

A. SHARROWSMITH'S EXPORTS

MARKET GUARDS

CR 1

Medium humanoid (human) LN

Init -1; **Senses** Perception +5

DEFENSE

AC 13, touch 9, flat-footed 13 (+4 armor, -1 Dex)**hp** 22 (3d10+6)**Fort** +3, **Ref** +0, **Will** +2

OFFENSE

Speed 30 ft.**Melee** mwk guisarme +7 (2d4+3/x3) or mwk longsword +6 (1d8+2/19-20)**Ranged** javelin +2 (1d6+2)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with guisarme)

TACTICS

During Combat The warrior uses his reach to trip foes as they close, and switches to his sword if necessary.

STATISTICS

Str 15, **Dex** 9, **Con** 10, **Int** 8, **Wis** 12, **Cha** 11**Base Atk** +3; **CMB** +5; **CMD** 14**Feats** Alertness, Toughness, Weapon Focus (guisarme)**Skills** Intimidate +6, Perception +5, Sense Motive +4**Languages** Common, Polyglot**Gear** chain shirt, javelins (3), masterwork guisarme, masterwork longsword

ZENJ CEREMONIAL ARMOR

CR 5

N Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception -5

DEFENSE

AC 16, touch 10, flat-footed 16 (+6 natural)**hp** 36 (3d10+20)**Fort** +1, **Ref** +1, **Will** -4**Defensive Abilities** hardness 10; Immune construct traits

OFFENSE

Speed 30 ft., fly 30 ft. (clumsy)**Melee** 2 slams +5 (1d8+3/19-20)

STATISTICS

Str 14, **Dex** 10, **Con** —, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +3; **CMB** +5; **CMD** 15**SQ** construction points (additional attack, additional movement, metal)

WOOD GOLEM

CR 6

N Medium construct

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)**hp** 64 (8d10+20)**Fort** +2, **Ref** +5, **Will** +5**DR** 5/adamantine; **Immune** construct traits, magic**Weaknesses** vulnerable to fire

OFFENSE

Speed 30 ft.**Melee** 2 slams +12 (2d6+4)**Special Attacks** splintering

STATISTICS

Str 18, **Dex** 17, **Con** —, **Int** —, **Wis** 17, **Cha** 1**Base Atk** +8; **CMB** +12; **CMD** 25

SPECIAL ABILITIES

Immunity to Magic (Ex) A wood golem is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the Fire descriptor, which affect it normally. In addition, certain spells and effects function differently against the creature, as noted below.

Warp wood or *wood shape* slows a wood golem (as the *slow* spell) for 2d6 rounds (no save).

Repel wood drives the golem back 60 feet and deals 2d12 points of damage to it (no save).

A magical attack that deals cold damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A wood golem gets no saving throw against attacks that deal cold damage.

Splintering (Su) As a free action once every 1d4+1 rounds, a wood golem can launch a barrage of razor-sharp wooden splinters from its body in a 20-foot-radius burst. All creatures caught within this area take 6d6 points of slashing damage (Reflex DC 14 halves). The save DC is Constitution-based.

C. FINDING ARVELLOS

Subtier 5-6

ARVELLOS RAND

CR 6

Male human rogue 7

N Medium humanoid (human) (*Pathfinder RPG NPC Codex 147*)**Init** +4; **Senses** Perception +10

DEFENSE

AC 15, touch 15, flat-footed 14 (+4 Dex, +1 dodge)**hp** 4 (currently 7) (7d8+7)**Fort** +3, **Ref** +9, **Will** +2**Defensive Abilities** evasion, trap sense +2, uncanny dodge

GEARSMAN ROBOT

CR 4

N Medium construct (robot) *Pathfinder Campaign Setting: Inner Sea Bestiary* 44**Init** +1; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 20, touch 11, flat-footed 19 (+1 Dex, +9 natural)**hp** 42 (4d10+20)**Fort** +1, **Ref** +2, **Will** +2**Defensive Abilities** hardness 10; **Immune** construct traits**Weaknesses** vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 20 ft.**Melee** slam +9 (1d4+7) or **mwk** spear +10 (1d8+5/×3 plus 1d6 electricity)**Ranged** **mwk** spear +6 (1d8+6/×3)

STATISTICS

Str 20, **Dex** 13, **Con** —, **Int** 10, **Wis** 13, **Cha** 1**Base Atk** +4; **CMB** +9; **CMD** 20**Feats** Combat Reflexes, Power Attack**Skills** Craft (alchemy) +8, Disable Device +8, Perception +8, Profession (guard) +7, Sense Motive +8**Languages** Common, Hallit**SQ** adaptive learning, charge weapon, self-repair

SPECIAL ABILITIES

Adaptive Learning (Ex) A gearsman has a number of skill points equal to 4 + its Int modifier per Hit Die, and treats Craft and Profession as class skills beyond those possessed by all robots. In addition, a gearsman has a number of bonus skill ranks equal to its Hit Dice that can be reprogrammed to apply to any skill—these ranks cannot be split among multiple skills and must all apply to one skill. A gearsman may change what skill these bonus ranks apply to up to once per day by concentrating for 1 minute, during which time it can take no other actions. Rather than spend these bonus ranks on a skill, a gearsman can choose to devote them to weapon knowledge, gaining proficiency with a single weapon instead of bonus ranks in a skill. All gearsmen are automatically proficient with all simple weapons.

Charge Weapon (Ex) Any metal melee weapon wielded by a gearsman becomes charged with electricity and deals +1d6 points of electricity damage on a hit.

Self-Repair (Ex) A gearsman's nanites heal it of damage at the rate of a number of hit points per hour equal to its Hit Dice (4 hit points per hour for most gearsmen). Up to once per day, as a full-round action, it can heal any robot it touches of 4d6 points of damage—if a gearsman uses this ability on itself, it automatically heals the maximum amount: 24 points of damage.

TECHNIC LEAGUE INITIATE

CR 5

Female elf storm sorcerer (*Pathfinder RPG NPC Codex 163*)

NE Medium humanoid (human)

Init +6; **Senses** low-light vision; Perception +4

DEFENSE

AC 18, touch 14, flat-footed 15 (+4 armor, +1 deflection, +2 Dex, +1 dodge)**hp** 35 (6d6+12)**Fort** +4, **Ref** +5, **Will** +7; +2 vs. enchantments**Immune** sleep; **Resist** electricity 10

OFFENSE

Speed 30 ft.**Melee** spear +2 (1d8-1/×3)**Ranged** **mwk** longbow +6 (1d8/×3)**Bloodline Spell-Like Abilities** (CL 6th; concentration +9)

6/day—elemental ray (1d6+3 electricity)

Sorcerer Spells Known (CL 6th; concentration +9)3rd (4/day)—*lightning bolt* (DC 17)2nd (6/day)—*gust of wind* (DC 16), *scorching ray* (electricity), *spectral hand*1st (7/day)—*burning hands* (electricity; DC 15), *mage armor*, *magic missile*, *obscuring mist*, *shocking grasp*0 (at will)—*acid splash* (electricity), *dancing lights*, *detect magic*, *light*, *mage hand*, *ray of frost* (electricity), *read magic***Bloodline elemental** (air)

TACTICS

During Combat If given time, the initiate casts defensive spells until such time she feels she must engage the PCs. During the fight she uses her arcane abilities to both damage the PCs and give the interrogator alchemist an advantage.

Morale As long as Zentyr remains alive, the initiate continues to fight.

Once the Kellid falls in battle, the initiate attempts to flee and warn the rest of the Technic League in Nantambu.

Base Statistics Without *mage armor*, the sorcerer's base statistics are **AC** 14, touch 14, flat-footed 11.

STATISTICS

Str 8, **Dex** 15, **Con** 12, **Int** 12, **Wis** 12, **Cha** 16**Base Atk** +3; **CMB** +2; **CMD** 16**Feats** Dodge, Eschew Materials, Improved Initiative, Spell Focus (evocation)**Skills** Fly +10, Knowledge (arcana) +9, Linguistics +2, Perception +4, Spellcraft +10 (+12 to identify magic item properties)**Languages** Auran, Common, Draconic, Elven**SQ** bloodline *arcana* (change energy damage spells to electricity), elven magic, weapon familiarity**Combat Gear** *scroll of fly*, *scroll of gaseous form*, *scroll of levitate*; **Other****Gear** masterwork longbow with 20 arrows, spear, *cloak of resistance* +1, *ring of protection* +1; 375 gp

ZENTYR**CR 6**

Male human alchemist (vivisectionist) 7 (*Pathfinder RPG Advanced Player's Guide 27, Pathfinder RPG Ultimate Magic 20*)

LE Medium humanoid (human)

Init +6; Senses Perception +6

DEFENSE

AC 22, touch 16, flat-footed 16 (+4 armor, +5 Dex, +1 dodge, +2 natural)
hp 56 (7d8+21)

Fort +8, Ref +12, Will +2; +4 vs. poison

OFFENSE

Speed 30 ft.

Melee mwk dagger +11 (1d4+1/19-20), mwk dagger +11 (1d4/19-20)

Ranged mwk dagger +13 (1d4+1/19-20)

Special Attacks sneak attack +4d6

Alchemist Extracts Prepared (CL 7th)

3rd—bottled gelatinous cube

2nd—bull's strength, invisibility, touch injection^{UC}

1st—cure light wounds, disguise self, illusion of calm^{UC} (DC 12), shield, true strike

TACTICS

Before Combat Zentyr is busy questioning Rand, trying his best to extract every ounce of information. Unless the alarm is sounded, he is unprepared for the combat.

During Combat Zentyr moves into the shadows or uses his invisibility extract before distracting the PCs with a bottled gelatinous cube (*Pathfinder RPG Bestiary 138*). He then drinks his mutagen (already applied to his statistics). He emerges from hiding and applies his best poisons to his blades before placing them in the back of a hapless PC.

