

7-03 The Bronze House Reprisal

Subtier 5-6

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A. Smuggler's Camp

CHAUNCEY BRIGGS CR 9

Human barbarian 5/fighter 5 *Guide* 263)

CN Medium humanoid

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

DEFENSE

AC 17, touch 10, flat-footed 15 (+7 armor, +2 Dex, –2 rage)

hp 105 (10 HD; 5d12+5d10+45)

Fort +12, **Ref** +4, **Will** +4; +1 vs. fear

Defensive Abilities bravery +1, improved uncanny dodge, trap sense +1

OFFENSE

Speed 40 ft.

Melee +1 *vicious adamantite greatsword* +19/+14 (2d6+13/17–20 plus 2d6 vicious) or spiked gauntlet +16/+11 (1d3+6)

w/ Power Attack +1 *vicious adamantite greatsword* +16/+11 (2d6+22/17–20 plus 2d6 vicious) or spiked gauntlet +13/+8 (1d3+12)

Ranged javelin +12 (1d6+6)

Special Attacks rage (14 rounds/day), rage powers (intimidating glare, strength surge +5), weapon training (heavy blades +1)

TACTICS

Base Statistics When not raging, the champion has **AC** 19, touch 12, flat-footed 17; **hp** 85; **Fort** +10, **Will** +2; **Melee** +1 *vicious adamantite greatsword* +17/+12 (2d6+10/17–20 plus 2d6 vicious) or spiked gauntlet +14/+9 (1d3+4); **Ranged** javelin +12 (1d6+4); **Str** 18, **Con** 14; **CMB** +14 (+18 sunder); **CMD** 26 (28 vs. sunder); **Skills** Climb +8, Swim +7

STATISTICS

Str 22, **Dex** 14, **Con** 18, **Int** 8, **Wis** 10, **Cha** 12

Base Atk +10; **CMB** +16 (+20 sunder); **CMD** 28 (30 vs. sunder)

Feats Dazzling Display, **Greater Sunder**, Improved Critical (greatsword), Improved Sunder, Intimidating Prowess, Power Attack, Shatter Defenses, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Acrobatics +13 (+17 jump), Climb +10, Handle Animal +5, Intimidate +18 (+20 when raging), Perception +4, Ride +4, Survival +5, Swim +9

Languages Common

SQ armor training 1, fast movement

Gear +1 *breastplate*, +1 *vicious adamantite greatsword*, javelins (5), spiked gauntlet, 15 gp

MARLA CR —

Female raven familiar

N Tiny magical beast (animal)

Init +2; **Senses** low-light vision; Perception +19

DEFENSE

AC 20, touch 14, flat-footed 18 (+2 Dex, +6 natural, +2 size)

hp 48 (1d8–1)

Fort +2, **Ref** +5, **Will** +9

Defensive Abilities improved evasion; **SR** 16

OFFENSE

Speed 10 ft., **fly** 40 ft. (average)

Melee bite +9 (1d3–4)

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

STATISTICS

Str 2, **Dex** 15, **Con** 8, **Int** 11, **Wis** 15, **Cha** 7

Base Atk +5; **CMB** +5; **CMD** 11

Feats Skill Focus (Perception), Weapon Finesse^B

Skills Acrobatics +2, Bluff +9, Fly +6, Linguistics +3, Perception +19,

Spellcraft +11, Stealth +20

Languages Common

A. Smuggler's Camp – 4 Player Adjustment

CHAUNCEY BRIGGS, SICKENED CR 9

Human barbarian 5/fighter 5 *Guide* 263)

CN Medium humanoid

Init +0; **Senses** Perception +4

DEFENSE

AC 17, touch 10, flat-footed 15 (+7 armor, +2 Dex, –2 rage)

hp 105 (10 HD; 5d12+5d10+45)

Fort +10, **Ref** +2, **Will** +2; +1 vs. fear

Defensive Abilities bravery +1, improved uncanny dodge, trap sense +1

Weaknesses sickened

OFFENSE

Speed 40 ft.

Melee +1 *vicious adamantine greatsword* +17/+12 (2d6+11/17–20 plus 2d6 vicious) or spiked gauntlet +14/+9 (1d3+4)

w/ Power Attack +1 *vicious adamantine greatsword* +14/+9 (2d6+20/17–20 plus 2d6 vicious) or spiked gauntlet +11/+6 (1d3+10)

Ranged javelin +10 (1d6+4)

Special Attacks rage (14 rounds/day), rage powers (intimidating glare, strength surge +5), weapon training (heavy blades +1)

TACTICS

Base Statistics When not raging, the champion has **AC** 19, touch 12, flat-footed 17; **hp** 85; **Fort** +10, **Will** +2; **Melee** +1 *vicious adamantine greatsword* +17/+12 (2d6+10/17–20 plus 2d6 vicious) or spiked gauntlet +14/+9 (1d3+4); **Ranged** javelin +12 (1d6+4); **Str** 18, **Con** 14; **CMB** +14 (+18 sunder); **CMD** 26 (28 vs. sunder); **Skills** Climb +8, Swim +7

