

The Bloodcove Blockade

Subtier 6-7

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A2. Storefront

BOUNCERS

CR 4

Human monk 5

LE Medium humanoid (human)

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

DEFENSE

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

hp 31 (5d8+5)

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

Defensive Abilities evasion; **Immune** disease

OFFENSE

Speed 40 ft.

Melee unarmed strike +6 (1d8+3) or

mwk siangham +7 (1d6+3) or

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

w/ Power Attack unarmed strike +5 (1d8+5) or

mwk siangham +6 (1d6+5) or

unarmed strike flurry of blows +4/+4 (1d8+7)

Ranged javelin +4 (1d6+3)

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

TACTICS

During Combat The bouncers use disarm combat maneuvers and their Stunning Fist feat to halt intruders, focusing attacks on those attempting to reach areas **A3** or **A4**.

Morale The bouncers attempt to retreat to area **A3**, drink their *potions of cure light wounds*, and join the overseers if reduced to 15 hit points or fewer.

STATISTICS

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

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

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

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

Languages Common

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

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

TIGER**CR 4**

N Large animal

Init +6; **Senses** low-light vision, scent; Perception +8**DEFENSE****AC** 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)**hp** 45 (6d8+18)**Fort** +8, **Ref** +7, **Will** +3**OFFENSE****Speed** 40 ft.**Melee** 2 claws +10 (1d8+6 plus grab), bite +9 (2d6+6 plus grab)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** pounce, rake (2 claws +10, 1d8+6)**STATISTICS****Str** 23, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 6**Base Atk** +4; **CMB** +11 (+15 grapple); **CMD** 23 (27 vs. trip)**Feats** Improved Initiative, Skill Focus (Perception), Weapon Focus (claw)**Skills** Acrobatics +10, Perception +8, Stealth +7 (+11 in areas of tall grass), Swim +11; **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in tall grass)

A3. Office

GUILD OVERSEERS

CR 4

Elf transmuter 5

NE Medium humanoid (elf)

Init +7; **Senses** low-light vision; Perception +7

DEFENSE

AC 18, touch 13, flat-footed 15 (+4 armor, +3 Dex, +1 natural)

hp 28 (5d6+8)

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

Immune sleep

OFFENSE

Speed 30 ft.

Melee mwk longsword +3 (1d8/19–20)

Ranged shortbow +5 (1d6/×3)

Arcane School Spell-Like Abilities (CL 5th; concentration +9)

7/day—telekinetic fist (1d4+2 bludgeoning)

Transmuter Spells Prepared (CL 5th; concentration +9)

3rd—empowered *burning hands* (DC 16), *displacement*, *slow* (DC 17)

2nd—*flaming sphere* (DC 17), *spider climb*, *summon swarm*, *web* (DC 16)

1st—*burning hands* (DC 16), *enlarge person* (DC 15), *feather fall*, *grease*, *shield*

0 (at will)—*dancing lights*, *ghost sound* (DC 14), *mage hand*, *touch of fatigue* (DC 14)

Opposition Schools divination, enchantment

TACTICS

Before Combat If the overseers notice anything suspicious, they shout a warning down to the bouncers in area **A2**, activate their *bird feather tokens* to alert Aspis allies of an attack, and then cast series of spells in the following order: *mage armor*, *see invisibility*, *shield*, and *displacement*.

During Combat The overseers cast *slow* and *web* on their opponents, then cast *summon swarm* into the web. If opponents are escaping the web, the overseers cast *flaming sphere* or empowered *burning hands* on them, using their scrolls of *pyrotechnics* to blind enemies near a *flaming sphere*. They cast *enlarge person* on the bouncers in area **A2** if possible.

Morale An overseer tries to flee if reduced to 8 or fewer hit points.

