

1-46 Eyes of the Ten, Part 1:
Requiem for the Red Raven

Combat Notes

IRON GOLEM

CR 13

N Large [construct](#)

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

DEFENSE

AC 28, touch 8, flat-footed 28 (–1 Dex, +20 natural, –1 size)

hp 129 (18d10+30)

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

DR 15/adamantine; **Immune** [construct traits](#), magic

OFFENSE

Speed 20 ft.

Melee 2 slams +28 (2d10+16/19–20)

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

Special Attacks [breath weapon](#), powerful blows

STATISTICS

Str 32, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +18; **CMB** +30; **CMD** 39

SPECIAL ABILITIES

Breath Weapon (Su) As a free action once every 1d4+1 rounds, an iron golem can exhale a 10-foot cube of poisonous gas. This gas cloud persists for 1 round; any creature within the area when the golem creates it (as well as any creature that passes through the cloud during the remainder of that round) is exposed to the cloud's poisonous effects. This poison is magically created each time the golem uses this power. *Breath weapon*—inhaled; *save* Fort 19; *frequency* 1/round for 4 rounds; *effect* 1d4 Constitution damage; *cure* 2 saves. The save DC is Constitution-based.

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.

Immunity to Magic (Ex) An iron golem is immune to spells or spell-like abilities that allow spell resistance. Certain spells and effects function differently against it, as noted below.

A magical attack that deals electricity damage slows an iron golem (as the *slow* spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any *slow* effect on the golem and heals 1 point of damage for each 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. An iron golem gets no saving throw against fire effects.

An iron golem is affected normally by rust attacks, such as those of a rust monster or a *rusting grasp* spell.

Powerful Blows (Ex) An iron golem inflicts one and a half times its Strength modifier and threatens a critical hit on a 19–20 with its slam attacks.

Act 3: The Red Raven Strikes! (Printable round tracker)

Round 1

- **Beginning:** Worms erupt at L2a and L2b. Eliza is completely buried by rubble (remove from map) as SW portion of balcony collapses. All within 15' must make a DC 18 Reflex save or take 5d6 points of damage.
- **Worms:** Vomit Stone Golems, which immediately attack (may use Slow as free action, 10' radius).
- **Osprey:** Casts Barkskin on himself.
- **Adril:** Looks on bewildered, taking no action. Does not notice smoke.
- **Red Raven:** PC's may attempt a DC 18 Perception check to notice a puff of red smoke near Adril.
- **Scallywags:** Invisibly move into position (4 on West balcony, 4 on North blocking stairs. PC's may attempt a DC 20 Perception check to notice two guest room doors open simultaneously.
- **Servants:** Crushed if near L2a or L2b. Survivors scramble to safety in the lower halls.

Round 2

- **L2b Worm:** Swallows Osprey.
- **L2a Worm/Stone Golems:** Attack nearest PCs.
- **Red Raven:** Stabs Adril in the heart, becoming visible, screaming "The Red Raven strikes for the Revolution!"
- **Scallywags:** Unload arrows on the PC's, prioritizing anyone on the balconies, anyone on the stairs, then the closest/most threatening PC downstairs.

Round 3

- **Worms/Golems:** Attack nearest PCs.
- **Red Raven:** Draws cape over his head and disappears in a puff of red smoke.
- **Scallywags:** Continue their assault, shouting insults in Galtan-accented Common.

Round 4

- **Beginning:** All PCs may attempt a DC 15 Perception check to hear a female voice scream in terror in the Armoury.
- **Worms/Golems/Scallywags:** Continue their assault.

Round 5

- **Worms/Golems:** Continue their assault.
- **Scallywags:** Run out of Flaming arrows. They continue fighting until the odds turn against them, then attempt to flee.

If the PCs are in trouble:

- Eliza may burst from the rubble, slinging spells at foes to take them down.
- Osprey may erupt from the belly of the Scarlet Worm, slaying it, then heal the PCs.
- The scallywags may feel the Raven has safely retreated and turn to join him in the Roost.

SCARLET WORM

CR 11

N Huge magical beast

Init -2; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +18

DEFENSE

AC 28, touch 8, flat-footed 28 (+20 natural, -2 size)

hp 168 (16d10+80)

Fort +15, **Ref** +10, **Will** +4

OFFENSE

Speed 20 ft., burrow 20 ft., swim 10 ft.

Melee bite +23 (4d6+10/19–20 plus **grab**), sting +23 (2d6+10 plus **poison**)

Power Attack bite +18 (4d6+20/19–20 plus **grab**), sting +18 (2d6+20 plus **poison**)

Space 15 ft.; **Reach** 15 ft.

Special Attacks **swallow whole** (4d6+15 bludgeoning damage, AC 21, 20 hp)

STATISTICS

Str 31, **Dex** 10, **Con** 21, **Int** 1, **Wis** 8, **Cha** 8

Base Atk +16; **CMB** +28 (+32 grapple); **CMD** 38 (can't be tripped)

Feats **Awesome Blow**, **Critical Focus** (+4 on critical confirmation rolls), **Improved Bull Rush**, **Improved Critical** (bite), **Power Attack**, **Staggering Critical** (stunned for 1d4+1 rounds, DC 26 Fortitude save to reduce duration to 1 round), **Weapon Focus** (bite, sting)

Skills **Perception** +18, **Swim** +18

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 25; *frequency* 1/round for 6 rounds; *effect* 1d4 Strength **damage**; *cure* 3 consecutive saves. The save DC is Constitution-based.

STONE GOLEM

CR 11

N Large [construct](#)

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

DEFENSE

AC 26, touch 8, flat-footed 26 (-1 Dex, +18 natural, -1 size)

hp 107 (14d10+30)

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

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

OFFENSE

Speed 20 ft.

Melee 2 slams +22 (2d10+9)

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

Special Attacks slow

STATISTICS

Str 28, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +14; **CMB** +24; **CMD** 33

SPECIAL ABILITIES

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.

Immunity to Magic (Ex) A stone 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 [transmute rock to mud](#) spell slows a stone golem (as the [slow](#) spell) for 2d6 rounds, with no saving throw, while [transmute mud to rock](#) heals all of its lost hit points.

A [stone to flesh](#) spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.

Slow (Su) A stone golem can use a slow effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet in a burst centered on the golem and a duration of 7 rounds, requiring a DC 17 Will save to negate. The save DC is Constitution-based.

SCALLYWAGS (8)

CR 7

Male human rogue 8, CN Medium humanoid

Init +3; **Senses** Perception +10

DEFENSE

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

hp 68 each (8d8+32)

Fort +4, **Ref** +9, **Will** +1

Defensive Abilities evasion, improved uncanny dodge, trap sense +2

OFFENSE

Speed 30 ft.

Melee mwk short sword +10/+5 (1d6+1)

Ranged +1 shortbow +11/+6 (1d6+1/x3 plus 1d6 fire plus 2d10 fire on successful crit.; **see below**)

Special Attacks sneak attack +4d6 (plus 4 bleed)

TACTICS

Before Combat Consumes *potion of invisibility* and hides in area **L13**. **During Combat** 1: PCs make DC 20 Perception check to notice area **L13** doors open. Invisible archers take position. Four take position on west balcony while the other four run to their position near the top of the stairs on the north side of the room to make a screen for the Raven's escape. 2: Four archers fire two *flaming burst arrows* and two regular arrows at PCs. All three attacks are made at –2. This first attack also benefits from the Vital Strike feat, which means its damage dice are rolled twice on a successful hit. The other four fire at Osprey or NPC servants. 3: Archers concentrate their fire on the PCs that are the most easy to hit. 4: Repeat. 5: Repeat, though in this round the archers run out of their *flaming burst arrows*. **Morale** The scallies flee when the fight clearly turns against them, but under no circumstances do they abandon the Red Raven to his fate.

STATISTICS

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

Base Atk +6; **CMB** +7; **CMD** 20

Feats Manyshot, Point-Blank Shot, Precise Shot, Rapid Shot, Toughness, Vital Strike, Weapon Finesse, Weapon Focus (shortbow)

Skills Climb +12, Disguise +11, Escape Artist +14, Intimidate +11, Knowledge (local) +11, Perception +10, Sleight of Hand +14, Stealth +14

Languages Common

SQ rogue talents (bleeding attack, finesse rogue, trapfinding, weapon training)

Gear +1 leather armor, +1 shortbow, masterwork short sword, *potion of invisibility* (consumed prior to battle), 8 +1 *flaming burst arrows*.

Attack Sequences

Invisible	Rapid Shot	Manyshot	Point-Blank	
X	X	X	X	+12 (2d6+6/x3 + 4d6 sneak + 4 bleed + 2d6 fire + 4d10 fire on a crit), +10/+5 (1d6+3/x3)
X	X	X		+11 (2d6+4/x3 + 2d6 fire + 4d10 fire on a crit), +9/+4 (1d6+2/x3)
	X	X	X	+10 (2d6+6/x3 + 2d6 fire + 4d10 fire on a crit), +10/+5 (1d6+3/x3)
	X	X		+9 (2d6+4/x3 + 2d6 fire + 4d10 fire on a crit), +9/+4 (1d6+2/x3)

Special Abilities

Bleeding Attack – On a sneak attack, deal 4 bleed damage. DC15 heal or magical healing stops it.

Evasion – If you make a REF to ½ damage, then take no damage.

Improved Uncanny Dodge – No flanking, At least 4 more levels of rogue needed to sneak attack

Trapfinding – Add ½ level to Perception to find traps, Disable Device

THE RED RAVEN

CR 14

Male human rogue 15, CG Medium humanoid

Init +4; **Senses** Perception +21

DEFENSE

AC 22, touch 17, flat-footed 17 (+5 armor, +2 deflection, +4 Dex, +1 dodge)

hp 96 (15d8+25)

Fort +6, **Ref** +13, **Will** +4

Defensive Abilities improved evasion, improved uncanny dodge, resiliency, slippery mind, trap sense +5

OFFENSE

Speed 30 ft.

