

A & B (low)

Ammoch

Variant babau (Pathfinder RPG Bestiary 57)
CE Medium outsider (chaotic, demon, evil, extraplanar)
Init +5; **Senses** darkvision 60 ft.; **Perception** +12

DEFENSE

AC 15, **touch** 11, **flat** 14 (+1 Dex, +4 natural)
hp 34 (4d10+12)
Fort +7, **Ref** +2, **Will** +4
Defensive Abilities protective slime; **DR** 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 5, cold 5, fire 5

OFFENSE

Speed 30 ft.
Melee longspear +6 (1d8+3/×3), bite +1 (1d6+1) or bite +6 (1d6+2), 2 claws +6 (1d4+2)
Space 5 ft.; Reach 5 ft. (10 ft. with longspear)
Special Attacks sneak attack +1d6

STATISTICS

Str 15, Dex 13, Con 16, Int 14, Wis 13, Cha 16
BAB +4; **CMB** +6; **CMD** 17
Feats Improved Initiative, Iron Will
Skills Acrobatics +8, Climb +9, Disable Device +8, Escape Artist +8, Perception +12, Sense Motive +8, Sleight of Hand +8, Stealth +12
Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SPECIAL ABILITIES

Protective Slime (Su) A layer of acidic slime coats a babau's skin. Any creature that strikes a babau with a natural attack or unarmed strike takes 1d6 points of acid damage from this slime if it fails a DC 15 Reflex save or the weapon takes 1d6 points of acid damage; if the damage penetrates the weapon's hardness, the weapon gains the broken condition. Ammunition that strikes a babau is automatically destroyed after it inflicts its damage.

Scaling

Ambush: Remove one boilborn.
Ammoch: Remove the boilborn.

Boilborn (1/ ambush 2)

N Tiny ooze
Init -5; **Senses** blindsight 30 ft.; Perception -4

DEFENSE

AC 7, **touch** 7, **flat** 7 (-5 Dex, +2 size)
hp 15 (2d8+6)
Fort +3, **Ref** -5, **Will** -4
Immune ooze traits; **Resist** acid 10

OFFENSE

Speed 10 ft., **climb** 10 ft., **swim** 10 ft.
Melee slam +4 (1d2+1 plus disease)
Special Attacks death throes, disease
Space 2 ft.; Reach 0 ft.

STATISTICS

Str 12, Dex 1, Con 17, Int —, Wis 2, Cha 1
BAB +1; **CMB** -6; **CMD** 5 (can't be tripped)
Skills Climb +9, Swim +9

SPECIAL ABILITIES

Death Throes (Su) When killed, a boilborn pops in a 10-foot-radius burst that deals 2d6 points of acid damage (DC 14 Reflex half). Creatures taking damage must succeed at a DC 12 Fortitude save or contract leprosy.

Disease (Su) Leprosy: Injury; save Fort DC 12; onset 2d4 weeks; frequency 1/week; effect 1d2 Cha damage; cure 2 consecutive saves. This save DC is Constitution-based.

Festering Barbs (Ambush Only)

CE persistent haunt (100-ft. radius)
Caster Level 1st
Notice Perception DC 12 (to notice the evil cyst preparing to launch a barb)
hp 4;
Weakness damaged by fire, slow **Trigger** proximity; **Reset** 1 day
Effect Once per round, the evil cyst fires a barb at a random PC. The barb's attack bonus is +1, and it deals 1d6+2 points of piercing damage on a successful hit. A creature that takes damage from a barb must succeed at a DC 11 Fortitude save or be sickened for 1 round.
Destruction Burning the evil cyst destroys the haunt.

