

Ageless Ambitions

Subtier 7-8

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A. Aspenthar's Guards

ASPENTHARI GUARDS (4)

CR 5

Human ranger 6

LN Medium humanoid (human)

Init +10; **Senses** Perception +14

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 armor, +4 Dex, +2 natural)**hp** 55 each (6d10+18)**Fort** +6, **Ref** +9, **Will** +3

OFFENSE

Speed 30 ft.**Melee** scimitar +8/+3 (1d6+1/18–20)**Ranged** +1 longbow +12/+7 (1d8+1/x3)**Special Attacks** combat style (archery), favored enemies (animals +2, humans +4)**Ranger Spells Prepared** (CL 3rd; concentration +4)1st—*longstrider*, *resist energy*

TACTICS

Before Combat The guards drink their *potions of barkskin* before confronting the PCs. The guards' favored terrain is factored into this stat block.**During Combat** The guards break off, widening the gap between themselves and the PCs. They use their bows, keeping their distance as best as they can, switching to their scimitars when engaged in melee.**Morale** If reduced to fewer than 30 hit points, a guard drinks her *potion of cure moderate wounds*. If reduced to fewer than 30 hit points again during the combat, that guard attempts to flee, making use of *longstrider* if possible.

STATISTICS

Str 14, **Dex** 18, **Con** 12, **Int** 10, **Wis** 13, **Cha** 8**Base Atk** +6; **CMB** +8; **CMD** 22**Feats** Alertness, Endurance, Improved Initiative, Manyshot, Precise Shot, Toughness, Weapon Focus (longbow)**Skills** Diplomacy +5, Knowledge (geography) +11, Knowledge (local) +6, Knowledge (nature) +9, Perception +14, Sense Motive +9, Survival +12**Languages** Common, Osiriani**SQ** favored terrain (urban +2), hunter's bond (companions), track +3, wild empathy +5**Combat Gear** *potion of barkskin*, *potion of cure moderate wounds*, holy water (3); **Other Gear** mwk chain shirt, +1 longbow with 20 arrows, scimitar, manacles with average lock, spell component pouch

SPECIAL ABILITIES

Favored Enemy (Ex): At 1st level, a ranger selects a creature type from the ranger favored enemies table. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of his selected type. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. A ranger may make Knowledge skill checks untrained when attempting to identify these creatures.

B. Ruins of Ah-Misehp

DIV, GHAWWAS

CR 10

NE Large outsider (aquatic, div, evil, extraplanar)

Init +6; **Senses** darkvision 60 ft., *detect good*, *detect magic*, see in darkness; **Perception** +19

DEFENSE

AC 26, touch 11, flat-footed 24 (+2 Dex, +15 natural, –1 size)

hp 161 (14d10+84)

Fort +10, **Ref** +13, **Will** +11

Defensive Abilities rough hide; **DR** 10/cold iron and good; **Immune** fire, poison; **Resist** acid 10, electricity 10; **SR** 21

OFFENSE

Speed 30 ft., swim 80 ft.

Melee bite +21 (1d8+7/19–20), 2 claws +20 (1d6+7), sting +20 (1d6+7 plus poison) or spear +20/+15/+10 (2d6+10/×3 plus poison), bite +19 (1d8+3/19–20), sting +18 (1d6+3 plus poison)

w/ Power Attack bite +17 (1d8+15/19–20), 2 claws +16 (1d6+15), sting +16 (1d6+15 plus poison) or spear +16/+11/+6 (2d6+22/×3 plus poison), bite +15 (1d8+7/19–20), sting +14 (1d6+7 plus poison)

Ranged spear +15 (2d6+7/×3 plus poison)

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

Special Attacks boiling sea

Spell-Like Abilities (CL 12th; concentration +14)

Constant—*detect good*, *detect magic*

At will—*control water*, *curse water*, *deeper darkness*, *dimension door*

3/day—*hallucinatory terrain* (DC 16), *stinking cloud* (DC 15), *summon* (level 6, 1 pairaka 60%), *quench* (DC 15)

STATISTICS

Str 24, **Dex** 15, **Con** 23, **Int** 12, **Wis** 15, **Cha** 14

Base Atk +14; **CMB** +22; **CMD** 34

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

Skills Bluff +19, Knowledge (geography and planes) +18, Perception +19, Stealth +15, Survival +19, Swim +32

Languages Abyssal, Aquan, Celestial, Infernal; telepathy 100 ft.

SQ amphibious

SPECIAL ABILITIES

Boiling Sea (Su) As a standard action, a ghawwas can cause the waters around it to boil. Any creature within 50 feet of the ghawwas, within the same body of water, and at least half submerged takes 6d6 points of fire damage (DC 23 Fortitude saving throw for half). The save DC is Constitution-based.

Poison (Ex) Sting—injury; *save* Fort DC 23; *frequency* 1/round for 6 rounds; *effect* 1d6 Str; *cure* 2 consecutive saves.

Rough Hide (Ex) Ghawwas have rough hides studded with jagged barbs and spiny protrusions. Any creature striking a ghawwas with a natural weapon or an unarmed strike takes 1d6 points of slashing and piercing damage.

DIV, GHAWWAS (4-player adjustment)**CR 9**

NE Medium outsider (aquatic, div, evil, extraplanar)

