

Siege of Serpents

Tier 5-6

A2 Menagerie Run Amok!

WOOLLY RHINOCEROS

CR 6

N Large animal

Init +0; **Senses** scent; Perception +15

DEFENSE

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

hp 76 (8d8+40)

Fort +13, **Ref** +6, **Will** +3

OFFENSE

Speed 30 ft.

Melee gore +14 (2d8+13)

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

Special Attacks powerful charge (gore, 4d8+18), trample (2d6+13, DC 23)

STATISTICS

Str 28, **Dex** 10, **Con** 21, **Int** 2, **Wis** 13, **Cha** 3

Base Atk +6; **CMB** +16; **CMD** 26 (30 vs. trip)

Feats Diehard, Endurance, Great Fortitude, Skill Focus (Perception)

Skills Perception +15

Trample (Ex)

As a full-round action, a creature with the trample ability can attempt to overrun any creature that is at least one size category Smaller than itself. This works just like the overrun combat maneuver, but the trampling creature does not need to make a check, it merely has to move over opponents in its path. Targets of a trample take an amount of damage equal to the trampling creature's slam damage + 1-1/2 times its Str modifier. Targets of a trample can make an attack of opportunity, but at a –4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Reflex save to take half damage. The save DC against a creature's trample attack is 10 + 1/2 the creature's HD + the creature's Str modifier (the exact DC is given in the creature's descriptive text). A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Siege of Serpents

Tier 5-6

B1 Monument Mayhem

3x ASPIS FALLEN ANGEL CR 3

Animated object (*Pathfinder RPG Bestiary* 14)

N Medium construct

Init +0; Senses darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 natural)

hp 36 (3d10+20)

Fort +1, **Ref** +1, **Will** –4

Defensive Abilities hardness 5; Immune construct traits

Weakness susceptible to mind-affecting effects

OFFENSE

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

Melee 2 tentacles +5 (1d4+2)

STATISTICS

Str 14, **Dex** 10, **Con** —, **Int** 16, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +5; **CMD** 15

Skills Perception +7, Sense Motive +7, Spellcraft +10

SQ construction points (additional movement [fly], tentacles), puppet of the stars

SPECIAL ABILITIES

Puppet of the Stars (Su) An Aspis fallen angel is under the control of an evil otherworldly being millions of miles away. While the construct does not possess a natural Intelligence score, its controller can use its senses and direct the construct to act as if it were an intelligent creature. The construct's listed skills are the controller's relevant skills. Because of this unusual arrangement, the Aspis fallen angel is not immune to mind affecting-effects, and it is vulnerable to *protection from evil*. If a spellcaster targets the construct with *protection from evil*, the spell disrupts the controller's link (no save), and the Aspis fallen angel cannot move

DURVIN GEST STATUE CR 6

Animated object (*Pathfinder RPG Bestiary* 14)

NE Large construct

Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 15, touch 8, flat-footed 15 (–1 Dex, +7 natural, –1 size)

hp 52 (4d10+30)

Fort +1, **Ref** +0, **Will** –4

Defensive Abilities hardness 8; **Immune** construct traits

Weakness susceptible to mind-affecting effects

OFFENSE

Speed 40 ft.

Melee 2 slams +9 (1d6+6 plus grab)

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

Special Attacks constrict (1d6+6)

STATISTICS

Str 22, **Dex** 8, **Con** —, **Int** 17, **Wis** 1, **Cha** 1

Base Atk +4; **CMB** +11 (+15 grapple); **CMD** 20

Skills Perception +9, Sense Motive +9, Spellcraft +12

SQ construction points (additional attack, constrict, faster, grab, stone)

