

Area A

SPIRIT OF SERPENTS CR 13

Variant pharonic guardian (*Pathfinder RPG Bestiary* 5 191)

LE Medium undead (incorporeal)

Init +12; **Senses** darkvision 60 ft.; Perception +24

DEFENSE

AC 27, touch 23, flat-footed 19 (+5 deflection, +8 Dex, +4 shield)

hp 171 (18d8+90)

Fort +11, **Ref** +14, **Will** +14

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

OFFENSE

Speed fly 30 ft. (perfect)

Melee +3 *ghost touch speed longsword* +22/+22/+17/+12 (1d8+8/17–20), incorporeal touch +16 touch (1d8 plus poison) or incorporeal touch +21 (1d8 plus poison)

Space 5 ft.; **Reach** 5 ft. (10 ft. with incorporeal touch)

Special Attacks insightful strike, poison, soul-rending wings

Spell-Like Abilities (CL 18th; concentration +23)

3/day—*suggestion* (DC 18)

1/day—*greater command* (DC 20)

TACTICS

Before Combat The spirit resides just within the wall, emerging when Alexayn is threatened. The spirit can pick up a sword and shield as part of its movement to enter the chamber.

During Combat The spirit helps Alexayn by flanking his targets, impeding those who attempt to surround the mummy, or flitting through a wall to harass spellcasters and ranged foes.

Morale The spirit fights until destroyed or until Alexayn commands it to stop.

STATISTICS

Str —, **Dex** 27, **Con** —, **Int** 13, **Wis** 16, **Cha** 21

Base Atk +13; **CMB** +21; **CMD** 36

Feats Combat Expertise, **Combat Reflexes**, Improved Critical (longsword), Improved Initiative, **Improved Vital Strike**, Martial Weapon Proficiency (longsword), **Stand Still**, **Step Up**, Vital Strike, Weapon Focus (longsword)

Skills Fly +16, Intimidate +26, Knowledge (history) +19, Knowledge (religion) +22, Perception +24, Sense Motive +24

Languages Aklo, Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SQ guardian sword and shield

Other Gear mwk light steel shield, mwk longsword

SPECIAL ABILITIES

Guardian Sword and Shield (Su) The spirit of serpents can imbue any sword and shield with the *ghost touch* and *speed* special abilities and a +3 enhancement bonus. This effect lasts for as long as the spirit wields them and for 1 minute thereafter. The spirit uses these items as if it had a Strength score equal to its Charisma score.

Insightful Strike (Ex) The spirit of serpents gains a +4 insight bonus on attack rolls against foes whose thoughts it has read via its judging gaze ability.

Judging Gaze (Su) The spirit of serpents' gaze attack allows it to read the minds of those within 30 feet, as per the *detect thoughts* spell with 3 rounds of concentration (Will DC 24 negates). This is a mind-affecting divination effect, and the save DC is Charisma-based.

Poison (Su) Incorporeal touch—injury; *save* Fort DC 24; *frequency* 1/round for 6 rounds; *effect* 1d3 Int; *cure* 2 saves.

Soul-Rending Wings (Su) As a standard action every 1d4 rounds, the spirit of serpents can flare its wings to fire rays of soul-cutting light in two 30-foot lines extending away from it. Living creatures in the lines take 1d4 negative levels (Reflex DC 24 negates). A creature whose thoughts the spirit of serpents has read via its judging gaze ability takes a –2 penalty on this save. The Fortitude save to remove these negative levels is also DC 24, though without the –2 penalty from judging gaze. The save DCs are Charisma-based.

Vital Slash [[1d20+22]] for [[2d8+8]] damage (crit on 17+)

Slash [[1d20+22]] for [[1d8+8]] damage (crit on 17+)

Slash speed [[1d20+22]] for [[1d8+8]] damage (crit on 17+)

Slash 2 [[1d20+17]] for [[1d8+8]] damage (crit on 17+)

Slash 3 [[1d20+12]] for [[1d8+8]] damage (crit on 17+)

Incorporeal touch [[1d20+16]] for [[1d8]] damage plus DC 24 FORT poison

Judging Gaze. DC 24 Will negates

+4 to attacks and -2 to saves against soul rend on fail

Soul Rend (Two 30 foot lines) [[1d4]] negative levels. Reflex DC 24 negates. CD [[1d4]]

Judged Slash [[1d20+26]] for [[1d8+8]] damage (crit on 17+)
 Judged Slash speed [[1d20+26]] for [[1d8+8]] damage (crit on 17+)
 Judged Slash 2 [[1d20+21]] for [[1d8+8]] damage (crit on 17+)
 Judged Slash 3 [[1d20+16]] for [[1d8+8]] damage (crit on 17+)
 Judged Incorporeal touch [[1d20+20]] for [[1d8]] damage plus DC 24 FORT poison

JHANDORAGE VAULDER ALEXAYN CR 17

Human mummy lord swashbuckler 16 (*Pathfinder RPG Bestiary* 5 176, *Pathfinder RPG Advanced Class Guide* 56)

LE Medium undead (augmented human)

Init +11; **Senses** darkvision 60 ft.; Perception +20

Aura great despair (30 ft., DC 26)

DEFENSE

AC 35, touch 19, flat-footed 26 (+8 armor, +5 Dex, +4 dodge, +8 natural)

hp 268 (16d10+178)

Fort +18, **Ref** +20, **Will** +12 (+16 vs. attempts to command or control him)

Defensive Abilities channel resistance +4, **charmed life 6/day**, evasion, nimble +4, rejuvenation, uncanny dodge; **DR** 10/—; **Immune** cold, electricity, undead traits

OFFENSE

Speed 30 ft.

Melee +3 *rapier* +29/+24/+19/+14 (1d6+11/15–20+16 precision plus insidious mummy rot) or mwk dagger +27/+22/+17/+12 (1d4+8/17–20+16 precision plus insidious mummy rot) or slam +21 (1d6+6 plus insidious mummy rot)

Special Attacks channel rot, deeds (bleeding wound, derring-do, dizzying defense, **dodging panache**, evasive, kip-up, **menacing swordplay**, **opportune parry and riposte**, perfect thrust, precise strike, subtle blade, superior feint, swashbuckler initiative, swashbuckler's edge, swashbuckler's grace, targeted strike), insidious mummy rot, **panache (8)**, sandstorm wrath (10d8 fire and slashing, DC 26), swashbuckler weapon training +3, undead mastery (DC 26)

TACTICS

During Combat Alexayn relies heavily on his swordsmanship to strike down foes, deflect attacks, and disarm his enemies. Unless the PCs have expressed an unbending desire to destroy him, each time he gains a significant advantage, he invites them to set aside their weapons and talk like civilized people. He suppresses his great despair aura until it seems clear that he has no recourse but to slay the PCs.

Morale Alexayn fights until reduced to 50 hit points, at which point he hastily asks if his surrender would spare his continued existence. If he believes the PCs would accept his terms and not destroy him, he submits. Otherwise he fights until destroyed, using every dirty trick he can to infect the PCs.

