

Kogan of the Broken Spine Clan's Notes (Subtier 5-6)

Attacks

w/ Power Attack mwk falchion +11/+6 (2d4+15/18-20), bite +5 (1d4+7)

Special Abilities

Animal Fury – Gains a bite attack while raging

Guarded Stance – Move action to gain a +2 dodge bonus vs. melee attacks for 4 rds

Renewed Vigor – 1/day while raging, standard to heal 1d8+4 damage

ORC

CR 1/3

Orc warrior 1

CE Medium humanoid

Init +0; **Senses** darkvision 60 ft.; Perception –1

DEFENSE

AC 13, touch 10, flat-footed 13 (+3 armor)

hp 6 (1d10+1)

Fort +3, **Ref** +0, **Will** –1

Defensive Abilities ferocity

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee falchion +5 (2d4+4/18–20)

Ranged javelin +1 (1d6+3)

STATISTICS

Str 17, **Dex** 11, **Con** 12, **Int** 7, **Wis** 8, **Cha** 6

Base Atk +1; **CMB** +4; **CMD** 14

Feats Weapon Focus (falchion)

Skills Intimidate +2

Languages Common, Orc

SQ weapon familiarity

Magra the Mad's Notes (Subtier 5-6)

3rd level spells

Bestow Curse (Necromancy [curse], VS, creature touched, permanent, SRyes) – WILL or gain a curse: -6 to an ability score; -4 on attack rolls, saves, ability checks, or skills, or 50% chance of doing nothing each round

Cure Serious Wounds (Conjuration (healing), VS, creature touched, SRyes (h)) – Heal living creatures 3d8+7. Undead WILL for ½ damage.

Magic Vestment (Transmutation, VSDF, armor or shield touched, 1hr/lvl, SRyes (h)) - +1 enhancement bonus to armor or shield

Summon Monster III (Conjuration (summoning), 1 rd, VSDF, close, 1rd/lvl) – Summon an extraplanar creature to fight for you.

2nd level spells

Aid (Enchantment (compulsion)[mind-affecting], VSDF, living creature touched, 1min/lvl, SRyes (h)) - +1 morale to att, saves vs. fear. 1d8+7 temps.

Cure Moderate Wounds (Conjuration (healing), VS, creature touched, SRyes (h)) – Heal living creatures 2d8+7. Undead WILL for ½ damage.

Fog Cloud (Conjuration (creation), VS, medium, 20ft. radius fog, 10min/lvl) – Creates fog, 20%miss if target it next to you, cannot see if it is not next to you.

Shield Other (Abjuration, VSF, close, one creature, 1hr/lvl, SRyes(h)) - +1 deflection to AC, +1 resistance to saves, half of his damage is taken by you.

Silence (Illusion (glamer), 1 rd, VS, long, 20ft radius on creature, object, or point in space, 1rd/lvl, SRyes) – All sound is stopped in the area. If cast on an unwilling creature, WILL to negate.

1st level spells

Cause Fear – Fairly irrelevant in this adventure due to HD limit

Command (Enchantment (compulsion) [language-dependant, mind-affecting], V, close, one living creature, 1rd, SRyes) – WILL or target (Approach, Drop, Fail, Flee, Halt)

Cure Light Wounds (Conjuration (healing), VS, creature touched, SRyes (h)) – Heal living creatures 1d8+5. Undead WILL for ½ damage.

Doom (Necromancy [emotion, fear, mind-affecting], VSDF, medium, 1 living creature, 1min/lvl, SRyes) – WILL or target becomes shaken. (-2 on att, saves, skills, ability checks)

Enlarge Person (Transmutation, VSM, close, one humanoid creature, 1 min/lvl, SRyes) - +2STR, - 2 DEX, -1 attack, AC. Damage dice go up one step.

Sanctuary (Abjuration, VSDF, creature touched, 1rd/lvl) – Anyone attacking creature must WILL or lose action.

Shield of Faith (Abjuration, VSM, creature touched, 1 min/lvl, SRyes (h)) - +3 deflection to AC

Special Abilities

Battlecry – 2/day, release a battlecry for +1 morale to attack, saves, skill checks for 2 rounds

Clouded Vision – Cannot see past 60ft. but can see with darkvision

Combat Healer – 1/day cast a cure spell as a swift action by using two slots

Resiliency – You gain Diehard and are not staggered at exactly 0 hp.