STATISTICS

Str 10, **Dex** 16, **Con** 13, **Int** 18, **Wis** 12, **Cha** 8

Base Atk +2; **CMB** +2; **CMD** 15

Feats Empower Spell, Improved Initiative, Lightning Reflexes, Scribe Scroll, Spell Focus (evocation)

Skills Acrobatics +7, Climb +3, Fly +7, Knowledge (arcana) +12, Knowledge (geography) +10, Knowledge (history) +9, Knowledge (nature) +11, Perception +7, Spellcraft +12 (+14 to identify magic item properties), Survival +4, Swim +1

Languages Common, Draconic, Elven, Gnoll, Goblin, Orc

SQ arcane bond (monkey), elven magic, physical enhancement +2, weapon familiarity

Combat Gear *potion of cure moderate wounds*, *potions of pass without trace* (2), *scroll of cat's grace*, *scroll of pyrotechnics*, *scroll of stinking cloud*, *scroll of web*; **Other Gear** mwk longsword, shortbow with 20 arrows, *amulet of natural armor* +1, spellbook, 104 gp

Guild Overseer Cheat Sheet

3rd level

Empowered Burning Hands (evocation[fire], VS, 15ft cone, SR yes) – 1d4/lvl*50% (max 5d4) fire, REF half

Displacement (illusion[glamer], VM, touch, 1rd./lvl, SRyes) – 50% concealment

Slow (transmutation, VSM, close, 1 creature/lvl, all w/in 30ft. of each other, 1rd/lvl, SRyes) – WILL or staggered, -1 AC, attacks, REF, half movement.

2nd level

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.

Spider Climb (transmutation, VSM, creature touched, 10min/lvl, SRyes) – Gains a climb speed of 20ft. and a +8 racial bonus to climb checks. Can climb upside down.

Summon Swarm (conjuration(summoning), 1 round, VSMDf, close, concentration + 2rds) – Summon a swarm of bats, rats, or spiders. The caster has no control over the swarm.

Web (conjuration(creation), VSM, medium, 20ft radius spread, 10min/lvl) – Trap webs in between two surfaces. Grappled if moved through without CMB or Escape Artist. 5ft provides cover, 20ft provides total cover

1st level

Burning Gaze (evocation[fire], VSMDf, personal, 1rd/lvl) – Std to target a creature. FORT or take 1d6 fire, REF or catch on fire.

Enlarge Person (Transmutation, VSM, close, one humanoid creature, 1 min/lvl, SRyes) - +2STR, -2 DEX, -1 attack, AC. Damage dice go up one step.

Feather Fall (transmutation, V, 1 immediate action, close, one medium or smaller freefalling creature/lvl, until landing or 1rd/lvl, SRyes) – Slows down falling rate to 60ft/rd.

Grease (conjuration (creation), VSM, 1min/lvl) – Make a 10ft. square slippery. REF or fall over, Walk at half speed w/ a DC10 Acrobatics. Failure = can't move and REF or fall. OR make a weapon slippery. REF to avoid. Fail and drop the item and REF to pick it pack up or use it. OR +10 to one target's Escape Artist/CMB checks to get out of a grapple and CMD to avoid being grappled.

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

Magic Items

Cure Moderate Wounds (conjuration (healing), VS) – creature touched heals 2d8+3

Pyrotechnics (transmutation, VSM, long, one fire source) – Extinguish fire, cause either fireworks or smoke cloud. Fireworks blind those w/in 120 ft WILL13 or be blind for 1d4+1 rds. (SR applies). Smoke cloud, spreads within 20ft., blocks line of sight, and those in cloud FORT13 or take -4 STR & DEX while in and 1d4+1 rds after they leave the cloud.

See Invisibility (divination, VSM, personal, 30min) – See invisible/ethereal creatures

Stinking Cloud (conjuration(creation), VSM, 20ft. radius cloud, 20ft. high, 5rds) – adjacent 20% concealment, more than that 50% concealment. FORT14 or be mauseated while in cloud and 1d4+1 rds after. People in cloud make a new save each round on your turn.

ADVANCED SALT MEPHIT**CR 4**

N Small outsider (varies)

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

DEFENSE

AC 21, touch 16, flat-footed 16 (+4 Dex, +1 dodge, +5 natural, +1 size)

hp 25 (3d10+9); fast healing 2

Fort +4, **Ref** +7, **Will** +5**DR** 5/magic

OFFENSE**Speed** 30 ft., fly 40 ft. (average)**Melee** 2 claws +7 (1d3+3)**Special Attacks** breath weapon (15-foot cone, 1d4 damage and sickened, Reflex DC 15 partial), dehydrate**Spell-Like Abilities** (CL 6th; concentration +10)1/day—*glitterdust* (DC 16), summon (level 2, 1 mephit of the same type 25%)

STATISTICS**Str** 17, **Dex** 19, **Con** 16, **Int** 10, **Wis** 15, **Cha** 18**Base Atk** +3; **CMB** +5; **CMD** 19**Feats** Dodge, Improved Initiative**Skills** Bluff +10, Fly +12, Knowledge (planes) +6, Perception +8, Sense Motive +8, Stealth +14**Languages** Common, Terran

SPECIAL ABILITIES

Breath Weapon (Su) A salt mephit can breathe a cone of salt crystals that deals 1d4 slashing damage. The salt also causes living creatures to be sickened for 3 rounds. A DC 15 Reflex save halves the damage and negates the sickened effect. The mephit can use this breath weapon once every 4 rounds.

