

DAMAGED GHOLDAKO CR 7

XP 3,200

NE Large undead (giant) (Pathfinder RPG Bestiary 4 125)

Init +0; **Senses** darkvision 60 ft., low-light vision; [Perception](#) +19

DEFENSE

AC 20, **touch** 9, **flat-footed** 25 (+2 insight, +9 natural, -1 size)

hp 127 (currently 85)

Fort +9, **Ref** +5, **Will** +10

Defensive Abilities; channel resistance +3; **DR** 5/good; **Immune** undead traits; **Resist** cold 10, fire 10

OFFENSE

Speed 30 ft.

Melee bite +17 (1d8+7), 1 claw +18 (2d8+7/19-20 plus disease)

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

Special Attacks blinding breath, disease

TACTICS

During Combat The damaged gholdako lacks the blinding breath it had when first created. On each round, it attacks the nearest target using Power Attack.

Morale The gholdako's only goal is to defend Ghoral-Rey from any intruders. It has enough intelligence to retreat for a few minutes to rally or plan an ambush if it needs to, but if cornered, it fights until destroyed.

Gear *cassock of the clergy*^{UE}

STATISTICS

Str 25, **Dex** 10, **Con** —, **Int** 10, **Wis** 13, **Cha** 19

Base Atk +11; **CMB** +19 (+21 bull rush); **CMD** 29 (31 vs. bull rush)

Feats [Awesome Blow](#), Cleave, Critical Focus, Great Cleave, Improved Bull Rush, Improved Critical (claw), Power Attack, Weapon Focus (claw)

Skills [Intimidate](#) +22, [Knowledge](#) (history) +8, [Perception](#) +19, [Sense Motive](#) +11, [Stealth](#) +14

Languages Giant

SPECIAL ABILITIES

Blinding Breath (Su) Once every 1d4 rounds, a gholdako can exhale its noxious breath in a 20-foot cone, permanently blinding any creatures in the affected area unless they succeed at a DC 21 Fortitude save. The save DC is Charisma-based.

Disease (Ex) *Seaside rot*: Injury; *save* Fort DC 21; *onset* 1 minute; *frequency* 1/day; *effect* 1d4 Str and 1d4 Dex; *cure* 2 consecutive saves. The save DC is Charisma-based.

JASPIN "HEARTBREAK" HINSIN CR 4

XP 1,200

Male human bard (sea singer) 5 (*Pathfinder RPG Advanced Player's Guide* 84)

CN Medium humanoid (human)

Init +6; **Senses** Perception +8

DEFENSE

AC 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)

hp 36 (5d8+5)

Fort +3, **Ref** +7, **Will** +5; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee mwk rapier +6 (1d6/18–20)

Ranged light crossbow +5 (1d8/19–20)

Special Attacks bardic performance 15 rounds/day (distraction, fascinate, inspire competence +2, inspire courage +2, sea shanty, still water)

Bard Spells Known (CL 5th; concentration +8)

2nd (3/day)—*enthrall* (DC 15), *glitterdust* (DC 15; ×2)

1st (5/day)—*animate rope*, *charm person* (DC 14), *cure light wounds*, *vanish*APG

0 (at will)—*detect magic*, *know direction*, *light*, *mending*, *prestidigitation* (DC 13), *summon instrument*

STATISTICS

Str 10, **Dex** 14, **Con** 12, **Int** 13, **Wis** 10, **Cha** 16

Base Atk +3; **CMB** +3 (+7 disarm); **CMD** 15 (17 vs. disarm)

Feats Combat Expertise, Improved Disarm, Improved Initiative, Weapon Finesse

Skills Acrobatics +10, Bluff +11, Climb +6, Diplomacy +11, Knowledge (geography) +9, Knowledge (local) +9, Perception +8, Perform (wind) +11, Profession (sailor) +8, Sense Motive +8, Swim +5

Languages Common, Elven

SQ bardic knowledge +2, lore master 1/day, versatile performance (wind instrument)

