

King of the Storval Stairs

Compiled by Carlos Robledo
GA PFS

HILL GIANT

CR 7

XP 3,200

CE Large humanoid (giant)

Init –1; **Senses** low-light vision; Perception +6 (+1 for checks re:hearing)

DEFENSE

AC 21, touch 8, flat-footed 21 (+4 armor, –1 Dex, +9 natural, –1 size)

hp 85 (10d8+40)

Fort +11, **Ref** +2, **Will** +3; +2 vs harpy song and other sonic

Defensive Abilities rock catching

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee Large greatclub +14/+9 (2d8+10) or 2 slams +13 (1d8+7)

Ranged rock +6 (1d8+10)

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

Special Attacks rock throwing (120 ft.)

STATISTICS

Str 25, **Dex** 8, **Con** 19, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +7; **CMB** +15; **CMD** 24

Feats Cleave, Intimidating Prowess, Martial Weapon Proficiency (greatclub), Power Attack (–2/+6), Weapon Focus (greatclub)

Skills Climb +10, Intimidate +12, Perception +6

Languages Giant

Combat Gear 10 rocks; **Other Gear** Large hide armor, Large greatclub, earplugs made from hair and coagulated blood

Cleave: Standard action, attack adjacent enemy to first target if first attack is a hit

HILL GIANT BARBARIAN

CR 10

Hill giant barbarian 3

CE Large humanoid (giant)

Init +5; **Senses** low-light vision, scent; Perception +10 (+5 for checks requiring hearing)

DEFENSE

AC 24, touch 9, flat-footed 23 (+6 armor, +1 deflection, +1 Dex, +9 natural, –2 rage, –1 size)

hp 158 (13 HD; 10d8+3d12+94)

Fort +18, **Ref** +6, **Will** +8; +2 vs. harpy song and similar sonic effects

Defensive Abilities rock catching, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee Large +1 *greatclub* +22/+17 (2d8+17), 2 slams +20 (1d8+11)

Ranged rock +11 (1d8+11)

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

Special Attacks rage (13 rounds/day), rage powers (scent), rock throwing (120 ft.)

TACTICS

Base Statistics When not raging, the barbarian's statistics are **Senses** low-light vision; **AC** 26, touch 11, flat-footed 25; **hp** 132; **Fort** +16, **Will** +6; **Melee** Large +1 *greatclub* +20/+15 (2d8+14), 2 slams +20 (1d8+11); **Ranged** rock +9 (1d8+9); **Str** 29, **Con** 21; **CMB** +20, **CMD** 32; **Skills** Climb +10, Intimidate +16.

STATISTICS

Str 33, **Dex** 12, **Con** 25, **Int** 6, **Wis** 12, **Cha** 5

Base Atk +10; **CMB** +22; **CMD** 32

Feats Cleave, Combat Reflexes, Improved Initiative, Intimidating Prowess, Martial Weapon Proficiency (greatclub), Power Attack, Weapon Focus (greatclub)

Skills Climb +12, Intimidate +18, Perception +10 (+5 for checks requiring hearing)

Languages Giant

SQ fast movement

Combat Gear 10 rocks; **Other Gear** Large chainmail, Large +1 *greatclub*, *cloak of resistance* +1, *ring of protection* +1, earplugs made from hair and coagulated blood

WINTER WOLF

CR 5

XP 1,600

NE Large magical beast (cold)

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

DEFENSE

AC 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, –1 size)

hp 57 (6d10+24)

Fort +9, **Ref** +6, **Will** +3

Immune cold

Weaknesses vulnerability to fire

OFFENSE

Speed 50 ft.

Melee bite +10 (1d8+7 plus 1d6 cold and trip)

Space 10 ft.; **Reach** 5 ft.

Special Attacks breath weapon (every 1d4 rounds, 15-ft. cone, 6d6 cold damage, Reflex half DC 17)

STATISTICS

Str 20, **Dex** 13, **Con** 18, **Int** 9, **Wis** 13, **Cha** 10

Base Atk +6; **CMB** +12; **CMD** 23 (27 vs. trip)

Feats Improved Initiative, Run, Skill Focus (Perception)

Skills Perception +11, Stealth +4 (+10 in snow), Survival +5; Racial

Modifiers +2 Perception, +2 Stealth (+8 in snow), +2 Survival

Languages Common, Giant

Harpy Warbird cheat sheet:

Flyby attack: one standard action in the middle of movement, but provokes

Mobility: +4 AC versus opp attacks when moving

potion of cure moderate wounds: 2d8+3 healing

Captivating Song (Su) A harpy's song has the power to infect the minds of those that hear it, calling them to the harpy's side. When a harpy sings, all creatures aside from other harpies within a 300-foot spread must succeed on a DC 17 Will saving throw or become captivated. A creature that successfully saves is not subject to the same harpy's song for 24 hours. A victim under the effects of the captivating song moves toward the harpy using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy simply stands and offers no resistance to the harpy's attacks. This effect continues for as long as the harpy sings and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

HARPY WARBIRDS

CR 6

Harpy fighter 2

CE Medium monstrous humanoid

Init +4; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 20, touch 15, flat-footed 15 (+4 armor, +4 Dex, +1 dodge, +1 natural)

hp 69 each (9d10+20)

Fort +10, **Ref** +11, **Will** +7; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 20 ft., fly 80 ft. (average)

Melee mwk morningstar +17/+12 (1d8+7), 2 talons +11 (1d6+5)

Ranged mwk composite longbow +18/+13 (1d8+7/×3)

Special Attacks captivating song (DC 17)

TACTICS

Before Combat The warbird's stat block includes the effects of *good hope* and inspire courage from the harpy queen.

During Combat The warbirds attack PCs who try to fight in melee with ranged attacks and close with spellcasters. They use Flyby Attack to disarm archers or other ranged combatants. An injured warbird uses her captivating song, hoping to distract one or more PCs from the fight.

Morale Bloodthirsty and confident from their previous victories, these harpies fight to the death.

Base Statistics Without *good hope* and inspire courage, the warbirds' statistics are **Fort** +8, **Ref** +9, **Will** +5; **Melee** mwk morningstar +13/+8 (1d8+3), 2 talons +7 (1d6+1); **Ranged** mwk composite longbow +14/+9 (1d8+3/×3); **Skills** –2 on all skill checks.

STATISTICS

Str 16, **Dex** 19, **Con** 12, **Int** 7, **Wis** 10, **Cha** 19

Base Atk +9; **CMB** +12; **CMD** 27

Feats Dodge, Flyby Attack, Great Fortitude, Mobility, Power Attack (–3/+6), Skill Focus (Bluff), Toughness

Skills Bluff +10, Fly +14, Intimidate +10, Perception +10, Perform (sing) +8

Languages Common

Combat Gear *potion of cure moderate wounds*; **Other Gear** chain shirt, masterwork morningstar, masterwork composite longbow (+3 Str) with 30 arrows

QUEEN LAREECAN

CR 10

Harpy bard 7 (Pathfinder RPG Bestiary 172)

CE Medium monstrous humanoid

Init +3; **Senses** darkvision 60 ft.; Perception +18

DEFENSE

AC 21, touch 15, flat-footed 17 (+5 armor, +1 deflection, +3 Dex, +1 dodge, +1 natural)

hp 104 (14 HD; 7d10+7d8+35)

Fort +10, **Ref** +15, **Will** +13; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 20 ft., fly 80 ft. (average)

Melee mwk morningstar +17/+12/+7 (1d8+4), 2 talons +11 (1d6+4)

Ranged mwk shortbow +20/+15/+10 (1d6+4/×3)

Special Attacks bardic performance 22 rounds/day (move action, countersong, distraction, fascinate, inspire competence +3, inspire courage +2, suggestion), captivating song (DC 19)

Bard Spells Known (CL 7th; concentration +13)

3rd (2/day)—*good hope*, *haste*

2nd (5/day)—*blindness/deafness* (DC 18), *glitterdust* (DC 18), *invisibility*, *mirror image*

1st (6/day)—*charm person* (DC 17), *cure light wounds*, *grease*, *hideous laughter* (DC 17), *silent image* (DC 17)

0 (at will)—*daze* (DC 16), *detect magic*, *light*, *message*, *prestidigitation*, *read magic*

TACTICS

Before Combat Lareecan casts *good hope* on herself and her warbirds, and casts *invisibility* on one of her warbirds. Lareecan then readies her *scroll of wall of stone* and stays out of sight until the party responds to her warbird's song.

During Combat If the PCs are lured into area E by her invisible warbird, Lareecan uses her *scroll of wall of stone* (Use Magic Device DC 25) to wall off the southern cavern, then casts *haste* on herself and her warbirds and uses inspire courage as a move action to boost her warbirds' attacks. She uses *blindness/deafness* to blind PCs with flight or ranged weapons. Should any PCs close with her, she casts *hideous laughter* or uses *grease* to disarm them. If one of her warbirds is seriously injured, Lareecan uses the *scroll of heal* to restore her subject. Once she has expended most of her spells, Lareecan either uses her captivating song to lure the PCs out of the fray, or switches to her bow.