STATISTICS

Str 16, **Dex** 20, **Con** —, **Int** 16, **Wis** 12, **Cha** 26

Base Atk +16; **CMB** +21 (+23 disarm, +23 trip); **CMD** 38 (40 vs. disarm, 40 vs. trip)

Feats Blind-Fight, Combat Expertise, Combat Reflexes, Critical Focus, Disarming Strike^{APG}, **Disarm on crit**, Improved Disarm, Improved Initiative, Improved Trip, Iron Will, Persuasive, Seize Advantage^{ACG} **Add** **opp PA dmg**

on riposte, Shadow Strike^{APG}, Staggering Critical, Toughness^a

Skills Acrobatics +24, Bluff +27, Climb +8, Diplomacy +31, **Intimidate** +39, Knowledge (local) +13, Knowledge (nobility) +13, Linguistics +4, Perception +20, Perform (dance) +15, Perform (oratory) +15, Sense Motive +28, Spellcraft +22, Stealth +22, Swim +7; **Racial Modifiers** +8 Intimidate, +8 Sense Motive, +8 Stealth

Languages Common, Osiriani, Varisian

SQ Alexayn's arrogance, swashbuckler finesse

Other Gear +4 **spiteful**^{ACS} **mithral chain shirt**, +3 *rapier*, mwk daggers (3), *belt of incredible dexterity* +2, *cloak of resistance* +3, *headband of vast intelligence* +2, *rod of splendor*

SPECIAL ABILITIES

Alexayn's Arrogance (Su) Alexayn's massive mausoleum to his own greatness strengthens him. He gains the benefits of the *desecrate* spell as if the mausoleum were a desecrated altar to his own pride. These bonuses do not apply to other undead in the area, and they have already been factored into his statistics. Alexayn gains an additional +4 bonus on saving throws against effects that would attempt to command or exert direct control him, such as *command undead* or enchantment (compulsion) effects affected by the Threnodic Spell metamagic feat (*Pathfinder RPG Ultimate Magic* 157).

Channel Rot (Su) A mummy lord can deliver its insidious mummy rot through melee weapon attacks, its slam attack, and any natural attacks it has.

Great Despair Aura (Su) All creatures within a 30-foot radius that see a mummy lord must succeed at a Will saving throw or be paralyzed with fear for 1d4 rounds, then shaken for the following 1d4 rounds. Whether or not the saving throw is successful, that creature cannot be affected again by the same mummy lord's great despair aura ability for 24 hours. This is a mind-affecting paralysis and fear effect. The save DC is Charisma-based.

Insidious Mummy Rot (Su) Curse and disease—slam; *save* Fortitude DC 25; *onset* 1 minute; *frequency* 1/day; *effect* 2d4 Constitution and 2d4 Charisma damage; *cure* —. Insidious mummy rot is both a curse and disease, and can be cured only by first removing the curse and then curing the disease. Even after the curse element of insidious mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed at a DC 26 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from insidious mummy rot transforms into a pile of sand and cannot be raised by means other than *resurrection* or more powerful magic.

Rejuvenation (Su)

Sandstorm Wrath (Su) Three times per day as a standard action, a mummy lord can exhale a blast of superheated sand in a 40-foot cone. The blast deals 2d8 points of fire and slashing damage for every 3 Hit Dice a mummy lord has. A successful Reflex save halves this damage. Creatures that fail this save are blinded for 2d4 rounds.

Undead Mastery (Su)

Charmed Life (6/day): +8 on a saving throw

Swift and 1 panache to double precision damage on next attack

Dizzying Defense: -2 attack, +4 AC as swift action for 1 panache

Rapier [[1d20+29]] for [[1d6+11]] plus 16 precision damage (crit on 15+), plus mummy rot (DC 25 FORT)

Rapier [[1d20+24]] for [[1d6+11]] plus 16 precision damage (crit on 15+), plus mummy rot (DC 25 FORT)

Rapier [[1d20+19]] for [[1d6+11]] plus 16 precision damage (crit on 15+), plus mummy rot (DC 25 FORT)

Rapier [[1d20+14]] for [[1d6+11]] plus 16 precision damage (crit on 15+), plus mummy rot (DC 25 FORT)

Sandstorm Wrath [[10d8]] fire and slashing, 40 foot cone, DC 26 for half. Blinded [[2d4]] rounds on fail

Area B

ASPIS CONCIERGE CR 12

Half-elf bard 13

LN Medium humanoid (elf, human)

Init +4; **Senses** low-light vision, *see invisibility*; Perception +22

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 armor)

hp 101 (13d8+39)

Fort +11, **Ref** +12, **Will** +14; +2 vs. enchantments, +4 vs. bardic performance, language-dependent, and sonic

Immune sleep

OFFENSE

Speed 30 ft.

Melee mwk dagger +11/+6 (1d4-1/19–20)

Special Attacks bardic performance 33 rounds/ day (swift action; countersong, dirge of doom, distraction, fascinate [DC 21], inspire competence +4, inspire courage +3, inspire greatness, soothing performance, suggestion [DC 21])

Bard Spells Known (CL 13th; concentration +18)

5th (2/day)—*greater dispel magic*, *song of discord* (DC 22)

4th (4/day)—*dimension door*, *freedom of movement*, *greater invisibility*, *zone of silence*

3rd (5/day)—*confusion* (DC 20), *glibness*, *good hope*, *haste*, *see invisibility*

2nd (6/day)—*detect thoughts* (DC 17), *heroism*, *suggestion* (DC 19), *tongues*, *whispering wind*

1st (7/day)—*alarm*, *charm person* (DC 18), *comprehend languages*, *cure light wounds*, *disguise self*, *expeditious retreat*

0 (at will)—*detect magic*, *ghost sound* (DC 15), *light*, *mage hand*, *open/close* (DC 15), *prestidigitation*

TACTICS

Before Combat The concierge is aware that there is at least one active threat in the compound, so he has already cast *freedom of movement*, *heroism*, and *see invisibility* on himself. These are accounted for in his statistics.

During Combat The concierge uses his inspire courage ability and spells to augment the calikangs' combat abilities. He endeavors to keep at least one of the monstrous humanoids between himself and the PCs.

Morale If reduced to 30 or fewer hit points—or if faced with other evidence of his inevitable death—the concierge escapes to elsewhere in the compound using *dimension door*. Otherwise he surrenders unless the calikangs appear to have the upper hand.

STATISTICS

Str 8, **Dex** 10, **Con** 12, **Int** 14, **Wis** 14, **Cha** 21

Base Atk +9; **CMB** +10; **CMD** 18

Feats Aspis Warden, Great Fortitude, Greater Spell Focus (enchantment), Improved Initiative, Skill Focus (Perform [oratory]), Spell Focus (enchantment), Still Spell, Toughness

Skills Knowledge (geography) +14, Knowledge (history) +14, Knowledge (local) +19, Knowledge (nobility) +19, Linguistics +13, Perception +22, Perform (comedy) +26, Perform (dance) +26, Perform (oratory) +32, Profession (conciERGE) +17, Spellcraft +17, Stealth +12; **Racial Modifiers** +2 Perception

Languages Common, Elven, Infernal, Kelish, Osiriani, Shadowtongue, Skald, Tien, Undercommon, Varisian

SQ bardic knowledge +6, elf blood, jack-of-all-trades, lore master 2/day, versatile performances (comedy, dance, oratory)

Combat Gear *potion of invisibility*, *scroll of cure serious wounds*; **Other Gear** +1 glamered studded leather, mwk dagger, circlet of persuasion, cloak of resistance +2, headband of alluring charisma +2, ring of mind shielding, 148 gp

SPECIAL ABILITIES

Aspis Warden The concierge has trained extensively to protect the Aspis Building, and has developed techniques for working more effectively with its other defenders. When fighting within the Aspis Building, the concierge's harmless spells and beneficial abilities (such as inspire courage) bypass his allies' spell resistance and immunities.

