

A2. Great Hall (low)

Coral Golem (CR 9)

N Large construct

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

DEFENSE

AC 21, **touch** 9, **flat** 21 (+12 natural, -1 size)

hp 96 (12d10+30)

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

DR 10/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 claws +18 (1d6+10/19-20 plus bleed)

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

Special Attacks bleed (1d6)

STATISTICS

Str 24, **Dex** 11, **Con** –, **Int** –, **Wis** 11, **Cha** 1

BAB +12; **CMB** +20; **CMD** 30

Feats Improved Critical (claw)

SQ aquatic reconstruction, powerful blows (slam)

SPECIAL ABILITIES

Aquatic Reconstruction (Ex) When it's touching a body of saltwater \geq than its own size, it gains fast healing 5.

Immunity to Magic (Ex) A coral golem is Immune to any spell or spell-like ability that allows SR. Certain spells and effects function differently:

- Any spell with the water descriptor heals a coral golem 1d6 points of damage per level of the caster (maximum 10d6).
- Transmute rock to mud slows (as the spell) for 1d6 rounds (no save).
- Transmute mud to rock increases the golem's bleed damage to 2d6 for 3 rounds.
- Soften earth and stone causes a coral golem to lose its damage reduction for 3 rounds.

Hazard

Unstable Walkway: Reflex or Acrobatics to avoid falling prone + 2d6 slashing damage

DC 15 plus:

- + 1 for each creature more than 50lbs on walkway
- + 4 if moves more than 5'
- + 4 if makes melee att / takes dmg from melee / force eff.

Hard Mode

Palytoxin Fumes

The hall is infused with odorless fumes.

Type poison (inhaled); **Save** Fortitude DC 16; **Onset** –;

Frequency 1/round for 6 rounds; **Cure** 1 save

EFFECT 1 Con damage and staggered until the Con damage is healed.

4-player

Reduce DC to notice golem to 24 (base 28), no fast healing, reduce DR to 5/adamantine.

A2. Great Hall (high)

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DEFENSE

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OFFENSE

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

Special Attacks bleed (1d6)

STATISTICS

Str 24, **Dex** 11, **Con** –, **Int** –, **Wis** 11, **Cha** 1

BAB +12; **CMB** +20; **CMD** 30

Feats Improved Critical B (claw)

SQ aquatic reconstruction, powerful blows (slam)

SPECIAL ABILITIES

Aquatic Reconstruction (Ex) Whenever a coral golem is touching a body of saltwater of a size equal to or greater than its own size, it gains fast healing 5.

Immunity to Magic (Ex) A coral golem is **Immune** to any spell or spell-like ability that allows SR. Certain spells and effects function differently:

- Any spell with the water descriptor heals a coral golem 1d6 points of damage per level of the caster (maximum 10d6).

- Transmute rock to mud slows (as the spell) for 1d6 rounds (no save).

- Transmute mud to rock increases the golem's bleed damage to 2d6 for 3 rounds.

Soften earth and stone causes a coral golem to lose its damage reduction for 3 rounds.

Hazard

Unstable Walkway: Reflex or Acrobatics to avoid falling prone + 2d6 slashing damage

DC 15 plus:

- + 1 for each creature more than 50lbs on walkway
- + 4 if moves more than 5'
- + 4 if makes melee att / takes dmg from melee / force eff.

4-player

Remove 1 duppy. One flanks w/golem the other attacks other target.

Duppies (CR 7)

CE Medium undead (incorporeal)

Init +10; **Senses** darkvision 60 ft.; **Perception** +14

Aura unnatural aura (30 ft.)

DEFENSE

AC 20, **touch** 20, **flat** 14 (+4 deflection, +6 **Dex**)

hp 76 (9d8+36)

Fort +7, **Ref** +11, **Will** +8

Defensive Abilities channel resist +2, incorporeal; **Immune** undead traits

Weaknesses resurrection vul, sunlight powerlessness

OFFENSE

Speed fly 40 ft. (perfect)

Melee incorporeal touch +12 (2d8 negative energy plus 1d6 Strength drain)

Special Attacks ravenous hounds, strength drain

STATISTICS

Str –, **Dex** 22, **Con** –, **Int** 13, **Wis** 15, **Cha** 19

BAB +6; **CMB** +12; **CMD** 26

Feats Flyby Attack, Improved Initiative, Lightning Reflexes, Lunge, Step Up

Skills Fly +26, Intimidate +16, **Perception** +14, Sense Motive +14, Stealth +18

Languages Common

SPECIAL ABILITIES

Ravenous Hounds (Sp) 1/day as standard action, bring into being pack of incorporeal hounds for 1d4+3 rounds. They attack as a single unit, have a +11 attack bonus, deal 2d6+3 force on a successful hit, threaten on natural 20. This ability is otherwise identical to mage's sword (CL 7th). (no flanking)

Resurrection Vulnerability (Su) Raise dead or a similar spell cast on a duppy destroys it (Will negates). Using the spell in this way does not require a material component.

