## A1. [Low] Aspis Looters (3)

Human monk 8; LE Medium humanoid (human)  
**Init** +2; **Senses** Perception +13

**DEFENSE**  
**AC** 18, **touch** 17, **flat** 15 (+1 armor, +2 Dex, +1 dodge, +2 monk, +2 Wis)  
**hp** 63 each (8d8+24)  
**Fort** +7, **Ref** +8, **Will** +10; +2 vs. enchantments  
**Defensive Abilities** evasion; Immune disease

**OFFENSE**  
**Speed** 50 ft.  
**Melee**

unarmed strike +10/+5 (1d10+4 + 1d6 electricity) *or*

unarmed strike flurry of blows +10/+10/+5/+5 (1d10+4 + 1d6 electricity)

**Special Attacks** flurry of blows, stunning st (8/day, DC 16)

**TACTICS**

**During Combat** Disable as many opponents as quickly as possible. During the first round, the looters attempt to trip the nearest enemy, using their allies and the Escape Route feat to avoid attacks of opportunity as much as possible. On subsequent rounds, looters use flurry of blows to deal as much damage as possible to opponents within melee range, using trip attempts with the last attack to knock the nearest conscious enemy prone and using stunning fist against another target if one is within reach. The Aspis looters use a ki point to make an extra attack whenever they use flurry of blows, keeping one ki point in reserve for wholeness of body.

**Morale** The first time an Aspis looter is reduced to 15 hp or fewer, he uses wholeness of body to heal himself. If he is still at 15 hp or fewer, or if he is reduced to 15 hp or fewer by a later attack, he attempts to flee, using Acrobatics skill checks and Escape Route to avoid attacks of opportunity.

**STATISTICS**

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

**BAB** +6; **CMB** +12 (+14 disarm); **CMD** 27 (29 vs. disarm)

**Feats** Athletic, Combat Reflexes, Deflect Arrows, Dodge, Escape RouteUC, Improved Trip, Improved Unarmed Strike, Iron Will, Stunning Fist, Toughness

**Skills** Acrobatics +13 (+29 to jump), Climb +16, Perception +13, Stealth +13, Survival +10, Swim +10

**Languages** Common

**SQ** fast movement, high jump, ki pool (6 points cold iron, magic, silver), maneuver training, slow fall 40 ft., wholeness of body (8 hit points)

**Other** Gear bracers of armor +1, shock amulet of mighty fists

### Notes

**Escape route:** An ally who also has this feat provokes no attacks of opportunity for moving through squares adjacent to you or within your space.

**Wholeness of Body:** a monk can heal his own wounds as a standard action. He can heal a number of hit points of damage equal to his monk level (8)

**Ki points (8)**

Swift action to spend.

* Make one additional attack at his highest attack bonus when making a flurry of blows attack
* Increase his speed by 20 feet for 1 round
* Give self a +4 dodge bonus to AC for 1 round

**Stunned** A stunned creature drops everything held, can’t take actions, takes a –2 penalty to AC, and loses its Dexterity bonus to AC (if any). Attackers receive a +4 bonus on attack rolls to perform combat maneuvers.

### 4-player Adjustment

Monks are sickened.

## A1. [High] Aspis Temple Raiders (3)

Human monk 11; LE Medium humanoid (human)  
**Init** +2; **Senses** Perception +17

**DEFENSE**  
**AC** 20, **touch** 18,**flat** 17 (+2 armor, +2 Dex, +1 dodge, +2 monk, +3 Wis)  
**hp** 86 (11d8+33)  
**Fort** +10, **Ref** +11, **Will** +14; +2 vs. enchantments  
**Defensive Abilities** imp. evasion; **Immune** disease, poison

**OFFENSE**  
**Speed** 60 ft.  
**Melee**

unarmed strike +13/+8 (1d10+4 \_ 1d6 electricity) or

unarmed strike flurry of blows +14/+14/+9/+9/+4 (1d10+4 plus 1d6 electricity)

**Special Attacks** flurry of blows, stunning fist (11/day, DC 18)

**TACTICS**

**During Combat** Disable as many opponents as quickly as possible. During the first round, the looters attempt to trip the nearest enemy, using their allies and the Escape Route feat to avoid attacks of opportunity as much as possible. On subsequent rounds, use flurry of blows to deal as much damage as possibl, using trip attempts with the last attack to knock the nearest conscious enemy prone and using stunning fist against another target if one is within reach. The Aspis looters use a ki point to make an extra attack whenever they use flurry of blows, keeping one ki point in reserve for wholeness of body.

