Jester's

Pathfinder

Bestiary
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**Animated Object**

*Infused by the souls of dead Istarian priests, these statues are bound to the King of the Deep.*

**Death Statues**

**CR5**

XP 2,400

N Medium construct (advanced)

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

**Defence**

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

hp 42 (3d10+26); fast healing 5

Fort +3, Ref +3, Will –4

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

**Offence**

Speed 30 ft.; swim 30 ft.

Melee slam +7 (1d6+4 plus knockback)

**Spell Stored** (CL 8; concentration +12)

4th – blindness (DC 18)

**Statistics**

Str 18, Dex 14, Con −, Int −, Wis 1, Cha 1

Base Atk +3; CMB +5; CMD 19

SQ guard, shield other, stone

**Special Abilities**

**Guard (Ex):** Death Statues are bound to the King of the Deep and defend him at all costs. All attacks against the King of the Deep take a −2 penalty while a Death Statue is adjacent to either the King of the Deep or an enemy attacking the King of the Deep.

**Knockback (Su):** When the death statue makes a slam attack their target is pushed back 5 feet.

**Shield Other (Sp):** The King of the Deep can activate this ability as a standard action while within 100 feet of a Death Statue. This ability transfers half the damage that would be dealt to the King of the Deep. Damage transferred in this manner bypasses any defensive abilities (such as immunity or damage reduction).
Draconians

The winged creatures are humanoid reptiles, with scaly skin and an elongated snout.

**Baaz**

**CR 2**

XP 600
CE Medium dragon

**Init** +0; **Senses** darkvision 60 ft.; Perception +3

**Defence**

**AC** 16; touch 10, flat-footed 16 (+2 natural, +4 armour)

**HP** 20 (2d12+7)

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

**Immune** paralysis, sleep; **SR** 9

**Offence**

**Speed** 30 ft., fly 15 ft. (clumsy)

**Melee** longsword +3 (1d8+1/ 19-20), bite -2 (1d3); or

**Melee** 2 claws +3 (1d4+1), bite -2 (1d3)

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

**Special Attacks** death throes

**Statistics**

**Str** 13, **Dex** 11, **Con** 14, **Int** 8, **Wis** 7, **Cha** 8

**Base Atk** +2; **CMB** +3; **CMD** 13

**Feats** Run*, Toughness

**Skills** Bluff +4, Disguise +4, Intimidate +4,
  Perception +3, Survival +3

**Languages** Common, Nerakese

**SQ** draconic inspiration, glide

**Ecology**

**Environment** any land

**Organization** section (2-5), troop (20-40), or squadron (40-60)

**Treasure** 50% coins and goods, standard items
  (chain shirt, longsword)

**Special Abilities**

**Death Throes (Su):** When a baaz dies, it instantly turns to stone. If the killing blow was delivered by a piercing or slashing weapon, the opponent must make a DC 12 Reflex save or their weapon becomes stuck, and they are considered grappled. The save is Constitution-based.

  Weapons can be removed with a DC 17 Strength check or if the stone body is smashed. The stone body has hardness of 8 and 10 hit points. The baaz crumbles to dust in 1d4 rounds, freeing caught weapons.

**Draconic Inspiration (Ex):** Draconians are drawn to dragons and revere them. When directly under the command of a dragon they gain a +1 moral bonus to attack rolls and saving throws.

**Glide (Ex):** Draconians cannot use their fly speed to hover and must end their movement 5 feet lower in elevation than it started.
**BAAZ GRUNT**

**CR 3**

**XP 800**

Male baaz draconian warrior 2

CE Medium dragon

**Init** +0; **Senses** darkvision 60 ft.; Perception +3

**Defence**

- **AC** 18; touch 10, flat-footed 16 (+2 natural, +4 armour, +2 shield)

- **HP** 36 (2d12+2d10+12)

- **Fort** +8, **Ref** +3, **Will** +1

- **Immune** paralysis, sleep; **SR** 10

**Offence**

- **Speed** 30 ft., fly 15 ft. (clumsy)

- **Melee** longsword +8 (1d8+2/ 19-20), bite +0 (1d3+1); or

- **Melee** 2 claws +6 (1d4+2), bite +0 (1d3+1)

- **Space** 5 ft.; **Reach** 5 ft.

- **Special Attacks** death throes (DC 12)

**Statistics**

- **Str** 14, **Dex** 11, **Con** 14, **Int** 8, **Wis** 7, **Cha** 8

- **Base Atk** +4; **CMB** +6; **CMD** 16

- **Feats** Run*, Toughness, Weapon Focus (longsword)

- **Skills** Bluff +4, Disguise +4, Intimidate +5, Perception +3, Survival +4

- **Languages** Common, Nerakese

- **SQ** draconic inspiration, glide

**Combat Gear** chain shirt, mwk longsword, shield
**Baaz Spy**

XP 1,200
Male baaz draconian rogue 3
CE Medium dragon

**Init** +1; **Senses** darkvision 60 ft.; Perception +6

**Defence**

**AC** 17; touch 11, flat-footed 16 (+2 Dex, +2 natural, +4 armour)

**HP** 41 (2d12+3d8+15)

**Fort** +6, **Ref** +7, **Will** +4

**Defensive Abilities** evasion

**Immune** paralysis, sleep; **SR** 11

**Offence**

**Speed** 30 ft., fly 15 ft. (clumsy)

**Melee** mwk longsword +5 (1d8+1/19-20), bite -1 (1d3); or

**Melee** 2 claws +4 (1d4+1), bite -1 (1d3)

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

**Special Attacks** death throes (DC 12), sneak attack +2d6

**Statistics**

**Str** 13, **Dex** 12, **Con** 14, **Int** 8, **Wis** 7, **Cha** 8

**Base Atk** +3; **CMB** +4; **CMD** 15

**Feats** Run, Toughness, Iron Will

**Skills** Appraise +5, Bluff +7, Disable Device +7, Disguise +7, Intimidate +4, Perception +6, Sleight of Hand +7, Sense Motive +4, Stealth +7, Survival +3

**Languages** Common, Nerakese

**SQ** draconic inspiration, glide, trapfinding, fast stealth

**Combat Gear** mwk longsword Dagger; **Other Gear** chain shirt
Baaz Soldier

XP 1,200

Male baaz draconian fighter 2
CE Medium dragon

Init +0; Senses darkvision 60 ft.; Perception +3

Defence

AC 21; touch 11, flat-footed 18 (+1 dodge, +2 natural, +6 armour, +2 shield)
HP 42 (2d12+2d10+16+2 favoured class)
Fort +10, Ref +4, Will +1; +1 vs. fear

Defensive Abilities bravery +1

Immune paralysis, sleep; SR 11

Offence

Speed 20 ft., fly 5 ft. (clumsy)

Melee longsword +9 (1d8+4/19-20), bite +3 (1d3+2) or

Melee 2 claws +8 (1d4+4), bite +3 (1d3+2)

Space 5 ft.; Reach 5 ft.

Special Attacks death throes (DC 15)

Statistics

Str 18, Dex 13, Con 18, Int 10, Wis 7, Cha 6

Base Atk +4; CMB +8; CMD 19

Feats Dodge, Power Attack (-2/+4), Run,

Toughness, Weapon Focus (longsword)

Skills Bluff +4, Disguise +1, Intimidate +4,

Perception +3, Survival +3

Languages Common, Nerakese

SQ draconic inspiration, glide

Combat Gear mwk longsword, shield Dagger;

Other Gear breastplate
Baaz Commander

CR 7

XP 3,200
Male baaz draconian fighter 5, warrior 1
CE Medium dragon

Init +1; Senses darkvision 60 ft.; Perception +5

Defence

AC 23; touch 11, flat-footed 20 (+7 armour, +2 natural, +3 shield, +1 dodge)

HP 91 (2d12+6d10+40+5 favoured class)

Fort +13, Ref +6, Will +2; +3 vs. fear

Defensive Abilities bravery +1

Immune paralysis, sleep; SR 14

Offence

Speed 30 ft., fly 15 ft. (clumsy)

Melee +1 longsword +14/+9 (1d8+8/19-20), bite +7 (1d3+2) or

Melee 2 claws +12 (1d4+4), bite +7 (1d3+2)

Space 5 ft.; Reach 5 ft.

Special Attacks death throes (DC 16)

Statistics

Str 18, Dex 14, Con 18, Int 10, Wis 7, Cha 6

Base Atk +8; CMB +12; CMD 24

Feats Ability Focus (death throes), Dodge, Power Attack (-2/+4), Run, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Bluff +4, Disguise +1, Intimidate +6, Perception +5, Survival +5

Languages Common, Nerakese

SQ draconic inspiration, glide, weapon training (heavy blades +1)

Combat Gear +1 longsword; Other Gear +1 breastplate, +1 shield
**Baaz Sailor**

CR 8

**XP 600**

Male baaz draconian ranger (skirmisher) 6

CE Medium dragon

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

**Defence**

**AC** 21; touch 14, flat-footed 18 (+3 Dex, +2 natural, +5 armour, +1 deflection)

**HP** 76 (2d12+6d10+24+6 favoured class)

**Fort** +10, **Ref** +11, **Will** +5

**Immune** paralysis, sleep; **SR** 15

**Offence**

**Speed** 30 ft., fly 15 ft. (clumsy)

**Melee** +1 scimitar +13/+8 (1d8+3/15-20), dagger +12, (1d8+2/19-20), bite +5 (1d3+2); or

**Melee** 2 claws +10 (1d4+2), bite +5 (1d3+2)

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

**Special Attacks** death throes (DC 12), favoured enemy (elf +4, human +2)

**Statistics**

**Str** 14, **Dex** 16, **Con** 14, **Int** 6, **Wis** 10, **Cha** 8

**Base Atk** +8; **CMB** +10; **CMD** 23

**Feats** Double Slice, Endurance, Improved Critical (scimitar), Run*, Two-Weapon Defence, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (scimitar), Weapon Focus (dagger)

**Skills** Acrobatics +11, Bluff +4, Disguise +8, Intimidate +4, Profession (sailor) +9, Perception +5, Survival +11, Swim +10

**Languages** Common, Nerakese

**SQ** draconic inspiration, favoured terrain (water +2), glide, hunter's bond, hunter's trick (3/day; aiding attack), wild empathy

**Combat gear** +1 scimitar; **Other Gear** +1 chain shirt, ring of protection +1
**Baaaz Red Watch**

XP 12,800
Male baaz draconian fighter 9, warrior 1
LE Medium dragon

**Init** +1; **Senses** darkvision 60 ft.; **Perception** +10

**Defence**

**AC** 29; touch 13, flat-footed 24 (+8 armour, +3 natural, +5 shield, +2 Dex, +1 dodge)

**HP** 137 (2d12+10d10+60+9 favoured class)

**Fort** +14, **Ref** +7, **Will** +3; +5 vs. fear

**Defensive Abilities** bravery +1

**Immune** paralysis, sleep; **SR** 20

**Offence**

**Speed** 30 ft., fly 15 ft. (clumsy)

**Melee** longsword +22/+17/+12 (1d8+10/19-20),
  bite +12 (1d3+3) or

**Melee** 2 claws +17 (1d4+5), bite +12 (1d3+3)

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

**Special Attacks** death throes (DC 16)

**Statistics**

**Str** 18, **Dex** 14, **Con** 18, **Int** 10, **Wis** 8, **Cha** 6

**Base Atk** +12; **CMB** +16; **CMD** 28

**Feats** Ability Focus (death throes), Dodge,
  Improved Natural Armour, Improved Spell Resistance, Greater Weapon Focus (longsword), Power Attack (-3/+6), Run
  Shield Focus, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword)

**Skills** Bluff +4, Disguise +2, Intimidate +6,
  Perception +10, Sense Motive +3, Survival +6

**Languages** Common, Nerakese

**SQ** draconic inspiration, glide, weapon training
  (heavy blades +2, natural +1)

**Combat Gear** +2 longsword; **Other Gear** +2
  breastplate, +2 shield
Bozak

XP 1,600
LE Medium dragon
Init +0; Senses darkvision 60 ft.; Perception +7

Defence
AC 15; touch 10, flat-footed 15 (+4 natural, +1 armour)
HP 37 (5d12+5)
Fort +6, Ref +5, Will +4
Immune paralysis, sleep; SR 13

Offence
Speed 30 ft., fly 15 ft. (clumsy)
Melee shortsword +6 (1d6+1/19–20), bite +1 (1d3); or
Melee 2 claws +6 (1d4+1), bite +1 (1d3)
Ranged longbow +6 (1d8/x3)
Space 5 ft.; Reach 5 ft.

Special Attacks death throes
Spell Known (CL 5; concentration +7, +11 when defensive)
  2nd (5/day) – glitterdust (DC 14), scorching ray
  1st (7/day) – grease (DC 13), mage armour, magic missile, shocking grasp
  0 (at will) – bleed, daze (DC 12), detect

Statistics
Str 13, Dex 10, Con 12, Int 11, Wis 8, Cha 15
Base Atk +5; CMB +6; CMD 16
Feats Arcane Armour Training, Combat Casting, Improved Initiative
Skills Bluff +10, Diplomacy +10, Intimidate +10,
  Knowledge (arcana) +8, Perception +7, Spellcraft +8
Languages Common, Nerakese
SQ draconic inspiration, glide

Ecology
Environment any land
Organization band (2-12)
Treasure standard (padded armour, short sword, longbow, 20 arrows)

Special Abilities
Death Throes (Su): When a bozak dies, its flesh shrivels and crumbles from its bones, which then explode. This deals 2d6 slashing and piercing damage to all creatures in a 10-foot radius. Creatures in the effect can make a DC 15 Reflex save for half. The save DC is Constitution-based.

Draconic Inspiration (Ex): Draconians are drawn to dragons and revere them. When directly under the command of a dragon they gain a +1 moral bonus to attack rolls and saving throws.