Morale Unafraid of failure, Zentyr fights to the death.

Base Statistics Without his mutagen, Zentyr's statistics are AC 18, touch 14, flat-footed 14; Ref +10, Will +3; Melee mwk dagger +9 (1d4+1/19-20), mwk dagger +9 (1d4/19-20); Ranged mwk dagger +11 (1d4+1/19-20); Dex 18, Wis 10; CMD 21; Skills Perception +7, Profession (interrogator) +10, Sleight of Hand +8, Stealth +12, Survival +4.

STATISTICS

Str 12, Dex 22, Con 14, Int 13, Wis 8, Cha 8

Base Atk +5; CMB +6; CMD 23

Feats Brew Potion, Dodge, Quick Draw, Throw Anything, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (dagger)

Skills Craft (alchemy) +11, Intimidate +5, Knowledge (arcana) +5, Knowledge (local) +2, Knowledge (nature) +7, Perception +6, Profession (interrogator) +9, Sleight of Hand +10, Spellcraft +8, Stealth +14, Survival +3

Languages Common, Hallit, Polyglot

SQ alchemy (alchemy crafting +7, identify potions), cruel anatomist, mutagen (+4/-2, +2 natural, 70 minutes), discoveries (bottled ooze^{UM}, concentrate poison, preserve organs^{UM}), poison use, swift alchemy, swift poisoning, torturer's eye, torturous transformation

Combat Gear oil of magic weapon, potion of cure moderate wounds, **potion of displacement**, concentrated blue whinnis (1 dose), **concentrated purple worm poison** (1 dose), malyass root paste (2 doses), bloodroot (4 doses); **Other Gear** +1 studded leather, mwk daggers (2), cloak of resistance +1, alchemy kit, formulae book (contains all prepared extracts as well as: 1st—ant hau^{APG}, comprehend languages, crafter's fortune^{APG}, deathwatch, detect secret doors, expeditious retreat, jump, negate aroma^{APG}; 2nd—alchemical allocation^{APG}, anthropomorphic anima^{UM}, barkskin, blood transcription^{UM}, false life, see invisibility; 3rd—fly, haste, seek thoughts^{APG}), 401 gp

SPECIAL ABILITIES

Bottled Ooze (Su) The alchemist has learned how to preserve a sample of oozes in a sealed bottle, which he can prepare for use as an extract. When the alchemist activates the extract, he actually throws the bottle at a square within 30 feet, releasing the ooze, which reconstitutes and attacks the closest creature. The ooze is not under the alchemist's control, but is otherwise treated as a summoned creature. The ooze remains for 1 round per caster level, and decays into powder when the duration expires. If the alchemist has the infusion discovery, another character can use the infused specimen. Creating a bottled ooze requires an extract with a level equal to the ooze's CR (so a CR 4 gray ooze requires a 4th-level extract). An alchemist must be at least 6th level before selecting this discovery.

CONCENTRATED BLUE WHINNIS

Type poison, injury; Save Fortitude DC 16

Frequency 1/round for 2 rounds

Initial Effect 1 Con damage; Secondary Effect unconsciousness for 1d3 hours; Cure 1 save

BLOODROOT

Type poison, injury; Save Fortitude DC 12

Onset 1 round; Frequency 1/round for 4 rounds

Effect 1 Con damage and 1 Wis damage; Cure 1 save

MALYASS ROOT PASTE

Type poison, contact; Save Fortitude DC 16

Onset 1 minute; Frequency 1/minute for 6 minutes

Effect 1d2 Dex damage; Cure 1 save

CONCENTRATED PURPLE WORM POISON

Type poison, injury; Save Fortitude DC 26

Frequency 1/round for 6 rounds

Effect 1d3 Str damage; Cure 2 consecutive saves

TOUCH INJECTION

(*Pathfinder RPG Ultimate Combat 247*)

School transmutation; Level alchemist 2, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 hour/level

Saving Throw none; Spell Resistance no

You must hold an elixir, infused extract, poison, or potion in hand as you cast this spell. The held substance drains from its container into a magical sac in your body. While the spell lasts, you can deliver the substance with a mere touch. To do so to an opponent, you must make a successful melee touch attack. If you hit, the substance takes effect immediately, despite any onset period, and that opponent receives the normal saving throw (if any) against the substance. If you miss, the substance remains in the magical sac for you to use later.

This spell protects you from poison in the sac, but unless you have the poison use class feature, you suffer a 5% chance of exposing yourself to the poison when you first cast the spell. If you roll a natural 1 while attempting to inject the poison into an enemy, you are exposed to it.

ILLUSION OF CALM*(Pathfinder RPG Ultimate Combat 231)***School** illusion (figment); **Level** alchemist 1, magus 1, sorcerer/wizard 1**Casting Time** 1 standard action**Component** V, S**Range** personal**Target** you**Duration** 1 minute/level**Saving Throw** Will disbelief (on hit; see below); **Spell Resistance** no

When casting this spell, you create an illusory double that takes the same space of you. That double makes it look like you are standing still, even when you are not. While under the effects of this spell, you do not provoke attacks of opportunity when you cast a spell, make a ranged attack with a thrown weapon, or move out of your first square during a move action. It does not hide ranged attacks made with any type of projectile weapon.

When a creature hits you with an attack of any type, it gains a saving throw to disbelieve the figment. On a successful saving throw, it successfully disbelieves and the spell's effect ends for that creature.

GELATINOUS CUBE CR 3

N Large ooze

Init -5; **Senses** blindsight 60 ft.; **Perception** -5**DEFENSE****AC** 4, touch 4, flat-footed 4 (-5 Dex, -1 size)**hp** 50 (4d8+32)**Fort** +9, **Ref** -4, **Will** -4**Immune** electricity, ooze traits**OFFENSE****Speed** 15 ft.**Melee** slam +2 (1d6 plus 1d6 acid)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** engulf, paralysis**STATISTICS****Str** 10, **Dex** 1, **Con** 26, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +3; **CMB** +4; **CMD** 9 (can't be tripped)**SQ** transparent**SPECIAL ABILITIES****Acid (Ex)** A gelatinous cube's acid does not harm metal or stone.

Engulf (Ex) Although it moves slowly, a gelatinous cube can simply engulf large or smaller creatures in its path as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity can attempt a DC 12 Reflex save to avoid being engulfed—on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, gain the pinned condition, are in danger of suffocating, and are trapped within its body until they are no longer pinned. The save DC is Strength-based.

Paralysis (Ex) A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Transparent (Ex) Due to its lack of coloration, a gelatinous cube is difficult to discern. A DC 15 Perception check is required to notice a motionless gelatinous cube. Any creature that fails to notice a gelatinous cube and walks into it is automatically engulfed.

C. FINDING ARVELLOS

Subtier 8-9

ARVELLOS RAND

CR 6

Male human rogue 7

N Medium humanoid (human) (*Pathfinder RPG NPC Codex* 147)

Init +4; Senses Perception +10

DEFENSE

AC 15, touch 15, flat-footed 14 (+4 Dex, +1 dodge)

hp 4 (currently 7) (7d8+7)

Fort +3, Ref +9, Will +2

Defensive Abilities evasion, trap sense +2, uncanny dodge

ADVANCED GEARSMAN ROBOTS (2)

CR 5

N Medium construct (robot) *Pathfinder Campaign Setting: Inner Sea Bestiary* 44, *Pathfinder RPG Bestiary* 294

Init +1; Senses darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 24, touch 13, flat-footed 21 (+3 Dex, +11 natural)

hp 67 (4d10+20) (includes 25 hp force field)

Fort +3, Ref +4, Will +4

Defensive Abilities hardness 10; Immune construct traits

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 20 ft.

Melee slam +11 (1d4+10) or mwk spear +12 (1d8+7/×3 plus 1d6 electricity)

Ranged mwk spear +8 (1d8+6/×3)

STATISTICS

Str 24, Dex 17, Con —, Int 14, Wis 17, Cha 5

Base Atk +4; CMB +11; CMD 24

Feats Combat Reflexes, Power Attack

Skills Craft (alchemy) +10, Disable Device +10, Perception +10, Profession (guard) +9, Sense Motive +10

Languages Common, Hallit

SQ adaptive learning, charge weapon, self-repair

SPECIAL ABILITIES

Adaptive Learning (Ex)

Charge Weapon (Ex) Any metal melee weapon wielded by a gearsman becomes charged with electricity and deals +1d6 points of electricity damage on a hit.

Self-Repair (Ex) A gearsman's nanites heal it of damage at the rate of a number of hit points per hour equal to its Hit Dice (4 hit points per hour for most gearsmen). Up to once per day, as a full-round action, it can heal any robot it touches of 4d6 points of damage—if a gearsman uses this ability on itself, it automatically heals the maximum amount: 24 points of damage.

Force Field (Ex) A force field sheathes the gearsmen in a thin layer of shimmering energy that grants 25 bonus hit points. All damage dealt to a robot with an active force field is reduced from these hit points first. As long as the force field is active, the robot is immune to critical hits. A force field has fast healing equal to the robot's CR, but once the force field's hit points are reduced to 0, the force field shuts down and does not reactivate for 24 hours.

TECHNIC LEAGUE INITIATE

CR 7

NE female trickster gnome (*Pathfinder RPG NPC Codex* 165)

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

DEFENSE

AC 16, touch 14, flat-footed 13 (+2 armor, +2 Dex, +1 dodge, +1 size)

hp 46 (8d6+16)

Fort +3, Ref +4, Will +10; +2 vs. illusions

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 20 ft.

