

## MUTATED DIRE TIGER CR 10

Variant mutant dire tiger (*Pathfinder RPG Bestiary* 5 180, *Pathfinder RPG Bestiary* 265)

N Large aberration (animal)

**Init** +10; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +14

### DEFENSE

**AC** 25, touch 13, flat-footed 21 (+4 Dex, +12 natural, -1 size)

**hp** 133 (14d8+70)

**Fort** +14, **Ref** +13, **Will** +6

### OFFENSE

**Speed** 30 ft.

**Melee** bite +20 (2d6+10/19–20 plus grab), 2 claws +20 (2d4+10 plus grab)

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

**Special Attacks** pounce, rake (2 claws +20, 2d4+10 plus grab)

### TACTICS

**During Combat** The tiger activates its celerity ability and pounces upon the nearest living PC.

**Morale** The tiger fights to the death. While it tolerates the presence of its cubs, it has no instinct to protect them.

### STATISTICS

**Str** 31, **Dex** 19, **Con** 21, **Int** 2, **Wis** 14, **Cha** 12

**Base Atk** +8; **CMB** +21 (+25 grapple); **CMD** 35 (39 vs. trip)

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

**Skills** Acrobatics +8 (+12 to jump with a running start), Perception +14, Stealth +17, Swim +17; **Racial Modifiers** +4 Acrobatics, +4 Stealth

**SQ** deformities (lame), mutations (armored (2), bulbous eyes, celerity)

### SPECIAL ABILITIES

**Celerity (Ex)** As a swift action, the tiger gains the benefits of *haste* for 1 round. It can use this ability once every 1d4 rounds.

## **MUTATED DIRE TIGER CUBS (4) CR 4**

Tiger (*Pathfinder RPG Bestiary* 265; see page 22)

N Large animal

**Init** +6; **Senses** low-light vision, scent; **Perception** +8

### **DEFENSE**

**AC** 14, **touch** 11, **flat-footed** 12 (+2 Dex, +3 natural, -1 size)

**hp** 45 (6d8+18)

**Fort** +8, **Ref** +7, **Will** +3

### **OFFENSE**

**Speed** 40 ft.

**Melee** 2 claws +10 (1d8+6 plus grab), bite +9 (2d6+6 plus grab)

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

**Special Attacks** pounce, rake (2 claws +10, 1d8+6)

### **TACTICS**

**During Combat** The tigers' mutations, though largely superficial, are painful. They pounce the nearest PC.

**Morale** The tigers fight to the death.

### **STATISTICS**

**Str** 23, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 6

**Base Atk** +4; **CMB** +11 (+15 grapple); **CMD** 23 (27 vs. trip)

**Feats** Improved Initiative, Skill Focus (Perception), Weapon Focus (claw)

**Skills** Acrobatics +10, Perception +8, Stealth +7 (+11 in areas of tall grass), Swim +11;

**Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in tall grass)

**Pounce** (Ex) When a creature with this special attack makes a charge, it can make a full attack (including rake attacks if the creature also has the rake ability).

## LIEUTENANT RIKO CR 11

Mutant aasimar fighter 11 (*Pathfinder RPG Bestiary 7, Pathfinder RPG Bestiary 5* 180)

CE Medium aberration (outsider, native)

**Init** +5; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +11

### DEFENSE

**AC** 19, touch 11, flat-footed 18 (+8 armor, +1 Dex)

**hp** 120 (11d10+55); fast healing 5

**Fort** +11, **Ref** +7, **Will** +7 (+3 vs. fear)

**Immune** blight fire; **Resist** acid 5, cold 5, electricity 5

**Weaknesses** light blindness

### OFFENSE

**Speed** 30 ft., fly 40 ft. (average)

**Melee** +1 *longspear* +20/+15/+10 (1d8+12/×3) or

mwk katana +14/+9/+4 (1d8+6/18–20)

**Ranged** javelin +14/+9/+4 (1d6+7)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with +1 *longspear*)

**Special Attacks** weapon trainings (spears +2, heavy blades +1)

**Spell-Like Abilities** (CL 11th; concentration +10)

3/day—*dimension door*

1/day—*daylight*

### TACTICS

**Before Combat** Riko drinks her *potion of blur*.

**During Combat** Riko, with spear at the ready, uses *dimension door* to appear between the PCs. Riko first focuses her attention on spellcasters, if possible, before turning to dedicated melee combatants. She relies on her honor guard to deal with PCs beyond her range and otherwise support her in combat.

**Morale** If reduced below 10 hit points and unless she has a decided advantage, Riko uses *dimension door* or her *potion of invisibility* to momentarily escape combat to give herself a chance to recover through her fast healing before returning to the fray. As a last measure, Riko relies on her *aegis of recovery* to keep her in the fight once she has exhausted her potions and her spell-like abilities. Riko otherwise fights to the death.

