

RACE FOR THE RUNECARVED

KEY: SUBTIER 12+

Encounter 2A: Varisian Forest

Four-Player Adjustment: remove 2 Varisian mercenaries

Varisian Wagon Drivers (2)

Human expert 1

N Medium humanoid (human)

Init +1; **Senses** Perception +4

Defense

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 5 each (1d8+1)

Fort +0, **Ref** +1, **Will** +2

Offense

Speed 30 ft.

Melee club +0 (1d6)

Statistics

Str 11, **Dex** 12, **Con** 10, **Int** 8, **Wis** 11, **Cha** 13

Base Atk +0; **CMB** +0; **CMD** 11

Feats Animal Affinity, Skill Focus (Handle Animal)

Skills Handle Animal +10, Heal +4, Knowledge (geography) +3, Perception +4, Ride +7, Survival +4

Languages Common, Varisian

Varisian Mercenaries (6)

Human ranger (guide) 9 (Advanced Player's Guide 125)

CN Medium humanoid (human)

Init +3; **Senses** Perception +15

Defense

AC 19, touch 14, flat-footed 16 (+5 armor, +1 deflection, +3 Dex)

hp 81 each (9d10+27)

Fort +10, **Ref** +11, **Will** +6

Offense

Speed 30 ft.

Melee rapier +12/+7 (1d6+3/18–20)

Ranged +1 composite longbow +14/+9 (1d8+4/x3)

Special Attacks ranger's focus +4 (3/day)

Ranger Spells Prepared (CL 6th; concentration +7)

2nd—*barkskin*

1st—*entangle* (DC 12), *gravity bow*^{APG}, *longstrider*

Tactics

Before Combat The Varisian Mercenary on guard duty moves stealthily through the thick undergrowth of the surrounding woods looking for any threats to the encampment. The other Varisian Mercenaries are asleep next to the fire.

During Combat The Varisian Mercenaries attempt to identify any intruders. They are quick to engage and warn the rest of the camp should their challenges not be met with prompt answers. They begin combat using blunt arrows until they are attacked with lethal force.

Morale Having been compensated well for the safe delivery of the Aspis Consortium's gold, the Varisian Mercenaries are willing to lay down their lives to protect their charge.

Statistics

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

Base Atk +9; **CMB** +12; **CMD** 26

Feats Alertness, Deadly Aim, Endurance, Improved Precise Shot, Point-Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Weapon Focus (longbow)

Skills Acrobatics +11, Climb +7, Handle Animal +6, Heal +6, Knowledge (local) +1, Knowledge (nature) +10, Knowledge (planes) +1, Linguistics +1, Perception +15, Ride +8, Sense Motive +7, Stealth +14, Survival +13, Swim +7

Languages Common, Shoanti, Varisian

SQ favored terrain (forest +4, mountain +2), ranger's luck (1/day), terrain bond, swift tracker, track +4, wild empathy +8, woodland stride

Combat Gear blunt arrows APG (20), tanglefoot bag; Other Gear +1 chain shirt, +1 composite longbow (+3 Str) with 20 arrows, rapier, cloak of resistance +2, ring of protection +1, 30 gp

^{APG} See the Advanced Players Guide.

Consortium Wizard (2) [APL 12-14] or (3) [APL 15+]

Male human abjurer 11

N Medium humanoid (human)

Init +1; **Senses** Perception +10

Defense

AC 16, touch 12, flat-footed 15 (+4 armor, +1 Dex, +1 deflection)

hp 85 (11d6+44)

Fort +7, **Ref** +6, **Will** +10

Defensive Abilities energy absorption (33/day); **Resist** fire 10

Offense

Speed 30 ft.

Melee quarterstaff +5 (1d6)

Abjurer Spells Prepared (CL 11th; concentration +16)

6th—*globe of invulnerability, summon monster VI*

5th—*break enchantment* (DC 20), *dismissal* (DC 22), *feeblemind* (DC 20), *persistent slow* (DC 18)

4th—*dimension door, dimensional anchor, greater invisibility, solid fog, wall of fire*

3rd—*dispel magic, displacement, fireball* (DC 18), *fly, magic circle against chaos, wind wall*

2nd—*arcane lock, glitterdust* (DC 17), *disruptive magic missile* (concentration check DC equal to 16 plus spell level), *extended mage armor, mirror image, resist energy*

1st—*alarm, expeditious retreat, grease, hold portal, magic missile* (2), *shield*

0 (at will)—*detect magic, read magic*

Opposition Schools Divination, Necromancy

Tactics

Before Combat The Consortium Wizard is sound asleep in the wagon next to his prize beast. He is still protected by an extended mage armor spell cast earlier in the day (already included in his stats).

During Combat Startled in the night, the Consortium Wizard responds quickly to any sounds of attack by casting greater invisibility and then surveying the situation. If the camp is under attack, he releases the beast from its cage and either continues to buff or uses his wand of black tentacles depending on the situation. He continues to fight with a mix of controlling and damaging spells.

Morale The Consortium Wizard continues to fight until the cause is lost after which he drops to his knees and pleads for his life. If he hasn't found out already, he attempts to identify the attackers.

Statistics

Str 10, **Dex** 13, **Con** 14, **Int** 21, **Wis** 8, **Cha** 12

Base Atk +5; **CMB** +5; **CMD** 17

Feats Combat Casting, Disruptive Spell ^{APG}, Extend Spell, Greater Spell Focus (abjuration), Iron Will, Magical Aptitude, Persistent Spell ^{APG}, Scribe Scroll, Spell Focus (abjuration), Toughness

Skills Appraise +9, Diplomacy +12, Disguise +4, Fly +5, Intimidate +2, Knowledge (arcana) +19, Knowledge (dungeoneering) +9, Knowledge (nature) +9, Knowledge (planes) +18, Knowledge

(religion) +9, Linguistics +11, Perception +10, Sense Motive +10, Spellcraft +23, Use Magic Device +16

Languages Abyssal, Celestial, Common, Elven, Infernal, Shoanti, Varisian

SQ arcane bond (amulet of natural armor +1)

Combat Gear scroll of locate creature, scroll of spell turning, scroll of stonewall, scroll of true strike, wand of create pit APG (6 charges), wand of black tentacles (CL 15th, 2 charges); **Other Gear** quarterstaff, amulet of natural armor +1, cloak of resistance +2, headband of vast intelligence +2, gold dust (25 gp), spell component pouch, spellbook (contains all prepared spells), 35 gp

^{APG} See the Advanced Player's Guide.

Advanced Catoblepas (1) [APL 12-14]

This ugly creature has a boar-like head with short antlers, a thick bullish body covered in spines, and cloven hooves on its stumpy legs.

N Large magical beast

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +25

Aura stench (30 ft., DC 23, 10 rounds)

Defense

AC 31, touch 10, flat-footed 29 (+1 Dex, +21 natural, -1 size)

hp 189 (14d10+112)

Fort +17, **Ref** +10, **Will** +10

SR 23

Offense

Speed 40 ft., swim 20 ft.

Melee bite +20 (3d6+7), gore +20 (2d8+7/19-20), 2 hooves +18 (1d8+3)

Space 10 ft.; **Reach** 10 ft. ([see note](#))

Special Attacks breath weapon (60-ft. cone, poison, Fortitude DC 25, usable every 1d4 rounds), trample (4d6+10, DC 24)

Statistics

Str 24, **Dex** 12, **Con** 26, **Int** 9, **Wis** 19, **Cha** 14

Base Atk +14; **CMB** +22; **CMD** 33 (37 vs. trip)

Feats Diehard, Endurance, Improved Critical (gore), Improved Iron Will, Iron Will, Multiattack, Skill Focus (Perception)

Skills Perception +27, Swim +15

Languages Aklo

Special Abilities

Poison Breath (Ex) A catoblepas's horrid, stinking breath is 60-foot cone of poison gas. Breath—contact; save Fort DC 25; frequency 1/round for 6 rounds; effect 1d6 Con damage; cure 3 consecutive saves. The save DC is Constitution-based.

Ecology

The catoblepas is an aggressive beast at the best of times, willing to knock down trees, fences, even small houses to eat whatever it finds interesting, be that meal plant or animal or human being. Though it prefers swamps, the catoblepas has been known to forage in plains and forests for short periods before returning to the buoyant support of water and mud. Few creatures linger near a catoblepas's feeding ground because of the monster's bad temper and poisonous breath, and only rot-loving predators such as oozes or exceptionally large otyughs have any interest in hunting them.