**Morale** The first time an Aspis looter is reduced to 20 hp or fewer, he uses wholeness of body to heal himself. If he is still at 20 hp or fewer, or if he is reduced to 20 hp or fewer by a later attack, he attempts to flee, using Acrobatics skill checks and Escape Route to avoid attacks of opportunity.

**STATISTICS**

**Str** 18, **Dex** 14, **Con** 12, **Int** 10, **Wis** 16, **Cha** 8

**BAB** +8; **CMB** +15 (+17 disarm); **CMD** 30 (32 vs. disarm)

**Feats** Athletic, Combat Re exes, De ect Arrows, Dodge, Escape Route, Improved Trip, Improved Unarmed Strike, Iron Will, Medusa’s Wrath, Mobility, Stunning Fist, Toughness, Weapon Focus (unarmed strike)

**Skills** Acrobatics +16 (+39 to jump), Climb +21, Perception +17, Stealth +16, Survival +14, Swim +10

**Languages** Common

**SQ** fast movement, high jump, ki pool (8 points cold iron, lawful, magic, silver), maneuver training, slow fall 50 ft., wholeness of body (11 hit points)

**Other Gear** bracers of armor +2, cloak of resistance +2, headband of inspired wisdom +2, shock amulet of mighty fists

### Notes

**Escape route:** An ally who also has this feat provokes no attacks of opportunity for moving through squares adjacent to you or within your space.

**Medusa's Wrath:** Whenever you use the full-attack action and make at least one unarmed strike, you can make two additional unarmed strikes at your highest base attack bonus. These bonus attacks must be made against a dazed, flat-footed, paralyzed, staggered, stunned, or unconscious foe.

**Wholeness of Body:** a monk can heal his own wounds as a standard action. He can heal a number of hit points of damage equal to his monk level (11)

**Ki points (8)**

Swift action to spend.

* Make one additional attack at his highest attack bonus when making a flurry of blows attack
* Increase his speed by 20 feet for 1 round
* Give self a +4 dodge bonus to AC for 1 round

**Stunned:** A stunned creature drops everything held, can’t take actions, takes a –2 penalty to AC, and loses its Dexterity bonus to AC (if any). Attackers receive a +4 bonus on attack rolls to perform combat maneuvers.

### 4-player Adjustment

Monks are sickened.

## B1. [Low] Lament of the Cyclopes

LE manifestation of Parveen (20-ft. radius around the center of the stone table) ; Caster Level 11th

**Notice** Perception DC 24 (to see the air shimmering above the ancient stone table)

**hp** 16;

**Trigger** proximity; Reset 1 minute

**Effect** The fearsome visage of a fanged woman with six red-

glowing eyes appears and emits a loud moan. At the same time, the stone walls in the area take on cyclops visages and echo that moan. The hollow eyes of the cyclopes begin to bleed, and the manifested images chant, “Faith is futile. All will fall just as great Ghol-Gan.” As the chanting reaches a crescendo:

**First round:** all creatures in the area of effect with an Intelligence of 3 of higher must succeed at a DC 16 Will save or suffer the effects of confusion for 8 rounds. This is a sonic, mind-affecting effect.

**Second round:** heavy stone legs break off of the large stone chairs, striking all living creatures within the area of effect. These fragments deal 3d6 points of bludgeoning damage plus 3d6+7 points of force damage. Each creature in the area can attempt a DC 19 Reflex saving throw for half damage.