Init +8; **Senses** darkvision 60 ft., *detect good*, *detect magic*, see in darkness; **Perception** +19**DEFENSE****AC** 26, touch 14, flat-footed 22 (+4 Dex, +12 natural)**hp** 139 (14d10+56)**Fort** +8, **Ref** +15, **Will** +11**Defensive Abilities** rough hide; **DR** 10/cold iron or good; **Immune** fire, poison; **Resist** acid 10, electricity 10; **SR** 21**OFFENSE****Speed** 30 ft., swim 80 ft.**Melee** bite +20 (1d6+5/19–20), 2 claws +19 (1d4+5), sting +19 (1d4+5 plus poison) or spear +19/+14/+9 (1d8+7/×3 plus poison), bite +18 (1d6+2/19–20), sting +17 (1d4+2 plus poison)**w/ Power Attack** bite +16 (1d6+13/19–20), 2 claws +15 (1d4+13), sting +15 (1d4+13 plus poison) or spear +15/+10/+5 (1d8+19/×3 plus poison), bite +14 (1d6+6/19–20), sting +13 (1d4+6 plus poison)**Ranged** spear +18 (1d8+5/×3 plus poison)**Special Attacks** boiling sea**Spell-Like Abilities** (CL 12th; concentration +14)Constant—*detect good*, *detect magic*At will—*control water*, *curse water*, *deeper darkness*, *dimension door*3/day—*hallucinatory terrain* (DC 16), *stinking cloud* (DC 15), *summon* (level 6, 1 pairaka 60%), *quench* (DC 15)**TACTICS****During Combat** The ghawwas div charges the priestess, enraged by her ringing the bell. Once the priestess is disabled, the ghawwas attacks the Aspenthari citizens. If a PC approaches the ghawwas div, it shifts its focus to that PC, attacking in melee when possible. When overwhelmed, the ghawwas makes use of *deeper darkness* (reducing the light level to dim in most areas), *dimension door*, and *stinking cloud* to keep the PCs at bay. The div prefers to attack divine spellcasters if given the opportunity.**Morale** The ghawwas div fights to the death.**STATISTICS****Str** 20, **Dex** 19, **Con** 19, **Int** 12, **Wis** 15, **Cha** 14**Base Atk** +14; **CMB** +19; **CMD** 33**Feats** Combat Reflexes, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (bite)**Skills** Bluff +19, Knowledge (geography and planes) +18, Perception +19, Stealth +21, Survival +19, Swim +30**Languages** Abyssal, Aquan, Celestial, Infernal; telepathy 100 ft.**SQ** amphibious**SPECIAL ABILITIES****Boiling Sea (Su)** As a standard action, a ghawwas can cause the waters around it to boil. Any creature within 50 feet of the ghawwas, within the same body of water, and at least half submerged takes 6d6 points of fire damage (DC 21 Fortitude saving throw for half). The save DC is Constitution-based.**Poison (Ex)** Sting—*injury*; *save* Fort DC 21; *frequency* 1/round for 6 rounds; *effect* 1d6 Str; *cure* 2 consecutive saves.**Rough Hide (Ex)** Ghawwas have rough hides studded with jagged barbs and spiny protrusions. Any creature striking a ghawwas with a natural weapon or an unarmed strike takes 1d6 points of slashing and piercing damage.

LYHERI OASID**CR 4**

Human cleric of Sarenrae 5
 NG Medium humanoid (human)
Init +1; **Senses** Perception +4

DEFENSE

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)
hp 46 (5d8+20)
Fort +6, **Ref** +2, **Will** +8

OFFENSE

Speed 30 ft.
Melee *flame blade* +4 touch (1d8+2 fire/18–20)
Special Attacks channel positive energy 6/day (DC 13 [15 to damage undead], 3d6)
Domain Spell-Like Abilities (CL 5th; concentration +9)
 7/day—rebuke death (1d4+2), touch of glory (+5)
Cleric Spells Prepared (CL 5th; concentration +9)
 3rd—*cure serious wounds*^D, *flame blade*, *remove disease*
 2nd—*bless weapon*^D, *consecrate*, *lesser restoration*, *spiritual weapon*
 1st—*bless*, *detect evil*, *protection from evil*, *remove fear*, *shield of faith*^D
 0 (at will)—*create water*, *detect magic*, *light*, *stabilize*
D Domain spell; **Domains** Glory, Healing

TACTICS

During Combat Lyheri's understanding of divs is largely historical, so she casts *flame blade* in order to fend off the fiends, because she doesn't know about their immunity to fire. She is, however, familiar with fiends' vulnerability to holy weapons and casts *bless weapon* on a PC's weapon if his attacks appear ineffective. Otherwise, she uses her spells and channel energy ability to assist the PCs as best she can, neither shying from melee combat nor making reckless attacks unless such would save a PC's life.

Morale Lyheri refuse to back down so long as her congregants are at risk and fiends uncontrollably defile a sacred site. She fights to the death.

STATISTICS

Str 8, **Dex** 12, **Con** 14, **Int** 10, **Wis** 18, **Cha** 13
Base Atk +3; **CMB** +2; **CMD** 13
Feats Extra Channel, Selective Channeling, Toughness, Weapon Finesse
Skills Diplomacy +7, Heal +12, Knowledge (history) +4, Knowledge (religion) +8, Sense Motive +8
Languages Common, Osiriani
Combat Gear antitoxin, healer's kit; **Other Gear** leather armor, silver holy symbol of Sarenrae, spell component pouch

ASPENTHARI SARENrites**CR 1/2**

Human commoner 2
 CN Medium humanoid (human)
Init –1; **Senses** Perception +0

DEFENSE

AC 9, touch 9, flat-footed 9 (–1 Dex)
hp 9 (2d6+2)
Fort +1, **Ref** –1, **Will** +0

OFFENSE

Speed 30 ft.

Melee unarmed strike (1d3+1)

STATISTICS

Str 13, **Dex** 9, **Con** 12, **Int** 10, **Wis** 11, **Cha** 8
Base Atk +1; **CMB** +2; **CMD** 11
Feats Skill Focus (Handle Animal, Heal)
Skills Craft (carpentry) +6, Handle Animal +7, Heal +5, Knowledge (nature) +1, Profession (farmer) +5
Languages Common

Gawwas Cheat Sheet

At-Will

Control Water – irrelevant in this encounter

Curse Water – irrelevant in this encounter

Deeper Darkness (evocation[darkness], VMDF, object touched, 1min/lvl) – object radiates darkness in a 60ft. radius. Light level drops two steps, nonmagical sources of light are shut off, supernatural darkness is possible.

Dimension Door (conjunction(teleportation), V, long, you and touched objects) – teleport anywhere w/in range

3/day

Hallucinatory Terrain – too long of a casting time

Stinking Cloud (conjunction(creation), VSM, 20ft. radius cloud, 20ft. high, 1rd/lvl) – adjacent 20% concealment, more than that 50% concealment. FORT or be nauseated while in cloud and 1d4+1 rds after. People in cloud make a new save each round on your turn.