Melee +1 *keen rapier* +19/+14/+9 (1d6+1/16–20)

Ranged mwk shortbow +16/+11/+6 (1d6/x3)

Special Attacks bleeding attack, crippling strike, sneak attack +8d6 (plus 8 bleed), surprise attack

TACTICS

Before Combat Consumes *potion of invisibility* and hides in the Servants Quarters behind area **L12a**.

During Combat 1: PCs may make a DC 18 Perception check to notice burst of smoke appear next to Adril Hestram as the Red Raven uses his magic cape to dimension door. 2: The Raven strikes a killing blow on Adril Hestram (becoming visible), yelling, "The Red Raven strikes in the name of the Revolution!" 3: Dimension doors to area **L8**, and attempts to escape to the Maze of the Open Road, using his cape to dimension door again if necessary. The Red Raven is not a combatant and will only fight the PCs if directly attacked—even still, he'll flee at any opportunity.

Morale The Red Raven will not flee the Woodsedge Lodge until Adril Hestram is dead.

STATISTICS

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

Base Atk +11; **CMB** +15; **CMD** 28

Feats Acrobatic, Agile Maneuvers, Alertness, Dodge, Mobility, Run, Spring Attack, Stealthy, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +26, Appraise +6, Bluff +19, Climb +13, Diplomacy +15, Disable Device +17, Disguise +19, Escape Artist +26, Intimidate +14, Knowledge (local) +20, Perception +21, Ride +8, Sense Motive +8, Sleight of Hand +8, Stealth +26, Swim +5

Languages Common

SQ fast stealth, weapon training

Combat Gear *potion of gaseous form*; **Gear** +2 studded leather armor, +1 *keen rapier*, *ring of protection* +2, *cape of the Red Raven* (dimension door [self only] up to 40 feet, 4/day, appear in puff of smoke).

Special Abilities

Bleeding Attack – On a sneak attack, deal 8 bleed damage. DC15 heal or magical healing stops it.

Crippling Strike – On a sneak attack, deal 2 STR damage.

Fast Stealth – No penalty for stealthing full speed

Improved Evasion – If you make a REF to ½ damage, take ½ on a failed save, nothing on a made save.

Improved Uncanny Dodge – No flanking, At least 4 more levels of rogue needed to sneak attack

Resiliency – Gain 15 temps for 1 minute. Can activate as an immediate action upon reaching 0.

These temps can keep him conscious

Slippery Mind – Whenever he is affected by an enchantment effect, can make a second save versus the effect next round.

Surprise Attack – Opponents are always flat-footed during a surprise round

CALE THE CALISTRIAN

CR 10

Male elf sorcerer 11, CN Medium humanoid
Init +4; **Senses** low-light vision; Perception +9

DEFENSE

AC 16, touch 14, flat-footed 12 (+2 armor, +4 Dex)
hp 49 (11d6+11)
Fort +2, **Ref** +9, **Will** +8

OFFENSE

Speed 30 ft.

Melee mwk rapier +10 (1d6–1/18–20)

Sorcerer Spells Known (CL 11th; concentration +14)

5th (2/day)—*break enchantment*, *telepathic bond*, *teleport*

4th (5/day)—*bestow curse*, *fire shield*, *freedom of movement*, *ice storm*

3rd (7/day)—*clairaudience/clairvoyance*, *displacement*, *false life*, *fireball*, *lightning bolt*, *protection from energy*

2nd (7/day)—*arcane lock*, *blur*, *invisibility*, *see invisibility*, *web*

1st (7/day)—*alarm*, *charm person*, *mage armor*, *magic missile*, *hold portal*, *true strike*

0—*acid splash*, *arcane mark*, *detect magic*, *detect poison*, *ghost sound*, *light*, *presidigitation*, *mage hand*, *read magic*

Bloodline Destined

TACTICS

Before Combat Cale the Calistrian favors self-preservation over all things, including his mission to steal the Pale Maiden. Before the PCs arrive, he casts *displacement* and *fire shield* on himself and *arcane lock* on the door to area **L3**. If the PCs take a while breaking down the magically held door, Cale continues to layer defensive spells upon himself, starting with *protection from energy* (most likely fire, but Cale chooses wisely if he has reason to know the PCs favor a certain energy type). **During Combat** Cale unleashes a *web* on the PCs when they enter area **L9**.

Thereafter, he focuses on damage-dealing spells like additional *ice storms*, *fireball*, and *lightning bolt*.

Morale If all of his associates are killed or near death, Cale the Calistrian employs *teleport* to send himself to the entrance of the Maze of the Open Road on the lodge's rear lawn.

STATISTICS

Str 8, **Dex** 18, **Con** 10, **Int** 12, **Wis** 13, **Cha** 17

Base Atk +5; **CMB** +4; **CMD** 18

Feats Combat Casting, Deceitful, Eschew Materials, Greater Spell Penetration, Lightning Reflexes, Persuasive, Toughness, Weapon Finesse

Skills Bluff +13, Diplomacy +11, Disguise +7, Fly +11, Intimidate +10, Perception +9, Sense Motive +3, Spellcraft +8

Languages Common, Elven

SQ touch of destiny, fated, it was meant to be

Gear *bracers of armor* +2, *chime of opening*, 750 gp

Before combat, Cale casts *Displacement* and *Fire Shield* (probably *Chill Shield*) on himself, followed by *Arcane Lock* on the door, then *Protection from Energy* (probably *Fire*) on himself as per his tactics.

However, he will likely have time to cast additional buff spells before the PCs reach him. His most useful and long-lasting buffs, in order, are: *Freedom of Movement*, *False Life*, *See Invisibility*, *Invisibility*.

Cale the Calistrian's Cheat Sheet

5th level spells

Break Enchantment (abjuration, 1 minute, VS, close, one creature/level within 30 ft) – Make a CL check vs. 11+CL of enchantments, transmutations, and curses. If it couldn't be dispelled by dispel magic and it's greater than 5th level, this doesn't work.

Telepathic Bond (divination, VSM, close, you + 1 creature/3lvls, 10 min/lvl) – Create a telepathic bond over any distance between all affected

Teleport (conjuration(teleportation), V, personal and touch) – Teleport you and 1 medium creature/3 levels.

4th level spells

Bestow Curse (necromancy[curse], VS, touch, permanent, SRyes) – WILL or cursed. Either -6 to an ability; -4 on att, saves, ability checks, skills; or 50% chance to do nothing each turn

Fire Shield (evocation[fire or cold], VSM, personal, 1rd/lvl) – Creatures that attack you take 1d6+lvl fire/cold. Take ½ damage from opposite element.

Freedom of Movement (abjuration, VSM, creature touched, 10min/lvl, SRyes) – Can attack and move normally, cannot be grappled.

Ice Storm (evocation[cold], VSM, long, 20ft. cylinder, 40ft. high, 1rd/lvl, SRyes) – 3d6 bludgeoning and 2d6 cold in cylinder. Heavy snow and sleet cause -4 to perception and area is difficult terrain.

3rd level spells

Clairaudience/clairvoyance – not relevant to combat

Displacement (illusion[glamer], VM, touch, 1rd./lvl, SRyes) – 50% concealment

Fireball (evocation [fire], VSM, long, 20ft. radius, SRyes) – 10d6 fire, REF half.

Lightning Bolt (evocation [electricity], VSM, 120ft. line, SRyes) – 10d6 electricity, REF half.

Protection from Energy (abjuration, VSDF, creature touched, SRyes) – Absorb 120 points of energy damage

2nd level spells

Arcane Lock (abjuration, VSM, door, chest, or portal, permanent) – Increase the DC to open a lock by 10.

Blur (illusion[glamer], V, creature touched, 1min/lvl, SRyes) – 20% miss chance

False Life (necromancy, VSM, 1hour/lvl) – 1d10+10 temp hp

Invisibility (illusion[glamer], VSM, creature touched, 1min/lvl, SRyes) – Become invisible until you attack

See Invisibility (divination, VSM, personal, 10min/lvl) – See invisible/ethereal creatures

Web (conjuration(creation), VSM, medium, 20ft radius spread, 10min/lvl) – Trap webs in between two surfaces. Grappled if moved through without CMB or Escape Artist. 5ft provides cover, 20ft provides total cover

1st level spells

Alarm (abjuration, VSF, close, 20ft. radius, 2hrs/lvl) – Put an alarm in a point in space

Charm Person (enchantment(charm)[mind-affecting], VS, close, humanoid creature, 1hr/lvl, SRyes) – WILL or treat you as friendly. +5 bonus to saving throw if allies are threatening him

Mage Armor (conjuration(creation)[force], creature touched, 1hr/lvl) - +4 armor bonus

Magic Missile (evocation[force], VS, medium, SRyes) – 5 1d4+1 missiles of force

Hold Portal (abjuration, V, medium, 1min/lvl) – Magically hold a door closed at range

True Strike (divination, VF, personal) – Next attack gets a +20 insight bonus

Special Abilities

Bloodline Arcana - Whenever you cast a spell with a range of "personal," you gain a luck bonus equal to the spell's level on all your saving throws for 1 round.

Fated (Su) - Starting at 3rd level, you gain a +1 luck bonus on all of your saving throws and to your AC during surprise rounds and when you are otherwise unaware of an attack. At 7th level and every four levels thereafter, this bonus increases by +1, to a maximum of +5 at 19th level.

It Was Meant to Be (Su) - At 9th level, you may reroll any one attack roll, critical hit confirmation roll, or level check made to overcome spell resistance. You must decide to use this ability after the first roll is made but before the results are revealed by the GM. You must take the second result, even if it is worse. At 9th level, you can use this ability once per day. At 17th level, you can use this ability twice per day.

