Dex** 14, **Con** 12, **Int** 13, **Wis** 8, **Cha** 18
Base Atk +2; **CMB** +2; **CMD** 15
Feats Combat Casting, Dodge, Eschew Materials, Lightning Reflexes, Skill
Focus (Use Magic Device)
Skills Intimidate +10, Knowledge (arcana) +7, Perception +7, Spellcraft +7,
Use Magic Device +13
Languages Common, Draconic, Elven
SQ bloodline arcana (acid spells deal +1 damage per die), elf blood
Combat Gear *potion of cure moderate wounds*, *potion of invisibility*, *scrolls*
of levitate (2), *scroll of ray of exhaustion*, *scroll of silent image*, *wand of*
entangle (20 charges), smokestick; **Other Gear** masterwork light crossbow
with 10 bolts, masterwork light mace, *cloak of resistance* +1, 190 gp

Siege of Serpents
Tier 3-4
E2 Chamber of the Sky Key

3x SOULSLIVER

CR 2

XP 600

NE Medium outsider (extraplanar, shapechanger)

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

DEFENSE

AC 15, touch 14, flat-footed 11 (+3 Dex, +1 dodge, +1 natural)

hp 19 (3d10+3); fast healing 1

Fort +4, **Ref** +6, **Will** +2

Resist acid 5, fire 5

Weaknesses vulnerable to sonic

OFFENSE

Speed 40 ft.

Melee 2 slams +5 (1d4+2)

Special Attacks death throes

Spell-Like Abilities (CL 3rd; concentration +4)

3/day—*mage hand*, *open/close*, *silent image*

1/day—*mirror image*

STATISTICS

Str 14, **Dex** 17, **Con** 12, **Int** 11, **Wis** 12, **Cha** 13

Base Atk +3; **CMB** +5; **CMD** 19

Feats Dodge, Improved Initiative

Skills Acrobatics +9 (+13 when jumping), Bluff +7, Disguise +7 (+11 when using change shape), Perception +7, Sense Motive +7, Stealth +9; **Racial Modifiers** +4 Acrobatics when jumping, +4 Disguise when using change shape

Languages Aklo, Common

SQ change shape (any humanoid, *alter self*), compression, mirror travel, perfect copy, sound mimicry (voices)

SPECIAL ABILITIES

Death Throes (Su) When a soulsliver is killed, its body explodes into jagged glass shards that deal 2d6 points of piercing and slashing damage to creatures within a 20-foot-radius burst (Reflex DC 12 half). The save DC is Constitution-based.

Mirror Travel (Su) At will as a standard action, a soulsliver can crawl into any mirror as if it were a door or window, instantly transporting itself to another mirror within 500 feet as if using *dimension door* (caster level 7th). It can remain within that mirror indefinitely, or on its next turn crawl out or use this ability again. Its compression ability allows it to enter or exit Diminutive or larger mirrors. It can only exit a mirror if it is using change shape to take a specific creature's form.

Perfect Copy (Su) When a soulsliver uses change shape, it can assume the appearance of a specific individual. However, it is always the mirror image of the person it copies, which might give away that something is wrong.

Siege of Serpents

Tier 3-4

E3 The Tapestry Chamber

4x SYRINX CLERIC	CR 1
Syrinx cleric of Asmodeus 1 (<i>Pathfinder Campaign Setting: Inner Sea Bestiary</i> 51)	
LE Medium humanoid (syrinx)	
Init +0; Senses darkvision 60 ft., low-light vision; Perception +3	
DEFENSE	
AC 13, touch 10, flat-footed 13 (+3 armor)	
hp 8 (1d8)	
Fort +1, Ref +0, Will +5; +2 vs. mind-affecting effects	
OFFENSE	
Speed 30 ft., fly 60 ft. (average)	
Melee mwk quarterstaff +2 (1d6+1)	
Special Attacks channel negative energy 5/day (DC 12, 1d6),	
Domain Spell-Like Abilities (CL 1st; concentration +4)	
6/day—touch of evil (1 rounds)	
6/day—copycat (1 rounds)	
Cleric Spells Prepared (CL 1st; concentration +4)	
1st— <i>command</i> (DC 14), <i>divine favor</i> , <i>protection from good</i> ^D	
0 (at will)— <i>bleed</i> (DC 13), <i>detect magic</i> , <i>resistance</i>	
D domain spell; Domains Evil, Trickery	
STATISTICS	
Str 13, Dex 10, Con 8, Int 10, Wis 16, Cha 15	
Base Atk +0; CMB +1; CMD 11	
Feats Selective Channeling	
Skills Fly +3, Knowledge (religion) +4, Perception +3 (+5 at night), Stealth +0 (+2 at night); Racial Modifiers +2 Perception at night, +2 Stealth at night	
Languages Common, Syrinx; speak with avians	
Combat Gear <i>potion of cure light wounds</i> ; Other Gear studded leather, mwk quarterstaff, spell component pouch, wooden holy symbol	
SPECIAL ABILITIES	
Speak with Avians (Ex) Syrinx can speak with all birds of the animal creature type and birdlike magical beasts	

