

Grizzled Mercenary**CR 4****Human Warrior** 6CN Medium **humanoid** (human)Init +0; Senses **Perception** +4

DEFENSE

AC 18, **touch** 10, **flat-footed** 18 (+8 **armor**)

hp 51 (6d10+18)

Fort +7, Ref +3, Will +3

OFFENSE

Speed 20 ft.

Melee mwk heavy **flail** +9/+4 (1d10+3/19-20) or mwk **halberd** +9/+4 (1d10+3/×3) or **longspear** +8/+3 (1d8+3/×3) or **morningstar** +8/+3 (1d8+2) or **cold iron kukri** +8/+3 (1d4+2/18-20)Ranged **javelin** +6 (1d6+2)Space 5 ft.; Reach 5 ft. (10 ft. with **longspear**)

TACTICS

During Combat The mercenary throws a few javelins, then closes in for the kill.

STATISTICS

Str 14, Dex 10, Con 12, Int 9, Wis 11, Cha 8

Base Atk +6; CMB +8; CMD 18

Feats **Dichard**, **Endurance**, **Power Attack**, **Toughness**Skills **Climb** +0, **Handle****Animal** +3, **Intimidate** +6, **Knowledge** (local)+0, **Perception** +4, **Swim** +0

Languages Common

Combat Gear **potion of barkskin**, **potion of cure moderate wounds**, alchemist's fire (2), **holy water**; OtherGear masterwork half-plate, **cold iron kukri**, javelins(4), **longspear**, masterwork **halberd**, masterworkheavy **flail**, **morningstar**, **cloak of resistance** +1, **antitoxin**,

sunrod, 325 gp

Dog**CR 1/3**N Small **animal**Init +1; Senses **low-light vision**, **scent**; **Perception** +8

DEFENSE

AC 13, **touch** 12, **flat-footed** 12 (+1 **Dex**, +1 **natural**, +1 **size**)

hp 6 (1d8+2)

Fort +4, Ref +3, Will +1

OFFENSE

Speed 40 ft.

Melee bite +2 (1d4+1)

STATISTICS

Str 13, Dex 13, Con 15, Int 2, Wis 12, Cha 6

Base Atk +0; CMB +0; CMD 11 (15 vs. **trip**)Feats **Skill Focus** (**Perception**)Skills **Acrobatics** +1 (+9 jumping), **Perception** +8, **Survival** +1 (+5 **scent**(tracking)); **Racial Modifiers** +4 **Acrobatics** when jumping, +4 **Survival** when tracking by **scent**

<p>Freelance Thief CR 6 <u>Human Rogue</u> 7 NE Medium <u>humanoid (human)</u> Init +4; Senses <u>Perception</u> +10</p> <p>DEFENSE</p> <p>AC 19, <u>touch</u> 15, <u>flat-footed</u> 14 (+4 <u>armor</u>, +4 <u>Dex</u>, +1 <u>dodge</u>) hp 42 (7d8+7) Fort +4, Ref +10, Will +3</p> <p>Defensive Abilities <u>evasion</u>, <u>trap sense</u> +2, <u>uncanny dodge</u></p> <p>OFFENSE</p> <p>Speed 30 ft.</p> <p>Melee +1 <u>rapier</u> +10 (1d6+3/18-20) Ranged mwk <u>light crossbow</u> +10 (1d8/19-20) Special Attacks <u>sneak attack</u> +4d6</p> <p>TACTICS</p> <p>During Combat The rogue uses <u>Spring Attack</u> and <u>Combat Expertise</u>.</p> <p>STATISTICS</p> <p>Str 14, Dex 18, Con 12, Int 13, Wis 10, Cha 8 Base Atk +5; CMB +7; CMD 22</p> <p>Feats <u>Combat Reflexes</u>, <u>Dodge</u>, <u>Mobility</u>, <u>Spring Attack</u>, <u>Weapon Finesse</u></p> <p>Skills <u>Acrobatics</u> +14, <u>Bluff</u> +9, <u>Climb</u> +12, <u>Diplomacy</u> +9, <u>Dis- sable Device</u>+14, <u>Disguise</u> +9, <u>Knowledge</u> (local) +11, <u>Perception</u> +10, <u>Sense Motive</u>+10, <u>Sleight of Hand</u> +14, <u>Stealth</u> +14</p> <p>Languages Common, Halfling</p> <p>SQ <u>rogue talents</u> (<u>bleeding attack</u> +4, <u>fast stealth</u>, <u>stand up</u>), <u>trapfinding</u>+3</p> <p>Combat Gear <u>potion of cure moderate wounds</u>, <u>potion of invisibility</u>; <u>tanglefoot bag</u>; Other Gear +1 <u>studded leather</u>, +1 <u>rapier</u>, masterwork <u>light crossbow</u> with 20 bolts, <u>cloak of resistance</u> +1, thieves' tools, 489 gp</p>	<p>Aloof Scholar CR 8 <u>Human Bard</u> 7/<u>Pathfinder Chronicler</u> 2 N Medium <u>humanoid (human)</u> Init +6; Senses <u>Perception</u> +13</p> <p>DEFENSE</p> <p>AC 18, <u>touch</u> 14, <u>flat-footed</u> 15 (+3 <u>armor</u>, +1 <u>deflection</u>, +2 <u>Dex</u>, +1 <u>dodge</u>, +1 <u>natural</u>) hp 61 (7d8+2d8+18) Fort +6, Ref +9, Will +8; +4 vs. <u>bardic performance</u>, <u>language-dependent</u>, and <u>sonic</u></p> <p>Defensive Abilities <u>live to tell the tale</u> (1/day)</p> <p>OFFENSE</p> <p>Speed 30 ft.</p> <p>Melee mwk <u>dagger</u> +6/+1 (1d4-1/19-20) Special Attacks <u>bardic performance</u> 25 rounds/day (<u>move action</u>; <u>countersong</u>, <u>distraction</u>, <u>fascinate</u>, <u>inspire competence</u> +3, <u>inspire courage</u> +2, <u>suggestion</u>)</p> <p>Bard Spells Known (CL 7th; <u>concentration</u> +10)</p> <p>3rd (2/day)—<u>glibness</u>, <u>scriving</u> (DC 16) 2nd (4/day)—<u>blur</u>, <u>daze monster</u> (DC 17), <u>detect thoughts</u> (DC 15), <u>locate object</u> 1st (5/day)—<u>charm person</u> (DC 16), <u>comprehend languages</u>, <u>detect secret doors</u>, <u>silent image</u> (DC 14), <u>unseen servant</u></p> <p>0th (at will)—<u>dancing lights</u>, <u>detect magic</u>, <u>know direction</u>, <u>mage hand</u>, <u>message</u>, <u>open/close</u></p> <p>TACTICS</p> <p>During Combat The Pathfinder chronicler casts <u>blur</u>, then casts <u>haste</u> from her <u>scroll</u>. Preferring to stay out of melee, she uses <u>bardic performance</u> to aid her allies, and casts <u>daze monster</u> or <u>charm person</u> on enemies who come close. If threatened, she withdraws, drinks her <u>potion of invisibility</u>, and makes her escape.</p> <p>STATISTICS</p> <p>Str 8, Dex 14, Con 14, Int 12, Wis 12, Cha 16 Base Atk +6; CMB +5; CMD 19</p> <p>Feats <u>Dodge</u>, <u>Extra Performance</u>, <u>Greater Spell Focus</u> (<u>enchantment</u>), <u>Improved Initiative</u>, <u>Mobility</u>, <u>Spell Focus</u> (<u>enchantment</u>)</p>
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Skills Knowledge (arcana, local, nobility, religion)