Touch of Destiny (Sp) - At 1st level, you can touch a creature as a standard action, giving it an insight bonus on attack rolls, skill checks, ability checks, and saving throws equal to 1/2 your sorcerer level (minimum 1) for 1 round. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

SCALLYWAGS (4)

CR 7

Male human rogue 8, CN Medium humanoid

Init +3; **Senses** Perception +10

DEFENSE

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

hp 68 each (8d8+32)

Fort +4, **Ref** +9, **Will** +1

Defensive Abilities evasion, improved uncanny dodge, trap sense +2

OFFENSE

Speed 30 ft.

Melee +1 *short sword* +11/+6 (1d6+2)

Ranged mwk shortbow +10/+5 (1d6/x3)

Special Attacks sneak attack +4d6 (plus 4 bleed)

TACTICS

During Combat All four scallies attempt to swarm a single opponent, setting each other up for devastating sneak attacks.

Morale The scallies flee when the fight clearly turns against them. They would prefer not to abandon Cale the Calistrian to his fate, but value their lives more highly than his.

STATISTICS

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

Base Atk +6; **CMB** +7; **CMD** 20

Feats Manyshot, Point-Blank Shot, Precise Shot, Rapid Shot, Toughness, Vital Strike, Weapon Finesse, Weapon Focus (shortbow)

Skills Climb +12, Disguise +11, Escape Artist +14, Intimidate +11, Knowledge (local) +11, Perception +10, Sleight of Hand +14, Stealth +14

Languages Common

SQ rogue talents (bleeding attack, finesse rogue, trapfinding, weapon training)

Gear +1 *leather armor*, +1 *short sword*

SABOTEURS (2)

CR 7

Male gnome rogue 12, N Small humanoid (gnome)

Init +2; **Senses** low-light vision; Perception +0

DEFENSE

AC 17, touch 13, flat-footed 15 (+4 armor, +2 Dex, +3 shield, +1 size)

hp 126 each (12d6+72)

Fort +9, **Ref** +11, **Will** +4

Defensive Abilities evasion, improved uncanny dodge, resiliency, trap sense +4

OFFENSE

Speed 20 ft.

Melee +1 *short sword* +14/+9 (1d4+3/19–20)

Ranged *bead of force* +11/+6 (5d6 force to all creatures within 10-foot radius plus victim must make DC 16 Reflex save to avoid containment) or *rod of wonder*

Special Attacks bleeding attack, crippling strike, slow reactions, sneak attack +6d6 (plus 6 bleed), +1 on attack rolls against goblinoid and reptilian humanoids

Gnome Spell-Like Abilities (CL 12th; concentration +13)

1/day—dancing lights (DC 12), *ghost sound* (DC 12), *prestidigitation*, *speak with animals*

TACTICS

During Combat Dwale throws 2 *beads of force* at opponents as soon as they enter the room, hoping to block (or at least complicate) the PCs' movement near the door. The following round he draws his short sword and attempts to flank an enemy for maximum sneak attack damage. Rhis uses his *rod of wonder* to confound the PCs.

Morale If all the scallies or Cale the Calistrian are killed, the gnomes drop their weapons and surrender immediately.

STATISTICS

Str 14, **Dex** 15, **Con** 18, **Int** 12, **Wis** 8, **Cha** 12

Base Atk +9; **CMB** +10; **CMD** 22

Feats Agile Maneuvers, Bleeding Critical (**2d6 bleed, DC 15 Heal or magical healing stops bleeding**), Run, Toughness, Weapon Finesse, Weapon Focus (short sword)

Skills Acrobatics +17 (+13 jump), Appraise +16, Bluff +16, Craft (Booby Trap) +0, Disable Device +17, Disguise +14, Escape Artist +17, Perception +0, Sense Motive +8, Sleight of Hand +15, Stealth +19, Use Magic Device +16

Languages Common, Gnome

SQ fast stealth, quick disable, trap spotter

Gear +2 *small light wooden shield*, +2 *leather armor*, +1 *short sword*, *cloak of resistance +1*; Dwale: 2 *beads of force*; Rhis: *rod of wonder*

Special Abilities

Bleeding Attack – On a sneak attack, deal 4 bleed damage. DC15 heal or magical healing stops it.

Crippling Strike – On a sneak attack, deal 2 STR damage.

Evasion – If you make a REF to ½ damage, then take no damage.

Fast Stealth – No penalty for stealthing full speed

Improved Uncanny Dodge – No flanking, At least 4 more levels of rogue needed to sneak attack

Quick Disable – Takes ½ the time to disable a trap with Disable Device

Resiliency – Gain 12 temps for 1 minute. Can activate as an immediate action upon reaching 0.

These temps can keep him conscious

Slow Reactions – People damaged by SA can't make attacks of opportunity

Trapfinding – Add ½ level to Perception to find traps, Disable Device

BEAD OF FORCE

Aura moderate evocation; **CL** 10th

Slot none; **Price** 3,000 gp; **Weight** —

DESCRIPTION

This small black sphere appears to be a lusterless pearl. A *bead of force* can be thrown up to 60 feet with no range penalties. Upon sharp impact, the bead explodes, sending forth a burst that deals 5d6 points of force damage to all creatures within a 10-foot radius.

Once thrown, a *bead of force* functions like a *resilient sphere* spell (Reflex DC 16 negates) with a radius of 10 feet and a duration of 10 minutes. A globe of shimmering force encloses a creature, provided the latter is small enough to fit within the diameter of the sphere. The sphere contains its subject for the spell's duration. The sphere is not subject to damage of any sort except from a *rod of cancellation*, a *rod of negation*, *disintegrate*, or a targeted *dispel magic* spell. These effects destroy the sphere without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally. The subject may struggle, but the globe cannot be physically moved either by people outside it or by the struggles of those within. The explosion completely consumes the bead, making this a one-use item.

CONSTRUCTION

Requirements Craft Wondrous Item, *resilient sphere*; **Cost** 1,500 gp

VOLYANNI (GUARDIAN NAGA)

CR 10

LG Large [aberration](#)

Init +6; **Senses** darkvision 60 ft.; [Perception](#) +23

DEFENSE

AC 24, touch 15, flat-footed 18 (+6 Dex, +9 natural, –1 size)

AC with Combat Expertise 27, touch 18, flat-footed 21 (+6 Dex, +9 natural, –1 size, +3 Combat Expertise)

hp 114 (12d8+60)

Fort +9, **Ref** +12, **Will** +12

OFFENSE

Speed 40 ft.

Melee bite +13 (2d6+7 plus [poison](#))

Combat Expertise bite +10 (2d6+7 plus [poison](#))

Ranged spit +14 touch ([poison](#))

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

Spells Known (CL 9th, concentration +13, defensively +17)

4th (5/day)—[divine power](#), [greater invisibility](#)

3rd (7/day)—[cure serious wounds](#), [dispel magic](#), [lightning bolt](#) (DC 17)

2nd (7/day)—[detect thoughts](#) (DC 16), [lesser restoration](#), [see invisibility](#), [scorching ray](#)

1st (7/day)—[cure light wounds](#), [divine favor](#), [expeditious retreat](#), [mage armor](#), [magic missile](#)

0 (at will)—[daze](#) (DC 14), [detect magic](#), [light](#), [mage hand](#), [open/close](#), [ray of frost](#), [read magic](#), [stabilize](#)

STATISTICS

Str 21, **Dex** 23, **Con** 20, **Int** 16, **Wis** 19, **Cha** 18

Base Atk +9; **CMB** +15 (+12 with Combat Expertise); **CMD** 31 (34 with Combat Expertise; can't be tripped)

Feats [Alertness](#), [Blind-Fight](#), [Combat Casting](#), [Combat Expertise](#), [Eschew Materials](#)^B, [Improved Trip](#), [Lightning Reflexes](#)

Skills [Bluff](#) +16, [Diplomacy](#) +16, [Knowledge](#) (arcana) +18, [Perception](#) +23, [Sense](#)

[Motive](#) +20, [Spellcraft](#) +18, [Stealth](#) +17

Languages Celestial, Common

SPECIAL ABILITIES

Poison (Ex) Bite—injury or spit—contact; *save* Fort DC 21; *frequency* 1/round for 6 rounds; *effect* 1d4

Con [damage](#); *cure* 2 consecutive saves. The save DC is Constitution-based.

Spells A guardian naga casts spells as a 9th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a guardian naga.

Spit (Ex) A guardian naga can spit its venom up to 30 feet as a standard action. This is a ranged touch attack with no range increment. Opponents hit by this attack must make successful saves (see above) to avoid the effect.

BEKYAR BEAST CULTISTS (5)

CR 9

Male human fighter 10, CE Medium humanoid (human)

Init +4; **Senses** Perception -1

DEFENSE

AC 16, touch 15, flat-footed 11 (+4 Dex, +1 dodge, +1 natural)

AC with Combat Expertise 19, touch 18, flat-footed 14 (+4 Dex, +1 dodge, +1 natural, +3 Combat Expertise)

hp 95 (10d10+40)

Fort +9, **Ref** +7, **Will** +2; +3 vs. fear

OFFENSE

Speed 30 ft.

Melee mwk spiked chain +19/+14 (2d4+8)

Combat Expertise mwk spiked chain +16/+11 (2d4+8)

TACTICS

During Combat The beast cultists attempt to gang up on a single opponent.

Morale The cultists fight to the death while under the influence of Condria. If freed and presented with the Greenstone Idol (which grants a +5 circumstance bonus on Bluff and Diplomacy checks made against them), the cultists cease fighting if made helpful. In this case, they willingly exchange the List of Names for the Greenstone Idol, and swear to return peacefully to the Mwangi Expanse.

