

SOLDIERS (4) (GRIZZLED MERCENARIES) CR 4

Human warrior 6

CN Medium humanoid (human)

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 halberd +9/+4 (1d10+3/×3)

Power attack mwk halberd +7/+2 (1d10+9/×3)

or longspears +8/+3 (1d8+3/×3)

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 longspears)

TACTICS

Before Combat The grizzled mercenaries drink their *potions of barkskin* if they are aware of the PCs' approach. The benefits of this potion are not included in their statistics.

During Combat The grizzled mercenaries intend to injure and capture the PCs, but not kill them. They are arrogant and try to spread out and engage as many PCs as possible. They start using their javelins and then draw their halberds. Once they engage in melee, the first and every other round they do nonlethal damage with their weapons. They initially use their Power Attack feat but stop if the PCs prove difficult to hit.

Morale The grizzled mercenaries fight until reduced to 10 hit points or fewer, at which point they attempt to flee.

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), longspears, masterwork halberd, morningstar, cloak of resistance +1, antitoxin, sunrod, 325 gp

LAST BREATH CR 7

CE haunt (35-foot radius centered on the tower's southern exterior wall)

Caster Level 7th

Notice Perception DC 17 (to hear the sound of boots hitting against the wall)

hp 14; **Trigger** proximity; **Reset** 1 hour

Effect When the haunt is triggered, the vision of Lysius Corcina's gruesome death and eventual burial plays out in a ghostly projection. A spectral noose wraps around the PC nearest to the wall and hangs that PC by the neck.

This effect acts as *levitate* and *suffocation* (**DC 17 Fortitude negates**; *Pathfinder RPG Advanced Player's Guide* 248). If the target succeeds at the Fortitude save, it is still levitated but experiences no other effects. After 1 round, the *levitate* ends, dropping the target to the ground harmlessly; *suffocation* has the spell's typical duration.

Destruction Lysius Corcina's body must be exhumed from the tower's wall and given a proper burial.

SUFFOCATION

School necromancy; **Level** sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S, M (a vial containing a bit of the caster's breath)

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration 3 rounds

Saving Throw Fortitude partial; **Spell Resistance** yes

This spell extracts the air from the target's lungs, causing swift suffocation. The target can attempt to resist this spell's effects with a Fortitude save—if he succeeds, he is merely staggered for 1 round as he gasps for breath. If the target fails, he immediately begins to suffocate.

On the target's next turn, he falls unconscious and is reduced to 0 hit points.

One round later, the target drops to –1 hit points and is dying. One round after that, the target dies. Each round, the target can delay that round's effects from occurring by making a successful Fortitude save, but the spell effect continues for 3 rounds, and each time a target fails his Fortitude save, he moves one step further along the track to suffocation. This spell only affects living creatures that must breathe. It is impossible to defeat the effects of this spell by simply holding one's breath—if the victim fails the initial saving throw, the air in his lungs is extracted.

COLLAPSING GROUND CR 5

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** none

Effect 20-ft.-deep pit (2d6 falling damage); jagged rocks (Atk +10 melee, 1d4 jagged rocks per target for 1d6+2 damage each); DC 17 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

OCHRE JELLYCR 5

N Large ooze

Init –5; **Senses** blindsight 60 ft.; **Perception** –5

DEFENSE

AC 4, touch 4, flat-footed 4 (–5 Dex, –1 size)

hp 63 (6d8+36)

Fort +8, **Ref** –3, **Will** –3

Defensive Abilities split; **Immune** electricity, mind-affecting effects, ooze traits, slashing and piercing damage

OFFENSE

Speed 10 ft., climb 10 ft.

Melee slam +5 (2d4+3 plus 1d4 acid and grab)

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

Special Attacks constrict (2d4+3 plus 1d4 acid)

STATISTICS

Str 14, **Dex** 1, **Con** 22, **Int** —, **Wis** 1, **Cha** 1

Base Atk +4; **CMB** +7 (+11 grapple); **CMD** 12 (can't be tripped)

Skills Climb +10

SPECIAL ABILITIES

Acid (Ex) An ochre jelly secretes a digestive acid that dissolves only flesh (not bone) when it strikes a foe—creatures not made of flesh (including most constructs and oozes, skeletal undead, plants, and incorporeal creatures) are immune to the ochre jelly's acid damage.

Split (Ex) Slashing weapons, piercing weapons, and electricity attacks deal no damage to an ochre jelly. Instead the creature splits into two identical jellies, each with half of the original creature's current hit point total, rounded down. A jelly with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

FUNGAL LAMPAD CR 6

Female fungal lampad (*Pathfinder RPG Bestiary 4* 116, 178)

CN Medium plant (augmented fey)

Init +4; **Senses** darkvision 90 ft., low-light vision; Perception +15

Aura insane beauty (30 ft., DC 18)

DEFENSE

AC 21, touch 19, flat-footed 17 (+5 deflection, +4 Dex, +2 natural)

hp 66 (7d8+42)

Fort +8, **Ref** +9, **Will** +8

Defensive Abilities poisonous blood; **DR** 5/cold iron; **Immune** disease, mind-affecting effects, paralysis, poison, polymorph, sleep, stunning

OFFENSE

Speed 20 ft.