Dehydrate (Su) Once per day, a salt mephit can draw the moisture from an area in a 20-foot radius centered on itself. Living creatures within range take 2d8 points of damage (Fortitude DC 16 half; caster level 6th). This effect is especially devastating to plant and aquatic creatures, which take a –2 penalty on their saving throws. This ability is the equivalent of a 2nd-level spell.

Fast Healing (Ex) A salt mephit's fast healing works only in arid environments.

A4. Storage & Terrain

Undergrowth: Vines, roots, and short bushes cover much of the ground in a forest. A space covered with light undergrowth costs 2 squares of movement to move into, and provides concealment. Undergrowth increases the DC of Acrobatics and Stealth checks by 2 because the leaves and branches get in the way. Heavy undergrowth costs 4 squares of movement to move into and provides concealment with a 30% miss chance (instead of the usual 20%). It increases the DC of Acrobatics checks by 5. Heavy undergrowth is easy to hide in, granting a +5 circumstance bonus on Stealth checks. Running and charging are impossible. Squares with undergrowth are often clustered together. Undergrowth and trees aren't mutually exclusive; it's common for a 5-foot square to have both a tree and undergrowth.

Bogs: If a square is part of a shallow bog, it has deep mud or standing water of about 1 foot in depth. It costs 2 squares of movement to move into a square with a shallow bog, and the DC of Acrobatics checks in such a square increases by 2.

A square that is part of a deep bog has roughly 4 feet of standing water. It costs Medium or larger creatures 4 squares of movement to move into a square with a deep bog, or characters can swim if they wish. Small or smaller creatures must swim to move through a deep bog. Tumbling is impossible in a deep bog.

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.

Deep bog squares are usually clustered together and surrounded by an irregular ring of shallow bog squares. Both shallow and deep bogs increase the DC of Stealth checks by 2.

WALL OF THORNS

School conjuration (creation); **Level** druid 5

Casting Time 1 standard action

Components V, S

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

Effect wall of thorny brush, up to one 10-ft. cube/level (S)

Duration 10 min./level (D)

Saving Throw none; **Spell Resistance** no

A *wall of thorns* spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a human's finger. Any creature forced into or attempting to move through a *wall of thorns* takes piercing damage per round of movement equal to 25 minus the creature's AC. Dexterity and dodge bonuses to AC do not count for this calculation. (Creatures with an AC of 25 or higher, without considering Dexterity and dodge bonuses, take no damage from contact with the wall.)

You can make the wall as thin as 5 feet thick, which allows you to shape the wall as a number of 10-by-10-by-5-foot blocks equal to twice your caster level. This has no effect on the damage dealt by the thorns, but any creature attempting to break through takes that much less time to force its way through the barrier.

Creatures can force their way slowly through the wall by making a Strength check as a full-round action. For every 5 points by which the check exceeds 20, a creature moves 5 feet (up to a maximum distance equal to its normal land speed). Of course, moving or attempting to move through the thorns incurs damage as described above. A creature trapped in the thorns can choose to remain motionless in order to avoid taking any more damage.

Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside. In order to escape, it must attempt to push its way free, or it can wait until the spell ends. Creatures with the ability to pass through overgrown areas unhindered can pass through a *wall of thorns* at normal speed without taking damage.

A *wall of thorns* can be breached by slow work with edged weapons. Chopping away at the wall creates a safe passage 1 foot deep for every 10 minutes of work. Normal fire cannot harm the barrier, but magical fire burns it away in 10 minutes.

Human rogue 7

NE Medium humanoid (human)

Init +4; **Senses** Perception +10

DEFENSE

AC 15, touch 15, flat-footed 10 (+4 Dex, +1 dodge)

hp 42 (7d8+7)

Fort +3, **Ref** +9, **Will** +2

Defensive Abilities evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 30 ft.