STATISTICS

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

Base Atk +10; **CMB** +14 (+11 with Combat Expertise); **CMD** 29 (32 with Combat Expertise)

Feats Agile Maneuvers, Combat Expertise, Dodge, Greater Trip, Greater Weapon Focus (spiked chain), Improved Trip, Mobility, Spring Attack, Toughness, Weapon Focus (spiked chain), Weapon Specialization (spiked chain), Whirlwind Attack

Skills Intimidate +12, Knowledge (planes) +5, Perform (Dance) +5, Survival +12

Languages Polyglot

SQ armor training +2, bravery +3, weapon training (flails +2, light blades +1)

Gear *amulet of natural armor +1*, masterwork spiked chain

DA'TUNGA

CR 14

Male giant carnivorous ape barbarian 14, NE Huge animal
Init +2; **Senses** low-light vision, scent; **Perception** +11

DEFENSE

AC 15, touch 8, flat-footed 13 (+2 Dex, +7 natural, -2 size, -2 rage)

hp 321 (18 HD; 4d8+14d12+212)

Fort +20, **Ref** +10, **Will** +11

Defensive Abilities indomitable will, improved uncanny dodge, trap sense +4; **DR** 3/—

OFFENSE

Speed 50 ft., climb 40 ft.

Melee bite +25 (1d8+10), 2 claws +25 (1d6+10 plus rend or grab)

Power Attack bite +20 (1d8+20), 2 claws +20 (1d6+20 plus rend or grab)

Space 15 ft.; **Reach** 15 ft.

Special Attacks greater rage (37 rounds per day), rage powers (clear mind, guarded stance [+3 dodge bonus to AC; 10 rounds], knockback, renewed vigor [3d8+10 hp], strength surge +14, superstition +5), rend (2 claws +22, 1d6+7)

TACTICS

During Combat Da'Tunga enters a bloodthirsty rage immediately upon his activation by Condria, and these statistics represent the ape while raging. Thereafter he does his best to rend or snatch opponents. As a standard action, Da'Tunga can throw a snatched opponent 1d6 × 10 feet. The victim takes 1d6 points of damage per 10 feet traveled.

Morale Da'Tunga fights to the death.

Base Statistics When not raging, the barbarian's statistics are:

AC 17, touch 10, flat-footed 15; **hp** 267; **Will** +9; **Melee** bite +23 (1d8+8), 2 claws +23 (1d6+8 plus rend or grab); **Str** 25, **Con** 24;

Skills Climb +13

STATISTICS

Str 31, **Dex** 15, **Con** 30, **Int** 2, **Wis** 12, **Cha** 8

Base Atk +17; **CMB** +26; **CMD** 38

Feats Awesome Blow, Cleave, Improved Bull Rush, Iron Will, Power Attack, Skill Focus (Perception), Snatch, Toughness

Skills Acrobatics +9 (+13 jump), Climb +15, Intimidate +12, Perception +11

Languages None

SQ fast movement

Feats

Awesome Blow – Standard action, CMB check. If successful, deal slam damage and knocked 10 feet in any direction and knocked prone. If they hit an obstacle, both target and obstacle take 1d6 dmg.

Snatch – If creature grabbed is three sizes smaller, deal auto bite or claw with a successful grapple check. No REF vs. breath weapons. Standard to fling it 1d6*10ft. Target takes 1d6dmg for each 10 ft traveled.

Special Abilities

Clear Mind – Once per rage, reroll a failed WILL.

Guarded Stance – Move action to get a +3 dodge bonus to AC for 10 rounds.

Improved Uncanny Dodge – No flanking, At least 4 more levels of rogue needed to sneak attack.

Indomitable Will - +4 bonus to WILL vs. enchantment while raging

Knockback – Once per round, make a bull rush in place of an attack. Deal STR mod dmg on hit.

Renewed Vigor – Standard action to regain 3d8+10 hp.

Strength Surge – Once per rage, add barb lvl to a STR check, CMB check, or CMD as immediate.

Superstition - +5 on saves to resist spells, supernatural abilities and spell-like abilities

CONDRIA

CR 12

Female medusa sorcerer 8, LE Medium monstrous humanoid

Init +8; **Senses** all-around vision, darkvision 60 ft.; Perception +13

DEFENSE

AC 22, touch 15, flat-footed 17 (+4 armor, +4 Dex, +1 dodge, +3 natural)

hp 192 (16 HD; 8d10+8d6+120)

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

OFFENSE

Speed 30 ft.

Melee snake bite +16/+11/+6 (1d4+1 plus poison) or dagger +16/+11/+6 (1d4+1/19–20)

Ranged +1 *shocking burst longbow* +18/+13/+8 (1d8+2/×3 plus 1d6 electricity plus 1d10 electricity on crit.)

Deadly Aim +1 *shocking burst longbow* +14/+9/+4 (1d8+10/×3 plus 1d6 electricity plus 1d10 electricity on crit.)

Point-blank Shot +1 to hit and damage within 30'

Special Attacks petrifying gaze

Bloodline Spell-Like Abilities (CL 8th; concentration +13, +17 defensively)

At will—*woodland stride*

5/day—*laughing touch*

Sorcerer Spells Known (CL 8th; concentration +13)

4th (4/day)—*dimension door*

3rd (6/day)—*deep slumber, fly, slow*

2nd (7/day)—*glitterdust, hideous laughter, invisibility, scorching ray*

1st (8/day)—*charm person, entangle, mage armor, magic missile, shield, true strike*

0—*bleed, daze, detect magic, flare, mage hand, prestidigitation, ray of frost, read magic*

Bloodline Fey

TACTICS

Before Combat Condria is invisible when combat begins.

During Combat She maneuvers from location to location, observing the PCs and psychically animating her petrified servants. If detected or if she can place herself in a position to affect more than three PCs with her petrifying gaze, Condria becomes visible (probably by casting *slow* on her enemies). She uses *dimension door* and *invisibility* to disappear from combat, repositioning herself for a deadly attack.

Morale Condria does not flee, protecting her home to the death. If she is killed, Narven's curse reforms her mortal body at area **M4** 24 hours later. She cannot leave the Maze of the Open Road under any circumstances.

STATISTICS

Str 12, **Dex** 18, **Con** 22, **Int** 12, **Wis** 11, **Cha** 20

Base Atk +12; **CMB** +13; **CMD** 29

Feats Combat Casting, Deadly Aim, Dodge, Eschew Materials, Improved Initiative, Mobility, Point-Blank Shot, Precise Shot, Shot on the Run, Spell Penetration, Toughness, Weapon Finesse, Weapon Focus (longbow)

Skills Bluff +16, Diplomacy +13, Disguise +11, Fly +15, Intimidate +16, Knowledge (nature) +7, Perception +13, Spellcraft +10, Stealth +15

Languages Common

Combat Gear *bracers of armor +4, +1 shocking burst longbow*

SPECIAL ABILITIES

All-Around Vision (Ex) A medusa's snake-hair allows her to see in all directions. Medusas gain a +4 racial bonus on Perception checks and cannot be flanked.

Petrifying Gaze (Su) Turn to stone permanently, 30 feet, Fortitude DC 19 negates. The save DC is Charisma-based.

Poison (Ex) Bite—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d3 Str; *cure* 2 consecutive saves. The save DC is Constitution-based.

BUGBEAR GUARDS (2)

CR 12

Male advanced bugbear

CE Medium humanoid (goblinoid)

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

DEFENSE

AC 16, touch 11, flat-footed 15 (+3 armor, +1 Dex, +2 shield)

hp 71 each (11d8+22)

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

OFFENSE

Speed 30 ft.

Melee +1 *morningstar* +14/+9 (1d8+5/19–20)

Ranged javelin +9/+4 (1d6+4)

TACTICS

Before Combat The Red Raven's churlish bugbear guards wander near areas **R2**, keeping a keen ear out for any interlopers coming from the south end of the cavern.

During Combat The bugbears hoot and holler in an attempt to warn their companions. They otherwise attempt to block the PCs from crossing the bridge at area **R5**. If a chance presents itself, they attempt to work with the human fighter Teko to set up effective flanking positions.

Morale The bugbears are fanatically loyal to the Red Raven (the only human to ever show them kindness), and fight to the death.

STATISTICS

Str 18, **Dex** 13, **Con** 13, **Int** 10, **Wis** 10, **Cha** 9

Base Atk +8; **CMB** +12; **CMD** 23

Feats Improved Critical (*morningstar*), Improved Initiative, Intimidating Prowess, Skill Focus (Perception), Toughness, Weapon Focus (*morningstar*)

Skills Intimidate +9, Perception +14, Stealth +12

Languages Goblin

Combat Gear +1 *leather armor*, +1 *light wooden shield*, +1 *morningstar*, 3 javelins

TEKO

CR 14

Male human fighter 15, LN Medium humanoid (human)

Init +1; **Senses** Perception +0

DEFENSE

AC 29, touch 14, flat-footed 27 (+11 armor, +2 deflection, +1 Dex, +1 dodge, +1 natural, +3 shield)

hp 157 (15d10+75)

Fort +13, **Ref** +7, **Will** +6; +4 vs. fear

OFFENSE

Speed 30 ft.

Melee +2 *keen longsword* +26/+21/+16 (1d8+11/15–20)

Power Attack +2 *keen longsword* +22/+17/+12 (1d8+19/15–20)

TACTICS

Before Combat Teko stands guard at area **R5**.

During Combat Teko attempts to prevent enemies from crossing the bridge and uses his Greater Bull Rush feat to push enemies off the ledge. In melee, he uses Critical Mastery whenever possible to inflict his enemies with various conditions as allowed by his generous selection of critical feats. He only aids the bugbears if attacked by the PCs from range.

Morale Teko knows that flight upstairs is not an option, and fights to the death.