A catoblepas' primary motivation is hunting and exerting its dominance over lesser creatures in its territory. Easily detected by its foul odor, the creature tolerates the presence of wild animals, humanoid tribes, and even predators that it can bully as long as these things flee or act submissive when the poisonous brute lumbers into view. The catoblepas is known to engage in physical battles with other Large swamp creatures such as crocodiles or even froghemoths. Some humanoid tribes claim to know techniques to domesticate a catoblepas for use as a guard animal, but the monster's intractable nature and not insignificant intelligence almost certainly means magic is involved, as the creature has little need for alliances and can wipe out entire villages with its breath. Some have been known to use their breath underwater, creating a churning cloud of bubbles that kills fish in the area and starves out other creatures.

A catoblepas's sense of smell is blunted by its own ungodly stench, and it can't easily recognize rival odors such as skunk musk (though this provides the beast no immunity to odor-based effects from other creatures).

A catoblepas is 15 feet long and weighs 2,200 pounds.

JubJub Bird (1) [APL 15+]

This enormous bird has a lizardlike tail and bright purple feathers on its back and wings; the rest of its body is bare and scaly.

N Huge magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +24

Defense

AC 31, touch 11, flat-footed 28 (+2 Dex, +1 dodge, +20 natural, -2 size)

hp 230 (20d10+120); **fast healing** 10

Fort +18, **Ref** +14, **Will** +11;

Defensive Abilities adaptive defense; Immune acid; **SR** 26

Offense

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

Melee bite +31 (3d6+19/19–20/×3 plus grab), 2 talons +31 (1d8+13)

Space 15 ft., Reach 15 ft. (20 ft. with bite)

Special Attacks deadly bite, shriek, swallow whole (3d6+19 bludgeoning plus 2d6 acid damage, AC 20, 23 hp)

Statistics

Str 37, **Dex** 15, **Con** 22, **Int** 2, **Wis** 16, **Cha** 13

Base Atk +20; **CMB** +35 (+39 grapple); **CMD** 48

Feats Blind-Fight, Cleave, Combat Reflexes, Dodge, Improved Critical (bite), Iron Will, Mobility, Power Attack, Run, Spring Attack

Skills Acrobatics +14 (+22 when jumping), Fly +7, Perception +24; Racial Modifiers +12 Acrobatics, +8 Perception

SQ planar acclimation

Special Abilities

Adaptive Defense (Su) When first encountered, a jubjub bird has no energy resistance. When damaged by an attack that causes cold, electricity, fire, or sonic damage, it gains resistance 30 to that energy type until the end of its next turn. If an attack causes more than one type of energy damage, the jubjub bird gains resistance 30 to all the types of energy damage dealt.

Deadly Bite (Ex) A jubjub bird applies 1-1/2 times its Strength modifier to damage dealt by its bite attack. A successful critical hit decapitates and instantly slays a Large or smaller victim (DC 33 Fortitude negates decapitation; creatures without a head are immune to this effect) and deals triple normal damage regardless of the decapitation result. The save DC is Strength-based.

Planar Acclimation (Ex) A jubjub bird is always considered to be on its home plane, regardless of what plane it finds itself upon. It never gains the extraplanar subtype.

Shriek (Ex) Once every 1d6 rounds as a standard action, a jubjub bird can voice a piercing screech. All creatures (other than jubjub birds) within a 60-foot-radius spread must succeed at a DC 26 Fortitude save or be stunned for 1d4 rounds. This is a sonic effect. The save DC is Constitution-based.

Ecology

The jubjub bird is a rare and dangerous bird that resembles a giant dodo bird, but with long, muscular legs and wings that provide functional, if awkward, flight. When attacked with magic, a jubjub bird's plumage shifts randomly in hue and pattern with each spell hurled against it.

Like the bandersnatch and other legendary creatures such as the jabberwock, the jubjub bird originally hails from the primal world of the fey. It has the dubious honor of being the least powerful and least intelligent of these creatures, which are known collectively as the "Tane," yet one should never assume

that the jumbotron bird is a pushover—its penchant for snapping off heads with its razor-sharp beak can quickly put such ideas to rest.

Powerful fey sometimes keep jumbotron birds as guardians, and there are even reports of giants (particularly powerful tribes of jungle giants) using them as mounts. Such avian allies must be carefully trained, for few giants and fey are able to comfortably exist alongside a creature so prone to uttering such stunning shrieks so often.

Jumbotron birds stand about 20 feet tall and weigh roughly 6,000 pounds.

Encounter 3B: The Debtor

Dymal Rinks

Male halfling rogue 11

CN Small humanoid (halfling)

Init +8; Senses Perception +19

Defense

AC 21, touch 16, flat-footed 17 (+5 armor, +1 deflection, +4 Dex, +1 size)

hp 92 (11d8+39)

Fort +6, **Ref** +12, **Will** +6; +2 vs. fear

Defensive Abilities evasion, improved uncanny dodge, trap sense +3

Offense

Speed 20 ft.

Melee +2 short sword +15/+10 (1d4+2/19–20)

Ranged mwk dagger +14/+9 (1d3/19–20)

Special Attacks sneak attack +6d6

Statistics

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

Base Atk +8; **CMB** +7; **CMD** 22

Feats Alertness, Combat Expertise, Improved Feint, Improved Initiative, Iron Will, Throw Anything, Toughness, Weapon Finesse

Skills Acrobatics +15 (+11 when jumping), Appraise +11, Bluff +13, Climb +14, Craft (traps) +16, Diplomacy +11, Disable Device +17, Disguise +9, Escape Artist +13, Knowledge (local) +10, Perception +19, Sense Motive +12, Sleight of Hand +12, Stealth +21, Use Magic Device +9; Racial Modifiers +2 Acrobatics, +2 Climb, +2 Perception

Languages Common, Elven, Halfling

SQ rogue talents (combat trick, defensive roll, fast stealth, finesse rogue, opportunist), trapfinding +5

Combat Gear potions of cure moderate wounds (2), potion of invisibility; **Other Gear** +2 studded leather, +2 short sword, masterwork dagger, ring of protection +1, 663 gp

Poisoned Dart Traps (4)

Type mechanical; **Perception** DC 25; **Disable Device** DC 25

Effects

Trigger touch; **Reset** none

Effect atk +20 ranged (poison dart; 1d3 plus wyvern poison)

Poison

Wyvern Poison

Type poison (injury); **Save** Fortitude DC 17

Frequency 1/round for 6 rounds

Effect 1d4 Con damage; **Cure** 2 consecutive saves

Encounter 3C: The Scandal

Maximized Fireball Trap

Type magic; **Perception** DC 31; **Disable Device** DC 31

Effects

Trigger proximity (alarm); **Reset** none

Effect spell effect (*fireball*, 60 fire damage, DC 14 Reflex save for half damage); multiple targets (all targets in a 20-ft.-radius burst)

House Kaddrian Guard (Varisian Mercenary)

Human ranger (guide) 9 (Advanced Player's Guide 125)

CN Medium humanoid (human)

Init +3; **Senses** Perception +15

Defense

AC 19, touch 14, flat-footed 16 (+5 armor, +1 deflection, +3 Dex)

hp 81 each (9d10+27)

Fort +10, **Ref** +11, **Will** +6

Offense

Speed 30 ft.

Melee rapier +12/+7 (1d6+3/18–20)

Ranged +1 composite longbow +14/+9 (1d8+4/x3)

Special Attacks ranger's focus +4 (3/day)

Ranger Spells Prepared (CL 6th; concentration +7)

2nd—*barkskin*

1st—*entangle* (DC 12), *gravity bow*^{APG}, *longstrider*

Statistics

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

Base Atk +9; **CMB** +12; **CMD** 26

Feats Alertness, Deadly Aim, Endurance, Improved Precise Shot, Point-Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Weapon Focus (longbow)

Skills Acrobatics +11, Climb +7, Handle Animal +6, Heal +6, Knowledge (local) +1, Knowledge (nature) +10, Knowledge (planes) +1, Linguistics +1, Perception +15, Ride +8, Sense Motive +7, Stealth +14, Survival +13, Swim +7

Languages Common, Shoanti, Varisian

SQ favored terrain (forest +4, mountain +2), ranger's luck (1/day), terrain bond, swift tracker, track +4, wild empathy +8, woodland stride

Combat Gear blunt arrows APG (20), tanglefoot bag; Other Gear +1 chain shirt, +1 composite longbow (+3 Str) with 20 arrows, rapier, cloak of resistance +2, ring of protection +1, 30 gp

^{APG} See the Advanced Players Guide.