Melee mwk dagger +8 (1d4+2/19–20)

Ranged mwk sling +8 (1d4+2)

Special Attacks create spawn, poison spore cloud, weep

Spell-Like Abilities (CL 7th; concentration +12)

At will—*meld into stone*, *stone tell*

Druid Spells Prepared (CL 5th; concentration +8)

3rd—*spike growth* (DC 16), *stone shape*

2nd—*spider climb*, *stone call*APG (2)

1st—*cure light wounds*, *faerie fire*, *magic stone* (2)

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

TACTICS

During Combat The lampad uses her weep special ability first and then uses her spells to support her allies. She uses *spider climb* to avoid melee but tries to stay within range of her insane beauty ability.

Morale The lampad fights to the death.

STATISTICS

Str 14, **Dex** 19, **Con** 22, **Int** 14, **Wis** 17, **Cha** 21

Base Atk +3; **CMB** +5; **CMD** 24

Feats Alertness, Combat Casting, Point-Blank Shot, Weapon Finesse

Skills Acrobatics +4 (+0 to jump), Craft (alchemy) +12,

Diplomacy +13, Knowledge (dungeoneering) +9, Knowledge (nature) +12, Linguistics +3, Perception +15, Perform (sing) +9, Sense Motive +15, Spellcraft +9, Stealth +14

Languages Aklo, Common, Skald, Sylvan, Undercommon

SQ fungal metabolism, guarded, rejuvenation

Gear mwk dagger, mwk sling with 20 bullets

SPECIAL ABILITIES

Create Spawn (Ex) A creature killed by Constitution damage from a fungal creature's poison spore cloud transforms into a fungal spawn over a period of 24 hours. A plant growth spell halves the transformation time, and a diminish plants spell doubles it. A blight spell destroys the fungal spores and prevents the corpse's transformation, but spells that remove disease are ineffective against the

growing spores. Once a creature fully transforms into a fungal spawn, the corpse from which it grew is destroyed.

A fungal spawn gains the fungal creature template, but it loses all class levels and memories of the base creature from which it was spawned. If the base creature has 1 or fewer racial Hit Dice and normally has class levels, use a 1st-level warrior version of it as the base creature. The fungal spawn awakens as a free-willed being that knows all it needs to know (including language) in order to use its abilities and survive. Although it bears no allegiance to the fungal creature that created it, the new fungal creature immediately recognizes other fungal creatures as its own kind.

Fungal Metabolism (Ex) A fungal lampad breathes, but does not eat or sleep.

Guarded (Su) A lampad adds her Charisma modifier as a deflection bonus to her Armor Class.

Insane Beauty (Su) This ability affects all humanoids within 30 feet who are viewing a lampad in conditions brighter than dim light. Those who look directly upon the lampad must succeed at a DC 18 Will save or gain the confused condition for 1d6 rounds, as per the *confusion* spell. A creature that succeeds at the save is immune to the same lampad's insane beauty for 24 hours. A lampad can suppress or resume this ability as a free action. The save DC is Charisma-based.

Poison Spore Cloud (Ex) Once per day, a fungal creature can release a choking cloud of spores in a 15-foot-radius spread that lingers in the air for 10 rounds. This cloud functions as an inhaled poison. Any breathing creature in the cloud must succeed at a Fortitude save or inhale the spores. A creature that remains in the area of the spore cloud must continue to attempt Fortitude saves against its effects.

Fungal Spores: Poison—inhaled; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage and fatigued for 1 minute; *cure* 2 consecutive saves.

Poisonous Blood (Ex) A fungal creature's blood and flesh are ingested poisons. Any creature that makes a bite attack against a fungal creature, swallows one whole, or otherwise ingests part of one must succeed at a Fortitude save or be afflicted by the poison.

Fungal Blood or Flesh: Poison—ingested; *save* Fort DC 18; *frequency* 1/minute for 6 minutes; *effect* 1 Str damage, 1 Dex damage, and nauseated for 1 minute; *cure* 2 consecutive saves.

Rejuvenation (Ex) A fungal creature gains all the sustenance it requires from contact with moist natural earth, but it must rejuvenate itself as often and for as long as humans need sleep. As long as it is in contact with moist natural earth, a resting fungal creature regains hit points as though it were undergoing complete bed rest and long term care (4 hit points per Hit Die for each day of rest). The fungal creature can engage in light activity during rejuvenation, but any strenuous activity (like fighting, running, or casting a spell) prevents it from regaining hit points for that day. Complete bed rest doesn't increase the amount of healing a fungal creature gains from rejuvenation.