STATISTICS

Str 22, **Dex** 14, **Con** 18, **Int** 8, **Wis** 10, **Cha** 12
Base Atk +10; **CMB** +14 (+18 sunder); **CMD** 28 (30 vs. sunder)

Feats Dazzling Display, **Greater Sunder**, Improved Critical (greatsword), Improved Sunder, Intimidating Prowess, Power Attack, Shatter Defenses, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Acrobatics +11 (+15 jump), Climb +8, Handle Animal +3, Intimidate +16 (+18 when raging), Perception +2, Ride +2, Survival +3, Swim +7

Languages Common

SQ armor training 1, fast movement

Gear +1 *breastplate*, +1 *vicious adamantine greatsword*, javelins (5), spiked gauntlet, 15 gp

MARLA CR —

Female raven familiar

N Tiny magical beast (animal)

Init +2; **Senses** low-light vision; Perception +19

DEFENSE

AC 20, touch 14, flat-footed 18 (+2 Dex, +6 natural, +2 size)

hp 48 (1d8–1)

Fort +2, **Ref** +5, **Will** +9

Defensive Abilities improved evasion; **SR** 16

OFFENSE

Speed 10 ft., **fly** 40 ft. (average)

Melee bite +9 (1d3–4)

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

STATISTICS

Str 2, **Dex** 15, **Con** 8, **Int** 11, **Wis** 15, **Cha** 7

Base Atk +5; **CMB** +5; **CMD** 11

Feats Skill Focus (Perception), Weapon Finesse^B

Skills Acrobatics +2, Bluff +9, Fly +6, Linguistics +3, Perception +19,

Spellcraft +11, Stealth +20

Languages Common

B2. Peacock Spirit's Shrine

ALEXEI

CR 5

Human rogue 6 [Red Brackets = 4 Player Adjustment]

N Medium humanoid

Init +3 [+2]; **Senses** Perception +14

DEFENSE

AC 17 [16], touch 13 [12], flat-footed 14 (+3 armor, +3 Dex, +1 shield)**hp** 45 (6d8+18)**Fort** +6, **Ref** +8 [+7], **Will** +2**Defensive Abilities** evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 30 ft.**Melee** short sword +7 (1d6+1/19–20) or [+6 (1d6/19-20)]

sap +7 (1d6+1) [+6 (1d6)]

Ranged mwk shortbow +8 (1d6/×3) [+7 (1d6)]**Special Attacks** sneak attack +3d6

TACTICS

Before Combat Alexei draws his bow and hides behind a pillar.**During Combat** Alexei coordinates with Melnat and fights from a distance, using the pillars to hide and sneak attack if he is not under the effects of *greater invisibility*. Under orders from Melnat, he attacks with his sap to deal nonlethal damage unless the PCs use lethal force.**Morale** When reduced to 15 hp or fewer or if Melnat is out of the fight, Alexei surrenders or flees.

STATISTICS

Str 12 [10], **Dex** 17 [15], **Con** 14, **Int** 14, **Wis** 10, **Cha** 8**Base Atk** +4; **CMB** +5 [+4]; **CMD** 18 [16]**Feats** Great Fortitude, Skill Focus (Disable Device), Stealthy, Weapon Finesse**Skills** Acrobatics +12 [+11], Appraise +11, Bluff +5, Climb +10 [+9], Disable Device +20 [+19], Escape Artist +14 [+13], Knowledge (dungeoneering) +11, Knowledge (local) +6, Linguistics +6, Perception +14 (+17 to find traps), Sleight of Hand +12 [+11], Stealth +14 [+13], Swim +5 [+4], Use Magic Device +8**Languages** Aklo, Common, Terran, Undercommon**SQ** rogue talents (fast stealth, rogue crawl, trap spotter), trapfinding +3**Combat Gear** antitoxin; **Other Gear** masterwork studded leather, masterwork buckler, masterwork shortbow with 20 arrows, short sword, eyes of the eagle, magnifying glass, masterwork thieves' tools, sunrod, 18 gp

SPECIAL ABILITIES

Rogue Crawl (Ex) While prone, a rogue with this ability can move at half speed. This movement provokes attacks of opportunity as normal. A rogue with this talent can take a 5-foot step while crawling.**Uncanny Dodge (Ex)** Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A rogue with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action (see Combat) against her.