Encounter 3D: Underbridge Exports

Kresch Vaor, Myori Vaor, et al (Hybrid Form) (4 total)

Female human natural wererat druid (pack lord) 6/rogue 1 (Pathfinder RPG Bestiary 197, Ultimate Magic 38)

NE Medium humanoid (augmented humanoid, human, shapechanger)

Init +3; **Senses** low-light vision, scent; Perception +9

Defense

AC 19, touch 13, flat-footed 16 (+4 armor, +3 Dex, +2 natural)

hp 61 (7d8+27)

Fort +10, **Ref** +8, **Will** +11; +4 vs. fey and plant-targeted effects

Defensive Abilities resist nature's lure; DR 10/silver

Offense

Speed 30 ft.

Melee +1 scimitar +7 (1d6+2/18–20), bite +0 (1d4+1 plus disease and curse of lycanthropy)

Special Attacks sneak attack +1d6, wild shape 1/day

Druid Spells Prepared (CL 6th; concentration +11)

3rd—*dominate animal* (DC 18), *poison* (DC 18), *spike growth* (DC 18)

2nd—*heat metal* (DC 17), *flaming sphere* (DC 17), *spider climb*, *summon swarm*

1st—*entangle* (DC 16), *produce flame*, *longstrider*, *magic fang*, *speak with animals*

0 (at will)—*detect poison*, *flare* (DC 15), *know direction*, *resistance*

Statistics

Str 12, **Dex** 16, **Con** 14, **Int** 13, **Wis** 20, **Cha** 6

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

Feats Combat Casting, Great Fortitude, Stealthy, Toughness, Weapon Focus (scimitar)

Skills Appraise +9, Bluff +5, Craft (alchemy) +7, Diplomacy +5, Disable Device +8, Disguise +5, Escape Artist +5, Handle Animal +4, Intimidate +3, Knowledge (dungeoneering) +5, Knowledge (local) +7, Knowledge (nature) +8, Perception +9, Sense Motive +10, Sleight of Hand +8, Spellcraft +5, Stealth +10, Survival +12, Swim +5, Use Magic Device +3

Languages Common

SQ change shape (human, hybrid, and dire rat; polymorph), improved empathic link, lycanthropic empathy (rats and dire rats), nature sense, pack bond (6 dire rats), trackless step, trapfinding +1, wild empathy +4, woodland stride,

Combat Gear potion of invisibility; Other Gear +1 studded leather, +1 scimitar, belt of incredible dexterity +2, cloak of resistance +1, 210 gp

Special Abilities

Disease (Ex) Bite—Injury; *save* Fort DC 15; *onset* 1d3 days; *frequency* 1 day; *effect* 1d3 Dex and 1d3 Con damage; *cure* 2 consecutive saves.

Curse of Lycanthropy (Su) A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Fortitude DC 15 negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.

Dire Rat Companions (24)

This filthy rat is the size of a small dog. It has a coat of coarse fur, a long and scabby tail, and two glittering eyes.

N Small animal

Init +3; **Senses** low-light vision, scent; Perception +4

Defense

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

hp 5 (1d8+1)

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

Offense

Speed 40 ft., climb 20 ft., swim 20 ft.

Melee bite +1 (1d4 plus disease)

Special Attacks disease

Statistics

Str 10, **Dex** 17, **Con** 13, **Int** 2, **Wis** 13, **Cha** 4

Base Atk +0; **CMB** -1; **CMD** 12 (16 vs. trip)

Feats Skill Focus (Perception)

Skills Climb +11, Perception +4, Stealth +11, Swim +11; Racial Modifiers uses Dex to modify Climb and Swim

Special Abilities

Disease (Ex) Filth fever: Bite—injury; save Fort DC 11; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

Ecology

Dire rats grow up to 2 feet long and weigh up to 25 pounds. They are common menaces in dungeons and city sewers alike.

Vaor Wererats (hybrid form) (12)

Human natural wererat rogue 2 (augmented humanoid)

LE Medium humanoid (human, shapechanger)

Init +3; **Senses** low-light vision, scent; Perception +8

Defense

AC 19, touch 14, flat-footed 15 (+3 armor, +3 Dex, +1 dodge, +2 natural)

hp 20 (2d8+8)

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

Defensive Abilities evasion; **DR** 10/silver

Offense

Speed 30 ft.

Melee short sword +4 (1d6+2/19–20), bite –1 (1d4+1 plus disease and curse of lycanthropy; DC 15)

Ranged light crossbow +4 (1d8/19–20)

Special Attacks sneak attack +1d6

Statistics

Str 15, **Dex** 17, **Con** 16, **Int** 10, **Wis** 16, **Cha** 6

Base Atk +1; **CMB** +3; **CMD** 17

Feats Dodge, Weapon Finesse

Skills Acrobatics +8, Bluff +3, Climb +7, Intimidate +3, Knowledge (local) +5, Perception +8, Sense Motive +8, Stealth +8, Swim +7

Languages Common

SQ change shape (human, hybrid, and dire rat; polymorph), rogue talents (fast stealth), lycanthropic empathy (rats and dire rats), trapfinding

Special Abilities

Disease (Ex) Filth fever: Bite—injury; *save* Fort DC 14; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Curse of Lycanthropy (Su) A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Fortitude DC 15 negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.

Encounter 3G: Dead Woman's Debts

Darga Cranstone, Banshee

CE Medium undead (incorporeal)

Init +15; **Senses** darkvision 60 ft., hear heartbeat; Perception +31

Defense

AC 26, touch 26, flat-footed 14 (+4 deflection, +11 Dex, +1 dodge)

hp 161 (19d8+76)

Fort +10, **Ref** +19, **Will** +18

Defensive Abilities incorporeal; Immune undead traits, Wind Stance (20% concealment vs. ranged attacks if you have moved 5 or more feet this turn)

Weaknesses sunlight powerlessness

Offense

Speed fly 60 ft. (perfect)

Melee incorporeal touch +26 (14d6 negative energy plus terror)

Special Attacks wail

Statistics

Str —, **Dex** 32, **Con** —, **Int** 5, **Wis** 20, **Cha** 19

Base Atk +14; **CMB** +25; **CMD** 40

Feats Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Step Up, Weapon Focus (touch), Wind Stance

Skills Fly +19, Perception +31, Sense Motive +7

Languages Common, Elven

Special Abilities

Hear Heartbeat (Ex) A banshee can sense the beating hearts of living creatures within 60 feet, as if it had the blindsight ability.

Terror (Su) A creature damaged by the banshee's touch attack must make a DC 23 Will save. Failure means that the victim cowers in fear for 1d3 rounds. If a target is protected against fear by a dispellable effect (such as heroes' feast or mind blank), the banshee's touch attempts to dispel one such effect with greater dispel magic (CL 14th). Negative energy damage caused by a banshee's touch can only harm the living; it cannot heal undead. This is a mind-affecting fear effect. The save DC is Charisma-based.

Wail (Su) Once per minute, a banshee may wail as a full-round action. The wail lasts until the beginning of her next turn. All creatures within 40 feet of the banshee when she begins her wail, as well as all creatures that end their turn within that radius, must make a DC 23 Fortitude save. (This save is only required once per wail.) Creatures under the effects of a fear effect take a –4 penalty on this save. Creatures that make their save are sickened for 1d6 rounds. Those that fail take 140 points of damage (as if affected by a CL 14 wail of the banshee). If a wailing banshee is damaged during a wail, she must make a Will save (DC 15 + damage taken) to maintain the wail; otherwise it ends. This is a sonic death effect. Banshee wails are supernaturally powerful, and penetrate the effect of any spell of 3rd level or lower that creates silence. The save DC is Charisma-based.

Wind Stance (Ex) If you move more than 5 feet this turn, you gain 20% concealment for 1 round against ranged attacks.

Ecology

A banshee is the enraged spirit of an elven woman who either betrayed those she loved or was herself betrayed. Maddened by grief, a banshee visits her vengeance on all living creatures—innocent or guilty—with her fearsome touch and deadly wails.