+17, Knowledge (history)

+13, Linguistics +7, Perception +13, Perform (keyboard instruments) +7, Perform (oratory) +15, Profession (scribe)

+9, Spellcraft+12 (+14 to identify magic item properties), Stealth +12

Languages Celestial, Common, Draconic, Dwarven

SQ bardic knowledge +4, deep pockets (200 gp), elven magic, lore master 1/day, master scribe, pathfinding, versatile performance(keyboard, oratory)

Combat Gear potion of invisibility, scroll of cure serious wounds, scroll of disguise self, scroll of haste, scroll of identify, scroll of see invisibility, scroll of speak with animals, scroll of tiny hut, wand of cure light wounds (20 charges); **Other Gear** +1 leather armor, masterwork dagger, amulet of natural armor +1, cloak of resistance +1, ring of protection +1, silver mirror (worth 1,000 gp), 63 gp

Fiendish Invisible Stalker

CR 8

NE Medium outsider (air, elemental, extraplanar)

Init +8; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)

hp 80 (7d10+42)

Fort +13, **Ref** +11, **Will** +4

Defensive Abilities natural invisibility; DR 5/Good; **Resist** Cold 10, Fire 10 **Immune** elemental traits

OFFENSE

Speed 30 ft., fly 30 (perfect)

Melee 2 slams +12 (2d6+4) Smite Good (+1 attack/+7 Dam)

STATISTICS

Str 18, **Dex** 19, **Con** 22, **Int** 14, **Wis** 15, **Cha** 11

Base Atk +7; **CMB** +11; **CMD** 25

Feats Combat Reflexes, Improved Initiative, Lightning Reflexes, Weapon Focus (slam)

Skills Acrobatics +14, Bluff +10, Fly +22, Knowledge (planes) +12, Perception +12, Sense

Motive +12, Stealth +14, Survival +12

Languages Auran, Common

SQ improved tracking

SPECIAL ABILITIES

Improved Tracking (Ex)

An invisible stalker takes no penalty to Survival checks when tracking and moving at any speed.

Natural Invisibility (Ex)

This ability is constant—an invisible stalker remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to the invisibility purge spell. Against foes that cannot pinpoint it, the invisible stalker gains a +20 bonus on Stealth checks when moving, or +40 when standing still—these bonuses are not included in the statistics above.

Greater Ceustodaemon

CR 7

Drawn to Service (Su)

XP 2,400

NE Large outsider (daemon, evil, extraplanar)**Init** +3; **Senses** darkvision 60 ft., detect good, detect magic, see invisibility; **Perception** +15

DEFENSE

AC 24, touch 12, flat-footed 21 (+1 Dex, +12 natural, -1 size)**hp** 84 (8d10+40)**Fort** +11, **Ref** +5, **Will** +10**DR** 10/good or silver; **Immune** acid, death effects, disease, mind-affecting effects, paralysis, poison, polymorph effects, sleep effects; **Resist** cold 10, electricity 10, fire 10

OFFENSE

Speed 30 ft.**Melee** bite +13 (2d6+6), 2 claws +13 (1d6+6)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** breath weapon (30-ft. cone; 6d6 electricity damage; **Reflex** DC 19 for half; usable once every 1d4 rounds)**Spell-Like Abilities** (CL 8th; concentration +10)Constant— detect good, detect magic, see invisibilityAt will— dimension door3/day— dispel magic, fly1/day— hold monster (DC 19), slow (DC 17)

STATISTICS

Str 22, **Dex** 17, **Con** 20, **Int** 15, **Wis** 18, **Cha** 19**Base Atk** +8; **CMB** +13; **CMD** 24**Feats** Alertness, Blind-Fight, Power Attack, Step Up**Skills** Bluff +15, Intimidate +15, Knowledge (planes)+13, Knowledge(any) +13, Perception +15, SenseMotive +15, Stealth +10, Survival +15**Languages** Abyssal, Infernal; telepathy 100 ft.**SQ** drawn to service

SPECIAL ABILITIES

When brought to another plane with a planar binding or planar ally spell (or any similar calling effect), greater ceustodaemons take a -5 penalty on the initial **Will** save and on their **Charisma** check to refuse service. Greater ceustodaemons also take a -5 penalty on saves against binding, planar binding, and other spells designed to bind a creature to a particular plane as long as the daemon is commanded to serve as a guardian for a single area or small complex.

Meladaemon

CR 11

NE Large outsider (daemon, evil, extraplanar)**Init** +6; **Senses** darkvision 60 ft., detect good, detect magic; **Perception** +20**Aura** consumptive aura (20 ft.)