Quench (transmutation, VSDF, medium, one 20ft cube/lvl or one fire-based magic item) – Extinguish all non-magic fire in the area, dispel check vs. magical fires. Fire subtype takes 1d6/lvl (max 10d6). If target a fire-based magic item, WILL or lose fire-based powers for 1d4 hours.

Lyheri's Cheat Sheet

3rd level

Cure Serious Wounds (conjunction (healing), VS) – creature touched heals 3d8+lvl (max +15)

Flame Blade (evocation[fire], VSDF, 1min/lvl, SRyes) – create a fire scimitar. It attacks touch and deals (1d8+1/2lvls/18-20 max 1d8+10). Strength does not apply.

Remove Disease (abjuration, VS, creature touched, SRyes) – CL check vs. the DC of every disease on the target.

2nd level

Bless Weapon (transmutation, VS, weapon touched, 1min/lvl) – Auto-confirm crits vs, evil, counts as good for DR, bypass DR/magic for evil, strike evil incorporeal creatures. Works on individual projectiles, doesn't work on bows.

Consecrate – not relevant to this encounter

Lesser Restoration (conjunction(healing), VS, 3rds, creature touched, SRyes) – Eliminate 1d4 ability damage and fatigue. Exhausted becomes fatigued.

Spiritual Weapon (evocation[force], VSDF, medium, 1rd/lvl, SRyes) Weapon of force +(WIS+BAB) (1d8+1/3lvls force) Move to redirect the weapon. Touch AC is 12.

1st level

Bless (enchantment(compulsion)[mind-affecting], VSDF, 50ft burst centered on you, 1min/lvl) - +1 morale to att, +1 to saves vs. fear.

Detect Evil (divination, VSDF, 60ft. cone, concentration, up to 10min/lvl) – detect magic, but for evil

Protection from Evil (abjuration[good], VSMDf, 1 action, creature touched, 1min/lvl) - +2 deflection, +2 resistance vs stuff from evil creatures, no being touched by evil summoned creatures, protection from mental control by evil creatures

Remove Fear (abjuration, VS, close, one creature + one creature/4 levels, no more than 30ft apart, 10 minutes, SRyes) – Targets get +4 morale bonus vs. fear. If target is under a fear effect when receiving the spell, it is suppressed for the duration.

Shield of Faith (abjuration, VSM, creature touched, 1min/lvl) - +2+1/6lvls deflection to AC

Holy Staff

Price 29,600 gp; **Aura** moderate evocation; **CL** 8th; **Weight** 5 lbs.

This staff is made from polished birch, inlaid with ivory, and topped with a pristine white gemstone. The staff allows use of the following spells:

- *Align weapon* (good only, 1 charge)
- *Detect evil* (1 charge)
- *Holy smite* (2 charges)
- *Magic circle against evil* (2 charges)

Align Weapon

School transmutation [see text]; **Level** cleric 2

Casting Time 1 standard action

Components V, S, DF

Range touch

Target weapon touched or 50 projectiles (all of which must be together at the time of casting)

Duration 1 min./level

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

Align weapon makes a weapon chaotic, evil, good, or lawful, as you choose. A weapon that is aligned can bypass the damage reduction of certain creatures. This spell has no effect on a weapon that already has an alignment.

You can't cast this spell on a natural weapon, such as an unarmed strike. When you make a weapon chaotic, evil, good, or lawful, *align weapon* is a chaotic, evil, good, or lawful spell, respectively.

Holy Smite

School evocation [good]; **Level** cleric 4

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Area 20-ft.-radius burst

Duration instantaneous (1 round); see text

Saving Throw Will partial; see text; **Spell Resistance** yes

You draw down holy power to smite your enemies. Only evil and neutral creatures are harmed by the spell; good creatures are unaffected.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to each evil creature in the area (or 1d6 points of damage per caster level, maximum 10d6, to an evil outsider) and causes it to become blinded for 1 round. A successful Will saving throw reduces damage to half and negates the blinded effect.

The spell deals only half damage to creatures who are neither good nor evil, and they are not blinded.

Such a creature can reduce that damage by half (down to one-quarter of the roll) with a successful Will save.

Magic Circle against Evil**School** abjuration [good]; **Level** cleric 3, paladin 3, sorcerer/wizard 3**Casting Time** 1 standard action**Components** V, S, M/DF (a 3-ft.-diameter circle of powdered silver)**Range** touch**Area** 10-ft.-radius emanation from touched creature**Duration** 10 min./level**Saving Throw** Will negates (harmless); **Spell Resistance** no; see text

All creatures within the area gain the effects of a *protection from evil* spell, and evil summoned creatures cannot enter the area either. Creatures in the area, or who later enter the area, receive only one attempt to suppress effects that are controlling them. If successful, such effects are suppressed as long as they remain in the area. Creatures that leave the area and come back are not protected. You must overcome a creature's spell resistance in order to keep it at bay (as in the third function of *protection from evil*), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance.

[alternative version removed for space]

This spell is not cumulative with *protection from evil* and vice versa.**Protection from Evil (for Magic Circle against Evil)**

This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures.

Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects, such as *charm person*, *command*, and *dominate person*). This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force (such as a ghost or spellcaster using *magic jar*), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by evil creatures or objects, subject to GM discretion.

Third, the spell prevents bodily contact by evil summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not evil are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Detect Evil

School divination; **Level** cleric 1

Casting Time 1 standard action

Component V, S, DF

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 10 min./ level (D)

Saving Throw none; **Spell Resistance** no

You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of evil.

2nd Round: Number of evil auras (creatures, objects, or spells) in the area and the power of the most potent evil aura present.

If you are of good alignment, and the strongest evil aura's power is overwhelming (see below), and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Power: An evil aura's power depends on the type of evil creature or object that you're detecting and its HD, caster level, or (in the case of a cleric) class level; see the table below. If an aura falls into more than one strength category, the spell indicates the stronger of the two.

Lingering Aura: An evil aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a creature or magic item). If *detect evil* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength Duration of Lingering Aura

Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6 × 10 minutes
Overwhelming	1d6 days

Animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them. Creatures with actively evil intents count as evil creatures for the purpose of this spell.

