

Ilchok (low)

Male doppelganger ranger (urban ranger) 1

NE Medium monstrous humanoid (shapechanger)

Init +2; **Senses** darkvision 60 ft.; **Perception** +9

DEFENSE

AC 17, **touch** 13, **flat** 14 (+2 Dex, +1 dodge, +4 natural)

hp 39 (5d10+11)

Fort +7, **Ref** +8, **Will** +5

Immune charm, sleep

OFFENSE

Speed 30 ft.

Melee 2 claws +9 (1d8+4)

Power Att: 2 claws +7 (1d8+8)

Power Att + Human: 2 claws +9 (1d8+10)

Special Attacks favored enemy (humans +2)

Spell-Like Abilities (CL 18th; concentration +21)

At will—detect thoughts (DC 15)

TACTICS

During Combat Ilchok attacks humans first, using Power

Attack to increase his damage. If his attacks consistently fail, he stops using Power Attack.

Morale Ilchok drinks his potion of invisibility and attempts to flee if brought below 15 hit points, cursing the PCs and warning them that the Ghostknives will destroy them and their allies..

STATISTICS

Str 18, **Dex** 15, **Con** 14, **Int** 17, **Wis** 12, **Cha** 17

BAB +5; **CMB** +9; **CMD** 22

Feats Dodge, Great Fortitude, Power Attack

Skills Bluff +12 (+16 while using change shape), Climb +9, Diplomacy +8, Disguise +12 (+32 while using change shape), Intimidate +11, Perception +9, Sense Motive +6, Stealth +10; Racial Modifiers +4 Bluff, +4 Bluff while using change shape, +4 Disguise, +20 Disguise while using change shape

Languages Common, Dwarven, Elven, Halfling

SQ change shape (alter self), mimicry, perfect copy, rapid reversion, track +1, wild empathy +4

Combat Gear potion of invisibility, dark reaver powder;

Other Gear pearl earring (worth 40 gp), 10 gp

Ilchok (high)

Male doppelganger ranger (urban ranger) 4

NE Medium monstrous humanoid (shapechanger)

Init +4 (+6); **Senses** darkvision 60 ft.; **Perception** +14 (+16)

DEFENSE

AC 21, **touch** 13, **flat** 18 (+4 arm, +2 Dex, +1 dodge, +4 nat)

hp 74 (8d10+28)

Fort +10, **Ref** +10, **Will** +6

Immune charm, sleep

OFFENSE

Speed 30 ft.

Melee 2 claws +12 (1d8+4)

Power Att: 2 claws +9 (1d8+10)

Power Att + Fang: claw +10 (1d8+11),
claw +9 (1d8+10)

Power Att, Fang, Human: claw +12 (1d8+13),
claw +1 (1d8+12)

Special Attacks combat style (natural weapon, favored enemy (humans +2))

Spell-Like Abilities (CL 18th; concentration +22)

At will—detect thoughts (DC 16)

Ranger Spells Prepared (CL 1st; concentration +2)

1st—magic fang

TACTICS

Before Combat When Ilchok notices that PCs are investigating his murders, either through overhearing their questions or through what he uncovers with detect thoughts, he drinks his potion of mage armor. If the PCs find him in area D4 and he is no longer in disguise, he casts magic fang on one of his claws.

During Combat Ilchok attacks humans first, using Power Attack and Rending Claws to increase his damage. If his attacks consistently fail, he stops using Power Attack. If attacking lightly armored foes, Ilchok uses Bloody Assault.

Morale Ilchok drinks his potion of invisibility and attempts to flee if brought below 25 hit points.

Base Statistics Without mage armor, Ilchok's statistics are **AC** 17, **touch** 13, **flat** 14.