CALIKANG SENTINELS (2) CR 14

Calikang fighter 2 (*Pathfinder Campaign Setting: The Inner Sea World Guide* 307)

LN Large monstrous humanoid

Init +7; **Senses** darkvision 60 ft.; Perception +21

DEFENSE

AC 32, touch 12, flat-footed 29 (+4 armor, +3 Dex, +12 natural, +4 shield, –1 size)

hp 195 (17d10+102); fast healing 5 **+24 hp/+2 atk +1 fort w/ Inspire Greatness**

Fort +16, **Ref** +12, **Will** +12; +1 vs. fear

Immune electricity, mind-affecting effects, negative energy; **SR** 23

OFFENSE

Speed 30 ft.

Melee +1 *longsword* +22/+17/+12/+7 (2d6+10/17–20), +1 *longsword* +22/+17 (2d6+10/17–20), 4 slams +20 (1d6+4) or 6 slams +25 (1d6+9) **1d4 rd stun on crit, DC 27 FORT for staggered**

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

Special Attacks breath weapon (60-foot line, 14d6 energy damage, Reflex DC 23 half, usable 1/day)

Spell-Like Abilities (CL 12th; concentration +17)

Constant—*air walk*, *magic weapon*, *true seeing*, *water walk*

3/day—*lightning bolt* (DC 18)

1/day—*chain lightning* (DC 21)

TACTICS

Before Combat The calikangs are in a state of suspended animation. They exit this state at the beginning of combat, granting them a +4 bonus on their initiative checks.

During Combat The calikangs endeavor to keep threats from harming the concierge while patiently cutting down their foes. When closing with targets, the calikangs use a combination of *chain lightning* and Vital Strike to soften up targets before performing full attack actions. They use their breath weapons if they have a good chance to do so without hitting the concierge. They deliberately catch each other in their electric attacks to trigger each other's energy absorption.

Morale The calikangs loyally attempt to drive off intruders until they are slain.

STATISTICS

Str 29, **Dex** 17, **Con** 22, **Int** 8, **Wis** 12, **Cha** 21

Base Atk +17; **CMB** +27; **CMD** 40

Feats **Critical Focus**, Double Slice, Great Fortitude, Improved Critical (*longsword*), Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Staggering Critical, **Stunning Critical**, Two-Weapon Fighting, **Vital Strike**

Skills Intimidate +25, Perception +21, Use Magic Device +20

Languages Common, Giant

SQ breath weapon, defensive slam, energy absorption, suspend animation

Gear chain shirt, +1 *longsword* (2), *aegis of recovery*_{UE}

SPECIAL ABILITIES

Defensive Slam (Ex) A calikang gains a cumulative +1 shield bonus to its AC for each of its arms that does not wield a manufactured weapon, to a maximum of +4 for four hands. A calikang can make slam attacks with these arms without losing this AC bonus.

Breath Weapon (Su) A calikang can choose what kind of energy damage its breath weapon inflicts when it uses this ability, choosing from acid, cold, electricity, fire, or sonic energy. A calikang is particularly adept at using electricity in this manner, and inflict 1 additional point of damage per die (+14 for most calikangs) when it choose to inflict electricity damage with its breath weapon.

Energy Absorption (Su) **A spell that inflicts energy damage that is defeated by the calikang's SR or immunity to electricity is absorbed into its body, healing it for an amount of damage equal to the absorbed spell's caster level and granting an additional daily use of its breath weapon.**

Suspend Animation (Su) As a full-round action, a calikang can enter a state of suspended animation, freezing in place and becoming motionless. It remains aware of its surroundings. In this state, the calikang is immune to disease, inhaled toxins, poison, starvation, and thirst, and receives a +4 bonus on all Initiative saves. The calikang can exit this state as an immediate action—if it does so to attack a foe or initiate combat, it gains a +4 insight bonus on its Initiative check.

Slash [[1d20+22]] for [[2d6+10]] damage (crit on 17+)

Slash [[1d20+17]] for [[2d6+10]] damage (crit on 17+)

Slash [[1d20+12]] for [[2d6+10]] damage (crit on 17+)

Slash [[1d20+7]] for [[2d6+10]] damage (crit on 17+)

Slash [[1d20+22]] for [[2d6+10]] damage (crit on 17+)

Slash [[1d20+17]] for [[2d6+10]] damage (crit on 17+)

Slam [[1d20+20]] for [[1d6+4]] damage

Slam [[1d20+20]] for [[1d6+4]] damage

Slam [[1d20+20]] for [[1d6+4]] damage

Slam [[1d20+20]] for [[1d6+4]] damage

Stunning Critical DC 27 Fort or [[1d4]] rounds stunned, staggered 1 round on success

Breath Weapon [[14d6+14]] electricity, 60 foot line

Breath Weapon [[14d6]] sonic, 60 foot line

Chain Lightning DC 21 (19 for secondary bolts) [[12d6]] electricity

Area C

THREE-MAW FROGHEMOTH CR 17

Unique half-dragon froghemoth (*Pathfinder RPG Bestiary* 170, 136)

N Huge dragon

Init +5; **Senses** all-around vision, blindsight 30 ft., darkvision 60 ft., low-light vision; Perception +35

DEFENSE

AC 32, touch 9, flat-footed 31 (+1 Dex, +23 natural, –2 size)

hp 275 (19d8+190)

Fort +16, **Ref** +9, **Will** +14

Immune acid, electricity (partial), paralysis, sleep; **Resist** fire 10

Weaknesses slowed by electricity

OFFENSE

Speed 20 ft., swim 50 ft.

Melee 3 bites +26 (2d6+14/19–20 plus grab), 2 claws +24 (1d8+7 plus grab), 4 tentacles +24 (1d8+7 plus grab), tongue +24 (1d4+7 plus grab)

Space 15 ft.; **Reach** 15 ft. (30 ft. with tongue) [**Power Attack** –4 / +12]

Special Attacks breath weapon (30-foot cone of acid once per day, 19d6 acid damage, Reflex DC 29 half), **constrict** (1d6+14), swallow whole (3d6+14 plus 10d6 acid, AC 21, 27 hp)

TACTICS

Use the tactics from Subtier 12–13.

STATISTICS

Str 38, **Dex** 13, **Con** 30, **Int** 4, **Wis** 13, **Cha** 13

Base Atk +14; **CMB** +30 (+34 grapple); **CMD** 41

Feats Cleave, Improved Critical (bite), Improved Initiative, Improved Iron Will, Iron Will, Lightning Reflexes, Lunge, Multiattack, Power Attack, Skill Focus (Stealth)

Skills Intimidate +10, Perception +35, Spellcraft +13, Stealth +21 (+29 in marshes), Swim +22; **Racial Modifiers** +12 Perception, +8 Stealth in marshes

Languages Draconic (cannot speak)

SQ stunted appendages

SPECIAL ABILITIES

Many Maws (Ex) If the three-maw froghemoth begins its turn with an opponent grappled and performs a full attack action, it can use its swallow whole ability on that creature as a free action in place of making a bite attack. It cannot swallow more than one creature per round in this way. When performing a full-attack action, the three-maw froghemoth can forgo all of its bite and tongue attacks in order to use its breath weapon as a free action.

All-Around Vision (Ex) The draconic froghemoth's stalked eyes allow it to see in all directions at once. It cannot be flanked.

Slowed by Electricity (Ex) Although a draconic froghemoth is immune to damage from electricity, whenever it would otherwise take such damage it is instead slowed for 1 round.

Stunted Appendages (Ex) The draconic froghemoth does not gain a fly speed from the half-dragon template, and its claws count as secondary natural attacks. Instead, its stomach churns with caustic juices, dealing additional acid damage to creatures it swallows whole. Its swim speed also increases to 50 feet.