Morale If her warbirds are slain and she is clearly beaten, Lareecan flees.

Base Statistics Without *good hope* and inspire courage, Lareecan's statistics are

Fort +8, **Ref** +13, **Will** +11; **Melee** mwk morningstar +13/+8/+3 (1d8), 2 talons +7 (1d6); **Ranged** mwk shortbow +16/+11/+6 (1d6/×3); **Skills** –2 on all skill checks.

STATISTICS

Str 10, **Dex** 17, **Con** 14, **Int** 9, **Wis** 12, **Cha** 22

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

Feats Dodge, Flyby Attack, Great Fortitude, Point-Blank Shot, Precise Shot, Rapid Reload, Skill Focus (Bluff)

Skills Bluff +15, Fly +14, Intimidate +12, Perception +20, Perform (dance) +20, Perform (sing) +21, Use Magic Device +25

Languages Common

SQ bardic knowledge +3, lore master 1/day, versatile performance (dance, sing)

Combat Gear +1 *elf-bane arrows* (5), +1 *giant-bane arrows* (7), +1 *human-bane arrows* (5), *scroll of displacement*, *scroll of heal*, *scroll of wall of stone*, *wand of deep slumber* (3 charges, DC 14); **Other Gear** +1 *chain shirt*, masterwork morningstar, masterwork shortbow with 20 arrows, *ring of protection* +1

Lareecan cheat sheet

Flyby attack: one standard action in the middle of movement, but provokes

Point-Blank Shot: +1 atk and dmg when firing against target within 30'

Precise Shot: ignore firing into melee penalty

Captivating Song (Su) A harpy's song has the power to infect the minds of those that hear it, calling them to the harpy's side. When a harpy sings, all creatures aside from other harpies within a 300-foot spread must succeed on a DC 17 Will saving throw or become captivated. A creature that successfully saves is not subject to the same harpy's song for 24 hours. A victim under the effects of the captivating song moves toward the harpy using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy simply stands and offers no resistance to the harpy's attacks. This effect continues for as long as the harpy sings and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

Bane arrows: +2d6 damage when striking a creature of matching type

scroll of displacement: 50% chance of missing when attacked

scroll of heal: heals 90 hp and cures all status ailments

scroll of wall of stone: 2-inch thick wall of stone; hardness 8, 30hp per 5 section. Break DC 24

wand of deep slumber: 1 round cast, like *sleep* but up to 10HD of creatures.

Spells

Good Hope: +2 to all attack, saves, skill, ability checks and damage rolls

Haste: +1 attack (untyped), +30 move speed, +1 dodge bonus to AC and Ref saves.

Blindness/deafness: make target blind or deaf permanently

Glitterdust: 10' radius burst, Will save or be blind, prevents invisibility for duration

Invisibility: we all know how that works

Mirror Image: create 1d4+2 duplicates, possible misses if they hit images

Charm Person: make an enemy your buddy. Only humanoid type

Cure Light Wounds: 1d8+5 healing

Grease: grease a weapon out of hands of target or put on ground

Hideous Laughter: one creature failing save falls prone, target gets second save as FRA to end

Silent Image: create a minor illusion, no sounds or smells.

QUEEN LAREECAN

CR 12

Harpy bard 10

CE Medium monstrous humanoid

Init +8; **Senses** darkvision 60 ft.; Perception +23

DEFENSE

AC 23, touch 16, flat-footed 18 (+6 armor, +1 deflection, +4 Dex, +1 dodge, +1 natural)

hp 144 (17 HD; 7d10+10d8++61)

Fort +12, **Ref** +19, **Will** +16; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 20 ft., fly 80 ft. (average)

Melee mwk morningstar +19/+14/+9 (1d8+4), 2 talons +13 (1d6+4)

Ranged mwk shortbow +23/+18/+13 (1d6+4/×3)

Special Attacks bardic performance 28 rounds/day (move action, countersong, dirge of doom, distraction, fascinate, inspire competence +3, inspire courage +2, inspire greatness, suggestion), captivating song (DC 19)

Bard Spells Known (CL 10th; concentration +16)

4th (2/day)—*dimension door*, *greater invisibility*

3rd (4/day)—*fear* (DC 19), *good hope*, *haste*, *slow* (DC 19)