## Emperor Cobras (2)

N Large animal  
**Init** +6; **Senses** low-light vision, scent; **Perception** +13

**DEFENSE**  
**AC** 18, **touch** 11, **flat** 16 (+2 Dex, +7 natural, –1 size)

**hp** 51 (6d8+24)  
**Fort** +9, **Ref** +7, **Will** +5

**OFFENSE**  
**Speed** 30 ft., climb 30 ft., swim 30 ft.  
**Melee** bite +10 (2d6+9 + poison DC 17 2 save 1d3 con 6rd)  
**Space** 10 ft.; Reach 10 ft.

**TACTICS**

**Before Combat** Come out after the manifestation begins. They attack on the round after the chair fragments strike.

**During Combat** Each cobra strikes at a different foe, preferring to target enemies that seem weak. They target characters suffering from the manifestation’s confusion effect or who seem particularly wounded first. If they kill or disable a creature, they drag it down the ravine and toward their burrow.

**Morale** The cobras see toward the temple’s entrance if reduced to 10 hp or lower.

**STATISTICS**

**Str** 22,**Dex** 15,**Con** 18,**Int** 1,**Wis** 17,**Cha** 2

**BAB** +4; **CMB** +11; **CMD** 23 (can’t be tripped)

**Feats** Feats Improved Initiative, Skill Focus (Stealth), Weapon Focus (bite)

**Skills** Acrobatics +10, Climb +14, Perception +13, Stealth +11, Swim +14; Racial Modi ers Acrobatics+8, +4 Perception, +4 Stealth

**SPECIAL ABILITIES**

**Poison** (Ex) Bite—injury; save Fort DC 17; frequency 1/round for 6 rounds; effect 1d3 Con; cure 2 consecutive saves.

### Notes

**Squeezing:** Each move into or through a narrow space counts as if it were 2 squares, and you take a –4 penalty on attack rolls and a –4 penalty to AC.

When a Large creature (which normally takes up 4 squares) squeezes into a space that’s 1 square wide, the creature’s miniature figure occupies 2 squares, centered on the line between the 2 squares. For a bigger creature, center the creature likewise in the area it squeezes into.

### Manifestation Rules

**ID:** DC 23 religion to recognize destroy it (stop Parveen?).

**Activation:** surprise round like haunt (init 10)

**Damaging it:** Like Haunt; holy water 2d4 / positive energy (no will save).

**Present holy symbol:** If within 10’ of manifestation area and invoke name, pass a DC 16 Charisma check to:

* Delay the effects of the manifestation for 1d4 rounds.
* Success by 10 or more delays the manifestation’s effects for 1d4 rounds and causes it 1 point of damage for each point by which the Charisma check result exceeded the manifestation’s DC.

### 4-player Adjustment

The emperor cobras enter the fray on the same round that the chairs fragment and strike at all living creatures. This subjects the cobras to the manifestation’s damage and forces them to recoil in surprise for 1 round before attacking.

## B1. [High] Lament of the Cyclopes

LE manifestation of Parveen (20-ft. radius around the center of the stone table)

Caster Level 13th

**Notice** Perception DC 24 (to see the air shimmering above the ancient stone table)

**hp** 20; **Trigger** proximity; **Reset** 1 minute

**Effect** The fearsome visage of a fanged woman with six red- glowing eyes appears and emits a loud moan. At the same time, the stone walls in the area take on cyclops visages and echo that moan. The hollow eyes of the cyclopes begin to bleed, and the manifested images chant, “Faith is futile. All will fall just as great Ghol-Gan.” As the chanting reaches a crescendo:

**First round:** all creatures in the area of effect with an Intelligence of 3 of higher must succeed at a DC 20 Will save or suffer the effects of a symbol of stunning for 1d6 rounds. This is a sonic, mind-affecting effect.

**Second Round:** several heavy stone legs break off of the large stone chairs, striking all living creatures within the area of effect. These fragments deal 6d6 points of bludgeoning damage plus 3d6+7 points of force damage. Each creature in the area can attempt a DC 23 Reflex for half damage.