Bite [[1d20+26]] for [[2d6+14]] damage plus [[1d20+34]] grab

Bite [[1d20+26]] for [[2d6+14]] damage plus [[1d20+34]] grab

Bite [[1d20+26]] for [[2d6+14]] damage plus [[1d20+34]] grab

Tentacle [[1d20+24]] for [[1d8+7]] damage plus [[1d20+34]] grab

Tentacle [[1d20+24]] for [[1d8+7]] damage plus [[1d20+34]] grab

Tentacle [[1d20+24]] for [[1d8+7]] damage plus [[1d20+34]] grab

Tentacle [[1d20+24]] for [[1d8+7]] damage plus [[1d20+34]] grab

Tongue [[1d20+24]] for [[1d4+7]] damage plus [[1d20+34]] grab

PA Bite [[1d20+22]] for [[2d6+26]] damage plus [[1d20+34]] grab

PA Bite [[1d20+22]] for [[2d6+26]] damage plus [[1d20+34]] grab

PA Bite [[1d20+22]] for [[2d6+26]] damage plus [[1d20+34]] grab

PA Tentacle [[1d20+20]] for [[1d8+19]] damage plus [[1d20+34]] grab

PA Tentacle [[1d20+20]] for [[1d8+19]] damage plus [[1d20+34]] grab

PA Tentacle [[1d20+20]] for [[1d8+19]] damage plus [[1d20+34]] grab

PA Tentacle [[1d20+20]] for [[1d8+19]] damage plus [[1d20+34]] grab

PA Tongue [[1d20+20]] for [[1d4+19]] damage plus [[1d20+34]] grab

Constrict [[1d6+14]] damage

Swallow Whole [[3d6+14]] damage plus [[10d6]] acid

Area D

AWARENESS POINTS

The PCs' Awareness Point total heavily influences how much warning Mr. Khayn had to prepare for this confrontation as well as how seriously he takes the PCs as a threat when calling in backup. Make the following cumulative adjustments based on the number of Awareness Point total when combat begins. In Subtier 14–15, the replace the first shaitan and the third shaitan with a shaitan pasha.

0 or fewer: Make no changes to the encounter.

1: At the beginning of the second round, one shaitan arrives and acts immediately.

2–3: During this encounter, Mr Khayn can reroll a single d20 roll after seeing the result and use the higher of the two results. Increase the number of shaitans to two.

4–5: Increase the number of shaitans to three. Any genies beyond the first two appear at the beginning of the third round of combat.

6–7: Mr. Khayn has consumed a special extract that grants him a +2 luck bonus on attack rolls, skill checks, and saving throws as well as a +2 luck bonus to his AC during the encounter. His number of rerolls increases to two.

8: Mr. Khayn has consumed an extract that grants him *true seeing* during the encounter. Increase the number of shaitans to four.

9: Increase Mr. Khayn's luck bonuses to +4.

10 or more: Mr. Khayn gains an additional reroll for each additional Awareness Point the PCs have beyond 9.

SHAITAN PASHAS (UP TO 2) CR 13

Advanced shaitan (*Pathfinder RPG Bestiary* 143)

LN Large outsider (earth, extraplanar)

Init +5; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +23

DEFENSE

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, –1 size)

hp 189 (18d10+90)

Fort +17, **Ref** +9, **Will** +15

Immune electricity

OFFENSE

Speed 20 ft., burrow 60 ft., climb 20 ft.

Melee mwk scimitar +23/+18/+13/+8 (1d8+5/18–20) or 2 slams +17 (2d6+2)

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

Special Attacks earth mastery

Spell-Like Abilities (CL 18th; concentration +20)

At will—*plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *meld into stone*, *soften earth and stone*, *stone shape*, *veil* (self only)

3/day—quicken *glitterdust* (DC 14), *rusting grasp*, *stone tell*, *stoneskin*, *wall of stone*, *wish* (to nongenies only)

1/day—*earthquake*, *transmute mud to rock*, *transmute rock to mud*

TACTICS

Use the shaitans' tactics above.

STATISTICS

Str 20, **Dex** 13, **Con** 19, **Int** 14, **Wis** 14, **Cha** 15

Base Atk +18; **CMB** +24 (+28 bull rush); **CMD** 35 (37 vs. bull rush)

Feats Combat Casting, Great Fortitude, Greater Bull Rush, Improved Bull Rush, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Quicken
Spell-Like Ability (*glitterdust*), Toughness

Skills Acrobatics +1 (–3 when jumping), Appraise +23, Bluff +23, Climb +34, Craft (gemcutting) +21, Knowledge (engineering) +23, Perception +23, Sense Motive +23, Spellcraft +23

Languages Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

SQ metamorph, stone curse, stone glide

Gear mwk scimitar

SPECIAL ABILITIES

Earth Mastery (Ex) A shaitan gains a +1 bonus on attack and damage rolls and a +2 bonus on opposed Strength-based checks if both it and its foe are touching the ground. It takes a –4 penalty on attack and damage rolls against airborne or waterborne opponents.

Metamorph (Su) As a standard action, a shaitan can touch a single metal object of no more than 10 pounds and transform it into any other metal for 1 day.

Stone Curse (Su) If a shaitan succeeds at a bull rush combat maneuver check by 5 or more and pushes its target into a stone barrier, the target must succeed at a DC 19 Reflex save or be forced into the barrier as if the target had cast *meld into stone* until the target succeeds at a DC 19 Fortitude save as a full-round action to exit the stone. The save DCs are Strength-based.

Stone Glide (Su) This functions as the earth elemental's earth glide ability, except the shaitan can move through stone, dirt, crystal, or metal.

Scimitar [[1d20+23]] for [[1d8+5]] (crit on 18+)

Scimitar 2 [[1d20+18]] for [[1d8+5]] (crit on 18+)

Scimitar 3 [[1d20+13]] for [[1d8+5]] (crit on 18+)

PA Scimitar [[1d20+18]] for [[1d8+20]] (crit on 18+)

PA Scimitar 2 [[1d20+13]] for [[1d8+20]] (crit on 18+)

PA Scimitar 3 [[1d20+8]] for [[1d8+20]] (crit on 18+)

GENIE, SHAITAN CR 7

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LN Large outsider (earth, extraplanar)

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

DEFENSE

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, –1 size)

hp 85 (9d10+36)

Fort +10, **Ref** +4, **Will** +8

Immune electricity

OFFENSE

Speed 20 ft., burrow 60 ft., climb 20 ft.

Melee 2 slams +13 (2d6+5) or mwk scimitar +14/+9 (1d8+7/18–20)

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

Special Attacks earth mastery, metamorph, stone curse

Spell-Like Abilities (CL 9th)

At will—*meld into stone*, *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *soften earth and stone*, *stone shape*, *veil* (self only)

3/day—quicken *glitterdust* (DC 14), *stoneskin*, *rusting grasp*, *stone tell*, *wall of stone*

1/day—*transmute mud to rock*, *transmute rock to mud*

STATISTICS

Str 20, **Dex** 13, **Con** 19, **Int** 14, **Wis** 14, **Cha** 15

Base Atk +9; **CMB** +15; **CMD** 26

Feats Combat Casting, Greater Bull Rush, Improved Bull Rush, Improved Initiative, Power Attack, Quicken Spell-Like Ability (*glitterdust*)

Skills Appraise +14, Bluff +14, Climb +25, Craft (gemcutting) +14, Knowledge (engineering) +14, Perception +14, Sense Motive +14, Spellcraft +14

Languages Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

SQ stone glide

DESCRIPTION

This being resembles a towering human with skin of polished stone and glittering agate eyes.