Melee sickle +3 (1d4-2)

Ranged mwk light crossbow +8 (1d6/19-20)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids

Gnome Spell-Like Abilities (CL 8th; concentration +12)

1/day—*dancing lights*, *ghost sound* (DC 15), *prestidigitation*, *speak with animals*

Bloodline Spell-Like Abilities (CL 8th; concentration +12)

7/day—*laughing touch*

Sorcerer Spells Known (CL 8th; concentration +12)

4th (4/day)—*phantasmal killer* (DC 21)3rd (6/day)—*deep slumber* (DC 19), *major image* (DC 20), *suggestion* (DC 19)2nd (7/day)—*hideous laughter* (DC 18), *hypnotic pattern* (DC 19), *mirror image*, *scorching ray*1st (7/day)—*charm person* (DC 15), *color spray* (DC 18), *entangle* (DC 15), *magic missile*, *shield*, *ventriloquism* (DC 18)0 (at will)—*daze* (DC 16), *detect magic*, *flare* (DC 14), *mage hand*, *message*, *ray of frost*, *read magic*, *touch of fatigue* (DC 14)

Bloodline fey

TACTICS

During Combat If given time, the initiate casts defensive spells until such time she feels she must engage the PCs. During the fight she uses her arcane abilities to both damage the PCs and give the interrogator alchemist an advantage.

Morale As long as Zentyr remains alive, the initiate continues to fight.

Once the Kellid falls in battle, the initiate attempts to flee and warn the rest of the Technic League in Nantambu.

STATISTICS

Str 6, Dex 14, Con 12, Int 12, Wis 14, Cha 18

Base Atk +4; CMB +1; CMD 14

Feats Dodge, Eschew Materials, Greater Spell Focus (illusion), Iron Will, Mobility, Spell Focus (illusion)

Skills Bluff +12, Knowledge (arcana) +8, Knowledge (nature) +5, Perception +10, Spellcraft +8, Use Magic Device +11

Languages Common, Elven, Gnome, Sylvan

SQ bloodline arcana (+2 DC for compulsion spells), gnome magic, woodland stride

Combat Gear *potion of cure moderate wounds*, *screaming bolts* (3), *wand of grease* (20 charges), *wand of invisibility* (21 charges); **Other Gear** masterwork light crossbow with 10 bolts, sickle, *bracers of armor* +2, book of pressed fairy wings, 168 gp

ZENTYR**CR 9**

Male human alchemist (vivisectionist) 10 (*Pathfinder RPG Advanced Player's Guide 27, Pathfinder RPG Ultimate Magic 20*)

LE Medium humanoid (human)

Init +6; Senses Perception +12

DEFENSE

AC 22, touch 16, flat-footed 16 (+4 armor, +5 Dex, +1 dodge, +2 natural)
hp 88 (10d8+40)

Fort +11, Ref +14, Will +3

Immune poison

OFFENSE

Speed 30 ft.

Melee +1 dagger +13/+8 (1d4+2/19-20), mwk dagger +13/+8 (1d4/19-20)

Ranged +1 dagger +15 (1d4+2/19-20)

Special Attacks sneak attack +5d6

Alchemist Extracts Prepared (CL 10th)

4th—*greater invisibility*

3rd—*bottled gelatinous cube, fly, seek thoughts*^{APG} (DC 15)

2nd—*barkskin, blood transcription*^{UM}, *bull's strength, invisibility, touch injection*^{UC}

1st—*comprehend languages, cure light wounds, disguise self, illusion of calm*^{UC} (DC 13), *shield, true strike*

TACTICS

Before Combat Zentyr is busy questioning Rand, trying his best to extract every ounce of information. Unless the alarm is sounded, he is unprepared for the combat.

During Combat Zentyr moves into the shadows or uses his greater invisibility extract before distracting the PCs with a bottled gelatinous cube (*Pathfinder RPG Bestiary 138*). He then drinks his mutagen (already applied to his statistics). He emerges from hiding and applies his best poisons to his blades before placing them in the back of a hapless PC.

Morale Unafraid of failure, Zentyr fights to the death.

Base Statistics Without his mutagen, Zentyr's statistics are AC 18, touch 14, flat-footed 14; Ref +12, Will +4; Melee +1 dagger +11/+6 (1d4+1/19-20), mwk dagger +11/+6 (1d4/19-20); Ranged +1 dagger +13 (1d4+1/19-20); Dex 18, Wis 10; CMD 23; Skills Fly +8, Perception +13, Profession (interrogator) +11, Sleight of Hand +8, Stealth +15, Survival +4.

STATISTICS

Str 12, Dex 22, Con 16, Int 14, Wis 8, Cha 8

Base Atk +7; CMB +8; CMD 25

Feats Brew Potion, Dodge, Improved Two-Weapon Fighting, Quick Draw, Throw Anything, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (dagger)

Skills Craft (alchemy) +15, Fly +10, Intimidate +9, Knowledge (arcana) +9, Knowledge (local) +3, Knowledge (nature) +11, Perception +12, Profession (interrogator) +12, Sleight of Hand +10, Spellcraft +11, Stealth +17, Survival +3

Languages Common, Polyglot, Hallit

SQ alchemy (alchemy crafting +10, identify potions), cruel anatomist, discoveries (combine extracts, concentrate poison, **sticky poison** [2 strikes], bottled ooze^{UM}, preserve organs^{UM}), mutagen (+4/-2, +2 natural, 100 minutes), poison use, swift alchemy, **swift poisoning**, torturer's eye, tortuous transformation

Combat Gear *potion of cure moderate wounds*, concentrated blue whinnis (1 dose), **concentrated purple worm poison** (1 dose), malyass root paste (2 doses), bloodroot (4 doses); **Other Gear** +1 *studded leather*, +1 dagger, mwk dagger, **aegeis of recovery**, *belt of mighty constitution* +2, *cloak of resistance* +1, alchemy kit, formulae book (contains all prepared

extracts as well as: 1st—*ant hau*^{APG}, *crafters' fortune*^{APG}, *deathwatch, detect secret doors, expeditious retreat, jump, negate aroma*^{APG}; 2nd—*alchemical allocation*^{APG}, *anthropomorphic animal*^{UM}, *false life, see invisibility*; 3rd—*awaken, baleful polymorph, haste*; 4th—*discern lies*), 451 gp

SPECIAL ABILITIES

Bottled Ooze (Su) The alchemist has learned how to preserve a sample of oozes in a sealed bottle, which he can prepare for use as an extract. When the alchemist activates the extract, he actually throws the bottle at a square within 30 feet, releasing the ooze, which reconstitutes and attacks the closest creature. The ooze is not under the alchemist's control, but is otherwise treated as a summoned creature. The ooze remains for 1 round per caster level, and decays into powder when the duration expires. If the alchemist has the infusion discovery, another character can use the infused specimen. Creating a bottled ooze requires an extract with a level equal to the ooze's CR (so a CR 4 gray ooze requires a 4th-level extract). An alchemist must be at least 6th level before selecting this discovery.

CONCENTRATED BLUE WHINNIS

Type poison, injury; Save Fortitude DC 16

Frequency 1/round for 2 rounds

Initial Effect 1 Con damage; Secondary Effect unconsciousness for 1d3 hours; Cure 1 save

BLOODROOT

Type poison, injury; Save Fortitude DC 12

Onset 1 round; Frequency 1/round for 4 rounds

Effect 1 Con damage and 1 Wis damage; Cure 1 save

MALYASS ROOT PASTE

Type poison, contact; Save Fortitude DC 16

Onset 1 minute; Frequency 1/minute for 6 minutes

Effect 1d2 Dex damage; Cure 1 save

CONCENTRATED PURPLE WORM POISON

Type poison, injury; Save Fortitude DC 26

Frequency 1/round for 6 rounds

Effect 1d3 Str damage; Cure 2 consecutive saves

BLOOD TRANSCRIPTION

School divination [evil]; Level alchemist 2, magus 2, wizard 2, witch 2

Casting Time 1 standard action

Components V, S

Range touch

Target one dead spellcaster

Duration 24 hours

Saving Throw none; Spell Resistance no

By consuming 1 pint of blood from a spellcaster killed within the last 24 hours, you can attempt to learn a spell that spellcaster knew. Select one spell available to the dead spellcaster (this must be a spell on your spell list); you gain the knowledge of this spell for 24 hours. During this time, you may write it down (or teach it to your familiar, if you are a witch) using the normal rules for copying a spell from another source. Once you have learned it, you may prepare the spell normally.

SEEK THOUGHTS

School divination [mind-affecting]; **Level** alchemist 3, bard 3, inquisitor 3, sorcerer/wizard 3, summoner 3, witch 3

Casting Time 1 standard action

Components V, S, M (a handful of copper coins)

Range 40 ft.

Area 40-ft.-radius emanation centered on you

Duration concentration, up to 1 minute/level

Saving Throw Will negates; **Spell Resistance** no

Similar to detect thoughts, seek thoughts allows you to sift through the surface thoughts of those around you. You may scan for either the answer to a simple question (such as “Where is the hidden lair of the wererats?”) or for information on a general topic (such as the beliefs of an evil cult). You detect the number of creatures who are thinking about this question or topic within range, as well as their location if they are visible to you. Seek thoughts does not let you read actual surface thoughts, only if a given creature is thinking about the topic you are concentrating on. A successful Will save prevents you from sensing a creature's thoughts for the duration of the spell.

You can maintain concentration on seek thoughts while you engage in normal conversation, allowing you to ask leading questions about topics of interest. A creature conversing with you while you concentrate can notice that you are distracted with a successful DC 25 Sense Motive check.

