

Aspis Rogue CR 1/2

Male human rogue 1
N Medium humanoid (human)
Init +3; Senses Perception +5

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)
hp 9 (1d8+1)
Fort +1, Ref +5, Will +1

OFFENSE

Speed 30 ft.
Melee mwk short sword +2 (1d6/19–20), short sword +1 (1d6/19–20)
Ranged shortbow +3 (1d6/x3)
Special Attacks sneak attack +1d6

TACTICS

Before Combat The rogue listens and watches for the PCs, making Perception checks, and maneuvers himself to maximize his chances of performing sneak attacks.
During Combat The rogue attempts to use his sneak attack ability, either by shooting arrows from hiding or by moving into flanking positions with his allies, targeting whichever PC appears to be the weakest of the party.
Morale Unwilling to admit defeat so easily, the rogue fights until he is unconscious.

STATISTICS

Str 10, Dex 17, Con 12, Int 14, Wis 13, Cha 8
Base Atk +0; CMB +0; CMD 13
Feats Two-Weapon Fighting, Weapon Finesse
Skills Acrobatics +6, Bluff +3, Climb +3, Disable Device +6, Escape Artist +6, Intimidate +3, Knowledge (dungeoneering) +6, Knowledge (local) +6, Perception +5, Sense Motive +5, Sleight of Hand +7, Stealth +6
Languages Common, Elven, Varisian
SQ trapfinding +1
Gear studded leather, shortbow with 20 arrows, masterwork short sword, short sword, 15 gp

Mantis assassin

Human rogue (poisoner) 1 (Pathfinder RPG Advanced Player's Guide 134)

LE Medium humanoid (human)

Init +3; Senses Perception +5

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 9 each (1d8+1)

Fort +0, Ref +5, Will +1

OFFENSE

Speed 30 ft.

Melee short sword +3 (1d6+2/19–20 plus poison)

Ranged dart +4 (1d4+2 plus poison)

Special Attacks sneak attack +1d6

TACTICS

Before Combat The assassins stealthily approach behind opponents, attempting to poison them with darts before entering melee.

During Combat The assassins attempt to maneuver into flanking positions, using Acrobatics checks to navigate around the furniture.

Morale If an assassin's allies fall, the assassin attempts to flee.

If caught, the captured assassin attempts to kill herself before she can be forced to talk.

STATISTICS

Str 14, Dex 17, Con 10, Int 13, Wis 12, Cha 8

Base Atk +0; CMB +2; CMD 15

Feats Weapon Finesse, Weapon Focus (dart)

Skills Acrobatics +6, Bluff +3, Climb +5, Disguise +3, Escape

Artist +6, Knowledge (local) +5, Perception +5, Sense Motive +5, Sleight of Hand +7, Stealth +6

Languages Common, Qadiran

SQ poison use

Combat Gear bloodroot poison (3 doses); **Other Gear** studded leather, dart, short sword, 55 gp

SPECIAL ABILITIES Poison (Ex) Bloodroot—injury; *save* Fort DC 12; *frequency* 1/round for 4 rounds; *effect* 1 Con and 1 Wis; *cure* 1 save

Aspis Fighter CR 1/2

Female human fighter 1
NE Medium humanoid (human)
Init +1; Senses Perception +1

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)
hp 13 (1d10+3)
Fort +4, Ref +1, Will +1

OFFENSE

Speed 20 ft.
Melee greataxe +5 (1d12+4/×3)
Ranged throwing axe +3 (1d6+3)

TACTICS

During Combat The fighter launches her throwing axe at the nearest opponent, then draws her greataxe and charges, fighting a single opponent until he is unconscious, then moving onto the next. She uses her potion of cure light wounds if she loses a significant number of hit points.
Morale The fighter is fearless, and fights to the death.