Spells A lampad casts spells as a 5th-level druid but can't swap out prepared spells to cast *summon* spells.

Weep (Su) As a standard action, a lampad can unsettle those near her when she cries. Any creature within 30 feet who can hear a lampad weeping becomes shaken for 1 minute unless it succeeds at a DC 18 Will saving throw. This ability can't cause a creature to become frightened or panicked. This is a mind-affecting fear effect that relies on audible components. The save DC is Charisma-based.

PHYCOMIDS (2) CR 4

N Small plant

Init +0; **Senses** tremorsense 30 ft.; Perception +0

DEFENSE

AC 17, touch 11, flat-footed 17 (+6 natural, +1 size)

hp 39 (6d8+12)

Fort +7, **Ref** +2, **Will** +2

Immune acid, plant traits

OFFENSE

Speed 10 ft.

Ranged acid pellet +5 touch (2d6 acid plus spores)

TACTICS

During Combat The phycomids attack the closest target as often as possible, hoping to reproduce.

Morale The phycomids fight to the death.

STATISTICS

Str 5, **Dex** 10, **Con** 15, **Int** —, **Wis** 11, **Cha** 1

Base Atk +4; **CMB** +0; **CMD** 10 (can't be tripped)

SPECIAL ABILITIES

Acid Pellet (Ex) A phycomid attacks by firing a glob of acid from one of its several mushroom-like stalks. This attack has a range increment of 10 feet. A phycomid can fire up to six acid pellets per minute—during rounds in which the fungus has no acid pellets, it has no method of attacking at all and must wait until its acid stores replenish in 4 rounds before continuing a battle.

Spores (Ex) Any creature that takes damage from a phycomid's acid pellet (or consumes even a small portion of the fungus) becomes exposed to the fungus's spores. These spores grow quickly in living creatures. This affliction is a disease effect, although its course runs much faster than most diseases and is more poison-like in its speed, and like a poison, the spores "burn out" after a short period. A creature that is slain by a phycomid spore infestation bursts open in 1d4 rounds as a fully grown new phycomid emerges.

Phycomid Spores: Disease—injury or ingested; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage; *cure* 1 save. The save DC is Constitution-based.

HAZARD

Yellow Mold (CR 6): If disturbed, a 5-foot square of this mold bursts forth with a cloud of poisonous spores. All within 10 feet of the mold must make a DC 15 Fortitude save or take 1d3 points of Constitution damage. Another DC 15 Fortitude save is required once per round for the next 5 rounds, to avoid taking 1d3 points of Constitution damage each round. A successful Fortitude save ends this effect. Fire destroys yellow mold, and sunlight renders it dormant.

ISMENE CR 7

Female half-dragon cyclops (*Pathfinder RPG Bestiary* 170, 52)

NE Large dragon (humanoid, giant)

Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +20

DEFENSE

AC 22, touch 8, flat-footed 22 (+3 armor, –1 Dex, +11 natural, –1 size)

hp 95 (10d8+50)

Fort +13, **Ref** +3, **Will** +5

Defensive Abilities ferocity; **Immune** fire, paralysis, sleep

OFFENSE

Speed 30 ft., fly 60 ft. (average)

Melee bite +15 (1d8+9), 2 claws +15 (1d6+9)

Power attack bite +13 (1d8+13), 2 claws +13 (1d6+13)

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

Special Attacks breath weapon (30-ft. cone, DC 20 Reflex half, 10d6 f

TACTICS

During Combat Ismene uses her breath weapon first and waits for the seeress to enhance her weapon before closing in melee combat. She does not use her flash of insight on an attack roll, instead reserving it for a saving throw against a particularly dangerous spell or effect that would disable her.

Morale Ismene is fanatical in her beliefs and fights to the death.

STATISTICS

Str 29, **Dex** 8, **Con** 21, **Int** 12, **Wis** 13, **Cha** 10

Base Atk +7; **CMB** +17 (+19 bull rush); **CMD** 26 (28 vs. bull rush)

Feats Alertness, Cleave, Great Cleave, Improved Bull Rush, Power Attack

Skills Diplomacy +3, Fly +9, Intimidate +13, Knowledge (history) +10, Knowledge (planes) +10, Knowledge (religion) +10, Linguistics +2, Perception +20, Profession (soothsayer) +14, Sense Motive +5, Survival +6; **Racial Modifiers** +8 Perception

Languages Common, Cyclops, Draconic, Giant, Iobarian

SQ flash of insight

Gear +1 leather armor, cloak of resistance +1

SPECIAL ABILITIES

Breath Weapon (Su) Once per day as a standard action, Ismene can issue forth a cone of fire, dealing 10d6 points of fire damage to all creatures in a 30-foot cone (DC 20 Reflex half). The save DC is Constitution-based.