DEFENSE

AC 25, touch 15, flat-footed 19 (+6 **Dex**, +10 natural, -1 size)
hp 147 (14d10+70)**Fort** +11, **Ref** +15, **Will** +14**DR** 10/good; **Immune** acid, critical hits, death effects, disease, poison, sneak attack; **Resist** cold 10, electricity 10, fire 10; **SR** 22

OFFENSE

Speed 30 ft., fly 60 ft. (average)**Melee** bite +20 (2d8+6/19-20 plus disease), 2 claws +19 (2d6+6 plus hunger)**Space** 10 ft.; **Reach** 10 ft.**Spell-Like Abilities** (CL 11th; concentration +15)*Constant*—detect good, detect magic, *see invisibility**At will*—cause fear (DC 15), deeper darkness, greater teleport (self plus 50 lbs. of objects only)*3/day*—blight (DC 19), diminish plants, quickened magic missile*1/day*—horrid wilting (DC 22), waves of fatigue

STATISTICS

Str 22, **Dex** 22, **Con** 21, **Int** 21, **Wis** 17, **Cha** 18**Base Atk** +14; **CMB** +21; **CMD** 37**Feats** Blind-Fight, Combat Reflexes, Great Fortitude, Improved Critical(bite), Iron Will, Quicken Spell-Like Ability (magic missile), Weapon Focus (bite)**Skills** Bluff +21, Fly +17, Heal +11, Intimidate +21, Knowledge (planes) +22, Knowledge (religion) +22, Perception +20, SenseMotive +20, Spellcraft +22, Stealth +19, Survival +20, Use Magic Device +14**Languages** Abyssal, Draconic, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Consumptive Aura (su)

A meladaemon radiates an aura of hunger to a radius of 20 feet. Every round a creature begins its turn within this aura, it must succeed on a DC 22 Fortitude save or take 1d6 nonlethal damage and become fatigued from extreme hunger. Creatures that do not need to eat are immune to this effect. The save DC is Constitution-based.

Disease (Ex)

Daemonic wasting: Bite—injury; save **Fort** DC 22; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Con and 1d4 Cha damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Hunger (Su)

A meladaemon's claw attack deals an additional 1d6 points of nonlethal damage as it causes sudden pangs of horrific hunger in its foe. Creatures that do not need to eat are immune to this effect.

Tick Swarm **CR 9**N Fine vermin (swarm)**Init** +2; **Senses** darkvision 60 ft., scent; Perception +0

DEFENSE

AC 23, touch 20, flat-footed 21 (+2 Dex, +3 natural, +8 size)**hp** 120 (16d8+48)**Fort** +13, **Ref** +7, **Will** +5**Defensive Abilities** swarm traits**Immune** mind-affecting effects, weapon damage

OFFENSE

Speed 30 ft., climb 30 ft.**Melee** swarm (4d6 plus disease, distraction, and blood drain)**Special Attacks** blood drain (1d4 Con), cling, distraction (DC 21)

STATISTICS

Str 1, **Dex** 14, **Con** 16, **Int** —, **Wis** 11, **Cha** 1**Base Atk** +12; **CMB** —; **CMD** —**Skills** Climb +10; **Racial Modifiers** +8 Climb,uses Dex on Climb checks

SPECIAL ABILITIES

Cling (Ex)

If a creature leaves a tick swarm's square, the swarm takes 1d6 points of damage to reflect the loss of its numbers as several ticks cling to the victim. A creature with ticks clinging to it takes swarm damage at the end of its turn each round. As a full round action, the creature can remove the ticks with a DC 20 Reflex save. At least 10 points of damage from any area effect destroys all clinging ticks. The save DC is Dexterity-based.

Disease (Ex)

Bubonic Plague: Bite—injury; *save* Fort DC 21; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Con damage, 1 Cha damage, fatigue; *cure* 2 consecutive saves.

Scheming Fencer **CR 10**Human Fighter 11CE Medium humanoid (human)**Init** +6; **Senses** Perception +0

DEFENSE

AC 25, touch 16, flat-footed 19 (+7 armor, +6 Dex, +2 natural)**hp** 98 (11d10+33)**Fort** +10, **Ref** +10, **Will** +6; +3 vs. fear**Defensive Abilities** bravery +3

OFFENSE

Speed 30 ft., climb 20 ft.**Melee** +1 rapier +19/+14/+9 (1d6+8/15–20),mwk dagger +18/+13 (1d4+5/19–20)**Ranged** dagger +19 (1d4+5/19–20) or mwk composite longbow+19/+14/+9 (1d8+2/×3)**Special Attacks** weapon training (light blades +2, bows +1)

TACTICS

Before Combat The fighter drinks her potions of bull's strength, cat's grace, and barkskin. If she's planning betrayal, a scheming fencer doesn't down her potions until just before her treachery.

During Combat The fighter uses Combat Expertise, hoping to wear her foes down. Every few rounds, she makes a disarm attempt with one of her attacks. She likes to gain a height advantage using her slippers of spider climbing.

Base Statistics

Without bull's strength, cat's grace, and barkskin, the fighter's statistics are **Init** +4; **AC** 21, touch 14, flat-footed 17; **Ref** +8; **Melee** +1 rapier +17/+12/+7 (1d6+6/15–20), mwk dagger+16/+11 (1d4+3/19–20); **Ranged** dagger +17 (1d4+3/19–20) or mwk composite longbow +17/+12/+7 (1d8+2/×3); **Str** 12, **Dex** 19; **CMB** +12 (+14 disarm); **CMD** 26 (28 vs. disarm); **Skills** Acrobatics+15, Climb +13.

STATISTICS

Str 16, **Dex** 23, **Con** 14, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +11; **CMB** +14 (+16 disarm); **CMD** 30 (+32 vs. disarm)

Feats Combat Expertise, Critical Focus, Double Slice, Improved Critical(rapier), Improved Disarm, Improved Two-Weapon Fighting, Iron Will, Sickening Critical, Two-Weapon Fighting, Two-Weapon Rend, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier)

Skills Acrobatics +17, Bluff +10, Climb +15, Knowledge (local) +5, Perform (sing) +5, Sense Motive +9

Languages Common, Elven

SQ armor training 3

Combat Gear potion of barkskin, potion of bull's strength, potion of cat's grace, potions of cure moderate wounds (2), potions of protection from good (CL 2nd) (2), silversheer; **Other Gear** +1 breastplate, +1 rapier, daggers (3), masterwork composite longbow (+1 **Str**) with 20 arrows, masterwork dagger, belt of incredible dexterity +2, cloak of resistance +1, slippers of spider climbing, 121 gp

Tiger, Dire (Smilodon)

CR 8

N Large animal

Init +6; **Senses** low-light vision, scent; Perception +12

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)

hp 105 (14d8+42)

Fort +12, **Ref** +11, **Will** +5

OFFENSE

Speed 40 ft.