STATISTICS

Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8
Base Atk +1; CMB +4; CMD 15
Feats Power Attack, Weapon Focus (greataxe), Weapon Focus(throwing axe)
Skills Climb +2, Intimidate +3, Knowledge (dungeoneering) +4
Combat Gear potion of cure light wounds;
Other Gear chainmail, throwing axe, greataxe, 162 gp

Ronin CR 2

Male human samurai 3 (Pathfinder RPG Ultimate Combat 18)
LN Medium humanoid (human)
Init +5; Senses Perception +1

DEFENSE

AC 18, touch 11, flat-footed 17 (+7 armor, +1 Dex)
hp 30 (3d10+9)
Fort +5, Ref +2, Will +2

OFFENSE

Speed 20 ft.
Melee mwk katana +8 (1d8+3/18–20)
Special Attacks challenge (+3, 1/day)

STATISTICS

Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8
Base Atk +3; CMB +6; CMD 17
Feats Improved Initiative, Power Attack, Weapon Focus (katana)
Skills Bluff +5, Diplomacy +5, Intimidate +5, Knowledge (local) +6, Sense Motive +7
Languages Common, Tian
SQ mount (horse), order abilities (self reliant), order challenge +1, resolve (2/day), ronin, weapon expertise (katana)
Other Gear masterwork banded mail, masterwork katana, 30 gp

SPECIAL ABILITIES

Challenge (Ex) A number of times per day as a swift action, a samurai chooses one target within sight to challenge. The samurai's melee attacks deal extra damage when made against the target of his challenge. This extra damage is equal to the samurai's level.

Order Challenge (Ex) Whenever a ronin is the target of a challenge, a smite, a quarry, or similar effect, and he issues a challenge against that character in return, the ronin receives a +1 morale bonus on attack rolls made against the target of his challenge and a +1 dodge bonus to his AC against attacks made by the target of his challenge.

Resolve (Ex) A number of times per day, a samurai may use resolve in order to perform one of the following special abilities.

- **Determined:** As a standard action, the samurai can spend one use of his resolve to remove the fatigued, shaken, or sickened condition. If the condition has a duration longer than 1 hour or is permanent, this ability removes the condition for 1 hour, at which time the condition returns.
- **Resolute:** Whenever the samurai is required to make a Fortitude or Will save, he can spend one use of his resolve as an immediate action to roll twice and take the better result. He must decide to use this ability before he rolls the saving throw.
- **Unstoppable:** When the samurai is reduced to fewer than 0 hit points but not slain, he can spend one use of his resolve as an immediate action to instantly stabilize and remain conscious. He is staggered, but he does not fall unconscious and begin dying if he takes a standard action. He does fall unconscious if he takes additional damage from any source.

Self Reliant (Ex) Whenever the ronin fails a Will saving throw against an effect with a duration greater than 1 round, he can attempt another saving throw at the end of the second round of the effect. If he makes this saving throw, it has the same effect as if he had made the original save (negating part or all of the effect). In addition, whenever a ronin is brought below 0 hit points, on his next turn he can roll twice to stabilize, taking the better result.

Weapon Expertise (Ex) The ronin can draw his katana as a free action as if he had the Quick Draw feat. In addition, whenever he threatens a critical hit with a katana, he gains a +2 bonus on the confirmation roll. Finally, his samurai levels stack with any fighter levels he possesses for the purposes of meeting the prerequisites for feats that specifically select his chosen weapon, such as Weapon Specialization.

Aspis Cleric CR ½

Male half-orc cleric of Gorum 1

CN Medium humanoid (orc)

Init +0; Senses darkvision 60 ft.; Perception +2

DEFENSE

AC 17, touch 10, flat-footed 17 (+7 armor)

hp 10 (1d8+2)

Fort +3, Ref +0, Will +4

Defensive Abilities orc ferocity

OFFENSE

Speed 20 ft.