Siege of Serpents

Tier 5-6

B2 Mayhem at the Menagerie

2x LAMIA	CR 6
CE Large monstrous humanoid	
Init +3; Senses darkvision 60 ft., low-light vision; Perception +15	
DEFENSE	
AC 20, touch 13, flat-footed 16 (+3 Dex, +1 dodge, +7 natural, –1 size)	
hp 67 (9d10+18)	
Fort +6, Ref +9, Will +11	
OFFENSE	
Speed 60 ft.	
Melee +1 <i>dagger</i> +13/+8 (1d4+5/19–20), touch +7 (1d4 Wisdom drain), 2 claws +7 (1d4+2)	
Space 10 ft.; Reach 5 ft.	
Special Attacks Wisdom <u>drain</u>	
Spells Known (CL 9th)	
At will— <i>disguise self</i> , <i>ventriloquism</i>	
3/day— <i>charm monster</i> (DC 15), <i>major image</i> (DC 14), <i>mirror image</i> , <i>suggestion</i> (DC 14)	
1/day— <i>deep slumber</i> (DC 14)	
STATISTICS	
Str 18, Dex 16, Con 14, Int 13, Wis 17, Cha 13	
Base Atk +9; CMB +14; CMD 28 (32 vs. trip)	
Feats Dodge, Great Fortitude, Iron Will, Mobility, Spring Attack	
Skills Bluff +9, Diplomacy +4, Disguise +6, Intimidate +10, Knowledge (religion) +4, Perception +15, Stealth +15, Survival +12;	
Racial Modifiers +4 Bluff, +4 Stealth	
Languages Abyssal, Common	
SQ undersized weapons	
SPECIAL ABILITIES	

Undersized Weapons (Ex) Although a lamia is Large, its upper torso is the same size as that of a Medium humanoid. As a result, lamias wield weapons as if they were one size category smaller than their actual size (Medium for most lamias).

Wisdom Drain (Su) A lamia drains 1d4 points of Wisdom each time it hits with its melee touch attack. (Unlike with other kinds of ability drain attacks, a lamia does not heal any damage when it uses its Wisdom drain.) Lamias try to use this power early in an encounter to make foes more susceptible to *charm monster* and *suggestion*.

DIRE LION (SPOTTED LION)	CR 5
N Large animal	
Init +6; Senses low-light vision, <u>scent</u> ; Perception +11	
DEFENSE	
AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, –1 size)	
hp 60 (8d8+24)	
Fort +9, Ref +8, Will +3	
OFFENSE	
Speed 40 ft.	
Melee bite +12 (1d8+7 plus grab), 2 claws +13 (1d6+7)	
Space 10 ft.; Reach 5 ft.	
Special Attacks pounce, rake (2 claws +13, 1d6+7)	
STATISTICS	
Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10	
Base Atk +6; CMB +14 (+18 grapple); CMD 26 (30 vs. trip)	
Feats Improved Initiative, Run, Skill Focus (Perception), Weapon Focus (claw)	
Skills Acrobatics +11, Perception +11, Stealth +7 (+15 in undergrowth); Racial Modifiers +4 Acrobatics, +4 Stealth (+8 in undergrowth)	

Siege of Serpents

Tier 5-6

C1 The Mausoleum

3x ACQUISITION AGENTS DR4

Human Monk 5

Medium Humanoid (human)

Init +5; **Senses** Perception +11

DEFENSE

AC 17, touch 17, flat-footed 15 (+1 deflection, +1 Dex, +1 dodge, +1 monk, +3 Wis)
hp 31 (5d8+5)

Fort +6, **Ref** +6, **Will** +8; +2 vs. enchantments

Defensive Abilities evasion; **Immune** disease

OFFENSE

Speed 40 ft.

Melee unarmed strike +6 (1d8+3) or PA unarmed strike +5 (1d8+10)

mwk siangham +7 (1d6+3) or

unarmed strike flurry of blows +6/+6 (1d8+3) or PA flurry of blows +5/+5 (1d8 + 5)

Ranged javelin +4 (1d6+3)

Special Attacks flurry of blows, stunning fist (5/day, DC 15)

STATISTICS

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

Base Atk +3; **CMB** +8 (+10 grapple); **CMD** 23 (25 vs. grapple)

Feats Combat Reflexes, Dodge, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Power Attack, Scorpion Style, Stunning Fist

Skills Acrobatics +7 (+12 when jumping), Climb +8, Intimidate +7, Knowledge (religion) +8, Perception +11, Sense Motive +11, Stealth +9

Languages Common

SQ fast movement, high jump, *ki* pool (5 points, magic), maneuver training, purity of body, slow fall 20 ft.