Combat Gear tanglefoot bag; **Other Gear** +1 *chain shirt*, light crossbow with 20 arrows, mwk rapier, *cloak of resistance* +1, *swan boat feather token*, antitoxin, flute, sunrod (2), 34 gp

VANCID CREED CR 6

XP 2,400

Male human alchemist 7 (*Advanced Player's Guide* 26)

LN Medium humanoid

Init +4; **Senses** Perception +9

DEFENSE

AC 21, touch 14, flat-footed 17 (+5 armor, +4 Dex, +2 natural)

hp 72 (7d8+37)

Fort +8, **Ref** +10, **Will** +2; +2 vs. poison

OFFENSE

Speed 30 ft.

Melee +1 *throwing axe* +8 (1d6+2)

Ranged +1 *throwing axe* +11 (1d6+2), bomb +9 (4d6+3 fire)

Special Attacks bomb 10/day (4d6+3 fire and catch fire, DC 16, 10-ft. radius)

Alchemist Extracts Prepared (CL 7th)

3rd—*haste, water breathing*

2nd—*ablative barrier*UC, *cure moderate wounds, invisibility, protection from arrows*

1st—*bomber's eye*APG, *comprehend languages, jump, touch of the sea*APG, *true strike*

TACTICS

When combat begins, assume that Vancid Creed has 10 minutes left on the use of his mutagen and 6 bombs remaining. If he detects the PCs before they get too close, he drinks his *haste* elixir and unleashes his bombs on them.

STATISTICS

Str 12, **Dex** 18, **Con** 14, **Int** 17, **Wis** 8, **Cha** 8

Base Atk +5; **CMB** +6; **CMD** 20

Feats Exotic Weapon Proficiency (ballistae), Martial Weapon Proficiency (throwing axe), Point-Blank Shot, Precise Shot, Quick Draw, Throw Anything, Toughness, Weapon Focus (throwing axe)

Skills Craft (alchemy) +13, Disable Device +13, Knowledge (arcana) +13, Knowledge (engineering) +6, Linguistics +4, Perception +9, Spellcraft +11, Swim +5, Use Magic Device +9

Languages Common, Draconic, Osiriani, Polyglot

SQ alchemy (alchemy crafting +7, identify potions), discoveries (concussive bomb [4d4+3 sonic plus deafness], dispelling bomb, explosive bomb), mutagen (+4 Dex/−2 Wis, +2 natural, 70 minutes), poison use, swift alchemy, swift poisoning

Combat Gear *potion of cure moderate wounds, wand of cure light wounds* (50 charges), tanglefoot bag, thunderstones (2); **Other Gear** +1 *chain shirt, +1 throwing axes* (2), *cloak of resistance +1*, 16 gp

STAINED GLASS GOLEM CR 8

XP 4,800

N Large [construct](#)

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

DEFENSE

AC 21, touch 8, flat-footed 21 (–1 Dex, +13 natural, –1 size)

hp 96 (12d10+30)

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

Defensive Abilities reflect spells; **DR** 5/adamantine; **Immune** magic, [construct](#) traits

OFFENSE

Speed 30 ft.

Melee 2 slams +16 (2d8+5 plus [bleed](#))

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

Special Attacks [bleed](#) (1d8), dazzling brightness

STATISTICS

Str 20, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +12; **CMB** +18; **CMD** 27

SPECIAL ABILITIES

Dazzling Brightness (Ex) A glass golem in an area of bright light dazzles any creature within 30 feet that sees it for 1 round (Fortitude DC 16 negates). Once a creature makes its save against this ability, it is immune to that golem's brightness for 24 hours. The DC is Constitution-based.

Immune to Magic (Ex) A glass golem is immune to any spell or spell-like ability that allows spell [resistance](#). In addition, certain spells and effects function differently against a glass golem, as noted below.