Melee greatsword +5 (2d6+5/19–20)

Special Attacks channel positive energy 4/day (DC 11 [13 to damage undead], 1d6)

Domain Spell-Like Abilities (CL 1st; concentration +3)

5/day—touch of glory (+1)

5/day—battle rage (+1 damage)

Cleric Spells Prepared (CL 1st; concentration +3)

1st—bane (DC 13), entropic shield, magic weaponD

0 (at will)—bleed (DC 12), resistance, stabilize

D Domain spell; Domains Glory, War

TACTICS

Before Combat The cleric has used his touch of glory ability on himself to increase his chances of success when intimidating foes, and has also cast entropic shield on himself and magic weapon on his weapon.

During Combat The cleric enters a battle rage, wades into combat, and fights furiously, using spells like bane and doom to hinder foes while attacking with his melee weapon. If necessary he uses his positive energy to heal himself or allies.

Morale Unwilling to admit defeat so quickly, the cleric only retreats if his allies fall and he is the only one left.

Base Statistics

If the cleric doesn't have time to cast his spells upon himself before battle, he has the following statistics:

Melee greatsword +4 (2d6+4/19–20); Intimidate +4.

STIRGES (3)

N Tiny magical beast

Init +4; Senses darkvision 60 ft., low-light vision, scent; Perception +1

DEFENSE

AC 16, touch 16, flat-footed 12 (+4 Dex, +2 size)

hp 5 (1d10)

Fort +2, Ref +6, Will +1

OFFENSE

Speed 10 ft., fly 40 ft. (average)

Melee touch +7 (attach)

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

Special Attacks blood drain

STATISTICS

Str 3, Dex 19, Con 10, Int 1, Wis 12, Cha 6

Base Atk +1; CMB +3 (+11 grapple when attached); CMD 9 (17 vs. trip)

Feats Weapon Finesse

Skills Fly +8, Stealth +16

SQ diseased

SPECIAL ABILITIES

Attach (Ex) When a stirge hits with a touch attack, its barbed legs latch onto the target, anchoring it in place. An attached stirge is effectively grappling its prey. The stirge loses its Dexterity bonus to AC and has an AC of 12, but holds on with great tenacity and inserts its proboscis into the grappled target's flesh. A stirge has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached stirge can be struck with a weapon or grappled itself—if its prey manages to win a grapple check or Escape Artist check against it, the stirge is removed.

Blood Drain (Ex) A stirge drains blood at the end of its turn if it is attached to a foe, inflicting 1 point of Constitution damage. Once a stirge has dealt 4 points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the stirge's appetite has been sated, the stirge detaches and seeks a new target.

Diseased (Ex) Due to the stagnant swamps in which they live and their contact with the blood of numerous creatures, stirges are harbingers of disease. Any creature subjected to a stirge's blood drain attack has a 10% chance of being exposed to filth fever, blinding sickness, or a similar disease (Pathfinder RPG Core Rulebook 557). Once this check is made, the victim can no longer be infected by this particular stirge, though attacks by different stirges are resolved normally and may result in multiple illnesses.

Tengu Monk CR 1/2

Tengu monk 1

LN Medium humanoid (tengu)

Init +3; Senses low-light vision; Perception +7

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 Wis)

hp 9 (1d8+1)

Fort +2, Ref +5, Will +3

OFFENSE

Speed 30 ft.

Melee mwk temple sword +4 (1d8+2), bite –3 (1d3+1) or unarmed strike +2 (1d6+2)

Ranged shortbow +3 (1d6/x3)

Special Attacks flurry of blows, stunning fist (1/day, DC 11)

TACTICS

Before Combat The tengu initiate by making eye contact and bowing to opponents before engaging them.

During Combat The tengu monks attempt to drop as many opponents as possible, tripping them with their swords and punching them with stunning fists. Once an opponent reaches 0 hit points, the tengu signal for a pause, then stop to stabilize that opponent and safely remove it from the combat area.

Morale When reduced to 3 hit points, the tengu monks yield to their opponents, giving them the victory.