SPECIAL ABILITIES

Earth Mastery (Ex) A shaitan gains a +1 bonus on attack and damage rolls and a +2 bonus on opposed Strength-based checks if both it and its foe are touching the ground. It takes a –4 penalty on attack and damage rolls against airborne or waterborne opponents.

Metamorph (Su) As a standard action, a shaitan can touch a single metal object of no more than 10 pounds and transform it into any other metal for 1 day.

Stone Curse (Su) If a shaitan succeeds at a bull rush check by 5 or more and pushes its target into a stone barrier, the target must succeed at a DC 19 Reflex save or be forced into the barrier as if the target had cast *meld into stone* until the target succeeds at a DC 19 Fortitude save as a full-round action to exit the stone. The save DCs are Strength-based.

Stone Glide (Su) This functions as the earth elemental's earth glide ability, except the shaitan can move through stone, dirt, crystal, or metal.

Slam [[1d20+13]] for [[2d6+5]] damage

Slam $[[1d20+13]]$ for $[[2d6+5]]$ damage

Scimitar $[[1d20+14]]$ for $[[1d8+7]]$ (crit on 18+)

PA Slam $[[1d20+10]]$ for $[[2d6+11]]$ damage

PA Slam $[[1d20+10]]$ for $[[2d6+11]]$ damage

PA Scimitar $[[1d20+11]]$ for $[[1d8+16]]$ (crit on 18+)

NEMHAIN CR 15

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NE Medium undead (incorporeal)

Init +12; **Senses** darkvision 60 ft.; Perception +28

DEFENSE

AC 26, touch 26, flat-footed 17 (+7 deflection, +8 Dex, +1 dodge)

hp 225 (18d8+144); **profane regeneration** 5 (electricity or good)

Fort +13, **Ref** +16, **Will** +20

Defensive Abilities channel resistance +4, incorporeal; **Immune** cold, undead traits; **Resist** acid 10, fire 10

OFFENSE

Speed fly 30 ft. (perfect)

Melee incorporeal touch +21 (3d8 plus 1d6 Con drain)

Special Attack bound spirits

Spell-Like Abilities (CL 15th; concentration +22)

3/day—*harm* (DC 23), *slay living* (DC 22), *telekinesis* (DC 22)

1/day—*antilife shell*, *wall of force*

STATISTICS

Str —, **Dex** 26, **Con** —, **Int** 23, **Wis** 25, **Cha** 25

Base Atk +13; **CMB** +21; **CMD** 39

Feats Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Iron Will, Lightning Reflexes, Lunge, Mobility, Toughness

Skills Bluff +25, Diplomacy +25, Fly +37, Intimidate +28, Knowledge (arcana) +27, Knowledge (religion) +27, Perception +28, Sense Motive +28, Spellcraft +27, Stealth +29

Languages Common; telepathy 100 ft.

SQ rejuvenation

DESCRIPTION

A cloud of translucent humanoid spirits whirls around this ghostly desiccated corpse.

SPECIAL ABILITIES

Bound Spirits (Su) A nemhain is surrounded by a whirling cloud of spirits that are bound to her—often the spirits of close relatives or friends she had in life. As a swift action, she can direct these bound spirits to strike at any creature within 30 feet as a ranged touch attack (with an attack bonus of +21). These spirits can be used to cause damage as if the nemhain had touched the target with her incorporeal touch, or they can be used to deliver a *harm* or *slay living* effect. Using these spirits to deliver one of these spell-like abilities is a swift action; the nemhain does not need to take a standard action to cast the spell-like ability, but it still counts against the number of times per day she can use that spell-like ability. The nemhain can also send these spirits as a group up to 1 mile away to act as scouts; they have a fly speed of 60 feet (perfect). She can observe and listen through them, but as long as they don't share her space, she can't use them to deliver ranged touch attacks. These spirits are impervious to almost all attacks and magic, save the following: *dispel evil*, *raise dead*, or *resurrection*. Such spells cause the spirits to vanish and to be useless to the nemhain for 1 hour. *True resurrection* makes the spirits useless for 24 hours.

Profane Regeneration (Su) This ability functions like regeneration except the nemhain has it despite the fact that she lacks a Constitution score.

A nemhain reduced to 0 hit points is staggered instead of destroyed while her profane regeneration is active. As long as her profane regeneration is active, a nemhain ignores all damage that would reduce her hit points below 0.

Rejuvenation (Su) All nemhains are tied to a ritual object used in their creation. This object is typically a large statue, pillar, or monolith. Until this object is destroyed, a destroyed nemhain automatically rejuvenates back to full hit points 1d4 days after she is destroyed, always appearing adjacent to her ritual object.

Slay Living [[1d20+21]] touch and [[12d6+15]] damage, Fort save for [[3d6+15]] instead

Harm [[1d20+21]] touch and 150 damage (cannot reduce below 1) or 75 with Will save

Touch [[1d20+21]] for [[3d8]] damage and [[1d6]] Con Drain

MR. KHAYN CR 15

Human brawler (steel-breaker) 16 (*Pathfinder RPG Advanced Class Guide* 23, 88)

LE Medium humanoid (human)

Init +2; Senses Perception +24

DEFENSE

AC 28, touch 16, flat-footed 22 (+8 armor, +2 Dex, +4 dodge, +4 natural)

hp 140 (16d10+48)

Fort +18, **Ref** +18, **Will** +16

OFFENSE

Speed 30 ft.

Melee unarmed strike +26/+21/+16/+11 (2d10+8/19–20) or

unarmed strike flurry of blows +24/+24/+19/+19/+14/+14/+9 (2d10+8/19–20) or

mwk silver short sword +25/+20/+15/+10 (1d6+5/19–20) or

dagger +24/+19/+14/+9 (1d4+6/19–20) **pounce w/ pummeling charge** **Power Attack: -5/+10; Ignore 5 hardness on Sunder**

Ranged dagger +18 (1d4+6/19–20)

Special Attacks awesome blow, brawler's flurry, close weapon mastery, **knockout 3/day (DC 24 FORT)**, martial flexibility 11/day, stunning fist (17/day, DC 21), sunder training (sunder +5, disarm +4)

TACTICS

Before Combat Mr. Khayn knows that there's at least one intruder nearby, so he drinks a *potion of barkskin* (CL 9th) and *potion of heroism* (CL 12th); their effects are already incorporated into his statistics. See the Awareness Points sidebar on page 28 for other actions he takes before combat.

During Combat On the first round of combat, Mr. Khayn activates his *boots of speed* and then spends a swift action to activate his martial flexibility to gain three feats. Good choices include Greater Disarm, **Pummeling Style_{ACG}**, and **Pummeling Charge_{ACG}**. He prefers to disarm or sunder his foes' gear, depriving them of what they need to fight him on an even footing. When possible, he prefers to use his brawler's flurry, interspersing combat maneuvers to put his foes at a disadvantage. He is mindful of arcane spellcasters and takes modest risks in order to reach and neutralize them.

Morale Mr. Khayn is a professional with a generous resurrection clause in his contract. He fights to the death.