STATISTICS

Str 18, **Dex** 15, **Con** 16, **Int** 17, **Wis** 12, **Cha** 18

BAB +8; **CMB** +12; **CMD** 25

Feats Bloody Assault, Rending Claws, Dodge, Great Fortitude, Power Attack

Skills Bluff +16 (+20 while using change shape), Climb +15,

Diplomacy +12, Disguise +16 (+36 while using change shape), Intimidate +15, Perception +14, (16) Sense Motive +9, Stealth +15 (17), Survival +3(5); **Racial Modifiers** +4 Bluff, +4 Bluff while using change shape, +4 Disguise, +20 Disguise while using change shape

Languages Common, Dwarven, Elven, Halfling

SQ change shape (alter self), favored community (Daggermark +2), hunter's bond (companions), mimicry, perfect copy, rapid reversion, track +2, trapfinding +2, wild empathy +8

Combat Gear potion of invisibility, potion of mage armor, dark reaver powder (2); **Other Gear** belt of mighty constitution +2, pearl earring (worth 40 gp), 10 gp

SPECIAL ABILITIES

Rapid Reversion (Su) Ilchok can revert to his true form as a swift action. However, doing so temporarily suppresses his ability to take alternate forms, preventing him from using his change shape ability for 10 minutes.

NOTES

Rending Claws: If you hit a creature with two claw attacks in the same turn, the second claw attack deals an additional 1d6 points of damage. This damage is precision damage and is not multiplied on a critical hit. You can use this feat once per round.

Bloody Assault: You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to inflict 1d4 points of bleed damage with your weapon melee attacks, in addition to the normal damage dealt by the weapon. A creature continues to take bleed damage every round at the start of its turn. Bleed damage can be stopped by a DC 15 Heal check or through any magical healing. Bleed damage from this feat does not stack with itself. You must choose to use this feat before making the attack roll, and its effects last until your next turn (although the bleeding lasts until healed, as normal).

Favored Community: Select a permanent, stationary settlement. While in that settlement, you gain a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival checks, as per the ranger's favored terrain class feature. If you already have that class feature and apply its bonuses in your favored community, increase the bonus provided by favored terrain by 2. The bonuses from this feat do not stack with other effects that provide or augment favored terrain bonuses, such as boots of friendly terrain. (noted in parenthesis)

4-Player Adjustment

Ilchok is Sickened.

D1. Violet Fungus (1 low 3 high)

N Medium plant

Init -1; **Senses** low-light vision; **Perception** +0

DEFENSE

AC 15, **touch** 9, **flat** 15 (-1 Dex, +6 natural)

hp 30 (4d8+12)

Fort +7, **Ref** +0, **Will** +1

Immune plant traits

OFFENSE

Speed 10 ft.

Melee 4 tentacles +4 (1d4+1 plus rot DC 15 or 1d4 str 1d4 con damage)

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

STATISTICS

Str 12, **Dex** 8, **Con** 16, **Int** -, **Wis** 11, **Cha** 9

BAB +3; **CMB** +4; **CMD** 13

SPECIAL ABILITIES

Rot (Ex) A creature struck by a violet fungus's tentacle must succeed at a DC 15 Fortitude save or the flesh around the point of contact swiftly begins to rot away, exposing raw bone with shocking swiftness. This hideous affliction causes 1d4 points of Strength damage and 1d4 points of Constitution damage. This is a poison effect. The save DC is Constitution-based.

Pit Trap (low)

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

EFFECTS

Trigger location; Reset manual

Effect 20-ft.-deep pit (2d6 falling damage); Reflex DC 20 avoids; multiple targets (all targets in a 10-ft.-square area)

Pit Trap (high)

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; Reset manual

Effect 30-ft.-deep pit (3d6 falling damage); Reflex DC 20 avoids; multiple targets (all targets in a 10-ft.-square area)

Hazard

Any creature who enters an obscured square or the water adjacent to an obscured square must succeed at a DC 10 Reflex save (DC 14 in Subtier 4-5) or be swept away, falling prone and moving 20 feet toward the collection chamber.

4-player

The PCs spot the fungi automatically, and the fungi are staggered for 1d4+1 rounds when combat begins. Decrease the depth of the pit by 10 feet, reducing the damage those who fall into it take by 1d6.

D2. Ghostknife Catspaws (4)

Cutpurse

Human rogue 1

NE Medium humanoid (human)

Init +7; **Senses** Perception +3

DEFENSE

AC 16, **touch** 13, **flat** 13 (+3 armor, +3 Dex)

hp 10 (1d8+2)

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

OFFENSE

Speed 30 ft.