## Giant Anaconda

N Gargantuan animal  
**Init** +6; **Senses** low-light vision, scent; **Perception** +22

**DEFENSE**  
**AC** 25, **touch** 9, **flat** 22 (+2 Dex, +1 dodge, +16 natural, –4 size)  
**hp** 126 (12d8+72)  
**Fort** +14, **Ref** +10, **Will** +5

**OFFENSE**  
Speed 20 ft., climb 20 ft., swim 20 ft.  
**Melee** bite +19 (4d6+19/19–20 plus grab +30)

*Power Attack:* +16 (4d6+28/19–20 plus grab +27)  
**Space** 20 ft.; Reach 20 ft.  
**Special Attacks** constrict (4d6+19)

**TACTICS**

**Before Combat** leaves its place squeezed beneath the table after the manifestation begins. It attacks on the round after the statue fragments strike the PCs.

**During Combat** If encountered beneath the table, the anaconda attempts to slither towards the entryway where it doesn’t have to squeeze in combat, attempting a bull rush or overrun any PC in its way. If that doesn’t work, or if the anaconda is encountered after the manifestation is triggered, it strikes at the nearest target and attempts to squeeze the life out of its potential meal using its constrict ability. It switches targets if it fails to successfully grab a foe or if its victim escapes from its coils.

**Morale** The anaconda Flees toward the temple’s entrance if reduced to 20 hp or lower.

**STATISTICS**

**Str** 36, **Dex** 14,**Con** 23, **Int** 1,**Wis** 13, **Cha** 2

**BAB** +9; **CMB** +26 (+30 grapple); **CMD** 39 (can’t be tripped)

**Feats** Dodge, Improved Critical (bite), Improved Initiative, Power Attack, Skill Focus (Perception), Weapon Focus (bite) Skills Climb +21, Perception +22, Swim +21

### Notes

**Squeezing:** Each move into or through a narrow space counts as if it were 2 squares, and you take a –4 penalty on attack rolls and a –4 penalty to AC.

When a Large creature (which normally takes up 4 squares) squeezes into a space that’s 1 square wide, the creature’s miniature figure occupies 2 squares, centered on the line between the 2 squares. For a bigger creature, center the creature likewise in the area it squeezes into.

**Stunned:** A stunned creature drops everything held, can’t take actions, takes a –2 penalty to AC, and loses its Dexterity bonus to AC (if any). Attackers receive a +4 bonus on attack rolls to perform combat maneuvers against a stunned opponent.

### Manifestation Rules

**ID:** DC 25 religion to recognize destroy it (stop Parveen?).

**Activation:** surprise round like haunt (init 10)

**Damaging it:** Like Haunt; holy water 2d4 / positive energy (no will save).

**Present holy symbol:** If within 10’ of manifestation area and invoke name, pass a DC 16 Charisma check to:

* Delay the effects of the manifestation for 1d4 rounds.
* Success by 10 or more delays the manifestation’s effects for 1d4 rounds and causes it 1 point of damage for each point by which the Charisma check result exceeded the manifestation’s DC.

### 4-Player Adjustment

The giant anaconda enters the combat on the same round that the chairs fragment and strike at all living things. This subjects it to the manifestation’s damage. It makes its initial attack against one of the stone chairs before realizing that the PCs make better targets.

## B2. [Low] Wounded Upasundas (2)

LE Medium outsider (asura, evil, extraplanar, lawful)  
**Init** +7; **Senses** all-around vision, darkvision 60 ft.; **Perception** +23  
**Aura** elusive (50 ft.)