Strength Drain (Su) Creatures hit by touch att must succeed at a DC 18 Forti save or take 1d6 points of Strength drain. If the target fails its save, the duppy also gains 5 temporary hit points. The save DC is Charisma-based.

TACTICS

- Hide behind ceiling image until after surprise round
- Each target different PCs (divine), then one support golem

A2. Great Hall (high)

Hard Mode

Palytoxin Fumes

Type poison (inhaled); **Save** Fortitude DC 16; **Onset** –;

Frequency 1/round for 6 rounds; **Cure** 1 save

EFFECT 1 Con damage and staggered until the Con damage is healed.

Golem

Apply the advanced creature simple template to the coral golem (+2 on all rolls including damage rolls; +4 to AC and CMD; +24 hit points).

C3. Mines of Baol-Kataar (low)

Newborn Leng Spider (3) (CR 8)

CE Large magical beast (extraplanar)

Init +8; **Senses** arcane sight, darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +14

DEFENSE

AC 22, **touch** 13, **flat** 18 (+4 **Dex**, +9 natural, -1 size)

hp 95 each (10d10+40), fast healing 5

Fort +11, **Ref** +11, **Will** +5

Immune cold, confusion / insanity eff, poison, sonic; **SR** 18

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +16 (1d10+6 plus poison)

Space 10 ft., **Reach** 5 ft.

Special Attacks web (+14 Ranged touch, DC 19, 10 hp)

Spell-Like Abilities (CL 10th; concentration +10)

Constant—arcane sight, freedom of movement

1/day—air walk, invisibility

TACTICS

Before Combat Before they emerge from their cocoons, the spiders cast air walk on themselves.

During Combat The spiders first target a different PC with a web attack, hoping to immobilize some of them. Next, they cast invisibility on themselves and either crawl or fly to engage the nearest targets in Melee. The spiders fight in pairs if possible, so they can flank their foes.

Morale When a spider is reduced to 10 hit points or fewer, it attempts to flee down one of the mine shafts.

STATISTICS

Str 22, **Dex** 18, **Con** 18, **Int** 3, **Wis** 10, **Cha** 10

BAB +10; **CMB** +17; **CMD** 31 (43 vs. trip)

Feats Combat Expertise, Combat Reflexes, Improved Initiative, Improved Trip, Iron Will

Skills Climb +22, Perception +14; Racial Modifiers +8 Climb, +4 Perception, +4 Stealth (+8 webs)

SPECIAL ABILITIES

Poison (Su) Bite—injury; save fort DC 21; frequency 1/round for 6 rounds; effect 1 Con and confusion for 1 round; cure 2 saves. Save DC is Con-based with a +2 racial bonus.

Web (Ex) Leng spiders can use webs to support themselves and up to one additional creature of the same size. In addition, such creatures can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider. An entangled creature can escape

with a successful Escape Artist check or burst the web with a Strength check. Both are standard actions with a DC of 19. A Leng Spider can move across its own web at its climb Speed and can pinpoint the location of any creature touching its web.

Hazard

Webs automatically entangle PCs and they cannot move from their square until they escape the web (standard action with a successful DC 25 Escape Artist or Strength check, or by damaging the web). Each 5-foot square of webbing has DR/5— and 15 hit points.

4-player

Remove 1 spider

Hardmode

Webbing, bones, and rotting carcasses make the cavern's floor difficult terrain. Additionally, the Leng spiders have woven particularly sticky traps into the floor. The PCs can spot this thicker area with a **DC 25 Perception** check. Creatures who step on a square that is within 10 feet of eastern edge chasm are also subject to the web hazard.

C3. Mines of Baol-Kataar (high)

Newborn Leng Spider (12) (CR 8)

CE Large magical beast (extraplanar)

Init +8; **Senses** arcane sight, darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +14

DEFENSE

AC 22, **touch** 13, **flat** 18 (+4 **Dex**, +9 natural, -1 size)

hp 95 each (10d10+40), fast healing 5

Fort +11, **Ref** +11, **Will** +5

Immune cold, confusion / insanity eff, poison, sonic; **SR** 18

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +16 (1d10+6 plus poison)

Space 10 ft., **Reach** 5 ft.

Special Attacks web (+14 Ranged touch, DC 19, 10 hp)

Spell-Like Abilities (CL 10th; concentration +10)

Constant—arcane sight, freedom of movement

1/day—air walk, invisibility

TACTICS

Before Combat Before they emerge from their cocoons, the spiders cast air walk on themselves.

During Combat 6 emerge in round 1, then 6 in round 2. The spiders first target a different PC with a web attack, hoping to immobilize some of them. Next, they cast invisibility on themselves and either crawl or fly to engage the nearest targets in **Melee**. The spiders fight in pairs if possible, so they can flank their foes.

