

CE Medium undead (shapechanger)

**Init** +2; **Senses** darkvision 60 ft.; Perception +15

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### DEFENSE

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

**hp** 51 (6d8+24)

**Fort** +8, **Ref** +4, **Will** +7

**DR** 5/good; **Immune** undead traits; **Resist** fire 10

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### OFFENSE

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**Speed** 40 ft., climb 20 ft.

**Melee** bite +10 (1d6+6), 2 claws +10 (1d4+6 plus bleed)

**Special Attacks** bleed (1), cursed claws, rend (1d6+6)

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### STATISTICS

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**Str** 22, **Dex** 15, **Con** —, **Int** 14, **Wis** 15, **Cha** 18

**Base Atk** +4; **CMB** +10; **CMD** 22

**Feats** Great Fortitude, Power Attack, Step Up

**Skills** Bluff +10, Climb +18, Diplomacy +7, Disguise +11, Intimidate +11, Perception +15, Stealth +11, Survival +8 (+16 when following tracks); **Racial Modifiers** +4 Perception, +8 Survival when following tracks

**Languages** Common, one elemental language (Aquan, Auran, Ignan, or Terran), one planar language (Abyssal, Celestial, or Infernal)

**SQ** change shape (hyena; does not detect as undead in this form; *beast shape I*), genie-kin

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### SPECIAL ABILITIES

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#### Cursed Claws (Ex)

A ghul's claws count as both cold iron and magic for the purpose of bypassing damage reduction.

#### Genie-kin (Ex)

For all race-related effects (such as a ranger's favored enemy), a ghul is considered a genie even though its type is undead.

CE Medium undead (shapechanger)

**Init** +4; **Senses** darkvision 60 ft.; Perception +17

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### DEFENSE

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**AC** 22, touch 14, flat-footed 18 (+4 Dex, +8 natural)

**hp** 63 (6d8+36)

**Fort** +10, **Ref** +6, **Will** +9

**DR** 5/good; **Immune** undead traits; **Resist** fire 10

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### OFFENSE

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**Speed** 40 ft., climb 20 ft.

**Melee** bite +12 (1d6+8), 2 claws +12 (1d4+8 plus bleed)

**Special Attacks** bleed (1), cursed claws, rend (1d6+12)

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### STATISTICS

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**Str** 26, **Dex** 19, **Con** —, **Int** 18, **Wis** 19, **Cha** 22

**Base Atk** +4; **CMB** +12; **CMD** 26

**Feats** Great Fortitude, Power Attack, Step Up

**Skills** Bluff +12, Climb +22, Diplomacy +9, Disguise +15, Intimidate +15, Perception +17, Sense Motive +13, Stealth +13, Survival +10 (+18 when following tracks); **Racial Modifiers** +4 Perception, +8 Survival when following tracks

**Languages** Common, Terran, Abyssal

**SQ** change shape (hyena; does not detect as undead in this form; *beast shape I*), genie-kin

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### SPECIAL ABILITIES

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#### Cursed Claws (Ex)

A ghul's claws count as both cold iron and magic for the purpose of bypassing damage reduction.

#### Genie-kin (Ex)

For all race-related effects (such as a ranger's favored enemy), a ghul is considered a genie even though its type is undead.

CE Medium undead (shapechanger)

**Init** +4; **Senses** darkvision 60 ft.; **Perception** +17

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### DEFENSE

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**AC** 23, touch 15, flat-footed 18 (+4 Dex, +8 natural, +1 dodge)

**hp** 63 (6d8+36)

**Fort** +10, **Ref** +7, **Will** +9

**DR** 5/good; **Immune** undead traits; **Resist** fire 10

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### OFFENSE

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**Speed** 70 ft., climb 40 ft.