Combat Gear *potions of cure light wounds* (2); **Other Gear** javelin, masterwork siangham, *cloak of resistance +1*, *ring of protection +1*, 347 gp7

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 5-6

C2 Starhall

TERRA-COTTA SOLDIER CR 6

XP 2,400

N Medium construct

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 64 (8d10+20)

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

DR 5/bludgeoning; **Immune** construct traits, fire; **SR** 17

OFFENSE

Speed 30 ft.

Melee longsword +10/+5 (1d8+3/19–20), short sword +10 (1d6+1/19–20)
or

2 slams +11 (1d6+3)

Special Attacks keen weapons, rank fighting

STATISTICS

Str 16, **Dex** 16, **Con** —, **Int** 1, **Wis** 11, **Cha** 1

Base Atk +8; **CMB** +11; **CMD** 24

Feats Improved Initiative, Two Weapon Fighting, Weapon Focus
(longsword, shortsword)

Skills Perception +8

SPECIAL ABILITIES

Keen Weapons (Su) After it has engaged in at least 1 round of combat, a terra-cotta soldier's weapons automatically gain the benefits of *keen weapon* (CL 6th). This effect persists until the end of the battle.

Rank Fighting (Ex) Whenever a terra-cotta soldier is adjacent to another terra-cotta soldier, it gains a +2 dodge bonus to its AC and a +2 bonus on saving throws, attack rolls, and damage rolls.

MUMMIFIED MONK CR 6

Variant mummified human monk 6 (*Pathfinder RPG Bestiary* 4 196)

LE Medium undead (augmented humanoid)

Init +6; **Senses** darkvision 60 ft.; Perception +10

Aura frightful presence (60 ft., DC 15, 1d6 rounds)

DEFENSE

AC 19, touch 15, flat-footed 16 (+3 Dex, +1 dodge, +1 monk, +4 natural, +1 Wis)

hp 54 (6d8+24)

Fort +7, **Ref** +7, **Will** +6; +2 vs. enchantments

Defensive Abilities evasion; **DR** 5/—; **Immune** undead traits

Weaknesses vulnerable to electricity

OFFENSE

Speed 40 ft.

Melee flurry of blows +9/+9/+4 (1d8+4) or unarmed strike +9 (1d8+4)

Special Attacks burst of vengeance, dust stroke, flurry of blows, stunning fist (6/day, DC 14)

STATISTICS

Str 18, **Dex** 16, **Con** —, **Int** 8, **Wis** 12, **Cha** 15

Base Atk +4; **CMB** +10 (+12 disarm); **CMD** 24 (26 vs. disarm)

Feats Combat Reflexes, Deflect Arrows, Dodge, Improved Disarm, Improved Initiative, Improved Unarmed Strike, Stunning Fist, ToughnessB, Weapon Focus (unarmed strike)

Skills Acrobatics +11 (+21 when jumping), Climb +13, Intimidate +8, Perception +10, Sense Motive +6, Stealth +10; Racial Modifiers +10
Acrobatics when jumping, +4 Stealth

Languages Tien

SQ fast movement, ki pool (4 points, magic), high jump, maneuver training, slow fall 30 ft.

SPECIAL ABILITIES

Burst of Vengeance (Su) Twice per day as a swift action, a mummified monk may act as if affected by the *haste* spell for one round.