Glide (Ex): Draconians cannot use their fly speed to hover and must end their movement 5 feet lower in elevation than it started.
Bozak Elite Guard

XP 3,200
Male baaz draconian sorcerer 2
LE Medium dragon

Init +0; Senses darkvision 60 ft.; Perception +7

Defence

AC 15; touch 10, flat-footed 15 (+4 natural, +1 armour)
HP 48 (5d12+2d6+7+2 favoured class)
Fort +6, Ref +5, Will +7
Immune paralysis, sleep; SR 15

Offence

Speed 30 ft., fly 15 ft. (clumsy)
Melee shortsword +7/+1 (1d6+1/19-20), bite +2 (1d3); or
Melee 2 claws +7 (1d4+1), bite +2 (1d3)
Space 5 ft.; Reach 5 ft.
Special Attacks death throes (DC 15)
Spell Known (CL 7; concentration +9, +13 when defensive)

3rd (4/day) – deep slumber (DC 16), hold person,
2nd (6/day) – false life, scorching ray, web (DC 15)
1st (7/day) – burning hands (DC 14), mage armour, magic missile, shocking grasp, true strike
0 (at will) – detect magic, mage hand, mending, resistance

Statistics

Str 13, Dex 10, Con 12, Int 11, Wis 8, Cha 15
Base Atk +6; CMB +7; CMD 17

Feats Arcane Armour Training, Combat Casting, Improved Initiative

Skills Bluff +12, Diplomacy +10, Intimidate +10,
Knowledge (arcana) +8, Perception +7, Spellcraft +10

Languages Common, Nerakese

SQ draconic inspiration, glide

Combat Gear short sword, dagger; Other Gear padded armour
Bozak Priest

XP 6,400
Male baaz draconian sorcerer 4
LE Medium dragon
Init +0; Senses darkvision 60 ft.; Perception +9

Defence
AC 17; touch 11, flat-footed 17 (+4 natural, +2 armour, +1 deflection)
HP 68 (5d12+4d6+18+4 favoured class)
Fort +7, Ref +6, Will +8
Resist 5 electricity
Immune paralysis, sleep; SR 17

Offence
Speed 30 ft., fly 15 ft. (clumsy)
Melee shortsword +10/+5 (1d6+2/19-20), bite +4 (1d3); or
Melee 2 claws +9 (1d4+2), bite +4 (1d3)
Space 5 ft.; Reach 5 ft.
Special Attacks death throes (DC 15)
Spell Known (CL 9; Concentration +12, +16 when defensive)
  4th (4/day) – dimension door, wall of fire (DC 17)
  3rd (7/day) – dispel magic, lightning bolt (DC 16), suggestion (DC 16)
  2nd (7/day) – blur, glitterdust (DC 15), scorching ray, web (DC 15)
  1st (7/day) – burning hands (DC 14), expeditious retreat, mage armour, magic missile, shocking grasp
  0 (at will) – detect magic, mage hand, mending, resistance

Statistics
Str 14, Dex 10, Con 12, Int 11, Wis 8, Cha 16
Base Atk +7; CMB +9; CMD 19
Feats Alertness, Arcane Armour Training, Combat Casting, Improved Initiative, Toughness
Skills Bluff +12, Diplomacy +12, Intimidate +10,
  Knowledge (arcana) +10, Perception +9,
  Sense Motive +0, Spellcraft +10
Languages Common, Nerakese
SQ draconic inspiration, glide
Combat Gear mwk short sword; Other Gear +1 padded armour, ring of protection
Bozak Bodyguard

XP 9,600
Male baaz draconian cleric 8
LE Medium dragon
Init +0; Senses darkvision 60 ft.; Perception +10

Defence
AC 27; touch 11, flat-footed 27 (+5 natural, +7 armour, +3 shield, +1 deflection)
HP 128 (5d12+8d8+52+8 favoured class)
Fort +14, Ref +7, Will +13
Immune paralysis, sleep; SR 18

Offence
Speed 30 ft., fly 15 ft. (clumsy)
Melee mwk morningstar +14/+9/+4 (1d8+2/19-20), bite +1 (1d3); or
Melee 2 claws +13 (1d4+2), bite +1 (1d3)
Space 5 ft.; Reach 5 ft.
Special Attacks channel negative energy (4d6; DC 16), death throes, touch of darkness (5/day, 4 rds)
Spell Prepared (CL 8; concentration +10, +14 when defensive)
4th—cure critical wounds, fleshworm infestation (DC 16), shadow conjuration
   (DC 16)
3rd—invisibility purge, sacred bond, protection from energy, deeper darkness
2nd—dread bolt, aid, cure moderate wounds, shield other, blindness (DC 14)
1st—enthropic shield, divine favour, burning disarm (DC 13), bane (DC 13), moment of greatness, obscuring mist
0 (at will) — bleed, stabilize, guidance, resistance
D domain spell (Law, Darkness)

Spell Known (CL 5; concentration +8, +12 when defensive; failure 45%)
2nd (5/day) — glitterdust (DC 14), scorching ray
1st (7/day) — grease (DC 13), mage armour, magic missile, shocking grasp
0 (at will) — bleed, daze (DC 12), detect magic, mage hand, mending, resistance

Statistics
Str 15, Dex 10, Con 16, Int 9, Wis 14, Cha 17
Base Atk +11; CMB +6; CMD 16

Feats Arcane Armour Mastery, Arcane Armour Training, Blind-Fight, Combat Casting, Improved Initiative, Improved Natural Armour, Selective Channeling, Toughness

Skills Bluff +12, Diplomacy +13, Intimidate +12, Knowledge (religion) +8, Perception +10, Spellcraft +8

Languages Common, Nerakese

SQ aura (lawful evil), draconic inspiration, eyes of darkness (4 rds.), glide, staff of order (1/day, 4 rds.), touch of law (5/day)

Combat Gear mwk morningstar Other Gear +1 chainmail, ring of protection +1, +1 heavy steel shield

Special Abilities

Death Throes (Su): When a bozak dies, its flesh shrivels and crumbles from its bones, which then explode. This deals 2d6 slashing and piercing damage to all creatures in a 10-foot radius. Creatures in the effect can make a DC 17 Reflex save for half. The save DC is Constitution-based.
KAPAK

XP 1,200
NE Medium dragon

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

Defence

AC 15; touch 11, flat-footed 14 (+2 natural, +2 armour)
HP 38 (3d12+12)
Fort +6, Ref +5, Will +2
Immune paralysis, sleep; SR 11

Offence

Speed 30 ft., fly 20 ft. (clumsy)
Melee shortsword +6 (1d6+2 plus poison/19-20),
bite +1 (1d3)
Ranged shortbow +5 (1d6/x3)
Space 5 ft.; Reach 5 ft.
Special Attacks death throes, sneak attacks (+1d6)

Statistics

Str 14, Dex 13, Con 14, Int 8, Wis 7, Cha 8
Base Atk +4; CMB +6; CMD 17
Feats Improved Initiative, Run, Toughness
Skills Bluff +6, Disguise +6, Intimidate +6,
Perception +5, Stealth +5

Languages Common, Nerakese
SQ draconic inspiration, glide

Ecology

Environment any land
Organization section (2-5), troop (20-40), or
squadron (40-60)
Treasure standard (short sword, short bow,
leather armour)

Special Abilities

Death Throes (Su): When a kapak dies, it
dissolves into a pool of acid filling it's space
and spreading out in a 5-ft radius. Creatures
in the pool take 1d6 acid damage (Reflex DC
16 halves). The pool remains in the kapak's
space until it evaporates after 1d6 rounds. The
save DC is Constitution-based.

Draconic Inspiration (Ex): Draconians are
drawn to dragons and revere them. When
directly under the command of a dragon they
gain a +1 moral bonus to attack rolls and
saving throws.

Glide (Ex): Draconians cannot use their fly speed
to hover and must end their movement 5 feet
lower in elevation than it started.

Poison (Ex): Draconians have poisonous saliva,
and can envenom their weapons as a move
action by licking their blades. The poison is
effective for a single hit. Kapak poison – injury;

save Fort DC 13; frequency 1/round for 6 rounds; effect 1d2 Dex damage; cure 1 save.
**Kapak Cutthroat**

**XP 3,200**

Male kapak draconian rogue 3  
NE Medium dragon  

**Init** +8; **Senses** darkvision 60 ft.; Perception +5

**Defence**

**AC** 20; touch 14, flat-footed 14 (+2 natural, +4 armour, +4 Dex)  
**HP** 60 (3d12+3d8+24+3 favoured class)  
**Fort** +8, **Ref** +11, **Will** +3  
**Defensive Abilities** evasion  
**Immune** paralysis, sleep; **SR** 14

**Offence**

**Speed** 30 ft., fly 20 ft. (clumsy)  
**Melee** shortsword +12/+7 (1d6+3 plus poison/19-20), bite +5 (1d3+1)  
**Ranged** shortbow +10/+5 (1d6+2/x3)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** death throes (DC 17), sneak attacks (+3d6)

**Statistics**

**Str** 16, **Dex** 18, **Con** 16, **Int** 12, **Wis** 7, **Cha** 6  
**Base Atk** +6; **CMB** +9; **CMD** 23  
**Feats** Improved Initiative, Run+, Toughness, Weapon Finesse, Weapon Focus (shortsword)  
**Skills** Acrobatics +8, Bluff +9, Disguise +7, Escape Artist +8, Intimidate +6, Perception +5, Sense Motive +4, Sleight of Hand +8, Stealth +6, Use Magic Device +4  
**Languages** Common, Nerakese  
**SQ** draconic inspiration, glide, rogue talent (lasting poison), trapfinding  
**Combat Gear** mwk shortsword, mighty composite shortbow, Dagger; **Other Gear** chain shirt, 20 arrows
Kapak Seaman

CR 9

XP 6,400

Male kapak draconian rogue 3, inquisitor 3
NE Medium dragon

Init +8; Senses darkvision 60 ft.; Perception +9

Defence

AC 22; touch 15, flat-footed 19 (+2 natural, +3
armour, +3 Dex, +1 deflection +1 dodge, +3
shield)

HP 58 (3d12+6d8+9+3 favoured class)

Fort +10, Ref +11, Will +8

Defensive Abilities evasion, trap sense +1

Immune paralysis, sleep; SR 16

Offence

Speed 30 ft., fly 20 ft. (clumsy)

Melee +1 scimitar +13/+8 (1d6+3 plus
poison/18-20), bite +5 (1d3+1)

Ranged mwk longbow +11/+6 (1d8+2)

Space 5 ft.; Reach 5 ft.

Special Attacks death throes (DC 14),
judgement (1/day), sneak attacks (+3d6)

Spell-like Abilities (CL 3; Concentration +3)

At will – detect chaos, detect evil, detect good,
detect law

Spell Known (CL 3; Concentration +3)

1st (1/day) – bless, peacebond (DC 12)

0 (at will) – brand (DC 11), detect magic,
guidance, light

Domain travel

Statistics

Str 15, Dex 16, Con 10, Int 6, Wis 13, Cha 8

Base Atk +8; CMB +10; CMD 23

Feats Dodge, Improved Initiative, Outflank, Run
Toughness, Weapon Finesse, Weapon Focus
(scimitar)

Skills Acrobatics +8, Bluff +9, Climb +8, Disguise
+5, Intimidate +13, Knowledge (religion) +4,
Perception +9, Sense Motive +8, Stealth +6,
Swim +10

Languages Common, Nerakese

SQ agile feet (4/day), domain (travel) draconic
inspiration, glide, monster lore, rogue talent
(assault leader), stern gaze, track, trapfinding

Combat Gear +1 scimitar, mwk mighty (+2)
longbow; Other Gear +1 leather armour, +1
ring of protection, +1 heavy wooden shield, 20
arrows
Kapak Assassin

XP 12,800
Male kapak draconian rogue 4, assassin 4
NE Medium dragon
Init +4; Senses darkvision 60 ft.; Perception +9

Defence
AC 25; touch 16, flat-footed 18 (+2 natural, +5 armour, +2 shield, +4 Dex, +1 Deflection, +1 Dodge)

HP 67 (3d12+8d8+12+4 favoured class)
Fort +9, Ref +14, Will +4; +2 vs. poison

Defensive Abilities evasion, uncanny dodge,
improved uncanny dodge

Immune paralysis, sleep; SR 18

Offence
Speed 40 ft., fly 20 ft. (clumsy)

Melee +2 shortsword +17/+12 (1d6+5 plus poison/19-20), bite +9 (1d3+1)

Ranged shortbow +14/+9 (1d6+2/x3)

Space 5 ft.; Reach 5 ft.

Special Attacks death attack (DC 15), death throes (DC 17), poison use, sneak attacks (+5d6)

Statistics
Str 16, Dex 18, Con 16, Int 13, Wis 7, Cha 6

Base Atk +10; CMB +13; CMD 27

Feats Combat Expertise, Dodge, Improved Feint,
Run\textsuperscript{b}, Toughness, Vital Strike, Weapon
Finesse, Weapon Focus (shortsword)

Skills Acrobatics +15, Bluff +14, Disguise +13,
Escape Artist +11, Intimidate +6, Perception
+10, Sense Motive +7, Sleight of Hand +10,
Stealth +12, Use Magic Device +5

Languages Common, Nerakese

SQ draconic inspiration, glide, rogue talent
(lasting poison) hide weapons, trapfinding,
true death

Combat Gear +2 short sword, mighty composite
short bow; Other Gear +1 buckler, +1 chain
shirt, +1 ring of protection, boots of springing
and striding, 1x potions of alter self, 1x potions
of invisibility
Sivak

CR 6

XP 2,400

NE Large dragon

Init +4; Senses darkvision 60 ft.; Perception +7

Defence

AC 22, touch 10, flat-footed 21 (+4 natural, +8 half-plate, +1 dodge, -1 size)

hp 90 (8d12+26)

Fort +8, Ref +6, Will +6

Immune paralysis, sleep; SR 18

Offence

Spd 20 ft., fly 50 ft. (poor)

Melee mwk greatsword +12/+7 (3d6+6), tail +6 (1d8+3 plus trip)

Space 10 ft.; Reach 10 ft.

Statistics

Abilities Str 18, Dex 10, Con 14, Int 9, Wis 10, Cha 8

Base Atk +7; CMB +11; CMD 21

Feats Dodge, Improved Initiative, Run, Weapon Focus (greatsword)

Skills Bluff +9, Climb +6, Fly -2, Intimidate +9, Sense Motive +7

Languages Common, Nerakese

SQ change shape (humanoid; alter self), death throes

Ecology

Environment any land

Organization squad (2d6)

Treasure standard (mwk large greatsword, half-plate armour)

Special Abilities

Change Shape (Su): A sivak can assume the appearance of a humanoid creature it has killed within the last minute.

Death Throes (Ex): If a sivak is killed by a humanoid creature, its body changes shape to the form of its killer. This death shape remains for three days and then the entire body decomposes to black soot. If the sivak's killer is non-humanoid or larger than the sivak, the body instead bursts into flame dealing 3d6 fire damage to all creatures within a 10-foot radius (Reflex DC 17 halves). The save DC is Constitution based.

Draconic Inspiration (Ex): Draconians are drawn to dragons and revere them. When directly under the command of a dragon they gain a +1 moral bonus to attack rolls and saving throws.
Sivak Skirmisher

XP 6,400
Male sivak draconian barbarian 3
NE Large dragon
Init +5; Senses darkvision 60 ft.; Perception +11

Defence
AC 20, touch 9, flat-footed 18 (+4 natural, +7 half-plate, +1 dodge, +1 Dex, -1 size, -2 rage)
hp 132 (11d12+55+3 favoured class)
Fort +14, Ref +8, Will +10
Immune paralysis, sleep; SR 21

Defensive Abilities uncanny dodge

Offence
Spd 40 ft., fly 60 ft. (poor)
Melee +1 greatsword +18/+13 (3d6+11), tail +11 (1d8+4 plus trip)

Special Attacks powerful blow (+1 dmg), rage 11 rds

Statistics
Abilities Str 24, Dex 12, Con 20, Int 10, Wis 12, Cha 8
Base Atk +10; CMB +17; CMD 28

Feats Cleave, Dodge, Furious Focus, Improved Initiative, Power Attack (-4/+8), Run, Weapon Focus (greatsword)

Skills Bluff +12, Climb +12, Fly 5, Intimidate +9, Sense Motive +8, Survival +7, Swim +9

Languages Common, Nerakese

SQ change shape (humanoid; alter self), death throes, trap sense +1

Combat Gear +1 large greatsword; Other Gear +1 half-plate armour

Unraged Statistics
AC 22, touch 11, flat 20; hp 110; Fort +12, Will +8; Melee: mwk greatsword +16/+11 (6d6+7), tail +9 (1d8+3 plus trip); Str 20,
Con 16; CBM +15, CMD 26; Skills: Climb +10, Swim +7
**Sivak Searaider**  
**CR 10**

**XP 9,600**  
Male sivak draconian fighter 4  
NE Large dragoon  

**Init +4; Senses** darkvision 60 ft.; Perception +7  

**Defence**  
**AC** 27, touch 11, flat-footed 25 (+5 natural, +10 half-plate, +1 dodge, +1 Dex, +1 deflection, -1 size)  
**hp** 122 (8d12+4d10+44+4 favoured class)  
**Fort +14, Ref +8, Will +7; +1 vs. fear**  
**Defensive Abilities** bravery (+1)  
**Immune** paralysis, sleep; **SR 22**  

**Offence**  
**Spd** 20 ft., fly 50 ft. (poor)  
**Melee** +1 greatsword +18/+13/+8 (3d6+10), tail +13 (1d8+3 plus trip)  
**Space** 10 ft.; **Reach** 10 ft.  