**Melee** bite +13 (1d6+8), 2 claws +13 (1d4+8 plus bleed)

**Special Attacks** bleed (1), cursed claws, rend (1d6+12)

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### STATISTICS

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**Str** 26, **Dex** 19, **Con** —, **Int** 18, **Wis** 19, **Cha** 22

**Base Atk** +4; **CMB** +13; **CMD** 27

**Feats** Great Fortitude, Power Attack, Step Up

**Skills** Bluff +12, Climb +22, Diplomacy +9, Disguise +15, Intimidate +15, Perception +17, Sense Motive +13, Stealth +13, Survival +10 (+18 when following tracks); **Racial Modifiers** +4 Perception, +8 Survival when following tracks

**Languages** Common, Terran, Abyssal

**SQ** change shape (hyena; does not detect as undead in this form; *beast shape I*), genie-kin, hasted

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### SPECIAL ABILITIES

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#### Cursed Claws (Ex)

A ghul's claws count as both cold iron and magic for the purpose of bypassing damage reduction.

#### Genie-kin (Ex)

For all race-related effects (such as a ranger's favored enemy), a ghul is considered a genie even though its type is undead.

## Undead

**Traits:** An undead creature possesses the following traits (unless otherwise noted in a creature's entry).

- No Constitution score. Undead use their Charisma score in place of their Constitution score when calculating hit points, Fortitude saves, and any special ability that relies on Constitution (such as when calculating a breath weapon's DC).
- Darkvision 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to bleed, death effects, disease, paralysis, poison, *sleep* effects, and stunning.
- Not subject to nonlethal damage, ability drain, or *energy drain*. Immune to damage to its physical ability scores (Constitution, Dexterity, and Strength), as well as to exhaustion and fatigue effects.
- Cannot heal damage on its own if it has no Intelligence score, although it can be healed. Negative energy (such as an *inflict* spell) can heal undead creatures. The fast healing special quality works regardless of the creature's Intelligence score.
- 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.
- Not affected by *raise dead* and *reincarnate* spells or abilities. *Resurrection* and *true resurrection* can affect undead creatures. These spells turn undead creatures back into the living creatures they were before becoming undead.
- Proficient with its natural weapons, all simple weapons, and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Undead not indicated as wearing armor are not proficient with armor. Undead are proficient with shields if they are proficient with any form of armor.
- Undead do not breathe, eat, or sleep.
- **Per the spell *magic jar*:** "*Undead creatures are powered by negative energy. Only sentient undead creatures have, or are, souls.*" This is an important sentence when considering any spells or effects which reference "souls."

## Shapechanger Subtype

A shapechanger has the supernatural ability to assume one or more alternate forms. Many magical effects allow some kind of shapeshifting, and not every creature that can change shape has the shapechanger subtype.

A shapechanger possesses the following traits (unless otherwise noted in a creature's entry).

- Proficient with its natural weapons, with simple weapons, and with any weapons mentioned in the creature's description.
- Proficient with any armor mentioned in the creature's description, as well as all lighter forms. If no form of armor is mentioned, the shapechanger is not proficient with armor. A shapechanger is proficient with shields if it is proficient with any type of armor.

N Huge construct

**Init** -2; **Senses** darkvision 60 ft., low-light vision; **Perception** -5

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**DEFENSE**

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**AC** 16, **touch** 6, **flat-footed** 16 (-2 Dex, +10 natural, -2 size)

**hp** 78 (7d10+40)

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

**Defensive Abilities** hardness 8; **Immune** construct traits

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**OFFENSE**

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**Speed** 30 ft.

**Melee** khopesh +15 (2d6+10/19-20), **slam** +15 (2d6+10)

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

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**STATISTICS**

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

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

**SQ** construction points (additional attack, improved attack, slashing attack, stone)

N Gargantuan construct

**Init** -2; **Senses** darkvision 60 ft., low-light vision, see in darkness; Perception -5

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### DEFENSE

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**AC** 22, touch 8, flat-footed 22 (-2 Dex, +14 natural, +4 profane, -4 size)

**hp** 126 (12d10+60)

**Fort** +4, **Ref** +10, **Will** +7

**Defensive Abilities** hardness 8; **Immune** construct traits;

**Resist** acid 10, electricity 10, fire 10

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### OFFENSE

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**Speed** 30 ft.