**DEFENSE**  
**AC** 24, **touch** 21, **flat** 16 (+7 Dex, +1 dodge, +3 insight, +3 natural)

**HP** 114 each; currently 57 each

**regeneration** 5 (good weapons, good spells)

**Fort** +12, **Ref** +11, **Will** +15  
**Defensive Abilities** improved evasion;

**DR** 10/good;

**Immune** curse effects, disease, flanking, poison;

**Resist** acid 10, electricity 10;

**SR** 20

**OFFENSE**

**Speed** 50 ft.  
**Melee**

mwk longsword +19/+14/+9 (1d8+6/19–20), mwk spear +19 (1d8+9/x3), mwk kukri +19 (1d4+6/18–20), 2 slams +13 (1d4+3) or

6 slams +18 (1d4+6)

**Special Attacks** infused weapons, multiweapon mastery **Spell-Like Abiliti**es (CL 9th; concentration +13)

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

**3/day**—deeper darkness, levitate, rainbow pattern (DC 18) 1/day—haste, hold monster (DC 19), summon (level 4, 2

adhukaits 45% or 1 upasunda 20%)

**TACTICS**

**During Combat** First to act casts *hold monster* on nearest PC. The other uses Spring Attack to strike and fall back near its ally, seeking to avoid exchanging full attacks  
until its regeneration has healed some of its wounds. Both upasundas become much more confident if their regeneration brings them above 80 hit points, at which point they stop using Spring Attack and instead focus on making as many full attacks as possible until they slay their foes.

**Morale** The upasundas fight to the death.

**STATISTICS**

**Str** 22, **Dex** 24, **Con** 19, **Int** 15, **Wis** 24, **Cha** 19

**BAB** +12; **CMB** +18 (+20 grapple); **CMD** 39 (41 vs. grapple)

**Feats** Cleave, Combat Reflexes, Deflect Arrows, Dodge, Great Cleave, Improved Grapple, Mobility, Power Attack, Spring Attack

**Skills** Acrobatics +19 (+27 when jumping), Bluff +16, Diplomacy +13, Escape Artist +25, Intimidate +16,

Knowledge (arcana) +8, Knowledge (planes) +14, Perception +23, Perform (dance) +16, Sense Motive +19, Stealth +19; Racial Modi ers +8 Acrobatics when jumping, +6 Escape Artist, +4 Perception

**Languages** Common, Infernal; telepathy 100 ft.

**SPECIAL ABILITIES**

**Infused Weapons** (Su) In addition to being evil and lawful, weapons an upasunda wields are considered to be magic for the purpose of overcoming damage reduction.

**Multiweapon Mastery** (Ex) An upasunda takes no penalties when fighting with multiple weapons.

### Notes

**Hold Monster:** 9 rds will negates

**Spring Attack:** as a full-round action, you can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

**Levitate:** 20’ up/down as move, each attack cumulative -1 penalty to max -5.

**Rainbow Pattern:** 20-ft.-radius spread; 9 rds + concentration; fascinates a maximum of 24 HD of creatures. Creatures with the fewest HD are affected first

**Deeper Darkness:**  60-foot radius and the light level is lowered by two steps; blocks darkvision

**Haste:** +1 attack, dodge, 1 extra attack at full BAB when full-rounding. +30’ all movement. counters slow.

### Special

If fight lasts more than 9 rounds, agents join. Use stats for possessed agents.

### 4-Player Adjustment

The upasundas have already used their haste and summon spell-like abilities prior to the PCs’ arrival.

## B2. [High] Upasundas (3)

LE Medium outsider (asura, evil, extraplanar, lawful)  
**Init** +7; **Senses** all-around vision, darkvision 60 ft.; **Perception** +23  
**Aura** elusive (50 ft.)