Alchemical Gas Chests (2)

Type mechanical; Perception DC 30; Disable Device DC 30

Effects

Trigger touch (opening chest); **Reset** no reset

Effect poison (burnt othur fumes); never miss; **onset** delay (1 round); multiple targets (all targets in a 20-ft. by 20-ft. Cube)

Poison

Burnt Othur Fumes

Type poison (inhaled); Save Fortitude DC 18

Frequency 1/round for 6 rounds

Initial Effect 1 Con drain; Secondary Effect 1d3 Con damage; Cure 2 consecutive saves

Encounter 3H: Hydra Bait

Miasma Hydra

Advanced miasma hydra (Pathfinder Campaign Setting: Mythical Monsters Revisited 32, Pathfinder RPG Bestiary 294)

N Huge magical beast

Init +8; Senses darkvision 60 ft., low-light vision, scent; Perception +14

Defense

AC 26, touch 12, flat-footed 22 (+4 Dex, +14 natural, -2 size)

hp 162 (12d10+96); fast healing 12

Fort +17, Ref +14, Will +8

DR 10/cold iron; Immune disease, poison

Offense

Speed 20 ft., swim 20 ft.

Melee 12 bites +16 (1d8+6 plus poison)

Space 20 ft.; Reach 15 ft.

Special Attacks breath weapon (15-ft. cone, cloudkill, Fort DC 23 partial, usable every 1d4 rounds), pounce

Statistics

Str 21, Dex 18, Con 24, Int 2, Wis 15, Cha 13

Base Atk +12; CMB +20; CMD 34 (38 vs. trip)

Feats Combat Reflexes, Great Fortitude, Improved Initiative, Improved Natural Attack (bite), Iron

Will, Lightning Reflexes, Toughness^B, Snatch^B

Skills Perception +14, Swim +23; **Racial Modifiers** +2 Perception

SQ bloodspray, hydra traits, regenerate head

Special Abilities

Bloodspray (Ex) Whenever a creature sunders one of a miasma hydra's heads, strikes it with a melee attack that does bleed damage, or confirms a successful critical hit against the miasma hydra with a melee piercing or slashing weapon, the creature must succeed at a DC 23 Fortitude save or be affected by the miasma hydra's poison as though it had been bitten.

Breath Weapon (Ex) A miasma hydra's breath weapon is identical in effect to cloudkill, except that it has a duration of instantaneous, covers a 15-foot-cone area, and is usable every 1d4 rounds by each of the miasma hydra's heads. A creature in the area of multiple breaths in the same round must make multiple saves, but can only be affected by the cloudkill effect once per round.

Relevant Cloudkill text: These vapors automatically kill any living creature with 3 or fewer HD (no save). A living creature with 4 to 6 HD is slain unless it succeeds on a Fortitude save (in which case it takes 1d4 points of Constitution damage on your turn each round while in the cloud). A living creature with 6 or more HD takes 1d4 points of Constitution damage on your turn each round while in the cloud (a successful Fortitude save halves this damage). Holding one's breath doesn't help, but creatures immune to poison are unaffected by the spell.

Fast Healing (Ex) A miasma hydra's fast healing ability is equal to its current number of heads (minimum fast healing 12). This fast healing applies only to damage dealt to the miasma hydra's body.

Poison (Ex) Bite—injury; *save* Fort DC 23; *frequency* 1/round for 6 rounds; *effect* 1d3 Str damage and sickened for 1 minute; *cure* 2 consecutive saves.

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 hit points equal to the hydra's HD. 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.

Regenerate Head (Ex) When a hydra's head is destroyed, two heads regrow in 1d4 rounds. A hydra cannot have more than twice its original number of heads at any one time. To prevent new heads from growing, at least 5 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or fire damage from area attacks can affect stumps and the body simultaneously. A hydra doesn't die from losing its heads until all are cut off and the stumps seared by acid or fire.

Snatch (Ex) The creature can start a grapple when it hits with a claw or bite attack, as though it had the grab ability. If it grapples a creature three or more sizes smaller, it squeezes each round for automatic

bite or claw damage with a successful grapple check. A snatched opponent held in the creature's mouth is not allowed a Reflex save against the creature's breath weapon, if it has one.

The creature can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels $1d6 \times 10$ feet, and takes $1d6$ points of damage per 10 feet traveled. If the creature flings a snatched opponent while flying, the opponent takes this amount or falling damage, whichever is greater.

Encounter 4B: Party Crashers

Cultist Masters (8)

Human conjurer 9

LE Medium humanoid (human)

Init +1; Senses Perception +10

Defense

AC 20, touch 12, flat-footed 19 (+4 armor, +1 deflection, +1 Dex, +4 shield)

hp 70 each (9d6+36)

Fort +6, Ref +7, Will +10

Defensive Abilities Displacement (50% miss chance)

Offense

Speed 30 ft.

Melee dagger +3 (1d4–1/19–20)

Spell-Like Abilities (CL 9th; concentration +14)

At Will—dimensional steps (270 feet/day)

8/day—acid dart (1d6+4 acid)

Spells Prepared (CL 9th; concentration +14)

5th—*cloudkill* (DC 22), *summon monster V*, *wall of stone* (2)

4th—*black tentacles* (2), *confusion* (DC 19), *dimension door*, *solid fog*

3rd—*dispel magic*, *hold person* (DC 18), *ray of exhaustion* (DC 18), *sleet storm*, *stinking cloud* (2, DC 20)

2nd—*false life*, *fog cloud*, *glitterdust* (DC 19), *see invisibility*, *summon swarm*, *web* (2, DC 19)

1st—*expeditious retreat*, *grease* (2), *mage armor*, *obscuring mist*, *shield*, *true strike* (2)

0 (at will)—*acid splash*, *detect magic*, *mage hand*, *read magic*

Thassilonian Specialization Conjurat^{ISM}; **Opposition Schools** Evocation, Illusion

Tactics

Before Combat The cultists cast mage armor and shield and drink their potions of displacement immediately before their attack on the Cathedral of Abadar.

During Combat The cultists' goal is to slow down the PCs and prevent them from catching the assassin. Half of the cultists use their scrolls of summon monster VII to summon bone devils. The other half use spells like black tentacles, cloudkill, and wall of stone to slow the party's advancement.

Morale Driven by their loyalty to Lissala herself, the cultists fight to the death.

Statistics

Str 8, **Dex** 13, **Con** 14, **Int** 21, **Wis** 12, **Cha** 10

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

Feats Combat Casting, Greater Spell Focus (conjuration), Iron Will, Lightning Reflexes, Scribe Scroll, Spell Focus (conjuration), Still Spell, Toughness

Skills Bluff +5, Disguise +5, Fly +9, Knowledge (arcana) +17, Knowledge (engineering) +10, Knowledge (history) +17, Knowledge (planes) +17, Knowledge (religion) +10, Perception +10, Spellcraft +17, Stealth +6, Survival +4

Languages Abyssal, Common, Infernal, Shoanti, Thassilonian, Varisian

SQ arcane bond (ring), summoner's charm (4 rounds)

Combat Gear potion of displacement, scroll of summon monster VII; **Other Gear** dagger, ring of protection +1, cloak of resistance +1, headband of vast intelligence +2, spell component pouch, spellbook (contains all prepared spells as well as all 1st-, 2nd-, 3rd-, and 4th-level conjuration spells), 23 gp

^{ISM} See Pathfinder Campaign Setting: Inner Sea Magic.

Encounter 4D: The Assassin

Four-player adjustment: for tables of only 4 players, remove one cultist wizard from the encounter.

If the party's APL is 15 or higher, the Lissalan Assassin in Subtier 12+ begins the encounter under the effects of fox's cunning, mind blank, and true seeing on top of the spell effects mentioned in her statblock. Replace her +3 shortsword with a +1 brilliant energy shortsword.

Lissalan Assassin (APL 12-14)

Female tiefling rogue 6/assassin 9 (Pathfinder RPG Bestiary 264)

LE Medium outsider (native)

Init +9; **Senses** darkvision 60 ft.; Perception +17

Defense

AC 27, touch 16, flat-footed 21 (+7 armor, +5 Dex, +1 dodge, +4 shield) (+2 deflection bonus vs. good)

hp 132 (15d8+66)

Fort +10, **Ref** +17, **Will** +8

Defensive Abilities contingent dimension door, evasion, freedom of movement, protection from good, trap sense +2; **DR** 10/adamantine (120 hp); **Resist** cold 5, electricity 5, fire 5

Offense

Speed 30 ft.