**Melee** khopesh +22 (3d8+14 plus 1d4 Cha damage/19-20), slam +15 (3d8+14 plus grab)

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

**Special Attacks** maiming blade

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### STATISTICS

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**Str** 38, **Dex** 6, **Con** —, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +12; **CMB** +30 (+34 grapple); **CMD** 38

**SQ** construction points (additional attack, improved attack, slashing attack, stone), div infusion

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### SPECIAL ABILITIES

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**Div Infusion (Su)** This animated object contains a portion of Surma's unholy power. This grants it a +4 profane bonus to AC, a +6 profane bonus on Reflex and Will saves, the see in darkness universal monster ability, and resistance to acid, electricity, and fire 10.

**Maiming Blade (Su)** The likeness share's Surma's hatred of beauty, and creatures hit by its khopesh natural attack take 1d4 points of Charisma damage. On a successful hit, the likeness gains 5 temporary hit points that last for 1 minute.

## Construct

A construct is an animated object or artificially created creature.

**Traits:** A construct possesses the following traits (unless otherwise noted in a creature's entry).

- 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).
- Low-light vision.
- Darkvision 60 feet.
- 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, fatigue, exhaustion, *energy drain*, 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. Immediately destroyed when reduced to 0 hit points or less.
- A construct cannot be raised or resurrected.
- A construct is hard to destroy, and gains bonus hit points based on size, as shown on the following table.
- Proficient with its natural weapons only, unless generally humanoid in form, in which case proficient with any weapon mentioned in its entry.
- Proficient with no armor.
- Constructs do not breathe, eat, or sleep.

N Large monstrous humanoid

**Init** +6; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +14

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### DEFENSE

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**AC** 22, touch 12, flat-footed 19 (+2 armor, +2 Dex, +1 dodge, +8 natural, -1 size)

**hp** 105 (10d10+50)

**Fort** +8, **Ref** +11, **Will** +9

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### OFFENSE

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**Speed** 50 ft.

**Melee** mwk spear +15/+10 (1d8+7/x3), 2 claws +9 (1d6+2 plus grab), sting +9 (1d6+2 plus poison)

**Ranged** mwk spear +12 (1d8+5/x3)

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

**Special Attacks** constrict (1d6+5)

**Spell-Like Abilities** (CL 10th; concentration +10)

1/day—*summon nature's ally V* (1d3 giant scorpions)

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### STATISTICS

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**Str** 20, **Dex** 15, **Con** 21, **Int** 10, **Wis** 14, **Cha** 11

**Base Atk** +10; **CMB** +16 (+20 grapple); **CMD** 29 (41 vs. trip)

**Feats** Dodge, Improved Initiative, Lightning Reflexes, Mobility, Vital Strike

**Skills** Climb +17, Craft (any one) +8, Knowledge (history) +5, Perception +14, Sense Motive +7, Stealth +10, Survival +15; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

**Languages** Common, Girtablilu

**SQ** scorpion empathy +10, undersized weapons

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### SPECIAL ABILITIES

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#### Poison (Ex)

Sting—injury; *save* **Fort** DC 20; *frequency* 1/round for 6 rounds; *effect* 1d4 Dex; *cure* 2 consecutive saves.

#### Scorpion Empathy (Ex)

This ability functions as a druid's wild empathy ability, save that it works only on scorpions. A girtablilu gains a racial bonus on this check equal to its Hit Dice (normally +10). Scorpions are normally mindless, but this empathic communication imparts upon them a modicum of implanted intelligence, allowing girtablilus to train scorpions and use them as guardians (though it does not grant them skills or feats).

Girtablilu rogue (scout) 8

N Large monstrous humanoid

**Init** +10; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +25

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### DEFENSE

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**AC** 28, touch 15, flat-footed 22 (+3 armor, +5 Dex, +1 dodge, +10 natural, -1 size)

**hp** 189 (18 HD; 8d8+10d10+98)

**Fort** +10, **Ref** +21, **Will** +12

**Defensive Abilities** evasion, trap sense +2

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### OFFENSE

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**Speed** 50 ft.