Morale When a spider is reduced to 10 hit points or fewer, it attempts to flee down one of the mine shafts.

STATISTICS

Str 22, **Dex** 18, **Con** 18, **Int** 3, **Wis** 10, **Cha** 10

BAB +10; **CMB** +17; **CMD** 31 (43 vs. trip)

Feats Combat Expertise, Combat Reflexes, Improved Initiative, Improved Trip, Iron **Will**

Skills Climb +22, **Perception** +14; Racial Modifiers +8 Climb, +4 **Perception**, +4 Stealth (+8 webs)

SPECIAL ABILITIES

Poison (Su) Bite—injury; save fort DC 21; frequency 1/round for 6 rounds; effect 1 Con and confusion for 1 round; cure 2 saves. Save DC is Con-based with a +2 racial bonus.

Web (Ex) Leng spiders can use webs to support themselves and up to one additional creature of the same size. In addition, such creatures can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category

larger than the spider. An entangled creature can escape with a successful Escape Artist check or burst the web with a Strength check. Both are standard actions with a DC of 19. A Leng Spider can move across its own web at its climb Speed and can pinpoint the location of any creature touching its web.

Hazard

Webs automatically entangle PCs and they cannot move from their square until they escape the web (standard action with a successful DC 25 Escape Artist or Strength check, or by damaging the web). Each 5-foot square of webbing has DR/5— and 15 hit points.

4-player

Remove 4 spiders.

Hardmode

Webbing, bones, and rotting carcasses make the cavern's floor difficult terrain. Additionally, the Leng spiders have woven particularly sticky traps into the floor. The PCs can spot this thicker area with a **DC 25 Perception** check. Creatures who step on a square that is within 10 feet of eastern edge chasm are also subject to the web hazard.

Increase the spiders' poison damage to 1d4 Constitution.

C4. Desperate Denizens (low)

Denizen of Leng (2) (CR 8)

CE Medium outsider (chaotic, evil, extraplanar)

Init +4; **Senses** darkvision 60 ft.; **Perception** +16

DEFENSE

AC 21, **touch** 15, **flat** 16 (+4 **Dex**, +1 dodge, +6 natural)

hp 95 (10d10+40); planar fast healing 5

Fort +11, **Ref** +11, **Will** +6

Defensive Abilities no breath, unusual anatomy; **Immune** poison; **Resist** cold 30, electricity 30; **SR** 19

OFFENSE

Speed 40 ft.

Melee bite +14 (1d6+2 plus 1d6 Dexterity drain), 2 claws +14 (1d4+2)

Special Attacks sneak attack +5d6

Spell-Like Abilities (CL 10th; concentration +15)

Constant—tongues

3/day—detect thoughts (DC 17), hypnotic pattern (DC 17), levitate, minor image (DC 17)

1/day—locate object, plane shift (DC 20, self only)

STATISTICS

Str 14, **Dex** 18, **Con** 19, **Int** 18, Wis 17, **Cha** 21

BAB +10; **CMB** +12; **CMD** 27

Feats Deceitful, Dodge, Mobility, Persuasive, Weap. Finesse

Skills Bluff +22, Diplomacy +7, Disable Device +14, Disguise +12 (+16 as humanoid), Intimidate +12, Knowledge (any one) +17, Perception +16, Profession (sailor) +8, Sense Motive +16, Sleight of Hand +17, Spellcraft +12, Stealth +17, Use Magic Device +18; Racial Modifiers +4 Disguise when disguised as a Medium humanoid

Languages Aklo; tongues

SPECIAL ABILITIES

Dexterity Drain (Su) The otherworldly teeth and tongues of a denizen of Leng deal 1d6 points of Dexterity drain with a bite. Constructs, elementals, and other creatures that do not possess flesh are Immune to this effect. A successful **DC 19 Fortitude** save reduces the Dexterity drain to **1 point**. The save DC is Constitution-based.

Planar Fast Healing (Su) Doesn't apply here.

Unusual Anatomy (Ex) A denizen's internal anatomy varies from individual to individual and has a 50% chance to treat any critical hit or sneak attack against it as a normal hit.

4-player

One denizen only has 50HP.

Hardmode

The cave is infused with supernatural energy that is deadly to living creatures not native to Leng. Each round they remain in area C4, each PC must succeed at a **DC 16 Fortitude** save or gain one negative level. These negative levels heal at a rate of one per round once the PCs leave area C. A PC killed by this effect rises 24 hours later as a Leng hound with no memory of its former life.

C4. Desperate Denizens (high)

Denizen of Leng (3) (CR 8)

CE Medium outsider (chaotic, evil, extraplanar)

Init +4; **Senses** darkvision 60 ft.; **Perception** +16

DEFENSE

AC 21, **touch** 15, **flat** 16 (+4 **Dex**, +1 dodge, +6 natural)

hp 95 (10d10+40); planar fast healing 5

Fort +11, **Ref** +11, **Will** +6

Defensive Abilities no breath, unusual anatomy; **Immune** poison; **Resist** cold 30, electricity 30; **SR** 19

OFFENSE

Speed 40 ft.