2nd (6/day)—*blindness/deafness* (DC 18), *glitterdust* (DC 18), *invisibility*, *mirror image*, *sound burst* (DC 18)

1st (7/day)—*charm person* (DC 17), *cure light wounds*, *grease*, *hideous laughter* (DC 17), *silent image* (DC 17)

0 (at will)—*daze* (DC 16), *detect magic*, *light*, *message*, *prestidigitation*, *read magic*

TACTICS

Before Combat Lareecan casts *good hope* on herself and her warbirds, then casts *greater invisibility* on one of her warbirds. Lareecan then readies her *scroll of wall of stone* and stays out of sight until the party responds to her warbird's song.

During Combat Same as previous tier

Morale If her warbirds are slain and she is clearly beaten, Lareecan flees.

Base Statistics Without good hope, haste, and inspire courage, Lareecan's statistics are Fort +10, Ref +17, Will +14; Melee mwk morningstar +15/+10/+5 (1d8), 2 talons +9 (1d6); Ranged mwk shortbow +19/+14/+9 (1d6/×3); Skills –2 on all skill checks.

STATISTICS

Str 10, **Dex** 18, **Con** 14, **Int** 9, **Wis** 12, **Cha** 22

Base Atk +14; **CMB** +14; **CMD** 30

Feats Dodge, Flyby Attack, Great Fortitude, Improved Initiative, Point-Blank Shot, Precise Shot, Rapid Reload, Skill Focus (Bluff), Toughness

Skills Bluff +15, Fly +15, Intimidate +12, Perception +23, Perform (dance) +22, Perform (sing) +21, Spellcraft +9, Use Magic Device +28

Languages Common

SQ bardic knowledge +5, jack-of-all-trades (use any skill), lore master 1/day, versatile performance (comedy, dance, sing)

Combat Gear +1 *elf-bane arrows* (5), +1 *giant-bane arrows* (9), +1 *human-bane arrows* (5), *scroll of heal*, *scroll of wall of stone*, *wand of cure moderate wounds* (15 charges), *wand of deep slumber* (3 charges); **Other Gear** +2 *chain shirt*, masterwork morningstar, masterwork shortbow with 20 arrows, *cloak of resistance* +1, *ring of protection* +1

Lareecan cheat sheet

Flyby attack: one standard action in the middle of movement, but provokes

Point-Blank Shot: +1 atk and dmg when firing against target within 30'

Precise Shot: ignore firing into melee penalty

Captivating Song (Su) See previous page

Bane arrows: +2d6 damage when striking a creature of matching type

scroll of displacement: 50% chance of missing when attacked

scroll of heal: heals 90 hp and cures all status ailments

scroll of wall of stone: 2-inch thick wall of stone; hardness 8, 30hp per 5 section. Break DC 24

wand of deep slumber: 1 round cast, like *sleep* but up to 10HD of creatures.

wand of cure moderate wounds: 2d8+3 healing

Spells

Dimension Door: short range (1000 ft.) teleport

Greater Invisibility: like invis but attacking doesn't break it. 13 round duration

Good Hope: +2 to all attack, saves, skill, ability checks and damage rolls

Fear: 30' cone burst; fail save and become panicked, pass and shaken for 1 rd.

Haste: +1 attack (untyped), +30 move speed, +1 dodge bonus to AC and Ref saves.

Slow: staggered on failed save, -1 AC, attacks and reflex saves, move at half speed

Blindness/deafness: make target blind or deaf permanently

Glitterdust: 10' radius burst, Will save or be blind, prevents invisibility for duration

Invisibility: we all know how that works

Mirror Image: create 1d4+3 duplicates, possible misses if they hit images

Sound Burst: 10ft radius spread, fort save or stunned. Also 1d8 sonic damage

Charm Person: make an enemy your buddy. Only humanoid type

Cure Light Wounds: 1d8+5 healing

Grease: grease a weapon out of hands of target or put on ground

Hideous Laughter: one creature failing save falls prone, target gets second save as FRA to end

Silent Image: create a minor illusion, no sounds or smells.

FORMOCH

CR 9

Male hill giant cleric of Minderhal 4

LE Large humanoid (giant)

Init +2; **Senses** low-light vision; Perception +11

DEFENSE

AC 26, touch 13, flat-footed 24 (+4 armor, +2 deflection, +2 Dex, +9 natural, –1 size) (20% miss chance for ranged attacks)

hp 123 (14d8+60)

Fort +15, **Ref** +6, **Will** +11

Defensive Abilities rock catching; **Immune** cold (96 points)

OFFENSE

Speed 40 ft.