**Melee** +1 spear +20/+15/+10/+5 (1d8+7/×3 plus poison), 2 claws +17 (1d6+2 plus grab), sting +17 (1d6+2 plus poison)

**Ranged** +1 composite shortbow +22/+17/+12/+7 (1d6+5/×3 plus poison) or +1 spear +22/+17/+12/+7 (1d8+7×3 plus poison)

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

**Special Attacks** constrict (1d6+4), poison (DC 24), scout's charge, skirmisher, sneak attack +4d6

**Spell-Like Abilities** (CL 18th, concentration +19)

1/day—*summon nature's ally* V (1d3 giant scorpions)

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### STATISTICS

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**Str** 18, **Dex** 23, **Con** 21, **Int** 14, **Wis** 16, **Cha** 13

**Base Atk** +16; **CMB** +21 (+25 grapple); **CMD** 38 (50 vs. trip)

**Feats** Deadly Aim, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Multiattack, Point-Blank Shot, Shot on the Run, Spring Attack

**Skills** Acrobatics +22 (+30 when jumping), Bluff +9, Climb +20, Craft (alchemy) +16, Disable Device +15, Escape Artist +14, Heal +13, Knowledge (geography, history) +7,

Knowledge (local) +15, Perception +25, Sense Motive +16, Stealth +26, Survival +24; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

**Languages** Common, Girtablilu, Gnoll, +1 language

**SQ** rogue talents (assault leader, lasting poison, survivalist, swift poison), scorpion empathy +18, trapfinding +4, undersized weapons

**Combat Gear** *potions of cure serious wounds* (2), *potion of haste*, *potions of invisibility* (3), alchemist's fire (2), antitoxin (3), smokesticks (5), thunderstones (3); Other

**Gear** studded leather, +1 spear, +1 composite shortbow with 30 arrows, *amulet of natural armor* +2, *belt of incredible dexterity* +2, elixirs of hiding (2), portable alchemist's lab, tindertwigs (10)

Girtablilu barbarian 1

CN Large monstrous humanoid

**Init** +7; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +18

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### DEFENSE

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**AC** 24, touch 10, flat-footed 21 (+5 armor, +3 Dex, +9 natural, -2 rage, -1 size)

**hp** 171 (11 HD; 10d10+1d12+110)

**Fort** +15, **Ref** +11, **Will** +13

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### OFFENSE

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**Speed** 45 ft.

**Melee** +1 greatclub +20/+15/+10 (1d10+14), 2 claws +15 (1d8+5 plus grab), sting +15 (1d6+5 plus poison)

**Ranged** throwing axe +13/+8/+3 (1d6+9)

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

**Special Attacks** constrict (1d6+5), poison (DC 24), rage (11 rounds/day)

**Spell-Like Abilities** (CL 9th; concentration +9)

**1/day**—*summon nature's ally* V (1d3 giant scorpions)

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### TACTICS

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**Base Statistics** When not raging, the barbarian's statistics are **AC** 26, touch 12, flat-footed 23; **hp** 149 **Fort** +13, **Will** +11; **Melee** +1 greatclub +18/+13/+8 (1d10+11), 2 claws +13 (1d8+3 plus grab), sting +13 (1d6+3 plus poison); **Ranged** throwing axe +13/+8/+3 (1d6+7); **Str** 24, **Con** 25; **CMB** +19 (+23 grapple); **CMD** 30 (42 vs. trip); **Skills** Climb +13.

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### STATISTICS

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**Str** 28, **Dex** 17, **Con** 29, **Int** 8, **Wis** 16, **Cha** 11

**Base Atk** +11; **CMB** +21 (+25 grapple); **CMD** 32 (44 vs. trip)

**Feats** Improved Initiative, Improved Natural Armor, Improved Natural Attack (claws), Power Attack, Toughness, Vital Strike

**Skills** Climb +15, Craft (stonemasonry) +6, Knowledge (history) +4, Knowledge (religion) +4, Perception +18, Stealth +9, Survival +14; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

**Languages** Common, Girtablilu

**SQ** fast movement, scorpion empathy +11, undersized weapons

**Combat Gear** *potions of cure moderate wounds* (2), *potions of lesser restoration* (2); **Other Gear** +1 hide armor, +1 greatclub, throwing axes (4), *amulet of mighty fists* +1, *cloak of resistance* +1, mwk artisan's tools

Male human lich psychic 11  
 LE Medium undead (augmented humanoid)  
**Init** +6; **Senses** darkvision 60 ft.; Perception +10  
**Aura** fear aura (DC 19)

