

A1 Friend or Foe 7-8

Tower Guards (6)**CR 3**Ratfolk fighter 2/rogue 2 (*Pathfinder RPG Bestiary 3* 231)

N Small humanoid (ratfolk)

Init +8; **Senses** darkvision 60 ft.; Perception +10**DEFENSE****AC** 19, touch 15, flat-footed 15 (+3 armor, +4 Dex, +1 shield, +1 size)**hp** 30 each (4 HD; 2d10+2d8+6)**Fort** +5, **Ref** +8, **Will** +2; +1 vs. fear**Defensive Abilities** bravery +1, evasion**OFFENSE****Speed** 20 ft.**Melee** short sword +5 (1d4+1/19–20)**Ranged** mwk composite longbow +10 (1d6+1/×3)w/ **Rapid Shot** mwk composite longbow +8/+8 (1d6+1/×3)**Special Attacks** sneak attack +1d6 plus slow reactions, swarming**TACTICS**

Before Combat The ratfolk guards attempt to identify anyone approaching their tower. Unless the PCs manage to convince the guards to engage in diplomacy, the guards open fire from behind the improved cover of their arrow slits. The arrow slits grant the ratfolk a +8 bonus to AC, a +4 bonus on Reflex saves, and the benefits of the improved evasion class feature.

During Combat The ratfolk guards retreat deeper into the tower as needed to avoid melee for as long as possible. Should they be forced into melee, they use their swarming tactics to confuse their enemies. If one of their foes appears near death, they switch to nonlethal attacks (such as their blunt arrows) to drop their opponent, as their primary goal is simply to repel intruders.

Morale If brought below 10 hit points, the ratfolk guards attempt to surrender with the hopes of escaping their capturers and retreating to their captain's office.

STATISTICS**Str** 12, **Dex** 18, **Con** 12, **Int** 12, **Wis** 13, **Cha** 8**Base Atk** +3; **CMB** +3; **CMD** 17**Feats** Improved Initiative, Point-Blank Shot, Rapid Shot, Weapon Focus (composite longbow)**Skills** Climb +4, Craft (alchemy) +7, Disable Device +7, Handle Animal +3 (+7 to influence rodents),

Knowledge (dungeoneering) +6, Knowledge (engineering) +6, Knowledge (local) +5, Perception +10,

Sense Motive +8, Sleight of Hand +8, Stealth +11, Survival +8, Use Magic Device +5; **Racial Modifiers**

+2 Craft (alchemy), +4 Handle Animal to influence rodents, +2 Perception, +2 Use Magic Device

Languages Common, Tian**SQ** rogue talents (slow reactions), trapfinding +1

Combat Gear *potions of cure moderate wounds* (2), alchemist's fire, blunt arrows* (20), smokestick, tanglefoot bag; **Other Gear** masterwork studded leather, buckler, masterwork composite longbow (+1 Str) with 20 arrows, short sword, *cloak of resistance +1*, 18 gp

SPECIAL ABILITIES

Slow Reactions (Ex) Opponents damaged by the rogue's sneak attack can't make attacks of opportunity for 1 round.

Swarming (Ex) Ratfolk are used to living and fighting communally, and are adept at swarming foes for their own gain and their foes' detriment. Up to two ratfolk can share the same square at the same time. If two ratfolk in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

* See the *Advanced Player's Guide*.

A4 Captain's Office 7-8

Rapid Shot	Deadly Aim	Point Blank	Tower Captain's Attack
			+1 composite longbow +13/+8 (1d6+4/x3)
		X	+1 composite longbow +14/+9 (1d6+5/x3)
	X		+1 composite longbow +11/+6 (1d6+8/x3)
	X	X	+1 composite longbow +12/+7 (1d6+9/x3)
X			+1 composite longbow +11/+11/+6 (1d6+4/x3)
X		X	+1 composite longbow +12/+12/+7 (1d6+5/x3)
X	X		+1 composite longbow +9/+9/+4 (1d6+8/x3)
X	X	X	+1 composite longbow +10/+10/+5 (1d6+9/x3)

Tower Captain**CR 6**Ratfolk fighter 4/rogue 3 (*Pathfinder RPG Bestiary 3* 231)

N Small humanoid (ratfolk)