Melee unarmed strike +9 (1d3+2)

Special Attacks sneak attack +4d6

STATISTICS

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

Base Atk +5; **CMB** +7; **CMD** 22

Feats Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon Finesse

Skills Acrobatics +14, Bluff +9, Climb +12, Diplomacy +9, Disable Device +14, Disguise +9, Knowledge (local) +11, Perception +10, Sense Motive +10, Sleight of Hand +14, Stealth +14

Languages Common, Halfling

SQ rogue talents (bleeding attack +4, fast stealth, stand up), trapfinding +3

B. Asura Ambush

EVRISHU

CR 9

Adhukait fighter 2

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

Init +9; **Senses** darkvision 60 ft.; Perception +22

Aura elusive (30 ft.)

DEFENSE

AC 22, touch 16, flat-footed 16 (+5 Dex, +1 dodge, +6 natural)

hp 117 (11d10+57); regeneration 5 (good weapons, good spells)

Fort +11, **Ref** +13, **Will** +10; dual mind, +1 vs. fear, +2 bonus vs. enchantment spell

Defensive Abilities all-around vision; **DR** 5/good; **Immune** curse effects, disease, flanking, poison; **Resist** dual mind, acid 10, electricity 10; **SR** 18

OFFENSE

Speed 40 ft.

Melee 2 mwk kukri +18/+13/+8 (1d4+6/18–20), 2 claws +12 (1d4+3)

Special Attacks dance of disaster

Spell-Like Abilities (CL 6th; concentration +8)

At will—*feather fall*, *greater teleport* (self plus 50 lbs. of objects only), *spider climb*

3/day—*blink*, *blur*, *mirror image*, *spike growth* (DC 14)

1/day—*summon* (level 4, 1 adhukait 35%)

TACTICS

Before Combat Evrishu casts *blur* and *mirror image* on itself when it sees the PCs approaching, using Stealth to hide in the canopy and avoid notice until it is prepared to fight.

During Combat Evrishu casts *spike growth* behind the PCs to prevent escape. Then it uses its dance of disaster to attack unarmored foes before turning to heavily armored targets.

Morale Evrishu uses *greater teleport* to escape if reduced to 20 hit points or fewer, allowing its regeneration to heal it back to half its total hit points before returning to the battle.

STATISTICS

Str 22, **Dex** 21, **Con** 21, **Int** 13, **Wis** 18, **Cha** 14

Base Atk +11; **CMB** +17; **CMD** 33

Feats Acrobatic Steps, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Nimble Moves, Wind Stance

Skills Acrobatics +19, Bluff +14, Escape Artist +17, Intimidate +13, Knowledge (planes) +9, Perception +22, Perform (dance) +13, Stealth +19; **Racial Modifiers** +6 Escape Artist, +4 Perception

Languages Common, Infernal; telepathy 100 ft.

Other Gear mwk kukris (2)

SPECIAL ABILITIES

Dance of Disaster (Su) Whenever an adhukait hits with a melee attack during a full action, it can move 10 feet before making its next attack. The adhukait's normal speed does not limit this movement—it can move 10 feet after any successful hit among its four attacks, as long as it has another attack to make.

Dual Mind (Su) An adhukait is a single creature with two distinct minds, so it can attempt two saving throws against mind-affecting effects. If either saving throw succeeds, the mind-affecting effect fails to affect the adhukait.

Elusive Aura (Su) Asuras exist within reality but apart from it. All but the least of asuras exude an aura that affects all creatures within the area as if by a *nondetection* spell. The size of the aura is proportional to

the asura's power. The caster level check to attempt divination on creatures within the aura is 15 + the spell-like ability caster level of the asura creating the aura.

Wind Stance If you move more than 5 feet this turn, you gain 20% concealment for 1 round against ranged attacks.

ADHUKAIT (for summoning)**CR 7**

XP 3,200

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

Init +3; **Senses** all-around vision, darkvision 60 ft.; Perception +19**Aura** elusive (30 ft.)