Melee short sword +3 (1d6+2/19-20)

Ranged dagger +3 (1d4+2/19-20)

Special Attacks sneak attack +1d6

STATISTICS

Str 14, **Dex** 17, **Con** 13, **Int** 10, **Wis** 8, **Cha** 12

BAB +0; **CMB** +2; **CMD** 15

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +7, Climb +6, Disable Device +7, Escape

Artist +7, Knowledge (local) +4, Perception +3, Sleight of

Hand +7, Stealth +7, Swim +6

Languages Common

SQ trapfinding +1

Combat Gear potion of cure light wounds, acid (2),

smokestick, tanglefoot bag; **Other Gear** mwk studded

leather, daggers (5), short sword, thieves' tools, 25 gp

4-Player

Remove 1 Ghostknife.

D2. Ghostknife Snipers (4)

Skilled sniper (Pathfinder RPG NPC Codex 145)

Half-elf rogue 3

CN Medium humanoid (elf, human)

Init +3; **Senses** low-light vision; **Perception** +11

DEFENSE

AC 16, **touch** 13, **flat** 13 (+3 armor, +3 Dex)

hp 23 (3d8+6)

Fort +3, **Ref** +6, **Will** +1; +2 vs. enchantments

Defensive Abilities evasion, trap sense +1; Immune sleep

OFFENSE

Speed 30 ft.

Melee rapier +3 (1d6+1/18-20)

Ranged mwk composite longbow +6 (1d8+1/×3)

PointBlank: +7 (1d8+2/×3)

Special Attacks sneak attack +2d6

STATISTICS

Str 12, **Dex** 17, **Con** 14, **Int** 13, **Wis** 10, **Cha** 8

BAB +2; **CMB** +3; **CMD** 16

Feats Point-Blank Shot, Precise Shot, Skill Focus (Perception)

Skills Acrobatics +9, Climb +7, Disguise +5, Escape Artist +9,

Perception +11, Perform (wind) +5, Ride +6, Stealth +9,

Survival +3, Swim +7

Languages Common, Dwarven, Elven

SQ elf blood, rogue talents (surprise attack), trapfinding +1

Combat Gear oil of magic weapon (2), potion of cure

moderate wounds, potion of invisibility, sleep arrow;

Other Gear mwk studded leather, mwk composite

longbow with 20 arrows, rapier, 73 gp

NOTES

Sleep Arrow: This +1 arrow is painted white and has white fletching. If it strikes a foe so that it would normally deal damage, it instead bursts into magical energy that deals nonlethal damage (the same amount as it would deal lethal damage) and forces the target to make a successful **DC 11 Will** save or fall asleep.

4-Player

Remove 1 Ghostknife.

D5. Cladara (low)

Female half-elf alchemist 2/rogue 2 (Pathfinder RPG
Advanced Player's Guide 26)

NE Medium humanoid (elf, human)

Init +2; **Senses** low-light vision; **Perception** +10

DEFENSE

AC 18, **touch** 12, **flat** 16 (+4 armor, +2 Dex, +2 natural)

hp 35 (4d8+12)

Fort +5, **Ref** +8, **Will** +1; +2 vs. enchantments, +2 vs. poison

Defensive Abilities evasion; Immune sleep

OFFENSE

Speed 30 ft.

Melee dagger +4 (1d4+2/19-20) or rapier +4 (1d6+2/18-20)

Ranged bomb +5 (1d6+3 fire) or

smoke bomb +5 (1d6+3 fire and smoke) or

stink bomb +5 (1d6+3 fire and stench)

Special Attacks bomb 6/day (1d6+3 fire, DC 14), sneak
attack +1d6

Alchemist Extracts Prepared (CL 3rd; concentration +6)

1st–bomber's eye, cure light wounds, true strike

TACTICS

Before Combat Cladara drinks her mutagen, improving her Constitution at the expense of her Charisma. She applies her violet venom to her rapier, using her lasting poison trick to get two uses out of the dose. She drinks her elixir of hiding and hides behind the western table.