TOUCH INJECTION

(*Pathfinder RPG Ultimate Combat 247*)

School transmutation; **Level** alchemist 2, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

You must hold an elixir, infused extract, poison, or potion in hand as you cast this spell. The held substance drains from its container into a magical sac in your body. While the spell lasts, you can deliver the substance with a mere touch. To do so to an opponent, you must make a successful melee touch attack. If you hit, the substance takes effect immediately, despite any onset period, and that opponent receives the normal saving throw (if any) against the substance. If you miss, the substance remains in the magical sac for you to use later.

This spell protects you from poison in the sac, but unless you have the poison use class feature, you suffer a 5% chance of exposing yourself to the poison when you first cast the spell. If you roll a natural 1 while attempting to inject the poison into an enemy, you are exposed to it.

ILLUSION OF CALM

(*Pathfinder RPG Ultimate Combat 231*)

School illusion (figment); **Level** alchemist 1, magus 1, sorcerer/wizard 1

Casting Time 1 standard action

Component V, S

Range personal

Target you

Duration 1 minute/level

Saving Throw Will disbelieve (on hit; see below); **Spell Resistance** no

When casting this spell, you create an illusory double that takes the same space of you. That double makes it look like you are standing still, even

when you are not. While under the effects of this spell, you do not provoke attacks of opportunity when you cast a spell, make a ranged attack with a thrown weapon, or move out of your first square during a move action. It does not hide ranged attacks made with any type of projectile weapon.

When a creature hits you with an attack of any type, it gains a saving throw to disbelieve the figment. On a successful saving throw, it successfully disbelieves and the spell's effect ends for that creature.

GELATINOUS CUBE**CR 3**

N Large ooze

Init -5; **Senses** blindsight 60 ft.; **Perception** -5

DEFENSE

AC 4, touch 4, flat-footed 4 (-5 Dex, -1 size)

hp 50 (4d8+32)

Fort +9, **Ref** -4, **Will** -4

Immune electricity, ooze traits

OFFENSE

Speed 15 ft.

Melee slam +2 (1d6 plus 1d6 acid)

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

Special Attacks engulf, paralysis

STATISTICS

Str 10, **Dex** 1, **Con** 26, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +4; **CMD** 9 (can't be tripped)

SQ transparent

SPECIAL ABILITIES

Acid (Ex) A gelatinous cube's acid does not harm metal or stone.

Engulf (Ex) Although it moves slowly, a gelatinous cube can simply engulf large or smaller creatures in its path as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity can attempt a DC 12 Reflex save to avoid being engulfed—on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, gain the pinned condition, are in danger of suffocating, and are trapped within its body until they are no longer pinned. The save DC is Strength-based.

Paralysis (Ex) A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Transparent (Ex) Due to its lack of coloration, a gelatinous cube is difficult to discern. A DC 15 Perception check is required to notice a motionless gelatinous cube. Any creature that fails to notice a gelatinous cube and walks into it is automatically engulfed.

D. THE COPPER BUFFALO

Subtier 5-6

TECHNIC LEAGUE MERCENARIES (3)

CR 3

Human fighter 4

NE Medium humanoid (human)

Init +2; Senses Perception –1

DEFENSE

AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex)

hp 38 each (4d10+12)

Fort +7, Ref +4, Will +1 (+1 vs. fear)

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee mwk flail +8 (1d8+3) or mwk guisarme +8 (2d4+4/×3)

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

TACTICS

Before Combat The Technic League mercenaries have their weapons drawn and threaten anyone who interferes with their business.

During Combat The guards swarm their targets and attempt to make use of their teamwork feats.

Morale Unless directed differently by their oread leader, the guards continue to fight until incapacitated.

STATISTICS

Str 16, Dex 14, Con 14, Int 13, Wis 8, Cha 10

Base Atk +4; CMB +9 (+11 trip); CMD 21 (23 vs. trip)

Feats Combat Expertise, Combat Reflexes, Coordinated Maneuvers^{APG}, Improved Trip, Paired Opportunists^{APG}, Tandem Trip^{UC}

Skills Bluff +1, Intimidate +7, Knowledge (arcana) +5, Knowledge (engineering) +8, Sense Motive +2

Languages Common, Polyglot

SQ armor training 1

Combat Gear *potion of cure light wounds*, *potion of feather step*^{APG}, alchemist's fire (2); **Other Gear** breastplate, mwk flail, mwk guisarme, composite longbow (+3 Strength) with 20 arrows, *cloak of resistance* +1, antitoxin, 17 gp

COORDINATED MANEUVERS (COMBAT, TEAMWORK)

You are skilled at working with your allies to perform dangerous combat maneuvers.

Benefit: Whenever you are adjacent to an ally who also has this feat, you receive a +2 **competence bonus** on all combat maneuver checks. This bonus increases to +4 when attempting to break free from a grapple.

PAIRED OPPORTUNISTS (COMBAT, TEAMWORK)

You know how to make an enemy pay for lax defenses.

Benefit: Whenever you are adjacent to an ally who also has this feat, you receive a +4 **circumstance bonus** on attacks of opportunity against creatures that you both threaten. Enemies that provoke attacks of opportunity from your ally also provoke attacks of opportunity from you so long as you threaten them (even if the situation or an ability would normally deny you the attack of opportunity). This does not allow you to take more than one attack of opportunity against a creature for a given action.

TANDEM TRIP (COMBAT, TEAMWORK)

You know how to work together to trip your foes.

Benefit: Whenever you attempt a trip combat maneuver against an enemy threatened by an ally with this feat, you **roll twice** and take the better result.

THURLOK

CR 7

Male oread inquisitor of Nethys 5 (*Pathfinder RPG Advanced Player's Guide* 38, *Pathfinder RPG Advanced Race Guide* 144)

NE Medium outsider (native)

Init +6; Senses darkvision 60 ft.; Perception +15

DEFENSE

AC 18, touch 12, flat-footed 16 (+5 armor, +2 Dex, +1 natural)

hp 36 (5d8+10)

Fort +5, Ref +3, Will +8

OFFENSE

Speed 20 ft.

Melee mwk quarterstaff +6 (1d6+3) or dagger +5 (1d4+2/19–20)

Ranged shortbow +5 (1d6/×3)

Special Attacks bane (5 rounds/day), treacherous earth^{ARG}

Inquisitor Spell-Like Abilities (CL 5th; concentration +9)

At will—*detect alignment*5 rounds/day—*discern lies*

Inquisitor Spells Known (CL 5th; concentration +3)

2nd (3/day)—*blistering invective*^{UC} (DC 16), *confess*^{APG} (DC 16), *see invisibility*1st (5/day)—*divine favor*, *interrogation*^{UM} (DC 15), *shield of faith*, *tireless pursuit*^{APG}0 (at will)—*bleed* (DC 14), *brand*^{APG} (DC 14), *detect magic*, *detect poison*, *guidance*, *read magic*Domain Conversion *inquisition*^{UM}

TACTICS

Before Combat Thurlok rests comfortably in his chair with his feet up on the table. He waits to enter combat until it seems most advantageous. He casts *shield of faith* before entering combat, then drinks his potion of *blur*.

During Combat Once in combat, Thurlok makes liberal use of his bane special ability to smite his foes.

Morale The oread recognizes a lost cause and attempts to flee if he is reduced to fewer than 10 hit points.

STATISTICS

Str 15, Dex 14, Con 12, Int 10, Wis 18, Cha 6

Base Atk +3; CMB +5; CMD 17

Feats **Escape Route**^{UC}, Power Attack, Skill Focus (Intimidate), Skill Focus (Perception)

Skills Bluff +8, Diplomacy +12, Intimidate +17, Knowledge (arcana) +8, Knowledge (engineering) +2, Knowledge (local) +1, Perception +15, Sense Motive +6, Spellcraft +5, Stealth +7, Survival +8

Languages Common, Terran

SQ charm of wisdom, cunning initiative, granite skin^{ARG}, judgment 2/day, monster lore +4, **solo tactics**, stern gaze, track +2

Combat Gear *potion of blur*, *potion of cure moderate wounds*, *potion of invisibility*, *scroll of delay poison*, *scroll of disguise self*, *scroll of heroism*, *wand of remove fear* (7 charges); **Other Gear** +1 *chain shirt*, mwk quarterstaff, dagger, shortbow with 20 arrows, 4 gp

ESCAPE ROUTE (TEAMWORK)

You have trained to watch your allies' backs, covering them as they make tactical withdrawals.

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

BLISTERING INVECTIVE

School evocation [fire, language-dependant]; **Level** alchemist 2, bard 2, inquisitor 2

Components V, S

Casting Time 1 standard action

Range personal

Area 30-ft. radius

Duration instantaneous

Saving Throw Reflex partial, see text; **Spell Resistance** special, see below

You unleash an insulting tirade so vicious and spiteful that enemies who hear it are physically scorched by your fury. When you cast this spell, make an Intimidate check to demoralize each enemy within 30 feet of you. Enemies that are demoralized this way take 1d10 points of fire damage and must succeed at a Reflex save or catch fire. Spell resistance can negate the fire damage caused by this spell, but does not protect the creature from the demoralizing effect.

CONFESS

School enchantment (compulsion) [language-dependent, mind-affecting]; **Level** inquisitor 2

Casting Time 1 standard action

Components V, S, DF

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round

Saving Throw Will partial; see text; **Spell Resistance** yes

You ask the target creature a single question. On the subject's next action, it must answer truthfully in the same language as the question or take 1d6 points of damage per two caster levels (maximum 5d6) and be sickened for 2d4 rounds. A successful Will save negates the sickening effect and halves the damage. A creature that is unable to answer still takes damage.