Melee bite +14 (1d6+2 plus 1d6 Dexterity drain), 2 claws +14 (1d4+2)

Special Attacks sneak attack +5d6

Spell-Like Abilities (CL 10th; concentration +15)

Constant—tongues

3/day—detect thoughts (DC 17), hypnotic pattern (DC 17), levitate, minor image (DC 17)

1/day—locate object, plane shift (DC 20, self only)

STATISTICS

Str 14, **Dex** 18, **Con** 19, **Int** 18, **Wis** 17, **Cha** 21

BAB +10; **CMB** +12; **CMD** 27

Feats Deceitful, Dodge, Mobility, Persuasive, Weap. Finesse

Skills Bluff +22, Diplomacy +7, Disable Device +14, Disguise +12 (+16 as humanoid), Intimidate +12, Knowledge (any one) +17, Perception +16, Profession (sailor) +8, Sense Motive +16, Sleight of Hand +17, Spellcraft +12, Stealth +17, Use Magic Device +18; Racial Modifiers +4 Disguise when disguised as a Medium humanoid

Languages Aklo; tongues

SPECIAL ABILITIES

Dexterity Drain (Su) The otherworldly teeth and tongues of a denizen of Leng deal 1d6 points of Dexterity drain with a bite. Constructs, elementals, and other creatures that do not possess flesh are Immune to this effect. A successful **DC 19 Fortitude** save reduces the Dexterity drain to **1 point**. The save DC is Constitution-based.

Planar Fast Healing (Su) Doesn't apply here.

Unusual Anatomy (Ex) A denizen's internal anatomy varies from individual to individual and has a 50% chance to treat any critical hit or sneak attack against it as a normal hit.

4-player

Remove one hound.

Lenh Hound (2) (CR 10)

CE Medium aberration (extraplanar)

Init +11; **Senses** darkvision 60 ft., scent, sense fear; **Perception** +21

DEFENSE

AC 25, **touch** 18, **flat** 17 (+7 **Dex**, +1 dodge, +7 natural)

hp 123 (13d8+65); fast healing 10

Fort +9, **Ref** +11, **Will** +13

Defensive Abilities negative energy affinity; **Immune** cold, disease

OFFENSE

Speed 40 ft., fly 40 ft. (good)

Melee bite +18 (2d6+9/19-20), 2 claws +18 (1d6+9)
Vital Strike: Bite +18 (4d6+9)

Special Attacks haunting howl, mutilate

Spell-Like Abilities (CL 12th; concentration +16)

Constant—sense fear

At Will—locate creature, locate object

3/day—dimension door, quickened summon swarm (bats)

1/day—word of recall (see grave link)

STATISTICS

Str 29, **Dex** 24, **Con** 21, **Int** 14, **Wis** 20, **Cha** 19

BAB +9; **CMB** +18; **CMD** 36

Feats Dodge, Flyby Attack, Improved Critical (bite), Improved Initiative, Mobility, Quicken Spell-Like Ability (summon swarm), Vital Strike

Skills Acrobatics +23, Disguise +17 (+27 when using charnel deception), Fly +27, Perception +21, Stealth +23, Survival +21; Racial Modifiers +10 Disguise when using charnel deception

Languages Aklo, Common

SQ charnel deception, freeze (as human skeleton when using charnel deception), grave link, no breath

SPECIAL ABILITIES

Charnel Deception (Ex) Retract bestial features into its body as a full-round action—its fur and wings retract, the skin covering them slithers into hidden cavities, and its jaws pull back into a humanlike face. This grants it a +10 bonus on Disguise checks to appear as the decayed corpse of a slightly deformed human or similarly sized humanoid.

Grave Link (Su) Doesn't matter here.

Haunting Howl (Su) Doesn't matter here.

Mutilate (Ex) Whenever hits a creature with all three natural attacks in a single round, or with Vital Strike, target must succeed at a DC 21 Fort save or take 2 points of Con drain. Save DC is Constitution-based.

C4. Desperate Denizens (high)

Bat Swarm

N Diminutive animal (swarm)

Init +2; Senses blindsense 20 ft., low-light vision; Perc +15

DEFENSE

AC 16, **touch** 16, **flat** 14 (+2 Dex, +4 size)

hp 13 (3d8)

Fort +3, **Ref** +7, **Will** +3

Defensive Abilities swarm traits; Immune weapon damage

OFFENSE

Speed 5 ft., **fly** 40 ft. (good)

Melee swarm (1d6)

Space 10 ft.; Reach 0 ft.