YETI	CR 4
N Large monstrous humanoid (cold)	
Init +1; Senses darkvision 60 ft., scent; Perception +10	
DEFENSE	
AC 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, –1 size)	
hp 45 (6d10+12)	
Fort +6, Ref +6, Will +6	
Immune cold	
Weaknesses vulnerability to fire	
OFFENSE	
Speed 40 ft., climb 30 ft.	
Melee 2 claws +9 (1d6+4 plus 1d6 cold)	
OR 2 claws Power Attack +7 (1d6 + 8 plus 1d6 cold)	
Space 10 ft.; Reach 10 ft.	
Special Attacks frightful gaze, rend (2 claws, 1d6+6 plus 1d6 cold)	
STATISTICS	
Str 19, Dex 12, Con 15, Int 9, Wis 12, Cha 10	
Base Atk +6; CMB +11; CMD 22	
Feats Cleave, Great Fortitude, Power Attack	
Skills Climb +21, Intimidate +9, Perception +10, Stealth +1 (+9 in snow);	
Racial Modifiers +4 Stealth (+12 in snow)	
Languages Aklo	
SPECIAL ABILITIES	
Cold (Su) A yeti's body generates intense cold, dealing 1d6 points of cold damage to any creature that contacts it with a natural attack or unarmed strike, or whenever it hits a foe with its claws or rend attack.	
Frightful Gaze (Su) Creatures within 30 feet that meet a yeti's gaze must succeed on a DC 13 Will save or stand paralyzed in fear for 1 round. This is a mind-affecting fear paralysis effect. A creature that successfully saves cannot be affected again by the frightful gaze of that yeti for 1 day. The save DC is Charisma-based.	

Siege of Serpents

Tier 3-4

G6 Battle Tower Wave 1

2x ASPIS BRUTE CR 1

Half-Orc Rogue 2

NE Medium humanoid (human, orc)

Init +2; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 19 (2d8+7)

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

Defensive Abilities evasion, orc ferocity

OFFENSE

Speed 30 ft.

Melee mwk greataxe +5 (1d12+4/_3)

Ranged shortspear +3 (1d6+3)

Special Attacks sneak attack +1d6

TACTICS

During Combat The rogue charges at the nearest foe.

STATISTICS

Str 17, **Dex** 14, **Con** 13, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +1; **CMB** +4; **CMD** 16

Feats Toughness

Skills Acrobatics +5, Climb +6, Intimidate +7, Perception +6, Ride +2, Sense Motive +6, Stealth +5

Languages Common, Orc

SQ orc blood, rogue talents (bleeding attack +1), trapfinding +1, weapon familiarity

Combat Gear *potions of cure light wounds* (2), *potion of disguise self*, *potion of divine favor*, *potion of feather fall*, *potion of hide from undead*;

Other Gear chain shirt, masterwork greataxe, shortspear, 59 gp

SERPENT SORCERER CR 4

Half-elf Sorcerer 5

Medium humanoid (elf, human)

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

DEFENSE

AC 18, touch 13, flat-footed 15 (+4 armor, +2 Dex, +1 dodge, +1 natural)

hp 30 (5d6+10)

Fort +3, **Ref** +6, **Will** +4; +2 vs. enchantments

Resist acid 5, fire 10

OFFENSE

Speed 30 ft.

