

Rivalry's End

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GA PFS

GRIZZLED MERCENARY**CR 4**

Human warrior 6

CN Medium humanoid

Init +0; **Senses** Perception +4

DEFENSE**AC** 18, touch 10, flat-footed 18 (+8 armor)**hp** 51 (6d10+18)**Fort** +7, **Ref** +3, **Will** +3

OFFENSE**Speed** 20 ft.**Melee** mwk heavy flail +9/+4 (1d10+3/19–20) or mwk halberd +9/+4 (1d10+3/x3) or longspear +8/+3 (1d8+3/x3) or morningstar +8/+3 (1d8+2) or cold iron kukri +8/+3 (1d4+2/18–20)**Ranged** javelin +6 (1d6+2)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

TACTICS**During Combat** The mercenary throws a few javelins, then closes in for the kill.

STATISTICS**Str** 14, **Dex** 10, **Con** 12, **Int** 9, **Wis** 11, **Cha** 8**Base Atk** +6; **CMB** +8; **CMD** 18**Feats** Diehard, Endurance, Power Attack, Toughness**Skills** Climb +0, Handle Animal +3, Intimidate +6, Knowledge (local) +0, Perception +4, Swim +0**Languages** Common**Combat Gear** *potion of barkskin*, *potion of cure moderate wounds*, alchemist's fire (2), holy water; **Other Gear** masterwork half-plate, cold iron kukri, javelins (4), longspear, masterwork halberd, masterwork heavy flail, morningstar, *cloak of resistance* +1, antitoxin, sunrod, 325 gp**COBRIN AND KEVRIT****CR 1/2**

Human rogue 1

NE Medium humanoid

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

DEFENSE**AC** 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)**hp** 10 (1d8+2)**Fort** +1, **Ref** +5, **Will** –1

OFFENSE**Speed** 30 ft.**Melee** short sword +3 (1d6+2/19–20)**Ranged** dagger +3 (1d4+2/19–20)**Special Attacks** sneak attack +1d6

TACTICS**Before Combat** The rogue hides so he can use sneak attack.**During Combat** The rogue continues to engage his initial opponent in melee, or throws acid if all his opponents are at range.

STATISTICS**Str** 14, **Dex** 17, **Con** 13, **Int** 10, **Wis** 8, **Cha** 12**Base Atk** +0; **CMB** +2; **CMD** 15**Feats** Improved Initiative, Weapon Finesse**Skills** Acrobatics +7, Climb +6, Disable Device +7, Escape Artist +7, Knowledge (local) +4, Perception +3, Sleight of Hand +7, Stealth +7, Swim +6**Languages** Common**SQ** trapfinding +1**Combat Gear** *potion of cure light wounds*, acid (2), smokestick, tanglefoot bag; **Other Gear** masterwork studded leather, daggers (5), short sword, thieves' tools, 25 gp

DREA

CR 1/2

Human wizard 1

N Medium humanoid

Init +5; **Senses** Perception +4

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 9 (1d6+3)

Fort +2, **Ref** +1, **Will** +3

OFFENSE

Speed 30 ft.

Melee quarterstaff +0 (1d6)

Special Attacks hand of the apprentice (6/day)

Wizard Spells Prepared (CL 1st; concentration +4)

1st—*burning hands* (DC 14), *mage armor*

0 (at will)—*bleed* (DC 13), *detect magic*, *resistance*

TACTICS

Before Combat The wizard casts *mage armor*.

During Combat The wizard uses hand of the apprentice to throw her quarterstaff or casts *burning hands*. She offers to use her *scroll of enlarge person* on an ally who'll protect her.

Base Statistics Without *mage armor*, the wizard's statistics are **AC** 11, touch 11, flat-footed 10.

STATISTICS

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

Base Atk +0; **CMB** +0; **CMD** 11

Feats Alertness, Combat Casting, Improved Initiative, Scribe Scroll

Skills Knowledge (arcana, history, planes) +7, Linguistics +7, Perception +4, Sense Motive +3, Spellcraft +7

Languages Common, Draconic, Dwarven, Elven, Infernal

SQ arcane bond (raven)

Combat Gear *potions of cure light wounds* (2), *potion of shield of faith*, *scrolls of comprehend languages* (2), *scroll of endure elements*, *scroll of enlarge person*, *scroll of grease*, *scroll of mount*, *scrolls of shield* (2), smokesticks (2); **Other Gear** quarterstaff, antitoxin, spellbook, sunrods (5), 40 gp

CLOCKWORK SENTINELS

CR 3

N Medium construct (clockwork)

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 20, touch 16, flat-footed 14 (+4 Dex, +2 dodge, +4 natural)

hp 35 (2d10+24); fast healing 2

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

Immune construct traits;

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee slam +8 (1d4+10)

Ranged net +6 (entangle, see page 147 of the *Core Rulebook*)

STATISTICS

Str 23, **Dex** 18, **Con** -, **Int** -, **Wis** 15, **Cha** 5;

Base Atk 2; **CMB** 8; **CMD** 24

Feats Improved Initiative^B, Lightning Reflexes^B

SQ repair clockwork, swift reactions, winding

SPECIAL ABILITIES

Net (Ex) As a standard action, a clockwork servant can launch a net from its shoulder. The launcher itself can contain up to five nets-loading a folded net into the launcher is a standard action. Some clockwork servants are outfitted with masterwork or even magic nets, although the clockwork servant presented here is armed with standard nets.

