

## Boggard Youth (Low) (2)

Young boggard CE Small humanoid (boggard)

**Init** +1; **Senses** darkvision 60', low-light vision; Perception+4

### DEFENSE

**AC** 15 (19/23), **touch** 12 (16/20), **flat** 14 (18/22)

**hp** 16

**Fort** +3, **Ref** +2(+3/+6), **Will** +1

### OFFENSE

**Speed** 20 ft., **swim** 30 ft.

**Melee** morningstar +4 (1d6), tongue -2 touch (sticky tongue)

**Special Attacks** terrifying croak (30' DC 13 Will)

### STATISTICS

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

**BAB** +2; **CMB** +1; **CMD** 12

**Feats** Toughness, Weapon Focus (morningstar)

**Skills** Acrobatics +4 (+16 to jump), Perception +4, Stealth +5 (+13 in swamps), Swim +8; Racial Modifiers +4 Perception, +8 Stealth in swamps

**Languages** Boggard SQ hold breath, swamp stride

**Other Gear** leather armor, morningstar

### SPECIAL ABILITIES

**Hold Breath (Ex)** hold breath for 4x Con (40 rds).

**Sticky Tongue (Ex)** A creature hit by a boggard's tongue attack cannot move more than 10 feet away from the boggard and takes a -2 penalty to AC (no stacking). The tongue can be removed by making an opposed Strength check as a standard action, or by dealing 2 points of slashing damage to the tongue (AC 11, damage does not deplete the boggard's actual hit points). The boggard cannot move more than 10 feet away from the target, but the boggard can release its tongue as a free action. Cannot pull targets toward itself with its tongue.

**Swamp Stride (Ex)** Move through any sort of natural difficult terrain at normal speed within a swamp. Magically altered terrain affects a boggard normally.

**Terrifying Croak (Su)** Once per hour as a standard action, can emit a horrifying croak. Any nonboggard creature within 30 feet must succeed at a DC 13 Will save or become shaken for 1d4 rounds. Creatures that succeed at this save cannot be affected again by the same boggard's croak for 24 hours.

Creatures that are already shaken become frightened for 1d4 rounds instead. The save DC is Charisma-based and includes a +2 racial bonus.

### 4-PLAYER

The boggards are sickened (-2 to d20 rolls & weapon dam).

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## Hazards

- Everything is 1' deep underwater; difficult terrain.
- Can topple masonry with DC 22 strength check – Reflex DC 14or 1d8 bludgeoning; pinned 1d4+1 rounds.
- Stealth DCs +2

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## Deep Bogs

**Bonus AC:** The water in a deep bog provides cover for Medium or larger creatures. Smaller creatures gain improved cover (+8 bonus to AC, +4 bonus on Reflex saves).

Medium or larger creatures can crouch as a move action to gain this improved cover. Creatures with this improved cover take a -10 penalty on attacks against creatures that aren't underwater.

Cover steps in parentheses in statblock (cover/imp.cover)

### Deep Bog:

- Boggards are in 4' deep bog; small characters must swim. Others move 1/4 speed; can swim if wish to.
- Tumbling Impossible.

## Boggard Savages (2)

Boggard barbarian 2 CE Medium humanoid (boggard)

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

**Perception** +10

### DEFENSE

**AC** 15, **touch** 8, **flat** 15 (+4 armor, +3 natural, -2 rage)

**hp** 61 (5 HD; 3d8+2d12+30)

**Fort** +12, **Ref** +3, **Will** +4

**Defensive Abilities** uncanny dodge

### OFFENSE

**Speed** 30 ft., **swim** 30 ft.

**Melee** mwk greatclub +12 (1d10+9), tongue +5 touch

**P.A.:** greatclub +10 (1d10+15), tongue +3 touch

**Ranged** javelin +4 (1d6+6)

**Special Attacks** rage (10 rounds/day), rage powers (no escape), terrifying croak (DC 12)

### STATISTICS

**Str** 23, **Dex** 11, **Con** 22, **Int** 8, **Wis** 13, **Cha** 8

**BAB** +4; **CMB** +10; **CMD** 18

**Feats** Lightning Reflexes, Power Attack, Weapon Focus (greatclub)

**Skills** Acrobatics +6 (+22 when jumping), Climb +11, Intimidate +4, Perception +10, Stealth +0 (+8 in swamps), Swim +19