Each round, you can turn to detect evil in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Creature/Object	Aura Power				
	None	Faint	Moderate	Strong	Overwhelming
Aligned creature ¹ (HD)	4 or lower	5–10	11–25	26–50	51 or higher
Aligned Undead (HD)	—	2 or lower	3–8	9–20	21 or higher
Aligned outsider (HD)	—	1 or lower	2–4	5–10	11 or higher
Cleric or paladin of an aligned deity ² (class levels)	—	1	2–4	5–10	11 or higher
Aligned magic item or spell (caster level)	5th or lower	6th–10th	11th–15th	16th–20th	21st or higher

1 Except for undead and outsiders, which have their own entries on the table.

2 Some characters who are not clerics may radiate an aura of equivalent power. The class description will indicate whether this applies.

C. Aspenhari Prison

KORHOLM LIEUTENANT

CR 7

Human fighter 8

LE Medium humanoid (human)

Init +3; **Senses** Perception +9

DEFENSE

AC 22, touch 13, flat-footed 19 (+9 armor, +3 Dex)**hp** 80 (8d10+32)**Fort** +8, **Ref** +7, **Will** +5 (+2 vs. fear)

OFFENSE

Speed 30 ft.**Melee** +1 *greatsword* +16/+11 (2d6+10/19–20)w/ **Power Attack** +1 *greatsword* +13/+8 (2d6+19/19–20)**Ranged** mwk composite longbow +12/+7 (1d8+4/x3)**Special Attacks** weapon training (heavy blades +1)

TACTICS

Before Combat The lieutenant drinks his *potion of cat's grace* and *potion of owl's wisdom*.**During Combat** The lieutenant uses his *elemental gem* and commands the elemental to attack any nearby spellcasters. He does his best to flank with another agent, making use of Power Attack in that instance. If harried by ranged attacks or spells, he drinks his *potion of fly* to help quickly engage distant foes.**Morale** The lieutenant is sufficiently loyal to Kitio's cause that he fights to the death so long as any of his human allies are still fighting. If he is the sole combatant and has 25 or fewer hit points remaining, he attempts to flee or surrender.**Base Statistics** Without *cat's grace* and *owl's wisdom*, the lieutenant's statistics are **Init** +1; **AC** 20, touch 11; **Ref** +5, **Will** +3; **Ranged** mwk composite longbow +10/+5 (1d8+4/x3); **Dex** 12, **Wis** 8; **CMD** 23; **Skills** Perception +7, Stealth +5.

STATISTICS

Str 19, **Dex** 16, **Con** 14, **Int** 13, **Wis** 12, **Cha** 10**Base Atk** +8; **CMB** +12; **CMD** 25**Feats** Cleave, Combat Reflexes, Greater Weapon Focus (greatsword), Iron Will, Lightning Reflexes, Power Attack, Toughness, Vital Strike, Weapon Focus (greatsword), Weapon Specialization (greatsword)**Skills** Climb +11, Intimidate +11, Perception +9, Stealth +7**Languages** Common, Terran**SQ** armor training 2**Combat Gear** *potion of cat's grace*, *potion of owl's wisdom*, *potion of fly*; **Other Gear** +2 splint mail, +1 *greatsword*, mwk composite longbow (Str +4) with 20 arrows

AGENDA AGENTS (2)**CR 6**

Human rogue 7

LE Medium humanoid (human)

Init +6; **Senses** Perception +10**DEFENSE****AC** 20, touch 17, flat-footed 13 (+3 armor, +6 Dex, +1 dodge)**hp** 56 (7d8+21)**Fort** +4, **Ref** +11, **Will** +4**Defensive Abilities** evasion, trap sense +2, uncanny dodge**OFFENSE****Speed** 30 ft.**Melee** mwk short sword +13 (1d6+1/19–20) or mwk short swords +11/+11 (1d6/19–20)**Ranged** light crossbow +11 (1d8/19–20)**Special Attacks** sneak attack +4d6 plus 4 bleed**TACTICS****Before Combat** The agents drink their *potions of cat's grace*.**During Combat** The agents try to flank with each other or their lieutenant. If fighting in an open area, they use Spring Attack.**Morale** An agent flees if he is both reduced to 20 or fewer hit points and can confirm the lieutenant has fallen unconscious. The agents otherwise fight to the death.**Base Statistics** Without *cat's grace*, the agent's statistics are **Init** +4; **AC** 18, touch 15; **Ref** +9; **Melee** mwk short sword +11 (1d6+1/19–20) or mwk short swords +9/+9 (1d6/19–20); **Ranged** light crossbow +9 (1d8/19–20); **Dex** 18; **CMD** 21; **Skills** Acrobatics +14, Disable Device +16, Escape Artist +14, Sleight of Hand +14, Stealth +14.**STATISTICS****Str** 12, **Dex** 22, **Con** 14, **Int** 13, **Wis** 10, **Cha** 8**Base Atk** +5; **CMB** +6; **CMD** 23**Feats** Dodge, Iron Will, Mobility, Spring Attack, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (short sword)**Skills** Acrobatics +16, Bluff +9, Climb +11, Disable Device +18, Disguise +9, Escape Artist +16, Perception +10, Sleight of Hand +16, Stealth +16, Use Magic Device +9**Languages** Common, Infernal**SQ** rogue talents (bleeding attack +4, finesse rogue, weapon training), trapfinding +3**Combat Gear** *potion of cat's grace*; **Other Gear** +1 leather armor, mwk short swords (2), light crossbow with 10 bolts, mwk thieves' tools, 20 gp**SPECIAL ABILITIES****Uncanny Dodge (Ex):** Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A rogue with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action (see Combat) against her.