**DEFENSE**  
**AC** 24, **touch** 21, **flat** 16 (+7 Dex, +1 dodge, +3 insight, +3 natural)

**HP** 114 each

**regeneration** 5 (good weapons, good spells)

**Fort** +12, **Ref** +11, **Will** +15  
**Defensive Abilities** improved evasion;

**DR** 10/good;

**Immune** curse effects, disease, flanking, poison;

**Resist** acid 10, electricity 10;

**SR** 20

**OFFENSE**

**Speed** 50 ft.  
**Melee**

mwk longsword +19/+14/+9 (1d8+6/19–20), mwk spear +19 (1d8+9/x3), mwk kukri +19 (1d4+6/18–20), 2 slams +13 (1d4+3) or

6 slams +18 (1d4+6)

**Special Attacks** infused weapons, multiweapon mastery **Spell-Like Abiliti**es (CL 9th; concentration +13)

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

**3/day**—deeper darkness, levitate, rainbow pattern (DC 18) 1/day—haste, hold monster (DC 19), summon (level 4, 2

adhukaits 45% or 1 upasunda 20%)

**TACTICS**

**TACTICS**

**During Combat** Flush with their victories up to this point, each upasunda seeks to engage a separate foe, confident that these mortals pose no threat. If they have trouble engaging a mobile character in melee, they cast *hold monster* to lock their chosen target in place.

**Morale** The upasundas ght to the death.

**STATISTICS**

**Str** 22, **Dex** 24, **Con** 19, **Int** 15, **Wis** 24, **Cha** 19

**BAB** +12; **CMB** +18 (+20 grapple); **CMD** 39 (41 vs. grapple)

**Feats** Cleave, Combat Reflexes, Deflect Arrows, Dodge, Great Cleave, Improved Grapple, Mobility, Power Attack, Spring Attack

**Skills** Acrobatics +19 (+27 when jumping), Bluff +16, Diplomacy +13, Escape Artist +25, Intimidate +16, Knowledge (arcana) +8, Knowledge (planes) +14, Perception +23, Perform (dance) +16, Sense Motive +19,

Stealth +19; Racial Modi ers +8 Acrobatics when jumping, +6 Escape Artist, +4 Perception

**Languages** Common, Infernal; telepathy 100 ft.

**SPECIAL ABILITIES**

**Infused Weapons** (Su) In addition to being evil and lawful, weapons an upasunda wields are considered to be magic for the purpose of overcoming damage reduction.

**Multiweapon Mastery** (Ex) An upasunda takes no penalties when fighting with multiple weapons.

### Notes

**Hold Monster:** 9 rds will negates

**Spring Attack:** as a full-round action, you can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

**Levitate:** 20’ up/down as move, each attack cumulative -1 penalty to max -5.

**Rainbow Pattern:** 20-ft.-radius spread; 9 rds + concentration; fascinates a maximum of 24 HD of creatures. Creatures with the fewest HD are affected first

**Deeper Darkness:**  60-foot radius and the light level is lowered by two steps; blocks darkvision

**Haste:** creatures less than 30’ apart+1 attack, dodge, 1 extra attack at full BAB when full-rounding. +30’ all movement. counters slow.

### Special

If fight lasts more than 9 rounds, agents join. Use stats for possessed agents.

### 4-Player Adjustment

The Consortium agents killed one of the asuras with a scroll of holy smite before they were forced to retreat. As such, the PCs have to face only three upasundas, rather than four.

## C3. [Low] Possessed Agents (4)

Human fighter 7  
CE Medium humanoid (human)  
**Init** +6; **Senses** darkvision 60 ft.; Perception +7

**DEFENSE**  
**AC** 21, **touch** 14, **flat** 18 (+7 armor, +1 de ection, +2 Dex, +1 dodge)  
**hp** 81 (7d10+38)  
**Fort** +10, **Ref** +5, **Will** +5; +2 vs. fear  
**DR** 5/good; **Resist** acid 10, electricity 10; **SR** 18

**OFFENSE**  
Speed 30 ft.  
**Melee** +1 heavy pick +13/+8 (1d6+8/×4)

Power Att: +1 heavy pick +11/+12 (1d6+8/×4)

**Ranged** composite longbow +9/+4 (1d8+3/×3)

**Special Attacks** weapon training (axes +1)

**Spell-Like Abilities** (CL 11th; concentration +12)

**3/day**—levitate, spider climb

**1/day**—blade barrier (DC 17), hold monster (DC 16)

**TACTICS**

**During Combat** Use Power Attack. Vital Strike when not full attacking. Hold monster vs dangerous PCs. 30 + points of damage, levitate to range. 1 blade barrier at a time total.

