

All Subtiers

BARON BOMANDE RUDYAHM

CR 3

Middle-aged male human aristocrat 2/ranger (trophy hunter) 2

LG Medium humanoid (human)

Init +3; **Senses** Perception +7

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

hp 34 (4 HD; 2d10+2d8+10)

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

OFFENSE

Speed 20 ft.

Melee kukri +3 (1d4/18–20)

Ranged mwk musket +7 (1d12/×4)

Special Attacks grit (1)

TACTICS

During Combat The baron prefers to fight from range with his musket.

Morale The baron does not flee so long as his allies are in danger.

STATISTICS

Str 11, **Dex** 16, **Con** 14, **Int** 9, **Wis** 14, **Cha** 11

Base Atk +3; **CMB** +3; **CMD** 16

Feats Amateur Gunslinger, Exotic Weapon Proficiency (firearms), Athletic, Gunsmithing, Point-Blank Shot, Precise Shot

Skills Climb +5, Craft (alchemy) +4, Diplomacy +5, Heal +6, Knowledge (geography) +4, Knowledge (nature) +4, Knowledge (nobility) +4, Linguistics +3, Perception +7, Sense Motive +7, Survival +9, Swim +5

Languages Common, Osiriani, Vudrani

SQ deeds (deadeye, gunslinger's dodge, quick clear), improved tracking

Combat Gear potions of cure light wounds (2); **Other Gear** mwk chain shirt, kukri, mwk musket with 20 paper cartridges, antitoxin (2), healer's kit, mwk survival kit, 42 gp

SPECIAL ABILITIES

Limp (Ex) Baron Rudyahm's limp reduces his base speed to 20 feet.

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COUNT FALROUN MATSANDA

CR 2

Male human aristocrat 3/fighter 1

NG Medium humanoid (human)

Init +3; **Senses** Perception +9

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)

hp 22 (4 HD; 1d10+3d8+4)

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

OFFENSE

Speed 30 ft.

Melee mwk rapier +7 (1d6–1/18–20)

Ranged musket +6 (1d12/×4)

Special Attacks grit (1)

TACTICS

During Combat The count prefers to fight at a distance with his musket.

Morale Matsanda refuses to abandon Baron Rudyahm, and fights to the death to protect him.

STATISTICS

Str 8, **Dex** 16, **Con** 12, **Int** 10, **Wis** 14, **Cha** 15

Base Atk +3; **CMB** +2; **CMD** 15

Feats Amateur Gunslinger, Exotic Weapon Proficiency (firearms), Persuasive, Weapon Finesse

Skills Bluff +7, Climb +3, Diplomacy +9, Intimidate +4, Knowledge (geography) +5, Knowledge (local) +5, Knowledge (nobility) +5, Perception +9, Sense Motive +9, Survival +6, Swim +3

Languages Common, Osiriani

SQ deeds (quick clear)

Combat Gear potions of cure light wounds (2); **Other Gear** mwk leather armor, mwk rapier, musket_{uc} with 20 paper cartridges_{uc}, 80 gp

Subtier 1-2 (5+ players), Subtier 4-5 (4 players)

MONKEY SWARM

CR 2

N Tiny animal (swarm)

Init +7; **Senses** low-light vision; Perception +5

DEFENSE

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

hp 22 (3d8+9)

Fort +6, **Ref** +8, **Will** +2

Defensive Abilities half damage from weapons, swarm traits

OFFENSE

Speed 30 ft., climb 20 ft.

Melee swarm (2d6 plus distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 14)

STATISTICS

Str 7, **Dex** 16, **Con** 17, **Int** 2, **Wis** 12, **Cha** 11

Base Atk +2; **CMB** —; **CMD** —

Feats Improved Initiative, Lightning Reflexes

Skills Acrobatics +11, Climb +10, Perception +5; **Racial Modifiers** +4 Acrobatics

SQ coordinated swarm

SPECIAL ABILITIES

Coordinated Swarm (Ex) A monkey swarm coordinates its attacks more than a typical swarm, and deals swarm damage one step higher than a swarm of its HD would normally cause.

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ELEPHANT

CR 7

N Huge animal

Init +0; **Senses** low-light vision, scent; Perception +21

DEFENSE

AC 17, touch 8, flat-footed 17 (+9 natural, -2 size)

hp 93 (11d8+44)

Fort +13, **Ref** +7, **Will** +6

OFFENSE

Speed 40 ft.

Melee gore +16 (2d8+10), slam +16 (2d6+10)

Space 15 ft.; **Reach** 10 ft.