**Statistics**  
**Abilities** Str 21, Dex 12, Con 16, Int 10, Wis 8, Cha 8  
**Base Atk +11; CMB +16, +2 bull rush; CMD 27; +2 vs. bull rush**  
**Feats** Cleave, Dodge, Improved Initiative, Improved Bull Rush, Improved Natural Armour, Great Cleave, Power Attack (-3/+9), Run, Weapon Focus (greatsword), Weapon Specialization (greatsword)  
**Skills** Bluff +9, Climb +8, Fly +4, Intimidate +9, Perception +7, Sense Motive +6, Swim +7  
**Languages** Common, Nerakese  
**SQ** armour training +1, change shape (humanoid; alter self), death throes  
**Combat Gear** +1 large greatsword; **Other Gear** +2 half-plate, +1 ring of protection, +1 cloak of resistance
Aurak

XP 9,600
LE Medium dragon

Init +1; Senses darkvision 60 ft.; Perception +14

Defence

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)
hp 82 (11d12+11)
Fort +7, Ref +8, Will +7
Immune paralysis, sleep; SR 20

Offence

Spd 30 ft.
Melee 2 claws +11 (1d4)
Ranged 2 energy rays +13 ranged touch (1d8+3 force)

Space 5 ft.; Reach 5 ft.

Special Attacks breath weapon (5-ft. cone, DC 18, 1d4 str dmg), death throes

Spell-Like Abilities (CL 8; Concentration +14, +15 when defensive)
3/day—dimension door
1/day—dominate person (DC 18)
At-will—greater invisibility, suggestion (DC 16)

Spell Known (CL 8; Concentration +11, +15 when defensive)
4th (3/day) – resilient sphere (DC 17)
3rd (5/day) – dispel magic, protection from energy
2nd (6/day) – eagle’s splendour, scorching ray, see invisible
1st (6/day) – grease (DC 14), mage armour, magic missile, shield, ventriloquism
0 (at will) – bleed (DC 13), detect magic, mage hand, light, mage hand, mending, prestidigitation, ray of frost, resistance

Statistics

Abilities Str 10, Dex 12, Con 10, Int 14, Wis 10, Cha 16
Base Atk +11; CMB +11; CMD 22

Feats Combat Casting, Deadly Aim (-3/+6), Deceitful, Point Blank Shot, Toughness, Weapon Focus (ray)

Skills Bluff +19, Diplomacy +17, Disguise +5, Knowledge (arcana) +16, Perception +14, Spellcraft +16, Survival +14

Languages Common, Nerakese

SQ change shape (any humanoid, alter self, 3/day)

Ecology

Environment any land

Organization solitary
Treasure standard

Special Abilities

Death Throes (Su): When an aurak dies, it explodes in a blast of magical energy dealing 6d6 points of damage (half fire, half force) to all creatures within 5 feet (Reflex DC 18 half). The save DC is Constitution-based.

Energy Ray (Ex): An aurak can generate rays of force from its hands. This is a ranged touch attack with a range of 30 feet.
Dwarf

Created by the Greygem. Dwarves are short, bearded humanoids.

Dwarf Axe Warrior  CR 3

XP 800
Male dwarf fighter 4
LE Medium humanoid
Init +1; Senses darkvision 60 ft.; Perception +1

Defence
AC 18, touch 11, flat-footed 17 (+5 armour, +2 shield, +1 Dex)
hp 42 (4d10+16+4 favoured class)
Fort +7, Ref +2, Will +2; +2 vs. spells, +1 vs. fear

Defensive Abilities bravery

Offence
Speed 20 ft.
Melee mwk waraxe +9 (1d8+5)
Space 5 ft.; Reach 5 ft.
Special Attacks Rage 13 rds

Statistics
Abilities Str 16, Dex 12, Con 17, Int 8, Wis 12, Cha 8
Base Atk +4; CMB +7; CMD 18

Feats Toughness, Weapon Focus (waraxe), Weapon Specialization (waraxe), Two-Weapon Defence, Two-weapon Fighting

Skills Climb +7

Languages Common, Dwarf

SQ armour training 1

Combat Gear mwk dwarven waraxe; Other
  Gear mwk scale mail, mwk heavy steel shield
**Dwarf Captain**

**CR 5**

**XP 1,600**

Male dwarf fighter 6

LE Medium humanoid

**Init** +1; **Senses** darkvision 60 ft.; Perception +1

**Defence**

**AC** 19, touch 12, flat-footed 17 (+6 Armour, +1 Dex, +1 dodge, +1 natural)

**hp** 57 (6d10+18+6 favoured class)

**Fort** +8, **Ref** +3, **Will** +3; +4 vs. spells

**Special Attacks** overhand chop

**Offence**

**Speed** 20 ft.

**Melee** +1 great axe +11/+6 (1d12+8)

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

**Statistics**

**Abilities** Str 16, Dex 12, Con 17, Int 8, Wis 12, Cha 8

**Base Atk** +6; **CMB** +9; **CMD** 20, +2 vs. sunder

**Feats** Combat Reflexes, Dodge, Ironhide, Stand Still, Toughness, Steel Soul, Weapon Focus (great axe), Weapon Specialization (great axe)

**Skills** Climb +10

**Languages** Common, Dwarf

**SQ** weapon training 1, armour training 1

**Combat Gear** +1 great axe; **Other Gear** mwk breastplate
Dwarf Crossbow Warrior

XP 1,200
Male dwarf ranger 5
LE Medium humanoid

Init +1; Senses darkvision 60 ft.; Perception +1

Defence

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

hp 47 (5d10+15+5 favoured class)

Fort +7, Ref +7, Will +2; +2 vs. spells

Offence

Speed 20 ft.

Melee dagger +6 (1d4+1)

Ranged crossbow +10 (1d10+1)

Space 5 ft.; Reach 5 ft.

Special Attacks favoured enemy (dwarf +2)

Statistics

Abilities Str 12, Dex 16, Con 17, Int 8, Wis 12, Cha 8

Base Atk +5; CMB +7; CMD 20

Feats Endurance, Precise Shot, Rapid Reload, Weapon Focus (heavy crossbow), Weapon Specialization (heavy crossbow)

Skills Acrobatics +7, Climb +6, Survival +6

Languages Common, Dwarf

SQ hunter’s bond, track, wild empathy

Combat Gear mwk crossbow, dagger; Other Gear 20 bolts, chain shirt
**Fireshadow**

This is a horrible wraithlike draconic denizen of the Abyss. Their wreathed in cold green flames.

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**Fireshadow**

**CR 10**

XP 9,600

CE Huge undead

**Init** -1; **Senses** darkvision 60 ft.; Perception +19

**Aura** fire (10 ft., 1d4 fire)

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**Defence**

**AC** 20, touch 11, flat-footed 20 (-2 size, +9 natural, +4 deflection)

**hp** 136 (13d12+52)

**Fort** +8, **Ref** +3, **Will** +11

**DR** 10/magic and bludgeoning; **Immune** fire; **SR** 21

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**Offence**

**Spd** 20 ft.

**Melee** 2 claws +12 melee (2d4+14 and 1d6 fire), bite +7 melee (2d6+10 and 1d6 fire)

**Ranged** ray of oblivion +7 (13d6)

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

**Special Attacks** green flame

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**Statistics**

**Abilities** Str 26, Dex 9, Con -, Int 17, Wis 16, Cha 18

**Base Atk** +9; **CMB** +17; **CMD** 28

**Feats** Cleave, Improved Bull Rush, Improved Overrun, Improved Sunder, Power Attack (-3/+6), Weapon Focus (claw), Weapon Focus (ray)

**Skills** Climb +24, Intimidate +14, Jump +21, Perception +19, Sense Motive +19, Spellcraft +19, Stealth +7

**Languages** Common, Abyssal, Draconic, Nerakese

**SQ** create spawn, fiery aura

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**Ecology**

**Environment** any land or underground

**Organization** Solitary

**Treasure** none

**Special Abilities**

**Green Flame (Ex):** Those struck by the fireshadow risk being burnt by the unnatural green flame, turning into green fire themselves. When a creature takes fire damage from the fireshadow, they must make a DC 16 Reflex save or catch on fire. While on fire the creature takes 1d3 points of Constitution damage. The save DC is Charisma based.

**Ray of Oblivion (Sp):** Once every 1d4 rounds, a fireshadow can project an invisible ray that deals 13d6 points of damage (DC 19 Fortitude save for half). Creatures killed by the attack are instantly disintegrated, as per the *disintegration* spell.

**Vulnerabilities:** Fireshadows are subjected to damage from holy water. While in natural sunlight fireshadows are greatly weakened, becoming staggered and taking 2d6 damage.
**Ghost**

This floating suit of armour contains the bound soul of a knight of Solamnia that is unable to rest and must continue to guard its tomb and master.

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**Knight Haunt**  
**CR 9**  
**XP 6,400**  
LG Medium Undead (Augmented Humanoid, Human, Incorporeal)

**Init** +2; **Senses** Darkvision (60 feet); Perception +18  
**Aura** demoralizing appearance (60 ft.)

**Defence**  
**AC** 25, touch 17, flat-footed 23 (+6 armor, +1 shield, +1 Dex, +6 deflection)  
**hp** 112 (9d10+63)  
**Fort** +12, **Ref** +5, **Will** +6  
**Defensive Abilities** Channel Resistance +4, rejuvenation;  
**Immune** Undead Traits

**Offence**  
**Spd** 20 ft. (base 30 ft.); fly 10 ft. (perfect, base 20 ft.)  
**Melee** Phantom Longsword +13/+8 (1d8+2/19–20) plus corrupting touch (1/rd, 9d6, Fort DC20 half)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** horrific appearance (DC 20)

**Statistics**  
**Abilities** Str -, Dex 15, Con -, Int 8, Wis 13, Cha 22  
**Base Atk** +9; **CMB** +11; **CMD** 28  
**Feats** Agile Maneuvers, Alertness, Combat Reflexes, Iron Will, Toughness, Weapon Focus (longsword)  
**Skills** Acrobatics -4, Climb +3, Diplomacy +8, Escape Artist -4, Fly +18, Perception +18, Ride +1, Sense Motive +3, Stealth +4  
**Languages** Common, Solamnic

**Ecology**  
**Environment** any  
**Organization** solitary  
**Treasure** Masterwork Breastplate, Masterwork Longsword, Masterwork Shield, Light Steel

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**Special Abilities**

**Demoralizing Appearance (Su)** The sight of an undead knight is so unnerving that anyone within 60 feet (other than another knight haunt) who sets eyes upon one must succeed on a DC 20 Fortitude save or instantly be weakened, taking 1d6 points of Strength damage. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same knight haunt’s horrific appearance for 24 hours. This is a mind-affecting effect. The save DC is Charisma-based.

**Incorporeal (Su)** Like other ghosts, a knight haunt’s is naturally incorporeal, but it is bound to its mortal armour and thus cannot move through objects or easily avoid blows. But it is still subject to spell and effects that target incorporeal creatures. Additionally, if its armour is destroyed but the knight haunt is not slain it gains the incorporeal ability.

**Phantom Sword (Su):** A knight haunt employs a ghostly imitation of its familial weapon. Its attacks with its phantom sword bypass armour but only deal half damage. Once per round when its sword passes through a foe’s body, the knight haunt inflicts 9d6 damage. This damage manifests in physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A DC 20y Fortitude save halves the damage inflicted. The save DC is Charisma-based.

**Rejuvenation (Su):** It is difficult to destroy a knight haunt through combat: the “destroyed” spirit restores itself on the next full moon (corresponding to its alignment). Even the most powerful spells are usually only temporary solutions. The only way to permanently destroy a knight haunt is to pour holy water on the armour, or casting a **hallow** spell upon the area where the knight haunt was destroyed, which frees the knight haunt from its undeath and allows it to depart the world and through the Gate of Souls.
Knight’s Tomb Haunt  CR 11
XP 12,800
LG haunt (tombs in a 40-ft. radius)

**Notice** Perception DC 15 (to hear the whispered question: “are you the one?”);

**hp 22** **Trigger** touch; **Reset** 1 minute

**Effect**
When this haunt is triggered, a suit of armour rattles from its tomb, animated by the defending spirit of a fallen knight. All creatures by the tomb are affected by a *suffocation*, mass spell (Fort save DC 23)

**Destruction**
The way to release the spirit of a knight from its sworn duty is to pour holy water on its burial armour, or casting a *hallow* spell upon the area of the haunt, which frees the knight haunt from its undeath and allows it to depart the world and through the Gate of Souls.
Golem

Stitched together from the bodies brave metallic dragons, this creature is an abomination against goodness and the gods.

**Dragon Flesh Golem**

**CR 14**

XP 38,400

Variant advanced flesh golem

N Large construct

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

**Defence**

AC 26, touch 10, flat-footed 25 (+16 natural, +1 Dex, -1 size)

hp 129 (18d10+30)

Fort +6, Ref +7, Will +6

DR 5/adamantine, 10/magic; Immune construct traits, fire, magic

**Weaknesses** vulnerability to cold

**Offence**

Spd 40 ft., fly 60 ft. (poor)

Melee bite +28 (2d6+15), 2 claws +28 (1d8+10)

**Space** 10 ft.; **Reach** 10 ft. (15 ft. With bite)

**Special Attacks** Breath Weapon (1/day, 80-ft. Line, DC 17, 14d6 fire)

**Statistics**

Abilities Str 30, Dex 12, Con -, Int -, Wis 11, Cha 4

Base Atk +18; CMB +28; CMD 38 (42 vs. trip)

Skills Fly -5

Languages none

**Ecology**

Environment any

Organization solitary

Treasure none

**Special Abilities**

**Immunity to Magic (Ex):** The dragon flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals cold damage also slows the dragon flesh golem (as the slow spell) for 2d6 rounds (no save).

A magical attack that deals fire damage breaks any slow effect on the dragon flesh golem and heals 1 point of damage for every 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 dragon flesh golem gets no saving throw against attacks that deal fire damage.
Hag, Sea

Ugly beyond words, hags are kin to ogres with their foul appearance reflecting the corruption of their soul and lineage.

Sea Hag Witch CR 9
XP 6,400
Female sea hag witch 5
CE Medium monstrous humanoid (aquatic)
Init +3; Senses darkvision 60 ft.; Perception +15
Aura horrific appearance (60 ft.)

Defence
AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)
hp 93 (4d10+5d6+54)
Fort +8, Ref +9, Will +5
SR 15

Offence
Speed 30 ft., swim 40 ft.
Melee 2 claws +11 (1d8+5)
Special Attacks evil eye, misfortune hex (Will DC 15), slumber hex (Will DC 15)
Spells Prepared (CL 5th; concentration +8)
3rd — bestow curse (DC 16), dispel magic
2nd — glitterdust (DC 15), spectral hand, web (DC 15)
1st — bungle (DC 14), fumbletongue (DC 14), mage armour, ray of enfeeblement
0 — bleed (DC 13), detect magic, resistance, touch of fatigue (DC 13)

Statistics
Abilities Str 21, Dex 18, Con 22, Int 17, Wis 11, Cha 15
Base Atk +6; CMB +11; CMD 25
Feats Accursed Hex, Combat Casting, Improved Natural Attack, Skill Focus (Bluff, Perception)
Skills Bluff +9, Heal +8, Knowledge (arcana) +17, Knowledge (nature) +11, Perception +15, Spellcraft +11, Stealth +11, Swim +21
Languages Common, Giant
SQ amphibious, ward hex, witch’s familiar (turtle), witch’s patron

Special Abilities
Evil Eye (Su): Three times per day, a sea hag can cast her dire gaze upon any single creature within 30 feet. The target must succeed on a DC 14 Will save or be staggered as strange nebulous distress and a gnawing sense of impending doom plagues the victim. If a sea hag uses her evil eye on someone already afflicted by this curse, the victim must make a DC 14 Fortitude save or be overwhelmed with fright and collapse into a comatose state for 3 days. Each day that passes, the comatose victim must make a DC 14 Fortitude save or perish. The evil eye is a mind-affecting fear effect. The save DCs are Charisma-based.