Kogan of the Broken Spine Clan's Notes (Subtier 8-9)

Attacks

w/ Power Attack mwk falchion +13/+8 (2d4+19/15-20), bite +7 (1d4+9)

Special Abilities

Animal Fury – Gains a bite attack while raging

Guarded Stance – Move action to gain a +2 dodge bonus vs. melee attacks for 4 rds

Renewed Vigor – 1/day while raging, standard to heal 2d8+4 damage

ORC

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Orc warrior 1

CE Medium humanoid

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OFFENSE

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Feats Weapon Focus (falchion)

Skills Intimidate +2

Languages Common, Orc

SQ weapon familiarity

Magra the Mad's Notes (Subtier 8-9)

5th level spells

Mass Cure Light Wounds (Conjuration (healing), VS, close, 1 creature/lvl, no 2 of which are >30ft. apart, SRyes (h)) – Heal living creatures 1d8+10. Undead WILL for ½ damage.

Righteous Might (Transmutation, VSDF, personal, 1rd/lvl) – Grow 1 size category. +4 STR, +4 CON, -2 DEX, +2 enhancement to nat armor, DR 5/evil. All damage dice grow 1 size.

Summon Monster V (Conjuration (summoning), 1 rd, VSDF, close, 1rd/lvl) – Summon an extraplanar creature to fight for you.

4th level spells

Chaos Hammer (Evocation [chaotic], VS, medium, 20ft radius, SRyes) – 5d8 to lawful creatures and slow for 1d6 rounds. WILL for ½ damage and no slow. Neutral take ½ damage, or ¼ damage on a WILL. Chaotic take nothing. Lawful outsiders take 10d6 instead of 5d8.

Cure Critical Wounds (Conjuration (healing), VS, creature touched, SRyes (h)) – Heal living creatures 4d8+10. Undead WILL for ½ damage.

Freedom of Movement (Abjuration, VSM, personal or creature touched, 10min/lvl, SRyes(h)) – Any effects that slow or stop you from moving don't work. Grapple checks fail vs. you and you can escape from all grapples. Being underwater has no effect on you.

Wall of Fire (Evocation [fire], VSMDf, medium, opaque sheet of flame 20ft. long/lvl or ring of fire w/ radius of 5ft/2 lvls, all 20ft high, concentration + 1rd/lvl, SRyes) – Every rd, one side does fire damage. [0,10ft] = 2d4 fire. (10,20ft) = 1d4 fire. Walking through deals 2d6+10 fire. 20 cold damage dispels one 5ft section.

3rd level spells

Bestow Curse (Necromancy [curse], VS, creature touched, permanent, SRyes) – WILL or gain a curse: -6 to an ability score; -4 on attack rolls, saves, ability checks, or skills, or 50% chance of doing nothing each round

Cure Serious Wounds (Conjuration (healing), VS, creature touched, SRyes (h)) – Heal living creatures 3d8+10. Undead WILL for ½ damage.

Invisibility Purge (Evocation, VS, personal, 1min/lvl) – 5ft./lvl sphere on you negates invisibility

Magic Vestment (Transmutation, VSDF, armor or shield touched, 1hr/lvl, SRyes (h)) - +1 enhancement bonus to armor or shield

Summon Monster III (Conjuration (summoning), 1 rd, VSDF, close, 1rd/lvl) – Summon an extraplanar creature to fight for you.

2nd level spells

Aid (Enchantment (compulsion)[mind-affecting], VSDF, living creature touched, 1min/lvl, SRyes (h)) - +1 morale to att, saves vs. fear. 1d8+7 temps.

Cure Moderate Wounds (Conjuration (healing), VS, creature touched, SRyes (h)) – Heal living creatures 2d8+10. Undead WILL for ½ damage.

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Shield Other (Abjuration, VSF, close, one creature, 1hr/lvl, SRyes(h)) - +1 deflection to AC, +1 resistance to saves, half of his damage is taken by you.

Silence (Illusion (glamer), 1 rd, VS, long, 20ft radius on creature, object, or point in space, 1rd/lvl, SRyes) – All sound is stopped in the area. If cast on an unwilling creature, WILL to negate.

Sound Burst (Evocation [sonic], VSDF, close, 10ft radius, SRyes) – 1d8 sonic. FORT or stunned for 1 rd.