Melee 2 claws +18 (2d4+8 plus grab), bite +18 (2d6+8/19-20 plus grab)

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

Special Attacks pounce, rake (2 claws +18, 2d4+8)

STATISTICS

Str 27, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +10; **CMB** +19 (+23 grapple); **CMD** 31 (35 vs. trip)

Feats Improved Critical (bite), Improved Initiative, Run, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite, claw)

Skills Acrobatics +6, Perception +12, Stealth +15 (+23 in tall grass), Swim +13; **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in tall grass)

<p>Clockwork Soldier CR 6</p> <p>N Medium <u>construct</u> (clockwork)</p> <p>Init +6; Senses <u>darkvision</u> 60 ft., <u>low-light vision</u>; <u>Perception</u> +0</p> <p>DEFENSE</p> <p>AC 20, <u>touch</u> 14, <u>flat-footed</u> 16 (+2 <u>Dex</u>, +2 <u>dodge</u>, +6 <u>natural</u>)</p> <p>hp 64 (8d10+20)</p> <p>Fort +2, Ref +6, Will +2</p> <p>DR 5/<u>adamantine</u>; Immune <u>construct traits</u></p> <p>Weaknesses vulnerable to electricity</p> <p>OFFENSE</p> <p>Speed 30 ft.</p> <p>Melee* +1 <u>halberd</u> +18/+13 (1d10+14/x3)</p> <p>Special Attacks latch</p> <p>STATISTICS</p> <p>Str 28, Dex 15, Con —, Int —, Wis 11, Cha 1</p> <p>Base Atk +8; CMB +17 (+19 <u>disarm</u>); CMD 31 (33 vs. <u>disarm</u>)</p> <p>Feats <u>Improved Initiative</u>B, <u>Lightning Reflexes</u>B</p> <p>SQ efficient winding, proficient, standby, swift reactions</p> <p>SPECIAL ABILITIES</p> <p>Efficient Winding (Ex)</p> <p>A clockwork soldier can function for 2 days per <u>Hit Die</u> every time it is wound.</p> <p>Latch (Ex)</p> <p>Clockwork soldiers have specially designed hands that easily grasp and lock onto weapons and objects. A soldier can attempt to <u>disarm</u> or <u>grapple</u> as a <u>standard action</u> without provoking an <u>attack of opportunity</u>, and it receives a +2 bonus on <u>disarm</u> checks. In addition, it receives a +2 bonus to CMD against attempts to <u>disarm</u> it.</p> <p>Proficient (Ex) A clockwork soldier is proficient with all simple and martial weapons.</p>	<p>Standby (Ex)</p> <p>A clockwork soldier can place itself on standby as a <u>standard action</u>. While on standby, a clockwork soldier cannot move or take any actions. It remains aware of its surroundings but takes a -4 penalty on <u>Perception</u> checks. Time spent on standby does not count against the soldier's wind-down duration. A clockwork soldier can exit standby as a <u>swift action</u>—if it does so to initiate combat, it gains a +4 <u>racial bonus</u> on its <u>Initiative</u> check.</p> <p>Clockwork Beetle CR 2</p> <p>N Tiny <u>construct</u></p> <p>Init +7; Senses <u>darkvision</u> 60 ft., <u>low-light vision</u>; <u>Perception</u> +3</p> <p>DEFENSE</p> <p>AC 19, <u>touch</u> 15, <u>flat-footed</u> 16 (+3 <u>Dex</u>, +4 <u>natural</u>, +2 <u>size</u>)</p> <p>hp 22 (4d10)</p> <p>Fort +1, Ref +4, Will +2</p> <p>DR 5/slashing; Immune <u>construct traits</u></p> <p>OFFENSE</p> <p>Speed 30 ft., fly 50 ft. (good)</p> <p>Melee bite +6 (1d4+1 plus <u>poison</u>)</p> <p>Space 2-1/2 ft.; Reach 0 ft.</p> <p>STATISTICS</p> <p>Str 8, Dex 16, Con —, Int 4, Wis 12, Cha 7</p> <p>Base Atk +4; CMB +5; CMD 14 (22 vs. <u>trip</u>)</p> <p>Feats <u>Improved Initiative</u>, <u>Weapon Focus</u> (bite)</p> <p>Skills <u>Fly</u> +15, <u>Perception</u> +3, <u>Stealth</u> +12</p> <p>Languages understands Common; <u>telepathy</u> 100 ft. (creator only)</p> <p>SPECIAL ABILITIES</p> <p>Poison (Ex)</p> <p>Bite—injury; <i>save</i> <u>Fort</u> DC 14; <i>frequency</i> 1/round for 4 rounds; <i>effect</i> <u>sleep</u> 1 minute; <i>cure</i> 1 save.</p>
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Chameleon**CR 10**Half-orc Bard 11N Medium humanoid (human, orc)**Init** +1; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 19, touch 13, flat-footed 17 (+6 armor, +1 deflection, +1 Dex, +1 dodge)**hp** 75 (11d8+22)**Fort** +4, **Ref** +8, **Will** +7; +4 vs. bardicperformance, language-dependent, and sonic**Defensive Abilities** orc ferocity

OFFENSE

Speed 30 ft.**Melee** +2 falchion +15/+10 (2d4+8/18–20)**Ranged** shortbow +9/+4 (1d6/×3)**Special Attacks** bardic performance 29 rounds/day (move action; countersong, dirge ofdoom, distraction, fascinate, inspire competence+4, inspire courage +3, inspire greatness, suggestion)**Bard Spells Known** (CL 11th; concentration +16)4th (2/day)—dimension door, freedom of movement, greater invisibility3rd (5/day)—gaseous form, haste (DC 18), see invisibility, slow (DC 18)2nd (5/day)—alter self, blindness/deafness (DC 17), cure moderate wounds (DC 17), detect thoughts (DC 17), mirror image1st (6/day)—charm person (DC 16), disguise self, expeditious retreat, feather fall, hideous laughter (DC 16), undetectable alignment0th (at will)—daze (DC 15), detect magic, flare (DC 15), mage hand, open/close, prestidigitation**TACTICS Before Combat** The bard drinks her potion of bull's strength and potion of eagle's splendor.**During Combat** The bard casts greater invisibility, then enters melee, using haste to augment her attacks or slow to hinder foes.