Evil Eye Curse: Gaze—failed save; save Will DC 14; frequency 1/day; effect staggered (or fall comatose if already under the effects of the evil eye).

Horrific Appearance (Su): The sight of a sea hag is so revolting that anyone within 60 feet (other than another hag) who sets eyes upon one must succeed on a DC 14 Fortitude save or instantly be weakened, taking 1d6 points of Strength damage. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag’s horrific appearance for 24 hours. This is a mind-affecting effect. The save DC is Charisma-based.
**Hydra**

Resembling a metallic version of the flesh and blood monster, iron pyrohydras are actually magical constructs resembling living creatures in every way, save the damaged and dangling heads.

**Iron Pyrohydra**

CR 10

XP 9,600

N Huge construct (fire)

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

**Defence**

AC 24, touch 9, flat-footed 23 (+1 Dex, +15 natural, −2 size)

hp 98 (13d8+40); fast healing 5

Fort +4, Ref +5, Will +4

DR 5/adamantine; Immune Construct traits, fire

**Weaknesses** vulnerability to cold

**Offence**

Speed 20 ft., swim 20 ft.

Melee 3 bites +17 (1d8+4), 9 head slams +12 (1d6+2)

Space 15 ft.; Reach 10 ft.

Special Attacks pounce, 3 breath weapon (15-ft. cone, DC 16, 3d6 fire)

**Statistics**

Abilities Str 18, Dex 12, Con −, Int −, Wis 11, Cha 9

Base Atk +13; CMB +17; CMD 28 (can't be tripped)

SQ hydra traits

**Ecology**

Environment any land or underground

Organization Solitary

Treasure none

**Special Abilities**

**Fast Healing (Ex):** A pyrohydra's fast healing ability is equal to its current number of heads (minimum fast healing 5). This fast healing applies only to damage inflicted on the pyrohydra's body.

**Hydra Traits (Ex):** A hydra can be killed by severing all of its heads or slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make a Sunder attempt with a slashing weapon targeting a head. A head is considered a separate weapon with hardness 0 and 9 hit points. To sever a head, an opponent must inflict enough damage to reduce the head's hit points to 0 or less. Severing a head deals damage to the hydra's body equal to the hydra's current HD. A hydra can't attack with a severed head, but takes no other penalties.
Kobold

Like its kin, this kobold is a short, reptilian humanoid with scaled skin and a snout filled with tiny teeth.

Kobold Lead Archer  CR 9
XP 6,400
Male kobold ranger 10
LE small humanoid (reptilian)
Init +4; Senses darkvision 60 ft.; Perception +17

Defence

AC 21, touch 15, flat-footed 17 (+4 armour, +1 shield, +4 Dex, +1 natural, +1 size)
hp 57 (10d10+20+10 favoured)
Fort +8, Ref +11, Will +5
Defensive Ability evasion
Weakness light sensitivity

Offence

Spd 30 ft.
Melee mwk shortsword +12/+7 (1d4/19-20)
Ranged +1 comp shortbow +17/+12 (1d4+1/x3)
Space 5 ft.; Reach 5 ft.
Special Attacks favoured enemy (human +4, elf +4, animal +2)
Spells Prepared (CL 7th; concentration +9)
  2nd — cat’s grace, locate weakness
  1st — abundant ammunition, aspect of the falcon, gravity bow

Statistics

Abilities Str 11, Dex 19, Con 12, Int 8, Wis 14, Cha 8
Base Atk +10; CMB 14; CMD 24
Feats Deadly Aim (-3/+6), Endurance, Improved Precise Shot, Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Perception), Toughness, Weapon Focus (shortbow)
Skills Craft (trapmaking) +5, Handle Animal +8, Heal +11, Knowledge (nature) +10, Perception +17, Stealth +20, Survival +15; Racial
Modifiers +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)
Languages Common, Draconic
SQ crafty, favoured terrain (underground +4, urban +2), hunter’s bond, swift tracker, track, wild empathy, woodland stride

Combat Gear +1 composite shortbow; Other
Gear mwk chain shirt, mwk buckler, 20 arrows
**Kobold Mob**

**CR 13**

**XP 25,600**  
LE small humanoid (reptilian, swarm)

**Init** +2; **Senses** darkvision 60 ft.; Perception +13

**Defence**

**AC** 20, touch 16, flat-footed 15 (+2 armour, +4  
Dex, +1 dodge, +2 natural, +1 size)

**hp** 142 (19d8+57)

**Fort** +8, **Ref** +15, **Will** +6

**Defensive Abilities** swarm traits; half damage  
from piercing and slashing attacks

**Weaknesses** light sensitivity

**Offence**

**Spd** 30 ft.

**Melee** swarming spears (4d6)

**Space** 15 ft.; **Reach** 0 ft.

**Special Attacks** arrow barrage, distraction (DC 18)

**Statistics**

**Abilities** Str 14, Dex 18, Con 14, Int 10, Wis 11,  
Cha 6

**Base Atk** +14; **CMB** +15 (+19 grapple); **CMD**  
29 (+2 vs. grapple)

**Feats** Body Shield, Chokehold, Dodge, Improved  
Grapple, Improved Natural Armour, Improved  
Unarm Strike, Greater Grapple, Mobility, Rapid  
Grappler, Toughness

**Skills** Climb +15, Perception +14, Stealth +16,  
Survival +13; **Racial Modifiers** +2 Craft  
(trapmaking), +2 Perception, +2 Profession  
(miner)

**Languages** Draconic

**SQ** crafty, small swarm

**Combat Gear** shortbows, short spears; **Other**  
**Gear** chain shirts, 1500 arrows, unnecessary  
amount of copper pieces

**Special Abilities**

**Arrow Barrage (Ex):** A The kobolds fire in  
unison, targeting an area with their shortbows.  
This attack has a range of 30 ft. and deals  
10d4 damage to all creatures in a 10-ft.-radius  
(Reflex 20 half). This ability is usable once  
evry 1d4 rounds.

**Small Swarm (Ex):** Being a swarm of roughly  
150 small creatures, a kobold mob counts as a  
single creature when attempting to grapple  
opponents. However, as a swarm, it still  
cannot normally be grappled by anyone or any  
spell that targets single creatures.
Minotaur, Krynn

Minotaurs have the heads of bulls but otherwise resemble fur-covered men. Some have hooves and some have feet similar to humans.

**Minotaur**  
XP 135  
Male minotaur warrior 1  
LE Medium humanoid  
Init +0; **Senses** darkvision 60 ft.; Perception +1

**Defence**

- **AC** 13, touch 10, flat-footed 13 (+3 armour)  
- **hp** 6 (1d10+1)  
- **Fort** +3, **Ref** +0, **Will** +1

**Defensive Abilities** ferocity

**Offence**

- **Spd** 30 ft.  
- **Melee** falchion +4 (2d4+3/18–20), gore -2 (1d4+2)  
- **Ranged** javelin +1 (1d6+2)  
- **Space** 5 ft.; **Reach** 5 ft.

**Statistics**

- **Abilities** Str 15, Dex 11, Con 12, Int 7, Wis 12, Cha 6  
- **Base Atk** +1; **CMB** +11; **CMD** 13  
- **Feats** weapon focus (falchion)  
- **Skills** Intimidate +4  
- **Languages** Common, Kothian  
- **SQ** weapon familiarity

**Ecology**

**Environment** any warm land  
**Organization** Squad (2-5), Crew (10-20 plus 2 bosuns of 3rd level and 1 captain of 3rd–6th level), Flotilla (30-100 plus 1 bosun of 3rd level per 10 crewmen, 1 captain of 5th level per 20 crewmen, and 1 admiral of 7th level per 30 crewmen)  
**Treasure** NPC gear (hide armour, falchion, 4 javelins, other treasure)

**Special Abilities**

- **Ferocity (EX):** Once per day, when a minotaur is brought below 0 hitpoints but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hitpoints, he immediately falls unconscious and begins dying.
Minotaur Infantry

XP 600
Male minotaur warrior 5
LE Medium humanoid
Init +0; Senses darkvision 60 ft.; Perception +1

Defence

AC 14, touch 10, flat-footed 14 (+3 armour, +1 dodge)
hp 45 (5d10+5+5 favoured class)
Fort +5, Ref +1, Will +2
Defensive Abilities ferocity

Offence

Spd 30 ft.
Melee falchion +9 (2d4+4/18–20); or gore +3 (1d4+3)
Ranged javelin +5 (1d6+3)
Space 5 ft.; Reach 5 ft.

Statistics

Abilities Str 16, Dex 11, Con 12, Int 7, Wis 12, Cha 6
Base Atk +5; CMB +16; CMD 18
Feats cleave, dodge, weapon focus (falchion)
Skills Climb +7, Intimidate +6
Languages Common, Kothian
SQ weapon familiarity

Combat Gear falchion, 4 javelins; Other Gear
hide armour
Minotaur War Chief

XP 3,200
Male minotaur fighter 8
LE Medium humanoid
Init +5; Senses darkvision 60 ft.; Perception +10

Defence
AC 18, touch 11, flat-footed 17 (+7 armour, +1 Dex)
hp 80 (8d10+24+8 favoured class)
Fort +8, Ref +3, Will +4; +2 vs. fear
Defensive abilities bravery +2, ferocity

Offence
Spd 20 ft.
Melee greataxe +16/+11 (1d12+10/x3), gore +9 (1d4+4)
Ranged mwk composite shortbow (Str +4) +10/+5 (1d6+4/x3)
Space 5 ft.; Reach 5 ft.

Statistics
Abilities Str 18, Dex 12, Con 14, Int 10, Wis 14, Cha 6
Base Atk +8; CMB +12; CMD 23
Feats Blind-Fight, Greater Weapon Focus (greataxe), Improved Initiative, Point-Blank Shot, Skill Focus (Stealth), Stealthy, Toughness, Weapon Focus (greataxe), Weapon Specialization (greataxe)
Skills Climb +13, Perception +10, Stealth +13
Languages Common, Kothian
SQ armour training 2, weapon familiarity, weapon training (axes +1)
Combat Gear mwk composite shortbow, greataxe; Other Gear +1, breastplate +1, 20 arrows
Ogre

Savage and uncivilized, the foul outer appearance of ogres represents the inner corruption of their souls.

Ogre Barbarian  CR 7
XP 3,200
Male ogre barbarian 4
CE Large humanoid (giant)
Init –1; Senses darkvision 60 ft., low-light vision; Perception +5

Defence

AC 15, touch 6, flat-footed 15 (+4 armour, -1
   Dex, +5 natural, -1 size, -2 rage)
hp 96 (4d8+4d12+48+4 favoured class)
Fort +13, Ref +1, Will +6
Defensive Abilities uncanny dodge, trap sense
   +1, quick reflexes

Offence

Speed 50 ft.
Melee greatclub +14/+9 (2d8+10)
Ranged javelin +5 (1d8+5)
Space 10 ft.; Reach 10 ft.
Special Attacks powerful blow, quick reflexes,
   Rage 13 rds

Statistics

Abilities Str 25, Dex 8, Con 20, Int 6, Wis 10,
   Cha 7
Base Atk +7; CMB +15; CMD 23
Feats Iron Will, Power Attack (-3/+6),
   Toughness, Weapon Focus (club)
Skills Climb +13, Perception +9
Languages Giant

Combat Gear greatclub, 4 javelins; Other Gear
   hide armour

Special Abilities

Powerful Blow (Ex): The barbarian gains a +2 bonus on a single damage roll. This power is used as a swift action before the roll to hit is made. This power can only be used once per rage.

Quick Reflexes (Ex): While raging, the barbarian can make one additional attack of opportunity per round.

Unraged Statistics

AC 18, touch 6, flat 15; hp 80; Fort +11, Will +4; Melee: greataxe +12/+7 (2d8+7); Str 21, Con 16; CBM +13, CMD 21; Skills: Climb +11
Saltwater Merrow Barbarian  CR 9

XP 6,400
Male merrow barbarian 3
NE Huge humanoid (aquatic, giant)
Init +4; Senses low-light vision; Perception +10

Defence

AC 18, touch 10, flat-footed 13 (+4 Dex, +8 natural, −2 size, −2 rage)
hp 131 (7d8+3d12+80)
Fort +18, Ref +7, Will +7

Defensive Abilities uncanny dodge, trap sense +1

Offence

Speed 50 ft., swim 40 ft.
Melee 2 claws +19 (1d10+12 plus grab)
Ranged javelin +9 (2d6+12)
Space 15 ft.; Reach 15 ft.

Special Abilities

Abilities Str 34, Dex 18, Con 31, Int 8, Wis 10, Cha 5

Base Atk +8; CMB +22 (+24 grapple); CMD 36

Feats Improved Natural Attack, Iron Will, Power Attack, Vital Strike, Weapon Focus (claw)

Skills Perception +10, Stealth −1 (+3 in water), Survival +6, Swim +20; Racial Modifiers +4 Stealth in water, +8 Swim

Languages Giant

SQ amphibious, surprised accuracy (+1)

Unraged Statistics

AC 20, touch 12, flat 15; hp 111; Fort +16, Will +5; Melee: 2 claws +17 (1d10+10 plus grab); Str 30, Con 27; CBM +20, CMD 34; Skills: Swim +18
**Shadowperson**

A shadowperson resembles a gangly ape with a flat nose, pointed ears, and yellow cat-like eyes. A long, flexible membrane connects their arms to their flanks, enabling them to glide short distances.

**Shadowperson**  
**CR 2**  
**XP 600**  
NG Medium monstrous humanoid  
**Init +3; Senses** Perception +7, blindsense 30 ft., darkvision 60 ft.

**Defence**

- **AC 14**, touch 13, flat-footed 11 (+1 Dex, +2 Insight, +1 Natural)
- **hp 16 (3d10)**
- **Fort +3, Ref +4, Will +3**
- **Defensive Abilities** telepathic awareness
- **Weaknesses** light sensitivity

**Offence**

- **Spd 30 ft.; fly 30 ft. (clumsy)**
- **Melee** 2 claws +4 (1d4)
- **Space 5 ft.; Reach 5 ft.**
- **Spell-like Abilities** (CL 3rd; concentration +4)  
  - At-will — detect thoughts (DC 13)

**Statistics**

- **Abilities** Str 10, Dex 12, Con 10, Int 10, Wis 14, Cha 12
- **Base Atk +3; CMB +4; CMD 14**

**Shadowstaff**

This unusual weapon is a short staff topped with a curved metal hook. In skilled hands the weapon can be used to restrain, unarm, or topple opponents as well as attack. The weapon is unique to shadowpersons, a forgotten subterranean folk of Krynn, whom seldom trade with outsiders.

You can use the Weapon Finesse feat with a shadowstaff even though it isn't a light weapon.