Repair Clockwork (Ex) Clockwork servants are adept at repairing other clockwork constructs. As a standard action that does not provoke an attack of opportunity, a clockwork servant can repair damage done to either itself or an adjacent clockwork creature, healing 1d10 points of damage to the target.

CLOCKWORK SOLDIER

CR 6

N Medium construct (clockwork)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 20, touch 14, flat-footed 16 (+2 Dex, +2 dodge, +6 natural)

hp 64 (8d10+20)

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

DR 5/adamantine; **Immune** construct traits

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee +1 *halberd* +18/+13 (1d10+13/x3)

Special Attacks latch

STATISTICS

Str 28, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +8; **CMB** +17 (+19 disarm); **CMD** 31 (33 vs. disarm)

Feats Improved Initiative^B, Lightning Reflexes^B

SQ efficient winding, proficient, standby, swift reactions

SPECIAL ABILITIES

Efficient Winding (Ex) A clockwork soldier can function for 2 days per Hit Die every time it is wound.

Latch (Ex) Clockwork soldiers have specially designed hands that easily grasp and lock onto weapons and objects. A soldier can attempt to disarm or grapple as a standard action without provoking an attack of opportunity, and it receives a +2 bonus on disarm checks. In addition, it receives a +2 bonus to CMD against attempts to disarm it.

Proficient (Ex) A clockwork soldier is proficient with all simple and martial weapons.

Standby (Ex) A clockwork soldier can place itself on standby as a standard action. While on standby, a clockwork soldier cannot move or take any actions. It remains aware of its surroundings but takes a –4 penalty on Perception checks. Time spent on standby does not count against the soldier's wind-down duration. A clockwork soldier can exit standby as a swift action—if it does so to initiate combat, it gains a +4 racial bonus on its Initiative check.

SPIDER SWARM

CR 1

N Diminutive vermin (swarm)

Init +3; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +4

DEFENSE

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

hp 9 (2d8)

Fort +3, **Ref** +3, **Will** +0

Defensive Abilities swarm traits; Immune mind-affecting effects, weapon damage

OFFENSE

Speed 20 ft., climb 20 ft.

Melee swarm (1d6 plus poison and distraction)

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

Special Attacks distraction (DC 11)

STATISTICS

Str 1, **Dex** 17, **Con** 10, **Int** —, **Wis** 10, **Cha** 2

Base Atk +1; **CMB** —; **CMD** —

Skills Climb +11, Perception +4; Racial Modifiers +4 Perception; uses Dexterity for Climb checks

SPECIAL ABILITIES

Poison (Ex) Swarm—injury; save Fort DC 11; *frequency* 1/round for 2 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.

CREEPING DOOM SWARMS

CR4

N Diminutive vermin (swarm)

Init +4; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +4

DEFENSE

AC 18, touch 18, flat-footed 14 (+4 Dex, +4 size)

hp 60

Fort +5, **Ref** +7, **Will** +3

Defensive Abilities swarm traits, Immune weapon damage

OFFENSE

Speed 30 ft., climb 30 ft.

Melee swarm (4d6 plus poison)

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

Special Attacks distraction (DC 20), poison

STATISTICS

Str 1, **Dex** 19, **Con** 8, **Int** —, **Wis** 10, **Cha** 2

Base Atk +6; **CMB** —; **CMD** —

Feats Weapon Finesse^B

Skills Climb +12, Perception +4; Racial Modifiers +4 Perception

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d4 Dex damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

Dorianna (CL 8th, conc +12)

3rd (3/day)

confusion (DC 19) – ench (comp) [ma], VSM, medium, all creatures in 15ft radius burst, 8 rounds, Will neg; 1-act normally, 2-babble, 3-hit self, 4-attack nearest

deep slumber (DC 19) – ench (comp) [ma], VSM, 1r casting time, close, all creatures in 10ft radius burst, 8 minutes, Will neg; as sleep but 10HD of targets

glibness – not in combat

2nd (5/day)

enthrall (DC 18) – ench (comp) [ld,ma,sonic], VS, medium, any number of creatures; she is not using this in combat.

hold person – ench(comp) [MA], VSDF, medium, one humanoid creature, 1rd/lvl (D), Will negates, SR Y, subject becomes paralyzed, FRA to get a new saving throw.

hypnotic pattern (DC 16) – illu (pattern) [MA], VSM, medium, 10ft radius spread, conc +2 rds, Will neg; 2d4+8 HD of creatures fascinated.

suggestion (DC 18) – ench (comp) [LD,MA], VM, close, one creature, 8 hours, Will neg; make a suggestion creature must follow.