MELNAT GLIMSILK**CR 10**

Female gnome illusionist 11 [Red Brackets = 4 Player Adjustment]

N Small humanoid (gnome)

Init +6 [+5]; **Senses** low-light vision; Perception +14**DEFENSE****AC** 24 [23], touch 15 [14], flat-footed 21 (+4 armor, +1 deflection, +2 [+1] Dex, +1 dodge, +1 natural, +4 shield, +1 size)**hp** 96 (11d6+55)**Fort** +7, **Ref** +6 [+5], **Will** +9; +2 vs. illusions**Defensive Abilities** defensive training**OFFENSE****Speed** 30 ft., fly 60 ft.**Melee** dagger +4 (1d3–2/19–20) [+3 (1d3-3/19-20)]**Special Attacks** hatred**Spell-Like Abilities** (CL 11th; concentration +12)1/day—*dancing lights*, *ghost sound* (DC 14), *prestidigitation*, *speak with animals***Arcane School Spell-Like Abilities** (CL 11th; concentration +15)

At will—invisibility field (11 rounds/day)

7/day—blinding ray

Illusionist Spells Prepared (CL 11th; concentration +15, +19 defensively)6th—*programmed image* (DC 23), *summon monster VI*5th—extended *greater invisibility*, *shadow evocation* (DC 22), *teleport*4th—*confusion* (DC 18), *dimension door*, *illusory wall* (DC 21), *phantasmal killer* (DC 21), *shadow conjuration* (DC 21)3rd—*fly*, *haste*, *hold person* (DC 17), *major image* (DC 20), extended *mirror image*, *wall of nausea*^{ACG}2nd—silent *charm person* (DC 15), *hideous laughter* (DC 16) (2), *hypnotic pattern* (DC 19), extended *shield*, *web* (DC 16)1st—*color spray* (DC 18), *grease* (2), *mage armor*, *protection from law*, *ventriloquism* (DC 18)0 (at will)—*detect magic*, *mage hand*, *message*, *read magic***Opposition Schools** Evocation, Necromancy**TACTICS****Before Combat** Melnat cast *mage armor* earlier in the day. If Marla informed her that intruders were approaching, she cast *programmed image* to create the illusion in area **B1**. When she detects the PCs, she casts *fly*, extended *mirror image*, and extended *shield*. If she has time, she also casts extended *greater invisibility* on Alexei and *haste* as the PCs approach.**During Combat** Melnat uses invisibility field each round to turn herself invisible as a swift action. She uses her *wall of nausea* to disable as many PCs as she can. She does not use lethal force (such as her *phantasmal killer* spell) until opponents do, using spells like *hideous laughter* to disable the PCs instead. Her *shadow conjuration* and *shadow evocation* spells provide her a wealth of options in combat. A few of her favorite uses of *shadow conjuration* are *glitterdust*, *sleet storm*, and *summon monster III*. A few of her favorite uses of *shadow evocation* are *fireball*, *lightning bolt*, and *resilient sphere*.**Morale** Melnat flees using *teleport* when reduced to 40 hp or less. If unable to flee, she surrenders.**Base Statistics** Without *mage armor* and *shield*, Melnat's statistics are **AC** 17, flat-footed 13. Without the *fly* spell, she does not have a fly speed.**STATISTICS****Str** 6 [4], **Dex** 14 [12], **Con** 16, **Int** 18, **Wis** 12, **Cha** 12**Base Atk** +5; **CMB** +2 [+1]; **CMD** 16 [14]

Feats Combat Casting, Dodge, Extend Spell, Greater Spell Focus (illusion), Improved Initiative, Scribe Scroll, Silent Spell, Spell Focus (illusion), Toughness

Skills Acrobatics +2 [+1], Bluff +12, Craft (traps) +17, Knowledge (arcana) +18, Knowledge (dungeoneering) +8, Knowledge (geography) +8, Knowledge (history) +10, Knowledge (local) +8, Linguistics +10, Perception +14, Spellcraft +18, Stealth +13 [+12]; **Racial Modifiers** +2 Craft (traps), +2 Perception

Languages Common, Custom Language, Draconic, Elven, Giant, Gnome, Infernal, Sylvan, Thassilonian, Undercommon

SQ arcane bond (raven named Marla), extended illusions (5 rounds), gnome magic

Combat Gear *potion of cure moderate wounds*, *potion of lesser restoration*, *scroll of blur*, *scroll of mount*, *scroll of twilight haze*^{ACG} (CL 5th), *wand of comprehend languages* (13 charges); **Other Gear** dagger, *amulet of natural armor +1*, *boots of striding and springing*, *cloak of resistance +1*, *headband of vast intelligence +2*, *ring of protection +1*, masterwork tool (Craft[traps]), spellbook (contains all prepared spells plus *flesh to stone*, *polymorph familiar*^{ACG}, and *shocking grasp*), Thassilonian platinum coin, 8 gp

Melnat's Cheat Sheet

6th level spells

Programmed Image (illusion(figment)), VSM, visual figment that cannot extend beyond 20ft. cube + 10ft. cube/lvl, permanent until triggered, then 1rd/lvl) – Triggered image with visual, auditory, olfactory and thermal elements.