Base Statistics

Without bull's strength and eagle's splendor, the bard's statistics are **Melee** +2 falchion +13/+8 (2d4+5/18–20); **Spells Known** reduce spell DCs by 2; **Str** 14, **Cha** 17; **CMB** +10 (+12 sunder); **CMD** 23; **Skills** Climb +7, Intimidate +10, Perform (act) +17, Perform (dance) +17, Perform (oratory) +17.

STATISTICS

Str 18, **Dex** 13, **Con** 12, **Int** 10, **Wis** 10, **Cha** 17**Base Atk** +8; **CMB** +12 (+14 sunder); **CMD** 25**Feats** Arcane Strike, Dazzling Display, Dodge, Improved Sunder, Power Attack, Weapon Focus (falchion)**Skills** Climb +9, Intimidate +12, Knowledge (arcana, nobility) +9, Knowledge (local) +12, Perception +9, Perform (act, dance, oratory) +19, SenseMotive +6, Spellcraft +6, Stealth +13**Languages** Common, Orc**SQ** bardic knowledge +5, jack-of-all-trades (use any skill), lore master 2/day, orc blood, versatile performance (act, dance, oratory), weapon familiarity**Combat Gear** potions of bull's strength (2), potions of eagle's splendor (2), potions of enlarge person (2), potions of reduce person (2); **Other Gear** +2 chainshirt, +2 falchion, shortbow with 20 arrows, ring of protection +1, disguise kit, 295 gp

Hydrodaemon**CR 8**NE Large outsider (aquatic, evil, extraplanar)**Init** +2; **Senses** darkvision 60 ft., detect magic; **Perception** +15

DEFENSE

AC 20, touch 11, flat-footed 18 (+2 **Dex**, +9 natural, -1 size)**hp** 95 (10d10+40)**Fort** +11, **Ref** +9, **Will** +3**DR** 10/cold iron or silver; **Immune** acid, death effects, disease, poison, waters of the River Styx; **Resist** cold 10, electricity 10, fire 10; **SR** 19

OFFENSE

Speed 30 ft., fly 40 ft. (average; see glide, below), swim 60 ft.**Melee** bite +13 (1d8+4 plus grab), 2 claws +13 (1d6+4)**Ranged** sleep spittle +11 (sleep)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rake (2 claws +13, 1d6+4)**Spell-Like Abilities** (CL 9th; concentration +11)Constant—detect magic, water walkAt will—acid arrow, deeper darkness3/day—control water, greater teleport (self plus 50 lbs. of objects only), summon monster V (Large water elemental only)1/day—deseccrate, summon (level 3, 1 hydrodaemon 50%)

STATISTICS

Str 18, **Dex** 15, **Con** 18, **Int** 9, **Wis** 11, **Cha** 14**Base Atk** +10; **CMB** +15 (+9* grapple); **CMD** 27**Feats** Cleave, Point-Blank Shot, Power Attack, Precise Shot, Skill Focus(Perception)**Skills** Fly +0, Intimidate +14, Knowledge (planes) +10, Perception +15, SenseMotive +12, Stealth +10, Swim +21**Languages** Abyssal, Infernal; telepathy 100 ft.**SQ** amphibious, glide

SPECIAL ABILITIES

Glide (Ex)

A hydrodaemon can launch itself into the air and glide along for 1 minute, gaining a fly speed of 40 feet with average maneuverability. While gliding, the hydrodaemon gains the pounce ability.

Sleep Spittle (Su)

A hydrodaemon can spit at a single target within 20 feet, making a ranged touch attack as a standard action. A target hit by this spittle must succeed on a DC 19 Will save or fall asleep for 6 rounds. The save DC is Constitution-based.

GNOLL PACKLORD**CR 9**

Gnoll barbarian (pack rager) 8 (see page 92)
 CE Medium humanoid (gnoll)
Init +1; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 18, touch 9, flat-footed 17 (+7 armor, +1 Dex, +2 natural, -2 rage)
hp 124 (10 HD; 2d8+8d12+58)
Fort +16, **Ref** +5, **Will** +7
Defensive Abilities improved uncanny dodge, trap sense +2;
DR 1/—

OFFENSE

Speed 30 ft.
Melee +1 falchion +17/+12 (2d4+11/18-20), Bite +11 (1d6+3)
 or
Bite +16 (1d6+10)
Ranged mwk javelin +11/+6 (1d6+7)
Special Attacks rage (21 rounds/day), rage powers (quick reflexes, swift foot +5 feet), raging tactician* (30 ft.)

TACTICS

Base Statistics When she's not raging, the barbarian's statistics are **AC** 20, touch 11, flat-footed 19; **hp** 104; **Fort** +14, **Will** +5;
Melee +1 falchion +15/+10 (2d4+8/18-20); **Ranged** mwk javelin +11/+6 (1d6+5) ; **Str** 20, **Con** 17; **CMB** +14, **CMD** 25.

STATISTICS

Str 24, **Dex** 13, **Con** 21, **Int** 8, **Wis** 12, **Cha** 6
Base Atk +9; **CMB** +16; **CMD** 25
Feats Cleave, Disarm Partner*, Improved Disarm Partner*, Power Attack, Snapping Flank*, Snapping Jaws*, Step Up
Skills Acrobatics +11, Perception +10, Survival +14
Languages Gnoll
SQ fast movement
Combat Gear alchemist's fire; **Other Gear** +1 breastplate, +1 falchion, mwk javelin, amulet of natural armor +1, cloak of resistance +2, 4 gp

Dire Hyena**CR 3**N Large [animal](#)**Init** +2; **Senses** low-light vision, [scent](#); [Perception](#) +8**DEFENSE**

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size)
hp 26 (4d8+8)
Fort +6, **Ref** +6, **Will** +2

OFFENSE

Speed 50 ft.
Melee bite +6 (2d6+6 plus [trip](#))
Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 18, **Dex** 15, **Con** 15, **Int** 2, **Wis** 13, **Cha** 6
Base Atk +3; **CMB** +8; **CMD** 20 (24 vs. trip)
Feats [Skill Focus](#) ([Perception](#), [Stealth](#))
Skills [Perception](#) +8, [Stealth](#) +7 (+11 in tall grass or heavy undergrowth); **Racial Modifiers** +4 [Stealth](#) in tall grass