KORHOLM MAGE**CR 5**

Human sorcerer 6

LE Medium humanoid (human)

Init +6; **Senses** Perception +1**DEFENSE****AC** 20, touch 12, flat-footed 18 (+4 armor, +2 Dex, +4 shield)**hp** 41 (6d6+18)**Fort** +5, **Ref** +4, **Will** +6**Resist** acid 10**OFFENSE****Speed** 30 ft.**Melee** dagger +3 (1d4/19–20)**Bloodline Spell-Like Abilities** (CL 6th; concentration +10)

7/day—elemental ray (1d6+3 acid)

Sorcerer Spells Known (CL 6th; concentration +10, +14 defensively)3rd (4/day)—*haste*2nd (6/day)—*flaming sphere* (DC 16), *glitterdust* (DC 16), *scorching ray*1st (7/day)—*burning hands* (DC 15), *mage armor*, *protection from good*, *shield*, *shocking grasp*0 (at will)—*acid splash*, *daze* (DC 14), *detect magic*, *flare* (DC 14), *mage hand*, *open/close* (DC 14), *read magic***Bloodline** elemental (earth)**TACTICS****Before Combat** The mage casts *mage armor* and *shield*. Time permitting, he also casts *protection from good* on each of the Agenda agents.**During Combat** The mage blasts enemies with spells such as *scorching ray* and *burning hands* while augmenting his allies with *haste*. If overwhelmed, he drinks his *potion of invisibility* to retreat to a better position before renewing the attack.**Morale** The mage fights to the death.**Base Statistics** Without *mage armor* and *shield*, the mage's statistics are **AC** 12, touch 12, flat-footed 10.**STATISTICS****Str** 10, **Dex** 14, **Con** 13, **Int** 8, **Wis** 12, **Cha** 18**Base Atk** +3; **CMB** +3; **CMD** 15**Feats** Combat Casting, Eschew Materials, Great Fortitude, Improved Initiative, Toughness**Skills** Spellcraft +8, Use Magic Device +13**Languages** Common**SQ** bloodline arcana (change energy damage spells to match bloodline energy)**Combat Gear** *potions of cure moderate wounds* (2), *potion of invisibility*, *scroll of fireball*; **Other Gear** dagger, *cloak of resistance* +1

Consortium Mage’s Cheat Sheet

3rd level spells

Haste (transmutation, VSM, close, one creature/lvl all w/in 30ft. of each other, 1rd/lvl, SRyes) - Make 1 extra attack on a full attack, +1 attack, +1 dodge to AC, REF, double speed up to 30ft. extra.

2nd level spells

Flaming Sphere (evocation[fire], VSMDf, medium, 1rd/lvl, SRyes) – Create a burning globe of fire you can move 30ft. with a move action. If it hits someone, REF or 3d6 fire dmg.

Glitterdust (conjuration, VSM, medium, 10ft. radius, 1rd/lvl) – Creatures in area are outlined, no invis. WILL or be blinded; new save every round.

Scorching Ray (acid) (evocation[acid], VS, close, SRyes) – 1 ray of fire (2 at 7, 3 at 11), each deals 4d6 acid dmg.

1st level spells

Burning Hands (acid) (evocation[acid], VS, 15ft cone, SR yes) – 1d4/lvl (max 5d4) acid, REF half

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

Protection from Good (abjuration[evil], VSMDf, 1 action, creature touched, 1min/lvl) - +2 deflection, +2 resistance vs stuff from good creatures, no being touched by good summoned creatures, protection from mental control by good creatures

Shield (abjuration[force], VS, personal, 1min/lvl) – +4 force shield, blocks magic missiles

Shocking Grasp (evocation[electricity], VS, creature touched, SRyes) – 5d6 electricity. +3 if target is wearing metal armor or is carrying a metal weapon.

Items

Potion of Cure Moderate Wounds – drink this to regain 2d8+3 hit points.

Potion of Invisibility – drink this to become invisible for 3 minutes or until you attack.

Scroll of Fireball (evocation [fire], CL5, long, 20ft. radius, SRyes) – 5d6 fire, REF14 half.

CUTPURSE (13)	CR 1/2
Human rogue 1	
NE Medium humanoid (human)	
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	
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 <i>potion of cure light wounds</i> , acid (2), smokestick, tanglefoot bag; Other Gear masterwork studded leather, daggers (5), short sword, thieves’ tools, 25 gp	

LARGE EARTH ELEMENTAL**CR 5**

N Large outsider (earth, elemental, extraplanar)

Init –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +11**DEFENSE****AC** 18, touch 8, flat-footed 18 (–1 Dex, +10 natural, –1 size)**hp** 68 (8d10+24)**Fort** +9, **Ref** +1, **Will** +6**DR** 5/—; **Immune** elemental traits**OFFENSE****Speed** 20 ft., burrow 20 ft., earth glide**Melee** 2 slams +14 (2d6+7)w/ **Power Attack** 2 slams +11 (2d6+13)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** earth mastery**STATISTICS****Str** 24, **Dex** 8, **Con** 17, **Int** 6, **Wis** 11, **Cha** 11**Base Atk** +8; **CMB** +16 (+20 bull rush, +18 overrun); **CMD** 25**Feats** Cleave, Greater Bull Rush, Improved Bull Rush^B, Improved Overrun, Power Attack**Skills** Appraise +6, Climb +15, Knowledge (dungeoneering) +3, Knowledge (planes) +6, Perception +11, Stealth +5**Languages** Terran**SPECIAL ABILITIES**

Earth Glide (Ex) A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

Elemental Traits

- Immunity to bleed, paralysis, poison, sleep effects, and stunning.
- Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.
- Proficient with natural weapons only, unless generally humanoid in form, in which case proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Elementals not indicated as wearing armor are not proficient with armor. Elementals are proficient with shields if they are proficient with any form of armor.
- Elementals do not breathe, eat, or sleep.

Greater Bull Rush You receive a +2 bonus on checks made to bull rush a foe. This bonus stacks with the bonus granted by Improved Bull Rush. Whenever you bull rush an opponent, his movement provokes attacks of opportunity from all of your allies (but not you).

Items

POTION OF CAT'S GRACE

Aura faint transmutation; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —
The drinker gains a +4 enhancement bonus to Dexterity for 3 minutes.

POTION OF OWL'S WISDOM

Aura faint transmutation; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —
The drinker gains a +4 enhancement bonus to Wisdom for 3 minutes.

POTION OF FLY

Aura faint transmutation; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 750 gp; **Weight** —
The drinker gains a 60 ft. fly speed with good maneuverability and a +2 bonus on Fly checks for 5 minutes.