<table>
<thead>
<tr>
<th>Two-handed Exotic Weapon</th>
<th>Cost</th>
<th>Dmg (S)</th>
<th>Dmg (M)</th>
<th>Critical</th>
<th>Weight</th>
<th>Type</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shadowstaff</td>
<td>10</td>
<td>1d6</td>
<td>1d8</td>
<td>19-20/x2</td>
<td>6 lbs.</td>
<td>P</td>
<td>disarm, grapple, trip</td>
</tr>
</tbody>
</table>

**Feats** Agile Manoeuvres, Weapon Finesse  
**Skills** Climb +5, Fly -2, Perception +7, Stealth +7, Survival +8

**Languages** Common; telepathy 60 ft.

**SQ** glide, mindweave, weapon familiarity (shadowstaff)

**Ecology**

- **Environment** any underground
- **Organization** solitary, patrol (2-5), or clan (40-60; 1 of 3rd level per 20 adults; 1 counsellor of 5th level)
- **Treasure** half standard

**Special Abilities**

- **Glide (Ex):** Shadowpersons cannot use their fly speed to hover and must end their movement 5 feet lower in elevation than they started.
- **Mindweave (Su):** This ritual unique to shadowpersons connects the minds of the participants granting them a +1 Insight bonus to attack rolls and saving throws for 1d4+1 hours. The ritual takes an hour to perform and involves chanting while linking hands. Other races can participate but only benefit if they make a DC Will saving throw.
- **Telepathic Awareness (Su):** A shadowperson’s prenatural awareness of other living creatures grants them a +2 Insight bonus to Armour Class and Initiative checks.

**Weapon Familiarity (Su):** Shadowpersons treat shadowstaffs as a martial weapon.
Shadowperson Warrior CR 4

XP 1,200
Shadowperson fighter 2
NG Medium monstrous humanoid
Init +4; Senses Perception +8, blindsense 30 ft., darkvision 60 ft.

Defence
AC 18, touch 13, flat-footed 15 (+4 armour, +1 Dex, +2 Insight, +1 Natural)
hp 45 (5d10+10)
Fort +8, Ref +5, Will +4, +1 vs. fear
Defensive Abilities bravery +1, telepathic awareness
Weaknesses light sensitivity

Offence
Spd 30 ft.; fly 30 ft. (clumsy)
Melee shadowstaff +9 (1d8+4/19-20)
Space 5 ft.; Reach 5 ft.
Spell-like Abilities (CL 5th; concentration +5)
At-will — detect thoughts (DC 12)

Statistics
Abilities Str 16, Dex 14, Con 14, Int 10, Wis 17, Cha 10
Base Atk +5; CMB +8; CMD 20
Feats Cleave, Furious Focus, Power Attack (-2/+4), Weapon Focus (shadowstaff)
Skills Climb +7, Fly -3, Perception +8, Stealth +5, Survival +10
Languages Common; telepathy 60 ft.
SQ glide, mindweave, weapon familiarity (shadowstaff)
Combat Gear shadowstaff; Other Gear hide armour
Shadowperson Scout

XP 2,400
Shadowperson ranger 4
NG Medium monstrous humanoid

Init +6; Senses Perception +11, blindsense 30 ft., darkvision 60 ft.

Defence
AC 19, touch 16, flat-footed 13 (+2 armour, +4 Dex, +2 Insight, +1 Natural)

hp 52 (7d10+14)

Fort +9, Ref +11, Will +5

Defensive Abilities telepathic awareness

Weaknesses light sensitivity

Offence
Spd 30 ft.; fly 30 ft. (clumsy)
Melee 2 claws +12 (1d6+1)

Space 5 ft.; Reach 5 ft.

Special Attacks favoured enemy (reptilian +2)

Spell-like Abilities (CL 7th; concentration +8)
At-will — detect thoughts (DC 13)

Spells Prepared (CL 2nd; concentration +5)
1st — longstrider

Statistics
Abilities Str 13, Dex 18, Con 14, Int 8, Wis 16, Cha 12

Base Atk +7; CMB +11; CMD 22

Feats Agile Manoeuvres, Endurance, Improved Natural Weapon (claw), Rending Claws, Weapon Finesse, Weapon Focus (claw)

Skills Climb +9, Fly +2, Handle Animal +8, Perception +11, Stealth +11, Survival +8

Languages Common; telepathy 60 ft.

SQ favoured terrain (underground +2), glide, hunter’s bond (companions), mindweave, weapon familiarity (shadowstaff), wild empathy

Combat Gear shadowstaff; Other Gear leather armour
Shadowperson Stalker

XP 4,800
Shadowperson rogue 6
NG Medium monstrous humanoid
Init +6; Senses Perception +12, blindsense 30 ft., darkvision 60 ft.

Defence
AC 20, touch 16, flat-footed 14 (+3 armour, +4 Dex, +2 Insight, +1 Natural)
hp 16 (3d10+6d8+18)
Fort +5, Ref +7, Will +2
Defensive Abilities evasion, telepathic awareness, trap sense +2, uncanny dodge
Weaknesses light sensitivity

Offence
Spd 30 ft.; fly 30 ft. (clumsy)
Melee shadowstaff +12 (1d8+3/19-20)
Space 5 ft.; Reach 5 ft.
Special Attacks sneak attack +3d6
Spell-like Abilities (CL 3rd; concentration +4)
At-will — detect thoughts (DC 13)

Statistics
Abilities Str 14, Dex 18, Con 14, Int 12, Wis 12, Cha 12
Base Atk +7; CMB +11; CMD 23
Feats Agile Manoeuvres, Blind-Fight, Precise Strike, Shadow Strike, Skill Focus (stealth), Weapon Finesse, Weapon Focus (shadowstaff)
Skills Acrobatics +13, Bluff +10, Climb +13, Fly +7, Disable Device +13, Perception +12, Sense Motive +10, Stealth +19, Survival +13
Languages Common, Nerakese; telepathy 60 ft.
SQ glide, mindweave, rogue talents (fast Stealth, finesse rogue, weapon training), trapfinding, weapon familiarity (shadowstaff)

Combat Gear mwk shadowstaff; Other Gear
mwk studden leather armour
Skeletal Champion

Despite being dead and stripped of flesh, this warrior continues to fight. It's armour suggests it was once a knight, but no longer.

Knightly Skeletal Champion  CR 6
XP 2,400
Human skeletal champion fighter 6
LE Medium undead
Init +5; Senses Perception +6
Defence

AC 22, touch 11, flat-footed 21 (+9 armour, +2 natural, +1 Dex)

hp 48 (6d10+2d8+6 favoured)

Fort +8, Ref +4, Will +7; +2 vs. fear; channel resistance +4

DR 5/bludgeoning; Immune cold, undead traits

Defensive Abilities bravery +2

Offence

Spd 30 ft.

Melee +1 longsword +15/+10 (1d8+12/19-20)

Ranged composite longbow +7/+2 (1d8+4/x3)

Space 5 ft.; Reach 5 ft.

Special Attacks weapon training (swords +1)

Statistics

Abilities Str 20, Dex 14, Con –, Int 13, Wis 8, Cha 10

Base Atk +7; CMB +12 (+17 disarm); CMD 24

(27 vs. trip)

Feats Combat Expertise, Dazzling Display,
Greater Disarm, Improved Disarm, Improved Initiative, Iron Will, Persuasive, Weapon Focus
(longsword), Weapon Specialization

(longsword)

Skills Climb +5, Diplomacy +5, Handle Animal +4, Intimidate +14, Knowledge (engineering)
+5, Knowledge (religion) +6, Perception +8,
Profession (soldier) +5, Ride +5, Sense Motive +8

Languages Common, Solamnic

SQ armour training 1

Combat Gear +1 longsword, composite longbow
(+4 Str), sap; Other Gear masterwork full plate, cloak of resistance +1, 20 arrows

Ecology

Environment any

Organization solitary, pair, or platoon (3–12)

Treasure standard
Thanoi
Brutal southern savages, thanoi resemble humanoid walruses. They are barely able to walk upright and have a perpetual hunch.

Thanoi CR 2
XP 600
NE Medium humanoid (cold)
Init +1; Senses Perception -2

Defence
AC 15, touch 11, flat-footed 15 (+1 Dex, +4 natural)
hp 30 (4d8+12)
Fort +6, Ref +2, Will -1
Immune cold
Weaknesses Vulnerability to fire

Offence
Spd 30 ft.
Melee greatclub +7 (1d10+4); or
Melee tusk +6 (1d8+3)
Javelin +4 (1d6 +3)
Space 5 ft.; Reach 5 ft.

Statistics
Abilities Str 16, Dex 12, Con 15, Int 6, Wis 7, Cha 9
Base Atk +3; CMB +6; CMD 17
Feats Toughness, Weapon Focus (greatclub)
Skills Acrobatics +8, Swim +5; Racial Modifiers +4 swim

Languages Common, Thanoi

Ecology
Environment any cold land
Organization Solitary, Gang (2-4), or Band (10-20 plus 2 sergeants of 3rd level and 1 leader of 3rd–6th level)
Treasure NPC gear (greatclub, other treasure)
Thanoi Warrior

XP 800
Male thanoi warrior 3
NE Medium humanoid (cold)
Init +1; Senses Perception -2

Defence
AC 17, touch 12, flat-footed 16 (+1 Dex, +1 dodge, +5 natural)
hp 55 (4d8+3d10+21)
Fort +7, Ref +3, Will +0
Immune cold
Weaknesses Vulnerability to fire

Offence
Spd 30 ft.
Melee greatclub +10 (1d10+4); or
Melee tusk +9 (1d8+3)
Javelin +7 (1d6 +3)
Space 5 ft.; Reach 5 ft.

Statistics
Abilities Str 16, Dex 12, Con 15, Int 6, Wis 7, Cha 9
Base Atk +6; CMB +9; CMD 20
Feats Dodge, Improved Natural Armour,
Toughness, Weapon Focus (greatclub)
Skills Acrobatics +8, Swim +11; Racial
Modifiers +4 swim
Languages Common, Thanoi
Combat Gear greatclub
Thanoi Hunter

CR 5

XP 1,600

Male thanoi ranger 4

NE Medium humanoid (cold)

Init +1; Senses Perception -2

Defence

AC 20, touch 13, flat-footed 17 (+2 armour, +2
  Dex, +1 dodge, +5 natural)

hp 72 (4d8+4d10+32)

Fort +11, Ref +7, Will +0

Immune cold

Weaknesses Vulnerability to fire

Offence

Spd 30 ft.

Melee tusk +12/+7 (2d6+6)

Ranged javelin +4 (1d6+4)

Special Attacks favoured enemy (humans +2)

Space 5 ft.; Reach 5 ft.

Statistics

Abilities Str 18, Dex 14, Con 17, Int 6, Wis 8,
  Cha 11

Base Atk +7; CMB +11; CMD 22

Feats Dodge, Endurance, Improved Natural
  Armour, Improved Natural Weapon,
  Toughness, Weapon Focus (tusk)

Skills Acrobatics +9, Climb +11, Handle Animal
  +7, Stealth +9, Survival +6 (track +8), Swim
  +6; Racial Modifiers +4 swim

Languages Common, Thanoi

SQ hunter's bond, favoured terrain +2 (ice),
  track, wild empathy

Combat Gear 4 javelins; Other Gear leather
  armour
Thanoi Champion CR 8

XP 3,200
Male thanoi fighter 6
NE Medium humanoid (cold)
Init +1; Senses Perception -2

Defence
AC 22, touch 13, flat-footed 20 (+2 Dex, +4
armour, +1 dodge, +5 natural)
hp 107 (4d8+6d10+50+6 favoured class)
Fort +13, Ref +5, Will +1
Immune cold
Weaknesses Vulnerability to fire

Offence
Spd 30 ft.
Melee mwk greatclub +15/+10 (1d10+9)
Melee tusk +7 (1d8+4)
Javelin +4 (1d6+4)
Space 5 ft.; Reach 5 ft.
Special Attacks reliable strike (1/day)

Statistics
Abilities Str 18, Dex 14, Con 18, Int 6, Wis 8,
Cha 11
Base Atk +9; CMB +13; CMD 25; +2 vs. sunder
and disarm
Feats Dodge, Improved Natural Armour, Lunge,
Monkey Lunge, Power Attack (-3/+9),
Toughness, Weapon Focus (greatclub),
Weapon Specialization (greatclub), Vital Strike
Skills Acrobatics +6, Climb +7, Swim +6; Racial
Modifiers +4 swim

Languages Common

Combat Gear mwk greatclub, 4 javelins; Other
Gear hide armour

Special Abilities
Reliable Strike (Ex): A thanoi champion may
reroll an attack roll, critical hit confirmation roll,
miss chance check, or damage roll as an
immediate action. He must accept the second
roll even if it is worse.
**Tiger**

Striped tawny fur conceal the movement of this massive man-eating beast.

**Blood Sea Tiger**

<table>
<thead>
<tr>
<th>CR</th>
<th>10</th>
</tr>
</thead>
<tbody>
<tr>
<td>XP</td>
<td>9,600</td>
</tr>
</tbody>
</table>

Male advanced dire tiger  
N Large animal  
Init +7; **Senses** Low-Light Vision, Scent; Perception +12

**Defence**

<table>
<thead>
<tr>
<th>AC</th>
<th>18, touch 12, flat-footed 15 (+3 Dex, -1 size, +6 natural)</th>
</tr>
</thead>
<tbody>
<tr>
<td>hp</td>
<td>136 (14d8+64)</td>
</tr>
<tr>
<td>Fort</td>
<td>+14, <strong>Ref</strong> +13, <strong>Will</strong> +6</td>
</tr>
</tbody>
</table>

**Offence**

Spd 40 ft.  
**Melee** 2 claws +21 x2 (2d6+9), bite +21 (2d6+9/19-20) plus grab  
**Space** 10 ft.; **Reach** 5 ft.  
**Special Attacks** pounce, rake (2 claws +20, 2d4+9)

**Statistics**

<table>
<thead>
<tr>
<th>Abilities</th>
<th>Str 28, Dex 16, Con 18, Int 2, Wis 12, Cha 10</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Base Atk</strong></td>
<td>+12; <strong>CMB</strong> +22 (+26 grapple); <strong>CMD</strong> 35 (39 vs. trip)</td>
</tr>
</tbody>
</table>

**Feats** Improved Critical (bite), Improved Initiative, Improved Natural Attack (claw), Run, Skill Focus (perception), Skill Focus (stealth), Weapon Focus (bite), Weapon Focus (claw)

**Skills** Acrobatics +11, Fly +1, Perception +12, Stealth +17, Swim +14 **Racial Modifiers** +4 Acrobatics, +6 Stealth in tall grass

**Ecology**

**Environment** any forests, plains around the Blood Sea  
**Organization** solitary or pair  
**Treasure** none
Harawell Dracart
CR 10
XP 9,600

Male Human Wizard 11
Medium Humanoid (Human)

Init +2; Senses Perception +4

Defence

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +1 deflection, +1 dodge)
hp 74 (11d6+33+11 favoured class); 22 temporary hit points
Fort +5, Ref +6, Will +7

Offence

Spd 30 ft.
Melee +1 Defending Silver Dagger +6 (1d4/19-20/x2)

Wizard Spells Known (CL 11, Concentration +15):
6th–Chain Lightning (DC 22)
5th–Feeblemind (DC 19), quickened Magic Missile
4th–Black Tentacles, Enervation, Hold Person, (DC 18), Greater False Life
3rd–Blink, Lightning Bolt (DC 19), Fireball (DC 19), Fireball (DC 19), Dispels Magic
2nd–Hideous Laughter (DC 16), Hideous Laughter (DC 16), Cat’s Grace, Invisibility, Invisibility
1st– Magic Missile, Magic Missile, Mage Armour, Grease (DC 15), Feather Fall
0 – Open/Close (DC 14), Prestidigitation (DC 14), Ghost Sound (DC 14), Detect Magic

Statistics

Abilities Str 10, Dex 14, Con 13, Int 19, Wis 8, Cha 12
Base Atk +5; CMB +5; CMD 19

Feats Dodge, Empower Spell, Greater Spell Focus: Evocation, Greater Spell Specialization, Heighten Spell, Quicken Spell, Scribe Scroll, Spell Focus: Evocation, Spell Specialization, Toughness

Skills Appraise +12, Bluff +7, Intimidate +7, Knowledge (arcana) +18, Knowledge (dungeoneering) +12, Knowledge (history) +16, Knowledge (planes) +15, Knowledge (religion) +12, Perception +4, Sense Motive +5, Spellcraft +18

Languages Common, Draconic, Dwarven, Magius, Nerakese

SQ Bonded Object: +1 Defending Silver Dagger (1/day)
Combat Gear +1 Defending Silver Dagger;
Other Gear Amulet of Natural Armor +1, Cloak of Resistance, +1, Ring of Protection, +1
**Galang**  
**CR 6**

XP 2,400  
Male hobgoblin fighter 1, monk 7  
LE Medium humanoid (goblinoid)

**Init** +5; **Senses** darkvision 60 ft.; **Perception** +9

---

**Defence**

**AC** 19, touch 19, flat-footed 15 (+4 monk)

**hp** 84 (1d10+7d8+40+7 favoured class)

**Fort** +12, **Ref** +10, **Will** +7

---

**Offence**

**Spd** 50 ft.

**Melee** unarmed strike +22/+17 (1d8+3); flurry +22/+22/+17 (1d8+3)

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

**Special Attacks** stunning fist, drunken strength

---

**Statistics**

**Abilities** Str 16, Dex 20, Con 20, Int 8, Wis 14, Cha 10

**Base Atk** +6; **CMB** +11; **CMD** 25

**Feats** Combat Reflexes, Dodge, Improved Grapple, Improved Trip, Toughness, Weapon finesse, Weapon Focus (unarmed)

**Skills** Acrobatics +15, Climb +9, Escape Artist +15, Perception +9, Stealth +17

**Languages** Common, goblin

**SQ** high jump, evasion, slow fall, ki pool (5 pts), drunken ki

**Combat Gear** fists; **Other** Gear clothes, 4x wineskins

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**Special Abilities**

**Drunken Ki (Su)** Galang can drink a tankard of ale or strong alcohol and gain one temporary ki point. The act of drinking is a standard action that does not provoke attacks of opportunity. Galang can have a maximum of 3 drunken ki points. These drunken ki points last for 1 hour or until spent, whichever is shorter.