CHOSEN OF LAMASHTU**CR 12**

Gnoll cleric of Lamashtu 11

CE Medium humanoid (gnoll)

Init -1; **Senses** darkvision 60 ft.; Perception +8**DEFENSE****AC** 22, touch 10, flat-footed 22 (+10 armor, +1 deflection, -1 Dex,

+2 natural)

hp 95 (13d8+37)**Fort** +13, **Ref** +3, **Will** +13**DR** 10/adamantine (110 hp)**OFFENSE****Speed** 20 ft.**Melee** +1 *falchion* +15/+10 (2d4+7/18-20), +1 *spear* +14/+9 (1d8+5/×3)**Ranged** +1 *spear* +9 (1d8+5/×3)**Special Attacks** channel negative energy 7/day (DC 17, 6d6), might of the gods (+11, 11 rounds/day), scythe of evil (5 rounds, 1/day)**Domain Spell-Like Abilities** (CL 11th; concentration +14) 6/day—strength surge (+5), touch of evil (5 rounds)**Cleric Spells Prepared** (CL 11th; concentration +14) 6th—*stoneskin* D, *summon monster* VI5th—*breath of life*, *righteous might* D, *slay living* (DC 18)4th—*confusion* (DC 17), *divine power*, *freedom of movement*, *unholy blight* D (DC 17)3rd—*bestow curse* (DC 16), *blindness* (DC 16), *cure serious wounds*, *magic vestment* D, *vision of hell* (DC 16), *wind wall*2nd—*aid*, *blinding ray* (DC 15), *bull's strength* D, *death knell* (DC 15), *hold person* (DC 15), *sound burst* (DC 15)1st—*cause fear* (DC 14), *enlarge person* (DC 14), *entropic shield*, *forbid action* (DC 14), *murderous command* (DC 14), *protection from good* D0 (at will)—*bleed* (DC 13), *detect magic*, *read magic*, *stabilize*
D domain spell; **Domains** Evil, Strength**TACTICS****Before Combat** The gnoll casts *magic vestment* on an ally's armor or shield and *stoneskin* on herself.**During Combat** The gnoll provides more allies for her pack with *summon monster* VI, then uses her spells to empower her allies as they head into combat.**STATISTICS****Str** 18, **Dex** 8, **Con** 14, **Int** 8, **Wis** 16, **Cha** 14**Base Atk** +9; **CMB** +13; **CMD** 23**Feats** Cleave, Combat Casting, Extra Channel, Iron Will, Power Attack, Selective Channeling, Weapon Focus (falchion)**Skills** Perception +8, Spellcraft +10**Languages** Gnoll**Combat Gear** *wand of cure moderate wounds* (20 charges);**Other Gear** +2 *chainmail*, +1 *falchion*, +1 *spear*, *amulet of natural armor* +1, *cloak of resistance* +1, *headband of alluring charisma* +2, *ring of protection* +1, silver holy

symbol, granite and diamond dust (worth 750 gp), 448 gp

<p>Ghoul CR 1</p> <p>CE Medium <u>undead</u></p> <p>Init +2; Senses <u>darkvision</u> 60 ft.; <u>Perception</u> +7</p> <p>DEFENSE</p> <p>AC 14, <u>touch</u> 12, <u>flat-footed</u> 12 (+2 <u>Dex</u>, +2 <u>natural</u>)</p> <p>hp 13 (2d8+4)</p> <p>Fort +2, Ref +2, Will +5</p> <p>Defensive Abilities <u>channel resistance</u> +2; Immune <u>undead traits</u></p> <p>OFFENSE</p> <p>Speed 30 ft.</p> <p>Melee bite +3 (1d6+1 plus <u>disease</u> and <u>paralysis</u>) and 2 claws +3 (1d6+1 plus <u>paralysis</u>)</p> <p>Special Attacks <u>paralysis</u> (1d4+1 rounds, DC 13, elves are immune to this effect)</p> <p>STATISTICS</p> <p>Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 14</p> <p>Base Atk +1; CMB +2; CMD 14</p> <p>Feats <u>Weapon Finesse</u></p> <p>Skills <u>Acrobatics</u> +4, <u>Climb</u> +6, <u>Perception</u> +7, <u>Stealth</u> +7, <u>Swim</u> +3</p> <p>Languages Common</p> <p>SPECIAL ABILITIES</p> <p>Disease (Su)</p> <p><i>Ghoul Fever:</i> Bite—injury; save <u>Fort</u> DC 13; onset 1 day; frequency 1/day; effect 1d3 <u>Con</u> and 1d3 <u>Dex</u> damage; cure 2 consecutive saves. The save DC is <u>Charisma</u>-based.</p>	<p>Gnoll CR 1</p> <p>CE Medium <u>humanoid</u> (<u>gnoll</u>)</p> <p>Init +0; Senses <u>darkvision</u> 60 ft.; <u>Perception</u> +2</p> <p>DEFENSE</p> <p>AC 15, <u>touch</u> 10, <u>flat-footed</u> 15 (+2 <u>armor</u>, +1 <u>natural</u>, +2 <u>shield</u>)</p> <p>hp 11 (2d8+2)</p> <p>Fort +4, Ref +0, Will +0</p> <p>OFFENSE</p> <p>Speed 30 ft.</p> <p>Melee <u>spear</u> +3 (1d8+3/x3)</p> <p>Ranged <u>spear</u> +1 (1d8+2/x3)</p> <p>STATISTICS</p> <p>Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8</p> <p>Base Atk +1; CMB +3; CMD 13</p> <p>Feats <u>Power Attack</u></p> <p>Skills <u>Perception</u> +2</p> <p>Languages Gnoll</p>
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Devourer**CR 11**NE Large undead (extraplanar)**Init** +7; **Senses** darkvision 60 ft.; **Perception** +20

DEFENSE

AC 25, touch 12, flat-footed 22 (+3 **Dex**, +13 natural, -1 size)**hp** 133 (14d8+70)**Fort** +9, **Ref** +7, **Will** +12**Defensive Abilities** spell deflection, undead traits; **SR** 22