Summon Monster VI (conjunction (summoning), 1 round, VSF, 1rd/lvl) – Summon an extraplanar creature, or 1d3 from SM V or 1d4+1 from SM IV

5th level spells

Extended Greater Invisibility (illusion(glamer)), VSMDF, personal/touch, 1rd/lvl, SRYes) – Invisibility that doesn't end when you attack.

Shadow Evocation (illusion(shadow)[shadow], VS, SRYes) – recreate a sorc/wiz evocation spell of 4th or lower. WILL or only 20% real.

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

4th level spells

Confusion (enchantment(compulsion)[mind-affecting], VSMDF, medium, all creatures in a 15ft radius burst, 1rd/lvl, SRYes) – WILL or confused for duration.

Dimension Door (conjunction(teleportation), V, long, you and touched objects) – teleport anywhere w/in range

Illusory Wall (illusion(figment), VS, close, image 1ftx10ftx10ft, permanent) – illusion of a wall, even if you make your WILL you can't see through it.

Phantasmal Killer (illusion(phantasm)[fear, mind-affecting], VS, medium, 1 living creature, SRYes) – WILL to disbelieve. Fail and FORT?3d6:dead.

Shadow Conjunction (illusion(shadow)[shadow], VS, SRYes) – recreate a sorc/wiz conjunction spell of 3rd or lower. WILL or only 20% real.

3rd level spells

Fly (transmutation, VSF, creature touched, 1min/lvl, SRYes) – Creature gains fly speed of 60ft, +1/2 lvl to Fly checks.

Haste (transmutation, VSM, close, one creature/lvl all w/in 30ft. of each other, 1rd/lvl, SRYes) - Make 1 extra attack on a full attack, +1 attack, +1 dodge to AC, REF, double speed up to 30ft. extra.

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

Major Image (illusion (figment), VSF, long, visual figment (4+1/lvl) 10ft. cubes, concentration+3rds) – Visual illusion with sound, smell and thermal

Extended Mirror Image (illusion(figment), S, personal, 1min/lvl) – 1d4+1/3lvls (max 8 total) images pop up in your space. Hits on you random between you and all your images. Miss by less than 5 pops an image.

Wall of Nausea (illusion(pattern)[mind-affecting], VS, close, transparent wall w/ area up to 1 10-ft. square/level) – Move through the wall and make a FORT or be nauseated for 1 round. If nauseated, DC 12 Acro or fall prone. Wall provides concealment.

2nd level spells

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

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

Hideous Laughter (2) (enchantment(compulsion)[mind-affecting], VSM, close, one creature, 1rd/lvl, SRyes) – Target falls prone, can take no actions. On its next turn, can full-round action to get a new save once.

Hypnotic Pattern (illusion(pattern)[mind-affecting], SM, medium, color lights in 10ft radius, concentration + 2rds, SRyes) – WILL or fascinated. Effect up to 2d4+8HD of creatures.

Extended Shield (abjuration[force], VS, personal, 1min/lvl) – +4 force shield, blocks magic missiles

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

Color Spray (illusion(pattern)[mind-affecting], VSM, 15ft cone, SRyes) – WILL. If fail <=2HD are unconscious, blind and stunned for 2d4rds, <=4HD are blind and stunned for 1d4rd, everyone are stunned for 1rd.

Grease (2) (conjuration (creation), VSM, 1min/lvl) – Make a 10ft. square slippery. REF or fall over, Walk at half speed w/ a DC10 Acrobatics. Failure = can't move and REF or fall. OR make a weapon slippery. REF to avoid. Fail and drop the item and REF to pick it pack up or use it. OR +10 to one target's Escape Artist/CMB checks to get out of a grapple and CMD to avoid being grappled.

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

Protection from Law (abjuration[evil], VSMDF, 1 action, creature touched, 1min/lvl) - +2 deflection, +2 resistance vs stuff from lawful creatures, no being touched by lawful summoned creatures, protection from mental control by lawful creatures

Ventriloquism (illusion (figment), VF, close, 1min/lvl) – Throw your voice, WILL realizes where the voice is illusory

School Abilities

Extended Illusions – Whenever you cast an illusion spell with a duration of “concentration”, it lasts 1/2 level rounds longer.

Blinding Ray – Ranged touch w/in 30ft. Hit = blinded for 1 round, unless the target has more HD than you, in which case they are dazzled for 1 round.

Invisibility Field – Greater invis as a swift action for lvl rounds/day. Rounds do not have to be consecutive.

Scrolls

Blur (CL 3, illusion[glamer], V, creature touched, 1min/lvl, SRyes) – 20% miss chance

Mount (CL 1, conjuration(summoning), 1 round, VSM, close, one mount, 2hrs/lvl) – summon a light horse or pony to serve you as a mount.