Init +8; **Senses** darkvision 60 ft.; Perception +13**DEFENSE****AC** 20, touch 15, flat-footed 16 (+4 armor, +4 Dex, +1 shield, +1 size)**hp** 50 each (7 HD; 4d10+3d8+11)**Fort** +7, **Ref** +9, **Will** +4; +1 vs. fear**Defensive Abilities** bravery +1, evasion, trap sense +1**OFFENSE****Speed** 20 ft.**Melee** short sword +8/+3 (1d4+1/19–20)**Ranged** +1 *composite longbow* +13/+8 (1d6+4/x3)**Special Attacks** sneak attack +2d6, swarming**TACTICS****Before Combat** The tower captain positions himself so that his guards are between him and the PCs.**During Combat** The ratfolk captain attempts to stay out of melee for as long as possible, instead putting his years of training with the longbow to use. Should he be forced into melee, he draws his short sword and swarms with any remaining guards.**Morale** If brought below 10 hit points, the ratfolk captain attempts to surrender.**STATISTICS****Str** 12, **Dex** 18, **Con** 12, **Int** 12, **Wis** 13, **Cha** 8**Base Atk** +6; **CMB** +6; **CMD** 20**Feats** Deadly Aim, Improved Initiative, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow)**Skills** Climb +5, Craft (alchemy) +7, Disable Device +8, Handle Animal +4 (+8 to influence rodents), Knowledge (dungeoneering) +7, Knowledge (engineering) +7, Knowledge (local) +6, Perception +13, Sense Motive +11, Sleight of Hand +8, Stealth +12, Survival +11, Use Magic Device +7; **Racial Modifiers** +2 Craft (alchemy), +4 Handle Animal to influence rodents, +2 Perception, +2 Use Magic Device**Languages** Common, Tian**SQ** armor training 1, rogue talents (slow reactions), trapfinding +1**Combat Gear** *potion of cat's grace*, *potions of cure serious wounds* (2), alchemist's fire, blunt arrows* (20), smokestick, tanglefoot bag, thunderstone; **Other Gear** masterwork chain shirt, masterwork buckler, +1 *composite longbow* (+1 Str) with 20 arrows, short sword, *cloak of resistance* +1, 163 gp**SPECIAL ABILITIES****Slow Reactions (Ex)** Opponents damaged by the rogue's sneak attack can't make attacks of opportunity for 1 round.**Swarming (Ex)** Ratfolk are used to living and fighting communally, and are adept at swarming foes for their own gain and their foes' detriment. Up to two ratfolk can share the same square at the same time. If two ratfolk in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

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STATISTICS**Str** 12, **Dex** 18, **Con** 12, **Int** 12, **Wis** 13, **Cha** 8**Base Atk** +3; **CMB** +3; **CMD** 17**Feats** Improved Initiative, Point-Blank Shot, Rapid Shot, Weapon Focus (composite longbow)

Skills Climb +4, Craft (alchemy) +7, Disable Device +7, Handle Animal +3 (+7 to influence rodents), Knowledge (dungeoneering) +6, Knowledge (engineering) +6, Knowledge (local) +5, Perception +10, Sense Motive +8, Sleight of Hand +8, Stealth +11, Survival +8, Use Magic Device +5; **Racial Modifiers** +2 Craft (alchemy), +4 Handle Animal to influence rodents, +2 Perception, +2 Use Magic Device

Languages Common, Tian**SQ** rogue talents (slow reactions), trapfinding +1

Combat Gear *potions of cure moderate wounds* (2), alchemist's fire, blunt arrows* (20), smokestick, tanglefoot bag; **Other Gear** masterwork studded leather, buckler, masterwork composite longbow (+1 Str) with 20 arrows, short sword, *cloak of resistance +1*, 18 gp

SPECIAL ABILITIES

Slow Reactions (Ex) Opponents damaged by the rogue's sneak attack can't make attacks of opportunity for 1 round.

Swarming (Ex) Ratfolk are used to living and fighting communally, and are adept at swarming foes for their own gain and their foes' detriment. Up to two ratfolk can share the same square at the same time. If two ratfolk in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

* See the *Advanced Player's Guide*.