Dust Stroke (Su) A creature killed by a mummified monk's unarmed strike is disintegrated into a cloud of dust, completely destroying the victim's body (as *disintegrate*)

Siege of Serpents
Tier 5-6
D1 The Quadrangle

HOSTAGE HANDLER

CR 5

Half-elf Bard 6

Medium Humanoid (elf, human)

Init +1; **Senses** low-light vision; Perception +3

DEFENSE

AC 15, touch 12, flat-footed 14 (+3 armor, +1 deflection, +1 Dex)

hp 30 (6d8)

Fort +1, **Ref** +6, **Will** +6; +2 vs. enchantments, +4 vs. bardic performance, language-dependent, and sonic

Immune sleep

OFFENSE

Speed 30 ft.

Melee mwk rapier +6 (1d6/18–20)

Ranged dagger +5 (1d4/19–20)

Special Attacks bardic performance 18 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +2, *suggestion*)

Bard Spells Known (CL 6th; concentration +10)

2nd (4/day)—*alter self*, *detect thoughts* (DC 16), *minor image* (DC 17), *suggestion* (DC 16)

1st (5/day)—*comprehend languages*, *disguise self*, *silent image* (DC 16), *ventriloquism* (DC 16)

0 (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 15), *message*

STATISTICS

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

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

Feats Skill Focus (Perform [act, oratory]), Spell Focus (illusion), Weapon Finesse

Skills Acrobatics +6, Escape Artist +10, Knowledge (arcana) +10, Knowledge (local) +14, Knowledge (nobility) +13, Perception +3, Perform (act, oratory) +16, Perform (string) +13, Sense Motive +10, Spellcraft +8, Stealth +10

Languages Common, Draconic, Elven

SQ bardic knowledge +3, elf blood, lore master 1/day, versatile performance (act, oratory)

Combat Gear *elixir of truth*, *potion of cure light wounds*, *potions of invisibility* (2); **Other Gear** +1 leather armor, masterwork rapier, dagger, *ring of protection* +1, violin, 13 gp

Siege of Serpents

Tier 5-6

E1 Restricted Library

3x ASPIS ROGUE CR 4

Halfling Rogue 5

Small Humanoid (Halfling)

Init +8; **Senses** Perception +9

DEFENSE

AC 18, touch 15, flat-footed 14 (+3 armor, +4 Dex, +1 size)

hp 41 (5d8+15)

Fort +4, **Ref** +11, **Will** +1; +2 vs. fear

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 20 ft.

Melee +1 *short sword* +9 (1d4+1/19–20)

Ranged mwk hand crossbow +9 (1d3/19–20)

Special Attacks sneak attack +3d6

STATISTICS

Str 10, **Dex** 18, **Con** 14, **Int** 10, **Wis** 8, **Cha** 15

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

Feats Improved Initiative, Lightning Reflexes, Point-Blank Shot, Weapon Finesse

Skills Acrobatics +14 (+10 when jumping), Bluff +10, Climb +10, Disable Device +14, Knowledge (local) +8, Perception +9, Sleight of Hand +12, Stealth +16

Languages Common, Halfling

SQ rogue talents (finesse rogue, slow reactions), trapfinding +2

Combat Gear *potions of cure light wounds* (2), *potion of invisibility*; **Other**

Gear masterwork studded leather, +1 *short sword*, masterwork hand crossbow with 20 bolts, masterwork thieves' tools, tindertwig (5), 60 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 5-6