**Morale** Fight to the death.

**STATISTICS**  
**Str** 17, **Dex** 14, **Con** 14, **Int** 7, **Wis** 10, **Cha** 13

**BAB** +7; **CMB** +10; **CMD** 24

**Feats** Dodge, Great Fortitude, Improved Initiative, Iron Will, Power Attack, Toughness, Vital Strike, Weapon Focus (heavy pick), Weapon Specialization (heavy pick)

**Skills** Appraise +2, Intimidate +8, Perception +7

### Notes

**Bade Barrier:** vertical curtain of whirling blades shaped of pure force (wall 20' 220' long or ring up to 25' radius) Passing 11d6 points of damage, Reflex half. If evoke in space of creature can save for no damage and ens on side of choice.

**Hold Monster:** 11 rds will negates

**Levitate:** 20’ up/down as move, each melee attack cumulative -1 penalty to max -5.

**Haste:** creatures less than 30’ apart+1 attack, dodge, 1 extra attack at full BAB when full-rounding. +30’ all movement. counters slow.

**Vital Strike:** standard; roll weapon damage dice twice

## Field-Touched Grippli (up to 6)

Grippli medium 5

N Small humanoid (grippli)  
**Init** +0; **Senses** darkvision 60 ft.; Perception +2  
**Aura** unholy aura (DC 22 / SR 25 vs good)

**DEFENSE**  
**AC** 20, **touch** 15, **flat** 20 (+5 armor, +4 de ection, +1 size)

**hp** 41 (5d8+15)  
**Fort** +6, Ref +7, Will +10

**Weaknesses** protection from evil vulnerability

**OFFENSE**  
**Speed** 30 ft. (20 ft. in armor), **climb** 20 ft. (15 ft. in armor) **Melee** mwk spear +6 (1d6+1/×3)  
**Ranged** bolas +4 (1d3+1 nonlethal 10’ range trip +3) or

sling +4 (1d3+1)

**TACTICS**  
**During Combat** Engage obvious worshipers of good-aligned gods, hoping to drain strength. Otherwise, assist the agents by flanking or trippin with bolas.

**Morale** Under Parveen’s control, fight to the death.

**STATISTICS**  
**Str** 12, **Dex** 11, **Con** 12, **Int** 10, **Wis** 15, **Cha** 16  
**BAB** +3; **CMB** +3; **CMD** 17  
**Feats** Exotic Weapon Proficiency (bolas), Lightning Reflexes,

Toughness  
**Skills** Climb +7, Heal +10, Knowledge (planes) +8, Knowledge (religion) +8, Spellcraft +8, Stealth +2 (+6 in marshes and forested areas)  
**Combat Gear** potion of cure moderate wounds, potion of lesser restoration (2)

**SPECIAL ABILITIES**  
**Protection from Evil Vulnerability:** Protection from evil & similar effects do not drive Parveen’s influence away, but allow the grippli to struggle for control. Such effects stun the end-keeper for 1 round, then Parveen reasserts influence.

**Unholy Aura:**

* SR 25 against good spells / spells cast by good
* protects the subjects from possession and mental influence
* if a good creature succeeds on a melee attack against a warded creature, take 1d6 points of Strength damage (fort 22 negates).

### 4-Player Adjustment

Three agents instead of four; possessed gripplis gain the staggered condition (single move / standard only )while under influence.