B. The Twilight Shrine (7-8)

Dark Stalker Worshiper

CR 7

Dark stalker rogue 3 (*Pathfinder RPG Bestiary* 54)

CN Medium humanoid (dark folk)

Init +6; **Senses** see in darkness; Perception +21**DEFENSE****AC** 21, touch 15, flat-footed 16 (+4 armor, +5 Dex, +2 natural)**hp** 70 (9d8+30)**Fort** +6, **Ref** +14, **Will** +5**Defensive Abilities** evasion, trap sense +1**Weaknesses** light blindness**OFFENSE****Speed** 30 ft.**Melee** mwk short sword +12/+12/+7/+7 (1d6+4/19–20)**Special Attacks** death throes, sneak attack +5d6**Spell-Like Abilities** (CL 6th)At will—*deeper darkness*, *detect magic*, *fog cloud***TACTICS****Before Combat** If the dark stalker detects the PCs' approach, it attempts to hide behind the statue of its dark goddess. While hidden, it coats each of its blades with a dose of black smear.**During Combat** When the PCs enter its unholy domain, the dark stalker touches the podium in front of it and casts *deeper darkness*, enveloping the entire room and some of the extending passages in impenetrable blackness. It relies on the cover of darkness to bring its enemies to their knees with its short swords. Should it find an opponent not susceptible to its sneak attack damage even under the cover of darkness, it moves on to more vulnerable targets.**Morale** The dark slayer defends its unholy shrine to the death.**STATISTICS****Str** 18, **Dex** 22, **Con** 16, **Int** 8, **Wis** 14, **Cha** 10**Base Atk** +6; **CMB** +10; **CMD** 26**Feats** Double Slice, Improved Two-Weapon Fighting, Skill Focus (Perception), Two-Weapon Fighting, Weapon Finesse, Weapon Focus (short sword)**Skills** Acrobatics +14, Climb +12, Disable Device +10, Perception +21, Stealth +27, Survival +6, Use Magic Device +4**Languages** Dark Folk, Undercommon**SQ** poison use, rogue talents (finesse rogue), trapfinding +1**Combat Gear** *potion of invisibility*, black smear (6 doses), tanglefoot bag; **Other Gear** +1 shadow studded leather, masterwork short swords (2), 105 gp**SPECIAL ABILITIES****Death Throes (Su)** When a dark stalker is slain, its body combusts in a flash of white-hot flame. This acts like a *fireball* that deals 3d6 points of fire damage to all creatures within a 20-foot-radius burst. A DC 15 Reflex save halves this damage. A dark stalker's gear and treasure are unaffected by this explosion. This save is Constitution-based.**Light Blindness (Ex)** Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the *daylight* spell. Such creatures are dazzled as long as they remain in areas of bright light.**Poison Use (Ex)** Dark stalkers are skilled in the use of poison and never risk accidentally poisoning themselves. Like their diminutive kin, the dark creepers, dark stalkers use black poison on their weapons and generally carry six doses on them.**Black Smear**—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save. The poison DC is Constitution-based.**See in Darkness (Su)** A dark stalker can see perfectly in darkness of any kind, including that created by *deeper darkness*.

Dark Slayer Mediator

CR 7

Dark slayer sorcerer 5 (*Pathfinder RPG Bestiary 2* 75)

CE Small humanoid (dark folk)

Init +5; **Senses** *detect magic*, see in darkness; Perception +4

DEFENSE**AC** 16, touch 16, flat-footed 11 (+5 Dex, +1 size)**hp** 58 (9 HD; 4d8+5d6+23)**Fort** +6, **Ref** +7, **Will** +8**Weaknesses** light blindness

OFFENSE**Speed** 30 ft.**Melee** +1 kukri +12 (1d3+2/18–20)**Special Attacks** death throes, poison use, sneak attack +2d6, soul harvest**Spell-Like Abilities** (CL 4th; concentration +9)Constant—*detect magic*At will—*bleed* (DC 16), *chill touch* (DC 16), *darkness*, *spectral hand*3/day—*daze monster* (DC 17), *death knell* (DC 17), *inflict moderate wounds* (DC 17)**Bloodline Spell-Like Abilities** (CL 5th; concentration +10)

8/day—grave touch (2 rounds)

Sorcerer Spells Known (CL 5th; concentration +10, defensively +14)2nd (5/day)—*false life*, *ghoul touch* (DC 18), *scorching ray*1st (8/day)—*cause fear* (DC 17), *chill touch* (DC 17), *protection from good*, *ray of enfeeblement* (DC 17), *true strike*0 (at will)—*daze* (DC 15), *ghost sound* (DC 15), *mage hand*, *message*, *read magic*, *touch of fatigue* (DC 16)**Bloodline** undead