DEFENSE

AC 20, touch 14, flat-footed 16 (+3 Dex, +1 dodge, +6 natural)**hp** 76 (9d10+27); regeneration 5 (good weapons, good spells)**Fort** +6, **Ref** +11, **Will** +9; dual mind, +2 vs. enchantments**DR** 5/good; **Immune** curse effects, disease, flanking, poison; **Resist** acid 10, electricity 10; **SR** 18

OFFENSE

Speed 40 ft.**Melee** 2 mwk kukris +15/+10 (1d4+5/18–20), 2 claws +9 (1d4+2)**Special Attacks** dance of disaster**Spell-Like Abilities** (CL 6th; concentration +9)At will—*feather fall*, *greater teleport* (self plus 50 lbs. of objects only), *spider climb*3/day—*blink*, *blur*, *mirror image*, *spike growth*1/day—*summon* (level 4, 1 adhukait 35%)

STATISTICS

Str 20, **Dex** 17, **Con** 17, **Int** 13, **Wis** 16, **Cha** 16**Base Atk** +9; **CMB** +14; **CMD** 28**Feats** Combat Reflexes, Dodge, Lightning Reflexes, Mobility, Nimble Moves**Skills** Acrobatics +15 (+19 when jumping), Bluff +15, Escape Artist +21, Intimidate +11, Knowledge (planes) +9, Perception +19, Perform (dance) +14, Stealth +15; **Racial Modifiers** +6 Escape Artist, +4 Perception**Languages** Common, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Dance of Disaster (Su) Whenever an adhukait hits with a melee attack during a full-attack action, it can move 10 feet before making its next attack. The adhukait's normal speed does not limit this movement—it can move 10 feet after any successful hit among its four attacks, as long as it has another attack to make.

Dual Mind (Su) An adhukait is a single creature with two distinct minds, so it can attempt two saving throws against mind-affecting effects. If either saving throw succeeds, the mind-affecting effect fails to affect the adhukait.

Elusive Aura (Su) Asuras exist within reality but apart from it. All but the least of asuras exude an aura that affects all creatures within the area as if by a *nondetection* spell. The size of the aura is proportional to the asura's power. The caster level check to attempt divination on creatures within the aura is 15 + the spell-like ability caster level of the asura creating the aura.

Spell-Like Abilities

- Feather Fall** (transmutation, V, 1 immediate action, close, one medium or smaller freefalling creature/lvl, until landing or 1rd/lvl, SRyes) – Slows down falling rate to 60ft/rd.
- Greater Teleport** (conjunction(teleportation), V, personal and touch) – Teleport you and 1 medium creature/3 levels. No range limit.
- Spider Climb** (transmutation, VSM, creature touched, 10min/lvl, SRyes) – Gains a climb speed of 20ft. and a +8 racial bonus to climb checks. Can climb upside down.
- Blink** (transmutation, VS, personal, 1rd/lvl) – Physical attacks have a 50% miss chance (reduced to 20% for see invisible/hit ethereal). ½ dmg from area attacks. Ethereal, incorporeal, invisible.
- Blur** (illusion[glamer], V, creature touched, 1min/lvl, SRyes) – 20% miss chance
- Mirror Image** (illusion(figment), VS, personal, 1min/lvl) – 1d4+1/3lvls (max 8 total) images pop up in your space. Hits on you random between you and all your images. Miss by less than 5 pops an image.
- Spike Growth** (transmutation, VSDF, Medium, 20 ft. square/lvl, 1hr/lvl, SRyes) – Moving through the area causes people to take 1d4 dmg for each 5ft., REF or movement is reduced by half until wounds are treat by a Heal check (DC=DC of spell)

Bogs: If a square is part of a shallow bog, it has deep mud or standing water of about 1 foot in depth. It costs 2 squares of movement to move into a square with a shallow bog, and the DC of Acrobatics checks in such a square increases by 2.

A square that is part of a deep bog has roughly 4 feet of standing water. It costs Medium or larger creatures 4 squares of movement to move into a square with a deep bog, or characters can swim if they wish. Small or smaller creatures must swim to move through a deep bog. Tumbling is impossible in a deep bog.

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.

Deep bog squares are usually clustered together and surrounded by an irregular ring of shallow bog squares.

Both shallow and deep bogs increase the DC of Stealth checks by 2.

Hedgerows: Common in moors, hedgerows are tangles of stones, soil, and thorny bushes. Narrow hedgerows function as low walls, and it takes 3 squares of movement to cross them. Wide hedgerows are more than 5 feet tall and take up entire squares. They provide total cover, just as a wall does. It takes 4 squares of movement to move through a square with a wide hedgerow; creatures that succeed on a DC 10 Climb check need only 2 squares of movement to move through the square.