Special Attacks distraction (DC 11), wounding

STATISTICS

Str 3, **Dex** 15, **Con** 11, **Int** 2, **Wis** 14, **Cha** 4

BAB +2; CMB –; CMD –

Feats Lightning Reflexes, Skill Focus (Perception)

Skills Fly +12, Perception +15; Racial Modifiers +4

Perception when using blindsense

SQ swarm traits

SPECIAL ABILITIES

Wounding (Ex) Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a cure spell or some other healing magic.

Hardmode

The cave is infused with supernatural energy that is deadly to living creatures not native to Leng. Each round they remain in area C4, each PC must succeed at a **DC 20 Fortitude** save or gain one negative level. These negative levels heal at a rate of one per round once the PCs leave area C. A PC killed by this effect rises 24 hours later as a Leng hound with no memory of its former life.

D. Rear Guard (low)

Bodaks (2) (CR 8)

CE Medium undead (extraplanar)

Init +6; **Senses** darkvision 60 ft.; **Perception** +14

DEFENSE

AC 21, **touch** 13, **flat** 18 (+2 **Dex**, +1 dodge, +8 natural)

hp 85 (10d8+40)

Fort +6, **Ref** +5, **Will** +8

DR 10/cold iron; **Immune** electricity, undead traits; **Resist** acid 10, fire 10

Weaknesses vulnerability to sunlight

OFFENSE

Speed 20 ft.

Melee 2 slams +9 (1d8+1)

Special Attacks death gaze

STATISTICS

Str 13, **Dex** 15, **Con** –, **Int** 6, **Wis** 13, **Cha** 16

BAB +7; **CMB** +8; **CMD** 21

Feats Dodge, Improved Initiative, Mobility, Toughness, Weapon Focus (slam)

Skills Intimidate +11, **Perception** +14, Stealth +10

Languages Common

SPECIAL ABILITIES

Death Gaze (Su) 1d4 negative levels, 30 feet; **Fortitude DC 18** negates. The save DC is Charisma-based. A humanoid slain by a bodak's death gaze rises as a bodak 24 hours later. This is a death effect.

Vulnerability to Sunlight (Ex) Bodaks loathe sunlight, for its merest touch burns their impure flesh. Each round of exposure to direct sunlight deals 2d6 points of damage to a bodak.

4-player

Reduce the Charisma score of the bodaks by 4. This reduces their maximum hit points by 20 and the DC of the Fortitude save to resist their death gaze by 2.

Hardmode

Add the advanced creature simple template to each bodak (+2 on all rolls including damage rolls; +4 to AC and CMD; +20 hit points, +2 to the DC to resist their death gaze).

D. Rear Guard (high)

Bodaks (2) (CR 8)

CE Medium undead (extraplanar)

Init +6; **Senses** darkvision 60 ft.; **Perception** +14

DEFENSE

AC 21, **touch** 13, **flat** 18 (+2 **Dex**, +1 dodge, +8 natural)

hp 85 (10d8+40)

Fort +6, **Ref** +5, **Will** +8

DR 10/cold iron; **Immune** electricity, undead traits; **Resist** acid 10, fire 10

Weaknesses vulnerability to sunlight

OFFENSE

Speed 20 ft.

Melee 2 slams +9 (1d8+1)

Special Attacks death gaze

STATISTICS

Str 13, **Dex** 15, **Con** –, **Int** 6, **Wis** 13, **Cha** 16

BAB +7; **CMB** +8; **CMD** 21

Feats Dodge, Improved Initiative, Mobility, Toughness, Weapon Focus (slam)

Skills Intimidate +11, **Perception** +14, Stealth +10

Languages Common

SPECIAL ABILITIES

Death Gaze (Su) 1d4 negative levels, 30 feet; **Fortitude DC 18** negates. The save DC is Charisma-based. A humanoid slain by a bodak's death gaze rises as a bodak 24 hours later. This is a death effect.

Vulnerability to Sunlight (Ex) Bodaks loathe sunlight, for its merest touch burns their impure flesh. Each round of exposure to direct sunlight deals 2d6 points of damage to a bodak.

4-player

Remove two bodaks from the encounter.

Hardmode

Add the advanced creature simple template to each bodak (+2 on all rolls including damage rolls; +4 to AC and CMD; +20 hit points, +2 to the DC to resist their death gaze).

Additionally, grant each bodak 3d6 sneak attack damage on their attacks, as per the rogue class feature.