- A [shatter](#) spell damages a glass golem as if it were a crystalline creature.
- A [keen edge](#) spell affects all of a glass golem's slam attacks as if they were slashing weapons.
- A magical attack that deals [cold](#) damage slows a glass golem (as the [slow](#) spell) for 3 rounds (no saving throw).
- A magical attack that deals [fire](#) damage ends 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. A glass golem gets no saving throw against [fire](#) effects.

Reflect Spells (Ex) As a free action once every 1d4 rounds, a glass golem can align its internal structure to enhance its [resistance](#) to magic for 1 round. During this time, the golem reflects spells (even spells that function differently against the golem as described in its immune to magic ability) as if under the effect of a [spell turning](#) spell.

Stained Glass Golems: Divine casters sometimes build glass golems that resemble the windowpanes commonly found in temples. Thin and agile, these colorful beings often act as spies, wielding powers of stealth that their other counterparts do not possess. A stained glass golem has a +8 racial bonus on [Stealth](#) checks.

Gear *evincing crystal* (as *lens of detection* but it's a slotless item that must be held to function, not an eye slot item).

CENTIPEDE SWARM CR 4

XP 1,200

N Diminutive [vermin](#) (swarm)

Init +4; **Senses** darkvision 60 ft., [tremorsense](#) 30 ft.; [Perception](#) +4

DEFENSE

AC 18, touch 18, flat-footed 14 (+4 Dex, +4 size)

hp 31 (9d8–9)

Fort +5, **Ref** +7, **Will** +3

Defensive Abilities swarm traits, **Immune** weapon damage

OFFENSE

Speed 30 ft., climb 30 ft.

Melee swarm (2d6 plus [poison](#))

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

Special Attacks distraction (DC 13), [poison](#)

STATISTICS

Str 1, **Dex** 19, **Con** 8, **Int** —, **Wis** 10, **Cha** 2

Base Atk +6; **CMB** —; **CMD** —

Feats [Weapon Finesse](#)^B

Skills [Climb](#) +12, [Perception](#) +4; **Racial Modifiers** +4 [Perception](#)

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d4

Dex [damage](#); *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

INCUTILIS CR 2

XP 600

LE Tiny aberration (aquatic)

Init +6; **Senses** darkvision 60 ft.; [Perception](#) +8

DEFENSE

AC 17, touch 14, flat-footed 15 (+2 Dex, +3 natural, +2 size)

hp 18 (4d8)

Fort +1, **Ref** +3, **Will** +5

OFFENSE

Speed 5 ft., climb 5 ft., swim 60 ft.

Melee 2 tentacles +2 (1d4+2 plus grab)

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

Special Attacks puppetmaster

TACTICS

Morale: If the incutilises are driven back and their zombies slain, the aberrations attempt to climb the walls and move out of reach, escaping across the ceiling to the water and seeking out new hosts.

STATISTICS

Str 15, **Dex** 15, **Con** 11, **Int** 12, **Wis** 13, **Cha** 8

Base Atk +3; **CMB** +3 (+7 grapple); **CMD** 15 (can't be tripped)

Feats Improved Initiative, Step Up

Skills [Bluff](#) +3, [Climb](#) +10, [Disguise](#) +3, [Perception](#) +8, [Stealth](#) +17, [Swim](#) +17

Languages Aklo, Aquan; telepathy 30 ft.

SQ amphibious

SPECIAL ABILITIES

Puppetmaster (Su) As a full-round action, an incutilis can drive its lesser tendrils into any helpless Small or Medium creature occupying the same square and pump the victim full of poison and chemicals. The victim is killed instantly, and becomes a zombie-like creature under the incutilis's control. This zombie isn't treated as being undead, and is immune to spells and effects that affect only undead (including damage from positive energy). The incutilis is attached to this zombie—typically by the head—occupying the same square and moving along with it. The incutilis can make attacks with its tentacles independently of the zombie's slam. It can also retract its tendrils as a move action, but doing so causes the zombie to collapse and revert to a normal corpse. The incutilis must retract its tendrils before it can move away from a zombie it's attached to. Any attack that deals damage to the zombie also deals 1 point of damage to the incutilis, regardless of how much damage is dealt to the zombie. Area-affecting spells affect both the puppeteer and zombie. A character can attempt to attack just the incutilis, but takes a –4 penalty on the attack roll. Killing the incutilis destroys the zombie.