C. Escaping Bloodcove

KEMENDU

CR 9

Male human ranger 10

NE Medium humanoid (human)

Init +10 (+14 in swamp); **Senses** Perception +16

DEFENSE

AC 23, touch 15, flat-footed 18 (+5 armor, +5 Dex, +3 natural)

hp 96 (10d10+37)

Fort +9, **Ref** +12, **Will** +8; +1 vs. fear

Defensive Abilities evasion; **Immune** fire (84 points)

OFFENSE

Speed 40 ft.

Melee dagger +12/+7 (1d4+1/19–20) or
scimitar +12/+7 (1d6+1/18–20)

Ranged +1 *composite longbow* +17/+12 (1d8+2/×3)

Special Attacks combat style (archery), favored enemies (dwarves +2, elves +4, humans +4)

Spells Prepared (CL 7th; concentration +10)

3rd—*fickle winds*^{UM}

2nd—*barkskin*, *protection from energy*

1st—*anticipate peril*^{UM} (DC 14), *charm animal* (DC 14), *longstrider*

TACTICS

Before Combat Kemendu drinks his *potion of aid* and *potion of cat's grace*, then uses his *scroll of water walk* on himself. He casts *fickle winds* on himself and his animal companion. He then casts *anticipate peril*, *barkskin*, and *protection from energy* on himself, defaulting to protection against fire, but switching to an energy type the PCs frequently use if the PCs earned three or more delays.

During Combat Kemendu uses his *sandals of quick reaction*^{UE} to make a full attack with his bow in the surprise round, targeting a spellcaster with his *hushing arrow* first. He then uses *Deadly Aim*, *Manyshot*, and *Rapid Shot* to maximize damage, reverting to normal shots if his attacks fail. He uses *water walk* to traverse the bogs or the river, attempting to lure approaching PCs towards his animal companion or traps if possible.

Morale Kemendu never abandons a contract, and he does not flee. He fights to the death or until forced to surrender due to insurmountable circumstances.

Base Statistics Without *aid*, *anticipate peril*, *barkskin*, *cat's grace*, *longstrider*, and *protection from energy*, Kemendu's statistics are **Init** +3; **AC** 18, touch 13, flat-footed 15; **hp** 89; **Ref** +10, **Will** +8; **Immune** none; **Speed** 30 ft.; **Melee** dagger +11/+6 (1d4+1/19–20) or scimitar +11/+6 (1d6+1/18–20); **Ranged** +1 *composite longbow* +14/+8 (1d8+2/×3); **Dex** 16; **CMD** 24; **Skills** Stealth +16.

STATISTICS

Str 12, **Dex** 20, **Con** 14, **Int** 10, **Wis** 16, **Cha** 8

Base Atk +10; **CMB** +12; **CMD** 26

Feats *Deadly Aim*, *Endurance*^B, *Far Shot*, *Learn Ranger Trap*^{UM}, *Manyshot*, *Pinpoint Targeting*, *Point-Blank Shot*, *Precise Shot*, *Rapid Shot*

Skills *Acrobatics* +5 (+9 to jump), *Climb* +14, *Handle Animal* +12, *Knowledge* (geography) +13 (+4 in swamp), *Perception* +16 (+4 in swamp), *Stealth* +18 (+4 in swamp), *Survival* +16 (+4 in swamp), *Swim* +14

Languages Common, Polyglot

SQ favored terrain (swamp +4, water +2), hunter's bond (constrictor snake named Netto), freezing trap (6/day), track +5, wild empathy +9, woodland stride

Combat Gear *potion of aid, potion of cat's grace, potion of cure moderate wounds, potion of darkvision, sandals of quick reaction^{UE}, scroll of water walk*; **Other Gear** +2 studded leather, +1 composite longbow (+1 Str) with 60 arrows, *hushing arrow^{UE}*, dagger, scimitar

SPECIAL ABILITIES

Pinpoint Targeting As a standard action, make a single ranged attack. The target does not gain any armor, natural armor, or shield bonuses to its Armor Class. You do not gain the benefit of this feat if you move this round.