Nightmare Dragon (CR 10)

NE Large dragon (extraplanar)

Init +4; **Senses** dragon, dreamsight, see in dark; **Perc** +20

Aura frightful presence (180 ft., DC 20)

DEFENSE

AC 26, **touch** 9, **flat** 26 (+17 natural, -1 size)

hp 175 (13d12+91)

Fort +15, **Ref** +8, **Will** +14

DR 5/magic; **Immune** mind-aff effects, paralysis, sleep; **SR** 21

OFFENSE

Speed 60 ft., fly 200 ft. (poor)

Melee bite +22 (2d6+13), 2 claws +21 (1d8+9/19-20), 2 wings +19 (1d6+4), tail slap +19 (1d8+13)

PA: bite +18 (2d6+25), 2 claws +17 (1d8+21/19-20), 2 wings +15 (1d6+8), tail slap +15 (1d8+17)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks breath weapon (40-ft. cone, DC 23, 12d6 acid), nightmare talons

Psychic Magic (CL 13th; concentration +17)

8 PE—ghost sound (0 PE), true strike (1 PE)

Psychic Spells Known (CL 5th; concentration +8)

2nd (5/day)—mirror image (1d4+1), scare (DC 15 [mac 6HD])

1st (7/day)—command (DC 14), detect thoughts, ill omen unwitting ally (DC 14)

0—bleed (DC 13), dancing lights, daze (DC 13), detect psychic significance, lullaby (DC 13), resistance

STATISTICS

Str 29, **Dex** 11, **Con** 24, **Int** 16, **Wis** 18, **Cha** 19

BAB +13; **CMB** +23; **CMD** 33 (37 vs. trip)

Feats Flyby Attack, Improved Initiative, Iron Will, Multiattack, Power Attack, Skill Focus (Stealth), Weapon Focus (bite)

Skills Bluff +20, Fly +10, Intimidate +20, Knowledge (arcana) +19, Knowledge (planes) +19, Perception +20, Sense Motive +20, Stealth +18, Survival +20

Languages Aklo, Common, Draconic

SQ change shape

SPECIAL ABILITIES

Change Shape (Su) A young adult or older nightmare dragon can assume any humanoid form of its size or smaller three times per day as if using polymorph.

Dreamsight (Su) Doesn't matter here.

Nightmare Talons (Su) The claw attacks of adult or older nightmare dragons are considered keen weapons.

Facing Sevenfingers (low)

Sempet Sevenfinders

Variant sorcerer Leng ghoul

CE Medium undead (extraplanar)

Init +8; **Senses** darkvision 60 ft.; **Perception** +16

DEFENSE

AC 24, **touch** 16, **flat** 18 (+6 **Dex**, +8 natural)

hp 99 (9d8+56)

Fort +10, **Ref** +9, **Will** +11

Defensive Abilities channel resistance +4; **Immune** cold, undead traits

OFFENSE

Speed 30 ft., burrow 30 ft., climb 30 ft., swim 30 ft.

Melee bite +13 (1d8+6 plus paralysis and disease), 2 claws +13 (1d6+6 plus paralysis)

Special Attacks rend (2 claws, 1d6+9), sneak attack +2d6

Bloodline

Spell-Like Abilities (CL 7th)

10/day—lullaby

Spells Known (CL 9th; concentration +16)

3rd (4/day)—slow (DC 20)

2nd (4/day)—glitterdust (DC 19), silence (DC 19)

1st (4/day)—magic missile, touch of the sea APG

Sorcerer Bloodline dreamspun APG

STATISTICS

Str 22, **Dex** 22, **Con** —, **Int** 16, **Wis** 20, **Cha** 24

BAB +6; **CMB** +12; **CMD** 28

Feats Combat Expertise, Combat Reflexes, Improved Feint, Weapon Focus (bite, claw)

Skills Clmb +25, Perc +16, Splcrt +14, Stealth +17, Swm +14

Languages Abyssal, Aklo, Common, Kuru

SQ erudite

Combat Gear scrolls of dimension door (2); Other Gear

Sevenfingers's sea coat (see sidebar on page 23), tricorne hat, Leng ruby ring (500 gp)

SPECIAL ABILITIES

Disease (Ex) Leng Ghoul Fever:

Bite—Injury; save **fort DC 21**; onset immediate; effect **1d3**

Con and **1d4 Dex** damage; cure 2 consecutive saves. The save DC is Charisma-based.

Erudite (Ex) Cast spells from any magic scroll as if on its spell list & automatically succeeds at the CL check.

Paralysis (Ex) A successful **DC 21 Fortitude** save negates. At the end of each round after the first, the victim can attempt a new DC 21 Fortitude saving throw to end the paralysis effect; the effect is otherwise permanent. **Once the effect ends, the victim is staggered for 1 round.**

Ghoul Stalkers (4) (CR 6)

Ghoul rogue 6 CE Medium undead

Init +5; **Senses** darkvision 60 ft.; **Perception** +14

DEFENSE

AC 18, **touch** 15, **flat** 13 (+1 armor, +5 **Dex**, +2 natural)

hp 74 (8d8+38)

Fort +5, **Ref** +10, **Will** +8

Defensive Abilities channel resistance +2, evasion, trap sense +2, uncanny dodge; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee bite +8 (1d6+3 plus disease and paralysis), 2 claws +8 (1d6+3 plus paralysis)

Ranged +1 composite shortbow +10/+10 (1d6+4/×3) or +1 composite shortbow +12 (1d6+4/×3)

Special Attacks disease (DC 14), paralysis (1d4+1 rounds, DC 14, elves are Immune to this effect), sneak attack +3d6