D. THE COPPER BUFFALO

Subtier 8-9

TECHNIC LEAGUE MERCENARIES (3) CR 6

Human fighter 7

NE Medium humanoid (human)

Init +2; Senses Perception -1

DEFENSE

AC 19, touch 12, flat-footed 17 (+7 armor, +2 Dex)

hp 71 each (7d10+28)

Fort +8, Ref +5, Will +2 (+2 vs. fear)

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee +1 flail +12/+7 (1d8+5) or mwk guisarme +11/+6 (2d4+4/x3)

Ranged composite longbow +9/+4 (1d8+3/x3)

Special Attacks weapon training (flails +1)

TACTICS

Before Combat The Technic League mercenaries have their weapons drawn and threaten anyone who interferes with their business.

During Combat The guards swarm their targets and attempt to make use of their teamwork feats.

Morale Unless directed differently by their oread leader, the guards continue to fight until incapacitated.

STATISTICS

Str 16, Dex 14, Con 14, Int 13, Wis 8, Cha 10

Base Atk +7; CMB +14 (+18 trip); CMD 26 (28 vs. trip)

Feats Combat Expertise, Combat Reflexes, Coordinated Maneuvers^{APG}, Greater Trip, Improved Trip, Outflank^{APG}, Paired

Opportunist^{APG}, Tandem Trip^{UC}, Toughness

Skills Bluff +1, Intimidate +10, Knowledge (arcana) +8, Knowledge (engineering) +11, Knowledge (local) +2, Sense Motive +4

Languages Common, Polyglot

SQ armor training 2

Combat Gear *potion of cure moderate wounds*, *potion of enlarge person*, *potion of vanish*, *potion of feather step*^{APG}, alchemist's fire; **Other Gear** +1 breastplate, +1 flail, mwk guisarme, composite longbow (+3 Strength) with 20 arrows, *cloak of resistance* +1, antitoxin, 12 gp

GREATER TRIP (COMBAT)

You can make free attacks on foes that you knock down.

Prerequisites: Combat Expertise, Improved Trip, base attack bonus +6, Int 13.

Benefit: You receive a +2 bonus on checks made to trip a foe. This bonus stacks with the bonus granted by Improved Trip. Whenever you successfully trip an opponent, that opponent provokes attacks of opportunity.

Normal: Creatures do not provoke attacks of opportunity from being tripped.

COORDINATED MANEUVERS (COMBAT, TEAMWORK)

You are skilled at working with your allies to perform dangerous combat maneuvers.

Benefit: Whenever you are adjacent to an ally who also has this feat, you receive a +2 competence bonus on all combat maneuver checks. This bonus increases to +4 when attempting to break free from a grapple.

PAIRED OPPORTUNISTS (COMBAT, TEAMWORK)

You know how to make an enemy pay for lax defenses.

Benefit: Whenever you are adjacent to an ally who also has this feat, you receive a +4 circumstance bonus on attacks of opportunity against creatures that you both threaten. Enemies that provoke attacks of opportunity from your ally also provoke attacks of opportunity from you so long as you threaten them (even if the situation or an ability would normally deny you the attack of opportunity). This does not allow you to take more than one attack of opportunity against a creature for a given action.

TANDEM TRIP (COMBAT, TEAMWORK)

You know how to work together to trip your foes.

Benefit: Whenever you attempt a trip combat maneuver against an enemy threatened by an ally with this feat, you roll twice and take the better result.

THURLOK**CR 7**

Oread inquisitor of Nethys 8 (*Pathfinder RPG Advanced Player's Guide* 38, *Pathfinder RPG Advanced Race Guide* 144)

NE Medium outsider (native)

Init +6; **Senses** darkvision 60 ft.; **Perception** +15

DEFENSE

AC 18, touch 12, flat-footed 16 (+5 armor, +2 Dex, +1 natural)

hp 55 (8d8+16)

Fort +7, **Ref** +4, **Will** +10

OFFENSE

Speed 20 ft.

Melee mwk quarterstaff +11/+6 (1d6+6) or dagger +10/+5 (1d4+6/19–20)

Ranged shortbow +8/+3 (1d6/x3)

Special Attacks bane (8 rounds/day), swaying wordUM (1/day, DC 18), treacherous earthARG

Inquisitor Spell-Like Abilities (CL 8th; concentration +12)

At will—*detect alignment*

8 rounds/day—*discern lies*

Inquisitor Spells Known (CL 8th; concentration +6)

3rd (3/day)—*hunter's eye*^{APG}, *invisibility purge*, *locate object*

2nd (5/day)—*blistering invective*^{UC} (DC 16), *castigate*^{APG} (DC 16), *confess*^{APG} (DC 16), *silence* (DC 16)

1st (5/day)—*divine favor*, *interrogation*^{UM} (DC 15), *shield of faith*, *tireless pursuit*^{APG}, *true strike*

0 (at will)—*bleed* (DC 14), *brand*^{APG} (DC 14), *detect magic*, *detect poison*, *guidance*, *read magic*

Domain Conversion inquisitionUM

TACTICS

Before Combat Thurlok rests comfortably in his chair with his feet up on the table. He waits to enter combat until it seems most advantageous.

He casts *shield of faith* and *bear's endurance* before entering combat, then drinks his potion of *invisibility*.

During Combat Once in combat, Thurlok makes liberal use of his bane special ability to smite his foes.

Morale The oread recognizes a lost cause and attempts to flee if he is reduced to fewer than 20 hit points.

STATISTICS

Str 18, **Dex** 14, **Con** 12, **Int** 10, **Wis** 18, **Cha** 6

Base Atk +6; **CMB** +10; **CMD** 22

Feats Nimble Moves, Power Attack, Skill Focus (Intimidate), Skill Focus (Perception), Escape Route^{UC}, Precise Strike^{APG}

Skills Bluff +12, Diplomacy +12, Intimidate +22, Knowledge (arcana) +8, Knowledge (engineering) +2, Knowledge (local) +3, Perception +15, Sense Motive +8, Spellcraft +5, Stealth +9, Survival +15

Languages Common, Terran

SQ granite skinARG, cunning initiative, judgment 3/day, monster lore +4, **solo tactics**, stern gaze, track +4

Combat Gear *potion of cure moderate wounds*, *potion of displacement*, *potion of invisibility*, *scroll of bear's endurance*, *scroll of delay poison*, *scroll of disguise self*, *wand of remove fear* (7 charges); **Other Gear** +1 chain shirt, mwk quarterstaff, dagger, shortbow with 20 arrows, *belt of giant strength* +2, 129 gp

ESCAPE ROUTE (TEAMWORK)

You have trained to watch your allies' backs, covering them as they make tactical withdraws.

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

HUNTER'S EYE

(*Pathfinder RPG Advanced Player's Guide*)

School divination; **Level** inquisitor 3, ranger 2

Casting Time 1 standard action

Components V, S, DF

Range medium (100 ft. + 10 ft./level)

Target one creature

Duration 1 minute/level

Saving Throw none; **Spell Resistance** yes

Sharpening your perceptive abilities and tuning them against obfuscating effects, hunter's eye greatly enhances your senses against the target creature. You gain the ability to perceive the target when it is invisible or ethereal as though using the *see invisibility* spell, and receive a +20 competence bonus on Perception checks to locate the target. You ignore concealment provided by fog or mist, *blur*, *displacement*, *invisibility*, and similar effects affecting the target, but not concealment provided by darkness. This spell provides no benefits to your allies, and no benefits against creatures other than the target.

BLISTERING INVECTIVE

School evocation [fire, language-dependant]; **Level** alchemist 2, bard 2, inquisitor 2

Components V, S

Casting Time 1 standard action

Range personal

Area 30-ft. radius

Duration instantaneous

Saving Throw Reflex partial, see text; **Spell Resistance** special, see below

You unleash an insulting tirade so vicious and spiteful that enemies who hear it are physically scorched by your fury. When you cast this spell, make an Intimidate check to demoralize each enemy within 30 feet of you. Enemies that are demoralized this way take 1d10 points of fire damage and must succeed at a Reflex save or catch fire. Spell resistance can negate the fire damage caused by this spell, but does not protect the creature from the demoralizing effect.

CONFESS

School enchantment (compulsion) [language-dependent, mind-affecting]; **Level** inquisitor 2

Casting Time 1 standard action

Components V, S, DF

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round

Saving Throw Will partial; see text; **Spell Resistance** yes

You ask the target creature a single question. On the subject's next action, it must answer truthfully in the same language as the question or take 1d6 points of damage per two caster levels (maximum 5d6) and be sickened for 2d4 rounds. A successful Will save negates the sickening effect and halves the damage. A creature that is unable to answer still takes damage.

E1. The Zenj Jewel

Subtier 5-6

UZOMA CR 1/3

Medium humanoid (human) N

Init +2; **Senses** Perception +4

DEFENSE

AC 13, touch 12, flat-footed 11 (+1 armor, +2 Dex)

hp 4 (1d8)

Fort +0, **Ref** +2, **Will** +2

OFFENSE

Speed 30 ft.

Melee dagger –1 (1d4–1/19–20)

STATISTICS

Str 8, **Dex** 15, **Con** 11, **Int** 12, **Wis** 10, **Cha** 9

Base Atk +0; **CMB** –1; **CMD** 11

Feats Run, Skill Focus (Craft [jewelry])

Skills Appraise +5, Craft (jewelry) +8, Diplomacy +3, Disable Device +6, Knowledge (history, local, nobility) +5, Perception +4, Use Magic Device +3

Languages Common, Polyglot

Combat Gear acid; **Other Gear** padded armor, dagger, masterwork artisan's tools, 188 gp

RUFFIANS (2) CR 5

Human Commoner 7 (*Pathfinder RPG NPC Codex* 258)

Medium humanoid (human) N

Init +3; **Senses** Perception +4

DEFENSE

AC 11, touch 9, flat-footed 11 (+2 armor, –1 Dex)

hp 45 (7d6+21)

Fort +3, **Ref** +1, **Will** +1

OFFENSE

Speed 30 ft.