+2 SPLINT MAIL

Heavy armor, +9 **Armor Bonus**, +0 **Max Dex**, -6 **ACP**, **ASF** 40%, **Price** 4,350 gp; **Weight** 45 lbs.
Aura moderate abjuration; **CL** 6th; **Identify DC** 21

+1 GREATSWORD

Two-handed martial melee weapon, 2d6 damage; **Crit** 19-20/x2; **Type** S; **Price** 2,350 gp; **Weight** 8 lbs.
Aura faint transmutation; **CL** 3rd; **Identify DC** 18

POTION OF CAT'S GRACE

Aura faint transmutation; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —
The drinker gains a +4 enhancement bonus to Dexterity for 3 minutes.

+1 LEATHER ARMOR

Light armor, +3 **Armor Bonus**, +6 **Max Dex**, 0 **ACP**, **ASF** 10%, **Price** 1,160 gp; **Weight** 15 lbs.
Aura faint abjuration; **CL** 3rd; **Identify DC** 18

POTION OF CAT'S GRACE

Aura faint transmutation; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —
The drinker gains a +4 enhancement bonus to Dexterity for 3 minutes.

+1 LEATHER ARMOR

Light armor, +3 **Armor Bonus**, +6 **Max Dex**, 0 **ACP**, **ASF** 10%, **Price** 1,160 gp; **Weight** 15 lbs.
Aura faint abjuration; **CL** 3rd; **Identify DC** 18

POTION OF CURE MODERATE WOUNDS

Aura faint conjuration; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —
The drinker regains 2d8+3 hit points

POTION OF CURE MODERATE WOUNDS

Aura faint conjuration; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —
The drinker regains 2d8+3 hit points

POTION OF INVISIBILITY

Aura faint illusion; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker becomes invisible for 3 minutes or until they attack.

SCROLL OF FIREBALL

School evocation [fire]; **Level** bloodrager 3, magus 3, occultist 3, sorcerer/wizard 3

Caster Level 5th

Casting Time 1 standard action

Components V, S, M (a ball of bat guano and sulfur)

Range long (400 ft. + 40 ft./level)

Area 20-ft.-radius spread

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

A *fireball* spell generates a searing explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure.

You point your finger and determine the range (distance and height) at which the *fireball* is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the *fireball* at that point. An early impact results in an early detonation. If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely.

The *fireball* sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the *fireball* may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

D. Palace Plaza

KITIO ASPENTHI

CR 10

Human slayer (sniper) 10
 LE Medium humanoid (human)
Init +8; **Senses** Perception +19

DEFENSE

AC 25, touch 16, flat-footed 19 (+6 armor, +6 Dex, +3 natural)
hp 89 (10d10+30)
Fort +11, **Ref** +15, **Will** +9
Defensive Abilities *blur*

OFFENSE

Speed 30 ft.
Melee mwk scimitar +13/+8 (1d6+2/18–20)
Ranged +1 *composite longbow* +17/+12 (1d8+3/19–20/x3)
Special Attacks sneak attack +3d6, studied target +3 (3rd, swift action)

TACTICS

Before Combat Kitio applies purple worm poison to his arrows and consumes his *potion of barkskin*, *potion of cat's grace*, *potion of blur*, and *potion of owl's wisdom* as Prince Zinlo emerges from the palace. He then sneaks atop one of the buildings on the map. This stat block factors in his favored terrain.
During Combat Kitio snipes at studied targets with impunity, relying on his mobility and stealth to stay out of reach of the PCs. He fires poisoned arrows at those who stand the best chance of harming him, such as archers and spellcasters.
Morale Kitio's future and professional reputation rely on this mission's success. He fights to the death but avoids making any reckless or flashy last stands.

STATISTICS

Str 14, **Dex** 22, **Con** 14, **Int** 12, **Wis** 18, **Cha** 12
Base Atk +10; **CMB** +12; **CMD** 28
Feats Expert Sniper, Extra Slayer Talent^{ACG}, Improved Critical (longbow), Improved Precise Shot, Master Sniper, Parting Shot^{APG}, Point-Blank Shot, Precise Shot, Rapid Shot
Skills Acrobatics +19, Bluff +9, Climb +10, Craft (alchemy) +8, Disguise +12, Intimidate +10, Knowledge (geography) +12, Knowledge (local) +10, Perception +19, Sense Motive +12, Stealth +21, Survival +14
Languages Common, Infernal, Osiriani
SQ accuracy, combat style (archery), deadly sniper +10, favored terrain (urban +2), slayer talents (poison use^{ACG}, ranger combat style^{ACG} (3), terrain mastery^{ACG}), stalker
Combat Gear *potion of barkskin* +3, *potion of blur*, *potion of cat's grace*, *potion of owl's wisdom*, purple worm poison (3); **Other Gear** +2 *mithral chain shirt*, +1 *composite longbow* (+2 Str) with 50 cold iron arrows, mwk scimitar, *cloak of resistance* +2, *sniper goggles*^{APG}, 10 gp

SPECIAL ABILITIES

Accuracy (Ex) At 1st level, a sniper halves all range increment penalties when making ranged attacks with a bow, a crossbow, or a firearm. This ability replaces track.
Deadly Sniper (Ex) At 2nd level, when the sniper makes an attack against a target who is within his weapon's first range increment and completely unaware of his presence, that attack ignores the 30 foot range limit on ranged sneak attacks, and if it is a sneak attack, he adds his sniper level as a bonus on his sneak attack damage roll. After this first attack, the target is aware of the sniper's presence.

Exceptional Agent (Ex) Kitio Aspenthi is an exceptionally capable and well-funded operative who oversees the Aspis Consortium’s dealings in Thuvia. He is built using 25-point-buy and has the wealth of a PC of his character level. These modifications increase his Challenge Rating by 1.

Expert Sniper Kitio Aspenthi reduces the penalty on Stealth checks when sniping to –10.

Improved Precise Shot Kitio’s ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against his ranged attacks.

Master Sniper When hiding, Kitio Aspenthi can make two ranged attacks at his highest attack bonus as a full-round action and then immediately use Stealth again as if sniping. These attack rolls take a –2 penalty.

Parting Shot Once per encounter, when using the withdraw action, Kitio can make a single ranged attack at any point during his movement.