Melee Large mwk warhammer +22/+17 (2d6+11/×3)

Ranged rock +13/+8 (1d8+11)

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

Special Attacks channel negative energy 1/day (DC 10, 2d6), rock throwing (120 ft.)

Domain Spell-Like Abilities (CL 4th; concentration +6)

5/day—*artificer's touch* (1d6+2, bypasses 4 DR and hardness)

5/day—*strength surge* (+2)

Cleric Spells Prepared (CL 4th; concentration +6)

2nd—*bull's strength*^D, *cure moderate wounds* (2), *silence* (DC 14)

1st—*cure light wounds*, *divine favor*, *enlarge person*^D, *entropic shield*, *shield of faith*

0 (at will)—*detect magic*, *guidance*, *light*, *mending*

D Domain spell; **Domains** Artifice, Strength

TACTICS

Before Combat Formoch casts *bull's strength*, *entropic shield*, and *shield of faith* on himself. Atga casts *protection from energy (cold)* on him.

During Combat Formoch casts *divine favor*, then closes with ranged characters and spellcasters who are staying back from the main fray. If there are flying characters attacking his party, he throws rocks or uses his *scroll of air walk* to reach them.

Morale Formoch fights to the death.

Base Statistics Without *bull's strength*, *divine favor*, *entropic shield*, *protection from energy (cold)*, and *shield of faith*, Formoch's statistics are **AC** 24, touch 11, flat-footed 22, no miss chance; **Immune** none; **Melee** mwk Large warhammer +19/+14 (2d6+8/×3); **Ranged** rock +12/+7 (1d8+8); **CMB** +19; **CMD** 31; **Skills** Climb +10.

STATISTICS

Str 31, **Dex** 14, **Con** 18, **Int** 8, **Wis** 14, **Cha** 7

Base Atk +10; **CMB** +21; **CMD** 35

Feats Cleave, Improved Iron Will, Iron Will, Martial Weapon Proficiency (greatclub), Power Attack (–3/+6), Quick Draw, Weapon Focus (warhammer)

Skills Climb +12, Intimidate +4, Knowledge (religion) +6, Perception +11

Languages Giant

SQ aura

Combat Gear *scroll of air walk*, *scroll of dismissal*, *wand of invisibility purge* (12 charges); **Other Gear** Large chain shirt, Large masterwork warhammer, *belt of incredible dexterity* +2, *brooch of shielding* (25 points)

Formoch cheat sheet

Cleave: Standard action, attack adjacent enemy to first target if first attack is a hit

artificer's touch: cast *mending* at will

strength surge (+2): standard action to grant +2 to all STR related checks

scroll of air walk: walk on air as if on ground

scroll of dismissal (DC 17): extraplanar creature dismissed from prime material if failed save

wand of invisibility purge: dispel invisibility effects in 25' radius from caster

Spells

Bull's Strength: +4 ench bonus to STR

Cure mod: 2d8+4 hp restore

Silence: 1 rd cast time; 20' rad sphere of silence

Cure light: 1d8+4 hp restore

Divine favor: +1 luck bonus to attack and damage

Enlarge Person: 1 rd cast, go up one size category. (Formoch's club goes to 3d6 damage)

Entropic shield: ranged attacks have a 20% miss chance

Shield of Faith: +2 deflex bonus to AC

ATGA

CR 7

Female human sorcerer 8
LE Medium humanoid (human)
Init +2; **Senses** Perception +6

DEFENSE

AC 20, touch 14, flat-footed 17 (+4 armor, +1 deflection, +2 Dex, +1 dodge, +2 natural)
hp 75 (8d6+45)
Fort +6, **Ref** +6, **Will** +9
Immune cold (96 points); **Resist** cold 10

OFFENSE

Speed 30 ft.
Melee club +3 (1d6–1)
Bloodline Spell-Like Abilities (CL 8th; concentration +12)
7/day—elemental ray (1d6+4 cold)
Sorcerer Spells Known (CL 8th; concentration +12)
4th (4/day)—*wall of ice* (DC 20)
3rd (6/day)—*fireball* (DC 19), *protection from energy*, *stinking cloud* (DC 17)
2nd (7/day)—*false life*, *mirror image*, *scorching ray* (cold), *web* (DC 16)
1st (7/day)—*burning hands* (cold) (DC 17), *charm person* (DC 15), *grease*, *mage armor*, *magic missile*, *ray of enfeeblement* (DC 15)
0 (at will)—*acid dart*, *dancing lights*, *daze* (DC 14), *detect magic*, *light*, *mage hand*, *message*, *prestidigitation*
Bloodline elemental (water)