STATISTICS

Str 18, **Dex** 13, **Con** 16, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +15; **CMB** +19; **CMD** 33

Feats Bleeding Critical (**2d6 bleed, DC 15 Heal or magical healing stops bleeding**), Cleave, Critical Focus (**+4 on critical confirmation rolls**), Critical Mastery (**apply 2 Critical feats on a crit.**), Dodge, Exhausting Critical (**target is exhausted**), Greater Weapon Focus (longsword), Improved Bull Rush, Improved Critical (longsword), Power Attack, Sickening Critical (**target is sickened**), Staggering Critical (**stunned for 1d4+1 rounds, DC 25 Fortitude save to reduce duration to 1 round**), Tiring Critical (**target fatigued**), Toughness, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Climb +20, Intimidate +17, Ride +17, Survival +18

Languages Common, Goblin

SQ armor training +4, bravery +4, weapon training (heavy blades +3, light blades +2, bows +1)

Gear +2 *full plate armor*, +1 *heavy steel shield*, *ring of protection* +2, *amulet of natural armor* +1, *cloak of resistance* +1, +2 *keen longsword*

SCALLYWAGS (2)

CR 14

Male human rogue 8, CN Medium humanoid

Init +3; **Senses** Perception +10

DEFENSE

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

hp 68 each (8d8+32)

Fort +4, **Ref** +9, **Will** +1

Defensive Abilities evasion, improved uncanny dodge, trap sense +2

OFFENSE

Speed 30 ft.

Melee mwk short sword +10/+5 (1d6+1)

Ranged +1 *shortbow* +11/+6 (1d6+1/×3 plus 1d6 fire plus 2d10 fire on successful crit.; **see below**)

Special Attacks sneak attack +4d6 (plus 4 bleed)

TACTICS

Before Combat Stands guard at areas **R6**.

During Combat All archers fire two +1 *flaming burst arrows* and one regular arrow at the PCs. All three attacks are made at –2. This first attack also benefits from the Vital Strike feat, which means its damage dice are rolled twice on a successful hit. The archers have enough +1 *flaming burst arrows* to last through the end of the fourth combat round.

Morale Archers flee when the fight clearly turns against them, but under no circumstances do they abandon the sorceress Geppa to her fate.

STATISTICS

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

Base Atk +6; **CMB** +7; **CMD** 20

Feats Manyshot, Point-Blank Shot, Precise Shot, Rapid Shot, Toughness, Vital Strike, Weapon Finesse, Weapon Focus (shortbow)

Skills Climb +12, Disguise +11, Escape Artist +14, Intimidate +11, Knowledge (local) +11, Perception +10, Sleight of Hand +14, Stealth +14

Languages Common

SQ rogue talents (bleeding attack, finesse rogue, trapfinding, weapon training)

Gear +1 *leather armor*, +1 *shortbow*, masterwork short sword, 8 +1 *flaming burst arrows*.

GEPPA

CR 14

Female human sorcerer 13, NG Medium humanoid (human)

Init +1; **Senses** Perception +1

DEFENSE

AC 17, touch 12, flat-footed 16 (+4 armor, +1 deflection, +1 Dex, +1 natural)

hp 84 (13d6+39)

Fort +5, **Ref** +7, **Will** +9

OFFENSE

Speed 30 ft.

Melee mwk rapier +8/+3 (1d6/18–20)

Sorcerer Spells Known (CL 13th; concentration +17, defensively +21)

6th (4/day)—*globe of invulnerability, mislead, symbol of persuasion*

5th (6/day)—*break enchantment, telepathic bond, teleport, wall of force*

4th (7/day)—*bestow curse, black tentacles, fire shield, freedom of movement, ice storm*

3rd (7/day)—*displacement, false life, fireball, lightning bolt, protection from energy*

2nd (7/day)—*blindness/deafness, blur, glitterdust, invisibility, see invisibility, web*

1st (7/day)—*alarm, charm person, mage armor, magic missile, hold portal, true strike*

0—*acid splash, arcane mark, detect magic, detect poison, ghost sound, light, presidigitation, mage hand, read magic*

Bloodline Destined

TACTICS

Before Combat Geppa stands guard at area **R7**.

During Combat Geppa uses *black tentacles* to isolate PCs, thereafter pelting them with evocation spells like *lightning bolt* or *fireball*. When the PCs reach the chasm bridge, Geppa takes a standard action to summon the Raven Spirit (see sidebar) from the chasm below. The Raven Spirit can act the turn it arrives and thereafter attempts to defeat the PCs to the best of its abilities.

Morale Geppa surrenders if the PCs defeat her guardian phoenix.

STATISTICS

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

Base Atk +6; **CMB** +6; **CMD** 18

Feats Combat Casting, Deceitful, Eschew Materials, Greater Spell Penetration, Lightning Reflexes, Maximize Spell, Persuasive, Quicken Spell, Spell Penetration, Toughness, Weapon Finesse

Skills Bluff +21, Diplomacy +18, Disguise +11, Fly +14, Intimidate +11, Perception +11, Sense Motive +9, Spellcraft +15

Languages Common, Elven

SQ touch of destiny, fated, it was meant to be

Gear *ring of protection +1, amulet of natural armor +1, bracers of armor +4, phoenix ring*

6th level spells

Globe of Invulnerability (abjuration, VSM, 10ft. sphere on you, 1rd/lvl) – 4th level or lower spells don't affect you, effects are suppressed in the globe

Mislead (illusion [glamer, figment], S, close) – greater invis you (1rd/lvl), major image of you (concentration + 3rds)

Symbol of Persuasion (enchantment(charm)[mind-affecting], VSM, 10 min, SRyes) – not relevant in combat

5th level spells

Break Enchantment (abjuration, 1 minute, VS, close, one creature/level within 30 ft) – Make a CL check vs. 11+CL of enchantments, transmutations, and curses. If it couldn't be dispelled by dispel magic and it's greater than 5th level, this doesn't work.

Telepathic Bond (divination, VSM, close, you + 1 creature/3lvs, 10 min/lvl) – Create a telepathic bond over any distance between all affected

Teleport (conjunction(teleportation), V, personal and touch) – Teleport you and 1 medium creature/3 levels.

Wall of Force (evocation[force], VSM, close, 10sqft./lvl, 1rd/lvl) – wall of force with hardness 30, hp 20+lvl, no dispel, but disintegrate destroys it.

4th level spells

Bestow Curse (necromancy[curse], VS, touch, permanent, SRyes) – WILL or cursed. Either -5 to an ability; -4 on att, saves, ability checks, skills; or 50% chance to do nothing each turn

Black Tentacles (conjunction(creation), VSM, medium, 20ft. radius, 1rd/lvl) – Grapple creatures in the area for lvl+5. 1d6+4dmg to grappled creatures. Area is difficult terrain.

Fire Shield (evocation[fire or cold], VSM, personal, 1rd/lvl) – Creatures that attack you take 1d6+lvl fire/cold. Take ½ damage from opposite element.

Freedom of Movement (abjuration, VSM, creature touched, 10min/lvl, SRyes) – Can attack and move normally, cannot be grappled.

Ice Storm (evocation[cold], VSM, long, 20ft. cylinder, 40ft. high, 1rd/lvl, SRyes) – 3d6 bludgeoning and 2d6 cold in cylinder. Heavy snow and sleet cause -4 to perception and area is difficult terrain.

3rd level spells

Displacement (illusion[glamer], VM, touch, 1rd./lvl, SRyes) – 50% concealment

Fireball (evocation [fire], VSM, long, 20ft. radius, SRyes) – 10d6 fire, REF half.

Lightning Bolt (evocation [electricity], VSM, 120ft. line, SRyes) – 10d6 electricity, REF half.

Protection from Energy (abjuration, VSDF, creature touched, SRyes) – Absorb 120 points of energy damage

2nd level spells

Blindness/Deafness (necromancy, V, medium, one living creature, SRyes) – FORT or permanently blind or deaf.

Blur (illusion[glamer], V, creature touched, 1min/lvl, SRyes) – 20% miss chance

False Life (necromancy, VSM, 1hour/lvl) – 1d10+10 temp hp

Glitterdust (conjunction, VSM, medium, 10ft. radius, 1rd/lvl) – Creatures in area are outlined, no invis. FORT or be blinded; new save every round.

Invisibility (illusion[glamer], VSM, creature touched, 1min/lvl, SRyes) – Become invisible until you attack

See Invisibility (divination, VSM, personal, 10min/lvl) – See invisible/ethereal creatures

Web (conjunction(creation), VSM, medium, 20ft radius spread, 10min/lvl) – Trap webs in between two surfaces. Grappled if moved through without CMB or Escape Artist. 5ft provides cover, 20ft provides total cover

1st level spells

Alarm (abjuration, VSF, close, 20ft. radius, 2hrs/lvl) – Put an alarm in a point in space

Charm Person (enchantment(charm)[mind-affecting], VS, close, humanoid creature, 1hr/lvl, SRyes) – WILL or treat you as friendly. +5 bonus to saving throw if allies are threatening him

Mage Armor (conjunction(creation)[force], creature touched, 1hr/lvl) - +4 armor bonus

Magic Missile (evocation[force], VS, medium, SRyes) – 5 1d4+1 missiles of force

Hold Portal (abjuration, V, medium, 1min/lvl) – Magically hold a door closed at range

True Strike (divination, VF, personal) – Next attack gets a +20 insight bonus

Special Abilities

Bloodline Arcana - Whenever you cast a spell with a range of "personal," you gain a luck bonus equal to the spell's level on all your saving throws for 1 round.

Fated (Su) - Starting at 3rd level, you gain a +1 luck bonus on all of your saving throws and to your AC during surprise rounds and when you are otherwise unaware of an attack. At 7th level and every four levels thereafter, this bonus increases by +1, to a maximum of +5 at 19th level.

It Was Meant to Be (Su) - At 9th level, you may reroll any one attack roll, critical hit confirmation roll, or level check made to overcome spell resistance. You must decide to use this ability after the first roll is made but before the results are revealed by the GM. You must take the second result, even if it is worse. At 9th level, you can use this ability once per day. At 17th level, you can use this ability twice per day.