During Combat Cladara uses a surprise round to throw a bomb at a group of PCs within 30 feet. She then throws a stink bomb before using a smoke bomb to provide concealment for herself, hiding in the smoke to snipe with her bombs or strike adjacent enemies with her poisoned rapier. If she misses often, she hides in the smoke and drinks her bomber's eye or true strike extracts to hit ranged or melee combatants, respectively.

Morale Cladara fights to the death.

Base Statistics without her elixir of hiding and her mutagen, Cladara's statistics are **AC** 16, **touch** 12, **flat** 14; **hp** 23;

Fort +3; **Con** 10, **Cha** 8; **Skills** Bluff +4, Stealth +11

STATISTICS

Str 15, **Dex** 14, **Con** 14, **Int** 16, **Wis** 12, **Cha** 6

BAB +3; **CMB** +5; **CMD** 17

Feats Blind-Fight, Brew Potion, Extra Discovery (Stealth),
Throw Anything, Skill Focus

Skills Acrobatics +8, Bluff +3, Craft (alchemy) +10 (+12 to
create alchemical items), Disable Device +11, Escape
Artist +8, Knowledge (arcana) +8, Knowledge
(dungeoneering) +8, Knowledge (local) +8, Perception

+10, Sleight of Hand +8, Stealth +21; Racial Modifiers +2
Perception

Languages Common, Dwarven, Elven, Gnome, Halfling
SQ alchemy (alchemy crafting +2), discoveries (smoke bomb,
stink bomb), elf blood, mutagen (+4/-2, +2 natural
armor, 20 minutes), poison use, rogue talent (lasting
poison APG), trapfinding +1

Combat Gear elixir of hiding, violet venom B1; Other Gear
mwk chain shirt, dagger, rapier, formula book, mwk
thieves' tools

Ghostknife Catspaws (2)

Init +7; **Senses** Perception +3

DEFENSE

AC 16, **touch** 13, **flat** 13 (+3 armor, +3 Dex)

hp 10 (1d8+2)

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

OFFENSE

Speed 30 ft.

Melee short sword +3 (1d6+2/19-20)

Ranged dagger +3 (1d4+2/19-20)

Special Attacks sneak attack +1d6

STATISTICS

Str 14, **Dex** 17, **Con** 13, **Int** 10, **Wis** 8, **Cha** 12

BAB +0; **CMB** +2; **CMD** 15

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +7, Climb +6, Disable Device +7, Escape
Artist +7, Knowledge (local) +4, Perception +3, Sleight of
Hand +7, Stealth +7, Swim +6

Languages Common

SQ trapfinding +1

Combat Gear potion of cure light wounds, acid (2),
smokestick, tanglefoot bag; **Other Gear** mwk studded
leather, daggers (5), short sword, thieves' tools, 25 gp

4-Player

Cladara has not brewed another mutagen and has already
used her elixir of hiding—use her base statistics. Additionally,
she has used up two of her bombs.

D5. Cladara (High)

Female half-elf alchemist 4/rogue 3

NE Medium humanoid (elf, human)

Init +2; **Senses** low-light vision; **Perception** +13

DEFENSE

AC 23, **touch** 12, **flat** 21 (+5 arm, +2 Dex, +2 nat, +4 shield)

hp 68 (7d8+30)

Fort +7, **Ref** +9, **Will** +5; +2 vs. enchantments, +2 vs. poison

Defensive Abilities evasion, trap sense +1; Immune sleep

OFFENSE

Speed 30 ft.

Melee +1 rapier +8 (1d6+3/18-20) or

dagger +7 (1d4+2/19-20)

Ranged bomb +8 (2d6+3 fire) or

smoke bomb +8 (2d6+3 fire and smoke) or

stink bomb +8 (2d6+3 fire and stench)

Special Attacks bomb 8/day (2d6+3 fire, DC 15), sneak attack +2d6

Alchemist Extracts Prepared (CL 4th; concentration +7)

2nd—eagle's splendor, false life

1st—bomber's eye, cure light wounds, shield, true strike

TACTICS

Before Combat Cladara drinks her mutagen. She uses her concentrate poison discovery to apply 2 doses of Large scorpion venom to her dagger, then applies her violet venom to her +1 rapier, using her lasting poison trick to get two uses out of the dose. She drinks her false life and shield extracts, then drinks her elixir of hiding and hides behind the western table, hoping to get a surprise round when the PCs enter. While hiding, she drinks a true strike extract just before the surprise round.