TACTICS

Before Combat Atga casts *false life*, *mage armor*, and *protection from energy (cold)* on herself, and *protection from energy (cold)* on Formoch.
During Combat Atga uses *stinking cloud* to disable as many enemies as possible, then uses *wall of ice* or *web* to separate the PCs and prevent them from attacking Formoch. Atga prefers disabling enemies and relies on Formoch's ability to deal damage, but uses *fireball* or *scorching ray* if doing so takes out a weakened enemy.
Morale Atga fights to the death.
Base Statistics Without *false life*, *mage armor*, and *protection from energy (cold)*, Atga's statistics are **AC** 16, touch 14, flatfooted 13; **hp** 62; **Immune** none.

STATISTICS

Str 8, **Dex** 14, **Con** 14, **Int** 10, **Wis** 12, **Cha** 18
Base Atk +4; **CMB** +3; **CMD** 17
Feats Dodge, Eschew Materials, Greater Spell Focus (evocation), Point-Blank Shot, Precise Shot, Spell Focus (evocation), Toughness
Skills Acrobatics +4, Bluff +12, Knowledge (arcana) +7, Knowledge (geography) +1, Knowledge (religion) +1, Linguistics +1, Perception +6, Spellcraft +8
Languages Common, Giant, Skald
SQ bloodline arcana (change energy damage spells to match bloodline energy)

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Combat Gear *scroll of dimension door*, *scroll of haste*, *scroll of see invisibility*; **Other Gear** club, *amulet of natural armor* +2, *cloak of resistance* +2, *ring of protection* +1, 575 gp

Atga cheat sheet

Point-Blank Shot: +1 atk and dmg when firing against target within 30'

Precise Shot: ignore firing into melee penalty

Spells

Wall of ice: sheet or dome of ice, 24 hp, break DC 23; dome: 10 ft. radius sphere

Fireball: 20 ft. radius, 8d6 damage (cold or fire)

Prot from energy: 96 points of cold immunity

Stinking cloud: 20 ft. radius cloud of poison, Fort save or nauseated, +1d3 rounds after leaving

False life: temp hp

Mirror Image: create 1d4+2 duplicates, possible misses if they hit images

Scorching Ray: ray 4d6 cold damage on ranged touch attack, 2 rays

Web: 20 ft. radius web. fail Ref save and be grappled. Save to move through web

Burning hands: 15 ft. cone of cold, 5d4 damage, Ref for half

Charm Person: make an enemy your buddy. Only humanoid type

Grease: grease a weapon out of hands of target or put on ground

Magic Missile: 1d4+1 force damage per missile, 4 missiles

Ray of enfeeblement: 1d6+4 STR damage on ranged touch attack, Fort half

FORMOCH

CR 12

Male hill giant cleric of Minderhal 9 (Pathfinder RPG Bestiary 150)

LE Large humanoid (giant)

Init +2; **Senses** low-light vision; Perception +15

DEFENSE

AC 28, touch 14, flat-footed 26 (+5 armor, +3 deflection, +2 Dex, +9 natural, –1 size) (20% miss chance for ranged attacks)

hp 170 (19d8+85)

Fort +18, **Ref** +9, **Will** +15

Defensive Abilities freedom of movement, rock catching; **Immune** cold (120 points), charm monster; **Resist** electricity 20, fire 20

OFFENSE

Speed 40 ft.

Melee Large +1 warhammer +28/+23/+18 (2d6+15/×3)

Ranged rock +18/+13/+8 (1d8+14)

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

Special Attacks channel negative energy 1/day (DC 12, 5d6), dancing weapons (4 rounds, 1/day), might of the gods (+9, 9 rounds/day), rock throwing (120 ft.)

Domain Spell-Like Abilities (CL 9th; concentration +12)

6/day—artificer's touch (1d6+4, bypasses 9 DR and hardness)

6/day—strength surge (+4)

Cleric Spells Prepared (CL 9th; concentration +12)

5th—heal, righteous might^D

4th—air walk, freedom of movement, spell immunity

3rd—cure serious wounds (2), invisibility purge, stone shape^D, wind wall

2nd—bull's strength^D, cure moderate wounds (2), resist energy (2), silence (DC 15)

1st—cure light wounds (2), divine favor, enlarge person^D, entropic shield, shield of faith

0 (at will)—detect magic, guidance, light, mending

D Domain spell; **Domains** Artifice, Strength

TACTICS

Before Combat Formoch casts *bull's strength*, *entropic shield*, *freedom of movement*, *resist energy* (electricity, fire), *shield of faith*, and *spell immunity* (charm monster) on himself. Atga casts *protection from energy* (cold) on him.