Twilight Haze (CL 5, illusion(shadow)[darkness,shadow], VS, close, 20ft. fog, 1rd/lvl) – fog that also drops the light level by 1 step.

NALME EYETAKER**CR 5**

Human barbarian 3/fighter 3

N Medium humanoid

Init +3; **Senses** Perception +10**DEFENSE****AC** 21, touch 12, flat-footed 17 (+7 armor, +3 Dex, +1 dodge, –2 rage, +2 shield)**hp** 57 (6 HD; 3d12+3d10+21)**Fort** +9, **Ref** +5, **Will** +5; +1 vs. fear**Defensive Abilities** bravery +1, trap sense +1, uncanny dodge**OFFENSE****Speed** 40 ft.**Melee** mwk trident +13/+8 (1d8+5) ormwk trident +11/+6 (1d8+5) and +1 *light steel shield* with mwk shield spikes +10 (1d6+5)**Ranged** mwk trident +11 (1d8+5) or

javelin +9 (1d6+5)

Special Attacks rage (9 rounds/day), rage powers (knockback)**TACTICS****Before Combat** Nalme positions herself to protect Melnat.**During Combat** Nalme taunts the PCs to attempt to draw their attention away from Melnat. She flank swith Alexei. She refuses to use nonlethal damage against the PCs, but she does not enter a rage unless the PCs deal lethal damage.**Morale** When reduced to 20 hp or fewer, or when Melnat is out of the fight, Nalme surrenders or flees.**Base Statistics** When not raging, the gladiator has **AC** 23, touch 14, flat-footed 19 (+7 armor, +3 Dex, +1 dodge, +2 shield); **hp** 45; **Fort** +7, **Will** +3; **Melee** mwk trident +11/+6 (1d8+3) or mwk trident +9/+4 (1d8+3) and +1 *light steel shield* with mwk shield spikes +8 (1d6+3); **Ranged** mwk trident +11 (1d8+3) or javelin +9 (1d6+3); **Str** 16, **Con** 13; **CMB** +9; **CMD** 23; **Skills** Climb +6, Swim +6**STATISTICS****Str** 20, **Dex** 16, **Con** 17, **Int** 8, **Wis** 12, **Cha** 10**Base Atk** +6; **CMB** +11; **CMD** 25**Feats** Dodge, Double Slice, Improved Shield Bash, Shield Focus, Two-Weapon Fighting, Weapon Focus (trident)**Skills** Acrobatics +10 (+14 jump), Climb +8, Intimidate +5, Perception +10, Swim +8**Languages** Common**SQ** armor training 1, fast movement**Gear** +1 *breastplate*, +1 *light steel shield* with masterwork shield spikes, javelins (5), masterwork trident, 1 gp**SPECIAL ABILITIES****Knockback (Ex)** Once per round, the barbarian can make a bull rush attempt against one target in place of a melee attack. If successful, the target takes damage equal to the barbarian's Strength modifier and is moved back as normal. The barbarian does not need to move with the target if successful. This does not provoke an attack of opportunity.**Uncanny Dodge (Ex)** At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to armor class if immobilized. A barbarian with this ability can still lose her Dexterity bonus to armor class if an opponent successfully uses the feint action against her.

C. The Bronze House

ANGELIC GUARDIANS (2)

CR 5

N Medium construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

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

hp 53 each (6d10+20)

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

Defensive Abilities deflective wings; **DR** 5/adamantine; **Immune** construct traits, fire

OFFENSE

Speed 30 ft., fly 60 ft. (average)

Melee 2 slams +10 (1d6+4), 2 wings +5 (1d4+2)

Special Attacks breath weapon (60-ft. line, 6d6 fire damage, Reflex DC 13 half, usable every 1d4 rounds)

TACTICS

During Combat The angelic guardians follow Elysi's orders.

Morale The angelic guardians only stop fighting if Elysi orders them to back down, or if the PCs leave the Bronze House.

STATISTICS

Str 18, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 1

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

Languages Common (cannot speak)

SQ metallic feathers

SPECIAL ABILITIES

Construct Traits No Constitution score. Any DCs or other statistics that rely on a Constitution score treat a construct as having a score of 10 (no bonus or penalty). Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). Immunity to bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning. Cannot heal damage on its own, but often can be repaired via exposure to a certain kind of effect (see the creature's description for details) or through the use of the Craft Construct feat. Constructs can also be healed through spells such as *make whole*. A construct with the fast healing special quality still benefits from that quality. Not subject to ability damage, ability drain, energy drain, exhaustion, fatigue, or nonlethal damage. Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Not at risk of death from massive damage, but is immediately destroyed when reduced to 0 hit points or fewer. A construct cannot be raised or resurrected. A construct is hard to destroy, and gains bonus hit points based on its size (included in its stat block). Constructs do not breathe, eat, or sleep.