OFFENSE

Speed 30 ft., fly 20 ft. (perfect)**Melee** 2 claws +18 (1d8+9 plus energy drain)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** devour soul, energy drain (1 level, DC 20)**Spell-Like Abilities** (CL 18th)

At will—animate dead 4th, bestow curse 4th (DC 19), confusion 4th (DC 19), control undead 7th (DC 22), death knell 2nd (DC 17), ghoul touch 2nd (DC 17), inflict serious wounds 3rd (DC 18), lesser planar ally 4th, ray of enfeeblement 1st, spectral hand 2nd, suggestion 3rd (DC 18), true seeing 6th, vampiric touch 3rd (DC 18)

STATISTICS

Str 28, **Dex** 16, **Con** —, **Int** 19, **Wis** 16, **Cha** 21**Base Atk** +10; **CMB** +20; **CMD** 33**Feats** Blind-Fight, Cleave, Combat Casting, CombatExpertise, Improved Initiative, Improved Sunder, Power Attack**Skills** Bluff +19, Diplomacy +14, Fly +19, Intimidate +19, Knowledge (arcana) +21, Knowledge (planes)+18, Perception +20, SenseMotive +17, Spellcraft +21, Stealth +6**Languages** Abyssal, Celestial, Common,Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Devour Soul (Su)

By making a touch attack as a standard action, a devourer can deal 12d6+18 points of damage as if using a slay living spell.

A DC 22 Fortitude save reduces this damage to 3d6+18. The soul of a creature slain by this attack becomes trapped within the devourer's chest. The creature cannot be brought back to life until the devourer's destruction (or a spell deflection—see below) releases its soul. A devourer can hold only one soul at a time. The trapped essence provides a devourer with 5 essence points for each Hit Die possessed by the soul. A devourer must expend essence points when it uses a spell-like ability equal to the spell's level (for sake of ease, spell levels for its spell-like abilities are included in its stats in superscript).

At the start of an encounter, a devourer generally has 3d4+3 essence points available. The trapped essence gains one permanent negative level for every 5 points of essence drained—these negative levels remain if the creature is brought back to life (but they do not stack with any negative levels imparted by being brought back to life). A soul that is completely consumed may only be restored to life by a miracle or wish. The save DC is Charisma-based.

Spell Deflection (Su) If any of the following spells are cast at the devourer and overcome its spell resistance, they instead affect a devoured soul: banishment, chaos hammer, confusion, crushing despair, detect thoughts, dispel evil, dominate person, fear, geas/quest, holy word, hypnotism, imprisonment, magic jar, maze, suggestion, trap the soul, or any form of charm or compulsion.

While none of these effects harms the soul, the caster makes a DC 25 caster level check when a spell is deflected—success indicates that the trapped soul is released from its prison and the creature whose body it belonged to can now be restored to life as normal.

Yrthak

N Huge [magical beast](#)

Init +6; **Senses** [blindsight](#) 120 ft.; [Perception](#) +18

DEFENSE

AC 23, [touch](#) 11, [flat-footed](#) 20 (+2 [Dex](#), +1 [dodge](#), +12 [natural](#), -2 [size](#))

hp 114 (12d10+48)

Fort +12, **Ref** +12, **Will** +8

Immune gaze attacks, visual effects and illusions, sight-based attacks, sonic

Weaknesses blind

OFFENSE

Speed 20 ft., fly 60 ft. (average)

Melee bite +17 (2d6+7), 2 claws +17 (1d8+7)

Ranged sonic lance +12 ranged [touch](#) (8d6 sonic)

Space 15 ft.; **Reach** 10 ft.

Special Attacks explosion

STATISTICS

Str 24, **Dex** 14, **Con** 18, **Int** 7, **Wis** 15, **Cha** 11

Base Atk +12; **CMB** +21; **CMD** 34 (38 vs. [trip](#))

Feats [Dodge](#), [Flyby Attack](#), [Improved Initiative](#), [Iron](#)

[Will](#), [Lightning Reflexes](#), [Skill Focus \(Perception\)](#)

Skills [Fly](#) +7, [Perception](#) +18; **Racial Modifiers** +4 [Perception](#)

Languages Draconic

SPECIAL ABILITIES

Blind (Ex) A yrthak sees and senses exclusively through its [blindsight](#) ability, which is based on sound and movement—beyond 120 feet, it is considered [blind](#). A [deaf](#) yrthak is effectively [blinded](#) as well except against adjacent foes—its weak eyesight functions enough for it to attack targets this close, although in such cases these creatures still gain the benefit of [concealment](#) (20% miss chance) because of the creature's poor vision. It is invulnerable to all sight-based effects and attacks, including [gaze](#) attacks.

CR 9

Explosion (Ex)

As a [standard action](#), a yrthak can fire its sonic lance at the ground, a large rock, a stone wall, or a similar nonmagical object within 60 feet to create an explosion. This attack deals 2d6 points of piercing damage to all within 10 feet of the effect's center.

Sonic Lance (Ex)

Once per round, a yrthak can focus sonic energy in a 60-foot ray that deals 8d6 sonic damage to one target.

Ghast

CR 2

CE Medium undead**Init** +4; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)**hp** 17 (2d8+8)**Fort** +4, **Ref** +4, **Will** +7**Defensive Abilities** channel resistance +2

OFFENSE

Speed 30 ft.**Melee** bite +5 (1d6+3 plus disease and paralysis) and 2 claws +5 (1d6+3 plus paralysis)**Special Attacks** paralysis (1d4+1 rounds, DC 15, affects elves normally), stench

STATISTICS

Str 17, **Dex** 19, **Con** —, **Int** 17, **Wis** 18, **Cha** 18**Base Atk** +1; **CMB** +4; **CMD** 18**Feats** Weapon Finesse**Skills** Acrobatics +6, Climb +8, Perception +9, Stealth +9, Swim +4**Languages** Common

SPECIAL ABILITIES

Disease (Su)

Ghoul Fever: Bite—injury; save Fort DC 15; onset 1 day; frequency 1 day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoulish fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoulish in all respects. A humanoid of 4 Hit Dice or more rises as a ghoulish.

Paralysis (Su)

Creatures damaged by a ghoulish's natural attacks must make a successful DC 15 Fortitude save or be paralyzed for 1d4+1 rounds. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Unlike ghouls, a ghoulish's paralysis even affects elves.