1st (5/day)

cause fear (DC 15) – necro [fear, MA], VS, close, creature with 5<HD, Will partial; frightened for 1d4 rounds if fail save, shaken for 1 round if made save.

charm person (DC 17) – ench (charm) [MA], VS, close, 1 humanoid creature, 8 hours, Will neg; target becomes friendly.

hideous laughter (DC 17) – ench (comp) [MA], VSM, close, one creature, 8 rds, Will neg; fall prone, no actions, caster and target of same type or +4 to save.

lesser confusion (DC 17) – ench (comp) [MA], VS, close, one creature, 1 rd, Will neg; as confusion but 1 round.

sleep (DC 17) - ench (comp) [ma], VSM, 1r casting time, medium, all creatures in 10ft radius burst, 8 minutes; sleeps 4HD of creatures.

Dorianna (CL 11th, conc +17)

4th (3/day)

dominate person (DC 22) – ench (comp) [ma], VS, close, one humanoid, 11 days, Will neg; orders dominated creature. Order against its nature gets new save at +2

freedom of movement – she has this cast.

greater invisibility – illu (glamer), VS, touch, 11 rounds; as invisibility but doesn't end when creature attacks.

3rd (5/day)

confusion (DC 21) – ench (comp) [MA], VSM, medium, all creatures in 15ft radius burst, 11 rounds, Will neg; 1-act normally, 2-babble, 3-hit self, 4-attack nearest

deep slumber (DC 21) – ench (comp) [MA], VSM, 1r casting time, close, all creatures in 10ft radius burst, 11 minutes, Will neg; as sleep but 10HD of targets

glibness – not in combat

slow (DC 19) – trans, VSM, close, 11 creatures in 30ft., 11 rounds, Will neg; creatures affected can only take 1 move or one standard, -1 penalty on attacks, saves and reflex saves, move half speed.

2nd (6/day)

eagle's splendor – she has this precast

enthrall (DC 20) – ench (comp) [LD,MA,sonic], VS, medium, any number of creatures; she is not using this in combat.

hold person (DC 20) – ench(comp) [MA], VSDF, medium, one humanoid creature, 1rd/lvl (D), Will negates, SR Y, subject becomes paralyzed, FRA to get a new saving throw.

hypnotic pattern (DC 18) – illu (pattern) [MA], VSM, medium, 10ft radius spread, conc +2 rds, Will neg; 2d4+8 HD of creatures fascinated.

suggestion (DC 20) – ench (comp) [LD,MA], VM, close, one creature, 8 hours, Will neg; make a suggestion creature must follow.

1st (7/day)

alarm – not using this in combat

cause fear (DC 17) – necro [fear, MA], VS, close, creature with 5<HD, Will partial; frightened for 1d4 rounds if fail save, shaken for 1 round if made save.

charm person (DC 19) – ench (charm) [MA], VS, close, 1 humanoid creature, 8 hours, Will neg; target becomes friendly.

hideous laughter (DC 19) – ench (comp) [MA], VSM, close, one creature, 8 rds, Will neg; fall prone, no actions, caster and target of same type or +4 to save.

lesser confusion (DC 19) – ench (comp) [MA], VS, close, one creature, 1 rd, Will neg; as confusion but 1 round.

sleep (DC 19) - ench (comp) [ma], VSM, 1r casting time, medium, all creatures in 10ft radius burst, 8 minutes; sleeps 4HD of creatures.

Grandmaster Torch (CL 6th, conc +9)

2nd

cacophonous call (DC 15) – ench (comp) [MA], VSM, close, 1 creature, 6 rd duration, Will neg; target is nauseated.

cure moderate wounds – conj (healing), VS, touch, heals 2d8+6 hit points

detect thoughts (DC 15) – he is not using this mid fight

glitterdust – conj (creation), VSM, medium, 10ft radius spread, 6 rounds, Will neg (blind only), SR No; kills invis and concealment, blind if they fail save.

1st

charm person (DC 14) – ench (charm) [MA], VS, close, 1 humanoid creature, 8 hours, Will neg; target becomes friendly.

comprehend languages – he is not using this in combat

innocence – he already has this precast

vanish – 5 round invisibility, self only.

boots of escape – standard action: dim door 40 feet only usable while grappled.

cape of the mountebank – standard action; dim door.