**Languages** Boggard

**SQ** fast movement, hold breath, swamp stride

**Combat Gear** oil of magic weapon, potions of cure moderate wounds (2);

**Other Gear** +1 studded leather, javelins (3), mwk greatclub, 269 gp

**Base Statistics** When not raging, the boggards' statistics are

**AC** 17, **touch** 10, **flat-footed** 17;

**hp** 51;

**Fort** +10, **Will** +2;

**Melee** mwk greatclub +10 (1d10+6), tongue +3 touch (sticky tongue);

**Str** 19, **Con** 18;

**CMB** +8;

**Skills** Climb +9, Swim +17

### 4-PLAYER

The boggards are sickened (-2 to d20 rolls & weapon dam).

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### Hazards

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### Deep Bogs

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### Feat / Ability Notes

**No Escape:** Once / rage as immediate action, move 2x normal speed when adjacent foe makes a Withdraw action. Must end adjacent; this movement provokes.

# Gideon

High-tier DCs in parenthesis. Lower by 2 in 4-player.

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## Trap

- DC 18(22) Disable Device
- DC 17(19) Strength (DC 19) in Subtier 4-5)
- DC 16(20) Sleight of Hand

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## Floor

3 Hours to free by chiseling from floor.

Cut the time by half for each:

- adamantine weapon
- Pickaxe / mining tool
- Strength 16+
- Appropriate spell (e.g. Grease / Shatter)

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## Failure

- Fail a DC 5+: another debilitating wound.
- 4+ debilitating wounds: trap springs, severing one of Gideon's hands and reducing him to -5 hit points.

## Aspis Recruit (low) (4/3)

Male human rogue 1 NE Medium humanoid (human)

**Init** +2; **Senses** Perception +5

### DEFENSE

**AC** 16, **touch** 12, **flat** 14 (+3 armor, +2 Dex, +1 shld)

**hp** 10 (1d8+2)

**Fort** +1, **Ref** +4, **Will** +1

### OFFENSE

**Speed** 30 ft.

**Melee** heavy mace +3 (1d8+3) or  
heavy mace +1 (1d8+3), spiked gauntlet +1 (1d4+1)

**Ranged** dart +2 (1d4+3)

**Special Attacks** sneak attack +1d6

### STATISTICS

**Str** 16, **Dex** 15, **Con** 13, **Int** 8, **Wis** 12, **Cha** 10

**BAB** +0; **CMB** +3; **CMD** 15

**Feats** Two-Weapon Defense, Two-Weapon Fighting

**Skills** Acrobatics +5, Appraise +3, Bluff +4, Disable Device +6, Knowledge (dungeoneering) +3, Knowledge (local) +3, Perception +5, Sense Motive +5

**Languages** Common

**Other Gear** studded leather, heavy mace, spiked gauntlets (2), darts (5), thieves' tools

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## Stunned

Drop everything held, can't take actions, -2 AC, loses Dex to AC (if any).

+4 bonus on attack rolls to perform combat maneuvers.

### BASE STATISTICS (Shinri)

Without barkskin, bull's strength, and resistance, her statistics are: **AC** 14, **flat** 12; **Fort** +5, **Ref** +4, **Will** +7; **Melee** unarmed strike +5 (1d6+3), or unarmed strike flurry of blows +4/+4 (1d6+3); **Ranged** mwk shuriken +4 (1d2+3), or mwk shuriken flurry of blows +3/+3 (1d2+3); **Str** 16; **CMB** +6; **CMD** 19