STATISTICS

Str 15, Dex 16, Con 11, Int 11, Wis 12, Cha 8

Base Atk +0; CMB +2; CMD 16

Feats Combat Reflexes, Improved Unarmed Strike, Stunning Fist, Weapon Focus (temple sword)

Skills Acrobatics +7, Escape Artist +7, Linguistics +4, Perception +7, Stealth +9

Languages Common, Giant, Tengu, Tien

SQ gifted linguist, sword trained

Gear shortbow with 20 arrows, masterwork temple sword, 30 gp

Tengu Blade CR 3

Tengu monk 4 (Pathfinder RPG Bestiary 263)

LN Medium humanoid (tengu)

Init +3; Senses low-light vision; Perception +9

DEFENSE

AC 15, touch 15, flat-footed 12 (+3 Dex, +1 monk, +1 Wis)

hp 29 (4d8+8)

Fort +4, Ref +7, Will +5; +2 vs. enchantment

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee +1 temple sword +8 (1d8+4), bite +1 (1d3+1) or

unarmed strike +6 (1d8+3)

Ranged shortbow +6 (1d6/x3)

Special Attacks flurry of blows, stunning fist (4/day, DC 13)

TACTICS

Before Combat The tengu initiate by making eye contact and bowing to opponents before engaging them.

During Combat The tengu blades attempt to drop as many opponents as possible, tripping them with their swords and punching them with stunning fists. Once an opponent reaches 0 hit points, the tengu signal for a pause, then stop to stabilize that opponent and safely remove it from the combat area.

Morale When reduced to 9 hp, the tengu blades yield to their opponents, giving them the victory.

STATISTICS

Str 16, Dex 16, Con 11, Int 11, Wis 12, Cha 8

Base Atk +3; CMB +7; CMD 21

Feats Combat Reflexes, Improved Unarmed Strike, Scorpion Style, Stunning Fist, Toughness, Weapon Focus (temple sword)

Skills Acrobatics +9, Escape Artist +9, Intimidate +5, Linguistics +4, Perception +9, Sense Motive +5, Stealth +11

Languages Common, Giant, Tengu, Tien

SQ fast movement, gifted linguist, ki pool (3 points, magic), maneuver training, slow fall 20 ft., still mind, sword trained

Gear +1 temple sword, shortbow with 20 arrows, 40 gp

Spirit Oni CR 2

LE Tiny outsider (native, oni, shapechanger)
Init +8; Senses darkvision 60 ft.; Perception +7

DEFENSE

AC 17, touch 16, flat-footed 13 (+4 Dex, +1 natural, +2 size)
hp 19 (3d10+3); fast healing 3
Fort +2, Ref +7, Will +4

OFFENSE

Speed 10 ft., fly 30 ft. (good)
Melee gore +9 (1d4–2 plus poison)
Special Attacks poison

Spell-Like Abilities (CL 5th; concentration +7)
At will—detect magic, invisibility (self only), mage hand, ray of frost
1/day—charm person (DC 13), darkness, sleep (DC 13)

STATISTICS

Str 6, Dex 19, Con 12, Int 13, Wis 12, Cha 15
Base Atk +3; CMB +5; CMD 13 (can't be tripped)
Feats Improved Initiative, Weapon Finesse
Skills Acrobatics +7 (–1 jump), Bluff +8, Fly +16, Knowledge (arcana) +7, Perception +7, Sense Motive +7, Spellcraft +4, Stealth +17
Languages Common
SQ mask form, change shape (Tiny living object)

SPECIAL ABILITIES

Mask Form (Su) A spirit oni is a living creature, but takes the shape of a limbless object, most often an evil-looking mask.

If the oni remains stationary in such a form, it can attempt Stealth checks even while being observed. It appears to be an object. If a spirit oni serves as a familiar, its wearer does not gain a gore attack. This attack can only be made when the oni is moving on its own.

Poison (Ex) Gore—Injury; save Fort DC 12; frequency 1/round for 6 rounds; effect 1d2 Cha; cure 1 save.

Aspis Sorcerer CR ½

Female half-elf sorcerer 1

CN Medium humanoid (elf, human)

Init +1; Senses low-light vision; Perception +2

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 9 (1d6+3)

Fort +2, Ref +1, Will +2; +2 vs. enchantments

OFFENSE

Speed 30 ft.