1st level spells

Cause Fear – Fairly irrelevant in this adventure due to HD limit

Command (Enchantment (compulsion) [language-dependant, mind-affecting], V, close, one living creature, 1rd, SRyes) – WILL or target (Approach, Drop, Fail, Flee, Halt)

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Battlecry – 2/day, release a battlecry for +1 morale to attack, saves, skill checks for 2 rounds

Clouded Vision – Cannot see past 60ft. but can see with darkvision

Combat Healer – 1/day cast a cure spell as a swift action by using two slots

Resiliency – You gain Diehard and are not staggered at exactly 0 hp.

CLAY GOLEM

CR 10

N Large [construct](#)

Init -1; **Senses** darkvision 60 ft., low-light vision; [Perception](#) +0

DEFENSE

AC 24, touch 8, flat-footed 24 (-1 Dex, +16 natural, -1 size)

hp 101 (13d10+30)

Fort +4, **Ref** +3, **Will** +4

DR 10/adamantine and bludgeoning; **Immune** [construct traits](#), magic

OFFENSE

Speed 20 ft.

Melee 2 slams +19 (2d10+7 plus cursed wound)

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

Special Attacks berserk, haste

STATISTICS

Str 24, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +13; **CMB** +21; **CMD** 30

SPECIAL ABILITIES

Berserk (Ex) When a clay golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. This chance resets to 0% after one minute of inactivity. A berserk golem attacks the nearest living creature or smashes some object smaller than itself if no creature is within reach. Once it goes berserk, no known method can reestablish control.

Construct Traits (Ex) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, [ability damage](#), [ability drain](#), fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

Cursed Wound (Ex) The damage a clay golem deals doesn't heal naturally and resists magical healing. A character attempting to use magical healing on a creature damaged by a clay golem must succeed on a DC 26 caster level check, or the healing has no effect on the injured creature.

Haste (Su) After it has engaged in at least 1 round of combat, a clay golem can haste itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

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

- A [move earth](#) spell drives the golem back 120 feet and deals 3d12 points of damage to it (no save).
- A [disintegrate](#) spell slows the golem (as the [slow](#) spell) for 1d6 rounds and deals 1d12 points of damage (no save).
- An [earthquake](#) spell cast directly at a clay golem stops it from moving on its next turn and deals 5d10 points of damage (no save).
- Any magical attack against a clay golem that deals acid damage heals 1 point of damage for every 3 points of damage it 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 clay golem gets no saving throw against magical attacks that deal acid damage.

RUST MONSTER

CR 3

N Medium [aberration](#)

Init +3; **Senses** darkvision 60 ft., scent metals 90 ft.; [Perception](#) +12

DEFENSE

AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)

hp 27 (5d8+5)

Fort +2, **Ref** +4, **Will** +5

OFFENSE

Speed 40 ft., climb 10 ft.

Melee bite +6 (1d3), antennae +6 touch (rust)

STATISTICS

Str 10, **Dex** 17, **Con** 13, **Int** 2, **Wis** 13, **Cha** 8

Base Atk +3; **CMB** +3; **CMD** 16 (20 vs. trip)

Feats [Ability Focus](#) (rust), [Skill Focus](#) ([Perception](#)), [Weapon Finesse](#)

Skills [Climb](#) +8, [Perception](#) +12

SPECIAL ABILITIES

Rust (Su) A rust monster's antennae are a primary touch attack that causes any metal object they touch to swiftly rust and corrode. The object touched takes half its maximum hp in damage and gains the broken condition—a second hit destroys the item. A rust monster never provokes attacks of opportunity by attempting to strike a weapon with its antennae. Against creatures made of metal, a rust monster's antennae deal 3d6+5 points of damage. An attended object, any magic object, or a metal creature can attempt a DC 15 Reflex save to negate this effect. The save DC is Constitution-based.

Scent Metals (Ex) This ability functions much the same as the scent ability, except that the range is 90 feet and the rust monster can only use it to sense metal objects (including creatures wearing or carrying metal objects).

Magic items use the same saving throw bonus for all saves, no matter what the type ([Fortitude](#), [Reflex](#), or [Will](#)). A magic item's saving throw bonus equals 2 + 1/2 its caster level (rounded down). The only exceptions to this are intelligent magic items, which make [Will](#) saves based on their own [Wisdom](#) scores.