## Shinri Dells (low)

Female aasimar monk 3/sorcerer 1 LE Medium outsider

**Init** +1; **Senses** darkvision 60 ft.; **Perception** +8

### DEFENSE

**AC** 17, **touch** 14, **flat** 15 (1 Dex, 1 dodge, 3 nat, 2 Wis)

**hp** 28 (4 HD; 1d6+3d8+8)

**Fort** +6, **Ref** +5, **Will** +8; +2 vs. enchantment

**Defensive Abilities** evasion; **Resist** acid cold, electricity 5

### OFFENSE

**Speed** 40 ft.

**Melee** unarmed strike +7 (1d6+5) or unarmed strike flurry of blows +6/+6 (1d6+5)

**Ranged** mwk shuriken +4 (1d2+5) or mwk shuriken flurry of blows +3/+3 (1d2+5)

**Special Attacks** flurry of blows, stunning fist (4, DC 14[16])

**Spell-Like Abilities** (CL 4th; concentration +5)

**1/day**—feather fall, daylight, spider climb

**Bloodline Spell-Like Abilities** (CL 1st; concentration +2)

**4/day**—corrupting touch (1 round)

**Sorcerer Spells** Known (CL 1st; concentration +2)

**1st (4/day)**—protection from chaos, true strike

### STATISTICS

**Str** 20, **Dex** 12, **Con** 14, **Int** 8, **Wis** 15, **Cha** 12

**BAB** +2; **CMB** +8; **CMD** 21

**Feats** Combat Reflexes (+1), Dodge, Eschew Materials, Improved Unarmed Strike, Mantis Style UC, Sorcerous Strike (corrupting touch), Stunning Fist

**Skills** Acrobatics +8 (+12 when jumping), Diplomacy +3, Heal +6, Knowledge (history) +3, Perception +8, Sense Motive +8; Racial Modifiers +2 Diplomacy, +2 Perception

**Languages** Celestial, Common

**SQ** bloodline arcana (+2 DC for *charm spells*), fast movement, maneuver training

**Combat Gear** potion of barkskin (CL 6th), potion of bull's strength; **Other Gear** mwk shuriken (15), 50 gp

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## Ability Notes (Shinri)

**Mantis Style:** +2 bonus to the DC of effects of Stunning Fist.

**Sorcerous Strike:** Successful unarmed strike, spend a swift to deliver bloodline power to opponent.

**Corrupting Touch:** 1d6 corruption damage (Fort 12 half; Will DC = to the damage or turn Chaotic Evil for 1 round)

**1 tablet & 2 hours:** Levitate

**Both tablets & 4 hours:** mirror image once/day (1d4+1).

## Aspis Freelance Agent (High) (4/3)

Male human fighter 1/rogue 2 NE Medium humanoid (human)

**Init** +2; **Senses** Perception +6

### DEFENSE

**AC** 18, **touch** 13, **flat** 15 (4 armor, 2 Dex, 1 dodge, 1 shield)

**hp** 24 (3 HD; 2d8+1d10+5)

**Fort** +3, **Ref** +5, **Will** +1

**Defensive Abilities** evasion

### OFFENSE

**Speed** 30 ft.

**Melee** mwk longsword +7 (1d8+3/19-20) or longsword +5 (1d8+3/19-20), gauntlet +3 (1d4+3)

**Ranged** dart +4 (1d4+3)

**Special Attacks** sneak attack +1d6

### STATISTICS

**Str** 16, **Dex** 15, **Con** 13, **Int** 8, **Wis** 12, **Cha** 10

**BAB** +2; **CMB** +5; **CMD** 18

**Feats** Dodge, Double Slice, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (longsword)

**Skills** Acrobatics +7, Appraise +5, Bluff +5, Disable Device +7, Knowledge (dungeoneering) +4, Knowledge (local) +4, Perception +6, Sense Motive +6

**Languages** Common

**Other Gear** mwk chain shirt, mwk longsword, spiked gauntlets (2), darts (5), thieves' tools

### Base Statistics (Shinri)

Without barkskin, bull's strength, and resistance, her statistics are **AC** 14, **flat** 12; **Fort** +5, **Ref** +4, **Will** +7; **Melee** unarmed strike +5 (1d6+3), or unarmed strike flurry of blows +4/+4 (1d6+3); **Ranged** mwk shuriken +4 (1d2+3), or mwk shuriken flurry of blows +3/+3 (1d2+3); **Str** 16; **CMB** +6; **CMD** 19.