Melee +3 short sword +19/+14 (1d6+7/19–20 plus poison)

Special Attacks death attack (DC 22), quiet death, sneak attack +8d6, swift death 1/day, true death (DC 24)

Spell-Like Abilities (CL 15th; concentration +14)

1/day—*darkness*

Tactics

Before Combat Prior to making her assault on the cathedral, the Lissalan Assassin used her scrolls of bear's endurance, bull's strength, and shield, drank her potion of protection from good, and had an ally on the other side of the portal cast freedom of movement and stonewalk on her (both at caster level 12th). She has already applied a dose of deathblade to her short sword. Additionally she paid to have a contingent dimension door placed on her, activated by the casting of any spell designed to negate an invisibility effect, upon which the assassin dimension doors away from the effect or possibly next to the effect's caster.

During Combat The assassin attempts to use her scroll of power word stun on the first PC to catch her. She then moves in to coup de grace the PC as the rest of their party catches up. She uses greater invisibility and hide in plain sight to sneak attack using Spring Attack. Should the assassin identify a PC as an arcane caster, she uses her swift death ability to kill the PC.

Morale Having never met a foe she couldn't best and driven by her zeal for Lissala, the Lissalan assassin fights until she is likely too close to death to escape. If reduced to 10 hit points or less, she attempts to flee.

Statistics

Str 18, **Dex** 20, **Con** 17, **Int** 16, **Wis** 8, **Cha** 8

Base Atk +10; **CMB** +14; **CMD** 30

Feats Dodge, Improved Initiative, Iron Will, Mobility, Skill Focus (Use Magic Device), Spring Attack, Toughness, Weapon Finesse, Weapon Focus (short sword)

Skills Acrobatics +23, Bluff +14, Climb +12, Craft (alchemy) +9, Diplomacy +7, Disable Device +13,

Disguise +4, Escape Artist +15, Intimidate +3, Knowledge (local) +11, Knowledge (planes) +4, Perception +17, Sleight of Hand +18, Spellcraft +8, Stealth +25, Survival +4, Swim +12, Use Magic Device +23; Racial Modifiers +2 Bluff, +2 Stealth

Languages Abyssal, Common, Infernal

SQ hidden weapons, hide in plain sight, poison use, rogue talents (combat trick, fast stealth, stand up), trapfinding +3

Combat Gear potion of *fly*, potion of *protection from good* (CL 6th), scroll of *bear's endurance*, scroll of *bull's strength*, scroll of *dispel magic*, scroll of *greater invisibility*, scroll of *mirror image* (CL 9th), deathblade (2 doses); Other Gear +3 *mithral shirt*, +3 *short sword*, *cloak of resistance* +2, *belt of incredible dexterity* +2, *handy haversack*, 35 gp

Special Abilities

Death Attack (Ex): If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). Studying the victim is a standard action. The death attack fails if the target detects the assassin or recognizes the assassin as an enemy (although the attack might still be a sneak attack if the target is denied his Dexterity bonus to his Armor Class or is flanked). If the victim of such a death attack fails a Fortitude save (DC 10 + the assassin's class level + the assassin's Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

True Death (Su): Starting at 4th level, anyone slain by an assassin's death attack becomes more difficult to bring back from the dead. Spellcasters attempting to bring a creature back from the dead using raise dead or similar magic must make a caster level check with a DC equal to 15 + the assassin's level or the spell fails and the material component is wasted. Casting remove curse the round before attempting to bring the creature back from the dead negates this chance. The DC of the remove curse is 10 + the assassin's level.

Hide in Plain Sight (Su): At 8th level, an assassin can use the Stealth skill even while being observed. As long as he is within 10 feet of some sort of shadow, an assassin can hide himself from view in the open without having anything to actually hide behind. He cannot, however, hide in his own shadow.

Swift Death (Ex): At 9th level, once per day, an assassin can make a death attack against a foe without studying the foe beforehand. He must still sneak attack his foe using a melee weapon that deals damage.

Deathblade Poison: *Type* injury; *Save* Fortitude DC 20; *Frequency* 1/round for 6 rounds; *Effect* 1d3 Con; *Cure* 2 saves

Lissalan Assassin (APL 15+)

Female tiefling rogue 6/assassin 9 (Pathfinder RPG Bestiary 264)

LE Medium outsider (native)

Init +9; **Senses** darkvision 60 ft., *true seeing*; **Perception** +17

Defense

AC 27, touch 16, flat-footed 21 (+7 armor, +5 Dex, +1 dodge, +4 shield) (+2 deflection bonus vs. good)

hp 132 (15d8+66)

Fort +10, **Ref** +17, **Will** +8 (+16 vs. mind-affecting spells and effects)

Defensive Abilities contingent *dimension door*, evasion, *freedom of movement*, *mind blank*, *protection from good*, trap sense +2; **DR** 10/adamantine (120 hp); **Resist** cold 5, electricity 5, fire 5

Offense

Speed 30 ft.

Melee +1 *brilliant energy short sword* +17/+12 (ignores armor and shield bonuses to AC) (1d6+7/19–20 plus poison)

Special Attacks death attack (DC 24), quiet death, sneak attack +8d6, swift death 1/day, true death (DC 26)

Spell-Like Abilities (CL 15th; concentration +14)

1/day—*darkness*

Tactics

Before Combat Prior to making her assault on the cathedral, the Lissalan Assassin used her scrolls of bear's endurance, bull's strength, fox's cunning, and shield, drank her potion of protection from good, and had an ally on the other side of the portal cast freedom of movement, stonewalk, and mind blank on her (both at caster level 12th). She has already applied a dose of deathblade to her short sword.

Additionally she paid to have a contingent dimension door placed on her, activated by the casting of any spell designed to negate an invisibility effect, upon which the assassin dimension doors away from the effect or possibly next to the effect's caster.

During Combat The assassin attempts to use her scroll of power word stun on the first PC to catch her. She then moves in to coup de grace the PC as the rest of their party catches up. She uses greater invisibility and hide in plain sight to sneak attack using Spring Attack. Should the assassin identify a PC as an arcane caster, she uses her swift death ability to kill the PC.

Morale Having never met a foe she couldn't best and driven by her zeal for Lissala, the Lissalan assassin fights until she is likely too close to death to escape. If reduced to 10 hit points or less, she attempts to flee.

Statistics

Str 18, **Dex** 20, **Con** 17, **Int** 16, **Wis** 8, **Cha** 8

Base Atk +10; **CMB** +14; **CMD** 30

Feats Dodge, Improved Initiative, Iron Will, Mobility, Skill Focus (Use Magic Device), Spring Attack, Toughness, Weapon Finesse, Weapon Focus (short sword)

Skills Acrobatics +23, Bluff +14, Climb +12, Craft (alchemy) +9, Diplomacy +7, Disable Device +13, Disguise +4, Escape Artist +15, Intimidate +3, Knowledge (local) +11, Knowledge (planes) +4, Perception +17, Sleight of Hand +18, Spellcraft +8, Stealth +25, Survival +4, Swim +12, Use Magic Device +23; Racial Modifiers +2 Bluff, +2 Stealth

Languages Abyssal, Common, Infernal

SQ hidden weapons, hide in plain sight, poison use, rogue talents (combat trick, fast stealth, stand up), trapfinding +3

Combat Gear *potion of fly*, *potion of protection from good* (CL 6th), *scroll of bear's endurance*, *scroll of bull's strength*, *scroll of dispel magic*, *scroll of greater invisibility*, *scroll of mirror image* (CL 9th), *deathblade* (2 doses); **Other Gear** +3 *mithral shirt*, +3 *short sword*, *cloak of resistance* +2, *belt of incredible dexterity* +2, *handy haversack*, 35 gp

Special Abilities

Death Attack (Ex): If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). Studying the victim is a standard action. The death attack fails if the target detects the assassin or recognizes the assassin as an enemy (although the attack might still be a sneak attack if the target is denied his Dexterity bonus to his Armor Class or is flanked). If the victim of such a death attack fails a Fortitude save (DC 10 + the assassin's class level + the assassin's Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

True Death (Su): Starting at 4th level, anyone slain by an assassin's death attack becomes more difficult to bring back from the dead. Spellcasters attempting to bring a creature back from the dead using *raise dead* or similar magic must make a caster level check with a DC equal to 15 + the assassin's level or the spell fails and the material component is wasted. Casting *remove curse* the round before

attempting to bring the creature back from the dead negates this chance. The DC of the remove curse is 10 + the assassin's level.

Hide in Plain Sight (Su): At 8th level, an assassin can use the Stealth skill even while being observed. As long as he is within 10 feet of some sort of shadow, an assassin can hide himself from view in the open without having anything to actually hide behind. He cannot, however, hide in his own shadow.

Swift Death (Ex): At 9th level, once per day, an assassin can make a death attack against a foe without studying the foe beforehand. He must still sneak attack his foe using a melee weapon that deals damage.

