

All Tiers

Fiendblood Cultists

CR 1/2

Male or Female human rogue 1
NE Medium humanoid (human)

Init +2; **Senses** Perception +5

---DEFENSE---

AC 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)

hp 6 (1d8+2)

Fort +1, **Ref** +4, **Will** +1

---OFFENSE---

Speed 30 ft.

Melee unarmed strike +2 (1d3+2)

Ranged dagger +2 (1d4+2)

Special Attacks disease, sneak attack +1d6

---TACTICS---

During Combat The cultists try to sneak attack each round if possible, throwing their daggers at flat-footed foes or flanking opponents for unarmed strikes.

Morale The cultists fight to the death.

Base Statistics **Con** 14, **Cha** 8

---STATISTICS---

Str 15, **Dex** 15, **Con** 12, **Int** 10, **Wis** 12, **Cha** 7

Base Atk +0; **CMB** +2; **CMD** 15

Feats Dodge, Improved Unarmed Strike

Skills Acrobatics +5, Bluff +1, Disguise +1, Intimidate +1, Knowledge (local) +4, Perception +5, Sleight of Hand +5, Stealth +5

Languages Common

SQ trapfinding

Gear studded leather, dagger (2), 20 gp

---SPECIAL ABILITIES---

Disease (Ex) Any PC injured by a fiendblood cultist's unarmed strike risks palepox infection.

Human Plague Zombie

CR 1/2

NE Medium undead

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

---DEFENSE---

AC 12, touch 10, flat-footed 12 (+2 natural)

hp 12 (2d8+3)

Fort +0, **Ref** +0, **Will** +3

Immune undead traits

---OFFENSE---

Speed 30 ft.

Melee slam +4 (1d6+4 plus disease)

Special Attacks death burst, disease

---TACTICS---

Before Combat The plague zombie stands near the banquet table mindlessly watching the feast until directed by Vondrella.

During Combat Vondrella instructs the plague zombie to flank with her living minion and to stay between her and oncoming attackers. Should she require aid in melee, she calls the plague zombie to her.

Morale The plague zombie fights until destroyed.

---STATISTICS---

Str 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +4; **CMD** 14

Feats Toughness

---SPECIAL ABILITIES---

Death Burst (Ex) When a plague zombie dies, it explodes in a burst of decay. All creatures adjacent to the plague zombie are exposed to its plague as if struck by a slam attack and must make a Fortitude save or contract palepox.

Disease (Su) A plague zombie's natural attacks carry the palepox disease.

Tier 6-7

Satyr

CR 4

XP 1,200

CN Medium fey

Init +2; **Senses** low-light vision; Perception +18

---DEFENSE---

AC 18, touch 13, flat-footed 15 (+2 Dex, +1 dodge, +5 natural)

hp 44 (8d6+16)

Fort +4, **Ref** +8, **Will** +8

DR 5/cold iron

---OFFENSE---

Speed 40 ft.

Melee dagger +6 (1d4+2/19–20), horns +1 (1d6+1)

Ranged short bow +6 (1d6/x3)

Special Attacks pipes

Spell-Like Abilities (CL 8th)

At will—*charm person* (DC 15), *dancing lights*, *ghost sound* (DC 14), *sleep* (DC 15), *suggestion* (DC 17)

1/day—*fear* (DC 18), *summon nature's ally III*

---STATISTICS---

Str 14, **Dex** 15, **Con** 15, **Int** 12, **Wis** 14, **Cha** 19

Base Atk +4; **CMB** +6; **CMD** 18

Feats Dodge, Mobility, Skill Focus (Perception), Weapon Finesse

Skills Bluff +15, Diplomacy +15, Disguise +9, Intimidate +9, Knowledge (nature) +10, Perception +18, Perform (wind instruments) +19, Stealth +17, Survival +7; **Racial Modifiers** +4 Perception, +4 Perform, +4 Stealth

Languages Common, Sylvan

Gear dagger, short bow plus 20 arrows, masterwork panpipes

---SPECIAL ABILITIES---

Pipes (Su) A satyr can focus and empower his magic by playing haunting melodies on his panpipes. When he plays, all creatures within a 60-foot radius must make a DC 18 Will save or be affected by *charm person*, *fear*, *sleep*, or *suggestion*, depending on what tune the satyr chooses. A creature that successfully saves against any of the pipes' effects cannot be affected by the same set of pipes for 24 hours, but can still be affected by the satyr's other spell-like abilities as normal. The satyr's use of his pipes does not count toward his uses per day of his spell-like abilities, and if separated from them he may continue to use his standard abilities. The pipes themselves are masterwork, and a satyr can craft a replacement with 1 week of labor. The save DC is Charisma-based.