E2 Chamber of the Sky Key

2x XILL	CR 6
LE Medium outsider (evil, extraplanar)	
Init +8; Senses darkvision 60 ft.; Perception +13	
DEFENSE	
AC 21, touch 14, flat-footed 17 (+4 Dex, +5 natural, +2 shield)	
hp 67 (9d10+18)	
Fort +8, Ref +10, Will +6 SR 17	
OFFENSE	
Speed 40 ft.	
Melee short swords +13/+13/+8 (1d6+3/19–20), claw +13 (1d4+3 plus grab), bite +7 (1d3+1 plus paralysis), or 4 claws +13 (1d4+3 plus grab), bite +12 (1d3+3 plus paralysis)	
Ranged 2 longbows +13 (1d8/×3)	
Special Attacks implant, paralysis (1d4 hours, DC 16)	
STATISTICS	
Str 17, Dex 18, Con 14, Int 15, Wis 12, Cha 11	
Base Atk +9; CMB +12 (+16 grapple); CMD 26	
Feats Combat Reflexes, Improved Initiative, Iron Will, Weapon Focus (claw, short sword)	
Skills Acrobatics +16, Bluff +12, Intimidate +12, Knowledge (arcana) +14, Knowledge (planes) +14, Perception +13, Sense Motive +13, Stealth +16	
Languages Common, Infernal	
SQ multiweapon mastery, planewalk	
SPECIAL ABILITIES	
Implant (Ex) As a standard action, a xill can lay 2d6 eggs in a helpless creature. A xill's eggs hatch in 24 hours, at which point the young consume the host from within, inflicting 1 point of Con damage per hour per young until the host dies. The young then emerge and planewalk to the Ethereal Plane, if possible, to mature. A <i>remove disease</i> spell (or similar effect) rids a victim of all implanted eggs or active young, or they can be cut out one at a time with DC 20 Heal checks (each attempt takes 10 minutes). If a check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.	
Multiweapon Mastery (Ex) A xill never takes penalties to an attack roll when fighting with multiple weapons, and treats claws as primary attacks even when also wielding weapons.	
Planewalk (Su) A xill can shift from the Ethereal Plane to the Material Plane as a move action. Shifting from the Material Plane to the Ethereal Plane takes 2 consecutive full-round actions, during which time the xill is immobile. As a xill fades away, it becomes harder to hit: opponents have a 20% miss chance in the first	

round and a 50% miss chance in the second. A xill can take a single willing or helpless creature with it when it switches planes.

E3 The Tapestry Chamber

2x LAMIA	CR 6
CE Large monstrous humanoid	
Init +3; Senses darkvision 60 ft., low-light vision; Perception +15	
DEFENSE	
AC 20, touch 13, flat-footed 16 (+3 Dex, +1 dodge, +7 natural, –1 size)	
hp 67 (9d10+18)	
Fort +6, Ref +9, Will +11	
OFFENSE	
Speed 60 ft.	
Melee +1 <i>dagger</i> +13/+8 (1d4+5/19–20), touch +7 (1d4 Wisdom drain), 2 claws +7 (1d4+2)	
Space 10 ft.; Reach 5 ft.	
Special Attacks Wisdom <u>drain</u>	
Spells Known (CL 9th)	
At will— <i>disguise self</i> , <i>ventriloquism</i>	
3/day— <i>charm monster</i> (DC 15), <i>major image</i> (DC 14), <i>mirror image</i> , <i>suggestion</i> (DC 14)	
1/day— <i>deep slumber</i> (DC 14)	
STATISTICS	
Str 18, Dex 16, Con 14, Int 13, Wis 17, Cha 13	
Base Atk +9; CMB +14; CMD 28 (32 vs. trip)	
Feats Dodge, Great Fortitude, Iron Will, Mobility, Spring Attack	
Skills Bluff +9, Diplomacy +4, Disguise +6, Intimidate +10, Knowledge (religion) +4, Perception +15, Stealth +15, Survival +12; Racial Modifiers +4 Bluff, +4 Stealth	
Languages Abyssal, Common	
SQ undersized weapons	
SPECIAL ABILITIES	
Undersized Weapons (Ex) Although a lamia is Large, its upper torso is the same size as that of a Medium humanoid. As a result, lamias wield weapons as if they were one size category smaller than their actual size (Medium for most lamias).	
Wisdom Drain (Su) A lamia <u>drains</u> 1d4 points of Wisdom each time it hits with its melee touch attack. (Unlike with other kinds of ability drain attacks, a lamia does not heal any damage when it uses its Wisdom <u>drain</u> .) Lamias try to use this power early in an encounter to make foes more susceptible to <i>charm monster</i> and <i>suggestion</i>	