Melee sickle –1 (1d6–1 plus trip) or dagger –1 (1d4–1/19–20)

Ranged light crossbow +1 (1d8/19–20)

Bloodline Spell-Like Abilities (CL 1st; concentration +4)

6/day—elemental ray (1d6 fire)

Sorcerer Spells Known (CL 1st; concentration +4)

1st (4/day)—mage armor, protection from good

0 (at will)—arcane mark, daze (DC 13), mage hand, read magic

Bloodline Elemental (fire)

TACTICS

Before Combat The sorcerer casts mage armor and protection from good if she suspects she'll be in combat.

During Combat The sorcerer hangs back, casting offensive spells and firing her crossbow.

Morale The sorcerer fights until she is unconscious.

Base Statistics Without mage armor, the sorcerer has AC 11, touch 11, flat-footed 10.

STATISTICS

Str 8, Dex 13, Con 14, Int 12, Wis 10, Cha 17

Base Atk +0; CMB –1; CMD 10

Feats Combat Casting, Eschew Materials

Skills Bluff +7, Intimidate +7, Perception +2, Spellcraft +5, Use Magic Device +7; Racial Modifiers +2 Perception

Languages Common, Elven, Infernal

SQ bloodline arcana, elf blood

Other Gear light crossbow with 20 bolts, dagger, sickle, 347 gp

Qadiran Assassins (3) CR ½

Human rogue (poisoner)
LE Medium humanoid (human)
Init +3; Senses Perception +5

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)
hp 9 each (1d8+1)
Fort +0, Ref +5, Will +1

OFFENSE

Speed 30 ft.
Melee short sword +3 (1d6+2/19–20 plus poison)
Ranged dart +4 (1d4+2 plus poison)
Special Attacks sneak attack +1d6

TACTICS

Before Combat The assassins stealthily approach behind opponents, attempting to poison them with darts before entering melee.

During Combat The assassins attempt to maneuver into flanking positions, using Acrobatics checks to navigate around the furniture.

Morale If an assassin's allies fall, the assassin attempts to flee. If caught, the captured assassin attempts to kill herself before she can be forced to talk.

STATISTICS

Str 14, Dex 17, Con 10, Int 13, Wis 12, Cha 8

Base Atk +0; CMB +2; CMD 15

Feats Weapon Finesse, Weapon Focus (dart)

Skills Acrobatics +6, Bluff +3, Climb +5, Disguise +3, Escape Artist +6, Knowledge (local) +5, Perception +5, Sense

Motive +5, Sleight of Hand +7, Stealth +6

Languages Common, Qadiran

SQ poison use

Combat Gear bloodroot poison (3 doses); Other Gear studded leather, dart, short sword, 55 gp

SPECIAL ABILITIES

Poison (Ex) Bloodroot—injury; save Fort DC 12; frequency 1/round for 4 rounds; effect 1 Con and 1 Wis; cure 1 save.

Aspis Cleric (as the White-eyed Clown) CR ½

Male half-orc cleric of Gorum 1
CN Medium humanoid (orc)
Init +0; Senses darkvision 60 ft.; Perception +2

DEFENSE

AC 10, touch 10, flat-footed 10
hp 10 (1d8+2)
Fort +3, Ref +0, Will +4
Defensive Abilities orc ferocity

OFFENSE

Speed 20 ft.
Melee broom -1 (1d6+3 nonlethal)
Special Attacks channel positive energy 4/day (DC 11 [13 to damage undead], 1d6)

Domain Spell-Like Abilities (CL 1st; concentration +3)
5/day—touch of glory (+1)
5/day—battle rage (+1 damage)
Cleric Spells Prepared (CL 1st; concentration +3)
1st—bane (DC 13), entropic shield, magic weaponD
0 (at will)—bleed (DC 12), resistance, stabilize
D Domain spell; Domains Glory, War