STATISTICS

Str 23, **Dex** 14, **Con** 14, **Int** 12, **Wis** 16, **Cha** 11

Base Atk +16; **CMB** +24 (+30 disarm, +26 grapple, **+33 sunder**, +28 trip); **CMD** 38 (44 vs. disarm, 40 vs. grapple, 45 vs. sunder, 40 vs. trip)

Feats Combat Expertise, **Combat Reflexes**, Critical Focus, **Greater Sunder**, Greater Trip, Improved Critical (unarmed strike), Improved Disarm, Improved Grapple, Improved Sunder, Improved Trip, Improved Unarmed Strike, Iron Will, Power Attack, Stunning Fist, **Tiring Critical**, **[fatigued]**

Skills Acrobatics +22, Climb +15, Intimidate +21, Knowledge (local) +16, Perception +24, Profession (bodyguard) +15, Ride +11, Sense Motive +24, Swim +15

Languages Common, Halfling

SQ brawler's cunning, exploit weakness, martial training

Other Gear +4 chain shirt, daggers (4), mwk silver short sword, *amulet of mighty fists* +2, *belt of giant strength* +2, *boots of speed*, *cloak of resistance* +4, *headband of inspired wisdom* +2, *monk's robe*, **steelhand circle_{UE}**, 118 gp

SPECIAL ABILITIES

Best of the Best (Ex) Mr. Khayn ability scores are derived using 25-point buy, and he has the wealth of an NPC 1 level higher than normal. This increases his CR by 1.

Exploit Weakness (Swift) [[1d20+3]] vs. 10+DR or Hardness, +2 on attacks and ignore DR/Hardness

Unarmed Strike [[1d20+26]] for [[2d10+8]] damage (crit on 19+)

Knockout, Fort save or unconscious (DC 24)

PA Unarmed Strike [[1d20+21]] for [[2d10+18]] damage (crit on 19+)

PA Sunder [[1d20+28]] for [[2d10+18]] damage (ignore 5 hardness)

Flurry [[1d20+24]] for [[2d10+8]] damage (crit on 19+)

Flurry [[1d20+24]] for [[2d10+8]] damage (crit on 19+)

Flurry 2 [[1d20+19]] for [[2d10+8]] damage (crit on 19+)

Flurry 2 [[1d20+19]] for [[2d10+8]] damage (crit on 19+)

Flurry 3 [[1d20+14]] for [[2d10+8]] damage (crit on 19+)

Flurry 3 [[1d20+14]] for [[2d10+8]] damage (crit on 19+)

Flurry 4 [[1d20+9]] for [[2d10+8]] damage (crit on 19+)

PA Flurry [[1d20+19]] for [[2d10+18]] damage (crit on 19+)

PA Flurry [[1d20+19]] for [[2d10+18]] damage (crit on 19+)

PA Flurry 2 [[1d20+14]] for [[2d10+18]] damage (crit on 19+)

PA Flurry 2 [[1d20+14]] for [[2d10+18]] damage (crit on 19+)

PA Flurry 3 [[1d20+9]] for [[2d10+18]] damage (crit on 19+)

PA Flurry 3 [[1d20+9]] for [[2d10+18]] damage (crit on 19+)

PA Flurry 4 [[1d20+4]] for [[2d10+18]] damage (crit on 19+)

Table: Common Armor, Weapon, and Shield Hardness and Hit Points

Weapon or Shield	Hardness ¹	Hit Points ^{2, 3}
Light blade	10	2
One-handed blade	10	5
Two-handed blade	10	10
Light metal-hafted weapon	10	10
One-handed metal-hafted weapon	10	20
Light hafted weapon	5	2
One-handed hafted weapon	5	5
Two-handed hafted weapon	5	10
Projectile weapon	5	5
Armor	special ⁴	armor bonus × 5
Buckler	10	5
Light wooden shield	5	7
Heavy wooden shield	5	15
Light steel shield	10	10
Heavy steel shield	10	20
Tower shield	5	20

¹ Add +2 for each +1 enhancement bonus of magic items.

² The hp value given is for Medium armor, weapons, and shields. Divide by 2 for each size category of the item smaller than Medium, or multiply it by 2 for each size category larger than Medium.

³ Add 10 hp for each +1 enhancement bonus of magic items.

Area E

SULIJI PESHAR CR 18

Female half-orc occultist 18 (*Pathfinder RPG Occult Adventures* 46)

NE Medium humanoid (human, orc)

Init +5; **Senses** aura sight, **blindsight** 40 ft., darkvision 60 ft.; Perception +29

DEFENSE

AC 31, touch 11, flat-footed 30 (+11 armor, +1 Dex, +5 natural, +4 shield)

hp 228 (18d8+144)

Fort +24, **Ref** +14, **Will** +19; +8 resistance vs. divination and mind-affecting effects

Defensive Abilities orc ferocity; **DR** 10/adamantine; **Resist** acid 10, cold 10, electricity 10, fire 10, sonic 10; **SR** 27 **SPELL TURNING** [9 levels]

OFFENSE

Speed 30 ft., fly 40 ft. (average)

Melee +5 *human-bane spell storing adamantine falcata* +24/+19/+14 (1d8+9/17–20/x3 plus 2d6 vs. human) **Free action Greater Dispel** on hit

Ranged energy ray +16 touch (9d6+1)

Implement Schools

Abjuration (armor, 10 points [9 currently]) *Resonant*—warding talisman; *Focus*—energy shield [**Swift1/Immediate2 absorb 90 energy**], loci sentry, mind barrier [**Swift1/Immediate2 absorb 36 damage**], planar ward

Conjuration (mirror, 1 point) *Resonant*—casting focus; *Focus*—servitor (*summon monster VI*)

Evocation (gloves, 2 points) *Resonant*—intense focus; *Focus*—energy ray, light matrix, radiance, shape mastery

Illusion (ring, 2 points) *Resonant*—distortion (10% mischance); *Focus*—cloak image, minor figment

Transmutation (falcata, 12 points) *Resonant*—physical enhancement; *Focus*—legacy weapon [**SA +4 ENH weapon**], mind over gravity, telekinetic mastery

Occultist Spells Known (CL 18th; concentration +25)

6th (4/day)—**cold ice strike**_{UM} (DC 23, **Swift**, 15d6, 30ft line), *contingency*, *disintegrate* (DC 23, 36d6), *heal*, *permanent image* (DC 23), *project image* (DC 23), *repulsion* (DC 23)

5th (3/day)—*false vision*, *interposing hand*, *overland flight*, *seeming* (DC 22), *spell resistance*, *wall of force*, *wall of stone*

4th (4/day)—*dimension door*, *echolocation*_{UM}, *fire shield*, *illusory wall* (DC 21), *greater invisibility*, *sending*, *stoneskin*

3rd (5/day)—*cure serious wounds*, *deeper darkness*, *dispel magic*, *displacement*, *haste*, *lightning bolt* (DC 20), *major image* (DC 20)

2nd (6/day)—*blur*, *darkness*, *glitterdust* (DC 19), *mirror image*, *perceive cues*_{APG}, *resist energy*, *shatter* (DC 19)

1st (6/day)—*decrepit disguise*_{OA} (DC 18), *floating disk*, *magic aura*, *mount*, *pass without trace*, *shield*, *shocking grasp*

0 (at will)—*create water*, *dancing lights*, *ghost sound* (DC 17), *light*, *message*, *resistance*

TACTICS

Before Combat Suliji has cast numerous spells, activated several scrolls, and consumed a few potions to ensure that her heist goes exactly as planned. She has cast *echolocation*, *overland flight*, *perceive cues*, *shield*, *spell resistance*, and *stoneskin*. She has also used a *potion of barkskin* (CL 12th), a *potion of heroism* (CL 12th), a *scroll of fickle winds*_{APG} (CL 15th), a *scroll of keen edge*, a *scroll of mind blank*, a *scroll of spell immunity* (CL 16th, choosing **dimensional anchor**, **enervation**, **plus two more**), her *ring of spell turning*, and her *bracers of the glib entertainer*. Her allocated mental focus grants her a +8 enhancement bonus to her Constitution and a +5 resistance bonus on all saving throws. She has locked the gauntlet wielding her falcata and activated her radiance ability on the blade. Finally, she has expended 1 point of mental focus to create a loci sentry protecting the marked area. These effects—including a reduction in her remaining spells per day—are all calculated into her statistics.

