

## Vidrin Jenk

Human expert 7

N Medium humanoid

Init -1; Senses Perception +12

HP	Subdual
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### DEFENSE

AC 10, touch 9, flat-footed 10 (+1 armor, -1 Dex)

hp 31 (7d8)

Fort +2, Ref +1, Will +5

### OFFENSE

Speed 30 ft.

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

Ranged mwk light crossbow +5 (1d8/19-20)

### STATISTICS

Str 8, Dex 9, Con 10, Int 14, Wis 11, Cha 14

Base Atk +5; CMB +4; CMD 13

Feats Alertness, Combat Expertise, Deceitful, Persuasive, Skill Focus (Profession [merchant])

Skills Appraise +12, Bluff +14, Diplomacy +12, Disguise +6, Handle Animal +10, Intimidate +4, Knowledge (geography) +10, Knowledge (local) +10, Knowledge (nobility) +3, Linguistics +12, Perception +12, Profession (merchant) +13, Ride +6, Sense Motive +12

Languages Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Halfling, Orc, Sylvan

## Aspis Guard

Human fighter 2

N Medium humanoid

Init +5; Senses Perception +4

### DEFENSE

AC 19, touch 11, flat-footed 18 (+7 armor, +1

Dex, +1 shield)

hp 16 (2d10+5)

Fort +5, Ref +1, Will +1; +1 vs. fear

Defensive Abilities bravery +1

### OFFENSE

Speed 20 ft.

Melee lance +5 (1d8+3/x3) or longsword +5

(1d8+3/19–20) or kukri +5 (1d4+3/18–20)

Ranged heavy crossbow +3 (1d10/19–20)

### STATISTICS

Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Base Atk +2; CMB +5; CMD 16

Feats Alertness, Animal Affinity, Improved

Initiative, Rapid Reload

Skills Handle Animal +5, Intimidate +3,

Perception +4, Profession (drover) +5, Ride

+1, Sense Motive +3, Survival +5

Languages Common

HP	Subdual
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## REEFCLAW

CN Small aberration (aquatic)  
Init +5; Senses darkvision 60 ft., low-light vision; Perception +6

### DEFENSE

AC 14, touch 12, flat-footed 13 (+1 Dex, +2 natural, +1 size)  
hp 13 (2d8+4)  
Fort +2, Ref +1, Will +4  
Defensive Abilities ferocity; Resist cold 5

### OFFENSE

Speed 5 ft., swim 40 ft.  
Melee 2 claws +2 (1d4 plus grab and poison)  
Special Attacks death frenzy, constrict (1d4)

### STATISTICS

Str 10, Dex 13, Con 14, Int 5, Wis 12, Cha 13  
Base Atk +1; CMB +0 (+8 grapple); CMD 11 (can't be tripped)  
Feats Improved Initiative  
Skills Perception +6, Swim +8  
Languages Common (can't speak)  
SQ amphibious

HP	Subdual
HP	Subdual
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### SPECIAL ABILITIES

**Death Frenzy (Su)** When a reefclaw is killed, its body spasms horrifically. Immediately upon dying, the reefclaw makes a full attack against a creature it threatens. If more than one creature is within reach, roll randomly for each attack to determine the target (which may be another reefclaw).

**Grab (Ex)** A reefclaw can use its grab ability on a target of any size. Reefclaws have a +8 racial bonus on grapple checks; this bonus replaces the normal +4 bonus a creature with grab receives.

**Poison (Ex) Claw—injury;** save Fort DC 13; frequency 1/round for 4 rounds; effect 1d2 Str; cure 1 save. The save DC is Constitution-based.

## BUNYIP

N Medium magical beast (aquatic)

Init +3; Senses darkvision 60 ft., low-light vision, keen scent 180 ft.; Perception +8

### DEFENSE

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

hp 32 (5d10+5)

Fort +5, Ref +7, Will +1

### OFFENSE

Speed 10 ft., swim 50 ft.

Melee bite +7 (1d8+1/19–20 plus bleed)

Special Attacks bleed (1d6), blood frenzy, roar

Blood Rage:

AC 14, hp 37, Fort +6, bite +8 (1d8+3)

### STATISTICS

Str 13, Dex 16, Con 13, Int 2, Wis 11, Cha 7

Base Atk +5; CMB +6; CMD 19

Feats Improved Critical (bite), Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite)

Skills Escape Artist +5, Perception +8, Stealth +10, Swim +9

SQ amphibious

### SPECIAL ABILITIES

**Blood Rage (Ex)** A bunyip's blood rage ability activates whenever it detects blood in the water using its keen scent, but otherwise functions as the universal monster rule of the same name.

**Roar (Su)** A bunyip's roar is supernaturally loud and horrifying. When a bunyip roars (a standard action the creature can perform at will), all hearing creatures with 4 or fewer HD within a 100-foot spread must succeed on a DC 13 Will save or become panicked for 2d4 rounds. Whether or not the save is successful, creatures in the area are immune to the roar of that bunyip for 24 hours. This is a sonic, mind-affecting fear effect. The save DC is Constitution-based.