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## DEFENSE

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**AC** 26, touch 13, flat-footed 24 (+4 armor, +1 deflection, +2 Dex, +5 natural, +4 shield)  
**hp** 122 (11d6+81)  
**Fort** +9, **Ref** +9, **Will** +13; +4 bonus vs. channeled energy  
**Defensive Abilities** channel resistance +4, rejuvenation; **DR** 15/bludgeoning and magic;  
**Immune** cold, electricity, polymorph, undead traits

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## OFFENSE

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**Speed** 30 ft., fly 40 ft. (average)  
**Melee** touch +5 (1d8+5 plus paralyzing touch)  
**Special Attacks** paralyzing touch (DC 19), phrenic amplifications (dispelling pulse, focused force, overpowering mind, space-rending spell), phrenic pool (7)  
**Psychic Spell-Like Abilities** (CL 11th; concentration +17)  
 1/day—detect thoughts (DC 15), telepathic bond  
**Psychic Spells Known** (CL 11th; concentration +17)  
 5th (5/day)—*overland flight*, *retrocognition*, *wall of sound*  
 4th (7/day)—*confusion* (DC 20), *freedom of movement*, *mind probe* (DC 20), *mind thrust IV* (DC 20)  
 3rd (7/day)—*arcane sight*, *dispel magic*, *force punch* (DC 19), *speak with dead* (DC 19), *tongues*  
 2nd (8/day)—*blindness/deafness* (DC 18), *false life*, *hypercognition*, *invisibility*, *resist energy*, *see invisibility*  
 1st (8/day)—*burst of adrenaline*, *comprehend languages*, *mage armor*, *magic aura* (DC 17), *magic missile*, *shield*  
 0 (at will)—*arcane mark*, *dancing lights*, *detect magic*, *grave words*, *know direction*, *mage hand*, *message*, *open/close* (DC 16), *read magic*  
**Psychic Discipline** lore

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## TACTICS

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**Before Combat** Before the PCs enter, Sinuhotep casts *false life*, *freedom of movement*, *mage armor*, *overland flight*, *see invisibility*, and *shield*. He also casts *wall of sound* directly in front of the stairs and concentrates on it while talking to the PCs. Every day, he casts *magic aura* on both his actual phylactery (to hide its aura) and on the amethyst inset in his right armband (to create a fake aura).

**During Combat** Sinuhotep casts *confusion*, trying to catch as many warrior PCs in the area as possible. On subsequent rounds, he uses *mind thrust* and other spells to attack whichever PC is the biggest threat at the time. He uses phrenic amplifications both to enhance his spells but also to teleport if cornered. He also casts quickened spells in the first few rounds of the fight.

**Morale** Sinuhotep cannot flee. He fights until destroyed, hoping that the PCs take or destroy his fake phylactery and fail to uncover the actual one buried under the rubble.

**Base Statistics** Without his spells, Sinuhotep's base statistics are **AC 18**; **hp 107**; **Speed 30 ft.**

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## STATISTICS

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

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

**Feats** Combat Casting, Craft Wondrous Item, Improved Initiative, Iron Will, Lightning Reflexes, Quicken Spell, Toughness

**Skills** Diplomacy +18, Fly +15, Knowledge (arcana) +20, Knowledge (history) +20, Knowledge (nobility) +20, Knowledge (religion) +20, Linguistics +14, Perception +10, Profession (librarian) +10, Sense Motive +15, Spellcraft +20, Stealth +10, Use Magic Device +15; **Racial Modifiers** +8 Perception, +8 Sense Motive, +8 Stealth

**Languages** Abyssal, Ancient Osiriani, Azlanti, Common, Dwarven, Gnoll, Halfling, Infernal, Jistka, Kelish, Osiriani, Tekritanin

**SQ** detect thoughts, illuminating answers (maximum 2), mnemonic cache (60 pages/80 minutes), superior automatic writing, telepathic bond

**Gear** *cloak of resistance* +2, *headband of mental prowess* +2 (Int, Cha, Use Magic Device), *ring of protection* +1, false phylactery armband (worth 350 gp)