Deflective Wings (Ex) As a standard action, an angelic guardian can spread its wings and protect a single adjacent creature from the next ranged attack. The next time the protected creature would normally be hit with an attack from a ranged attack, the attack is instead deflected and the protected creature takes no damage. An angelic guardian can only deflect one attack per turn in this way. This effect lasts until the angelic guardian's next turn or until the protected creature leaves its square, whichever comes first.

Metallic Feathers (Ex) An angelic guardian's wings are honed to razor-sharp edges, and attacks with them deal slashing damage instead of bludgeoning damage.

GUARD (12)**CR 1**

Human warrior 3

LN Medium humanoid

Init +0; **Senses** Perception +3**DEFENSE****AC** 18, touch 10, flat-footed 18 (+8 armor)**hp** 19 (3d10+3)**Fort** +4, **Ref** +1, **Will** +1**OFFENSE****Speed** 20 ft.**Melee** halberd +5 (1d10+3/x3) or

heavy flail +5 (1d10+3/19–20) or

sap +5 (1d6+2 nonlethal)

w/ Power Attack halberd +4 (1d10+6/x3) or

heavy flail +4 (1d10+6/19–20) or

sap +4 (1d6+4 nonlethal)

Ranged heavy crossbow +3 (1d10/19–20)**STATISTICS****Str** 14, **Dex** 11, **Con** 13, **Int** 9, **Wis** 10, **Cha** 8**Base Atk** +3; **CMB** +5 (+7 sunder); **CMD** 15 (17 vs. sunder)**Feats** Alertness, Improved Sunder, Power Attack**Skills** Intimidate +5, Perception +3, Ride –3, Sense Motive +2**Languages** Common**Combat Gear** potions of *cure light wounds* (2); **Other Gear** half-plate, heavy crossbow with 10 bolts, halberd, heavy flail, sap, 5 gp

ELYSI CRISPIN**CR 5**

Female half-elf investigator 10 [Red Brackets = 4 Player Adjustment]

NE Medium humanoid (elf, human)

Init +5; **Senses** low-light vision; **Perception** +15**DEFENSE****AC** 25, touch 16, flat-footed 19 (+5 armor, +5 Dex, +1 dodge, +4 shield)**hp** 78 (10d8+30)**Fort** +7 [+5], **Ref** +15 [+13], **Will** +10 [+8]; +2 vs. enchantments, +6 vs. poison**Defensive Abilities** trap sense +3; **Immune** sleep; **DR** 10/adamantine (limit 100) [doesn't have this]**OFFENSE****Speed** 60 ft.**Melee** 2 +1 shortswords +13/+8 (1d6+2/19–20) or [+11/+6 (1d6+2/19–20)]

+1 shortsword +15/+10 (1d6+1/19–20) [+13/+8 (1d6+2/19–20)]

Ranged mwk composite shortbow +15/+10 (1d6+1/×3) [+13/+8 (1d6+1/×3)]**Special Attacks** studied combat (+5, 3 rounds), studied strike +4d6**Investigator Extracts Prepared** (CL 10th; concentration +13)4th—*stoneskin*3rd—*arcane sight, fly, haste, heroism*2nd—*cat's grace, cure moderate wounds, invisibility, resist energy, see invisibility*1st—*comprehend languages, disguise self, expeditious retreat, long arm^{ACG}, shield, true strike***TACTICS****Before Combat** Elysi drinks her extracts of *stoneskin, shield, long arm, cat's grace, expeditious retreat, and heroism*. She earlier applied a dose of purple worm poison to each shortsword.**During Combat** Elysi uses studied combat to strike her opponents, targeting lightly armored foes first. She may drink her other extracts if they help her tactical position.**Morale** Elysi flees if the PCs defeat all of her allies, or if she is reduced to fewer than 30 hit points.**Base Statistics** Without her extracts, Elysi's statistics are **Init** +3; **AC** 19, touch 14, flat-footed 15; **Fort** +5,**Ref** +11, **Will** +8; **DR** none; **Speed** 30 ft.; **Melee** 2 mwk shortswords +9/+4 or mwk shortsword +11/+6;**Ranged** mwk composite shortbow +11/+6; **Dex** 17; **CMD** 22; **Skills** Acrobatics +16, Bluff +12, Craft

(alchemy) +16, Diplomacy +12, Intimidate +12, Knowledge (local) +16, Perception +15, Sense Motive