Flash of Insight (Su) Once per day as an immediate action, a cyclops can peer into an occluded visual spectrum of possible futures, gaining insight that allows it to select the exact result of one die roll before the roll is made. This effect can alter an action taken by the cyclops only and cannot be applied to the rolls of others. ire)

MAD SEERESS CR 7

Human skald (spell warrior) 8 (*Pathfinder RPG Advanced Class Guide* 49, 116)

CN Medium humanoid (human)

Init +6; **Senses** Perception +1

DEFENSE

AC 18, touch 13, flat-footed 15 (+5 armor, +2 Dex, +1 dodge)

hp 79 (8d8+40)

Fort +12, **Ref** +7, **Will** +8; +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities improved uncanny dodge

OFFENSE

Speed 60 ft.

Melee +1 *flaming longspear* +13/+8 (1d8+7/x3 plus 1d6 fire)

Special Attacks rage power (spirit totemAPG +9, 1d4+3), raging song 20 rounds/day (move action; enhance weapons, song of marching, song of strength)

Skald (Spell Warrior) Spells Known (CL 8th; concentration +11)

3rd (3/day)—*confusion* (DC 16), *haste*, *phantom steed*

2nd (5/day)—*gallant inspiration*APG, *glitterdust*, *heroism*, *reinvigorating wind*VC

1st (5/day)—*expeditious retreat*, *feather fall*, *grease* (DC 14), *remove fear*, *saving finale*APG

0 (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 13), *message*, *prestidigitation*, *read magic*

TACTICS

Before Combat The seeress casts *heroism* and *expeditious retreat* on herself and drinks her *potion of bear's endurance*. She activates raging song, using enhance weapon to make her weapon and Ismene's natural attacks +1 *flaming* weapons. The bonuses from these spells are included in her statistics.

During Combat The seeress tries to use her spells and abilities to support and enhance Ismene and to counterspell the PCs' spellcasting. If Ismene is killed, the seeress targets all her attacks on the PC that slew her.

Morale The seeress fights to the death.

Base Statistics Without *expeditious retreat*, *heroism*, the *potion of bear's endurance*, and enhance weapons, the mad seeress's statistics are **Perception** –1; **hp** 63; **Fort** +8, **Ref** +5, **Will** +6; **Speed** 30 ft.;

Melee mwk longspear +11/+6 (1d8+6/x3); **Con** 12; **CMB** +10; **Skills** all 2 lower

STATISTICS

Str 18, **Dex** 14, **Con** 16, **Int** 10, **Wis** 8, **Cha** 16

Base Atk +6; **CMB** +12; **CMD** 23

Feats Arcane Strike, Dodge, Improved Counterspell, Improved Initiative, Power Attack, Toughness

Skills Acrobatics +4 (+8 when jumping), Knowledge (arcana) +17, Knowledge (nature) +17, Knowledge (religion) +17, Perform (oratory) +16, Perform (percussion) +16, Ride +4

Languages Common

SQ bardic knowledge +4, greater counterspell, lore master 1/day, rage powers, versatile performance (oratory, percussion)

Combat Gear *potion of bear's endurance*; **Other Gear** +1 mithral chain shirt, mwk longspear, *belt of giant strength* +2, *cloak of resistance* +1, hand drum, 90 gp

Reinvigorating Wind: Ismene exhales deeply as a standard action, creating a gentle magical wind that invigorates any allies in a 30-foot cone, as follows. Any sleeping allies immediately wake up. Fascinated allies are shaken free of the fascinate effect. Flat-footed allies no longer count as flat-footed even if they have not acted yet. The duration of effects that cause any allies to be confused, frightened, paralyzed, slowed, or stunned is decreased by 1d4 rounds (roll separately for each target). If the duration of any such effect is reduced to 0 rounds or fewer, the effect ends for that ally. Finally, any allies lying prone may stand up as an immediate action, provoking attacks of opportunity as normal.

Enhance Weapons (Su): At 1st level, the spell warrior can grant a +1 enhancement bonus to the weapons (including ammunition) of allies within 60 feet. At 5th level and every 5 levels thereafter, this enhancement bonus increases by 1. The maximum bonus gained is based upon the number of weapons affected: +5 for one weapon, +4 for two weapons, +3 for three weapons, or +2 for four or more weapons. Fifty pieces of ammunition count as one weapon for this purpose. The wielder of a weapon enhanced by this raging song counts as if she were under the effect of an inspired rage raging song for all purposes involving the skald's rage powers.

HEROISM

School enchantment (compulsion) [mind-affecting]; **Level** bard 2, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 10 min./level

Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

This spell imbues a single creature with great bravery and morale in battle. The target gains a +2 morale bonus on attack rolls, saves, and skill checks.