Rapid	D. Aim	P-B Shot	FE	Attack
				+1 composite longbow +17/+12 (1d8+2/x3)
			+2	+1 composite longbow +19/+14 (1d8+4/x3)
			+4	+1 composite longbow +21/+16 (1d8+6/x3)
		X		+1 composite longbow +18/+13 (1d8+3/x3)
		X	+2	+1 composite longbow +20/+15 (1d8+5/x3)
		X	+4	+1 composite longbow +22/+17 (1d8+7/x3)
	X			+1 composite longbow +14/+9 (1d8+11/x3)
	X		+2	+1 composite longbow +16/+11 (1d8+13/x3)
	X		+4	+1 composite longbow +18/+13 (1d8+15/x3)
	X	X		+1 composite longbow +15/+10 (1d8+12/x3)
	X	X	+2	+1 composite longbow +17/+12 (1d8+14/x3)
	X	X	+4	+1 composite longbow +19/+14 (1d8+16/x3)
X				+1 composite longbow +15/+15/+10 (1d8+2/x3)
X			+2	+1 composite longbow +17/+17/+12 (1d8+4/x3)
X			+4	+1 composite longbow +19/+19/+14 (1d8+6/x3)
X		X		+1 composite longbow +16/+16/+11 (1d8+3/x3)
X		X	+2	+1 composite longbow +18/+18/+13 (1d8+5/x3)
X		X	+4	+1 composite longbow +20/+20/+15 (1d8+7/x3)
X	X			+1 composite longbow +12/+12/+7 (1d8+11/x3)
X	X		+2	+1 composite longbow +14/+14/+9 (1d8+13/x3)
X	X		+4	+1 composite longbow +16/+16/+11 (1d8+15/x3)
X	X	X		+1 composite longbow +13/+13/+8 (1d8+12/x3)
X	X	X	+2	+1 composite longbow +15/+15/+10 (1d8+14/x3)
X	X	X	+4	+1 composite longbow +17/+17/+12 (1d8+16/x3)

If Kemendu didn't have his initial buffs, subtract 3 from Kemendu's to hit numbers.

HUSHING ARROW

This +1 arrow makes no sound on release or as it flies through the air. A creature struck by a *hushing arrow* must succeed at a DC 13 Will save or be affected by *silence* (as the spell) for 5 rounds. The *silence* effect is not triggered by arrows that miss or those that strike an inanimate object.

Bogs: If a square is part of a shallow bog, it has deep mud or standing water of about 1 foot in depth. It costs 2 squares of movement to move into a square with a shallow bog, and the DC of Acrobatics checks in such a square increases by 2.

A square that is part of a deep bog has roughly 4 feet of standing water. It costs Medium or larger creatures 4 squares of movement to move into a square with a deep bog, or characters can swim if they wish. Small or smaller creatures must swim to move through a deep bog. Tumbling is impossible in a deep bog.

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.

Deep bog squares are usually clustered together and surrounded by an irregular ring of shallow bog squares.

Both shallow and deep bogs increase the DC of Stealth checks by 2.

NETTO

CR —

Constrictor snake

N Large animal

Init +3; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, –1 size)

hp 51 (6d8+24)

Fort +9, **Ref** +10, **Will** +5; +4 morale bonus vs. enchantment effects

Defensive Abilities evasion

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +10 (1d4+10 plus grab)

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

Special Attacks constrict (1d4+10)

STATISTICS

Str 25, **Dex** 17, **Con** 18, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +4; **CMB** +12 (+16 grapple); **CMD** 25 (can't be tripped)

Feats Combat Reflexes, Iron Will, Lightning Reflexes

Tricks Attack, Down, Guard, Heel, Stay, Track

Skills Acrobatics +3 (–1 to jump), Climb +19, Perception +5, Stealth +5, Swim +19

ELASMOSAURUS (5+ DELAYS)

CR 7

N Huge animal

Init +2; **Senses** low-light vision, scent; Perception +14

DEFENSE

AC 20, touch 11, flat-footed 17 (+2 Dex, +1 dodge, +9 natural, –2 size)

hp 105 (10d8+60)

Fort +14, **Ref** +9, **Will** +6

OFFENSE

Speed 20 ft., swim 50 ft.

Melee bite +13 (2d8+12)

Space 15 ft.; **Reach** 20 ft.

STATISTICS

Str 26, **Dex** 15, **Con** 20, **Int** 2, **Wis** 13, **Cha** 9

Base Atk +7; **CMB** +17; **CMD** 30 (34 vs. trip)

Feats Dodge, Great Fortitude, Iron Will, Mobility, Toughness

Skills Perception +14, Swim +16