### STATISTICS

**Str** 20, **Dex** 12, **Con** 16, **Int** 7, **Wis** 12, **Cha** 8

**Base Atk** +11; **CMB** +16; **CMD** 27

**Feats** Blind-fight, Cleave, Cleaving FinishUC, Combat Reflexes, Disruptive, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Quick Draw, Toughness, Weapon Focus (*longspear*), Weapon Specialization (*longspear*)

**Skills** Diplomacy +1, Fly +3, Perception +11, Sense Motive +9; **Racial Modifiers** +2 Diplomacy, +2 Perception

**Languages** Celestial, Common

**SQ** armor training 3, deformities (fractured mind, light blindness), mutations (echolocation, fast healing, spell-like ability, wings)

**Combat Gear** *potion of blur*, *potion of invisibility* (CL 5th), *potion of lesser restoration*; **Other Gear** +1 *tatami-do*, +1 *longspear*, javelin (5), mwk katana, *aegis of recovery*, *belt of giant strength* +2, *cloak of resistance* +1, 40 gp

### SPECIAL ABILITIES

**Fractured Mind (Ex)** When Riko fails a Will save, she is confused for 1 round.

**Blur:** The subject's outline appears blurred, shifting, and wavering. This distortion grants the subject concealment (20% miss chance).

A *see invisibility* spell does not counteract the *blur* effect, but a *true seeing* spell does.

## HONOR GUARDS (6) CR 4

Mutant aasimar fighter 4 (*Pathfinder RPG Bestiary 7*, *Pathfinder RPG Bestiary 5* 180)

CE Medium aberration (outsider, native)

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

### DEFENSE

**AC** 17, touch 10, flat-footed 17 (+5 armor, +2 natural)

**hp** 43 (4d10+16)

**Fort** +7, **Ref** +1, **Will** +4 (+1 vs. fear)

**Immune** blight fire; **Resist** acid 5, cold 5, electricity 5

**Weaknesses** light blindness

### OFFENSE

**Speed** 30 ft., fly 40 ft. (average)

**Melee** mwk long spear+10 (1d8+6/x3)

**Ranged** light crossbow +5 (1d8/19–20)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with +1 long spear)

**Spell-Like Abilities** (CL 6th; concentration +5)

1/day—*daylight*

### TACTICS

**During Combat** The honor guards circle around Riko, preventing enemies from surrounding or flanking her.

**Morale** The honor guards fight to the death.

### STATISTICS

**Str** 18, **Dex** 10, **Con** 16, **Int** 6, **Wis** 13, **Cha** 9

**Base Atk** +4; **CMB** +8; **CMD** 18

**Feats** Improved Initiative, Improved Iron Will, Iron Will, Power Attack, Toughness, Weapon Focus (long spear)

**Skills** Diplomacy +1, Fly +3, Perception +9; **Racial Modifiers** +2 Diplomacy, +2 Perception

**Languages** Celestial, Common

**SQ** armor training 1, deformities (light blindness), mutations (armored, wings)

**Combat Gear** *potion of cure light wounds* (2), *screaming bolt*; **Other Gear** mwk kikko armorUE, mwk long spear, light crossbow with 40 bolts, 8 gp

## SHEPHERD OF APOTHEOSIS CR 10

Variant utukku qliphoth (*Pathfinder RPG Bestiary 6* 230)

CE Medium outsider (chaotic, evil, extraplanar, qliphoth, shapechanger)

**Init** +10; **Senses** darkvision 60 ft.; Perception +18

**Aura** aura of protection (30 ft., +1 deflection, energy resistance 5, 10 rounds/day)

### DEFENSE

**AC** 25, touch 17, flat-footed 19 (+1 deflection, +6 Dex, +8 natural)

**hp** 125 (10d10+70)

**Fort** +12, **Ref** +15, **Will** +14

**DR** 10/cold iron or lawful; **Resist** acid, electricity, fire, and sonic 5; **Immune** cold, mind-affecting effects, poison; **SR** 21

### OFFENSE

**Speed** 30 ft.

**Melee** 2 slams +19 (2d6+9 plus consume humanity), touch +19 (consume humanity)

**Special Attacks** consume humanity, horrific appearance (DC 20)

**Domain Spell-Like Abilities** (CL 10th, concentration +15)

10/day—lighting lord (DC 19)

8/day—resistant touch (+3), storm burst (1d6+5 nonlethal)

**Spell-Like Abilities** (CL 10th; concentration +15)

Constant—*nondetection*

3/day—*aid*, *cure moderate wounds*, *enthrall* (DC 17), *major image* (DC 18)

1/day—*create food and water*, *mass cure light wounds*, *plane shift* (self only)

### TACTICS

**Before Combat** The Shepherd activates its aura of protection to boost its defenses, and then attempts to gather the PCs within the 30-foot range of its horrific appearance. The bonuses from the aura of protection are included in its statistics.