+19, Stealth +16

STATISTICS**Str** 12, **Dex** 21, **Con** 13, **Int** 16, **Wis** 10, **Cha** 8**Base Atk** +7; **CMB** +8 [+6]; **CMD** 24**Feats** Dodge, Improved Two-Weapon Fighting, Skill Focus (Sense Motive), Toughness, Two-Weapon Fighting, Weapon Finesse**Skills** Acrobatics +20 [+18], Bluff +14 [+12], Craft (alchemy) +18 [+16], Diplomacy +14 [+12], Intimidate +14 [+12], Knowledge (local) +18 [+16], Perception +17 [+15], Sense Motive +21 [+19], Stealth +20 [+18];**Racial Modifiers** +2 Perception**Languages** Auran, Common, Elven, Infernal, Thassilonian**SQ** alchemy (alchemy crafting +10), elf blood, inspiration (8/day), investigator talents (combat inspiration, empathy, quick study, sickening offensive), keen recollection, poison lore, swift alchemy, trapfinding +5**Combat Gear** *boro bead* (1st level), *oil of shrink item, potion of cure light wounds, alchemist's fire* (5), purple worm poison (3), tanglefoot bag, thunderstone; **Other Gear** +1 *mithral chain shirt, +1 shortsword* (2), mwk composite shortbow (+1 Str), *cloak of resistance +1, toothpick of pyrotechnics^{ACG}*, alchemist's kit, formula book (contains prepared extracts) 100 gp**SPECIAL ABILITIES**

Combat Inspiration (Ex) When an investigator uses inspiration on an attack roll or saving throw, he expends one use of inspiration instead of two.

Empathy (Ex, Su) When attempting a Sense Motive check, the investigator makes two d20 rolls and takes the higher result. If an investigator uses inspiration on a Sense Motive check, he rolls the inspiration dice twice and takes the higher result. Once per day, the investigator can expend one use of inspiration to target a single creature that he can see and hear within 30 feet. Upon doing so, the investigator detects the surface thoughts of the target's mind, as if he concentrated for 3 rounds while using the *detect thoughts* spell, unless the creature succeeds a Will saving throw. The DC of this save is 10 + 1/2 the investigator's level + his Intelligence modifier. If the target fails, the investigator can continue to detect the surface thoughts of the target creature for a number of rounds equal to 1/2 his investigator level. An investigator must be at least 5th level to select this talent.

Purple Worm Poison *Price* 700 gp; *Weight* —; *Type* injury; *Save* Fortitude DC 24; *Frequency* 1/round for 6 rounds; *Effect* 1d3 Str; *Cure* 2 saves

Quick Study (Ex) An investigator can use his studied combat ability as swift action instead of a standard action.

Sickening Offensive (Ex) When the investigator damages a studied target, that creature is also sickened for 1 round.

Elysi's Cheat Sheet

4th level extracts

Stoneskin (abjuration, VSM, creature touched, 10min/lvl, SRyes) – DR 10/adamantine. Discharged when it prevents 10*lvl dmg (max 150).

3rd level extracts

Arcane Sight (divination, VS, personal, 1min/lvl) – See magic auras in 120ft. Know location and power of all the auras. Concentrate on a creature to learn if they have spellcasting or SLAs, and the strength of the most powerful ability they have for use.

Fly (transmutation, VSF, creature touched, 1min/lvl, SRyes) – Creature gains fly speed of 60ft, +1/2 lvl to Fly checks.

Haste (transmutation, VSM, close, one creature/lvl all w/in 30ft. of each other, 1rd/lvl, SRyes) - Make 1 extra attack on a full attack, +1 attack, +1 dodge to AC, REF, double speed up to 30ft. extra.

Heroism (enchantment (compulsion)[mind-affecting], VS, creature touched, 10min/lvl, SRyes) – Creature gains a +2 morale to attacks, saves, skill checks

2nd level extracts

Cat's Grace (transmutation, VSMDf, creature touched, 1min/lvl, SRyes) – +4 DEX enhancement

Cure Moderate Wounds (conjuration (healing), VS) – creature touched heals 2d8+lvl (max +10)

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

Resist Energy (abjuration, VSDF, 10min/lvl) – Resist 20 (acid, cold, electric, fire or sonic)

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

1st level extracts

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

Disguise Self (illusion (figment), VS, personal, 10min/lvl) – Disguise yourself with a +10 bonus.

Expeditious Retreat (transmutation, personal, 1min/lvl) - +30 enhancement to speed

Long Arm (transmutation, VS, personal, 1min/lvl) – Arms grow, increasing reach by 5ft.

Shield (abjuration[force], VS, personal, 1min/lvl) – +4 force shield, blocks magic missiles

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

INVISIBLE STALKER**CR 7**

N Medium outsider (air, elemental, extraplanar)

Init +8; **Senses** darkvision 60 ft.; **Perception** +12**DEFENSE****AC** 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)**hp** 80 (7d10+42)**Fort** +11, **Ref** +11, **Will** +4**Defensive Abilities** natural invisibility; **Immune** elemental traits**OFFENSE****Speed** 30 ft., fly 30 (perfect)**Melee** 2 slams +12 (2d6+4)**TACTICS**

During Combat The invisible stalker follows Elysi's orders. If Elysi dies, the creature goes on a rampage, attacking the nearest living creatures for 5 rounds before returning to the Elemental Plane of Air. **[If there are 4 players, it deliberately misinterprets Elysi's instructions in a way that benefits the PCs for the first two rounds of combat before she reasserts control over it.]**

Morale The invisible stalker fights to the death unless Elysi orders otherwise.