Male human lich psychic 14  
 LE Medium undead (augmented humanoid)  
**Init** +7; **Senses** darkvision 60 ft.; Perception +10  
**Aura** fear aura (DC 21)

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## DEFENSE

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**AC** 29, touch 15, flat-footed 26 (+4 armor, +2 deflection, +3 Dex, +6 natural, +4 shield)  
**hp** 150 (14d6+99)  
**Fort** +13, **Ref** +12, **Will** +16; +4 bonus vs. channeled energy  
**Defensive Abilities** channel resistance +4, rejuvenation; **DR** 15/bludgeoning and magic;  
**Immune** cold, electricity, polymorph, undead traits

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## OFFENSE

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**Speed** 30 ft., fly 40 ft. (average)  
**Melee** touch +7 (1d8+7 plus paralyzing touch)  
**Special Attacks** paralyzing touch (DC 21), phrenic amplifications (dispelling pulse, focused force, overpowering mind, space-rending spell), phrenic pool (9)  
**Psychic Spell-Like Abilities** (CL 14th; concentration +20)  
 1/day—*detect thoughts* (DC 15), *telepathic bond*  
**Psychic Spells Known** (CL 14th; concentration +20)  
 7th (3/day)—*greater arcane sight*, *power word blind*  
 6th (6/day)—*blade barrier* (DC 22), *legend lore*, *mind thrust VI* (DC 22)  
 5th (7/day)—*hold monster* (DC 21), *overland flight*, *retrocognition*, *wall of sound*  
 4th (7/day)—*black tentacles*, *confusion* (DC 20), *freedom of movement*, *mind probe* (DC 20), *mind wipe* (DC 20)  
 3rd (7/day)—*arcane sight*, *dispel magic*, *force punch* (DC 19), *speak with dead* (DC 19), *tongues*  
 2nd (8/day)—*blindness/deafness* (DC 18), *false life*, *hypercognition*, *invisibility*, *resist energy*, *see invisibility*  
 1st (8/day)—*burst of adrenaline*OA, *comprehend languages*, *mage armor*, *magic aura* (DC 17), *magic missile*, *shield*  
 0 (at will)—*arcane mark*, *dancing lights*, *detect magic*, *grave words*, *know direction*, *mage hand*, *message*, *open/close* (DC 16), *read magic*  
**Psychic Discipline** lore

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## TACTICS

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Use the tactics in Subtier 7–8.

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## STATISTICS

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**Str** 10, **Dex** 16, **Con** —, **Int** 23, **Wis** 14, **Cha** 18  
**Base Atk** +7; **CMB** +7; **CMD** 22  
**Feats** Combat Casting, Craft Wondrous Item, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Quicken Spell, Toughness

**Skills** Diplomacy +21, Fly +16, Knowledge (arcana) +23, Knowledge (history) +23, Knowledge (nobility) +23, Knowledge (religion) +23, Linguistics +14, Perception +10, Profession (librarian) +10, Sense Motive +21, Spellcraft +23, Stealth +11, Use Magic Device +18; **Racial Modifiers** +8 Perception, +8 Sense Motive, +8 Stealth

**Languages** Abyssal, Ancient Osiriani, Azlanti, Common, Dwarven, Gnoll, Halfling, Infernal, Jistka, Kelish, Osiriani, Tekritanin

**SQ** detect thoughts, illuminating answers (maximum 2), memory palace (nobility, history), mnemonic cache (75 pages/95 minutes), superior automatic writing, telepathic bond

**Gear** *amulet of natural armor* +1, *belt of incredible dexterity* +2, *cloak of resistance* +3, *headband of mental prowess* +2 (Int, Cha, Use Magic Device), *ring of protection* +2, false phylactery armband (worth 350 gp)