Melee mwk dagger +7 (1d4+3/19–20) or club +6 (1d6+4)

Ranged dagger +2 (1d4+3/19–20)

TACTICS

Morale Paid thugs, the ruffians are quick to surrender and do so if brought to fewer than 20 hit points. Unless other arrangements are made, however, the ruffians vow to return and collect their debt.

STATISTICS

Str 16, **Dex** 8, **Con** 12, **Int** 11, **Wis** 9, **Cha** 10

Base Atk +3; **CMB** +6; **CMD** 15

Feats Improved Initiative, Skill Focus (Intimidate, Stealth), **Step Up**, Toughness

Skills Bluff +5, Intimidate +8, Perception +4, Sense Motive +1, Stealth +9

Languages Common

Combat Gear **feather token (whip)**, *potions of cure light wounds* (2), *potion of shield of faith*; **Other Gear** leather armor, club, daggers (4), masterwork dagger, manacles, rope (50 ft.), sunrods (4)

Subtier 8-9

RUFFIANS (3) CR 5

Morale The ruffians continue to fight as long as Tuma directs them to do so.

TUMA CR 8

Male human traitor (*Pathfinder RPG NPC Codex* 259)

Init –1; **Senses** Perception +14

DEFENSE

AC 11, touch 9, flat-footed 11 (+2 armor, –1 Dex)

hp 55 (10d6+20)

Fort +6, **Ref** +4, **Will** +6

Immune detect thoughts, discern lies, alignment detection

OFFENSE

Speed 30 ft.

Melee light mace +4 (1d6–1)

Ranged splash weapon +4 (varies)

TACTICS

During Combat The traitor hides behind any available allies and throws alchemical items, fighting in melee only as a last resort.

Morale Tuma has a long list of clients who owe him money and would prefer to live to see them pay. If reduced to fewer than 30 hit points, Tuma pleads for his life and agrees to whatever the PCs demand, knowing only that he needs to escape his current situation.

STATISTICS

Str 9, **Dex** 8, **Con** 12, **Int** 12, **Wis** 12, **Cha** 14

Base Atk +5; **CMB** +4; **CMD** 13

Feats Great Fortitude, Iron Will, Lightning Reflexes, Skill Focus (Bluff, Sense Motive), Toughness

Skills Bluff +18, Diplomacy +8, Knowledge (geography) +3, Knowledge (history) +5, Knowledge (local) +6, Linguistics +3, Perception +14, Ride +5, Sense Motive +12

Languages Common, Dwarven, Elven, Halfling

Combat Gear *potion of cure moderate wounds*, *potion of gaseous form*, *potion of mage armor*, acid (2), alchemist's fire (2); **Other Gear** leather armor, light mace, *ring of mind shielding*

E2. Root Cause

Subtier 5-6

HIPPOTAMI (2)**CR 5**N Large animal (*Pathfinder RPG Bestiary 2 157*)**Init** +4; **Senses** low-light vision, scent; **Perception** +8**DEFENSE****AC** 17, touch 9, flat-footed 17 (+8 natural, -1 size)**hp** 59 (7d8+28)**Fort** +8 (+10 vs. nonmagical disease), **Ref** +5, **Will** +3**Defensive Abilities** sweat**OFFENSE****Speed** 40 ft.**Melee** bite +8 (2d8+6)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** capsize, **trample** (1d8+6, DC 17)**TACTICS****During Combat** The hippopotami viciously defend their feeding ground and charge and trample any trespassers.**Morale** If reduced to fewer than 25 hit points, the hippopotami attempt to flee.**STATISTICS****Str** 19, **Dex** 10, **Con** 16, **Int** 2, **Wis** 13, **Cha** 5**Base Atk** +5; **CMB** +10; **CMD** 20 (24 vs. trip)**Feats** Endurance, Imp. Initiative, Power Attack, Skill Focus (Perception)**Skills** Perception +8, Stealth +1 (+11 underwater), Swim +11; **Racial****Modifiers** +10 Stealth underwater**SQ** hold breath**SPECIAL ABILITIES****Capsize (Ex)** A hippopotamus can overturn a boat of its size or smaller by ramming it as a charge attack and making a CMB check. The DC of this check is 25 or the result of the boat captain's Profession (sailor) check, whichever is higher.**Sweat (Ex)** A hippo's reddish sweat protects it from nonlethal damage from hot environments, and grants it a +2 racial bonus on saving throws against nonmagical disease.

Subtier 8-9

BEHEMOTH HIPPOPOTAMUS**CR 10**N Huge animal (*Pathfinder RPG Bestiary 2 157*)**Init** +3; **Senses** low-light vision; **Perception** +12**DEFENSE****AC** 23, touch 7, flat-footed 23 (-1 Dex, +16 natural, -2 size)**hp** 133 (14d8+70)**Fort** +14 (+16 vs. nonmagical disease), **Ref** +8, **Will** +7**Defensive Abilities** sweat**OFFENSE****Speed** 50 ft.**Melee** bite +17 (4d8+13/19-20 plus **grab**)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** capsize, **trample** (2d6+13, DC 26)**TACTICS****During Combat** If threatened, the hippopotamus attempts to grab its victim and drag it beneath the water.**Morale** If reduced to fewer than 65 hit points, the behemoth hippopotamus attempts to flee.**STATISTICS****Str** 29, **Dex** 8, **Con** 20, **Int** 2, **Wis** 13, **Cha** 5**Base Atk** +10; **CMB** +21 (+25 grapple); **CMD** 30 (34 vs. trip)**Feats** Diehard, Endurance, Improved Critical (bite), Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception)**Skills** Perception +12, Stealth +2 (+12 underwater), Swim +13; **Racial****Modifiers** +10 Stealth underwater**SQ** hold breath

F. THE SIEGE

Subtier 5-6

TECHNIC LEAGUE MERCENARIES (2)

CR 3

Human fighter 4

NE Medium humanoid (human)

Init +2; Senses Perception –1

DEFENSE

AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex)

hp 38 each (4d10+12)

Fort +7, Ref +4, Will +1 (+1 vs. fear)

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee mwk flail +8 (1d8+3) or mwk guisarme +8 (2d4+4/×3)

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

TACTICS

Before Combat The Technic League mercenaries have their weapons drawn and threaten anyone who interferes with their business.

During Combat The guards swarm their targets and attempt to make use of their teamwork feats.

Morale Unless directed differently by their oread leader, the guards continue to fight until incapacitated.

STATISTICS

Str 16, Dex 14, Con 14, Int 13, Wis 8, Cha 10

Base Atk +4; CMB +9 (+11 trip); CMD 21 (23 vs. trip)

Feats Combat Expertise, Combat Reflexes, Coordinated Maneuvers^{APG}, Improved Trip, Paired Opportunists^{APG}, Tandem Trip^{UC}

Skills Bluff +1, Intimidate +7, Knowledge (arcana) +5, Knowledge (engineering) +8, Sense Motive +2

Languages Common, Polyglot

SQ armor training 1

Combat Gear *potion of cure light wounds*, *potion of feather step*^{APG}, alchemist's fire (2); **Other Gear** breastplate, mwk flail, mwk guisarme, composite longbow (+3 Strength) with 20 arrows, *cloak of resistance* +1, antitoxin, 17 gp

COORDINATED MANEUVERS (COMBAT, TEAMWORK)

You are skilled at working with your allies to perform dangerous combat maneuvers.

Benefit: Whenever you are adjacent to an ally who also has this feat, you receive a +2 **competence bonus** on all combat maneuver checks. This bonus increases to +4 when attempting to break free from a grapple.

PAIRED OPPORTUNISTS (COMBAT, TEAMWORK)

You know how to make an enemy pay for lax defenses.

Benefit: Whenever you are adjacent to an ally who also has this feat, you receive a +4 **circumstance bonus** on attacks of opportunity against creatures that you both threaten. Enemies that provoke attacks of opportunity from your ally also provoke attacks of opportunity from you so long as you threaten them (even if the situation or an ability would normally deny you the attack of opportunity). This does not allow you to take more than one attack of opportunity against a creature for a given action.

TANDEM TRIP (COMBAT, TEAMWORK)

You know how to work together to trip your foes.

Benefit: Whenever you attempt a trip combat maneuver against an enemy threatened by an ally with this feat, you **roll twice** and take the better result.

GEARSMAN ROBOT

CR 4

N Medium construct (robot) *Pathfinder Campaign Setting: Inner Sea Bestiary*
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Init +1; Senses darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 20, touch 11, flat-footed 19 (+1 Dex, +9 natural)

hp 42 (4d10+20)

Fort +1, Ref +2, Will +2

Defensive Abilities hardness 10; Immune construct traits

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 20 ft.

Melee slam +9 (1d4+7) or mwk spear +10 (1d8+5/×3 plus 1d6 electricity)

Ranged mwk spear +6 (1d8+6/×3)

STATISTICS

Str 20, Dex 13, Con —, Int 10, Wis 13, Cha 1

Base Atk +4; CMB +9; CMD 20

Feats Combat Reflexes, Power Attack

Skills Craft (alchemy) +8, Disable Device +8, Perception +8, Profession (guard) +7, Sense Motive +8

Languages Common, Hallit

SQ adaptive learning, charge weapon, self-repair

SPECIAL ABILITIES

Adaptive Learning (Ex) A gearsman has a number of skill points equal to 4 + its Int modifier per Hit Die, and treats Craft and Profession as class skills beyond those possessed by all robots. In addition, a gearsman has a number of bonus skill ranks equal to its Hit Dice that can be reprogrammed to apply to any skill—these ranks cannot be split among multiple skills and must all apply to one skill. A gearsman may change what skill these bonus ranks apply to up to once per day by concentrating for 1 minute, during which time it can take no other actions. Rather than spend these bonus ranks on a skill, a gearsman can choose to devote them to weapon knowledge, gaining proficiency with a single weapon instead of bonus ranks in a skill. All gearsmen are automatically proficient with all simple weapons.