## Shinri Dells (high)

Female aasimar monk 5/sorcerer 2 LE Medium outsider

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

### DEFENSE

**AC** 23, **touch** 15, **flat** 21 (4 arm, 1 Dex, 1 dodg, 4 nat, +3 Wis)

**hp** 47 (7 HD; 2d6+5d8+14)

**Fort** +7, **Ref** +6, **Will** +10; +2 vs. *enchantments*

**Defensive Abilities** evasion;

**Immune** disease; **Resist** acid 5 cold 5, electricity 5

### OFFENSE

**Speed** 40 ft.

**Melee** unarmed strike +10 (1d8+5), or unarmed strike flurry of blows +10/+10/+5 (1d8+5)

**Ranged** mwk shuriken +6 (1d2+5), or mwk shuriken flurry of blows +6/+6/+1 (1d2+5)

**Special Attacks** flurry, stunning fist (6/day, DC 15[17])

**Spell-Like Abilities** (CL 7th; concentration +8)

**1/day**—feather fall, daylight, levitate, spider climb

**Bloodline Spell-Like Abilities** (CL 2nd; concentration +3)

**4/day**—corrupting touch (1 round)

**Sorcerer Spells Known** (CL 2nd; concentration +3)

**1st** (5/day)—mage armor, true strike

### STATISTICS

**Str** 20, **Dex** 12, **Con** 14, **Int** 8, **Wis** 15, **Cha** 12

**BAB** +4; **CMB** +10; **CMD** 24

**Feats** Combat Reflexes, Dodge, Eschew Materials, Improved Unarmed Strike, Mantis Style, Mantis Wisdom, Sorcerous Strike (corrupting touch), Stun. Fist, Weap. Foc. (unarmed)

**Skills** Acrobatics +8 (+17 to jump), Diplomacy +3, Heal +9, Knowledge (history) +4, Perception +9, Sense Motive +9; Racial Modifiers +2 Diplomacy, +2 Perception

**Languages** Celestial, Common

**SQ** blasphemous studies, bloodline arcana (+2 DC for *charm spells*), high jump, ki pool (4 points magic), maneuver training, slow fall 20 ft.

**Combat Gear** potion of barkskin (CL 9th), potion of bull's strength; **Other Gear** mwk shuriken (15), bodywrap of mighty strikes +1, 20 gp

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### Ability / Gear Notes

**Mantis Style:** +2 bonus to the DC of effects of Stunning Fist.

**Sorcerous Strike:** Successful unarmed strike, spend a swift to deliver bloodline power to opponent.

**Corrupting Touch:** 1d6 corruption damage (Fort 12 half; Will DC = to the damage or turn Chaotic Evil for 1 round)

**Bodywrap:** Once / add +1 enh. to 1 unarmed strike

**1 tablet & 2 hours:** mirror image once/day (1d4+1).

**Both tablets & 4 hours:** dispel magic once/day.

# Giant Tripurasura (1 low) (3 high)

LE Small outsider (asura, evil, extraplanar, lawful)

**Init** +1; **Senses** darkvision 60 ft.; Perception +10

## DEFENSE

**AC** 17, **touch** 14, **flat** 15 (1 Dex, 1 dge, 1 insght, 3 nat, 1 size)

**hp** 25 (3d10+9);

**fast healing** 2

**Fort** +6, **Ref** +2, **Will** +5; +2 bonus vs. enchantment

**DR** 5/good or cold iron; **Immune** curse effects, disease, poison; **Resist** acid 10, electricity 10

## OFFENSE

**Speed** 20 ft.

**Melee** sting +6 (1d6+1)

**Special Attacks** poison

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

**Constant**—detect magic

**At will**—feather fall

**3/day**—levitate, locate object, spider climb

**1/week**—commune

## STATISTICS

**Str** 12, **Dex** 12, **Con** 16, **Int** 13, **Wis** 15, **Cha** 13

**BAB** +3; **CMB** +3; **CMD** 15

**Feats** Dodge, Weapon Focus (sting)

**Skills** Acrobatics +7 (+3 when jumping), Appraise +4, Bluff +7, Escape Artist +7, Knowledge (arcana) +4, Knowledge (planes) +7, Perception +10, Perform (dance) +5, Spellcraft +4, Stealth +9; Racial Modifiers +6 Escape Artist, +4 Perception

**Languages** Common, Infernal SQ change shape (any Small humanoid; alter self), elusive

## SPECIAL ABILITIES

**Change Shape (Su)** The tripurasura has only one alternative form—when it uses change shape, it always appears as the same Small humanoid. Most take the form of gnomes or human children.

**Elusive (Su)** The tripurasura and items it carries are considered to be under the effects of a nondetection spell. A caster must succeed at a DC 14 caster level check to overcome this effect.

**Poison (Ex)** Sting—injury; save Fort DC 14; frequency 1/round for 6 rounds; effect 1d2 Wis damage; cure 1 save.