Melee mwk light mace +3 (1d6) or
2 claws +2 (1d4)

Ranged mwk light crossbow +5 (1d8/19–20)

Special Attacks claws (2, 1d4, treated as magic, 7 rounds/day)

Sorcerer Spells Known (CL 5th; concentration +9)

2nd (5/day)—*acid arrow*, *mirror image*, *resist energy*

1st (7/day)—*cause fear* (DC 15), *charm person* (DC 15), *mage armor*,
magic missile, *ray of enfeeblement* (DC 15)

0 (at will)—*acid splash*, *detect magic*, *ghost sound* (DC 14), *mage hand*,
message, *read magic*

Bloodline draconic (green)

Base Statistics Without *mage armor* and *resist energy*, the sorcerer's statistics are **AC** 14, touch 13, flat-footed 11; **Resist** acid 5.

STATISTICS

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

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

Feats Combat Casting, Dodge, Eschew Materials, Lightning Reflexes, Skill Focus (Use Magic Device)

Skills Intimidate +10, Knowledge (arcana) +7, Perception +7, Spellcraft +7, Use Magic Device +13

Languages Common, Draconic, Elven

SQ bloodline arcana (acid spells deal +1 damage per die), elf blood

Combat Gear *potion of cure moderate wounds*, *potion of invisibility*, *scrolls of levitate* (2), *scroll of ray of exhaustion*, *scroll of silent image*, *wand of entangle* (20 charges), smokestick; **Other Gear** masterwork light crossbow with 10 bolts, masterwork light mace, *cloak of resistance* +1, 190 gp

Siege of Serpents

Tier 3-4

G6 Battle Tower Wave 2

MEDIUM LIGHTNING ELEMENTAL

CR 3

N Medium outsider (air, elemental, extraplanar)

Init +8; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 16, touch 15, flat-footed 11 (+4 Dex, +1 dodge, +1 natural)

hp 26 (4d10+4)

Fort +5, **Ref** +8, **Will** +1

Immune electricity, elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee slam +8 (1d6+3 plus 1d4 electricity)

Special Attacks metal mastery, spark leap

STATISTICS

Str 14, **Dex** 19, **Con** 12, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +6; **CMD** 21

Feats Dodge, Improved Initiative, Weapon Finesse^B

Skills Acrobatics +11, Escape Artist +9, Fly +12, Knowledge (planes) +2, Perception +7

SPECIAL ABILITIES

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).

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.

Siege of Serpents Tier 3-4

G6 Battle Tower Wave 3

MEDIUM LIGHTNING ELEMENTAL CR 3

N Medium outsider (air, elemental, extraplanar)

Init +8; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 16, touch 15, flat-footed 11 (+4 Dex, +1 dodge, +1 natural)

hp 26 (4d10+4)

Fort +5, **Ref** +8, **Will** +1

Immune electricity, elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee slam +8 (1d6+3 plus 1d4 electricity)

Special Attacks metal mastery, spark leap

STATISTICS

Str 14, **Dex** 19, **Con** 12, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +6; **CMD** 21

Feats Dodge, Improved Initiative, Weapon Finesse^B

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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.

2x VOIDWORM PROTEAN CR 2

CN Tiny outsider (chaotic, extraplanar, protean, shapechanger)

Init +3; **Senses** blindsense 30 ft., darkvision 30 ft., *detect law*; Perception +8

DEFENSE

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

hp 16 (3d10); fast healing 2

Fort +1, **Ref** +6, **Will** +2

Defensive Abilities amorphous, freedom of movement; **Immune** acid;

Resist electricity 10, sonic 10

OFFENSE

Speed 20 ft., fly 50 ft. (perfect)

Melee bite +8 (1d3–2), tail slap +3 (1d3–2 plus confusion)

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

Spell-Like Abilities (CL 6th; concentration +7)

Constant—*detect law*

At will—*dancing lights*, *ghost sound* (DC 12), *prestidigitation*

3/day—*blur* (self only), *obscuring mist*

1/week—*commune* (CL 12th, 6 questions)

STATISTICS

Str 7, **Dex** 17, **Con** 10, **Int** 8, **Wis** 8, **Cha** 13

Base Atk +3; **CMB** +4; **CMD** 12 (can't be tripped)

Feats Skill Focus (Perception), Weapon Finesse

Skills Acrobatics +9 (+5 jump), Bluff +7, Escape Artist +7, Fly +19, Knowledge (arcana) +5, Perception +8, Stealth +15

Languages Common, Protean

SQ change shape (2 forms, both of which must be Tiny animals; *beast shape II*)

SPECIAL ABILITIES

Confusion (Su) A creature struck by a voidworm's tail slap must make a DC 12 Will save or become confused for 1 round. This is a mind-affecting effect. The save DC is Charisma-based.