Special Attacks trample (2d8+15; DC 25)

STATISTICS

Str 30, **Dex** 10, **Con** 19, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +8; **CMB** +20; **CMD** 30 (34 vs. trip)

Feats Endurance, Great Fortitude, Improved Bull Rush, Iron Will, Power Attack, Skill Focus (Perception)

Skills Perception +21

Subtier 1-2 (5+ players)

ADVANCED GIANT VENOMOUS SNAKE

CR 3

N Large animal

Init +6; **Senses** low-light vision, scent; Perception +11

DEFENSE

AC 19, touch 11, flat-footed 17 (+2 dex, +8 natural, -1 size)

hp 21 (2d8+12)

Fort +9, **Ref** +5, **Will** +3

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +3 (1d6+4 plus poison)

STATISTICS

Str 16, **Dex** 15, **Con** 22, **Int** 1, **Wis** 17, **Cha** 6

Base Atk +1; **CMB** +5; **CMD** 17 (can't be tripped)

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +10, Climb +11, Perception +11, Stealth +6, Swim +11; **Racial Modifiers** +4 Perception, +4 Stealth, +8 Acrobatics

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 1 save.

Subtier 1-2 (4 players)

GIANT VENOMOUS SNAKE

CR 2

N Large animal

Init +6; **Senses** low-light vision, scent; Perception +11

DEFENSE

AC 14, touch 9, flat-footed 14 (+5 natural, -1 size)

hp 17 (2d8+8)

Fort +7, **Ref** +3, **Will** +1

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +2 (1d6+1 plus poison)

STATISTICS

Str 12, **Dex** 11, **Con** 18, **Int** 1, **Wis** 13, **Cha** 2

Base Atk +1; **CMB** +5; **CMD** 17 (can't be tripped)

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +8, Climb +11, Perception +9, Stealth +4, Swim +9; **Racial Modifiers** +4 Perception, +4 Stealth, +8 Acrobatics

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 1 save.

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VIPER FAMILIAR

CR 1/2

N Tiny animal

Init +3; **Senses** low-light vision, scent; Perception +9

DEFENSE

AC 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size)

hp 3 (1d8–1)

Fort +1, **Ref** +5, **Will** +1

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +5 (1d2–2 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 4, **Dex** 17, **Con** 8, **Int** 1, **Wis** 13, **Cha** 2

Base Atk +0; **CMB** +1; **CMD** 8 (can't be tripped)

Feats Weapon Finesse

Skills Climb +11, Perception +9, Stealth +15, Swim +11; **Racial Modifiers** +4 Perception, +4 Stealth

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 9; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 1 save.

Subtier 1-2

JALMERI CROCOTTA

CR 4

CE Large magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +1

DEFENSE

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, –1 size)

hp 30 (4d10+8)

Fort +6, **Ref** +6, **Will** +2

OFFENSE

Speed 50 ft., climb 25 ft.

Melee bite +7 (1d8+6 plus trip)

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

Special Attacks lure (DC 12)

TACTICS

During Combat The crocotta uses its lure and sound mimicry ability to mimic Count Matsanda's voice, crying out for help from the darkness. It calls to Baron Rudyahm by name, imposing a –4 penalty on his saving throw. If the crocotta is unable to coax the baron out of his tree, it uses its climb speed to close into melee. It prefers to attack the baron when possible.

Morale The crocotta fights to the death.

STATISTICS

Str 18, **Dex** 15, **Con** 15, **Int** 6, **Wis** 13, **Cha** 10

Base Atk +4; **CMB** +9; **CMD** 21 (25 vs. trip)

Feats Skill Focus (Bluff), Skill Focus (Stealth)

Skills Bluff +4, Climb +12, Stealth +7 (+11 in tall grass or heavy undergrowth); **Racial Modifiers** +4 Stealth in tall grass or heavy undergrowth

Languages Common

SQ sound mimicry (voices)

SPECIAL ABILITIES

Lure (Su) At any point that a jalmeri crocotta's targets are unaware of it (for example, if the leucrotta is hiding or concealed in darkness), the jalmeri crocotta can call out to the targets, who must be in line of sight and within 60 feet. When the jalmeri crocotta calls out, the targets must make a DC 12 Will save or fall under the effects of a suggestion to approach the sound of the jalmeri crocotta's voice. This effect functions identically to a mass suggestion spell with a caster level equal to the leucrotta's Hit Dice. A creature that saves cannot be affected again by the same jalmeri crocotta's lure for 24 hours. The lure is a language-dependent effect, and if the jalmeri crocotta's uses the victim's name during the lure, the victim takes a –4 penalty on its saving throw. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

SCALING

Subtier 1–2: The Jalmeri crocotta's bullet wound from years ago never healed properly, leaving the beast with a limp. Reduce both of its movement speeds by 10 feet. It also receives a –2 penalty to its Armor Class and on initiative checks.

Subtier 1-2

ASVIKA

CR 1

Female human sorcerer 2
N Medium humanoid (human)
Init +2; **Senses** Perception +1

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)
hp 11 (2d6+2)
Fort +1, **Ref** +2, **Will** +4

OFFENSE

Speed 30 ft.
Melee punching dagger +3 (1d4/×3)
Ranged mwk light crossbow +4 (1d8/19–20)
Bloodline Spell-Like Abilities (CL 2nd; concentration +5)
6/day—acidic ray (1d6+1 acid)
Sorcerer Spells Known (CL 2nd; concentration +5)
1st (5/day)—*cause fear* (DC 14), *shocking grasp*
0 (at will)—*acid splash*, *daze* (DC 13), *detect magic*, *ghost sound* (DC 13), *mage hand*
Bloodline aberrant

TACTICS

Before Combat Asvika cast *mage armor* before entering the temple.
During Combat Asvika focuses her attacks on heavily armed or armored attackers. She begins by attempting to frighten targets away with *cause fear* and employs *shocking grasp* against nearby targets.
Morale Asvika flees as soon as she can without provoking attacks of opportunity. She otherwise fights to the death.