HUMAN ZOMBIE CR 1/2

XP 200

NE Medium [undead](#)

Init +0; **Senses** darkvision 60 ft.; [Perception](#) +0

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 natural)

hp 12 (2d8+3)

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

DR 5/slashing; **Immune** [undead traits](#)

OFFENSE

Speed 30 ft.

Melee slam +4 (1d6+4)

STATISTICS

Str 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

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

Feats [Toughness](#)^B

Special Qualities staggered

BLACK CORAL OTYUGH CR 4

XP 1,200

N Large [aberration](#)

Init +0; **Senses** darkvision 60 ft., [scent](#); [Perception](#) +9

DEFENSE

AC 21, **touch** 9, **flat-footed** 20 (+12 natural, -1 size)

hp 39 (6d8+12)

Fort +3, **Ref** +2, **Will** +6

Immune disease

OFFENSE

Speed 20 ft.

Melee bite +7 (1d8+4 plus [disease](#)), 2 tentacles +3 (1d6+2 plus [grab](#))

Space 10 ft.; **Reach** 10 ft. (15 ft. with tentacle)

Special Attacks [constrict](#) (tentacle, 1d6+2)

STATISTICS

Str 18, **Dex** 10, **Con** 13, **Int** 5, **Wis** 13, **Cha** 6

Base Atk +4; **CMB** +9 (+13 grapple); **CMD** 19 (21 vs. trip)

Feats [Alertness](#), [Toughness](#), [Weapon Focus](#) (tentacle)

Skills [Perception](#) +9, [Stealth](#) +2 (+10 in lair); **Racial Modifiers** +8 [Stealth](#) in lair

Languages Common

SPECIAL ABILITIES

Disease (Ex) *Filth fever*: Bite—injury; *save* Fortitude DC 14; *onset* 1d3

days; *frequency* 1/day; *effect* 1d3 Dex [damage](#) and 1d3 Con [damage](#); *cure* 2 consecutive saves. The save DC is Constitution-based.

AHUIZOTL CR 6

XP 2,400

NE Large magical beast ([aquatic](#))

Init +7; **Senses** darkvision 60 ft., low-light vision; [Perception](#) +2

DEFENSE

AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, –1 size)

hp 68 (8d10+24)

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

OFFENSE

Speed 30 ft., swim 50 ft.

Melee bite +12 (2d6+5), claw +12 (1d8+5/19–20 plus [grab](#))

Space 10 ft.; **Reach** 5 ft. (10 ft. with tail)

Special Attacks [rake](#) (2 claws +12, 1d4+12)

TACTICS

During Combat: If mimicking Lanteri's voice fails and the PCs won't bargain, the ahuizotl attacks the nearest target through the bars. Being Large, it cannot pass through the bars or bite, but its clawed tail (which has reach) can attack through them. Medium creatures can pass through the bars by squeezing, and Small or smaller creatures can move between them without difficulty. If the ahuizotl manages to grab a creature, it draws the victim through the bars. If the creature is Medium, this requires the ahuizotl to attempt a combat maneuver check with a –5 penalty as an additional standard action to squeeze the target through the tight gap. If it manages to drag a target into its cell, the ahuizotl retreats from the door, hoping that its victim's allies will smash down the door to rescue its captive.