HP	Subdual

## YOUNG BASILISK

N Small magical beast

Init +1; Senses darkvision 60 ft., low-light vision; Perception +10

HP	Subdual
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### DEFENSE

AC 18, touch 12, flat-footed 17 (+1 Dex, +6 natural, +1 Size)

hp 38 (7d10)

Fort +7, Ref +6, Will +5

### OFFENSE

Speed 20 ft.

Melee bite +9 (1d6+1)

Special Attacks gaze

### STATISTICS

Str 12, Dex 12, Con 11, Int 2, Wis 13, Cha 11

Base Atk +7; CMB +7; CMD 17 (29 vs. trip)

Feats Blind-Fight, Great Fortitude, Iron Will, Skill Focus (Perception)

Skills Perception +10, Stealth +12; Racial Modifiers +4 Stealth

### SPECIAL ABILITIES

Gaze (Ex) Turn to stone permanently (as flesh to stone), range 30 feet, Fortitude DC 13 negates. A creature petrified in this matter that is then coated (not just splashed) with fresh basilisk blood (taken from a basilisk no more than 1 hour dead) is instantly restored to flesh. A single basilisk contains enough blood to coat 1d3 Medium creatures in this manner.

## BASILISK

N Medium magical beast

Init -1; Senses darkvision 60 ft., low-light vision; Perception +10

### DEFENSE

AC 17, touch 9, flat-footed 17 (-1 Dex, +8 natural)

hp 52 (7d10+14)

Fort +9, Ref +4, Will +5

### OFFENSE

Speed 20 ft.

Melee bite +10 (1d8+4)

Special Attacks gaze

### STATISTICS

Str 16, Dex 8, Con 15, Int 2, Wis 13, Cha 11

Base Atk +7; CMB +10; CMD 19 (31 vs. trip)

Feats Blind-Fight, Great Fortitude, Iron Will, Skill Focus (Perception)

Skills Perception +10, Stealth +10; Racial Modifiers +4 Stealth

### SPECIAL ABILITIES

Gaze (Ex) Turn to stone permanently (as flesh to stone), range 30 feet, Fortitude DC 15 negates. A creature petrified in this manner that is then coated (not just splashed) with fresh basilisk blood (taken from a basilisk no more than 1 hour dead) is instantly restored to flesh. A single basilisk contains enough blood to coat 1d3 Medium creatures in this manner.

HP	Subdual
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## TIEFLING SPECIALIST

Tiefling rogue 1

NE Medium outsider (native)

Init +3; Senses darkvision 60 ft.; Perception +5

### DEFENSE

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

Dex)

hp 10 (1d8+2)

Fort +2, Ref +5, Will +1

Resist cold 5, electricity 5, fire 5

### OFFENSE

Speed 30 ft.

Melee short sword +3 (1d6+1/19–20)

Ranged light crossbow +3 (1d8/19–20)

Special Attacks sneak attack +1d6

Spell-Like Abilities (CL 1st); 1/day—darkness

### STATISTICS

Str 13, Dex 17, Con 14, Int 12, Wis 12, Cha 6

Base Atk +0; CMB +1; CMD 14

Feats Weapon Finesse

Skills Acrobatics +6, Bluff +4, Disable Device +6, Escape Artist +6, Intimidate +2, Perception +5, Sense Motive +5, Sleight of Hand +6, Stealth +8;

Racial Modifiers +2 Bluff, +2 Stealth

Languages Abyssal, Common, Infernal

SQ fiendish sorcery, trapfinding

HP	Subdual
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HP	Subdual
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## VENOMOUS SNAKE

N Medium animal

Init +5; Senses low-light vision, scent;  
Perception +9

HP	Subdual
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### DEFENSE

AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)

hp 13 (2d8+4)

Fort +5, Ref +4, Will +1

### OFFENSE

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

Melee bite +2 (1d4-1 plus poison)

### STATISTICS

Str 8, Dex 13, Con 14, Int 1, Wis 13, Cha 2

Base Atk +1; CMB +0; CMD 11 (can't be tripped)

Feats Improved Initiative, Weapon FinesseB

Skills Acrobatics +9, Climb +9, Perception +9, Stealth +9, Swim +9; Racial Modifiers +4 Perception, +4 Stealth, +8 Acrobatics; modifies Climb and Swim with Dexterity

### SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1d2 Con; cure 1 save.

## KYTON

LE Medium outsider (evil, extraplanar, kyton, lawful)

Init +7; Senses darkvision 60 ft.; Perception +14

### DEFENSE

AC 21, touch 13, flat-footed 18 (+4 armor, +3 Dex, +4 natural)  
hp 60 (8d10+16); regeneration 2 (good weapons and spells, silver weapons)

Fort +8, Ref +9, Will +3

DR 5/silver or good; Immune cold; SR 17

### OFFENSE

Speed 30 ft.