## Undead

**Traits:** An undead creature possesses the following traits (unless otherwise noted in a creature's entry).

- No Constitution score. Undead use their Charisma score in place of their Constitution score when calculating hit points, Fortitude saves, and any special ability that relies on Constitution (such as when calculating a breath weapon's DC).
- Darkvision 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to bleed, death effects, disease, paralysis, poison, *sleep* effects, and stunning.
- Not subject to nonlethal damage, ability drain, or *energy drain*. Immune to damage to its physical ability scores (Constitution, Dexterity, and Strength), as well as to exhaustion and fatigue effects.
- Cannot heal damage on its own if it has no Intelligence score, although it can be healed. Negative energy (such as an *inflict* spell) can heal undead creatures. The fast healing special quality works regardless of the creature's Intelligence score.
- 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.
- Not affected by *raise dead* and *reincarnate* spells or abilities. *Resurrection* and *true resurrection* can affect undead creatures. These spells turn undead creatures back into the living creatures they were before becoming undead.
- Proficient with its natural weapons, all simple weapons, and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Undead not indicated as wearing armor are not proficient with armor. Undead are proficient with shields if they are proficient with any form of armor.
- Undead do not breathe, eat, or sleep.
- **Per the spell *magic jar*:** "*Undead creatures are powered by negative energy. Only sentient undead creatures have, or are, souls.*" This is an important sentence when considering any spells or effects which reference "souls."

Aghash div witch 10

NE Medium outsider (div, evil, extraplanar)

**Init** +8; **Senses** darkvision 60 ft., see in darkness; **Perception** +20

## DEFENSE

**AC** 25, touch 15, flat-footed 21 (+4 armor, +1 deflection, +4 Dex, +6 natural)

**hp** 162 (15 HD; 10d6+5d10+100)

**Fort** +13, **Ref** +13, **Will** +15

**DR** 5/good or cold iron; **Immune** fire, poison; **Resist** acid 10, electricity 10; **SR** 15

## OFFENSE

**Speed** 30 ft.

**Melee** 2 claws +14 (1d6+3)

**Special Attacks** cursed gaze, hexes (cackle, evil eye, flight, misfortune, slumber, weather control), sandstorm

**Spell-Like Abilities** (CL 6th; concentration +10)

At will—*bestow curse* (DC 17), *detect good*, *detect magic*, *dimension door*, *minor image* (DC 16), *spectral hand*

1/day—*suggestion* (DC 16), *summon* (level 3, 1d2 dorus 25%)

**Witch Spell-Like Abilities** (CL 10th; concentration +14)

At will—*feather fall* (self only), *fly* (self only)

1/day—*levitate* (self only)

**Witch Spells Prepared** (CL 10th; concentration +14)

5th—*summon monster V* (2)

4th—*cure serious wounds*, *enervation* (2), *phantasmal killer* (DC 18)

3rd—*lightning bolt* (3, DC 17), *stinking cloud* (DC 17)

2nd—*intensified burning hands* (2, DC 15), *glitterdust* (DC 16), *hold person* (DC 16), *see invisibility*

1st—*burning hands* (2, DC 15), *mage armor*, *obscuring mist*, *ray of enfeeblement* (DC 15)

0 (at will)—*arcane mark*, *bleed* (DC 14), *guidance*, *light*

**Patron** Vengeance

## TACTICS

**Before Combat** Surma casts *mage armor* and *see invisibility*, and casts *summon monster V* twice to summon a large earth elemental and a large air elemental.

**During Combat** Surma commands the earth elemental to engage any opponents that move closer to her, while the air elemental harries archers and spellcasters. Surma attacks with hexes and spells, always chooses the most attractive target possible. If cornered, she uses *dimension door* or the flight hex to move.

**Morale** If reduced to 20 hit points or fewer, Surma admits defeat and flees, freeing Sinuhotep from his curse.

**Base Statistics** Without *mage armor*, Surma's base statistics are **AC** 21.

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## STATISTICS

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**Str** 16, **Dex** 18, **Con** 20, **Int** 18, **Wis** 11, **Cha** 18

**Base Atk** +10; **CMB** +13; **CMD** 28

**Feats** Alertness, Combat Casting, Great Fortitude, Improved Initiative, Intensified SpellAPG, Iron Will, Toughness, Weapon Focus (claw)

**Skills** Bluff +20, Disguise +15, Fly +10, Intimidate +15, Knowledge (arcana) +20, Knowledge (planes) +20, Perception +20, Sense Motive +20, Spellcraft +20, Stealth +20, Swim +7