Touch of Destiny (Sp) - At 1st level, you can touch a creature as a standard action, giving it an insight bonus on attack rolls, skill checks, ability checks, and saving throws equal to 1/2 your sorcerer level (minimum 1) for 1 round. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

THE RAVEN SPIRIT (ZALIEUX)

CR 15

NG Gargantuan magical beast (fire)

Init +11; **Senses** darkvision 60 ft., *detect magic*, *detect poison*, low-light vision, *see invisibility*; **Perception** +37

Aura shroud of flame (20 ft., 4d6 fire, DC 25)

DEFENSE

AC 28, touch 14, flat-footed 20 (+7 Dex, +1 dodge, +14 natural, –4 size)

hp 210 (20d10+100); **regeneration** 10 (cold or evil)

Fort +17, **Ref** +19, **Will** +14

Defensive Abilities self-resurrection; **DR** 15/evil; **Immune** fire **SR** 26

Weaknesses vulnerable to cold

OFFENSE

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

Melee 2 talons +24 (2d6+8/19–20 plus 1d6 fire) and bite +24 (2d8+8 plus 1d6 fire)

Space 20 ft.; **Reach** 20 ft.

Spell-Like Abilities (CL 18th)

Constant—*detect magic*, *detect poison*, *see invisibility*

At will—*continual flame*, *cure critical wounds*, *greater dispel magic*, *remove curse*, *wall of fire*

3/day—*fire storm* (DC 24), *greater restoration*, *heal*, *mass cure critical wounds*, quickened *wall of fire*

STATISTICS

Str 27, **Dex** 25, **Con** 20, **Int** 23, **Wis** 22, **Cha** 22

Base Atk +20; **CMB** +32; **CMD** 50

Feats Blinding Critical, Combat Reflexes, Critical Focus, Dodge, Flyby Attack, Improved Critical (talons), Improved Initiative, Iron Will, Mobility, Quicken Spell-Like Ability (*wall of fire*)

Skills Acrobatics +30, Diplomacy +26, Fly +28, Intimidate +26, Knowledge (nature plus any one other) +26, Perception +37, Sense Motive +26; **Racial Modifiers** +8 Perception

Languages Auran, Celestial, Common, Ignan

SPECIAL ABILITIES

Self-Resurrection (Su) A slain phoenix remains dead for only 1d4 rounds unless its body is completely destroyed by an effect such as *disintegrate*. Otherwise, a fully healed phoenix emerges from the remains 1d4 rounds after death, as if brought back to life via *resurrection*. The phoenix gains 1 permanent negative level when this occurs, although most use *greater restoration* to remove this negative level as soon as possible. A phoenix can self-resurrect only once per year. If a phoenix dies a second time before that year passes, its death is permanent. A phoenix that dies within the area of a *desecrate* spell cannot self-resurrect until the *desecrate* effect ends, at which point the phoenix immediately resurrects. A phoenix brought back to life by other means never gains negative levels as a result.

Shroud of Flame (Su) A phoenix can cause its feathers to burst into fire as a free action. As long as its feathers are burning, it inflicts an additional 1d6 points of fire damage with each natural attack, and any creature within reach (20 feet for most phoenixes) must make a DC 25 Reflex save each round to avoid taking 4d6 points of fire damage at the start of its turn. A creature that attacks the phoenix with natural or non-reach melee weapons takes 1d6 points of fire damage (no save) with each successful hit. The save DC is Constitution-based.

The Raven Spirit's Cheat Sheet

Feats

Blinding Critical – On crit, FORT30 or permanently blind. Pass FORT and dazzled for 1d4 rds. Undo by heal, regeneration, remove blindness or similar effects.

Fly-By Attack – While flying, take a move and a standard anywhere during the move.

Spell-Like Abilities

Continual Flame (evocation[light], VSM, object touched, permanent) – heatless flame like a torch

Cure Critical Wounds (conjuration[healing], VS, creature touched, SRyes) – 4d8+lvl healing

Fire Storm (evocation[fire], VS, medium, two 10ft cubes/lvl, SRyes) – 1d6/lvl fire, REF half. Fail REF and catch on fire for 4d6 fire. Extinguish by full round REF 20.

Greater Dispel Magic (abjuration, VS, medium) – single target and dispel one/4lvls; or everything in a 20ft. radius burst; or counterspell at +4

Greater Restoration (conjuration[healing], 3 rounds, VSM, creature touched, SRyes) – dispel all permanent and temp neg lvls, ability penalties, ability dmg, ability drained, fatigue, exhaustion, insanity, confusion, and similar mental effects.

Heal (conjuration[healing], VS, creature touched, SRyes) – Heal 150hp, cure ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feeble-minded, insanity, nauseated, poisoned, sickened, stunned

Mass Cure Critical Wounds (conjuration[healing], VS, close, one creature/lvl, all within no more than 30ft.) – 4d8+lvl healing

Remove Curse (abjuration, VS, creature touched, SRyes) – CL check vs. the DC of every curse on the target.

Wall of Fire (evocation[fire], VSM, medium, concentration + 1rd/lvl, SRyes) – Form a 20ft.long sheet/lvl or ring with radius 5ft/2lvls. On your turn, 2d4 fire [0,10], 1d4 fire to (10,20]. If you pass through, deals 2d6+lvl fire damage.

FIRE STORM

School evocation [fire]; **Level** cleric 8, druid 7

Casting Time 1 standard action

Components V, S

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

Area two 10-ft. cubes per level (S)

Duration instantaneous

Saving Throw [Reflex](#) half; [Spell Resistance](#) yes

When a *fire storm* spell is cast, the whole area is shot through with sheets of roaring flame. The raging flames do not harm natural vegetation, ground cover, or any plant creatures in the area that you wish to exclude from damage. Any other creature within the area takes 1d6 points of fire damage per caster level (maximum 20d6). Creatures that fail their [Reflex](#) save catch on fire, taking 4d6 points of fire damage each round until the flames are extinguished. Extinguishing the flames is a full-round action that requires a DC 20 [Reflex](#) save.

WALL OF FIRE

School evocation [fire]; **Level** druid 5, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M/DF (a piece of phosphor)

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

Effect opaque sheet of flame up to 20 ft. long/level or a ring of fire with a radius of up to 5 ft./two levels; either form 20 ft. high

Duration concentration + 1 round/level

Saving Throw none; [Spell Resistance](#) yes

An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears, and to all creatures in the area on your turn each round. In addition, the wall deals 2d6 points of fire damage + 1 point of fire damage per caster level (maximum +20) to any creature passing through it. The wall deals double damage to undead creatures.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 points or more of cold damage in 1 round, that length goes away. (Do not divide cold damage by 2, as normal for objects.)

Wall of fire can be made permanent with a [permanency](#) spell. A permanent *wall of fire* that is extinguished by cold damage becomes inactive for 10 minutes, then reforms at normal strength.

JUDGE MAERDRAHL

CR 13

Male human cleric of Calistria 14, CN Medium humanoid (human)

Init +5; **Senses** Perception +5

DEFENSE

AC 29, touch 14, flat-footed 27 (+9 armor, +2 deflection, +1 Dex, +1 dodge, +1 natural, +5 shield)

hp 133 (14d8+70)

Fort +13, **Ref** +6, **Will** +13

OFFENSE

Speed 30 ft.

Melee +1 *heavy mace* +12/+7 (1d8+1)

Special Attacks channel negative energy (7d6, DC 20, 6/day), chaos blade (7 rounds, 2/day)

Domain Spell-Like Abilities (CL 14th; concentration +17, defensively +21)

At will—charming smile (14 rounds, DC 17)

6/day—dazing touch, touch of chaos

Cleric Spells Prepared (CL 14th; concentration +17)

7th—*destruction*, *symbol of weakness*, *word of chaos*^D

6th—*animate objects*^D, *banishment*, *blade barrier*, *greater dispel magic*

5th—*charm monster*^D, *greater command*, *flame strike*, *slay living*

4th—*chaos hammer*^D, *cure critical wounds*, *discern lies*, *freedom of movement*, *unholy blight*

3rd—*bestow curse*, *contagion*, *dispel magic*, *invisibility purge*, *searing light*, *suggestion*^D

2nd—*calm emotions*^D, *enthrall*, *hold person*, *resist energy*, *silence*, *zone of truth*

1st—*charm person*^D, *command*, *comprehend languages*, *doom*, *entropic shield*, *obscuring mist*

0 (at will)—*bleed*, *detect magic*, *light*, *read magic*

D domain spell; **Domains** Chaos, Charm

TACTICS

During Combat Judge Maerdrahl stays at area **K2b**, from whence he blasts the PCs with spells while screaming about how they are interfering with the People's Business of Revolution.

Morale Fanatical to his chaotic ideals, the judge fights to the death.

STATISTICS

Str 10, **Dex** 12, **Con** 16, **Int** 13, **Wis** 17, **Cha** 16

Base Atk +10; **CMB** +10; **CMD** 24

Feats Alertness, Combat Casting, Dodge, Improved Initiative, Shield Focus, Spell Penetration, Toughness, Weapon Focus (heavy mace)

Skills Bluff +11, Diplomacy +14, Heal +10, Knowledge (local) +15, Knowledge (religion) +16, Perception +0, Sense Motive +20

Languages Common, Elvish, Kelish, Skald

Gear +3 *breastplate*, +2 *heavy steel shield*, *ring of protection* +2, *amulet of natural armor* +1, *cloak of resistance* +1, +1 *heavy mace*

7th level spells

Destruction (Necromancy[death], close, one creature) – FORT 20 or 10dmg/lvl. If dead, remains are consumed in fire. Pass the FORT, take only 10d6dmg.

