

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 possible, 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 Reflexes, Deft 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 or 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 Modifiers 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 or 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 Abilities (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 Modifiers +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 Abilities (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 adhukai 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 Modifiers +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 deflection, +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 Gripli (up to 6)

Gripli medium 5

N Small humanoid (gripli)

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 deflection, +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 gripli 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 griplis 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 deflection, +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/x4)

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

Ranged composite longbow +13/+8 (1d8+5/x3)

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 Griplis (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 deflection, +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/x3)

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 Proficiency (bolas), Improved Initiative, Lightning Reflexes, 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.