Siege of Serpents

Tier 5-6

G6 The Battle tower Wave 1

2x DISCIPLES OF PROFIT CR 5

Halfling Monk 6
Small Humanoid (Halfling)
Init +3; **Senses** Perception +11

DEFENSE

AC 18, touch 18, flat-footed 14 (+3 Dex, +1 dodge, +1 monk, +1 size, +2 Wis)
hp 40 (6d8+10)
Fort +7, **Ref** +9, **Will** +8; +2 vs. enchantments, +2 vs. fear
Defensive Abilities evasion; **Immune** disease

OFFENSE

Speed 40 ft.
Melee unarmed strike +7 (1d6+2) or
unarmed strike flurry of blows +7/+7/+2 (1d6+2)
Ranged mwk shuriken +9 (1d1+2) or DA mwk shuriken +7 (1d1+6)
mwk shuriken flurry of blows +9/+9/+4 (1d1+2)
or DA shuriken flurry +7/+7/+2 (1d1+6)
Special Attacks flurry of blows, stunning fist (6/day, DC 15)

STATISTICS

Str 14, **Dex** 17, **Con** 12, **Int** 10, **Wis** 14, **Cha** 10
Base Atk +4; **CMB** +7; **CMD** 22
Feats Deadly Aim, Deflect Arrows, Dodge, Improved Unarmed Strike, Mobility, Point-Blank Shot, Shot on the Run, Stunning Fist
Skills Acrobatics +14 (+24 when jumping), Climb +12, Knowledge (local) +4, Perception +11, Sense Motive +8, Stealth +13, Swim +6
Languages Common, Halfling
SQ fast movement, high jump, *ki* pool (5 points, magic), maneuver training, purity of body, slow fall 30 ft.
Combat Gear *potions of cure light wounds* (2), *potion of invisibility*; **Other Gear** masterwork shuriken (20), *belt of incredible dexterity* +2, 130 gp

CONSORTIUM STORMCALLER CR 5

Elf Sorcerer 6
Medium humanoid (elf)
Init +6; **Senses** low-light vision; Perception +4

DEFENSE

AC 18, touch 14, flat-footed 15 (+4 armor, +1 deflection, +2 Dex, +1 dodge)
hp 35 (6d6+12)
Fort +4, **Ref** +5, **Will** +7; +2 vs. enchantments
Immune sleep; **Resist** electricity 10

OFFENSE

Speed 30 ft.
Melee spear +2 (1d8–1/×3)
Ranged mwk longbow +6 (1d8/×3)
Bloodline Spell-Like Abilities (CL 6th; concentration +9)
6/day—elemental ray (1d6+3 electricity)
Sorcerer Spells Known (CL 6th; concentration +9)
3rd (4/day)—*lightning bolt* (DC 17)
2nd (6/day)—*gust of wind* (DC 16), *scorching ray* (electricity), *spectral hand*
1st (7/day)—*burning hands* (electricity; DC 15), *mage armor*, *magic missile*,
obscuring mist, *shocking grasp*
0 (at will)—*acid splash* (electricity), *dancing lights*, *detect magic*, *light*, *mage hand*, *ray of frost* (electricity), *read magic*
Bloodline elemental (air)
Base Statistics Without *mage armor*, the sorcerer's base statistics are **AC** 14, touch 14, flat-footed 11.

STATISTICS

Str 8, **Dex** 15, **Con** 12, **Int** 12, **Wis** 12, **Cha** 16
Base Atk +3; **CMB** +2; **CMD** 16
Feats Dodge, Eschew Materials, Improved Initiative, Spell Focus (evocation)
Skills Fly +10, Knowledge (arcana) +9, Linguistics +2, Perception +4, Spellcraft +10 (+12 to identify magic item properties)
Languages Auran, Common, Draconic, Elven
SQ bloodline arcana (change energy damage spells to electricity), elven magic, weapon familiarity
Combat Gear *scroll of fly*, *scroll of gaseous form*, *scroll of levitate*; **Other Gear** masterwork longbow with 20 arrows, spear, *cloak of resistance* +1, *ring of protection* +1; 375 gp

Siege of Serpents
Tier 5-6

E6 The Battle Tower Wave 2

2x 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.	