STATISTICS

Str 20, **Dex** 17, **Con** 17, **Int** 9, **Wis** 14, **Cha** 16

Base Atk +8; **CMB** +14 (+18 grapple); **CMD** 27 (31 vs. trip)

Feats [Blinding Critical](#)^B, [Combat Reflexes](#), [Improved Critical](#) (claw)^B, [Improved Initiative](#), [Skill Focus](#) ([Stealth](#)), [Stand Still](#)

Skills [Bluff](#) +9, [Stealth](#) +9, [Swim](#) +20; **Racial Modifiers** +6 [Bluff](#)

Languages Common

SQ amphibious, tenacious grapple, voice mimicry

SPECIAL ABILITIES

Tenacious Grapple (Ex) An ahuizotl does not gain the grappled condition when it grapples a foe.

Voice Mimicry (Ex) An ahuizotl can perfectly mimic the sound of humanoid sobbing and can even attempt to mimic voices it has heard. When mimicking a voice, an ahuizotl must make a [Bluff](#) check opposed by its listener's [Sense Motive](#) check. If the listener has never heard the voice the ahuizotl is attempting to mimic, the listener takes a –8 penalty on the [Sense Motive](#) check.

CALCIFIED CAPTAIN VAROSSA LANTERI CR 8

XP 4,800

Female calcified human rogue 8

N Medium humanoid (human)

Init +4; **Senses** Perception +11

DEFENSE

AC 23, touch 15, flat-footed 15 (+4 armor, +4 natural, +1 deflection, +4 Dex)

hp 79 (8d8+40)

Fort +7, **Ref** +11, **Will** +3

Immune mind-affecting effects

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

OFFENSE

Speed 30 ft.

Melee mwk rapier +12/+7 (1d6+2/18–20)

Ranged pistol +10 (1d8/x4)

Special Attacks sneak attack +4d6, grit (2 points, Gunslinger's DodgeUC)

Rogue Spell-Like Abilities (CL 8th, concentration +10)

3/day—*light*

2/day—*vanish*

STATISTICS

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

Base Atk +6; **CMB** +12; **CMD** 23

Feats Agile Maneuvers, Amateur GunslingerUC, Combat Expertise, Exotic Weapon Proficiency (firearmsUC), Improved Feint, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +13, Bluff +12, Climb +9, Perception +11, Profession (Sailor) +8, Stealth +13 (+17 in dim or no light), Swim +8; **Racial Modifiers** +4 to Stealth in dim or no light.

Languages Common, Polyglot

SQ rogue talents (finesse rogue, major magic, minor magic, weapon training), trapfinding +4

Combat Gear *potion of cure moderate wounds*; **Other Gear** chain shirt, mwk rapier, pistol with 20 bullets, *belt of incredible dexterity* +2, *cloak of resistance* +1, *ring of protection* +1, 75 gp

CALCIFIED CAPTAIN JEMMA REDCLAW CR 6

XP 2,400

Female calcified human fighter 6 (see page 61)

Init +4; **Senses** Perception +1 (darkvision 60 ft.)

DEFENSE

AC 15, touch 15, flat-footed 10 (+4 Dex, +4 natural armor, +1 dodge)

hp 50 (6d10+18)

Fort +7, **Ref** +6, **Will** +3 (+2 vs. fear)

Immune mind-affecting effect

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee +1 cold iron scimitar +10/+5 (1d6+5/18–20), *clockwork arm* +2 (1d6+1)

TACTICS

During Combat Orsilir uses Redclaw to ensure no one flanks him, and otherwise sends her after the strongest-looking foe.

Morale Redclaw no longer has any will of her own. Orsilir has her fight until destroyed.

STATISTICS

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

Base Atk +6; **CMB** +7; **CMD** 22

Feats Cleave, Cleaving Finish, Dodge, Power Attack, Weapon Finesse, Weapon Focus (scimitar),
Weapon Specialization (scimitar)

Skills Acrobatics +8, Climb +8, Swim +8

Languages Common

Gear +1 cold iron scimitar, 150 gp

OSILIR, INCUTILIS LORD CR 8

XP 4,800

NE Large aberration (aquatic)

Init +3; **Senses** all-around vision, darkvision 60 ft.; Perception +20

DEFENSE

AC 22, touch 12, flat-footed 19; (+3 Dex, +10 natural, -1 size)

hp 104 (11d8+55)

Fort +9, **Ref** +6, **Will** +12

Immune disease, mind-affecting effects, poison; **Resist** cold 10, electricity 10

OFFENSE

Speed 10 ft., climb 10 ft., jet 120 ft., swim 40 ft.