STATISTICS

Str 17, **Dex** 20, **Con** —, **Int** 13, **Wis** 16, **Cha** 16

BAB +5; **CMB** +8; **CMD** 23

Feats Point-Blank Shot, Precise Shot, Rapid Shot, Toughness, Weapon Focus (composite shortbow)

Skills Acrobatics +16, Bluff +10, Climb +14, Disable Device +8, Escape Artist +16, Intimidate +10, Knowledge (dungeoneering) +12, **Perception** +14, Sense Motive +14, Stealth +16

Languages Common

SQ rogue talents (finesse rogue, ledge walker, weapon training), trapfinding +3

Combat Gear +1 frost arrows (4), +1 human-bane arrows (3), potion of inflict light wounds; Other Gear +1 composite shortbow with 20 arrows, bracers of armor +1, 62 gp

4-player

Remove 2 ghouls.

Hardmode

Add two ghoul stalkers to the encounter and use better tactics.

NOTES

Slow: Staggered (no full rnd, half speed, -1 attack, ac, ref)

Facing Sevenfingers (high)

Sempet Sevenfingers

Variant sorcerer Leng ghoul

CE Medium undead (extraplanar)

Init +11; **Senses** darkvision 60 ft.; **Perception** +22

DEFENSE

AC 29, **touch** 19, **flat** 20 (+9 **Dex**, +10 natural)

hp 174 (12d8+120)

Fort +14, **Ref** +13, **Will** +15

Defensive Abilities channel resistance +4; **Immune** cold, undead traits

OFFENSE

Speed 30 ft., burrow 30 ft., climb 30 ft., swim 30 ft.

Melee bite +19 (1d8+9 plus paralysis and disease), 2 claws +19 (1d6+9 plus paralysis)

Special Attacks rend (2 claws, 1d6+13), sneak attack +2d6

Bloodline Spell-Like Abilities (CL 10th)

13/day—lullaby

1/day—dreamshaper

Spells Known (CL 12th; concentration +22)

4th (4/day)—enervation

3rd (4/day)—haste, slow (DC 23)

2nd (5/day)—glitterdust DC 22, silence (DC 22)

1st (5/day)—magic missile, touch of the sea

APG

Sorcerer Bloodline dreamspun

STATISTICS

Str 28, **Dex** 28, **Con** —, **Int** 21, **Wis** 24, **Cha** 31

BAB +9; **CMB** +18 (+20 trip); **CMD** 37 (39 vs. trip)

Feats Combat Expertise, Combat Reflexes, Improved Feint, Lunge, Weapon Focus (bite, claw)

Skills Acrobatics +21, Perception +22, Sense Motive +22, Spellcraft +20, Stealth +24, Swim +17

Languages Abyssal, Aklo, Common, Kuru, Polyglot, Tien

SQ erudite

Combat Gear scrolls of dimension door (2); Other Gear Sevenfingers's sea coat (greater, see sidebar), tricorne hat, Leng ruby ring (500 gp)

SPECIAL ABILITIES

Disease (Ex) Leng Ghoul Fever: Bite—injury; save **fort DC 26**; onset immediate; effect **1d3 Con** and **1d4 Dex** damage; cure 2 consecutive saves. The save DC is Charisma-based. If the humanoid victim that succumbs to Leng ghoul fever had 12 or more Hit Dice in life, it rises from death as a Leng ghoul. Otherwise it becomes a normal ghoul.

Erudite (Ex) All Knowledge **Skills** are class **Skills** for Sevenfingers.

In addition, Sevenfingers can cast spells from any magic scroll as if he had the spells on its spell list. He automatically succeeds at the caster level check necessary to use the scroll.

Paralysis (Ex) A successful **DC 26 Fortitude** save negates Sevenfingers's paralysis. At the end of each round after the first, the victim can attempt a new DC 26 Fortitude saving throw to end the paralysis effect; the effect is otherwise permanent. **Once the effect ends, the victim is staggered for 1 round.**

Nightdrinker (CR 10)

NE Medium fey (Bogeyman)

Init +9; **Senses** low-light vision; **Perception** +23

Aura deepest fear (30 ft., DC 25)

DEFENSE

AC 23, **touch** 23, **flat** 17 (+7 deflection, +5 **Dex**, +1 dodge)

hp 93 (17d6+34); terrible rejuvenation 5

Fort +9, **Ref** +15, **Will** +13

DR 15/cold iron; **SR** 21

OFFENSE

Speed 30 ft.