Deathblade Poison: *Type* injury; *Save* Fortitude DC 20; *Frequency* 1/round for 6 rounds; *Effect* 1d3 Con; *Cure* 2 saves

Cultist Masters (8)

Human conjurer 9

LE Medium humanoid (human)

Init +1; Senses Perception +10

Defense

AC 20, touch 12, flat-footed 19 (+4 armor, +1 deflection, +1 Dex, +4 shield)

hp 70 each (9d6+36)

Fort +6, **Ref** +7, **Will** +10

Defensive Abilities Displacement (50% miss chance)

Offense

Speed 30 ft.

Melee dagger +3 (1d4–1/19–20)

Spell-Like Abilities (CL 9th; concentration +14)

At Will—dimensional steps (270 feet/day)

8/day—acid dart (1d6+4 acid)

Spells Prepared (CL 9th; concentration +14)

5th—*cloudkill* (DC 22), *summon monster V*, *wall of stone* (2)

4th—*black tentacles* (2), *confusion* (DC 19), *dimension door*, *solid fog*

3rd—*dispel magic*, *hold person* (DC 18), *ray of exhaustion* (DC 18), *sleet storm*, *stinking cloud* (2, DC 20)

2nd—*false life*, *fog cloud*, *glitterdust* (DC 19), *see invisibility*, *summon swarm*, *web* (2, DC 19)

1st—*expeditious retreat*, *grease* (2), *mage armor*, *obscuring mist*, *shield*, *true strike* (2)

0 (at will)—*acid splash*, *detect magic*, *mage hand*, *read magic*

Thassilonian Specialization Conjunction^{ISM}; **Opposition Schools** Evocation, Illusion

Tactics

Before Combat The cultists cast mage armor and shield and drink their potions of displacement immediately before their attack on the Cathedral of Abadar.

During Combat The cultists' goal is to slow down the PCs and prevent them from catching the assassin. Half of the cultists use their scrolls of summon monster VII to summon bone devils. The other half use spells like black tentacles, cloudkill, and wall of stone to slow the party's advancement.

Morale Driven by their loyalty to Lissala herself, the cultists fight to the death.

Statistics

Str 8, **Dex** 13, **Con** 14, **Int** 21, **Wis** 12, **Cha** 10

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

Feats Combat Casting, Greater Spell Focus (conjuration), Iron Will, Lightning Reflexes, Scribe Scroll, Spell Focus (conjuration), Still Spell, Toughness

Skills Bluff +5, Disguise +5, Fly +9, Knowledge (arcana) +17, Knowledge (engineering) +10, Knowledge (history) +17, Knowledge (planes) +17, Knowledge (religion) +10, Perception +10, Spellcraft +17, Stealth +6, Survival +4

Languages Abyssal, Common, Infernal, Shoanti, Thassilonian, Varisian

SQ arcane bond (ring), summoner's charm (4 rounds)

Combat Gear potion of displacement, scroll of summon monster VII; **Other Gear** dagger, ring of protection +1, cloak of resistance +1, headband of vast intelligence +2, spell component pouch, spellbook (contains all prepared spells as well as all 1st-, 2nd-, 3rd-, and 4th-level conjuration spells), 23 gp

^{ISM} See Pathfinder Campaign Setting: Inner Sea Magic.

Encounter 4E: Lissala's Gates

APL 12-14

Wave 1

Advanced Bebiliths (2)

A spider the size of an elephant, this dark blue arachnid rears up on its six hind legs to raise its barbed and razor-edged front claws.

CE Huge outsider (chaotic, evil, extraplanar)

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

Defense

AC 26, touch 11, flat-footed 23 (+3 Dex, +15 natural, -2 size)

hp 174 (12d10+108)

Fort +17, **Ref** +13, **Will** +9

DR 10/good

Offense

Speed 40 ft., climb 20 ft.

Melee bite +21 (2d6+11 plus rot) and 2 claws +21 (2d4+11/19-20)

Space 15 ft., **Reach** 15 ft.

Special Attacks dismantle armor, penetrating strike, web (+13 ranged, DC 25, 12 hp)

Spell-Like Abilities (CL 12th)

At will—*plane shift* (bebilith only)

Statistics

Str 32, **Dex** 16, **Con** 28, **Int** 15, **Wis** 17, **Cha** 17

Base Atk +12; **CMB** +25; **CMD** 38 (50 vs. trip)

Feats Cleave, Improved Critical (claws), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack

Skills Acrobatics +18, Climb +34, Perception +18, Sense Motive +18, Stealth +18, Survival +18;

Racial Modifiers +8 Stealth

Languages Abyssal (cannot speak); telepathy 100 ft.

Special Abilities

Dismantle Armor (Ex) If a bebilith hits a foe with both claw attacks, it can attempt to peel away the target's armor and shield as a free action by making a CMB check. If the bebilith is successful, the target's armor and shield are torn from his body and dismantled, falling to the ground. Armor subjected to this attack loses half its hit points and gains the broken condition if the target fails a DC 27 Reflex save. The save DC is Strength-based.

Penetrating Strike (Su) A bebilith's natural weapons are treated as chaotic and magical for the purposes of penetrating damage reduction. Against creatures with the demon type, its natural weapons are also treated as cold iron and good.

Rot (Su) A bebilith's bite causes a horrible withering and weakening of the flesh, resulting in a hideous melting and foul rotting effect. This catastrophic withering begins on the round the creature is bitten and continues for another 4 rounds thereafter, for 5 rounds of withering in all. Each round the rot persists, the target must succeed on a DC 25 Fortitude save or take 2 points of Constitution damage. If the target makes two consecutive saving throws in a row, the effect is cured. Heal can also halt the rot effect. The save DC is Constitution-based.

Ecology

The Abyss is a terrible place, yet even in this horrific realm there exist predators and wild beasts that prey upon the demonic horde—the bebilith being the most notorious, a creature evolved to hunt and slay demons.

Far more intelligent than its verminous shape would suggest, it is perhaps a blessing that the bebilith is such a focused and devoted hunter of demons, for had these dangerous outsiders more of a mind to conquer and expand empires, their ability to plane shift would make them a menace indeed. Although, as an outsider, the bebilith has no biological need to eat, it does enjoy the sensation of chewing on demonic flesh.

Wave 2

Xacarba

This towering, three-tailed, six-eyed beast seems like three rune-backed serpents partially melded together into one body.

CE Gargantuan outsider (chaotic, evil, extraplanar)

Init +9; **Senses** *arcane sight*, darkvision 120 ft., *detect good*, low-light vision, scent, *true seeing*; Perception +29

Defense

AC 31, touch 12, flat-footed 25 (+5 Dex, +1 dodge, +19 natural, –4 size)

hp 210 (20d10+100)

Fort +17, **Ref** +13, **Will** +20

DR 10/good; **Immune** electricity, poison; Resist acid 10, cold 10, fire 10; **SR** 26

Offense

Speed 40 ft., climb 20 ft.

Melee bite +25 (3d8+9 plus poison), 3 tail slaps +20 (2d8+4 plus grab)

Space 20 ft., **Reach** 15 ft.

Special Attacks constrict (2d6+9), redirect spell

Spell-Like Abilities (CL 18th; concentration +25)

Constant—*arcane sight*, *detect good*, *true seeing*

At will—*detect thoughts* (DC 19), *greater teleport* (self plus 50 lbs. of objects only), *invisibility*, *suggestion* (DC 20)

3/day—*charm monster* (DC 21), *mass suggestion* (DC 23), *scrying* (DC 21), *symbol of pain* (DC 22), *touch of idiocy*, *vision*

1/day—*summon* (level 5, 1 hezrou or 1d4 succubi, 50%)

Statistics

Str 29, **Dex** 21, **Con** 21, **Int** 26, **Wis** 22, **Cha** 24

Base Atk +20; **CMB** +33 (+37 grapple); **CMD** 49 (can't be tripped)

Feats Combat Reflexes, Dodge, Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Lightning Reflexes, Mobility, Spring Attack, Vital Strike

Skills Acrobatics +25 (+29 jump), Bluff +30, Climb +17, Diplomacy +27, Disguise +27, Intimidate +27, Knowledge (arcana) +31, Knowledge (any two) +31, Linguistics +28, Perception +29, Sense Motive +29, Spellcraft +31, Stealth +16, Use Magic Device +27

Languages Abyssal, Common, Draconic; telepathy 100 ft.