TACTICS**Before Combat** The dark slayer is in a deep, trancelike meditative state and most likely unaware of the PCs' approach. Should it manage to hear the PCs before the encounter begins, it draws its wand and kukri.**During Combat** The dark slayer attempts to sneak attack the PCs with ranged touch and melee touch spells, taking full advantage of its soul harvest ability. Should the PCs attempt to neutralize the *deeper darkness* effect in the shrine, the dark slayer uses its *wand of dispel magic* to negate the PCs' spells or effects.**Morale** The dark slayer defends its unholy shrine to the death.

STATISTICS**Str** 13, **Dex** 20, **Con** 14, **Int** 8, **Wis** 11, **Cha** 20**Base Atk** +5; **CMB** +5; **CMD** 20**Feats** Combat Casting, Eschew Materials, Great Fortitude, Skill Focus (Use Magic Device), Spell Focus (necromancy), Weapon Finesse**Skills** Climb +5, Perception +4, Spellcraft +6, Stealth +17, Use Magic Device +15; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth**Languages** Dark Folk**SQ** bloodline arcana (corporeal undead affected by humanoid affecting spells), magical knack**Combat Gear** black smear (2 doses), *scroll of deeper darkness*, *scroll of mage armor*, *wand of dispel magic* (CL 11th, 6 charges); **Other Gear** +1 kukri, 322 gp

SPECIAL ABILITIES

Death Throes (Su) When a dark stalker is slain, its body implodes violently into nothingness, leaving its gear in a heap on the ground. All creatures within a 10-foot burst take 1d8 points of sonic damage and must succeed at a DC 14 Fortitude save or be deafened for 2d4 rounds. The save DC is Constitution-based.

Light Blindness (Ex) Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the *daylight* spell. Such creatures are dazzled as long as they remain in areas of bright light.

Soul Harvest (Su) When a dark slayer damages a flat-footed foe or a foe it is flanking with a melee touch spell or spell like ability that deals hit point damage, the spell does an additional 1d6 points of damage and the dark slayer gains an equal number of temporary hit points. These temporary hit points last for a maximum of 1 hour.

Dark Slayer Mediator Cheat Sheet (Subtier 7-8)

2nd level spells (5/day)

False Life (Necromancy, VSM, personal, 1hr/lvl) – 1d10+lvl temporary hit points (max +10)

Ghoul Touch (Necromancy, VSM, living humanoid touched, 1d6+2rds, SRyes) – FORT or paralyzed. Target has stench aura for 10ft (FORT negates). The aura is a poison effect.

Scorching Ray (Evocation [fire], VS, close, SRyes) – 1 ray at 3rd, 1 ray at 7th, 1 ray at 11th. Each ray deals 4d6 fire.

1st level spells (8/day)

Cause Fear – Irrelevant at this level

Chill Touch (Necromancy, VS, 1 creature touched/lvl, SRyes) – 1d6 neg energy dmg, FORT or 1 STR damage

Protection from Good (Abjuration [evil], VSMDF, creature touched, 1min/lvl) - +2 deflection to AC, +2 resistance on saves vs. good creatures, get another save at +2 vs. mental domination by good targets, no contact by good summoned creatures

Ray of Enfeeblement (Necromancy, VS, close, ray, 1rd/lvl, SRyes) – Target takes 1d6+1/2lvl STR penalty (max 1d6+5, FORT half)

True Strike (Divination, VF, personal) – Next attack roll made by the end of next round gets +20 insight bonus and ignores miss chance for concealment.

8/day spell-like abilities

Grave Touch – Melee touch to make target shaken for ½ lvl rounds. If it has less HD than you and already shaken, it becomes frightened instead.

3/day spell-like abilities

Daze Monster – Irrelevant at this level

Death Knell (Necromancy [death, evil], VS, dying creature touched, SRyes) – WILL or creature dies, gain 1d8 temps, +2 enhancement to STR, +1 effective CL. Lasts for 10min/HD of target.