Symbol of Weakness – not casting in combat

Word of Chaos (Evocation [chaotic, sonic], V, nonchaotic creatures in a 40ft radius from you, SRyes) –

HD = CL -> Deafened

HD [CL-1, CL] -> Stunned, Deafened

HD [CL-5, CL-1] -> Confused, Stunned, Deafened

HD [CL-10, CL-5] -> Killed, Confused, Stunned, Deafened

Deafened = WILL or Deafened for 1d4 rds

Stunned = WILL or Stunned for 1rd

Confused = Confused for 1d10min. WILL for 1rd. Mind-affecting/enchantment effect

Killed = Killed. WILL for 3d6+lvl dmg instead.

6th level spells

Animate Objects (Transmutation, VS, medium, one small object/lvl, 1rd/lvl) – Animate a bunch of inanimate objects. See attached stat blocks.

Banishment (Abjuration, VSF, close, one or more extraplanar creatures, no two more than 30 ft apart, SRyes) – WILL or forced out of this plane. Affect up to 2HD/lvl.

Blade Barrier (Evocation[force], wall 20ft/lvl long or ring of 5ft/2lvls radius, 1min/lvl) – Walk through the wall and take 1d6/lvl dmg, REF for half. If wall is cast on a creature, they take dmg. Provides cover through it.

Greater Dispel Magic (Abjuration, VS, medium) – single target and dispel one/4lvls; or everything in a 20ft. radius burst; or counterspell at +4

5th level spells

Charm Monster (Enchantment(charm)[mind-affecting], VS, close, 1 living creature, 1day/lvl) – WILL or target monster is your friend.

Flame Strike (Evocation[fire], VSDF, medium, 10ft. radius, 40ft. high, SRyes) – 1d6/lvl (REF half). 50% is fire dmg, 50% is divine dmg.

Greater Command (Enchantment(compulsion)[language-dependant, mind-affecting], V, close, 1 creature/lvl within 30 ft of each other, 1 rd/lvl, SR yes) – WILL or (Approach, Drop, Fall, Flee, Halt). New WILL every rd.

Slay Living (Necromancy[death], VS, touch, SRyes) – FORT?3d6+lvl dmg:12d6+lvl dmg

4th level spells

Chaos Hammer (Evocation [chaotic], 20ft radius, medium, SRyes) – 1d8 dmg/2lvls. Lawful WILL?half:full + slowed for 1d6 rds. Neutral WILL?quarter:half

Cure Critical Wounds (Conjuration[healing], VS, creature touched, SRyes) – 4d8+lvl healing

Discern Lies (Divination, VSDF, close, one creature/lvl no two of which are more than 30ft apart, concentration up to 1rd/lvl) – WILL or caster knows if target is lying

Freedom of Movement (Abjuration, VSMDf, personal or touch, 10min/lvl, SRyes) – no slowing me, no grappling me, move freely underwater

Unholy Blight (Evocation [evil], 20ft radius, medium, SRyes) – 1d8 dmg/2lvls. Good

WILL?half:full + sickened for 1d4 rds. Neutral WILL?quarter:half

3rd level spells

Bestow Curse (Necromancy [curse], VS, permanent, SRyes) – WILL or get a curse:

-6 to an ability score

-4 to attacks, saves, ability checks and skill checks

50% chance to act normally each turn

Contagion (Necromancy [evil], living creature touched, SRyes) – FORT or disease! See Contagion Cheat Sheet for disease stat blocks.

Dispel Magic (Abjuration, VS, medium) – You know how dispel magic works

Invisibility Purge (Evocation, VS, personal, 1min/lvl) – Sphere w/ radius 5ft/lvl. Negate all invisibility in the sphere

Searing Light (Evocation, VS, medium, SRyes) – Ranged touch. Creature = 1d8/2 lvls. Undead = 1d6/lvl. Undead vulnerable to bright light = 1d8/lvl. Construct takes 1d6/2 lvls.

Suggestion (Enchantment(compulsion)[mind-affecting, language-dependent], VM, close, one living creature, 1hr/lvl or until completed, SRyes) – Sentence or two suggestion for target to do something. Obviously harmful acts fail. WILL negates.

2nd level spells

Calm Emotions (Enchantment(compulsion)[emotion, mind-affecting], VSDF, medium, 20ft. radius, concentration up to 1rd/lvl, SRyes) – WILL or emotions suppressed. No raging or violent actions. Also morale bonuses, fear effects and confusion effects are auto-suppressed.

Enthrall – not relevant to combat

Hold Person (Enchantment (compulsion)[mind-affecting], VSDF, medium, 1rd/lvl(D), SRyes) – WILL or humanoid is paralyzed. Full-round gives another save.

Resist Energy (Abjuration, VSDF, 10min/lvl) – Resist 30 (acid, cold, electric, fire or sonic)

Silence (Illusion [glamer], VS, long, 20ft radius on an object, 1rd/lvl, SRyes) – Silence in the area. Unwilling targets get WILL to resist.

Zone of Truth – not relevant to combat

1st level spells

Charm Person – (Enchantment(charm)[mind-affecting], VS, close, 1 humanoid, 1day/lvl) – WILL or target humanoid is your friend.

Command (Enchantment (compulsion)[mind-affecting], V, close, 1rd, SRyes) – WILL or Approach, Drop, Fall, Flee or Halt.

Comprehend Languages (Divination, Personal, 10min/lvl) – Understand other languages

Doom (Necromancy [emotion, fear, mind-affecting], VSDF, medium, 1min/lvl, SRyes) – WILL or shaken.

Entropic Shield (Abjuration, VS, personal, 1min/lvl) – 20% miss vs. ranged attacks (inc. rays)

Obscuring Mist (Conjuration (creation), VS, 20ft radius from you, 1min/lvl) – Within 5ft is concealed. Past that is totally concealed. Winds, fire remove it.

Spell-Like Abilities

Charming Smile – Swift action charm person for rds/day.

Dazing Touch – Melee touch for creature with HD <= your HD to be dazed for 1rd.

Touch of Chaos – Melee touch. Whenever target rolls a d20, roll 2 and pick the lowest.

Special Abilities

Chaos Blade – Standard to touch a weapon and give it the anarchic quality for 7 rds.

Contagion Cheat Sheet

Blinding Sickness - **Type** disease, ingested; **Save** [Fortitude](#) DC 16

Onset 1d3 days; **Frequency** 1/day

Effect 1d4 [Str](#) damage, if more than 2 [Str](#) damage, target must make an additional Fort save or be permanently blinded; **Cure** 2 consecutive saves

Bubonic Plague - **Type** disease, injury or inhaled; **Save** [Fortitude](#) DC 17

Onset 1 day; **Frequency** 1/day

Effect 1d4 [Con](#) damage and 1 [Cha](#) damage and target is fatigued; **Cure** 2 consecutive saves

Cackle Fever - **Type** disease, inhaled; **Save** [Fortitude](#) DC 16

Onset 1 day; **Frequency** 1/day

Effect 1d6 [Wis](#) damage; **Cure** 2 consecutive saves

Filth Fever - **Type** disease, injury; **Save** [Fortitude](#) DC 12

Onset 1d3 days; **Frequency** 1/day

Effect 1d3 [Dex](#) damage and 1d3 [Con](#) damage; **Cure** 2 consecutive saves

Leprosy - **Type** disease, contact, inhaled, or injury; **Save** [Fortitude](#) DC 12 negates, [Fortitude](#) DC 20 to avoid effects

Onset 2d4 weeks; **Frequency** 1/week

Effect 1d2 [Cha](#) damage; **Cure** 2 consecutive saves

Mindfire - **Type** disease, inhaled; **Save** [Fortitude](#) DC 12

Onset 1 day; **Frequency** 1/day

Effect 1d4 [Int](#) damage; **Cure** 2 consecutive saves

Red Ache - **Type** disease, injury; **Save** [Fortitude](#) DC 15

Onset 1d3 days; **Frequency** 1/day

Effect 1d6 [Str](#) damage; **Cure** 2 consecutive saves

Shakes - **Type** disease, contact; **Save** [Fortitude](#) DC 13

Onset 1 day; **Frequency** 1/day

Effect 1d8 [Dex](#) damage; **Cure** 2 consecutive saves

Slimy Doom - **Type** disease, contact; **Save** [Fortitude](#) DC 14

Onset 1 day; **Frequency** 1/day

Effect 1d4 [Con](#) damage, target must make a second Fort save or 1 point of the damage is drain instead; **Cure** 2 consecutive saves

FINAL BLADE BOX (ANIMATED OBJECT) CR 7

N Huge [construct](#)

Init -2; **Senses** darkvision 60 ft., low-light vision; [Perception](#) -5

DEFENSE

AC 15, touch 6, flat-footed 15 (-2 Dex, +9 natural, -2 size)

hp 78 (7d10+40)

Fort +2, **Ref** +0, **Will** -3

Defensive Abilities hardness 5; **Immune** [construct traits](#)

OFFENSE

Speed 40 ft.

Melee slam +15 (1d8+15/x3 plus grab)

Special Abilities constrict (1d8+15)

STATISTICS

Str 30, **Dex** 6, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +7; **CMB** +19; **CMD** 27

SQ construction points

SPECIAL ABILITIES

Construction Points 4 Construction Points:
Augmented Critical, Constrict, Faster, Grab

WHEELBARROW (ANIMATED OBJECT) CR 5

N Large [construct](#)

Init -1; **Senses** darkvision 60 ft., low-light vision; [Perception](#) -5

DEFENSE

AC 14, touch 8, flat-footed 14 (-1 Dex, +6 natural, -1 size)

hp 52 (4d10+30)

Fort +1, **Ref** +0, **Will** -4

Defensive Abilities hardness 5; **Immune** [construct traits](#)

OFFENSE

Speed 40 ft.