Stalker (Ex) At 7th level, a slayer gains his studied target bonus on Disguise, Intimidate, and Stealth checks against his studied opponent.

Studied Target (Ex) A slayer can study an opponent he can see as a swift action. The slayer then gains a +3 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks attempted against that opponent, and a +3 bonus on weapon attack rolls and weapon damage rolls against it. The DCs of slayer class abilities against that opponent increase by 3. A slayer can maintain these bonuses against only one opponent at a time; these bonuses remain in effect until either the opponent is dead or the slayer studies a new target.

If a slayer deals sneak attack damage to a target, he can study that target as an immediate action, allowing him to apply his studied target bonuses against that target (including to the normal weapon damage roll).

Purple Worm Poison

Type poison, injury; **Save** Fortitude DC 24

Frequency 1/round for 6 rounds

Effect 1d3 Str damage; **Cure** 2 consecutive saves

The following table assumes that Studied Target is on

	Full Attack	Deadly Sniper	Point-Blank	Attack	Sneak Damage?
				+20/+15 (1d8+6/19-20/x3)	3d6
			X	+21/+16 (1d8+7/19-20/x3)	3d6+6
		X		+20/+15 (1d8+6/19-20/x3)	3d6+10
		X	X	+21/+16 (1d8+7/19-20/x3)	3d6+16
M. Sniper				+18/+18 (1d8+6/19-20/x3)	3d6
M. Sniper			X	+19/+19 (1d8+7/19-20/x3)	3d6+6
M. Sniper		X		+18/+18 (1d8+6/19-20/x3)	3d6+10
M. Sniper		X	X	+19/+19 (1d8+7/19-20/x3)	3d6+16
Rapid				+18/+18/+13 (1d8+6/19-20/x3)	3d6
Rapid			X	+19/+19/+14 (1d8+7/19-20/x3)	3d6+6
Rapid		X		+18/+18/+13 (1d8+6/19-20/x3)	3d6+10
Rapid		X	X	+19/+19/+14 (1d8+7/19-20/x3)	3d6+16

DIV, PAIRAKA**CR 7**

NE Medium outsider (div, evil, extraplanar, shapechanger)

Init +9; **Senses** darkvision 60 ft., *detect good*, *detect magic*, see in darkness; Perception +16**DEFENSE****AC** 23, touch 15, flat-footed 18 (+5 Dex, +8 natural)**hp** 76 (9d10+27)**Fort** +6, **Ref** +11, **Will** +10**DR** 10/cold iron or good; **Immune** fire, poison, disease; **Resist** acid 10, electricity 10; **SR** 22**OFFENSE****Speed** 30 ft., fly 50 ft. (good)**Melee** 2 claws +14 (1d6+3 plus disease)**Special Attacks** lustful dreams**Spell-Like Abilities** (CL 12th; concentration +19)Constant—*detect good*, *detect magic*At will—*charm monster* (DC 21), *dimension door* (self plus 50 lbs. of objects only), *misdirection* (DC 19)1/day—*insect plague*, *summon* (level 3, 1d4 dorus 50%)**STATISTICS****Str** 17, **Dex** 20, **Con** 16, **Int** 14, **Wis** 18, **Cha** 24**Base Atk** +9; **CMB** +12; **CMD** 27**Feats** Deceitful, Flyby Attack, Hover, Improved Initiative, Weapon Finesse**Skills** Bluff +20, Diplomacy +18, Disguise +18, Fly +16, Intimidate +16, Knowledge (local) +13, Knowledge (planes) +13, Perception +16, Sense Motive +13, Stealth +17**Languages** Abyssal, Celestial, Infernal; telepathy 100 ft.**SQ** change shape (any Small or Medium animal or humanoid; polymorph)**SPECIAL ABILITIES****Disease (Su)** A pairaka carries two diseases. Its claws infect targets with bubonic plague, and any willing contact with its skin (such as through caressing, grappling, or more) exposes victims to the shakes.**Bubonic Plague:** Claw—injury; *save* Fort DC 17; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Str damage, 1 Cha damage, and target is fatigued; *cure* 2 consecutive saves.**Shakes:** Contact; *save* Fort DC 17; *onset* 1 day; *frequency* 1/day; *effect* 1d8 Dex damage; *cure* 2 consecutive saves.**Flyby Attack** When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.**Lustful Dreams (Su)** Pairakas can torment sleeping creatures. While an intelligent creature sleeps, a pairaka can slip into the target's mind and twist its dreams to lusty, harmful nocturnal visions. The victim must be asleep for the pairaka to use this ability and the pairaka must be within 100 feet. If the victim fails a DC 21 Will saving throw, it experiences vivid hallucinations of a lurid nature that leave it breathless and fatigued upon waking. The victim, even a depraved soul, rarely considers the sexual nature of these dreams enjoyable, as the images exploit any number of taboos the pairaka suspects its victim might harbor. The save DC is Charisma-based. Creatures that do not sleep or dream are immune to this effect.

Pairaka’s Cheat Sheet

At-Will

Charm Monster (enchantment(charm)[mind-affecting], VS, close, 1 living creature, 1day/lvl) – WILL or target monster is your friend.

Dimension Door (conjunction(teleportation), V, long, you and touched objects) – teleport anywhere w/in range

Misdirection (illusion(glamer), VS, close, one creature or object, 1hr/lvl) – make one creature detect as another to divination spells. WILL to get correct information.

1/day

Insect Plague (conjunction(summoning), VSDF, 1round, long, one swarm/3lvls, 1 min/lvl) – Summon stationary wasp swarms adjacent to each other.

WASP SWARM **CR —**

N Diminutive vermin (swarm)

Init +1; **Senses** darkvision 60 ft.; **Perception** +9

DEFENSE

AC 15, touch 15, flat-footed 14; (+1 Dex, +4 size)

hp 31 (7d8)

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

Defensive Abilities swarm traits; **Immune** weapon damage

OFFENSE

Speed 5 ft., fly 40 ft. (good)

Melee swarm (2d6 plus poison)

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

Special Attacks distraction (DC 13), poison

STATISTICS

Str 1, **Dex** 13, **Con** 10, **Int** —, **Wis** 12, **Cha** 9

Base Atk +5; **CMB** —; **CMD** —

Skills Fly +11, **Perception** +9; **Racial Modifiers** +8 **Perception**

SQ swarm traits, vermin traits

SPECIAL ABILITIES

Distraction (Ex) A creature with this ability can nauseate the creatures that it damages. Any living creature that takes damage from a creature with the distraction ability is nauseated for 1 round; a Fortitude save negates the effect.