During Combat Suliji is a flexible combatant with many possible strategies. She prefers spending a round or 2 casting more self-enhancing spells and activating legacy weapon or lobbing a damaging ray before wading into melee, but she happily adapts depending on how effectively the PCs can get past her animated allies. She makes ample use of her swift actions and mental focus to shore up her defenses with energy shield and mind barrier.

Morale Suliji is willing to take considerable risks in order to see her plan through, but she knows to cut and run with *dimension door* if the fight seems unwinnable—such as if she's reduced to 35 or fewer hit points with little chance to turn the tide, lost her minions, or been affected with spells that remove her protections with little chance to turn the tide, or if she's lost her *contingency* and the PCs seem likely to disable her again before her next turn. If she has a good opportunity to finish off Iaovin Ratarion without hindering her escape (such as with a *cold ice strike*), she takes it. **STATISTICS**

Str 18, Dex 13, Con 22, Int 24, Wis 12, Cha 10

Base Atk +13; **CMB** +19; **CMD** 28

Feats Combat Expertise, Exotic Weapon Proficiency (falcata), Extra Mental Focus_{OA}, Greater Feint, Improved Feint, Improved Initiative, Power Attack, Skill Focus (Bluff), Toughness

Skills Appraise +19, Bluff +26 (+46 to lie), Diplomacy +15, Disable Device +17, Disguise +23, Fly +23, Knowledge (arcana, history, planes, religion) +21, Linguistics +18, Perception +29, Sense Motive +29, Spellcraft +29, Use Magic Device +32; **Racial Modifiers** +2 Intimidate

Languages Abyssal, Aklo, Auran, Celestial, Common, Draconic, Gnoll, Ignan, Infernal, Kelish, Orc, Osiriani, Polyglot, Undercommon

SQ binding circles, fast circles, implements 7, magic circles, magic item skill, mental focus (24/day), object reading, orc blood, outside contact (3 names, information or service), shift focus

Combat Gear *potion of shield of faith* +5, **ring of delayed doom**_{UE}, *scroll of dimension door*, **vampiric gloves**_{UE}; **Other Gear** +5 mithral breastplate of speed, +5 *human-bane spell storing adamantine falcata*_{UE}, *belt of giant's strength* +2, *bracers of the glib entertainer*_{UE}, *coat of energy resistance* (see below), *headband of vast intelligence* +6, *ring of friend shield*, *ring of spell turning*, *sovereign glue*, *torc of the trifecta* (see below), mwk thieves' tools, occultist's implements_{OA}, silver mirror, 207 gp

SPECIAL ABILITIES

+5 Human-Bane Spell-Storing Adamantine Falcata Suliji has stored *dispel magic* (CL 18th) in this falcata.

Able and Affluent (Ex)

Coat of Energy Resistance

Contingency (Su) Suliji cast *contingency* yesterday to grant herself the benefits of *heal* (CL 18) when she would be unable to act due to a condition *heal* can remedy (including being unconscious from hit point damage).

Torc of the Trifecta

Cold Ice Strike [[15d6]] cold damage in 30-ft line, reflex for half

Greater Dispel Magic [[1d20+18]]

Concentration [[1d20+25]]

Loci Sentry (DC 27 Will Save or dazed 1 round)

Adamantine Slash [[1d20+24]] for [[1d8+9]] plus [[2d6]] if human

Adamantine Slash 2 [[1d20+19]] for [[1d8+9]] plus [[2d6]] if human

Adamantine Slash 3 [[1d20+14]] for [[1d8+9]] plus [[2d6]] if human

Adamantine Slash haste [[1d20+24]] for [[1d8+9]] plus [[2d6]] if human

Adamantine PA Slash [[1d20+21]] for [[1d8+18]] plus [[2d6]] if human

Adamantine PA Slash 2 [[1d20+16]] for [[1d8+18]] plus [[2d6]] if human

Adamantine PA Slash 3 [[1d20+11]] for [[1d8+18]] plus [[2d6]] if human

Adamantine PA Slash haste [[1d20+21]] for [[1d8+18]] plus [[2d6]] if human

Ring of Delayed Doom (delay negative status effect on failed save for up to 9 minutes)

Heal removes ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feeble-minded, insanity, nauseated, poisoned, sickened, and stunned.

CORRUPTED AVENGER CR 14

Unique animated object

NE Medium construct

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 27, touch 13, flat-footed 24 (+3 Dex, +14 natural)

hp 119 (15d10+20)

Fort +10, **Ref** +13, **Will** +12

Defensive Abilities **hardness 10**; **Immune** construct traits; **SR 25**

OFFENSE

Speed fly 40 ft. (good)

Melee slice +28/+23/+18 (1d8+17/17–20)

Spell-Like Abilities (CL 18th; concentration +19)

At will—**greater dispel magic**

TACTICS

During Combat The corrupted avenger flies toward the PCs and uses *greater dispel magic* either to indiscriminately strip away a random spell using the area dispel option or remove multiple spells from a target clearly benefiting from and reliant upon multiple spells. It then harasses vulnerable targets near the back of the group, moving strategically to stymie spellcasters, follow archers, and destroy enemy weapons.

Morale The corrupted avenger fights until Suliji Peshar is defeated, after which it falls to the ground at the end of its next round.

STATISTICS

Str 26, **Dex** 17, **Con** —, **Int** 10, **Wis** 14, **Cha** 12

Base Atk +15; **CMB** +28 (+32 **sunder**); **CMD** 36 (38 vs. **sunder**)

Feats Cleave, Critical Focus, Flyby Attack, **Greater Sunder**, Improved Critical (slice), Improved Initiative, Improved Sunder, Power Attack

Skills Fly +25, Knowledge (planes) +7, Knowledge (religion) +8

SPECIAL ABILITIES

Corrupted (Su) See Subtier 12–13.

Profane Resistance (Su) The corrupted avenger gains a +5 profane bonus on all saving throws.

Slice (Ex) See Subtier 12–13.

Slice [[1d20+28]] for [[1d8+17]] damage (Crits on 17+)

Slice 2 [[1d20+23]] for [[1d8+17]] damage (Crits on 17+)

Slice 3 [[1d20+18]] for [[1d8+17]] damage (Crits on 17+)

PA Slice [[1d20+24]] for [[1d8+29]] damage (Crits on 17+)

PA Slice 2 [[1d20+19]] for [[1d8+29]] damage (Crits on 17+)

PA Slice 3 [[1d20+14]] for [[1d8+29]] damage (Crits on 17+)

Sunder [[1d20+28]] [[1d8+29]]

Greater Dispel Magic [[1d20+18]]

Concentration (if threatened) [[1d20+19]]

Blade Golem

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N Large construct

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 26, touch 10, flat-footed 25 (+1 Dex, +16 natural, –1 size)

hp 118 (16d10+30)

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

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

OFFENSE

Speed 30 ft.

Melee 2 slams +23 (2d10+8 plus **grab**) **Life-Drinking** [1 negative level]

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

Special Attacks **death burst**, **grind** [on grapple], wall of gears

STATISTICS

Str 27, **Dex** 12, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +16; **CMB** +25 (+29 grapple); **CMD** 36

DESCRIPTION

A vaguely humanoid shape made of metal lurches to life with the grinding whirl and frantic ticking of hundreds of gears.

SPECIAL ABILITIES

Death Burst (Ex) When a clockwork golem is reduced to 0 or fewer hit points, it explodes in a shower of razor-sharp gears and debris. All creatures within a 10-foot burst take 12d6 points of slashing damage—a successful DC 18 Reflex save results in half damage. The save DC is Constitution-based.