**Drunken Strength (Su):** Galang can spend 1 point of ki as a swift action to inflict 1d6 extra points of damage on a single successful melee attack. Galang can choose to apply the damage after the attack roll is made. Galang must have at least 1 drunken ki point to use this ability.
Harkiel the Bender  
**XP 19,200**
Male Juvenile Red Dragon
CE Huge Dragon (Fire)

**Init** +4; **Senses** Blindsight (60 feet), Darkvision (120 feet), Dragon Senses, Low-Light Vision, Smoke Vision; Perception +12

**Aura** Frightful Presence (120 feet, 5d6 rounds) (DC 19)

**Defence**

**AC** 27, touch 8, flat-footed 27 (-2 size, +19 natural)

**hp** 189 (13d12+98)

**Fort** +16, **Ref** +9, **Will** +11

**Immune** fire, paralysis, sleep

**Weakness** Vulnerability to Cold

**Offence**

**Spd** 40 ft., Flight (200 feet, Poor)

**Melee** Bite +24 (2d8+18), 2 Claws +25 (3d6+12/19-20), Tail Slap +19 (2d6+18), 2 Wings +19 (1d8+6)

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

**Special Attacks** Breath Weapon (50-ft. cone, DC 25, 8d10 fire)

**Spell-Like Abilities** (CL 13th; concentration +15)

At will—Detect Magic, Pyrotechnics

**Sorcerer Spells Known** (CL 3rd; concentration +5)

1st (6/day)—Alarm, Magic Missile, Shield

0 (at will)—Mage Hand, Prestidigitation, Dancing Lights, Read Magic, Arcane Mark

**Statistics**

**Abilities** Str 35, Dex 10, Con 25, Int 14, Wis 15, Cha 14

**Base Atk** +14; **CMB** +28; **CMD** 38 (42 vs. Trip)

**Feats** Ability Focus (breath weapon), Improved Critical (claw), Improved Initiative, Improved Natural Armour, Improved Natural Attack (claw), Power Attack (-4/+8), Weapon Focus (claw)

**Skills** Acrobatics +7, Appraise +12, Bluff +12, Diplomacy +12, Escape Artist +7, Fly +2, Intimidate +12, Knowledge (Arcana) +19, Knowledge (Planes) +19, Perception +12, Sense Motive +12, Spellcraft +19, Stealth -8, Use Magic Device +12

**Languages** Common, Abyssal, Draconic
Mandracore the Pirate

XP 12,800
Male ogrekin fighter (mobile) 12
LE Medium humanoid (giant)
Init +2; Senses low-light vision; Perception -1

Defence
AC 27, touch 13, flat-footed 25 (+7 armour, +2
    Dex, +7 natural, +1 deflection)
hp 142 (12d10+60+12 favoured class)
Fort +12, Ref +6, Will +3
Defensive Abilities Agile
Weakness Light Sensitivity

Offence
Spd 40 ft.
Melee +1 Corrosive Longsword +21/+16/+11
    (1d8+14/19-20 plus 1d6 acid)
Space 5 ft.; Reach 5 ft.
Special Attacks Leaping Attack +2, Rapid Attack

Statistics
Abilities Str 22, Dex 14, Con 19, Int 8, Wis 8, Cha 10
Base Atk +12; CMB +18; CMD 31
Feats Critical Focus, Disruptive, Furious Focus,
    Greater Weapon Focus (longsword), Greater
    Weapon Specialization (longsword), Improved
    Natural Armour, Improved Vital Strike,
    Ironhide, Power Attack (-4/+8), Toughness,
    Vital Strike, Weapon Focus (longsword),
    Weapon Specialization (longsword)
Skills Acrobatics +1, Appraise +1, Climb +9,
    Diplomacy +1, Escape Artist +0, Intimidate
    +5, Ride +0, Stealth +0, Swim +10
Languages Common, Khurish
SQ armour training 2, thick skin

Combat Gear +1 Corrosive Longsword; Other
    Gear Boots of Striding and Springing, +1
    Chainmail, Ring of Protection, +1
Flight Marshall Odenkeer

XP 12,800
Male human fighter 12 (polearm master)
LE Medium humanoid
Init +1; Senses Perception +0

Defence
AC 20, touch 11, flat-footed 19 (+9 armour, +1 Dex); 23 with combat expertise
hp 126 (12d10+36+12 favoured class)
Fort +10, Ref +5, Will +4

Offence
Spd 20 ft.
Melee naginata +21/+16/+11 (1d8+14/19-20, x4)
Space 5 ft.; Reach 5 ft. (10 ft. with naginata)
Special Attacks steadfast pike (+3)

Statistics
Abilities Str 18, Dex 13, Con 14, Int 14, Wis 10, Cha 8
Base Atk +12; CMB +16 (+20 trip); CMD 27 (29 vs. trip)

Feats Bleeding Critical, Combat Expertise (-4/+4), Combat Reflexes, Critical Focus, Felling Smash, Greater Trip, Greater Weapon Specialization (naginata), Improved Critical (naginata), Improved Trip, Lunge, Power Attack (-4/+12), Toughness, Weapon Focus (naginata), Weapon specialization (naginata)

Skills Climb +14, Intimidate +13, Ride +11, Survival +14, Swim +14

Languages Common, Nerakan

SQ pole fighting (-1), polearm fighting (+2), flexible flanker

Combat Gear +2 naginata; Other Gear +2 chainmail
Wyrllish Parkane

XP 9,600

Male Human Cleric 11
LE Medium Humanoid (Human)
Init +0; Senses Perception +4

Defence

AC 22, touch 11, flat-footed 22 (+7 armor, +3 shield, +1 natural, +1 deflection)
hp 97 (11d8+33)
Fort +11, Ref +7, Will +13

Defensive Abilities copy cat (7/day), master’s illusion (DC 19; 11 rounds/day)

Offence

Spd 20 ft.

Melee +1 Mace, Heavy +11/+6 (1d8+2/20/x2)

Special Attacks channel negative energy (5/day, DC 19. 6d6), Scythe of Evil (5 rds., 1/day), touch of evil (5 rds., 7/day)

Spell-Like Abilities copy cat (7/day), master’s illusion (DC 19; 11 rounds/day), touch of evil (5 rds., 7/day))

Cleric Spells Known (CL 11, Concentration +15)

6th—Mislead, Harm (DC 20)
5th—Slay Living (DC 19), Flame Strike (DC 19), False Vision
4th—Spell Immunity, Divine Power, Cure Critical Wounds, Unholy Blight (DC 18), Protection from Energy, Communal
3rd—Sands of Time, Prayer, Magic Circle against Good, Resist Energy Communal, Resist Energy, Communal, Invisibility Purge
2nd—Resist Energy, Bull’s Strength, Hold Person (DC 16), Silence (DC 16), Align Weapon (DC 16), Darkness
1st—Protection from Good, Entropic Shield, Cause Fear (DC 15), Comprehend Languages, Ant Haul, Compel Hostility (DC 15)
0—Resistance, Create Water, Bleed (DC 14), Guidance

Domain evil, trickery

Statistics

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

Base Atk +8; CMB +9; CMD 20

Feats Channeled Shield Wall, Improved Channel, Lightning Reflexes, Quick Channel, Selective Channeling, Toughness +11, Weapon Focus: Mace, Heavy

Skills Acrobatics -4, Climb -3, Diplomacy +6, Escape Artist -4, Fly -4, Knowledge (Planes) +7, Knowledge (Religion) +12, Perform (Oratory) +4, Ride -4, Spellcraft +6, Stealth -4, Swim -3

Languages Common, Estwiklde

SQ Aura, Spontaneous Casting

Combat Gear +1 Heavy Mace; Other Gear +1 Agile Breastplate, Amulet of Natural Armour +1, +1 Shield, Cloak of Resistance, +2, Ring of Protection, +1, Heavy Steel
Pirate Alchemist

XP 3,200
Male half-elf alchemist 9
NE Medium humanoid (elf, human)
Init +3; Senses Low-Light Vision; Perception +9

Defence
AC 20, touch 14, flat-footed 17 (+6 armor, +3
Dex, +1 deflection)
hp 53 (9d8+9)
Fort +8, Ref +12, Will +4; +2 vs. enchantment
spells and effects
Immune sleep
Defensive Abilities Poison Resistance +6

Offence
Spd 30 ft.
Melee Dagger +7/+2 (1d4+1/19–20)
Ranged Bomb +11/+6 (5d6+3 Fire) or Frost
Bomb +11/+6 (5d6+3 Cold)
Space 5 ft.; Reach 5 ft.
Special Attacks Bomb 5d6+3 (12/day) (DC 17),
Explosive Bomb, Fast Bombs, Frost Bomb
Infusions Prepared (CL 9; concentration +12)
3rd—Protection from Energy, Haste, Heroism,
Displacement
2nd—Resist Energy, False Life, False Life,
Barkskin, Cat’s Grace
1st—True Strike, True Strike, Shield, Cure
Light Wounds, Cure Light Wounds,
Expeditious Retreat

Statistics
Abilities Str 12, Dex 16, Con 13, Int 17, Wis 10,
Cha 8
Base Atk +6; CMB +7; CMD 21
Feats Brew Potion, Lightning Reflexes, Point
Blank Shot, Precise Shot, Rapid Shot, Skill
Focus (spellcraft), Throw Anything, Weapon
Focus (bomb)
Skills Acrobatics +8, Bluff +4, Climb +0,
Diplomacy +1, Escape Artist +2, Fly +2, Heal
+12, Knowledge (arcana) +15, Knowledge
(nature) +15, Perception +9, Ride +2, Sense
Motive +2, Spellcraft +18, Stealth +2, Survival
+7, Swim +9, Use Magic Device +6 Modifiers
Alchemy +9
Languages Common, Elven, Khurish, Kothian,
Kalinese
SQ Elf Blood, Fast Poisoning (Swift Action),
Mutagen (DC 17), Poison Use, Precise Bombs
(3 squares), Swift Alchemy
Combat Gear dagger; Other Gear Cloak of
Resistance, +1, Ring of Protection, +1, +2
Chain Shirt
Pirate Rogue

XP 3,200
Male human rogue (swashbuckler) 9
CN Medium humanoid
Init +4; Senses Perception +12

Defence
AC 16, touch 14, flat-footed 12 (+1 shield, +4
   Dex, +1 natural)
hp 65 (9d8+18+3 favoured class)
Fort +5, Ref +10, Will +3; +3 vs. fear
Defensive Abilities Evasion, Improved Uncanny
   Dodge

Offence
Spd 30 ft.
Melee +1 Kukri +10/+5 (1d4+3/18-20), +1 Kukri
   +10 (1d4+3/18-20)
Space 5 ft.; Reach 5 ft.
Special Attacks Bleeding Attack +5, Offensive
   Defense, Positioning Attack (1/day), Powerful
   Sneak, Sneak Attack +5d6

Statistics
Abilities Str 14, Dex 18, Con 14, Int 12, Wis 10,
   Cha 8
Base Atk +6; CMB +10; CMD 22
Feats Agile Maneuvers, Double Slice, Improved
   Two-weapon Fighting, Rogue Weapon
   Proficiencies, Two-weapon Defense, Two-
   weapon Fighting, Weapon Finesse, Weapon
   Focus (kukri)
Skills Acrobatics +19, Appraise +9, Climb +10,
   Disable Device +14, Disguise +11, Escape
   Artist +16, Intimidate +7, Perception +12,
   Sense Motive +7, Sleight of Hand +16, Stealth
   +11, Swim +14, Use Magic Device +6
Languages Common, Khurish
Languages Common
Combat Gear, 2 +1 Kukrs; Other Gear Amulet
   of Natural Armour +1, +1 Chain Shirt
**Rono de-Jaska**  
**XP 12,800**  
Male minotaur fighter 7, cavalier 1, bard 1, battle herald 3

LE Medium humanoid  
**Init** +5; **Senses** darkvision 60 ft.; **Perception** +10  
**Defence**  
**AC** 19, touch 11, flat-footed 18 (+8 armour, +1 Dex)  
**hp** 96 (7d10+1d10+1d8+3d10+24+7 favoured class)  
**Fort** +9, **Ref** +5, **Will** +6; +2 vs. fear  
**Defensive abilities** bravery +2, ferocity

**Offence**  
**Spd** 20 ft.  
**Melee** greataxe +19/+15 (1d12+10/x3), gore +12 (1d4+4)  
**Ranged** mwk composite shortbow (Str +4) +13/+8 (1d6+4/x3)  
**Space** 5 ft.; **Reach** 5 ft.  
**Spells Known** (CL 1; concentration +2)  
1st (1/day)—cure light wounds, expeditious retreat  
0—know direction, mage hand, mending, unwitting ally  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** challenge (1/day)  
**Statistics**  
**Abilities** Str 18, Dex 8, Con 14, Int 10, Wis 14, Cha 12  
**Base Atk** +11; **CMB** +11; **CMD** 22  
**Feats** Blind-Fight, Greater Weapon Focus (greataxe), Improved Initiative, Point-Blank Shot, Skill Focus (Stealth), Teamwork, Toughness, Weapon Focus (greataxe), Weapon Specialization (greataxe)  
**Skills** Diplomacy +6, Perform (oratory) +6, Profession (Soldier) +4, Intimidate +6  
**Languages** Common, Kothian  
**SQ** armour training 2, bardic knowledge, bardic performance 2 rd/day, easy march, inspiring command, weapon familiarity, weapon training (axes +1), voice of authority  
**Combat Gear** +1 greataxe, mwk composite shortbow; **Other Gear** +2 chainmail  
**Special Abilities**  
**Inspiring Blow (Su):** Rono de-Jaska roars his war-cry with each blow. When he confirms a critical, he can start this performance as an immediate action (ending any other performances). He gains 1 temporary hit point, and all allies within 30 feet gain a +1 morale bonus on their next attack roll prior to the start of his next turn.  
**Inspiring Command (Ex):** Rono de-Jaska uses his keen tactical acumen and decisive judgment to lead others to victory. As a move action, 9 times per day he may issue a command to all allies within 60 feet.  
**None Shall Fall:** One ally heals 1d6 points of damage. Targeted allies who are poisoned may attempt a new poison saving throw with a +1 bonus; a failed save has no additional effect, but a successful save counts toward curing the poison. This healing is not positive energy and can heal undead creatures.  
**Pincer Maneuver:** Allies gain a +1 bonus to attack and damage rolls when flanking and as a dodge bonus to AC against attacks of opportunity provoked by movement (including standing from prone).  
**Voice of Authority (Ex):** Rono gains a +2 bonus on Diplomacy and Intimidate checks with creatures with which he shares a language. In addition, his allies gain a +3 bonus on Perception or Sense Motive checks to hear her commands or interpret secret messages.
King Vogor Stoneshaker

XP 12,800
Male ogre barbarian 8
CE Large humanoid (giant)

Init –1; Senses darkvision 60 ft., low-light vision; Perception +5

Defence
AC 16, touch 6, flat-footed 16 (+5 armour, -1 Dex, +5 natural, -1 size, -2 rage)

hp 138 (4d8+8d12+50+8 favoured class)
Fort +14, Ref +2, Will +7
DR 1/-

Defensive Abilities uncanny dodge, trap sense +2, quick reflexes, improved uncanny dodge

Offence
Speed 50 ft.