**During Combat** The Shepherd sheds its disguise in the first round of combat, exposing as many PCs as possible to its horrific appearance. It works with its shoggti allies to incapacitate melee threats and relies on its spell-like abilities for ranged PCs.

**Morale** The Shepherd fights to the death.

**Base Statistics** Without its aura of protection, the Shepherd's statistics are **AC** 24, touch 16, flat-footed 18; **Resist** none.

### STATISTICS

**Str** 29, **Dex** 22, **Con** 25, **Int** 18, **Wis** 21, **Cha** 20

**Base Atk** +10; **CMB** +19; **CMD** 35

**Feats** Combat Reflexes, Deceitful, Improved Initiative, Lunge, Skill Focus (Stealth)

**Skills** Bluff +22, Diplomacy +15, Disguise +22, Knowledge (planes) +17, Knowledge (religion) +17, Perception +18, Sense Motive +18, Spellcraft +17, Stealth +25, Use Magic Device +18

**Languages** Abyssal, Celestial, Common, Tengu, Tien; telepathy 100 ft.

**SQ** change shape (consume humanity target; alter self), false prophet (Protection, Weather)

### SPECIAL ABILITIES

**Consume Humanity (Su)** When the Shepherd hits a humanoid with a slam attack, it siphons away some of that creature's humanity, leaving its victim warped and deformed. The victim must succeed at a DC 20 Fortitude save or take 1d4 points of Charisma drain. The Shepherd can consume humanity as a touch attack instead. It can use change shape only to assume the appearance of the last humanoid it used this ability on. The save DC is Charisma-based.

**False Prophet (Su)** The Shepherd gains access to the granted powers of the Protection and Weather domains as per a cleric of a level equal to its CR (10th level for the Shepherd).

**Horrific Appearance (Su)** Creatures that succumb to the Shepherd's horrific appearance are staggered for 1d4 rounds.

## SHOGGTI QLIPPOTH CR 7

*Pathfinder RPG Bestiary 2 225*

CE Large outsider (chaotic, evil, extraplanar, qliploth)

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

### DEFENSE

**AC** 21, touch 12, flat-footed 18 (+3 Dex, +9 natural, -1 size)

**hp** 80 (7d10+42)

**Fort** +11, **Ref** +5, **Will** +9

**Defensive Abilities** uncanny dodge; **DR** 10/cold iron or lawful; **Immune** cold, poison, mind-affecting effects; **Resist** acid 10, electricity 10, fire 10

### OFFENSE

**Speed** 30 ft.

**Melee** bite +12 (1d8+6), 4 tentacles +8 (1d4+3 plus grab)

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

**Special Attacks** braincloud, horrific appearance (DC 15), constrict (1d4+6)

**Spell-Like Abilities** (CL 7th; concentration +9)

Constant—*tongues*

At will—*command* (DC 13)

3/day—*charm person* (DC 13), *protection from law*

1/day—*charm monster* (DC 16), *dimension door*

### TACTICS

**During Combat** The shoggti bursts through the rift on its initiative during the first round of combat and uses its horrific appearance to fascinate as many PCs as possible. It works with the Shepherd to incapacitate melee threats. If it makes tactical sense, the shoggti uses its *dimension door* spell-like ability to relocate itself and the Shepherd, potentially surprising PCs that otherwise thought they were at a safe distance.

**Morale** The shoggti fights to the death.

### STATISTICS

**Str** 22, **Dex** 16, **Con** 23, **Int** 12, **Wis** 19, **Cha** 15

**Base Atk** +7; **CMB** +14 (+18 grapple); **CMD** 27 (31 vs. trip)

**Feats** Combat Reflexes, Improved Initiative, Skill Focus (Use Magic Device), Weapon Focus (tentacles)

**Skills** Escape Artist +13, Intimidate +16, Knowledge (planes) +11, Perception +18, Sense Motive +14, Stealth +9, Use Magic Device +19; **Racial Modifiers** +4 Intimidate, +4 Perception, +4 Use Magic Device

**Languages** Abyssal; telepathy 100 ft.

### SPECIAL ABILITIES

**Braincloud (Su)** Once per round, in place of a melee attack with a tentacle, a shoggti can make a melee touch attack with the pincer on the end of that tentacle. If it hits, the target takes 1d4 points of Wisdom damage. Shoggti use this ability to mentally debilitate their victims so they can more easily use their charm spell-like abilities against them.

**Horrific Appearance (Su)** Creatures that succumb to a shoggti's horrific appearance become fascinated by the creature's hypnotically wriggling tentacles and the strange, shimmering colors in its eyes. This effect persists for 1d6 rounds (but can be ended by the normal methods of defeating the fascinated condition).