Grind (Ex) A clockwork golem deals an additional 2d10+12 points of slashing damage when it succeeds at a grapple combat maneuver check as razor-sharp gears and blades emerge from its body to grind and slice its foe.

Immunity to Magic (Ex) A clockwork golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against a clockwork golem, as noted below.

- A grease spell cast on the golem causes it to move quickly for 1d6 rounds, as if under the effects of haste.
- A rusting grasp spell deals damage to a clockwork golem normally, and makes the golem staggered for 1d6 rounds (no save).

Wall of Gears (Su) As a standard action, a clockwork golem can fold into a whirling wall of grinding gears measuring 10 feet by 10 feet or 5 feet by 20 feet. Anyone passing through the wall takes 15d6 points of slashing damage. If the wall appears in a creature's space, that creature can attempt a DC 18 Reflex save to leap to one side and avoid the damage. The clockwork golem can take no actions while in this form except to resume its normal form as a move action. A clockwork golem's AC and immunities remain the same while it is in this form.

Eclectic Composition (Ex) A blade golem's natural attacks and special abilities are all treated as magic weapons and overcome damage reduction as adamantine, cold iron, and silver weapons. Its slam attacks deal both bludgeoning and slashing damage.

Versatile Strike (Su) Hundreds of masterwork and magical blades comprise the golem's body, and as a swift action it can shift several blades with a particular enchantment into its fists, adding one of the following effects to its natural attacks. If it uses this ability to gain a different ability, the previous benefit ends.

Eldritch Strike: The golem gains a +2 enhancement bonus on attack and damage rolls with its natural attacks.

Energy Attacks: The golem's natural attacks gain the *flaming*, *frost*, or *shock* weapon special quality.

Life-Drinking: The first time each round that the golem deals damage with a natural attack, the target gains 1 temporary negative level that lasts for 12 hours.

[[1d20]]

Wall of Blades [[15d6]] slashing

Death Burst [[12d6]] slashing, reflex for half

Slash [[1d20+23]] for [[2d10+8]] damage plus [[1d20+29]] to grab plus 1 negative level

Slash [[1d20+23]] for [[2d10+8]] damage plus [[1d20+29]] to grab

Grind [[2d10+12]] slashing on grab

AWARENESS POINTS

The PCs' Awareness Point total heavily influences how long Suliji has had to interrogate laovin Ratarion and prepare for their arrival. Make the following cumulative adjustments based on the number of Awareness Point total when combat begins.

1 or fewer: Make no changes to the encounter.

2–6: Suliji has used *sovereign glue* to attach her partnered *ring of friend shield* to laovin Ratarion's right ring finger. This ring splits the damage they take unless the PCs can suppress the ring's magic (CL 10th) or sever the Patron's finger with a melee slashing or piercing weapon (AC 24, 3 hit points). Severing his finger deals him 10 points of damage.

7 or more: Suliji has consumed her *potion of shield of faith* and begins the encounter with 30 temporary hit points.

Area F

STICHALTO'S GUARDIAN CR 17

Variant khala (*Pathfinder RPG Bestiary 5* 151)

CE Large dragon (cold)

Init +10; **Senses** blindsight 120 ft., darkvision 60 ft., low-light vision; **Perception** +30

DEFENSE

AC 31, touch 15, flat-footed 25 (+6 Dex, +16 natural, –1 size)

hp 261 (18d12+144)

Fort +19, **Ref** +17, **Will** +16

Immune cold, disease, paralysis, sleep; **Resist** acid 10, electricity 10; **SR** 28

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft., fly 90 ft. (good)

Melee 3 bites +27 (2d10+10/19–20 plus disease), tail +25 (2d8+10 plus grab)

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

Special Attacks breath weapon (60-ft. line, 8d6 cold damage and 8d6 profane damage, Reflex DC 27 half, usable every 1d4 rounds), constrict (2d8+10), rend (2 bites, 2d10+15), tenacious grapple

Spell-Like Abilities (CL 18th; concentration +25)

3/day—*fickle winds*_{sum}, *fire shield* (chill shield only) [1d6+15], empowered *ice storm*, *incendiary cloud* (DC 25, deals cold damage)

1/day—*polar ray* [+24 to hit, 18d6 cold, SA, no save, 1d4 DEX drain]

TACTICS

Before Combat The khala has already cast *fickle winds* and *fire shield* before the PCs arrive.

During Combat The khala opens with its breath weapon before switching to full attacks. If the PCs do not appear to be resistant to cold, it uses its *polar ray* to soften one of them up.

Morale The khala fights to the death to protect Stichalto.

STATISTICS

Str 30, **Dex** 22, **Con** 27, **Int** 22, **Wis** 21, **Cha** 25

Base Atk +18; **CMB** +29 (+33 grapple); **CMD** 45 (can't be tripped)

Feats Alertness, Critical Focus, Empower Spell-Like Ability (ice storm), Flyby Attack, Improved Critical (bite), Improved Initiative, Multiattack, Power Attack, Staggering Critical, Stunning Critical

Skills Appraise +27, Bluff +28, Diplomacy +28, Fly +29, Intimidate +28, Knowledge (geography) +27, Knowledge (local) +27, Knowledge (nature) +27, Perception +30, Sense Motive +30, Stealth +23, Survival +26

Languages Abyssal, Aquan, Common, Draconic, Giant, Goblin

SPECIAL ABILITIES

Breath Weapon (Su) A khala can fire a jet of frigid liquid infused with unholy energy from one of its three mouths, dealing 8d6 points of cold damage and 8d6 points of damage that results directly from profane energy and is not subject to protections against cold damage (Reflex DC 27 half). Even if they succeed at the Reflex save, creatures caught in the line who took any cold damage must succeed at a DC 27 Fortitude save or be encased in ice. A trapped creature must succeed at a DC 25 Strength check or DC 26 Escape Artist check as a full-round action to break free.

Disease (Ex) Chillbane Fever: Bite—injury; *save* Fortitude DC 27; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Con damage, sickened, and fatigued; *cure* 2 consecutive saves.

Tenacious Grapple (Ex) A khala does not gain the grappled condition if it grabs a foe with its tail, and it can maintain a grapple with its tail as a swift action.

AWARENESS POINTS

The PCs' Awareness Point total reflects how long the draconic guardians have to absorb the power of the White Witches that is emanating from the icy sphere.

1 or fewer: Make no changes to the encounter.

2–3: Each of the dragons benefits from *heroism* (CL 20).

4–5: The ground becomes coated in perfectly sheer ice. Moving across the ground requires a DC 30 Acrobatics check (DC 35 in Subtier 14–15). Furthermore, chill winds at against the PCs, interfering with flight. Flying through these winds requires a DC 35 Fly check (DC 40 in Subtier 14–15). Either way, barring specific feats or abilities, the PCs cannot charge in these conditions.

6 or more: Each of the dragons benefits from *greater heroism* (CL 20) and *resist energy* (fire) (CL 20).

Bite [[1d20+27]] for [[2d10+10]] plus DC 27 Fort vs. Disease

Bite [[1d20+27]] for [[2d10+10]] plus DC 27 Fort vs. Disease

Bite [[1d20+27]] for [[2d10+10]] plus DC 27 Fort vs. Disease

Tail [[1d20+25]] for [[2d8+10]] and grab vs. CMD [[1d20+33]]

Breath Weapon [[8d6]] cold and [[8d6]] profane damage

Constrict [[2d8+10]]

Rend (2 Bites) [[2d10+15]]

Grapple [[1d20+33]]