Poison (Ex) Swarm—injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1 Dexterity damage; *cure* 1 save. The save DC is Constitution-based.

ASPENTHARI CITIZENS **CR 1/2**

Human commoner 2

CN Medium humanoid (human)

Init –1; **Senses** **Perception** +0

DEFENSE

AC 9, touch 9, flat-footed 9 (–1 Dex)

hp 9 (2d6+2)

Fort +1, **Ref** –1, **Will** +0

OFFENSE

Speed 30 ft.

Melee unarmed strike (1d3+1)

STATISTICS

Str 13, **Dex** 9, **Con** 12, **Int** 10, **Wis** 11, **Cha** 8

Base Atk +1; **CMB** +2; **CMD** 11

Feats Skill Focus (Handle Animal, Heal)

Skills Craft (carpentry) +6, Handle Animal +7, Heal +5, Knowledge (nature) +1, Profession (farmer) +5

Languages Common

AGENDA AGENT**CR 6**

Human rogue 7

LE Medium humanoid (human)

Init +6; **Senses** Perception +10**DEFENSE****AC** 20, touch 17, flat-footed 13 (+3 armor, +6 Dex, +1 dodge)**hp** 56 (7d8+21)**Fort** +4, **Ref** +11, **Will** +4**Defensive Abilities** evasion, trap sense +2, uncanny dodge**OFFENSE****Speed** 30 ft.**Melee** mwk short sword +13 (1d6+1/19–20) or mwk short swords +11/+11 (1d6/19–20)**Ranged** light crossbow +11 (1d8/19–20)**Special Attacks** sneak attack +4d6 plus 4 bleed**TACTICS****Before Combat** The agents drink their *potions of cat's grace*.**During Combat** The agents try to flank with each other or their lieutenant. If fighting in an open area, they use Spring Attack.**Morale** An agent flees if he is both reduced to 20 or fewer hit points and can confirm the lieutenant has fallen unconscious. The agents otherwise fight to the death.**Base Statistics** Without *cat's grace*, the agent's statistics are **Init** +4; **AC** 18, touch 15; **Ref** +9; **Melee** mwk short sword +11 (1d6+1/19–20) or mwk short swords +9/+9 (1d6/19–20); **Ranged** light crossbow+9 (1d8/19–20); **Dex** 20; **CMD** 21; **Skills** Acrobatics +14, Disable Device +16, Escape Artist +14, Sleight of Hand +14, Stealth +14.**STATISTICS****Str** 12, **Dex** 22, **Con** 14, **Int** 13, **Wis** 10, **Cha** 8**Base Atk** +5; **CMB** +6; **CMD** 23**Feats** Dodge, Iron Will, Mobility, Spring Attack, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (short sword)**Skills** Acrobatics +16, Bluff +9, Climb +11, Disable Device +18, Disguise +9, Escape Artist +16, Perception +10, Sleight of Hand +16, Stealth +16, Use Magic Device +9**Languages** Common, Infernal**SQ** rogue talents (bleeding attack +4, finesse rogue, weapon training), trapfinding +3**Combat Gear** *potion of cat's grace*; **Other Gear** +1 leather armor, mwk short swords (2), light crossbow with 10 bolts, mwk thieves' tools, 20 gp**SPECIAL ABILITIES****Uncanny Dodge (Ex)**: Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A rogue with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action (see Combat) against her.

Items**POTION OF BARKSKIN +3**

Aura moderate transmutation; **CL** 6th; **Slot** —; **Identify DC** 23; **Price** 600 gp; **Weight** —
The drinker gains a +3 enhancement bonus to natural armor for 60 minutes.

POTION OF BLUR

Aura faint illusion; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —
The drinker gains a 20% miss chance for 3 minutes.

POTION OF CAT'S GRACE

Aura faint transmutation; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —
The drinker gains a +4 enhancement bonus to Dexterity for 3 minutes.

POTION OF OWL'S WISDOM

Aura faint transmutation; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —
The drinker gains a +4 enhancement bonus to Wisdom for 3 minutes.

+2 MITHRAL CHAIN SHIRT

Light armor, +6 **Armor Bonus**, +6 **Max Dex**, 0 **ACP**, **ASF** 10%, **Price** 1,250 gp; **Weight** 12.5 lbs.
Aura moderate abjuration; **CL** 6th; **Identify DC** 23

+1 COMPOSITE LONGBOW (+2 STR)

Martial ranged weapon, 1d8 damage; **Crit** x3; **Type** P; **Price** 2,600 gp; **Weight** 3 lbs.
Aura faint transmutation; **CL** 3rd; **Identify DC** 18

CLOAK OF RESISTANCE +2

Aura faint abjuration; **CL** 5th; **Slot** shoulders; **Identify DC** 20; **Price** 4,000 gp; **Weight** 1 lb.
Wearing this grants a +2 resistance bonus to all saving throws.

SNIPER GOGGLES

Aura faint abjuration; **CL** 5th; **Slot** shoulders; **Identify DC** 20; **Price** 4,000 gp; **Weight** 1 lb.
The leather strap attached to these bulbous lenses allows their wearer to fit them to his head. The wearer of these goggles can make ranged sneak attacks from any distance instead of the normal 30 feet. When making ranged sneak attacks within 30 feet, the wearer gains a +2 circumstance bonus on each sneak attack damage die.

POTION OF CAT'S GRACE

Aura faint transmutation; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —
The drinker gains a +4 enhancement bonus to Dexterity for 3 minutes.

+1 LEATHER ARMOR

Light armor, +3 **Armor Bonus**, +6 **Max Dex**, 0 **ACP**, **ASF** 10%, **Price** 1,160 gp; **Weight** 15 lbs.
Aura faint abjuration; **CL** 3rd; **Identify DC** 18