A & B (high)

Ammoch

Variant babau (Pathfinder RPG Bestiary 57)
CE Medium outsider (chaotic, demon, evil, extraplanar)
Init +5; **Senses** darkvision 60 ft.; Perception +18

DEFENSE

AC 18, **touch** 11, **flat** 17 (+1 Dex, +7 natural)
hp 51 (6d10+18)
Fort +8, **Ref** +3, **Will** +5
Defensive Abilities protective slime; **DR** 5/cold iron or good; **Immune** electricity, poison; **Resist** acid, cold, fire 10

OFFENSE

Speed 30 ft.
Melee longspear +10/+5 (1d8+6/×3), bite +0 (1d6+2) or bite +10 (1d6+4), 2 claws +10 (1d6+4)
Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)
Special Attacks sneak attack +2d6

STATISTICS

Str 19, Dex 13, Con 16, Int 14, Wis 13, Cha 16
BAB +6; **CMB** +10; **CMD** 21
Feats Improved Initiative, Iron Will, Skill Focus (Stealth)
Skills Acrobatics +10, Climb +13, Disable Device +10, Escape Artist +10, Perception +18, Sense Motive +10, Sleight of Hand +10, Stealth +21; Racial Modifiers +8 Perception, +8 Steal

SPECIAL ABILITIES

Protective Slime (Su) A layer of acidic slime coats a babau's skin. Any creature that strikes a babau with a natural attack or unarmed strike takes 1d8 points of acid damage from this slime if it fails a DC 17 Reflex save or the weapon takes 1d8 points of acid damage; if the damage penetrates the weapon's hardness, the weapon gains the broken condition. Ammunition that strikes a babau is automatically destroyed after it inflicts its damage.

Scaling

Ambush: Remove two boilborn.

Ammoch: Remove two boilborn.

Boilborn (4/ ambush 6)

N Tiny ooze
Init -5; **Senses** blindsight 30 ft.; Perception -4

DEFENSE

AC 7, **touch** 7, **flat** 7 (-5 Dex, +2 size)
hp 15 (2d8+6)
Fort +3, **Ref** -5, **Will** -4
Immune ooze traits; **Resist** acid 10

OFFENSE

Speed 10 ft., **climb** 10 ft., **swim** 10 ft.
Melee slam +4 (1d2+1 plus disease)
Special Attacks death throes, disease
Space 2 ft.; **Reach** 0 ft.

STATISTICS

Str 12, Dex 1, Con 17, Int —, Wis 2, Cha 1
BAB +1; **CMB** -6; **CMD** 5 (can't be tripped)
Skills Climb +9, Swim +9

SPECIAL ABILITIES

Death Throes (Su) When killed, a boilborn pops in a 10-foot-radius burst that deals 2d6 points of acid damage (DC 14 Reflex half). Creatures taking damage must succeed at a DC 12 Fortitude save or contract leprosy.

Disease (Su) Leprosy: Injury; save Fort DC 12; onset 2d4 weeks; frequency 1/week; effect 1d2 Cha damage; cure 2 consecutive saves. This save DC is Constitution-based.

Festering Barbs (Ambush Only)

CE persistent haunt (100-ft. radius)
Caster Level 3rd
Notice Perception DC 12 (to notice the evil cyst preparing to launch a barb)
hp 13; **Weakness** damaged by fire, slow **Trigger** proximity;
Reset 1 day
Effect Once per round, the evil cyst fires two barbs at random PCs. Each barb's attack bonus is +3, and it deals 1d6+2 points of piercing damage on a successful hit. A creature that takes damage from a barb must succeed at a DC 11 Fortitude save or be sickened for 1 round.
Destruction Burning the evil cyst destroys the haunt.

C. (low)

Laktharis

Advanced clockwork servant (Pathfinder RPG Bestiary 3 56)

N Medium construct (clockwork)

Init +8; **Senses** darkvision 60 ft., low-light vision; **Perc.**+2

DEFENSE

AC 20, **touch** 16, **flat** 14 (+4 Dex, +2 dodge, +4 natural)

hp 31 (2d10+20); **fast healing** 2

Fort +0, **Ref** +6, **Will** +2

Immune construct traits

Weaknesses humiliation vulnerability, vulnerability to electricity

OFFENSE

Speed 30 ft.