Melee greataxe +20/+15/+10 (3d6+16/19-20 x3)

Ranged javelin +9 (1d8+7)

Space 10 ft.; Reach 10 ft.

Special Attacks powerful blow (+3), quick reflexes, Rage 21 rds, strength surge

Statistics

Abilities Str 22, Dex 8, Con 16, Int 6, Wis 10, Cha 7

Base Atk +11; CMB +17; CMD 25

Feats Furious Focus, Improved Critical (greataxe), Iron Will, Power Attack (-3/ +6), Toughness, Weapon Focus (greataxe)

Skills Climb +13, Perception +9, Survival +7, Swim +13

Languages Giant

Combat Gear +1 greataxe, 4 javelins; Other Gear +1 hide armour

Unraged Statistics

AC 18, touch 11, flat 18; hp 114; Fort +12, Will +5; Melee: greataxe +18/+13/+8 (3d6+13);

Str 22, Con 16; CMB +17, CMD 25; Skills: Climb +11, Swim +11
Ariakas

Huge and imposing, the leader of the Dragonarmies is the self-proclaimed emperor of Ansalon. Despite his size and skill with the sword he is a skilled magic-user.

DUULKET ARIAKAS

THE DRAGON EMPEROR

XP 76,800

Male Human Magus 15, Fighter 2

NE Medium Humanoid (Human)

Init -1; Senses Perception +4

Defence

AC 25, touch 11, flat-footed 25 (+12 armour, -1 Dex, +2 natural, +2 deflection)

hp 168 (15d8+2d10+67+15 favoured class)

Fort +19, Ref +8, Will +11, +1 vs. fear

Defensive abilities bravery +1

Offence

Spd 20 ft.

Melee +2 Adamantine Scimitar +21/+16/+11 (1d6+9/15-20/x2)

Special Attacks Accurate Strike, Critical Strike (1/day), Spellstrike

Magus Spells Known (CL 15, Concentration +18):

5th—Acid Spray (DC 18), Baleful Polymorph (DC 18), Corrosive Consumption

4th—Stoneskin, Black Tentacles, Arcana Theft, Fire Shield (DC 17)

3rd—Elemental Aura (DC 16), Fireball (DC 16), Fireball (DC 16), Vampiric Touch, Vampiric Touch, Locate Weakness (DC 16)

2nd—Bear's Endurance, Invisibility, Mirror Image (DC 15), Elemental Touch (DC 15), Frigid Touch, Frigid Touch

1st—Chill Touch (DC 14), Burning Hands (DC 14), Shocking Grasp, True Strike, Frostbite, Unerring Weapon

0—Acid Splash, Prestidigitation (DC 13), Read Magic (DC 13), Detect Magic, Arcane Mark

Statistics

Abilities Str 20, Dex 8, Con 16, Int 16, Wis 10, Cha 12

Base Atk +13; CMB +18 (+26 Sundering); CMD 29 (35 vs. Sunder)

Feats Bleeding Critical, Cleave, Critical Focus, Combat Expertise +4, Disruptive, Greater Sunder, Improved Critical (scimitar), Improved Sunder, Lightning Reflexes, Power Attack (-4/+8), Sundering Strike, Toughness, Weapon Focus (scimitar), Weapon Specialization (scimitar)

Skills Acrobatics +8, Climb +14, Diplomacy +16, Escape Artist -1, Fly -3, Intimidate +18, Knowledge (arcana) +19, Knowledge (planes) +10, Knowledge (religion) +10, Perception +4, Ride -3, Sense Motive +9, Spellcraft +19, Stealth -1, Swim +10

Languages Common, Nerakan, Khuris, Magius

SQ Arcane Pool (+4; 10/day), Greater Spell Combat, Improved Spell Recall, Knowledge Pool, magus arcana (empowered magic, spell shield [+3], critical strike, manoeuvre master [+4])

Combat Gear +2 Adamantine Scimitar; Other Gear Amulet of Natural Armour +2, Belt of Physical Might, (Str & Con) +2, Cloak of Resistance, +2, Ring of Protection, +2, (Miceram the Crown of Power), +3 Mithral Hellknight Plate

Statistics with Miceram

AC 28, touch 14, flat 28; Fort +15, Ref +11, Will +8; SR 25; Skills: Diplomacy +18, Intimidate +22

Miceram: Also known as "the crown of power" this artefact was worn by the Kingpriests of Istar before the Cataclysm. Wearing it requires a DC 25 Will save each day to prevent the wearer's alignment shifting one degree toward chaotic evil.

Miceram grants its bearer DR 5/epic, SR 25, and a +3 profane bonus to AC and saving throws. It also grant the wearer a +4 profane bonus to all Charisma-based checks and skills (including turning checks), as well as the ability to shed bright light in a 5-ft. radius.
**Chokingdeath**

This fearsome dragon bears the Green Dragon Highlord into battle. They are bound by ties of honour and mutual manipulation.

**Chokingdeath The Green Dragon**

**CR 12**

**XP 19,200**

Male adult green dragon

LE Huge Dragon (Air)

**Init** +0; **Senses** Blindsight (60 feet), Darkvision (120 feet), Dragon Senses, Low-Light Vision; Perception +21

**Aura** Frightful Presence (180 feet, DC 20)

**Defence**

**AC** 27, touch 8, flat-footed 27 (+19 natural, -2 size)

**hp** 172 (15d12+75)

**Fort** +14, **Ref** +9, **Will** +12

**DR** 5/magic; **Immune** acid, paralysis, sleep; **SR** 23

**Offence**

**Spd** 40 ft., fly 200 ft. (poor), swim 40 ft.

**Melee** Bite +21 (2d8+12), Claw x2 +22 x2 (2d6+8/19-20), Tail Slap +16 (2d6+12), Wing x2 +16 (1d8+4), Tail Slap +16 (2d6+12)

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

**Special Attacks** Breath Weapon (50-ft. cone, DC 24, 12d6 acid), crush (Small creatures, DC 24, 2d10+12)

**Spell-Like Abilities** (CL 3; Concentration +7)

- **At will**—Charm Person (DC 14), Entangle (DC 14), Suggestion (DC 14)

**Spell Known** (CL 5; Concentration +9)

- 2nd (5/day)—alter self, fox’s cunning
- 1st (7/day)—grease (DC 15), mage armour, protection from good, mage armour, expeditious retreat
- 0 (at will)—acid splash, dancing lights, detect magic, ghost sounds (DC 14), message, resistance

**Statistics**

**Abilities** Str 27, Dex 10, Con 21, Int 16, Wis 16, Cha 17

**Base Atk** +13; **CMB** +25; **CMD** 37 (41 vs. trip)

**Feats** Ability Focus (breath weapon), Cleave, Flyby Attack, Great Cleave, Hover, Improved Critical (Claw), Power Attack (-4/+8), Weapon Focus (claw)

**Skills** Fly +10, Heal +21, Knowledge (Arcana) +21, Knowledge (Nature) +21, Perception +21, Sense Motive +11, Spellcraft +21,

**Languages** Common, Draconic, Elven, Khurish

**SQ** Trackless Step, Water Breathing, Woodland Stride
Feal-Thas
A renegade elf and former black robed wizard, Feal-Thas wears heavy armour despite his arcane talents and wields an elven staffsword.

Feal-Thas
CR 12
The White Dragon Highlord
XP 19,200
Male elf (Silvanesti) wizard (water) 5, fighter 3, eldritch knight 5
LE Medium humanoid
Init +3; Senses Perception +4, low-light vision
Defence
AC 22, touch 15, flat-footed 18 (+7 armour, +3 Dex, +1 dodge, +1 ring)
hp 79 (5d6+3d10+5d10+13+5 favoured class)
Resist cold 20
Fort +7, Ref +6, Will +7; +1 vs. fear
Defensive abilities bravery +1
Offence
Spd 30 ft.; swim 30 ft.
Melee +1 elven staffsword +13/+8 (1d10+2/17-20)
Space 5 ft.; Reach 5 ft.
Spells Known (CL 9; concentration +13, +17 when casting defensive; arcane failure 20%)
5th—cone of cold (DC 21), ice storm (DC 20, rime spell)
4th—dimension door, greater invisibility, ice storm (DC 20), wall of ice
3rd—aqueous orb (DC 18), dispel magic, elemental aura (DC 19), haste, lightning bolt (DC 19)
2nd—cat's grace, false life, false life, fog cloud, protection from arrows, resist energy
1st—endure elements, feather fall, hydraulic push, magic missile, shield, unseen servant
0—acid splash, detect magic, ray of frost, resistance, read magic
Special Attacks cold blast 7/day
Statistics
Abilities Str 12, Dex 16, Con 12, Int 19, Wis 8, Cha 10
Base Atk +10; CMB +11; CMD 24
Feats Arcane Armour Training, Combat Casting, Combat Expertise, Disruptive Spell, Dodge, Greater Spell Focus (evocation), Improved Critical (staffsword), Lightning Reflexes, Rime Spell, Scribe Scroll, Spell Focus (Evocation), Weapon Finesse, Weapon Focus (staffsword)

Skills Appraise +9, Climb +9, Fly +5, Handle Animal +6, Knowledge (Arcana) +14, Knowledge (History) +9, Knowledge (Nature) +9, Perception +4, Ride +11, Sense Motive +7, Spellcraft +14, Survival +5, Swim +11
Languages Common, Magius, Elven, Ogre, Nerakese, Draconic
SQ water supremacy
Combat Gear +1 elven staffsword (reflawoured eleven curveblade); Other Gear +2 dragonarmour, boots of the winterlands,

Special Abilities
Water Supremacy (Su): Feal-Thas can hold his breath for 48 rounds before he must start making checks to avoid drowning.
Cold Blast (Su): As a standard action, Feal-Thas can unleash a blast of freezing cold. This blast deals 1d6+2 points of cold damage to all creatures within 5 feet of you and stagers them for 1 round. A successful DC 16 Reflex save negates the staggered effect and halves the damage. He can use this ability 7 times per day.
**Gildentongue**

This draconian is a dull yellow hue. His wingless frame is covered in rich clothing of fine cloth and his eyes gleam with intelligence.

**Gildentongue**  
**CR 13**  
**XP 25,600**  
Male aurak sorcerer (draconic) 3  
LE Medium dragon  
**Init** +1; **Senses** darkvision 60 ft.; Perception +14  
**Defence**  
**AC** 21, touch 14, flat-footed 19 (+2 Dex, +2 deflection, +7 natural)  
**hp** 104 (11d12+3d6+33)  
**Fort** +10, **Ref** +10, **Will** +10  
**Resist** 5 fire; **Immune** paralysis, sleep; **SR** 23  
**Offence**  
**Spd** 30 ft.  
**Melee** 2 claws +12 (1d6)  
**Ranged** 2 energy rays +15 ranged touch (1d8+5 force)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** breath weapon (5-ft. cone, DC 20, 5d6)  
**Spell-Like Abilities** (CL 11; Concentration +14, +15 when defensive)  
3/day—dimension door  
1/day—dominate person (DC 20)  
At-will—greater invisibility, suggestion (DC 18)  
**Spell Known** (CL 11; Concentration +16, +20 when defensive)  
5th (4/day) — cone of cold (DC 20)  
4th (6/day) — resilient sphere (DC 19), shout (DC 19), stoneskin  
3rd (6/day) — dispel magic, fireball (DC 18), haste, protection from energy  
2nd (6/day) — eagle’s splendour, false life, glitterdust (DC 17), levitate, scorching ray, see invisible  
1st (6/day) — burning hands (DC 16), grease (DC 16), mage armour, magic missile, shield, ventriloquism  
0 (at will) — bleed (DC 15), detect magic, mage hand, light, mage hand, mending, prestidigitation, ray of frost, resistance  

**Abilities** Str 10, Dex 14, Con 14, Int 14, Wis 10, Cha 20  
**Base Atk** +12; **CMB** +12; **CMD** 24  
**Feats** Combat Casting, Deadly Aim (-4/+8), Deceitful, Point Blank Shot, Precise Shot, Toughness, Weapon Focus (ray)  
**Skills** Bluff +24, Diplomacy +19, Disguise +7, Knowledge (arcana) +19, Perception +14, Spellcraft +16, Survival +14  
**Languages** Common, Nerakese  
**SQ** change shape (any humanoid, alter self, 3/day)  
**Gear** ring of protection +2  
**Special Abilities**  
**Death Throes (Su):** When Gildentongue dies, it explodes in a blast of magical energy dealing 6d6 points damage (half fire, half force) to all creatures within 5 feet (DC 20 half). Save DCs are Constitution-based.  
**Energy Ray (Ex):** An aurak can generate rays of force from its hands. This is a ranged touch attack with a range of 30 feet.
Hopsloth

This dragon resembles a giant toad covered with bile-yellow warts. Its wide head looks like a cross between a frog and a dragon' and vestigial wings grow from its back. Its long, clawed feet are webbed to aid with swimming.

Hopsloth the Amphi Dragon CR 9
XP 6,400
NE Large dragon
Init +3; Senses dragon senses; Perception +19
Aura frightful presence (180 ft., DC 21)

Defence
AC 23, touch 8, flat-footed 23 (+15 natural, -1
Dex, -1 size)
hp 82 (11d8+33)
Fort +10, Ref +6, Will +10
DR 5/magic; Immune acid, paralysis, sleep; SR 18

Offence
Spd 20 ft., burrow 10 ft., swim 60 ft.
Melee bite +15 (1d8+6 plus grab), 2 claws +14
(1d6+4), tail +14 (1d8+6), tongue +15 (grab)
Space 10 ft.; Reach 5 ft. (10 ft. with bite, 15 ft. with tongue)

Special Attacks breath weapon (80-ft. line, DC 17, 6d6 acid damage), swallow whole (4d6 acid damage, AC 17, 8 hp)
Spell-like Abilities (CL 9; concentration +13)
3/day—detect magic, darkness (60 ft. radius)

Statistics
Abilities Str 19, Dex 8, Con 17, Int 16, Wis 17, Cha 14
Base Atk +11; CMB +16; CMD 25
Feats Alertness, Cleave, Furious Focus Improved Initiative, Power Attack (-3/+6), Weapon Focus (bite)
Skills Acrobatics +13, Diplomacy +16,
Knowledge (arcana) +17, Knowledge (history) +17, Knowledge (local) +17, Perception +19,
Sense Motive +19, Spellcraft +17, Survival +17, Swim +18; Racial Modifiers +4
Languages Common, Draconic, Aquan, Elven, Ogre
SQ amphibious

Ecology
Environment tropical aquatic
Organization solitary
Salah-Khan

A warrior-assassin of the Khur tribe, Salah-Khan is both a warlord and master of poisons. He has the traditional shorn head and the traditional Khurish warrior moustache.