STATISTICS

Str 10, **Dex** 14, **Con** 12, **Int** 8, **Wis** 13, **Cha** 17
Base Atk +1; **CMB** +1; **CMD** 13
Feats Combat Casting, Eschew Materials, Weapon Finesse
Skills Intimidate +8, Knowledge (dungeoneering) +4, Spellcraft +4
Languages Common, Vudrani
SQ bloodline arcana (+50% duration on polymorph spells)
Combat Gear *potion of cure light wounds* (2), *wand of mage armor* (10 charges); **Other Gear** punching dagger, mwk light crossbow with 20 bolts, everburning torch

SCALING

Subtier 1–2: Reduce Asvika's and the looters' hit point totals by 3 each, and expend two of Asvika's 1st-level spell slots.

Subtier 1-2

LOOTERS (2)

CR ½

Human fighter 1
N Medium humanoid (human)
Init +2; Senses Perception +1

DEFENSE

AC 17, touch 12, flat-footed 15 (+4 armor, +2 Dex, +1 shield)
hp 12 each (1d10+2)
Fort +3, **Ref** +2, **Will** +0

OFFENSE

Speed 30 ft.
Melee hooked axe +4 (1d8+3/×3)
Ranged light crossbow +3 (1d8/19–20)

TACTICS

During Combat The looters defend Asvika. They trip heavily armored targets to make them easier to hit.

Morale The looters flee into the jungle as soon as they can without provoking attacks of opportunity. They otherwise fight to the death.

STATISTICS

Str 17, **Dex** 14, **Con** 12, **Int** 13, **Wis** 10, **Cha** 8
Base Atk +1; **CMB** +4 (+6 trip); **CMD** 16 (18 vs. trip)
Feats Combat Expertise, Exotic Weapon Proficiency (hooked axe), Improved Trip
Skills Climb +5, Perception +1, Stealth +1, Survival +4
Languages Common, Osiriani, Vudrani
Combat Gear *potion of cure light wounds*; **Other Gear** mwk chain shirt, light wooden shield, hooked axeUE, light crossbow with 20 bolts

SCALING

Subtier 1–2: Reduce Asvika's and the looters' hit point totals by 3 each, and expend two of Asvika's 1st-level spell slots.

Subtier 1-2

TRIPURASURA

CR 2

LE Tiny outsider (asura, evil, extraplanar, lawful)

Init +2; **Senses** darkvision 60 ft., detect magic; Perception +10

DEFENSE

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

hp 19 (3d10+3); fast healing 2

Fort +4, **Ref** +3, **Will** +5, +2 vs. enchantments

DR 5/cold iron or good; **Immune** curse effects, disease, poison; **Resist** acid 10, electricity 10

OFFENSE

Speed 20 ft.

Melee sting +7 (1d4–1 plus poison)

Ranged longbow +8* (1d4–1)

Spell-Like Abilities (CL 6th; concentration +7)

Constant—*detect magic*

At will—*feather fall*

3/day—*levitate, locate object, spider climb*

1/week—*commune* (6 questions, CL 12th)

STATISTICS

Str 8, **Dex** 14, **Con** 12, **Int** 13, **Wis** 15, **Cha** 13

Base Atk +3; **CMB** +3; **CMD** 14

Feats Dodge, Weapon Finesse

Skills Acrobatics +8 (+4 when jumping), Appraise +4, Bluff +7, Escape Artist +8, Knowledge (arcana) +4, Knowledge (planes) +7, Perception +10, Perform (dance) +5, Spellcraft +4, Stealth +14; **Racial Modifiers** –4 Acrobatics when jumping, +6 Escape Artist, +4 Perception

Languages Common, Infernal

SQ change shape (any Small humanoid; alter self), elusive

SPECIAL ABILITIES

Change Shape (Su) The tripurasura has only one alternative form—when it uses change shape, it always appears as the same Small humanoid. Most take the form of gnomes or human children.

Elusive (Su) The tripurasura and items it carries are considered to be under the effects of a nondetection spell. A caster must succeed at a DC 14 caster level check to overcome this effect.

Poison (Ex) Tongue—injury; *save* Fort DC 12; *frequency* 1/round for 6 rounds; *effect* 1d2 Wis damage; *cure* 1 save.

SCALING

Subtier 1–2: The temple retains some of its power and weakens the tripurasuras by negating their fast healing and reducing their damage reduction to 2/cold iron or good.

NOTES

* = Scenario declares the attack bonus as +8