Inflict Moderate Wounds (Necromancy, VS, creature touched, SRyes) – 2d8+lvl damage, WILL for half. Heals undead targets

At-will spell-like abilities

Bleed (Necromancy, VS, close, one living creature, SRyes) – dying creature takes 1 damage

Chill Touch (Necromancy, VS, 1 creature touched/lvl, SRyes) – 1d6 neg energy dmg, FORT or 1 STR damage

Darkness (Evocation [darkness], VMDF, object touched, 1min/lvl) – Light level drops 1 step in 20ft radius

Spectral Hand – Take 1d4dmg, hand lets you make melee touch at medium range with +2 bonus. AC of 22 + Int, improved evasion, your saves and hp = dmg you took at the start of the spell.

C. Collapsing Hope (7-8)

CENTIPEDE SWARM**CR 4**

N Diminutive vermin (swarm)

Init +4; **Senses** darkvision 60 ft., tremorsense 30 ft.;Perception +4

DEFENSE

AC 18, touch 18, flat-footed 14 (+4 Dex, +4 size)**hp** 31 (9d8–9)**Fort** +5, **Ref** +7, **Will** +3**Defensive Abilities** swarm traits, **Immune** weapon damage

OFFENSE

Speed 30 ft., climb 30 ft.**Melee** swarm (2d6 plus poison)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** distraction (DC 13), poison

STATISTICS

Str 1, **Dex** 19, **Con** 8, **Int** —, **Wis** 10, **Cha** 2**Base Atk** +6; **CMB** —; **CMD** —**Feats** Weapon Finesse^B**Skills** Climb +12, Perception +4; **Racial Modifiers** +4 Perception

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d4 Dex damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

C. What Lies in Wait (7-8)

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CE Large aberration

Init +1; **Senses** darkvision 60 ft.; Perception +27

DEFENSE

AC 24, touch 10, flat-footed 23 (+1 Dex, +14 natural, -1 size)

hp 127 (15d8+60)

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

Immune disease, poison

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +17 (1d8+7), 4 claws +17 (1d6+7)

w/ Power Attack bite +14 (1d8+13), 4 claws +14 (1d6+13)

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

Special Attacks rend (2 claws, 1d6+10, 1d6+19 w/ Power Attack)

TACTICS

Before Combat The gug lies in the shadows, waiting for signs the PCs are about to break through the rubble pile. The gug attacks the first PC to pass through the barrier.

During Combat Gugs are brutal combatants driven by hunger. The gug utilizes Power Attack as much as possible, attempting to kill a single target and retreat with the corpse.

Morale Being alone in this battle, the gug attempts to retreat if brought below 40 hit points.

STATISTICS

Str 25, **Dex** 12, **Con** 18, **Int** 11, **Wis** 16, **Cha** 11

Base Atk +11; **CMB** +19; **CMD** 30

Feats Awesome Blow, Blind-Fight, Combat Reflexes, Greater Bull Rush, Improved Bull Rush, Lunge, Power Attack, Skill Focus (Perception)

Skills Climb +15, Escape Artist +13, Knowledge (dungeoneering) +10, Perception +27, Stealth +15, Survival +21; **Racial Modifiers** +4 Escape Artist

Languages Undercommon

SQ compression

SPECIAL ABILITIES

Awesome Blow As a standard action, the creature may perform an awesome blow combat maneuver. If the creature's maneuver succeeds against a corporeal opponent smaller than itself, its opponent takes damage (typically slam damage plus Strength bonus) and is knocked flying 10 feet in a direction of the attacking creature's choice and falls prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

D. The Center of the Sphere (7-8)

Female adult underworld dragon (*Pathfinder RPG Bestiary 3* 102)

LE Large dragon (fire)

Init +4; **Senses** dragon senses, smoke vision; Perception +20

Aura frightful presence (180 ft., DC 20)

DEFENSE

AC 28, touch 9, flat-footed 28 (+19 natural, –1 size)

hp 161 (14d12+70)

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

DR 5/magic; **Immune** fire, paralysis, sleep; **SR** 22

Weaknesses vulnerability to cold

OFFENSE

Speed 40 ft., burrow 40 ft., fly 200 ft. (poor)

Melee bite +22 (2d6+12), 2 claws +22 (1d8+8/19–20), gore +21 (1d8+12), tail slap +16 (1d8+12)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite and gore)

Special Attacks adamantine claws, breath weapon (80-ft. line, 12d6 fire damage, DC 22)

Spell-Like Abilities (CL 14th; concentration +17)

At will—*soften earth and stone*, *spike stones* (DC 17), *stone shape*

Spells Known (CL 5th; concentration +8)

2nd (5/day)—*flaming sphere* (DC 15), *scorching ray*

1st (7/day)—*burning hands* (DC 14), *cause fear* (DC 14) *magic missile*, *ray of enfeeblement* (DC 14)

0 (at will)—*acid splash*, *bleed* (DC 13), *detect magic*, *flare* (DC 13), *read magic*, *resistance*

TACTICS

Before Combat Before burrowing up to the landing, Xiangnuer casts *detect magic* and suppresses her frightful presence.