During Combat Surprise round poisoned dagger with Point-Blank Shot at a heavily-armored target within sneak attack range. Throws stink bomb then using a smoke bomb to provide concealment, hiding in the smoke to snipe with her bombs or strike adjacent enemies with her poisoned rapier. If she misses often, she hides in the smoke and drinks her bomber's eye or true strike extracts to hit ranged or melee combatants.

Morale Cladara cure light wounds below 30 HP.

STATISTICS

Str 15, **Dex** 14, **Con** 14, **Int** 16, **Wis** 12, **Cha** 6

BAB +5; **CMB** +8; **CMD** 20

Feats Blind-Fight, Brew Potion, Extra Discovery, Iron Will, PointBlank Shot, Skill Focus (Stealth), Throw Anything

Skills Acrobatics +11, Bluff +4, Escape Artist +11,, Perception +14, Sleight of Hand +11, Stealth +24

Languages Common, Dwarven, Elven, Gnome, Halfling

SQ alchemy (alchemy crafting +4), discoveries (concentrate poison, smoke bomb, stink bomb), elf blood, mutagen (+4/-2, +2 natural armor, 50 minutes), poison use, rogue talent (lasting poison APG), swift alchemy, trapfinding +1

Combat Gear elixir of hiding, Large scorpion venom (2), violet venom B1

NOTES

Concentrated Large Scorpion Venom Type poison (injury); Save Fortitude DC 19 Frequency 1/round for 9 rounds Effect 1d2 Str damage; Cure 1 save

Violet Venom Type poison, contact; Save Fortitude DC 13; Frequency 1/minute for 6 minutes Effect 1d2 Str and Con damage; Cure 1 save

Lasting Poison: apply poison so it's effective for 2 attacks.

Bomber's insight: Increase range 10 feet. +1 insight bonus on attack rolls made with thrown weapons.

Sniping: If you've already successfully used Stealth at least 10 feet from your target, you can make one ranged attack and then immediately use Stealth again. You take a -20 penalty on your Stealth check to maintain your obscured location.

Blind Fight: Benefit: In melee, every time you miss because of concealment (see Combat), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee.

4-Player

Cladara has not brewed another mutagen and has already used her elixir of hiding—her statistics are **AC** 21, **touch** 12, **flat** 19; **hp** 54; **Fort** +5; **Con** 10, **Cha** 8; **Skills** Bluff +5, Stealth +14. She has used up four of her bombs.

Ghostknife Sniper (1)

DEFENSE

AC 16, **touch** 13, **flat** 13 (+3 armor, +3 Dex)

hp 23 (3d8+6)

Fort +3, **Ref** +6, **Will** +1; +2 vs. enchantments

Defensive Abilities evasion, trap sense +1; Immune sleep

OFFENSE

Speed 30 ft.

Melee rapier +3 (1d6+1/18-20)

Ranged mwk composite longbow +6 (1d8+1/×3)

Special Attacks sneak attack +2d6

STATISTICS

BAB +2; **CMB** +3; **CMD** 16

Feats Point-Blank Shot, Precise Shot

Skills Acrobatics +9, Perception +11, Stealth +9

Ghostknife Catspaws (2)

Init +7; **Senses** Perception +3

DEFENSE

AC 16, **touch** 13, **flat** 13 (+3 armor, +3 Dex)

hp 10 (1d8+2)

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

OFFENSE

Speed 30 ft.

Melee short sword +3 (1d6+2/19-20)

Ranged dagger +3 (1d4+2/19-20)

Special Attacks sneak attack +1d6

STATISTICS

BAB +0; **CMB** +2; **CMD** 15

Skills Acro. +7, Escape Art +7, Perception +3, Stealth +7