Aspis Fighter (as the Warrior Woman) CR ½

Female human fighter 1
NE Medium humanoid (human)
Init +1; Senses Perception +1

DEFENSE

AC 18, touch 11, flat-footed 17 (+7 armor, +1 Dex)
hp 13 (1d10+3)
Fort +4, Ref +1, Will +1

OFFENSE

Speed 20 ft.
Melee wooden polearm +4 (1d8+4 nonlethal)

STATISTICS

Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8
Base Atk +1; CMB +4; CMD 15
Feats Power Attack, Weapon Focus (greataxe), Weapon Focus (throwing axe)
Skills Climb +2, Intimidate +3, Knowledge (dungeoneering) +4

Aspis Rogue (as the Cruel Bandit) CR ½

Male human rogue 1
N Medium humanoid (human)
Init +3; Senses Perception +5

DEFENSE

AC 13, touch 13, flat-footed 10 (+3 armor, +3 Dex)
hp 9 (1d8+1)
Fort +1, Ref +5, Will +1

OFFENSE

Speed 30 ft.
Melee long wooden knife +3 (1d4 nonlethal)
Special Attacks sneak attack +1d6 nonlethal

STATISTICS

Str 10, Dex 17, Con 12, Int 14, Wis 13, Cha 8
Base Atk +0; CMB +0; CMD 13
Feats Two-Weapon Fighting, Weapon Finesse
Skills Acrobatics +6, Bluff +3, Climb +3, Disable Device +6, Escape Artist +6, Intimidate +3, Knowledge (dungeoneering) +6, Knowledge (local) +6, Perception +5, Sense Motive +5, Sleight of Hand +7, Stealth +6
Languages Common, Elven, Varisian
SQ trapfinding +1

Aspis Sorcerer (as the Monkey King) CR ½

Female half-elf sorcerer 1
CN Medium humanoid (elf, human)
Init +1; Senses low-light vision; Perception +2

DEFENSE

AC 11, touch 11, flat-footed 10
hp 9 (1d6+3)
Fort +2, Ref +1, Will +2; +2 vs. enchantments

OFFENSE

Speed 30 ft.
Melee unarmed strike -1 (1d3-1)

Bloodline Spell-Like Abilities (CL 1st; concentration +4)
6/day—elemental ray (1d6 fire)
Sorcerer Spells Known (CL 1st; concentration +4)
1st (4/day)—mage armor, protection from good
0 (at will)—arcane mark, daze (DC 13), mage hand, read magic
Bloodline Elemental (fire)

STATISTICS

Str 8, Dex 13, Con 14, Int 12, Wis 10, Cha 17
Base Atk +0; CMB -1; CMD 10
Feats Combat Casting, Eschew Materials
Skills Bluff +7, Intimidate +7, Perception +2, Spellcraft +5, Use Magic Device +7; Racial Modifiers +2 Perception
Languages Common, Elven, Infernal
SQ bloodline arcana, elf blood

Ronin (as The General) CR 2

Male human samurai 3 (Pathfinder RPG Ultimate Combat 18)

LN Medium humanoid (human)

Init +5; Senses Perception +1

DEFENSE

AC 18, touch 11, flat-footed 17 (+7 armor, +1 Dex)

hp 30 (3d10+9)

Fort +5, Ref +2, Will +2

OFFENSE

Speed 20 ft.

Melee wooden sword +6 (1d8+3 nonlethal)

Special Attacks challenge (+3, 1/day)

STATISTICS

Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Base Atk +3; CMB +6; CMD 17

Feats Improved Initiative, Power Attack, Weapon Focus (katana)

Skills Bluff +5, Diplomacy +5, Intimidate +5, Knowledge (local) +6, Sense Motive +7

Languages Common, Tian

SQ order abilities (self reliant), order challenge +1, resolve (2/day), ronin, weapon expertise (katana)

SPECIAL ABILITIES

Challenge (Ex) A number of times per day as a swift action, a samurai chooses one target within sight to challenge. The samurai's melee attacks deal extra damage when made against the target of his challenge. This extra damage is equal to the samurai's level.