During Combat Formoch casts *divine favor*, then closes with ranged characters and spellcasters who are staying back from the main fray. If there are flying characters, he throws rocks or casts *air walk* to reach them.

Morale Formoch fights to the death.

Base Statistics Without buffs, Formoch's statistics are **AC** 25, touch 11, flat-footed 23, no miss chance; **Defensive Abilities** no freedom of movement, **Immune** none;

Resist none; **Melee** Large +1 warhammer +23/+18/+13 (2d6+10/×3); **Ranged** rock +15/+10/+5 (1d8+9); **Str** 28; **CMB** +23; **CMD** 35; **Skills** Climb +12.

STATISTICS

Str 32, **Dex** 14, **Con** 18, **Int** 8, **Wis** 16, **Cha** 7

Base Atk +13; **CMB** +25; **CMD** 40

Feats Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Improved Iron Will, Iron Will, Martial Weapon Proficiency (greatclub), Power Attack (–4/+8), Quick Draw, Weapon Focus (warhammer)

Skills Climb +14, Intimidate +4, Knowledge (religion) +6, Perception +15, Spellcraft +4

Languages Giant

SQ aura

Gear Large +1 *chain shirt*, Large +1 *warhammer*, *belt of incredible dexterity* +2, *brooch of shielding* (25 points), *cloak of resistance* +1, *headband of inspired wisdom* +2

Formoch cheat sheet

Blind-fight: roll miss chance die when fighting blind twice, take best

Cleave: Standard action, attack adjacent enemy to first target if first attack is a hit

Combat Casting: +4 to concentration checks when casting defensively

Combat Reflexes: 2 AOOs a round instead of 1

Improved Iron Will: when making will saves, roll twice and take highest

artificer's touch: cast *mending* at will

strength surge (+4): standard action to grant +4 to all STR related checks

scroll of dismissal (DC 17): extraplanar creature dismissed from prime material if failed save

Spells

Heal: heal 90 hp and all status ailments

Righteous might: increase size category, +4 STR, CON, –2 DEX, +2 nat armor, DR 5/good

Air walk: walk on air as if on ground

Freedom of movement: movement cannot be impeded

Spell immunity: immunity to specific spell

Cure serious: 3d8+9 healing

Invisibility purge: dispel invisibility effects in 25' radius from caster

Stone shape: change shape of stone

Wind wall: 90 ft. long wall of wind, deflects all arrows and bolts, others 30% miss chance

Bull's Strength: +4 ench bonus to STR

Cure mod: 2d8+9 hp restore

Resist Energy: gain energy resistance 20 for selected energy type

Silence: 1 rd cast time; 20' rad sphere of silence

Cure light: 1d8+5 hp restore

Divine favor: +3 luck bonus to attack and damage

Enlarge Person: 1 rd cast, go up one size category. (Formoch's club goes to 3d6 damage)

Entropic shield: ranged attacks have a 20% miss chance

Shield of Faith: +3 deflex bonus to AC

ATGA

CR 10

Female human sorcerer 11
LE Medium humanoid (human)
Init +6; **Senses** Perception +9

DEFENSE

AC 19, touch 14, flat-footed 16 (+4 armor, +1 deflection, +2 Dex, +1 dodge, +1 natural)
hp 100 (11d6+59)
Fort +10, **Ref** +8, **Will** +11
Immune cold (96 points); **Resist** cold 20

OFFENSE

Speed 30 ft.