During Combat Should the PCs engage Xiangnuer, she no longer suppresses her frightful presence and immediately uses her breath weapon. In later rounds she wades into melee, using Lunge to extend her reach whenever needed.

Morale Xiangnuer's primary goal is to add new treasures to her hoard. If reduced below 40 hit points, she realizes the PCs are no easy score and attempts to flee by flying away at full speed, finding a spot in the shadows, and burrowing deep within Round Mountain.

STATISTICS

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

Base Atk +14; **CMB** +23; **CMD** 33 (37 vs. trip)

Feats Improved Critical (claws), Improved Initiative, Improved Natural Armor, Lunge, Skill Focus (Stealth), Weapon Focus (bite, claw)

Skills Appraise +20, Bluff +20, Climb +25, Fly +11, Intimidate +20, Knowledge (dungeoneering, geography) +20, Perception +20, Stealth +19

Languages Common, Draconic, Ignan, Terran

SQ change shape, underworld burrower

SPECIAL ABILITIES

Adamantine Claws (Ex) The claws of an underworld dragon are made of adamantine, and have the qualities of a weapon made from that material.

Change Shape (Su) Xiangnuer can assume any humanoid form three times per day as if using *polymorph*.

Dragon Senses (Ex) Dragons have darkvision 120 feet and blindsense 60 feet. They see four times as well as a human in dim light and twice as well in normal light.

Frightful Presence (Ex) This special quality makes a creature's very presence unsettling to foes.

Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is usually 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice than the creature has. An opponent can resist the effects with a successful Will save (DC 10 + 1/2 the frightful creature's racial HD + the frightful creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a failed save, the opponent is shaken, or panicked if it has 4 Hit Dice or fewer. An opponent that succeeds at the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Smoke Vision (Ex) Xiangnuer can see perfectly in smoky conditions (such as those created by *pyrotechnics*).

Underworld Burrower (Ex) Xiangnuer gains a 10-foot bonus to her burrow speed. This is already reflected in her statistics.

Xiangnuer's Cheat Sheet

2nd level spells

Flaming Sphere (Evocation[fire], VS MDF, medium, 5ft diameter sphere, 1rd/lvl, SRyes) – Creates a flaming sphere that can roll around. Move action to move 30ft, stops on first person it hits. REF or 3d6 fire dmg. Can go over barriers < 4ft tall.

Scorching Ray (Evocation[fire], VS, close, SRyes) – one ray + one ray at 7th + one ray at 11th. Each ray deals 4d6 fire. All targets must be within 30 ft of each other.

1st level spells

Burning Hands (Evocation, VS, 15ft cone, SR yes) – 5d4 fire, REF half

Cause Fear – not relevant to this scenario

Magic Missile (Evocation[force], VS, medium, SRyes) – 3 1d4+1 missiles of force

Ray of Enfeeblement (necromancy, close, 1rd/lvl, SRyes) – Ray for 1d6+1/2lvls STR penalty. FORT half.

Spell-Like Abilities

Soften Earth and Stone (Transmutation[earth], VSDF, close, 10ft. square/lvl) – Creatures in mud must succeed on a REF or caught for 1d2 rds. Caught creatures cannot move, attack, or cast spells. Make your save and move at ½ speed and cannot run or charge. Creatures in loose dirt move at ½ speed and cannot run or charge.

Spike Stones (Transmutation[earth], VSDF, medium, 20ft. square/lvl, 1 hr/lvl (D), SRyes) – Move through area at ½ speed, every 5 ft take 1d8 damage and REF or speed is reduced for 24 hours or until receiving a *cure* spell.

Stone Shape (Transmutation[earth], VS MDF, touch, stone up to 10 cu.ft. + 1 cu.ft./lvl) – Shape stone to fit your purpose. 30% chance that things with moving parts don't work.