Order Challenge (Ex) Whenever a ronin is the target of a challenge, a smite, a quarry, or similar effect, and he issues a challenge against that character in return, the ronin receives a +1 morale bonus on attack rolls made against the target of his challenge and a +1 dodge bonus to his AC against attacks made by the target of his challenge.

Resolve (Ex) A number of times per day, a samurai may use resolve in order to perform one of the following special abilities.

- **Determined:** As a standard action, the samurai can spend one use of his resolve to remove the fatigued, shaken, or sickened condition. If the condition has a duration longer than 1 hour or is permanent, this ability removes the condition for 1 hour, at which time the condition returns.
- **Resolute:** Whenever the samurai is required to make a Fortitude or Will save, he can spend one use of his resolve as an immediate action to roll twice and take the better result. He must decide to use this ability before he rolls the saving throw.
- **Unstoppable:** When the samurai is reduced to fewer than 0 hit points but not slain, he can spend one use of his resolve as an immediate action to instantly stabilize and remain conscious. He is staggered, but he does not fall unconscious and begin dying if he takes a standard action. He does fall unconscious if he takes additional damage from any source.

Self Reliant (Ex) Whenever the ronin fails a Will saving throw against an effect with a duration greater than 1 round, he can attempt another saving throw at the end of the second round of the effect. If he makes this saving throw, it has the same effect as if he had made the original save (negating part or all of the effect). In addition, whenever a ronin is brought below 0 hit points, on his next turn he can roll twice to stabilize, taking the better result.

Weapon Expertise (Ex) The ronin can draw his katana as a free action as if he had the Quick Draw feat. In addition, whenever he threatens a critical hit with a katana, he gains a +2 bonus on the confirmation roll. Finally, his samurai levels stack with any fighter levels he possesses for the purposes of meeting the prerequisites for feats that specifically select his chosen weapon, such as Weapon Specialization.

Judge Heng CR 4

LE Medium outsider (human, native, oni, shapechanger)
Init +3; Senses darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 18, touch 13, flat-footed 15 (+4 armor, +3 Dex, +1 natural)
hp 42 (5d10+15); regeneration 5 (acid or fire)
Fort +7, Ref +4, Will +6
SR 15

OFFENSE

Speed 35 ft.
Melee mwk greatclub +10 (1d10+6), or 2 claws +9 (1d6+6)
Ranged mwk composite longbow +9 (1d8+4/x3)

Spell-Like Abilities (CL 5th; concentration +8)
At will—invisibility (self only)
3/day— darkness, fly
1/day—charm person (DC 14), deep slumber (DC 16)

TACTICS

During Combat Judge Heng's primary task is to guard the gong and then alcove c, and he attempts to keep himself between the PCs and their goal at all costs.
Should Judge Heng knock an opponent unconscious, on his next turn he picks up the fallen creature and then throws it into the nearest alcove (other than alcove c).
The creature disappears into the illusionary wall of blades, triggering the trap within, which imprisons it.
Moral Once reduced to 8 hit points, the judge surrenders, conceding to the PCs as his victor.

STATISTICS

Str 18, Dex 17, Con 16, Int 12, Wis 15, Cha 17
Base Atk +5; CMB +9; CMD 22
Feats Cleave, Combat Reflexes, Power Attack
Skills Bluff +11, Disguise +5, Fly +4, Intimidate +11, Knowledge (arcana) +9, Perception +10, Sense Motive +10, Spellcraft +3, Stealth +9, Use Magic Device +11
Languages Common
SQ change shape (Small or Medium human; alter self)

Iron Wall Trap CR 6

Type magic; Perception DC 31; Disable DC 31

EFFECTS

Trigger location; Reset none
Effect spell effect (wall of iron [hardness 10, hp 60, Break DC 29]; imprisons any individuals within alcove

Small Fire Elementals (2) (Wave 1)

N Small outsider (elemental, extraplanar, fire)
Init +5; Senses darkvision 60 ft.; Perception +4