Melee 4 chains +11 (2d4+2)

Space 5 ft; Reach 5 ft. (10 ft. with chains)

Special Attacks dancing chains, unnerving gaze

### STATISTICS

Str 15, Dex 17, Con 14, Int 11, Wis 12, Cha 12

Base Atk +8; CMB +10; CMD 23

Feats Alertness, Blind-Fight, Improved Initiative, Weapon Focus (chain)

Skills Acrobatics +14, Climb +13, Craft (blacksmithing) +11, Escape Artist

+14, Intimidate +12, Perception +14

Languages Common, Infernal

SQ chain armor

HP	Subdual
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### SPECIAL ABILITIES

**Chain Armor (Ex)** The chains that adorn a kyton grant it a +4 armor bonus, but are not treated as armor for the purpose of arcane spell failure, armor check penalties, maximum Dexterity, weight, or proficiency.

**Dancing Chains (Su)** A kyton can control up to four chains within 20 feet as a standard action, making the chains dance or move as it wishes. In addition, a kyton can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the kyton itself. If a chain is in another creature's possession, the creature can attempt a DC 15 Will save to break the kyton's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. A kyton can climb chains it controls at its normal speed without making Climb checks. The save DC is Charisma-based.

**Unnerving Gaze (Su)** Range 30 ft., Will DC 15 negates. A kyton can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves become shaken for 1d3 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

## Stone Guardian Golem

XP 1,200

N Medium construct

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

HP	Subdual
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### DEFENSE

AC 17, touch 9, flat-footed 17 (-1 Dex, +8 natural)

hp 47 (5d10+20)

Fort +1; Ref +0; Will +1

Defensive Abilities light fortification; Immune construct traits; Resist cold 5, fire 5, electricity 5

### OFFENSE

Speed 20 ft.

Melee 2 slams +10 (1d8+5)

### STATISTICS

Str 21, Dex 9, Con —, Int —, Wis 11, Cha 1

Base Atk +5; CMB +10; CMD 19

SQ ring link

### SPECIAL ABILITIES

Light Fortification (Ex)

A stone guardian has a 25% chance to ignore additional damage caused by critical hits or sneak attacks.

Ring Link (Su)

A stone guardian is linked to a magic ring. The construct will never attack any creature that wears this ring, nor any creatures within 10 feet of the ringwearer, unless one of those creatures attacks the guardian first.

See Invisibility (Ex)

A stone guardian constantly sees invisible creatures and objects, as per the spell see invisibility.

## EBON ACOLYTUS

CR 7

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N Large construct

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

HP	Subdual
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### DEFENSE

AC 20, touch 8, flat-footed 20 (-1 Dex, +12 natural, -1 size)

hp 79 (9d10+30)

Fort +3, Ref +2, Will +3

Immune construct traits

### OFFENSE

Speed 30 ft.

Melee dagger +4 (1d6+9/19-20) or

2 slams +4 (1d6+6)

Space 10 ft.; Reach 10 ft.

Special Attacks prostration, sacrifice

### STATISTICS

Str 22, Dex 8, Con 10, Int 10, Wis 11, Cha 1

Base Atk +9; CMB +16; CMD 25

### TACTICS

Before Combat the Ebon Acolytus stands inert in the chapel access until it is attacked or until the safe house is damaged.

## **GRELPH, LISSALAN CULTIST**

Male human cleric of Lissala 1/rogue 1  
LE Medium humanoid (human)  
Int +2; Senses Perception +7

### **DEFENSE**

AC 16, touch 12, flat-footed 14 (+3 armor, +2 Dex, +1 shield)  
hp 14 (2d8+2)  
Fort +3, Ref +4, Will +4

### **OFFENSE**

Speed 30 ft.  
Melee whip +2 (1d3 nonlethal) or  
dagger +2 (1d4/19-20)  
Ranged dagger +2 (1d4/19-20)  
Special Attacks channel negative energy 2/day (DC 9, 1d6),  
sneak attack +1d6  
Domain Spell-Like Abilities (CL 1st; concentration +3)  
5/day-blast rune (1d6+0 energy damage, 1 round),  
inspiring word (1 round)  
Cleric Spells Prepared (CL 1st; concentration +3)  
1st-cause fear (DC 13), command (DC 13), divine favor  
0 (at will)-guidance, light, read magic  
Domains Nobility, Rune

HP	Subdual
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### **STATISTICS**

Str 10, Dex 15, Con 12, Int 15, Wis 14, Cha 8  
Base Atk +0; CMB +0; CMD 12  
Feats Combat Casting, Scribe Scroll, Weapon Finesse  
Skills Acrobatics +5, Disable Device +5, Escape Artist +5,  
Knowledge (arcana) +6, Knowledge (history) +6, Knowledge  
(religion) +6, Linguistics +7, Perception +7, Sense Motive +7.  
Spellcraft: +6, Stealth +4  
Languages Common, Draconic, Elven, Giant, Thassilonian  
SQ aura, trapfinding +1