Charge Weapon (Ex) Any metal melee weapon wielded by a gearsman becomes charged with electricity and deals +1d6 points of electricity damage on a hit.

Self-Repair (Ex) A gearsman's nanites heal it of damage at the rate of a number of hit points per hour equal to its Hit Dice (4 hit points per hour for most gearsmen). Up to once per day, as a full-round action, it can heal any robot it touches of 4d6 points of damage—if a gearsman uses this ability on itself, it automatically heals the maximum amount: 24 points of damage.

MITHRINAR DREGGS**CR 5**Male human oracle 6 (*Pathfinder RPG Advanced Player's Guide* 42)

NE Medium humanoid (human)

Init +1; Senses Perception +0

DEFENSE

AC 23, touch 17, flat-footed 19 (+4 armor, +3 deflection, +4 Dex, +1 natural, +1 shield)

hp 48 (6d8+18)

Fort +3, Ref +6, Will +7

OFFENSE

Speed 30 ft.

Melee mwk heavy mace +4 (1d8-1)

Ranged dagger +5 (1d4-1/19-20)

Oracle Spells Known (CL 6th; concentration +10)

3rd (4/day)—*cure serious wounds*, *locate object*, *speak with dead* (DC 17)2nd (6/day)—*augury*, *cure moderate wounds*, *sound burst* (DC 16), *tongues*1st (7/day)—*bless*, *comprehend languages*, *cure light wounds*, *identify*, *obscuring mist*, *shield of faith*0 (at will)—*create water*, *detect magic*, *guidance*, *light*, *mending*, *read magic*, *stabilize***Mystery lore****TACTICS****Before Combat** Before starting the siege, the oracle casts *shield of faith* on himself, which has already been calculated into his statistics. He utilizes *locate object* to guide the Technic League agents through the lodge.**During Combat** Mithrinar serves as support for the rest of the Technic League squad, using his *wands of stone shape* and *wand of detect secret doors* to help them search the Pathfinder lodge, providing healing as needed, and casting *bless* if he is in accompanied by at least two other agents. He is singularly focused on reaching and destroying the copy of *A Thread of Silver*, and he presses ever forward, despite resistance, even abandoning his allies or using them as a diversion as he continues to seek out his target.**Morale** Mithrinar knows the penalty for failing his Technic League masters is worse than death, and thus fights until utterly defeated.**Base Statistics** Without the benefit of *shield of faith*, the oracle has the following statistics: AC 20, touch 14, flat-footed 16; CMD 14.**STATISTICS**

Str 8, Dex 13, Con 12, Int 14, Wis 10, Cha 18

Base Atk +4; CMB +3; CMD 17

Feats Extra Revelation^{APG}, Improved Iron Will, Iron Will, Toughness

Skills Appraise +10, Knowledge (arcana) +13, Knowledge (dungeoneering) +8, Knowledge (engineering) +13, Knowledge (geography) +8, Knowledge (history) +13, Knowledge (local) +10, Knowledge (nature) +8, Knowledge (nobility) +8, Knowledge (planes) +8, Knowledge (religion) +8, Linguistics +8, Sense Motive +4, Spellcraft +8

Languages Abyssal, Aklo, Aquan, Auran, Celestial, Common, Draconic, Hallit, Ignan, Infernal, Terran

SQ oracle's curse (tongues [Terran]), revelations (brain drain, lore keeper, sidestep secret)

Combat Gear *potions of cure light wounds* (3), *potion of gaseous form*, *wand of detect secret doors* (14 charges), *wand of stone shape* (5 charges); Other Gear chain shirt, light wooden shield, mwk heavy mace, dagger, *amulet of natural armor* +1**THILZA FERALL****CR 8**

Female human sorcerer 9

NE Medium humanoid (human)

Init +1; Senses Perception +4

DEFENSE

AC 21, touch 12, flat-footed 19 (+4 armor, +1 Dex, +1 dodge, +1 natural, +4 shield)

hp 70 (9d6+36)

Fort +7, Ref +6, Will +11

OFFENSE

Speed 30 ft.

Melee dagger +3 (1d4-1/19-20)

Ranged dagger +5 (1d4-1/19-20)

Special Attacks mind reader (2/day, DC 18)

Bloodline Spell-Like Abilities (CL 9th; concentration +13)

Constant—hide aura

2/day—mind reader

Sorcerer Spells Known (CL 9th; concentration +13)

4th (5/day)—*detect scrying*, *lesser globe of invulnerability*, *mass reduce person* (DC 20)3rd (7/day)—*blink*, *lightning bolt* (DC 17), *slow* (DC 19), *suggestion* (DC 17)2nd (7/day)—*alter self*, *blur*, *cat's grace*, *invisibility*, *knock*1st (7/day)—*ant haul*^{APG}, *charm person* (DC 15), *feather fall*, *mage armor*, *magic missile*, *shield*0 (at will)—*arcane mark*, *bleed* (DC 14), *detect magic*, *detect poison*, *mage hand*, *mending*, *message*, *open/close*, *touch of fatigue* (DC 14)Bloodline rakshasa^{UM}**TACTICS****Before Combat** Prior to combat, Thilza casts *mage armor* and *shield* upon herself, and ensures her hide aura ability is active. These bonuses are already incorporated into her statistics. During Combat Thilza attempts to disable any opposition using spells such as *slow* and *command*, and resorts to using *mass reduce person* against particularly resistant opposition.**Morale** Failure to destroy the book is not an option. Thilza fights until the mission is complete and expects the same of all under her command.**Base Statistics** When not benefiting from her *mage armor* and shield spells, Thilza has the following statistics: AC 13, touch

12, flat-footed 11.

STATISTICS

Str 8, Dex 13, Con 14, Int 10, Wis 13, Cha 18

Base Atk +4; CMB +3; CMD 15

Feats Combat Casting, Dodge, Eschew Materials, Greater Spell Focus (transmutation), Iron Will, Spell Focus (transmutation), Toughness

Skills Bluff +13, Disguise +12, Fly +5, Knowledge (arcana) +8, Knowledge (engineering) +2, Knowledge (history) +1, Knowledge (planes) +1, Linguistics +2, Perception +4, Sense Motive +3, Spellcraft +5, Use Magic Device +8; Racial Modifiers +2 Disguise, +2 Sense Motive +3, Spellcraft +5, Use Magic Device +8

Languages Androffan, Common, Terran, Hallit

SQ bloodline arcana (add half sorcerer level to the Spellcraft DC to identify spells you cast; if the check fails by 5 or more, you can choose what spell they think you're casting instead), *silver tongue* (7/day)Combat Gear *potion of shield of faith* (CL 12th), *wand of stone shape* (5 charges); Other Gear dagger, cloak of resistance

+2, mark I dermal plating, 323 gp

SPECIAL ABILITIES**Mark I Dermal Plating (Ex)** Thilza has a cybernetic implant in her skin, which grants her a +1 enhancement bonus to natural armor. This is a non-magical effect that cannot be dispelled, though anything that prevents technology from working negates this cybertech's bonus as well. For more information on cybertech and dermal plating, see Pathfinder Campaign Setting: Technology Guide.

F. THE SIEGE

Subtier 8-9

TECHNIC LEAGUE MERCENARIES (3) CR 6

Human fighter 7

NE Medium humanoid (human)

Init +2; Senses Perception –1

DEFENSE

AC 19, touch 12, flat-footed 17 (+7 armor, +2 Dex)

hp 71 each (7d10+28)

Fort +8, Ref +5, Will +2 (+2 vs. fear)

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee +1 flail +12/+7 (1d8+5) or mwk guisarme +11/+6 (2d4+4/×3)

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

Special Attacks weapon training (flails +1)

TACTICS

Before Combat The Technic League mercenaries have their weapons drawn and threaten anyone who interferes with their business.

During Combat The guards swarm their targets and attempt to make use of their teamwork feats.

Morale Unless directed differently by their oread leader, the guards continue to fight until incapacitated.

STATISTICS

Str 16, Dex 14, Con 14, Int 13, Wis 8, Cha 10

Base Atk +7; CMB +14 (+18 trip); CMD 26 (28 vs. trip)

Feats Combat Expertise, Combat Reflexes, Coordinated Maneuvers^{APG}, Greater Trip, Improved Trip, Outflank^{APG}, Paired

Opportunities^{APG}, Tandem Trip^{UC}, Toughness

Skills Bluff +1, Intimidate +10, Knowledge (arcana) +8, Knowledge (engineering) +11, Knowledge (local) +2, Sense Motive +4

Languages Common, Polyglot

SQ armor training 2

Combat Gear *potion of cure moderate wounds*, *potion of enlarge person*, *potion of vanish*, *potion of feather step*^{APG}, alchemist's fire; **Other Gear** +1 breastplate, +1 flail, mwk guisarme, composite longbow (+3 Strength) with 20 arrows, *cloak of resistance* +1, antitoxin, 12 gp

GREATER TRIP (COMBAT)

You can make free attacks on foes that you knock down.

Prerequisites: Combat Expertise, Improved Trip, base attack bonus +6, Int 13.

Benefit: You receive a +2 bonus on checks made to trip a foe. This bonus stacks with the bonus granted by Improved Trip. **Whenever you successfully trip an opponent, that opponent provokes attacks of opportunity.**

Normal: Creatures do not provoke attacks of opportunity from being tripped.