Melee 4 tentacles +14 (1d6+2 plus calcifying sting)

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

STATISTICS

Str 20, **Dex** 17, **Con** 18, **Int** 15, **Wis** 16, **Cha** 15

Base Atk +8; **CMB** +14; **CMD** 27 (can't be tripped)

Feats Alertness, Combat Reflexes, Great Fortitude, Iron Will, Toughness, Weapon Focus (tentacle)

Skills Climb +18, Intimidate +13, Knowledge (arcana) +6, Knowledge (local) +6, Knowledge (nature) +10, Perception +20, Sense Motive +12, Spellcraft +12, Stealth +11, Survival +11, Swim +21

Languages Aklo, Aquan, Common; telepathy (100 ft.)

SQ amphibious, black coral secretion, calcified minion

SPECIAL ABILITIES

Black Coral Secretion (Ex) An incutilis lord's tentacles generate an oily black residue that quickly hardens into a dense, coral-like substance. A single application covers a 5 foot square and completely hardens in 1 minute, even when exposed to water. This substance is malleable until hardened, allowing an incutilis lord or the lord's minions to shape it into armor, walls, and more. Once calcified, it has a hardness of 4 and 8 hit points per inch of thickness. An incutilis lord can produce one application of black coral per Hit Die each day.

Calcified Minion (Su) A calcifying stinger imparts a strong psychic connection between a calcified target and the incutilis lord who implanted the stinger. Once the target succumbs to the incutilis lord's will (see the calcifying sting ability, below), the target's whole body is infused with new secretions that allow the incutilis lord to dictate the target's actions and restore any Dexterity lost to the calcifying sting, as the secretions assist the minion's movement rather than hindering it. The incutilis lord can control a number of minions equal to its Charisma modifier as a free action. If the incutilis lord attempts to control a new minion in excess of this limit, it must first release one of its current calcified minions; see the calcifying sting ability, below. The minions have no will of their own but retain a small portion of their identity, giving the incutilis lord access to their feats, physical skills, extraordinary abilities, spell-like abilities, and supernatural abilities. A calcified creature moves under the direct control of its incutilis lord until the stinger is removed from its body.

While under the incutilis lord's control, a calcified minion takes its own normal actions each round, as directed by its controller. A minion can survive this process for a number of days equal to its Constitution score. After this time, the calcified minion dies, though its body retains a semblance of life. The dead minion is treated as a living creature and can be controlled in the same fashion as before until the calcifying stinger is removed or the incutilis lord that controls the creature dies.

Calcifying Sting (Su) The tentacles of an incutilis lord inject a painful stinger that constantly generates a black coral secretion. A creature stung by an incutilis lord must attempt a DC 19 Fortitude saving throw at the beginning of every turn until the stinger is removed. Each time it fails this save, the creature takes an additional 1d6 points of damage and 2 points of Dexterity drain. If this causes the creature to reach 0 or fewer hit points or a Dexterity score of 0, it loses all will of its own and immediately comes under the control of the incutilis lord (see the calcified minion ability, above). As a swift action, the incutilis lord can psychically command one of its stingers to remove itself from a stung creature, releasing its control over that creature. Another creature can forcefully remove a stinger from a willing or unconscious target by a succeeding at a DC 19 Heal check. Regardless of whether this Heal check succeeds or fails, attempting to remove the stinger deals 1d8 points of damage to the target. If the stinger is removed or the incutilis lord dies, the fluid seeps out of the controlled creature's wounds and the creature is released from the incutilis lord's control—though the creature may be dead by that time. The save DC is Constitution-based.