LARGE LIGHTNING ELEMENTAL	CR 5
N Large outsider (air, elemental, extraplanar)	
Init +10; Senses darkvision 60 ft.; Perception +11	
DEFENSE	
AC 18, touch 16, flat-footed 11 (+6 Dex, +1 dodge, +2 natural, –1 size)	
hp 60 (8d10+16)	
Fort +8, Ref +12, Will +2	
DR 5/—; Immune electricity, elemental traits	
OFFENSE	
Speed fly 100 ft. (perfect)	
Melee 2 slams +13 (1d8+3 plus 1d6 electricity)	
Space 10 ft.; Reach 10 ft.	
Special Attacks metal mastery, spark leap	
STATISTICS	
Str 16, Dex 23, Con 14, Int 6, Wis 11, Cha 11	
Base Atk +8; CMB +12; CMD 29	
Feats Dodge, Flyby Attack, Improved Initiative, Mobility, Weapon Finesse ^B	
Skills Acrobatics +17, Escape Artist +17, Fly +12, Knowledge (planes) +9, Perception +11	
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 5-6

E6 The Battle Tower Wave 3

NAUNET

CR 7

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

Init +7; **Senses** blindsense 30 ft., darkvision 60 ft., *detect law*; Perception +15

DEFENSE

AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, –1 size)

hp 94 (9d10+45)

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

Defensive Abilities amorphous, freedom of movement; **DR** 5/lawful; **Immune** acid, polymorph; **Resist** electricity 10, sonic 10; **SR** 18

OFFENSE

Speed 30 ft., fly 30 ft. (perfect), swim 30 ft.

Melee bite +14 (1d8+5) , tail slap +11 (1d6+2 plus grab), 2 tentacles +11 (1d6+2 plus confusion)

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

Special Attacks adaptive strike, coalesce chaos, constrict (1d6+5)

Spell-Like Abilities (CL 7th; concentration +9)

Constant—*detect law*

At will—*acid arrow*, *fog cloud*, *dimension door* (self plus 50 lbs. of objects only), *shatter* (DC 14)

1/day—*chaos hammer* (DC 16)

STATISTICS

Str 20, **Dex** 17, **Con** 20, **Int** 11, **Wis** 16, **Cha** 15

Base Atk +9; **CMB** +15; **CMD** 28

Feats Combat Reflexes, Improved Initiative, Lightning Reflexes, Multiattack, Weapon Focus (bite)

Skills Acrobatics +15, Fly +11, Intimidate +14, Perception +15, Stealth +11, Survival +15, Swim +25

Languages Abyssal, Protean

SQ change shape (*polymorph*)

SPECIAL ABILITIES

Adaptive Strike (Su) A naunet's natural weapons count as magical and chaotic for the purposes of overcoming damage reduction. As a free action once per round, a naunet may infuse all of its natural attacks with adamantine, silver, or cold iron, thereby allowing it to overcome damage reduction of those types as well.

Coalesce Chaos (Su) Once per day as a standard action, three or more naunets working together can create a roiling cloud of multicolored chaos matter. This effect is identical to *solid fog* (CL 12th) and lasts for 2d6 rounds. If six or more naunets are present, the coalesced chaos instead functions as *acid fog* (CL 12th).

Confusion (Su) A creature struck by a naunet's tentacle attack is infused with raw chaos, and must make a DC 19 Will save or be confused for 1 round. Rounds of confusion dealt in this manner stack. A creature with a chaotic component to its alignment gains a +4 bonus on saves against this effect, and creatures with the chaotic subtype are immune. This is a mind-affecting effect. The save DC is Constitution-based.