Unlike hold person and similar effects, a paralysis effect does not allow a new save each round. A winged creature flying in the air at the time that it is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Stench (Ex)

Ghoulishs exude an overwhelming stink of death and corruption in a 10-foot radius. Those within the stench must succeed at a DC 15 Fortitude save, or be sickened for 1d6+4 minutes.

Thanadaemon**CR 14**NE Medium **outsider** (**daemon**, **evil**, **extraplanar**)**Init** +7; **Senses** **darkvision** 60 ft., **true seeing**; **Perception** +25

DEFENSE

AC 31, **touch** 18, **flat-footed** 27 (+3 **Dex**, +1 **dodge**, +17 **natural**)**hp** 202 (15d10+120)**Fort** +11, **Ref** +12, **Will** +14**DR** 10/good; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 24

OFFENSE

Speed 30 ft.**Melee** +2 *quarterstaff* +24/+19/+14 (1d6+11 plus **energy drain**) or 2 claws +22 (1d4+7 plus **energy drain**)**Special Attacks** draining weapon, **energy drain** (1 level, DC 23), fear gaze, soul crush**Spell-Like Abilities** (CL 15th; **concentration** +19)**Constant**—*air walk*, *true seeing***At will**—*greater teleport* (self plus skiff and passengers only), *plane shift* (self plus skiff and passengers only, Astral, Ethereal, and evil-aligned planes only)**3/day**—*animate dead*, *desecrate*, *enervation***1/day**—**summon** (level 4, 1d4 **hydrodaemons** 80% or 1 thanadaemon 35%)

STATISTICS

Str 25, **Dex** 20, **Con** 27, **Int** 21, **Wis** 21, **Cha** 22**Base Atk** +15; **CMB** +22; **CMD** 38**Feats** **Alertness**, **Blind-Fight**, **Dodge**, **Improved Initiative**, **Iron Will**, **Lunge**, **Mobility**, **Power Attack****Skills** **Acrobatics** +23, **Bluff** +24, **Diplomacy** +24, **Intimidate** +24, **Knowledge** (planes) +23, **Knowledge** (religion) +23, **Perception** +27, **Sense****Motive** +27, **Stealth** +16, **Survival** +12**Languages** Abyssal, Draconic, Infernal; **telepathy** 100 ft.

SPECIAL ABILITIES

Draining Weapon (Su)A thanadaemon's **energy drain** attack functions through any melee weapon it wields.**Fear Gaze (Su)**Cower in fear for 1d6 rounds, 30 feet, **Will** DC 23 negates.This is a mind-affecting fear effect. The save DC is **Charisma**-based.**Soul Crush (Su)**A thanadaemon can crush a soul gem (see **cacodaemon**) as a **standard action** to gain **fast healing** 15 for 15 rounds. This action condemns the crushed soul to Abaddon—resurrecting this victim requires a DC 30 caster level check.

Greater Ceustodaemon

CR 7

NE Large outsider (daemon, evil, extraplanar)
Init +3; **Senses** darkvision 60 ft., detect good, detect magic, see invisibility; **Perception** +15

DEFENSE

AC 24, touch 12, flat-footed 21 (+1 **Dex**, +12 natural, -1 size)
hp 84 (8d10+40)

Fort +11, **Ref** +5, **Will** +10

DR 10/good or silver; **Immune** acid, death effects, disease, mind-affecting effects, paralysis, poison, polymorph effects, sleep effects; **Resist** cold 10, electricity 10, fire 10

OFFENSE

Speed 30 ft.

Melee bite +13 (2d6+6), 2 claws +13 (1d6+6)

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

Special Attacks breath weapon (30-ft. cone; 6d6 electricity damage; **Reflex** DC 19 for half; usable once every 1d4 rounds)

Spell-Like Abilities (CL 8th; concentration +10)

Constant— detect good, detect magic, see invisibility

At will— dimension door

3/day— dispel magic, fly

1/day— hold monster (DC 19), slow (DC 17)

STATISTICS

Str 22, **Dex** 17, **Con** 20, **Int** 15, **Wis** 18, **Cha** 19

Base Atk +8; **CMB** +13; **CMD** 24

Feats Alertness, Blind-Fight, Power Attack, Step Up

Skills Bluff +15, Intimidate +15, Knowledge (planes)

+13, Knowledge (any) +13, Perception +15, Sense

Motive +15, Stealth +10, Survival +15

Languages Abyssal, Infernal; telepathy 100 ft.

SQ drawn to service

Vanth

CR 7

N Medium outsider (extraplanar, psychopomp)

Init +3; **Senses** darkvision 60 ft., low-light vision, spiritsense; **Perception** +16

Aura fear (30 ft., DC 17)

DEFENSE

AC 20, touch 13, flat-footed 17 (+3 **Dex**, +7 natural)

hp 76 (9d10+27)

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

DR 10/adamantine; **Immune** death effects, disease, poison; **Resist** cold 10, electricity 10; **SR** 18

DEFENSE

Speed 30 ft., fly 50 ft. (average)

Melee +1 adamantine scythe +14/+9 (2d4+7/×4) or 2 claws +13 (1d6+4)

Spell-Like Abilities (CL 10th; concentration +13)

At will—deathwatch, greater teleport (self plus 50 lbs. of objects only), invisibility (self only)

3/day—bestow curse (DC 17), locate creature, searing light

STATISTICS

Str 18, **Dex** 16, **Con** 17, **Int** 13, **Wis** 19, **Cha** 17

Base Atk +9; **CMB** +13; **CMD** 26

Feats Cleave, Great Fortitude, Hover, Power Attack, Vital Strike

Skills Acrobatics +9, Fly +11, Intimidate +11, Knowledge (hist

ory) +9, Knowledge (planes) +13, Knowledge (religion)

+13, Perception +16, Sense Motive +16, Stealth +15

Languages Abyssal, Celestial, Infernal

SQ reaper's scythe, spirit touch

SPECIAL ABILITIES

Fear Aura (Su) A creature of fewer than 10 **Hit Dice** that fails its save (DC 17) against the vanth's fear aura is shaken for as long as it remains within the aura. A creature that succeeds at its save is immune to that vanth's aura for 24 hours. The save DC is Charisma-based.