## C3. [High] Possessed Agents (4)

Human fighter 10; CE Medium humanoid (human)  
**Init** +6; **Senses** darkvision 60 ft.; Perception +10

**DEFENSE**  
**AC** 22, **touch** 14, **flat** 19 (+7 armor, +1 de ection, +2 Dex, +1 dodge, +1 natural)  
**hp** 119 (10d10+40+20)  
**Fort** +12, **Ref** +8, **Will** +7; +3 vs. fear  
**DR** 10/good; **Resist** acid 10, electricity 10; **SR** 21

**OFFENSE**  
**Speed** 30 ft.  
**Melee** +1 heavy pick +19/+14 (1d6+11/×4)

Power att: +16/+11 (1d6+20 / x4)

**Ranged** composite longbow +13/+8 (1d8+5/×3)

**Special Attacks** weapon training (axes +2, bows +1)

**Spell-Like Abilities** (CL 11th; concentration +12)

**3/day**—greater dispel magic, hold monster (DC 16), levitate, spider climb

**1/day**—blade barrier (DC 17), haste

**TACTICS**

**During Combat** Use Power Attack. Vital Strike when not full attacking. Hold monster vs dangerous PCs. 30 + points of damage, levitate to range. 1 blade barrier at a time total.

**Morale** Fight to the death.

**STATISTICS**

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

**BAB** +10; **CMB** +14; **CMD** 28

**Feats** Dodge, Great Fortitude, Greater Weapon Focus (heavy pick), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Quick Draw, Toughness, Vital Strike, Weapon Focus (heavy pick), Weapon Specialization (heavy pick)

**Skills** Appraise +4, Intimidate +9, Perception +10

### Notes

**Bade Barrier:** vertical curtain of whirling blades shaped of pure force (wall 20' 220' long or ring up to 25' radius) Passing 11d6 points of damage, Reflex half. If evoke in space of creature can save for no damage and ens on side of choice.

**Hold Monster:** 11 rds will negates

**Levitate:** 20’ up/down as move, each melee attack cumulative -1 penalty to max -5.

**Greater Dispel:** can dispel 2 spells on target or 20’ burst all creatures 1 spell; dispel check is 1d20+11 vs DC of 11 + the spell's highest caster level, on down. Fighter, so can’t target specific spells / counterspell.

**Vital Strike:** standard; roll weapon damage dice twice

## Fiend-Touched Gripplis (up to 6)

Grippli medium 8

N Small humanoid (grippli)  
**Init** +0; **Senses** darkvision 60 ft.; **Perception** +3  
**Aura** unholy aura (DC 22 / SR 25 vs good)

**DEFENSE**  
**AC** 20, **touch** 15, **flat** 20 (+5 armor, +4 de ection, +1 size)

**hp** 63 (8d8+24)  
**Fort** +7, **Ref** +8, **Will** +13  
**Weaknesses** protection from evil vulnerability

**OFFENSE**

**Speed** 30 ft. (20 ft. in armor), climb 20 ft.

**Melee** mwk spear +9/+4 (1d6+1/×3)

**Ranged** bolas +7 (1d3+1 nonlethal 10’ trip+6) or sling +7 (1d3+1)

**TACTICS**  
**During Combat** Engage obvious worshipers of good gods, hoping to drain strength. Otherwise, assist the agents by flanking or tripping with bolas.

**Morale** Under Parveen’s control, fight to the death.

**STATISTICS**

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

**BAB** +6; **CMB** +6; **CMD** 20

**Feats** Exotic Weapon Pro ciency (bolas), Improved Initiative,

Lightning Re exes, Toughness

**Skills** Climb +7, Heal +14, Knowledge (planes) +11, Knowledge (religion) +11, Spellcraft +11, Stealth +2

**Combat Gear** dust of disappearance, pot cure serious wounds, pot lesser restoration, pot of protection from fire;

**SPECIAL ABILITIES**

**Protection from Evil Vulnerability:** Protection from evil & similar effects do not drive Parveen’s influence away, but allow the grippli to struggle for control. Such effects stun the end-keeper for 1 round, then Parveen reasserts influence.

**Unholy Aura:**

* SR 25 against good spells / spells cast by good
* protects the subjects from possession and mental influence
* if a good creature succeeds on a melee attack against a warded creature, take 1d6 points of Strength damage (fort 22 negates).

### 4-Player Adjustment

Remove one possessed agent from the encounter.