Salah-Khan

The Green Dragon Highlord

XP 19,200

Male human (Khur) cavalier 9, rogue 4

LE Medium humanoid

Init +0; Senses Perception +7

Defence

AC 28, touch 11, flat-footed 28 (+11 armour, +5 shield, +1 natural, +1 deflection)

hp 113 (9d10+4d8+39+2 favoured class)

Fort +10, Ref +8, Will +6

Defensive Abilities Evasion, Trap Sense +1, Uncanny Dodge

Offence

Spd 20 ft.

Melee +2 Lance +18/+13/+8 (1d8+8/x3); or
Melee Mwk Longsword +17/+12/+7 (1d8+4/19-20)

Space 5 ft.; Reach 5 ft.

Special Attacks Braggart, Cavalier's Charge, Cockatrice's Challenge (3/day, +9/+3 dmg), Lasting Poison, Powerful Sneak, Sneak Attack +2d6, Steal Glory

Statistics

Abilities Str 18, Dex 10, Con 15, Int 12, Wis 8, Cha 13

Base Atk +12; CMB +16; CMD 27

Feats Coordinated Defense, Critical Focus, Dazzling Display, Iron Will, Mounted Combat, Mounted Shield, Outflank, Power Attack (-4/+8), Rogue Weapon Proficiencies, Shield Focus, Toughness, Trample

Skills Acrobatics +3, Bluff +9, Climb +6, Diplomacy +9, Disguise +13, Escape Artist -6, Fly -6, Heal +4, Intimidate +15, Perception +7, Ride +9, Sense Motive +13, Stealth +2, Survival +9, Swim +6; Modifiers +6 Ride on bonded mount.

Languages Common, Khurish

SQ Animal Companion Link, Banner +3/+2, Expert Trainer +4, Tactician (Coordinated Defense) 7r (2/day), Trapfinding +1

Combat Gear +2 Lance, mwk longsword; Other Gear Amulet of Natural Armor +1, Cloak of Resistance, +1, Ring of Protection, +1, +2 Hellknight Plate, +2 Heavy Steel Shield
Soth

This figure wears the familiar armour of a knight of Solamnia, only blackened and warped by fire. The imposing figure seems surrounded by unnatural coldness and his eyes glow red like the dying embers of a fire.

Soth, the Deathknight
CR 14
XP 38,400
Male human graveknight antipaladin 13
LE Medium undead (augmented)
Init +6; Senses Perception +11; darkvision 60 ft.
Aura sacrilegious aura 30 ft. (DC 20); aura of cowardice 10 ft.; aura of vengeance

Defence
AC 29, touch 12, flat-footed 28 (+12 armour, +5 natural, +1 Dex, +1 deflection); +4 vs. smite target
hp 149 (13d10+65+13 favoured)
Fort +14, Ref +10, Will +15
DR 10/magic; Immune cold, fire, electricity, undead traits; SR 25
Defensive Abilities channel resistance +4, plague bringer, unholy resilience

Offence
Spd 20 ft. (base 30 ft.)
Melee +2 unholy bastard sword +22/+17/+12 (1d10+3d6 fire+10/17-20)
Space 5 ft.; Reach 5 ft.
Special Attacks channel destruction, channel negative energy (7d6), devastating blast (3/day, 8d6), smite good 5/day (+4 attk, +13 dmg), touch of corruption (10/day), undead mastery
Spell-Like Abilities (CL 10th; concentration +14)
1/Day—phantom steed
At will—detect good
Spells Prepared (CL 10th; concentration +14)
4th — slay living (DC 18)
3rd — dispel magic, litany of sight
2nd — bull's strength, desecrate, eagle's splendour
1st — bane (DC 15), curse water, litany of sloth (DC 15), protection from good

Statistics
Abilities Str 25, Dex 14, Con —, Int 12, Wis 16, Cha 18
Base Atk +13; CMB +20; CMD 42

Feats Cleave, Combat Reflexes, Furious Focus, Great Fortitude, Improved Critical, Improved Initiative, Improved Natural Armour, Mounted Combat, Power Attack (-4/+12), Ride-by Attack, Toughness. Weapon Focus (bastard sword)

Skills Bluff +20, Handle Animal +14, Intimidate +18, Knowledge (religion) +17, Ride +12, Sense Motive +19; Racial Modifiers +8

Languages Common, Solamnic, Elven

Aura of evil, fiendish boon, ruinous revivification (fire)

Combat Gear, +2 unholy bastard sword; Other Gear: +3 hellknight plate, +1 ring of protection

Special Abilities
Aura of Cowardice (Su): Soth radiates a palpably daunting aura that causes all enemies to take a −4 penalty on saving throws against fear effects. Creatures that are normally immune to fear lose that immunity within the aura.

Aura of Vengeance (Su): Soth can expend two uses of his smite good ability to grant the ability to smite good to all allies within 10 feet, using his bonuses. Allies must use this smite good ability by the start of Soth’s next turn and the bonuses last for 1 minute. Using this ability is a free action.

Channel Destruction (Su): Soth’s weapons are shrouded in destructive energy, and deals an additional +3d6 fire damage.

Channel Negative Energy (Su): Soth has can channel negative energy like an evil cleric. Using this ability consumes two uses of his touch of corruption ability.

Devastating Blast (Su): Soth may unleash a 30-foot cone of destructive force. This blast deals 8d6 fire damage, but creatures within the area may make a DC20 Reflex save for half damage.

Sacrilegious Aura (Ex): Soth constantly exudes an aura of intense evil and negative energy, which functions as the spell desecrate. In addition, this miasma of fell energies hinders the channelling of positive energy. Any creature that attempts to summon positive energy in this area must make a DC 23 Concentration check. If the character fails, the effect is blocked, its number of uses of that ability being reduced by 1 or the spell being lost.
**Touch of Corruption (Su):** Soth surrounds his hand with a fiendish flame, causing terrible wounds to open on those he touches. As a touch attack, he can cause 6d6 points of damage. Using this ability is a standard action that does not provoke attacks of opportunity. Alternatively, Soth can use this power to heal undead creatures.

Soth can add an effect to his *touch of corruption* whenever it deals damage to one target. This choice is made when the touch is used. The target receives a DC 20 Fortitude save to avoid this cruelty. If the save is successful, the target takes the damage as normal, but not the effects of the cruelty.

*Shaken:* The target is shaken for 13 rounds.

*Staggered:* The target is staggered for 6 rounds.

*Frightened:* The target is frightened for 6 rounds.

*Blinded:* The target is blinded for 13 rounds.

**Undead Mastery (Su):** As a standard action, Lord Soth can attempt to bend any undead creature within 50 feet to his will. The targeted undead must make a successful DC 20 Will save or fall under Soth’s control. This control is permanent for unintelligent undead, while undead with Intelligence scores are allowed an additional save every day to break free. A creature that successfully saves cannot be affected again by *undead mastery* for 24 hours.

Soth can control 65 Hit Dice worth of undead. If he exceeds this number, he loses control over some of his minions, as per the spell *animate dead.*
**Skie (K hellendaros)**

Young for a dragon, Skie is unnaturally potent for his age and size. Because of his skill and speed he is the chosen mount of the Blue Dragon Highlord.

**Skie, the Blue Dragon**  
**CR 15**

**XP 51,200**

LE Large dragon (earth, mighty)  
**Init +10; Senses** dragon senses; Perception +17  
Aura frightful presence (120 ft., DC 23)

**Defence**

**AC 29**, touch 15, flat-footed 28 (+1 Dex, +14 natural, +5 dodge, -1 size)  
**hp 258** (12d12+60+120)  
**Fort +17**, **Ref +14**, **Will +15**  
**DR 5/magic, 4/-**; **Immune** electricity, paralysis, sleep; **SR 17**

**Offence**

**Speed** 70 ft., burrow 20 ft., fly 230 ft. (poor)  
**Melee** bite +23 (2d6+14), 2 claws +22  
(1d8+11), 2 wings +20 (1d6+8), tail slap +20 (1d8+14)  
**Space** 10 ft.; **Reach** 5 ft. (10 ft. with bite)  
**Special Attacks** breath weapon (80-ft. line, DC 25, 8d8 electricity), desert thirst (DC 25)  
**Spell-Like Abilities** (CL 12th; concentration +19)  
At will—**ghost sound** (DC 17), **minor image** (DC 14)  
**Spells Known** (CL 1st; concentration +8)  
1st (4/day)—mage armour, true strike  
0 (at will)—detect magic, mage hand, read magic, resistance

**Statistics**

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**Special Abilities**

**Desert Thirst (Su):** A blue dragon can cast create water at will (CL 12). Alternatively, it can destroy an equal amount of liquid in a 10-foot burst. Unattended liquids are instantly reduced to sand. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC 20) or be destroyed.  
**Sound Imitation (Ex):** A very young or older blue dragon can mimic any voice or sound it has heard by making a successful Bluff check against a listener's Sense Motive check.
TOEDE
Too much hobgoblin squeezed into too little armour, this ugly and rotund figure is pathetic and repulsive.

FEUWMASHER TOEDE CR 3
XP 800
Male hobgoblin fighter (roughrider) 4
NE Medium humanoid (goblin)
Init +6; Senses darkvision 60 ft.; Perception +2
Defence
AC 16, touch 12, flat-footed 14 (+3 armour, +2
Dex, +1 shield)
hp 42 (4d10+16+4 favoured class)
Fort +5, Ref +2, Will +1
Defensive Abilities steadfast mount (+2)
Offence
Spd 30 ft.
Melee longsword +10 (1d8+4/19-20)
Space 5 ft.; Reach 5 ft.
Special Attacks Trample
Statistics
Abilities Str 18, Dex 15, Con 17, Int 10, Wis 12,
Cha 6
Base Atk +4; CMB +8; CMD 20
Feats Improved Initiative, Mounted Combat, Skill
Focus (Intimidate), Toughness, Trample,
Weapon Focus (longsword)
Skills Perception +4, Intimidate +1, Ride +5,
Stealth +5; Racial Modifiers +4 Stealth
Languages Common, Goblin
SQ armoured charger, leap from the saddle
Combat Gear mwk longsword, studded leather

HIGHMASHER TOEDE CR 11
XP 12,800
NE Medium hobgoblin fighter (roughrider) 7,
rogue 5
Init +6; Senses darkvision 60 ft.; Perception +9
Defence
AC 22, touch 14, flat-footed 18 (+7 armour, +3
Dex, +2 shield)
hp 116 (7d10+5d8+48+7 favoured class)
Fort +8, Ref +8, Will +5
Defensive Abilities steadfast mount (+2),
evasion, uncanny dodge
Offence
Spd 20 ft.
Melee longsword +17/+12 (1d8+9/17-20)
Space 5 ft.; Reach 5 ft.
Special Attacks Trample, mounted mettle (+1),
sneak attack +3d6
Statistics
Abilities Str 18, Dex 16, Con 18, Int 10, Wis 12,
Cha 6
Base Atk +10; CMB +4; CMD 27
Feats Furious Focus, Improved Critical
(longsword), Improved Initiative, Iron Will,
Mounted Combat, Power Attack (-3/+6), Skill
Focus (Intimidate), Toughness, Trample,
Weapon Focus (longsword), Weapon
Specialization (longsword)
Skills Acrobatic+7, Appraise +8, Diplomacy +6,
Perception +9, Intimidate +11, Knowledge
(local) +8, Ride +10, Sleight of Hand +11,
Stealth +10; Racial Modifiers +4 Stealth
Languages Common, Goblin
SQ Steadfast mount, armoured charger, leap
from the saddle, trap sense +1, fast stealth,
resiliency (5hp)
Combat Gear longsword; Other Gear +2,
breastplate +1, mwk steel shield
Verminaard

Clad in dark blue-red dragon armour topped with a fearsome and hideous helmet, this imposing figure is armed with a massive unholy mace.

Verminaard

CR 13

The Red Dragon Highlord

XP 25,600

Male Human Cleric 8 Fighter 4 Holy Vindicator 2

LE Medium humanoid

Init -1; Senses Perception +4

Defence

AC 22, touch 10, flat-footed 22 (+10 armour, +2 shield, +1 deflection -1 dex)

hp 108 (8d8+6d10+42+8 favoured class)

Resist fire 20 (armour)

Fort +12, Ref +3 Will +12; +1 vs. fear

Defensive Abilities Bravery +1; Vindicator's Profane Shield

Offence

Spd 20 ft. (base 30 ft.)

Melee Nightbringer +18/+13/+8 (1d8+7+2d6 vs. good, plus blindness) or

Melee Masterwork Whip +16/+11/+6 (1d3+3/20/x2)

Spells Prepared (CL 9; concentration +13, +17 when casting defensive)

4th—animal growth, spell resistance

4th—divine power, shadow conjuration D (DC 17), terrible remorse (DC 128), unholy blight (DC 18)

3rd—bestow curse (DC 17), cure serious wounds, deeper darkness D, magic circle against good, speak with dead

2nd—augury, blindness D (DC 16), bull's strength, effortless armour, hold person (DC 16), shatter

1st—bane (DC 14), cause fear (DC 15), doom (DC 14), obscuring mist D, protection from good, sanctuary (DC 15)

0—detect magic, guidance, mending, resistance

D domain spell (Darkness, Scalykin)

Special Attacks Dragonbreath (2/day, 15-foot cone, DC 15, 5d6 fire), Touch of Darkness (4 rounds, 7/day), channel negative energy (4/day, 5d6 damage, Will DC 16), touch if darkness 6/day, spontaneous casting (inflict spells), venomous stare (7/day, 30 ft. Gaze, Will DC 18, 1d6+4 nonlethal and fascinates)

Statistics

Abilities Str 16, Dex 8, Con 13, Int 10, Wis 18, Cha 12

Base Atk +12; CMB +15; CMD 25

Feats Alignment Channel (good). Blind-fighting, Channel Smite, Channeled Shield Wall, Combat Casting, Exotic Weapon Proficiency (whip), Lightning Reflexes, Mounted Combat, Power Attack (-4/+8), Toughness, Weapon Focus (heavy mace), Weapon Specialization (heavy mace)

Skills Climb +4, Diplomacy +5, Escape Artist -6, Fly -6, Intimidate +9, Knowledge (Planes) +8, Knowledge (Religion) +10, Ride +5, Sense Motive +10, Spellcraft +11

Languages Common, Nerakese

SQ aura, eyes of darkness (4 rds/day), profane stigmata, spontaneous casting (inflict)

Combat Gear Nightbringer (+2 unholy heavy mace), mwk whip; Other Gear +1 fire resistance hellknight plate, ring of protection +1, medallion of faith, heavy steel shield

Special Abilities

Dragonbreath (Su): Verminaard may use a breath weapon twice per day as a standard action. The breath weapon fills a 15-foot cone, and inflicts 5d6 points of fire damage. A creature hit by the dragonbreath attack can make a Reflex save (DC 16) to take half damage. This save is Constitution based.

Nightbringer: This massive mace (+2 unholy heavy mace) is an artefact of the dark gods. As a swift action, the wielder can whisper the command word "midnight" and attempt to induce blindness in a creature struck by the weapon. The blindness lasts 2d6 rounds and a Will saving throw (DC 15) negates.
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