STATISTICS**Str** 18, **Dex** 19, **Con** 22, **Int** 14, **Wis** 15, **Cha** 11**Base Atk** +7; **CMB** +11; **CMD** 25**Feats** Combat Reflexes, Improved Initiative, Lightning Reflexes, Weapon Focus (slam)**Skills** Acrobatics +14, Bluff +10, Fly +22, Knowledge (planes) +12, Perception +12, Sense Motive +12, Stealth +14, Survival +12**Languages** Auran, Common**SQ** improved tracking**SPECIAL ABILITIES**

Improved Tracking (Ex) An invisible stalker takes no penalty to Survival checks when tracking and moving at any speed.

Natural Invisibility (Ex) This ability is constant—an invisible stalker remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to the *invisibility* purge spell. Against foes that cannot pinpoint it, the invisible stalker gains a +20 bonus on Stealth checks when moving, or +40 when standing still—these bonuses are not included in the statistics above.

CONCEALING POCKET**Aura** faint illusion; **CL** 3rd; **Identify** DC 18**Slot** —; **Price** 1,000 gp; **Weight** —**DESCRIPTION**

This 4-inch-square cloth pocket has no powers unless it is sewn onto a garment (which takes 1d4 minutes).

Once sewn, it changes its appearance to match the garment. Any magic item inside it cannot be magically detected, as if protected by *magic aura*. Hiding an item in the pocket gives the garment's wearer a +5 competence bonus on Sleight of Hand checks to conceal the item. The pocket can be removed from the garment with a DC 10 Heal check or an appropriate Craft check such as Craft (cloth) or Craft (leather); failing this roll by 5 or more gives the pocket the broken condition.

CONSTRUCTION

Requirements Craft Wondrous Items, *magic aura*; **Cost** 500 gp

DUSTY ROSE PRISM LOUN STONE**Aura** strong varied; **CL** 12th; **Identify** DC 27**Slot** —; **Price** 5,000 gp; **Weight** —**DESCRIPTION**

These crystalline stones always float in the air and must be within 3 feet of their owner to be of any use.

When a character first acquires a stone, she must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from her head. Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a stone (to keep it safe while she is sleeping, for example), but she loses the benefits of the stone during that time. *loun stones* have AC 24, 10 hit points, and hardness 5. The powers of each stone vary depending on its color and shape.

Dusty Rose Prism: +1 insight bonus to AC.

CONSTRUCTION

Requirements Craft Wondrous Items, creator must be 12th level; **Cost** 2,500 gp

TOOTHPICK OF PYROTECHNICS**Aura** faint evocation; **CL** 3rd; **Identify** DC 18**Slot** —; **Price** 400 gp; **Weight** —**DESCRIPTION**

This simple wooden toothpick is useful for creating flashy diversions on stage or in a fight. Breaking the toothpick causes a blinding flash and a dark cloud of smoke to appear. Creatures other than the user within 20 feet must succeed at a DC 13 Fortitude save or be blinded for 1d4+1 rounds. The cloud of smoke spreads 20 feet in all directions, obscures all sight (including darkvision), and lasts for 3 rounds.

CONSTRUCTION

Requirements Craft Wondrous Items, *pyrotechnics*; **Cost** 200 gp

Melnat's Spellbook

6th level spells

Flesh to Stone – transmutation
Programmed Image – illusion
Summon Monster VI – conjuration

5th level spells

Shadow Evocation – Illusion
Teleport – conjuration

4th level spells

Confusion – enchantment
Dimension Door – conjuration
Greater Invisibility – illusion
Illusory Wall – illusion
Phantasmal Killer – illusion
Shadow Conjuration – illusion

3rd level spells

Fly – transmutation
Haste – transmutation
Hold Person – enchantment
Major Image – illusion
Polymorph Familiar – transmutation
Wall of Nausea – illusion

2nd level spells

Hideous Laughter – enchantment
Hypnotic Pattern – illusion
Mirror Image – Illusion
Web – conjuration

1st level spells

Charm Person – enchantment
Color Spray – illusion
Grease – conjuration
Mage Armor – conjuration
Protection from Law – abjuration
Shocking Grasp – evocation
Ventriloquism – illusion

Cantrips

All

Elysi's Formula Book

4th level extracts

Stoneskin

3rd level extracts

Arcane Sight
Fly
Haste
Heroism

2nd level extracts

Cat's Grace
Cure Moderate Wounds
Invisibility
Resist Energy
See Invisibility

1st level extracts

Comprehend Languages
Disguise Self
Expeditious Retreat
Long Arm
Shield
True Strike