SQ change shape (any humanoid as a swift action, but always retains one serpentine trait that negates the bonus to Disguise checks; alter self)

Special Abilities

Poison (Su) Bite—injury; save Fort DC 25; frequency 1/round for 6 rounds; effect one chosen by the xacarba from three options; cure 2 consecutive saves. The save DC is Constitution-based.

Fiendish Bile: effect 1d4 Str damage (good-aligned creatures also take 2d8 points of damage).

Mysterious Blood: effect 1d4 Dex and 1d4 Wis damage plus confusion for 1 round.

Vile Disjunction: effect targeted greater dispel magic (CL 18th) on the creature.

Redirect Spell (Su) Any creature that attempts to cast a spell within 30 feet of a xacarba must cast the spell defensively. If the caster fails the concentration check to do so (or if the caster opts to not cast defensively), the xacarba can choose the target of the spell as a immediate action. The new target must be a legal target—if there's no legal alternative target to choose from, this ability cannot be used.

Ecology

Fiends hailing from the darkest reaches of the Abyss, xacarbas are manipulation and destruction intertwined. With their infamous ability to redirect spells, these serpentine goliaths wreak havoc on the mind as well as the body, turning allies against one another and reveling in the destruction doing so produces.

Wave 3

Wendigo

This hideous shape has the head of a feral elk with jagged teeth and sharp antlers. Its humanoid legs end in blackened, burnt stumps.

CE Large outsider (cold, native)

Init +13; **Senses** blindsight 60 ft., darkvision 60 ft., low-light vision; Perception +26

Defense

AC 32, touch 18, flat-footed 23 (+9 Dex, +14 natural, -1 size)

hp 279 (18d10+180); regeneration 15 (fire)

Fort +21, **Ref** +22, **Will** +11

DR 15/cold iron and magic; **Immune** cold, fear; **SR** 28

Weaknesses vulnerability to fire

Offense

Speed fly 120 ft. (perfect)

Melee bite +26 (2d8+9/19–20 plus 4d6 cold and grab), 2 claws +26 (2d6+9/19–20 plus 4d6 cold)

Space 10 ft., **Reach** 10 ft.

Special Attacks dream haunting, howl, rend (2 claws, 1d8+13 plus 4d6 cold plus 1d4 Cha damage), wendigo psychosis

Spell-Like Abilities (CL 18th; concentration +25)

At will—*wind walk* (DC 23; see below)

1/day—*control weather* (as druid), *nightmare* (DC 22)

Statistics

Str 29, **Dex** 29, **Con** 31, **Int** 26, **Wis** 20, **Cha** 24

Base Atk +18; **CMB** +28 (+32 grapple); **CMD** 47

Feats Ability Focus (howl), Critical Focus, Flyby Attack, Improved Critical (bite, claws), Improved Initiative, Lightning Reflexes, Persuasive, Tiring Critical

Skills Acrobatics +30, Bluff +28, Diplomacy +9, Fly +36, Intimidate +32, Knowledge (arcana, geography, nature, religion) +26, Knowledge (planes) +29, Perception +26, Sense Motive +26, Spellcraft +29, Stealth +26, Survival +26

Languages Aklo, Common, Giant; telepathy 1 mile

SQ no breath

Special Abilities

Howl (Ex) Three times per day as a standard action, a wendigo can emit a forlorn howl that can be heard up to a mile away. Any who hear the howl must make a DC 28 Will save to avoid becoming shaken for an hour. Creatures within 120 feet become panicked for 1d4+4 rounds, and those within 30 feet cower with fear for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

Wendigo Psychosis (Su) Curse—Nightmare or wind walk; save Will DC 26; onset 1 minute; frequency 1/day; effect 1d4 Wis drain (minimum Wis 1); cure 3 consecutive saves. When a victim's Wisdom reaches 1, he seeks an individual of his race to kill and devour. After completing this act, the afflicted individual takes off at a run, and in 1d4 rounds sprints up into the sky at such a speed that his feet burn away into jagged stumps. The transformation into a wendigo takes 2d6 minutes as the victim wind

walks across the sky. Once the transformation is complete, the victim is effectively dead, replaced by a new wendigo. True resurrection, miracle, or wish can restore such a victim to life, yet doing so does not harm the new wendigo. The save is Charisma-based.

Wind Walk (Sp) If a wendigo pins a grappled foe, it can attempt to wind walk with the target by using its spell-like ability—it automatically succeeds on all concentration checks made to use wind walk. If the victim fails to resist the spell, the wendigo hurtles into the sky with him. Each round, a victim can make a new DC 23 Will save to turn solid again, but at this point he falls if he cannot fly. Eventually, the wendigo strands the victim in some rural area, usually miles from where it began. A creature that wind walks with a wendigo is exposed to wendigo psychosis. The save DC is Charisma-based.

Ecology

Beings of ancient evil, wendigos haunt the minds of mortals, driving them to desperation and, ultimately, cannibalistic madness. They enjoy whittling down prey before they strike, trailing victims for days, even weeks, while plaguing their journeys with nightmares and foul weather.

Tribal humanoids sometimes worship wendigos as gods, bringing them live sacrifices or attempting to appease the creatures by engaging in ritual cannibalism. They mark a wendigo's territory with fetishes and dress in the furs and hides of whatever animal it most closely resembles. Wendigos take little interest in the practices of their worshipers, and view them only as an ample supply of victims.

APL 15+

Wave 1

Xacarba

This towering, three-tailed, six-eyed beast seems like three rune-backed serpents partially melded together into one body.

CE Gargantuan outsider (chaotic, evil, extraplanar)

Init +9; **Senses** *arcane sight*, darkvision 120 ft., *detect good*, low-light vision, scent, *true seeing*;
Perception +29

Defense

AC 31, touch 12, flat-footed 25 (+5 Dex, +1 dodge, +19 natural, –4 size)

hp 210 (20d10+100)

Fort +17, **Ref** +13, **Will** +20

DR 10/good; **Immune** electricity, poison; Resist acid 10, cold 10, fire 10; **SR** 26

Offense

Speed 40 ft., climb 20 ft.

Melee bite +25 (3d8+9 plus poison), 3 tail slaps +20 (2d8+4 plus grab)

Space 20 ft., **Reach** 15 ft.

Special Attacks constrict (2d6+9), redirect spell

Spell-Like Abilities (CL 18th; concentration +25)

Constant—*arcane sight*, *detect good*, *true seeing*

At will—*detect thoughts* (DC 19), *greater teleport* (self plus 50 lbs. of objects only),
invisibility, *suggestion* (DC 20)

3/day—*charm monster* (DC 21), *mass suggestion* (DC 23), *scrying* (DC 21), *symbol of pain*
(DC 22), *touch of idiocy*, *vision*

1/day—*summon* (level 5, 1 hezrou or 1d4 succubi, 50%)

Statistics

Str 29, **Dex** 21, **Con** 21, **Int** 26, **Wis** 22, **Cha** 24

Base Atk +20; **CMB** +33 (+37 grapple); **CMD** 49 (can't be tripped)

Feats Combat Reflexes, Dodge, Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Lightning Reflexes, Mobility, Spring Attack, Vital Strike

Skills Acrobatics +25 (+29 jump), Bluff +30, Climb +17, Diplomacy +27, Disguise +27, Intimidate +27, Knowledge (arcana) +31, Knowledge (any two) +31, Linguistics +28, Perception +29, Sense Motive +29, Spellcraft +31, Stealth +16, Use Magic Device +27

Languages Abyssal, Common, Draconic; telepathy 100 ft.

SQ change shape (any humanoid as a swift action, but always retains one serpentine trait that negates the bonus to Disguise checks; alter self)

Special Abilities

Poison (Su) Bite—injury; save Fort DC 25; frequency 1/round for 6 rounds; effect one chosen by the xacarba from three options; cure 2 consecutive saves. The save DC is Constitution-based.

Fiendish Bite: effect 1d4 Str damage (good-aligned creatures also take 2d8 points of damage).

Mysterious Blood: effect 1d4 Dex and 1d4 Wis damage plus confusion for 1 round.

Vile Disjunction: effect targeted greater dispel magic (CL 18th) on the creature.

Redirect Spell (Su) Any creature that attempts to cast a spell within 30 feet of a xacarba must cast the spell defensively. If the caster fails the concentration check to do so (or if the caster opts to not cast defensively), the xacarba can choose the target of the spell as an immediate action. The new target must be a legal target—if there's no legal alternative target to choose from, this ability cannot be used.