**Languages** Abyssal, Ancient Osiriani, Auran, Celestial, Ignan, Infernal, Terran; telepathy 100 ft.

**SQ** witch's familiar

**Combat Gear** *wand of lightning bolt* (CL 9th, 5 charges); **Other Gear** *cloak of resistance* +2, *ring of protection* +1, vial of shaitan blood

Aghash div witch 13

NE Medium outsider (div, evil, extraplanar)

**Init** +8; **Senses** darkvision 60 ft., see in darkness; **Perception** +23

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## DEFENSE

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**AC** 27, touch 17, flat-footed 22 (+4 armor, +2 deflection, +4 Dex, +1 dodge, +6 natural)

**hp** 193 (18 HD; 13d6+5d10+121)

**Fort** +15, **Ref** +15, **Will** +18

**DR** 5/good or cold iron; **Immune** fire, poison; **Resist** acid 10, electricity 10; **SR** 15

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## OFFENSE

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**Speed** 30 ft.

**Melee** 2 claws +15 (1d6+3)

**Special Attacks** cursed gaze, hexes (cackle, evil eye, flight, fortune, misfortune, slumber, weather control), sandstorm

**Spell-Like Abilities** (CL 6th; concentration +10)

At will—*bestow curse* (DC 17), *detect good*, *detect magic*, *dimension door*, *minor image* (DC 16), *spectral hand*

1/day—*suggestion* (DC 16), *summon* (level 3, 1d2 dorus 25%)

**Witch Spell-Like Abilities** (CL 13th; concentration +17)

At will—*feather fall* (self only), *fly* (self only)

1/day—*levitate* (self only)

**Witch Spells Prepared** (CL 13th; concentration +17)

7th—*waves of exhaustion*

6th—*flesh to stone* (DC 20), *summon monster VI*

5th—*cure critical wounds*, *mind fog* (DC 19), *summon monster V*

4th—*cure serious wounds*, *enervation* (2), *phantasmal killer* (2, DC 18)

3rd—*lightning bolt* (3, DC 17), *stinking cloud* (DC 17), *vampiric touch*

2nd—intensified *burning hands* (2, DC 15), *glitterdust* (DC 16), *hold person* (DC 16), *see invisibility*

1st—*burning hands* (2, DC 15), *mage armor*, *obscuring mist*, *ray of enfeeblement* (DC 15)

0 (at will)—*arcane mark*, *bleed* (DC 14), *guidance*, *light*

**Patron** Vengeance

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## TACTICS

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Use the tactics in Subtier 7–8, except the air elemental is huge (as per *summon monster VI*).

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## STATISTICS

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**Str** 16, **Dex** 18, **Con** 20, **Int** 18, **Wis** 12, **Cha** 18

**Base Atk** +11; **CMB** +14; **CMD** 31

**Feats** Alertness, Combat Casting, Dodge, Great Fortitude, Improved Initiative, Intensified Spell, Iron Will, Toughness, Weapon Focus (claw)

**Skills** Bluff +22, Disguise +15, Fly +10, Intimidate +15, Knowledge (arcana) +23, Knowledge (planes) +23, Perception +23, Sense Motive +23, Spellcraft +23, Stealth +23, Swim +7

**Languages** Abyssal, Ancient Osiriani, Auran, Celestial, Ignan, Infernal, Terran; telepathy 100 ft.

**SQ** witch's familiar

**Combat Gear** *wand of lightning bolt* (CL 9th, 5 charges); **Other Gear** *cloak of resistance* +3, *ring of protection* +2, vial of shaitan blood

## Outsider

**Traits:** An outsider possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 feet.
- Unlike most living creatures, an outsider does not have a dual nature—its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as *raise dead*, *reincarnate*, and *resurrection*, don't work on an outsider. It takes a different magical effect, such as *limited wish*, *wish*, *miracle*, or *true resurrection* to restore it to life. An outsider with the native subtype can be raised, reincarnated, or resurrected just as other living creatures can be.
- Proficient with all simple and martial weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Outsiders not indicated as wearing armor are not proficient with armor. Outsiders are proficient with shields if they are proficient with any form of armor.
- Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish). Native outsiders breathe, eat, and sleep.