Melee slam +9 (1d6+9 plus trip)

STATISTICS

Str 22, **Dex** 8, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +4; **CMB** +11; **CMD** 20

SQ construction points

SPECIAL ABILITIES

Construction Points 3 Construction Points: Faster, Trip

CRATE (ANIMATED OBJECT) CR 3

N Medium [construct](#)

Init +0; **Senses** darkvision 60 ft., low-light vision; [Perception](#) -5

DEFENSE

AC 14, touch 10, flat-footed 12 (+4 natural)

hp 36 (3d10+20)

Fort +1, **Ref** +1, **Will** -4

Defensive Abilities hardness 5; **Immune** [construct traits](#)

OFFENSE

Speed 30 ft., fly 30ft (clumsy)

Melee slam +5 (1d6+3/19-20)

STATISTICS

Str 14, **Dex** 10, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +5; **CMD** 15

SQ construction points

SPECIAL ABILITIES

Construction Points 2 Construction Points:
Additional Movement (fly), Augmented Critical

GREY GARDENERS (4)

CR 9

Male human fighter 10, CN Medium humanoid (human)

Init +1; **Senses** Perception +10

DEFENSE

AC 24, touch 13, flat-footed 22 (+10 armor, +1 deflection, +1 Dex, +1 dodge, +1 natural)

AC with Combat Expertise 27, touch 16, flat-footed 25 (+10 armor, +1 deflection, +1 Dex, +1 dodge, +1 natural, +3 Combat Expertise)

hp 105 each (10d10+50)

Fort +10, **Ref** +4, **Will** +3; +3 vs. fear

OFFENSE

Speed 30 ft.

Melee +1 *halberd* +18/+13 (1d10+9)

Combat Expertise +1 *halberd* +15/+10 (1d10+9)

Ranged mwk heavy crossbow +13/+8 (1d10+4/19–20)

TACTICS

Before Combat The Gray Gardeners patrol the Mob, looking for trouble.

During Combat The Gray Gardeners protect the stairs leading to the judge's location at area **K2b**. They use their halberds and special combat feats to trip up opponents.

Morale Fanatically loyal to the Revolution, the Gray Gardeners battle to the death.

STATISTICS

Str 18, **Dex** 12, **Con** 16, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +10; **CMB** +14 (+18 to disarm or trip; +11/+15 with Combat Expertise); **CMD** 27 (30 with Combat Expertise)

Feats Combat Expertise, Combat Reflexes, Dodge, Greater Disarm, Greater Trip, Improved Disarm, Improved Trip, Mobility, Spring Attack, Toughness, Weapon Focus (halberd), Weapon Focus (heavy crossbow)

Skills Climb +5, Handle Animal +4, Knowledge (local) +11, Perception +10, Ride +10, Stealth +3

Languages Common, Orc

SQ armor training +2, bravery +3, weapon training (pole arms +2, crossbows +1)

Gear +2 *half-plate*, *ring of protection* +1, *amulet of natural armor* +1, +1 *halberd*, masterwork heavy crossbow

SPECTRE

CR 7

LE Medium **undead** (incorporeal)

Init +7; **Senses** darkvision 60 ft.; **Perception** +17

Aura unnatural aura (30 ft.)

DEFENSE

AC 15, touch 15, flat-footed 12 (+2 deflection, +3 Dex)

hp 52 (8d8+16)

Fort +4, **Ref** +5, **Will** +9

Defensive Abilities incorporeal, channel resistance +2

Weaknesses resurrection vulnerability, sunlight powerlessness

OFFENSE

Speed fly 80 ft. (perfect)

Melee incorporeal touch +10 (1d8 plus **energy drain**)

Special Attacks create spawn, energy drain (2 levels, DC 16)

STATISTICS

Str —, **Dex** 16, **Con** —, **Int** 14, **Wis** 16, **Cha** 15

Base Atk +6; **CMB** +6; **CMD** 21

Feats Blind-Fight, Improved Initiative, Skill Focus (**Perception**), Weapon Focus (touch)

Skills Fly +11, Intimidate +13, Knowledge (history) +10, Knowledge (religion)

+13, **Perception** +17, **Stealth** +14, **Survival** +11

Languages Common

SPECIAL ABILITIES

Create Spawn (Su) Any humanoids slain by a spectre become spectres themselves in 1d4 rounds. Spawn so created are less powerful than typical spectres, and suffer a –2 penalty on all d20 rolls and checks, receive –2 hp per HD, and only drain one level on a touch. Spawn are under the command of the spectre that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed spectres. They do not possess any of the abilities they had in life.

Energy Drain (Su) This attack saps a living opponent's vital energy and happens automatically when a melee or ranged attack hits. Each successful energy drain bestows one or more negative levels (the creature's description specifies how many). If an attack that includes an energy drain scores a critical hit, it bestows twice the listed number of negative levels. Unless otherwise specified in the creature's description, a draining creature gains 5 temporary hit points for each negative level it bestows on an opponent. These temporary hit points last for a maximum of 1 hour. Negative levels remain until 24 hours have passed or until they are removed with a spell, such as *restoration*. If a negative level is not removed before 24 hours have passed, the affected creature must attempt a Fortitude save (DC 10 + 1/2 draining creature's racial HD + draining creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level becomes permanent. A separate saving throw is required for each negative level.

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

Sunlight Powerlessness (Ex) Spectres are powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A spectre caught in sunlight cannot attack and is staggered.

Unnatural Aura (Su) Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so unless a master succeeds at a DC 25 *Handle Animal*, *Ride*, or wild empathy check. A panicked animal remains so as long as it is within 30 feet of the spectre.

BELIAC (ICE DEVIL)

CR 13

LE Large [outsider](#) ([devil](#), [evil](#), [extraplanar](#), [lawful](#))

Init +9; **Senses** darkvision 60 ft., see in darkness; [Perception](#) +27

Aura fear (10 ft., DC 22)

DEFENSE

AC 32, touch 14, flat-footed 27 (+5 Dex, +18 natural, -1 size)

hp 161 (14d10+84); regeneration 5 (good weapons, good spells)

Fort +15, **Ref** +14, **Will** +12

DR 10/good; **Immune** fire, cold, poison; **Resist** acid 10; **SR** 24

OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee +1 [frost spear](#) +21/+16/+11 (2d6+10/×3 plus 1d6 cold plus slow), bite +14 (2d6+6), tail +14 (3d6+3 plus slow)

Power Attack +1 [frost spear](#) +17/+12/+7 (2d6+22/×3 plus 1d6 cold plus slow), bite +10 (2d6+14), tail +10 (3d6+9 plus slow)

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

Spell-Like Abilities (CL 13th)

Constant—[fly](#)

At will—[cone of cold](#) (DC 20), [ice storm](#), [greater teleport](#) (self plus 50 lbs. of objects only), [persistent image](#) (DC 20), [wall of ice](#) (DC 19)

1/day—[summon](#) (level 4, 2 bone devils, 50%)

STATISTICS

Str 23, **Dex** 21, **Con** 22, **Int** 25, **Wis** 22, **Cha** 20

Base Atk +14; **CMB** +21; **CMD** 36

Feats [Alertness](#), [Cleave](#), [Combat Reflexes](#), [Improved Initiative](#), [Iron Will](#), [Power Attack](#), [Weapon Focus](#) (spear)

Skills [Acrobatics](#) +22, [Bluff](#) +22, [Diplomacy](#) +22, [Fly](#) +13, [Intimidate](#) +19, [Knowledge](#) (planes)

+24, [Knowledge](#) (any three others) +21, [Perception](#) +27, [Sense](#)

[Motive](#) +27, [Spellcraft](#) +21, [Stealth](#) +18, [Survival](#) +23

Languages Celestial, Common, Draconic, Infernal; [telepathy](#) 100 ft.

SPECIAL ABILITIES

Slow (Su) A hit from an ice devil's tail or spear induces numbing cold. The opponent must succeed on a DC 23 Fortitude save or be affected as though by a [slow](#) spell for 1d6 rounds. This effect comes from the devil in the case of its weapon; it is not a quality possessed by the spear itself. The save DC is Constitution-based.

Ice Devil Cheat Sheet

Spell-Like Abilities

Cone of Cold (Evocation[cold], VSM, 60ft. cone, SRyes) – 1d6/lvl cold dmg. REF for half

Ice Storm (Evocation[cold], VSM, long, 20ft. cylinder, 40ft. high, 1rd/lvl, SRyes) – 3d6

bludgeoning and 2d6 cold in cylinder. Heavy snow and sleet cause -4 to perception and area is difficult terrain.

Greater Teleport (Conjuration(teleportation), V, touch) – Teleport w/ no range limit and no miss chance.

Persistent Image (Illusion(figment), VSF, long, 4+lvl 10ft. cubes, 1min/lvl) – major image with no concentration

Wall of Ice – See spell on next page.

WALL OF ICE

School evocation [cold]; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (a piece of quartz or rock crystal)

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

Effect anchored plane of ice, up to one 10-ft. square/level, or hemisphere of ice with a radius of up to 3 ft. + 1 ft./level

Duration 1 min./level

Saving Throw [Reflex](#) negates; see text; [Spell Resistance](#) yes

This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A *wall of ice* cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Any creature adjacent to the wall when it is created may attempt a [Reflex](#) save to disrupt the wall as it is being formed. A successful save indicates that the spell automatically fails. Fire can melt a *wall of ice*, and it deals full damage to the wall (instead of the normal half damage taken by objects). Suddenly melting a *wall of ice* creates a great cloud of steamy fog that lasts for 10 minutes.

Ice Plane: A sheet of strong, hard ice appears. The wall is 1 inch thick per caster level. It covers up to a 10-foot-square area per caster level (so a 10th-level wizard can create a *wall of ice* 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, or any other combination of length and height that does not exceed 1,000 square feet). The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

Each 10-foot square of wall has 3 hit points per inch of thickness. Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + caster level.

Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the wall) takes 1d6 points of cold damage + 1 point per caster level (no save).

Hemisphere: The wall takes the form of a hemisphere whose maximum radius is 3 feet + 1 foot per caster level. The *hemisphere* is as hard to break through as the *ice plane* form, but it does not deal damage to those who go through a breach.