DEFENSE

AC 16, touch 13, flat-footed 14 (+1 Dex, +1 dodge, +3 natural, +1 size)
hp 11 (2d10)
Fort +3, Ref +4, Will +0
Immune elemental traits, fire
Weaknesses vulnerability to cold

OFFENSE

Speed 50 ft.
Melee slam +4 (1d4 plus burn)
Special Attacks burn (1d4, DC 11)

STATISTICS

Str 10, Dex 13, Con 10, Int 4, Wis 11, Cha 11
Base Atk +2; CMB +1; CMD 13
Feats Dodge, Improved InitiativeB, Weapon FinesseB
Skills Acrobatics +5, Climb +4, Escape Artist +5, Intimidate +4, Knowledge (planes) +1, Perception +4
Languages Ignan

Medium Water Elemental (Wave 2)

N Medium outsider (elemental, extraplanar, water)
Init +1; Senses darkvision 60 ft.; Perception +5

DEFENSE

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)
hp 30 (4d10+8)
Fort +6, Ref +5, Will +1
Immune elemental traits

OFFENSE

Speed 20 ft., swim 90 ft.
Melee slam +7 (1d8+4)
Special Attacks drench, vortex (DC 15), water mastery

STATISTICS

Str 16, Dex 12, Con 15, Int 4, Wis 11, Cha 11
Base Atk +4; CMB +7; CMD 18
Feats Cleave, Power Attack
Skills Acrobatics +6, Escape Artist +6, Knowledge (planes) +2, Perception +5, Stealth +6, Swim +16
Languages Aquan

SPECIAL ABILITIES

Drench (Ex) The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as dispel magic (caster level equals elemental's HD).

Vortex (Su) A water elemental can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack, but can only form underwater and cannot leave the water.

Water Mastery (Ex) A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

Qinggong Disciple CR 3

Human monk (qinggong monk) 4

LN Medium humanoid (human)

Init +2; Senses Perception +9

DEFENSE

AC 18, touch 17, flat-footed 15 (+2 Dex, +1 dodge, +1 monk, +3 Wis, +1 natural)

hp 33 (4d8+12)

Fort +6, Ref +6, Will +7; +2 vs. enchantment

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee unarmed strike +5 (1d8+1), flurry of blows +3/+3 (1d8+1)

Ranged shuriken +5 (1d2+1)

Special Attacks flurry of blows or stunning fist (4/day, DC 15)

Spell-Like Abilities (CL 4th; concentration +7)

At will—scorching ray (2 ki points)

TACTICS

Before Combat The qinggong disciple drinks her potion of blur before entering combat.

During Combat The monk prefers to stay away from melee combatants, using her scorching ray ki power to blast foes at range and deflecting missile attacks with her Deflect Arrows feat. If forced into melee, she uses Stunning Fist to incapacitate her attacker so she can retreat back for more ranged attacks.

Morale The monk is loyal to her master and fights until knocked unconscious, at which point she turns gaseous and wafts away in a cloud of vapor.

STATISTICS

Str 12, Dex 14, Con 15, Int 10, Wis 16, Cha 8

Base Atk +3; CMB +5; CMD 21

Feats Deflect Arrows, Dodge, Extra Ki, Improved Grapple, Improved Unarmed Strike, Stunning Fist, Weapon Focus (unarmed strike)

Skills Acrobatics +9, Climb +7, Intimidate +5, Perception +9, Spellcraft +4, Stealth +8

Languages Common, Tien

SQ fast movement, ki pool (7 points, magic), ki power (scorching ray [2 ki points]), maneuver training, still mind

Combat Gear potion of blur, potion of cure light wounds; Other

Gear amulet of natural armor +1, 50 gp

SPECIAL ABILITIES

Ki Power (Sp) In addition to the ki powers normally available to a monk, a qinggong monk may access additional abilities by expending ki. In this case, the monk can cast scorching ray as a spell-like ability (caster level 4th) for a cost of 2 ki points from her ki pool.