COORDINATED MANEUVERS (COMBAT, TEAMWORK)

You are skilled at working with your allies to perform dangerous combat maneuvers.

Benefit: Whenever you are adjacent to an ally who also has this feat, you receive a +2 **competence bonus** on all combat maneuver checks. This bonus increases to +4 when attempting to break free from a grapple.

PAIRED OPPORTUNISTS (COMBAT, TEAMWORK)

You know how to make an enemy pay for lax defenses.

Benefit: Whenever you are adjacent to an ally who also has this feat, you receive a +4 **circumstance bonus** on attacks of opportunity against creatures that you both threaten. Enemies that provoke attacks of opportunity from your ally also provoke attacks of opportunity from you so long as you threaten them (even if the situation or an ability would normally deny you the attack of opportunity). This does not allow you to take more than one attack of opportunity against a creature for a given action.

TANDEM TRIP (COMBAT, TEAMWORK)

You know how to work together to trip your foes.

Benefit: Whenever you attempt a trip combat maneuver against an enemy threatened by an ally with this feat, you **roll twice** and take the better result.

ADVANCED GEARSMAN ROBOTS CR 5

N Medium construct (robot) *Pathfinder Campaign Setting: Inner Sea Bestiary* 44, *Pathfinder RPG Bestiary* 294

Init +1; Senses darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 24, touch 13, flat-footed 21 (+3 Dex, +11 natural)

hp 67 (4d10+20) (includes 25 hp force field)

Fort +3, Ref +4, Will +4

Defensive Abilities hardness 10; Immune construct traits

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 20 ft.

Melee slam +11 (1d4+10) or mwk spear +12 (1d8+7/×3 plus 1d6 electricity)

Ranged mwk spear +8 (1d8+6/×3)

STATISTICS

Str 24, Dex 17, Con —, Int 14, Wis 17, Cha 5

Base Atk +4; CMB +11; CMD 24

Feats Combat Reflexes, Power Attack

Skills Craft (alchemy) +10, Disable Device +10, Perception +10, Profession (guard) +9, Sense Motive +10

Languages Common, Hallit

SQ adaptive learning, charge weapon, self-repair

SPECIAL ABILITIES

Adaptive Learning (Ex)

Charge Weapon (Ex) Any metal melee weapon wielded by a gearsman becomes charged with electricity and deals +1d6 points of electricity damage on a hit.

Self-Repair (Ex) A gearsman's nanites heal it of damage at the rate of a number of hit points per hour equal to its Hit Dice (4 hit points per hour for most gearsmen). Up to once per day, as a full-round action, it can heal any robot it touches of 4d6 points of damage—if a gearsman uses this ability on itself, it automatically heals the maximum amount: 24 points of damage.

Force Field (Ex) A force field sheathes the gearsmen in a thin layer of shimmering energy that grants 25 bonus hit points. All damage dealt to a robot with an active force field is reduced from these hit points first. As long as the force field is active, the robot is immune to critical hits. A force field has fast healing equal to the robot's CR, but once the force field's hit points are reduced to 0, the force field shuts down and does not reactivate for 24 hours.

MITHRINAR DREGGS**CR 5**Male human oracle 6 (*Pathfinder RPG Advanced Player's Guide* 42)

NE Medium humanoid (human)

Init +1; Senses Perception +0

DEFENSE

AC 23, touch 17, flat-footed 19 (+4 armor, +3 deflection, +4 Dex, +1 natural, +1 shield)

hp 48 (6d8+18)

Fort +3, Ref +6, Will +7

OFFENSE

Speed 30 ft.

Melee mwk heavy mace +4 (1d8-1)

Ranged dagger +5 (1d4-1/19-20)

Oracle Spells Known (CL 6th; concentration +10)3rd (4/day)—*cure serious wounds*, *locate object*, *speak with dead* (DC 17)2nd (6/day)—*augury*, *cure moderate wounds*, *sound burst* (DC 16), *tongues*1st (7/day)—*bless*, *comprehend languages*, *cure light wounds*, *identify*, *obscuring mist*, *shield of faith*0 (at will)—*create water*, *detect magic*, *guidance*, *light*, *mending*, *read magic*, *stabilize***Mystery lore****TACTICS****Before Combat** Before starting the siege, the oracle casts *shield of faith* on himself, which has already been calculated into his statistics. He utilizes *locate object* to guide the Technic League agents through the lodge.**During Combat** Mithrinar serves as support for the rest of the Technic League squad, using his *wands of stone shape* and *wand of detect secret doors* to help them search the Pathfinder lodge, providing healing as needed, and casting *bless* if he is in accompanied by at least two other agents. He is singularly focused on reaching and destroying the copy of *A Thread of Silver*, and he presses ever forward, despite resistance, even abandoning his allies or using them as a diversion as he continues to seek out his target.**Morale** Mithrinar knows the penalty for failing his Technic League masters is worse than death, and thus fights until utterly defeated.**Base Statistics** Without the benefit of *shield of faith*, the oracle has the following statistics: AC 20, touch 14, flat-footed 16; CMD 14.**STATISTICS**

Str 8, Dex 13, Con 12, Int 14, Wis 10, Cha 18

Base Atk +4; CMB +3; CMD 17

Feats Extra Revelation^{APG}, Improved Iron Will, Iron Will, Toughness

Skills Appraise +10, Knowledge (arcana) +13, Knowledge (dungeoneering) +8, Knowledge (engineering) +13, Knowledge (geography) +8, Knowledge (history) +13, Knowledge (local) +10, Knowledge (nature) +8, Knowledge (nobility) +8, Knowledge (planes) +8, Knowledge (religion) +8, Linguistics +8, Sense Motive +4, Spellcraft +8

Languages Abyssal, Aklo, Aquan, Auran, Celestial, Common, Draconic, Hallit, Ignan, Infernal, Terran

SQ oracle's curse (tongues [Terran]), revelations (brain drain, lore keeper, sidestep secret)

Combat Gear *potions of cure light wounds* (3), *potion of gaseous form*, *wand of detect secret doors* (14 charges), *wand of stone shape* (5 charges); **Other Gear** chain shirt, light wooden shield, mwk heavy mace, dagger, *amulet of natural armor* +1**THILZA FERALL****CR 10**

Female human sorcerer 11

NE Medium humanoid (human)

Init +1; Senses Perception +5

DEFENSE

AC 25, touch 16, flat-footed 23 (+4 armor, +4 deflection, +1 Dex, +1 dodge, +1 natural, +4 shield)

hp 96 (11d6+55)

Fort +10, Ref +6, Will +12

OFFENSE

Speed 30 ft.

Melee dagger +4 (1d4-1/19-20)

Ranged dagger +6 (1d4-1/19-20)

Bloodline Spell-Like Abilities (CL 11th; concentration +15)

Constant—hide aura

3/day—mind reader

Sorcerer Spells Known (CL 11th; concentration +15)5th (4/day)—*baleful polymorph* (DC 21), *feeblemind* (DC 19), *prying eyes*4th (7/day)—*black tentacles*, *detect scrying*, *lesser globe of invulnerability*, *mass reduce person* (DC 20)3rd (7/day)—*blink*, *lightning bolt* (DC 17), *ray of exhaustion* (DC 17), *slow* (DC 19), *suggestion* (DC 17)2nd (7/day)—*alter self*, *blur*, *cat's grace*, *invisibility*, *knock*, *resist energy*1st (7/day)—*ant haul*^{APG}, *charm person* (DC 15), *feather fall*, *mage armor*, *magic missile*, *shield*0 (at will)—*acid splash*, *bleed* (DC 14), *detect magic*, *detect poison*, *mage hand*, *mending*, *message*, *open/close*, *touch of fatigue* (DC 14)**Bloodline rakshasa**^{UM}**TACTICS****Before Combat** Prior to combat, Thilza casts *mage armor* and *shield* upon herself, drinks her *potion of shield of faith*, and ensures her hide aura ability is active. These bonuses have already been incorporated into her statistics.**During Combat** Thilza attempts to disable any opposition using spells such as *slow* and *black tentacles*, and resorts to using *baleful polymorph* against particularly resistant opposition.**Morale** Failure to destroy the book is not an option. Thilza fights until the mission is complete and expects the same of all under her command.**Base Statistics** When not benefiting from her mage armor and shield spells or her *potion of shield of faith*, Thilza has the following statistics:

AC 13, touch 12, flat-footed 11; CMD 16.

STATISTICS

Str 8, Dex 13, Con 16, Int 10, Wis 13, Cha 18

Base Atk +5; CMB +4; CMD 20

Feats Combat Casting, Dodge, Empower Spell, Eschew Materials, Great Fortitude, Greater Spell Focus (transmutation), Iron Will, Spell Focus (transmutation), Toughness

Skills Bluff +18, Disguise +12, Fly +5, Knowledge (arcana) +8, Knowledge (engineering) +2, Knowledge (history) +1, Knowledge (planes) +1, Linguistics +2, Perception +5, Sense Motive +3, Spellcraft +5, Use Magic Device +8

Languages Androffan, Common, Hallit, Terran

SQ silver tongue (7/day)

Combat Gear *potion of shield of faith* (CL 12th), *scroll of fickle winds*^{UM}, *scroll of stoneskin*, *wand of stone shape* (5 charges); **Other Gear** dagger, *belt of mighty constitution* +2, *cloak of resistance* +2, mark I dermal plating, 248 gp**SPECIAL ABILITIES****Mark I Dermal Plating (Ex)** Thilza has a cybernetic implant in her skin, which grants her a +1 enhancement bonus to natural armor. This is a non-magical effect that cannot be dispelled, though anything that prevents technology from working negates this cybertech's bonus as well. For more information on cybertech and dermal plating, see *Pathfinder Campaign Setting: Technology Guide*.