Melee club +4 (1d6–1)

Bloodline Spell-Like Abilities (CL 11th; concentration +16)

8/day—elemental ray (1d6+5 cold)

1/day—elemental blast (11d6 cold, DC 20)

Sorcerer Spells Known (CL 11th; concentration +16)

5th (5/day)—*dismissal* (DC 20), *elemental body II*, *wall of force*

4th (7/day)—*black tentacles*, *dimension door*, *elemental body I*, *enervation*

3rd (7/day)—*fireball* (DC 19), *protection from energy*, *ray of exhaustion* (DC 18),
slow (DC 18), *stinking cloud* (DC 18)

2nd (7/day)—*false life*, *fog cloud*, *mirror image*, *scorching ray* (cold), see
invisibility, *web* (DC 17)

1st (8/day)—*burning hands* (cold) (DC 17), *charm person* (DC 16), *grease*, *mage armor*, *magic missile*, *ray of enfeeblement* (DC 16)

0 (at will)—*acid dart*, *dancing lights*, *daze* (DC 15), *detect magic*, *light*, *mage hand*,
message, *prestidigitation*, *read magic*

Bloodline elemental (water)

TACTICS

Before Combat Atga casts *false life*, *mage armor*, and *protection from energy (cold)* on herself, and casts *protection from energy (cold)* on Formoch.

During Combat Atga casts *black tentacles* to disable as many enemies as possible, then casts *wall of force* to separate the PCs, prevent them from attacking Formoch, and contain them in the area with the *black tentacles*. She casts *dimension door* to move herself and Formoch out of a dangerous area or to an enemy spellcaster. She casts *scorching ray* and *fireball* to finish off enemies who are clearly weakened. Because Formoch is protected against cold by her spell, she doesn't care if she includes him in the area of her cold attacks.

Morale Atga fights to the death.

Base Statistics Without *false life*, *mage armor*, and *protection from energy (cold)*, Atga's statistics are **AC** 15, touch 14, flatfooted 12; **hp** 85; **Immune** none.

STATISTICS

Str 8, **Dex** 14, **Con** 14, **Int** 10, **Wis** 12, **Cha** 20

Base Atk +5; **CMB** +4; **CMD** 18

Feats Combat Casting, Dodge, Eschew Materials, Great Fortitude, Improved Initiative, Point-Blank Shot, Precise Shot, Spell Focus (evocation), Toughness
Skills Acrobatics +6, Bluff +15, Knowledge (arcana) +9, Knowledge (geography) +1, Knowledge (religion) +1, Linguistics +1, Perception +9, Spellcraft +8

Languages Common, Giant, Skald

SQ bloodline arcana (change energy damage spells to match bloodline energy)

Combat Gear *scroll of arcane eye*, *scroll of blur*, *scroll of haste*, *scroll of teleport*, *wand of glitterdust* (7 charges); **Other Gear** club, *amulet of natural armor* +1, *cloak of resistance* +3, *headband of alluring charisma* +2, *ring of protection* +1

Atga cheat sheet

Elemental Blast: 20 ft. radius burst, range 60 ft', ref save or for half, on fail gain weakness to cold for 1 round

Combat Casting: +4 to concentration checks when casting defensively

Point-Blank Shot: +1 atk and dmg when firing against target within 30'

Precise Shot: ignore firing into melee penalty

scroll of arcane eye: not for combat

scroll of blur: target gains 20% concealment

scroll of haste: +1 atk, +1 AC and reflex, +30 ft. movement, +1 attack when full-attacking

scroll of teleport: escape

wand of glitterdust: 10' radius burt, DC 13 Will save or be blind, prevents invisibility
Spells

Dismissal: extraplanar creature dismissed from prime material if failed save

Elemental body II: turn into med elemental

Wall of force: sheet of force, hardness 30, 220 hp, flat plane only, area 110 sq ft

Black tentacles: you know this one, +16 CMB, 26 CMD

Dimension Door: short range (1000 ft.) teleport

Elemental body I: turn into small elemental

Enervation: ray for 1d4 temp negative levels

Fireball: 20 ft. radius, 8d6 damage (cold or fire)

Prot from energy: 96 points of cold immunity

Ray of exhaustion: ray, target exhausted, fort save for fatigue only

Slow: staggered on failed save, -1 AC, attacks and reflex saves, move at half speed

Stinking cloud: 20 ft. radius cloud of poison, Fort save or nauseated, +1d3 rounds after leaving

False life: temp hp

Fog Cloud: giant fog cloud

Mirror Image: create 1d4+2 duplicates, possible misses if they hit images

Scorching Ray: ray 4d6 cold damage on ranged touch attack, 2 rays

See invisibility: as it sounds

Web: 20 ft. radius web. fail Ref save and be grappled. Save to move through web

Burning hands: 15 ft. cone of cold, 5d4 damage, Ref for half

Charm Person: make an enemy your buddy. Only humanoid type

Grease: grease a weapon out of hands of target or put on ground

Magic Missile: 1d4+1 force damage per missile, 4 missiles

Ray of enfeeblement: 1d6+4 STR damage on ranged touch attack, Fort half