Melee 2 claws +6 (1d4+4)

Ranged net +4

STATISTICS

Str 19, Dex 18, Con –, Int 15, Wis 15, Cha 5

BAB +2; **CMB** +6; **CMD** 22

Feats Improved Initiative B , Lightning Reflexes

SQ repair clockwork, swift reactions, winding

SPECIAL ABILITIES

Humiliation Vulnerability (Ex) Each time a PC uses a comedic flourish to humiliate him, Laktharis shrinks and becomes more fragile. This causes his maximum number of hit points to decrease by 10 and gives him a cumulative –1 penalty on all d20 rolls.

Net (Ex) As a standard action, Laktharis can launch a net from its shoulder (Pathfinder RPG Core Rulebook 147). The launcher itself contains five nets. Loading a folded net into the launcher is a standard action.

Repair Clockwork (Ex) Clockwork servants are adept at repairing other clockwork constructs. As a standard action that does not provoke attacks of opportunity, a clockwork servant can repair damage done to either itself or an adjacent clockwork creature, restoring 1d10 hit points to the target.

Scaling

Laktharis is already suffering the effects of his humiliation vulnerability as if the PCs had succeeded at one check. The PCs need to succeed at only two checks to humiliate him to earn 1 Favor Point.

C. (high)

Laktharis

Advanced clockwork servant (Pathfinder RPG Bestiary 3 56)

N Medium construct (clockwork)

Init +8; **Senses** darkvision 60 ft., low-light vision; **Perc.** +2

DEFENSE

AC 20, **touch** 16, **flat** 14 (+4 Dex, +2 dodge, +4 natural)

hp 31 (2d10+20); **fast healing** 2

Fort +0, **Ref** +6, **Will** +2

Immune construct traits

Weaknesses humiliation vulnerability, vulnerability to electricity

OFFENSE

Speed 30 ft.

Melee 2 claws +6 (1d4+4)

Ranged net +4

STATISTICS

Str 19, Dex 18, Con –, Int 15, Wis 15, Cha 5

BAB +2; **CMB** +6; **CMD** 22

Feats Improved Initiative B , Lightning Reflexes

SQ repair clockwork, swift reactions, winding

SPECIAL ABILITIES

Humiliation Vulnerability (Ex) Each time a PC uses a comedic flourish to humiliate him, Laktharis shrinks and becomes more fragile. This causes his maximum number of hit points to decrease by 10 and gives him a cumulative –1 penalty on all d20 rolls.

Net (Ex) As a standard action, Laktharis can launch a net from its shoulder (Pathfinder RPG Core Rulebook 147). The launcher itself contains five nets. Loading a folded net into the launcher is a standard action.

Repair Clockwork (Ex) Clockwork servants are adept at repairing other clockwork constructs. As a standard action that does not provoke attacks of opportunity, a clockwork servant can repair damage done to either itself or an adjacent clockwork creature, restoring 1d10 hit points to the target.

Clockwork Puppets (3)

Pathfinder RPG Bestiary 3 56

N Medium construct (clockwork)

Init +6; **Senses** darkvision 60 ft., low-light vision; **Perc.** +0

DEFENSE

AC 16, **touch** 14, **flat** 12 (+2 Dex, +2 dodge, +2 natural)

hp 31 (2d10+20); **fast healing** 2

Fort +0, **Ref** +4, **Will** +0

Immune construct traits

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee slam +6 (1d4+6)

Ranged net +4

STATISTICS

Str 19, Dex 14, Con –, Int –, Wis 11, Cha 1

BAB +2; **CMB** +6; **CMD** 20 (22 vs. trip)

Feats Improved Initiative B , Lightning Reflexes

SQ repair clockwork, swift reactions, winding

SPECIAL ABILITIES

Net (Ex) As a standard action, a clockwork servant can launch a net from its shoulder (Pathfinder RPG Core Rulebook 147). The launcher itself can contain up to five nets—loading a folded net into the launcher is a standard action.

Repair Clockwork (Ex) Clockwork servants are adept at repairing other clockwork constructs. As a standard action that does not provoke an attack of opportunity, a clockwork servant can repair damage done to either itself or an adjacent clockwork creature, healing 1d10 points of damage to the target.

Scaling

Remove 1 puppet.