Melee 2 claws +13 (1d8+1/19–20)

Special Attacks sneak attack +6d6, striking fear

Spell-Like Abilities (CL 16th; concentration +17)

Constant—detect thoughts, tongues

At Will—darkness, gaseous form, ghost sound (DC 17), invisibility, suggestion (DC 20)

3/day—crushing despair (DC 21), hold person (DC 20), quickened phantasmal killer (DC 21)

1/day—nightmare (DC 22)

STATISTICS

Str 12, **Dex** 21, **Con** 14, **Int** 15, **Wis** 16, **Cha** 25

BAB +8; **CMB** +9; **CMD** 32

Feats Dodge, Great Fortitude, Improved Critical (claw), Improved Initiative, Mobility, Quicken Spell-Like Ability (phantasmal killer), Skill Focus (Stealth), Spring Attack, Weapon Finesse

Skills Bluff +27, Diplomacy +20, Disable Device +15, Escape Artist +18, Intimidate +28, Knowledge (local) +16, Perception +23, Sense Motive +23, Spellcraft +12, Stealth +35; Racial Modifiers +4 Intimidate, +4 Stealth

Languages Aklo, Common; tongues

SPECIAL ABILITIES

Deepest Fear (Su) A bogeyman is cloaked in a 30-foot aura of fear. This aura manifests as a shifting haze of images that reflect the viewer's deepest fears. The first time it ends its turn within the aura, a creature must make a **DC 25 Will** save or become shaken for as long as it stays within the

aura. If the creature succeeds at the saving throw, it cannot be affected again by the aura for another 24 hours. This is a fear effect. The DC is Charisma-based.

Striking Fear (Su) If a bogeyman confirms a critical hit or a sneak attack with one of its claws on a target currently suffering a fear effect, that effect automatically becomes one **step more severe** (shaken creatures become frightened, frightened creatures become panicked, and panicked creatures cower in fear). A **DC 25 Will** save negates this increase. In addition, a critical hit from the bogeyman's claw forces any target that has successfully saved against the creature's fear aura to make **another Will** save against its effects, even if 24 hours have not yet passed. This is a fear effect. The DC is Charisma-based.

Terrible Rejuvenation (Su) A bogeyman gains fast healing 5 while any creature within its deepest fear aura is suffering from a fear effect, including any fear effect created by the aura itself.

Ghoul Commanders (CR 8)

Ghoul antipaladin 7

CE Medium undead

Init +3; **Senses** darkvision 60 ft.; **Perception** +15

Aura cowardice (10 ft.)

DEFENSE

AC 21, **touch** 13, **flat** 18 (+6 armor, +3 **Dex**, +2 natural)

hp 99 (9 HD; 2d8+7d10+52)

Fort +13, **Ref** +9, **Will** +15

Defensive Abilities channel resistance +2; **Immune** disease, undead traits

OFFENSE

Speed 20 ft.

Melee mwk greataxe +15/+10 (1d12+7/19-20/x3), bite +8 (1d6+2 plus disease and paralysis) or

bite +13 (1d6+5 plus disease and paralysis), 2 claws +13 (1d6+5 plus paralysis)

PA mwk greataxe +12/+7 (1d12+16/19-20/x3), bite +5 (1d6+11 plus disease and paralysis)

or bite +10 (1d6+14 plus disease and paralysis), 2 claws +10 (1d6+14 plus paralysis)

PA+Smite Good mwk greataxe +16/+11 (1d12+24/19-20/x3), bite +9 (1d6+18 plus disease and paralysis)

or bite +14 (1d6+21 plus disease and paralysis), 2 claws +14 (1d6+21 plus paralysis)

Ranged mwk composite shortbow +12/+7 (1d6+5/x3)

Special Attacks channel negative energy (DC 17, 4d6), disease (DC 15), paralysis (1d4+1 rounds, DC 15, elves are Immune to this effect), smite good 3/day (+4 attack and AC, +7 damage)

Antipaladin Spell-Like Abilities (CL 7th; concentration +11)

At Will—detect good

Antipaladin Spells Prepared (CL 4th; concentration +8)

2nd—desecrate

1st—disguise self, inflict light wounds (DC 15)

STATISTICS

Str 20, **Dex** 17, **Con** —, **Int** 13, **Wis** 16, **Cha** 18

BAB +8; **CMB** +13; **CMD** 26

Feats Cleave, Improved Critical (greataxe), Power Attack, Toughness, Weapon Focus (greataxe)

Skills Bluff +11, Intimidate +16, **Perception** +15, Ride +12

Languages Common, Undercommon

SQ cruelties (fatigued, staggered), fiendish boon (fiendish dire boar servant), **touch** of corruption 7/day (3d6)

Combat Gear scroll of inflict serious wounds; Other Gear mwk breastplate, mwk composite shortbow with 20 arrows, mwk greataxe, belt of giant strength +2, 79 gp

4-player

Remove one ghoul commander from the encounter. Sempet has the sickened condition.

Hardmode

Add two ghoul commanders to the encounter. Use better tactics.

NOTES

Desecrate: +3 to resist channeled negative; all undead gt +1 profane to attack, damage, saves

Enervation: 1d4 neg levels (temp); can crit

Slow: Staggered (no full rnd, half speed, -1 attack, ac, ref)