Ecology

Fiends hailing from the darkest reaches of the Abyss, xacarbas are manipulation and destruction intertwined. With their infamous ability to redirect spells, these serpentine goliaths wreak havoc on the mind as well as the body, turning allies against one another and reveling in the destruction doing so produces.

Wave 2

Wendigo

This hideous shape has the head of a feral elk with jagged teeth and sharp antlers. Its humanoid legs end in blackened, burnt stumps.

CE Large outsider (cold, native)

Init +13; **Senses** blindsight 60 ft., darkvision 60 ft., low-light vision; **Perception** +26

Defense

AC 32, touch 18, flat-footed 23 (+9 Dex, +14 natural, -1 size)

hp 279 (18d10+180); regeneration 15 (fire)

Fort +21, **Ref** +22, **Will** +11

DR 15/cold iron and magic; **Immune** cold, fear; **SR** 28

Weaknesses vulnerability to fire

Offense

Speed fly 120 ft. (perfect)

Melee bite +26 (2d8+9/19–20 plus 4d6 cold and grab), 2 claws +26 (2d6+9/19–20 plus 4d6 cold)

Space 10 ft., **Reach** 10 ft.

Special Attacks dream haunting, howl, rend (2 claws, 1d8+13 plus 4d6 cold plus 1d4 Cha damage), wendigo psychosis

Spell-Like Abilities (CL 18th; concentration +25)

At will—*wind walk* (DC 23; see below)

1/day—*control weather* (as druid), *nightmare* (DC 22)

Statistics

Str 29, **Dex** 29, **Con** 31, **Int** 26, **Wis** 20, **Cha** 24

Base Atk +18; **CMB** +28 (+32 grapple); **CMD** 47

Feats Ability Focus (howl), Critical Focus, Flyby Attack, Improved Critical (bite, claws), Improved Initiative, Lightning Reflexes, Persuasive, Tiring Critical

Skills Acrobatics +30, Bluff +28, Diplomacy +9, Fly +36, Intimidate +32, Knowledge (arcana, geography, nature, religion) +26, Knowledge (planes) +29, Perception +26, Sense Motive +26, Spellcraft +29, Stealth +26, Survival +26

Languages Aklo, Common, Giant; telepathy 1 mile

SQ no breath

Special Abilities

Howl (Ex) Three times per day as a standard action, a wendigo can emit a forlorn howl that can be heard up to a mile away. Any who hear the howl must make a DC 28 Will save to avoid becoming

shaken for an hour. Creatures within 120 feet become panicked for 1d4+4 rounds, and those within 30 feet cower with fear for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

Wendigo Psychosis (Su) Curse—Nightmare or wind walk; save Will DC 26; onset 1 minute; frequency 1/day; effect 1d4 Wis drain (minimum Wis 1); cure 3 consecutive saves. When a victim's Wisdom reaches 1, he seeks an individual of his race to kill and devour. After completing this act, the afflicted individual takes off at a run, and in 1d4 rounds sprints up into the sky at such a speed that his feet burn away into jagged stumps. The transformation into a wendigo takes 2d6 minutes as the victim wind walks across the sky. Once the transformation is complete, the victim is effectively dead, replaced by a new wendigo. True resurrection, miracle, or wish can restore such a victim to life, yet doing so does not harm the new wendigo. The save is Charisma-based.

Wind Walk (Sp) If a wendigo pins a grappled foe, it can attempt to wind walk with the target by using its spell-like ability—it automatically succeeds on all concentration checks made to use wind walk. If the victim fails to resist the spell, the wendigo hurtles into the sky with him. Each round, a victim can make a new DC 23 Will save to turn solid again, but at this point he falls if he cannot fly. Eventually, the wendigo strands the victim in some rural area, usually miles from where it began. A creature that wind walks with a wendigo is exposed to wendigo psychosis. The save DC is Charisma-based.

Ecology

Beings of ancient evil, wendigos haunt the minds of mortals, driving them to desperation and, ultimately, cannibalistic madness. They enjoy whittling down prey before they strike, trailing victims for days, even weeks, while plaguing their journeys with nightmares and foul weather.

Tribal humanoids sometimes worship wendigos as gods, bringing them live sacrifices or attempting to appease the creatures by engaging in ritual cannibalism. They mark a wendigo's territory with fetishes and dress in the furs and hides of whatever animal it most closely resembles. Wendigos take little interest in the practices of their worshipers, and view them only as an ample supply of victims.

Wave 3

Advanced Wendigo

This hideous shape has the head of a feral elk with jagged teeth and sharp antlers. Its humanoid legs end in blackened, burnt stumps.

CE Large outsider (cold, native)

Init +15; **Senses** blindsight 60 ft., darkvision 60 ft., low-light vision; Perception +28

Defense

AC 36, touch 20, flat-footed 25 (+11 Dex, +16 natural, –1 size)

hp 315 (18d10+216); regeneration 15 (fire)

Fort +23, **Ref** +25, **Will** +13

DR 15/cold iron and magic; **Immune** cold, fear; **SR** 28

Weaknesses vulnerability to fire

Offense

Speed fly 120 ft. (perfect)

Melee bite +28 (2d8+11/19–20 plus 4d6 cold and grab), 2 claws +28 (2d6+11/19–20 plus 4d6 cold)

Space 10 ft., **Reach** 10 ft.

Special Attacks dream haunting, howl, rend (2 claws, 1d8+16 plus 4d6 cold plus 1d4 Cha damage), wendigo psychosis

Spell-Like Abilities (CL 18th; concentration +27)

At will—*wind walk* (DC 25; see below)

1/day—*control weather* (as druid), *nightmare* (DC 24)

Statistics

Str 33, **Dex** 33, **Con** 35, **Int** 30, **Wis** 24, **Cha** 28

Base Atk +18; **CMB** +30 (+34 grapple); **CMD** 51

Feats Ability Focus (howl), Critical Focus, Flyby Attack, Improved Critical (bite, claws), Improved Initiative, Lightning Reflexes, Persuasive, Tiring Critical

Skills Acrobatics +32, Bluff +30, Diplomacy +11, Fly +38, Intimidate +34, Knowledge (arcana, geography, nature, religion) +28, Knowledge (planes) +31, Perception +28, Sense Motive +28, Spellcraft +31, Stealth +28, Survival +28

Languages Aklo, Common, Giant; telepathy 1 mile

SQ no breath

Special Abilities

Howl (Ex) Three times per day as a standard action, a wendigo can emit a forlorn howl that can be heard up to a mile away. Any who hear the howl must make a DC 30 Will save to avoid becoming shaken for an hour. Creatures within 120 feet become panicked for 1d4+4 rounds, and those within 30 feet cover with fear for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

Wendigo Psychosis (Su) Curse—Nightmare or wind walk; save Will DC 28; onset 1 minute; frequency 1/day; effect 1d4 Wis drain (minimum Wis 1); cure 3 consecutive saves. When a victim's Wisdom reaches 1, he seeks an individual of his race to kill and devour. After completing this act, the afflicted individual takes off at a run, and in 1d4 rounds sprints up into the sky at such a speed that his feet burn away into jagged stumps. The transformation into a wendigo takes 2d6 minutes as the victim wind walks across the sky. Once the transformation is complete, the victim is effectively dead, replaced by a new wendigo. True resurrection, miracle, or wish can restore such a victim to life, yet doing so does not harm the new wendigo. The save is Charisma-based.

Wind Walk (Sp) If a wendigo pins a grappled foe, it can attempt to wind walk with the target by using its spell-like ability—it automatically succeeds on all concentration checks made to use wind walk. If the victim fails to resist the spell, the wendigo hurtles into the sky with him. Each round, a victim can make a new DC 25 Will save to turn solid again, but at this point he falls if he cannot fly. Eventually, the wendigo strands the victim in some rural area, usually miles from where it began. A creature that wind walks with a wendigo is exposed to wendigo psychosis. The save DC is Charisma-based.

Ecology

Beings of ancient evil, wendigos haunt the minds of mortals, driving them to desperation and, ultimately, cannibalistic madness. They enjoy whittling down prey before they strike, trailing victims for days, even weeks, while plaguing their journeys with nightmares and foul weather.

Tribal humanoids sometimes worship wendigos as gods, bringing them live sacrifices or attempting to appease the creatures by engaging in ritual cannibalism. They mark a wendigo's territory with fetishes and dress in the furs and hides of whatever animal it most closely resembles. Wendigos take little interest in the practices of their worshipers, and view them only as an ample supply of victims.