

B1. The Gnarled Foothills Low 4

5P: 3 Hyena, 1 Hyaenodon

6P: 2 Hyena, 2 Hyaenodon

7P: 3 Hyena, 2 Hyaenodon

HYENA

CREATURE 1

Animal
Medium

Perception +5; low-light vision, scent
Languages –

Skills –1; Acrobatics +4, Athletics +6, Stealth +6

Str +2, **Dex** +1, **Con** +2, **Int** –4, **Wis** +1, **Cha** –2

AC 15, **TAC** 13; **Fort** +4, **Ref** +4, **Will** +2

HP 21

Speed 40 feet

- ◆ **Melee** jaws +7, **Damage** 1d6+2 piercing plus Knockdown
- ◆ **Drag** (attack, move) The hyena attempts a jaws Strike against a prone enemy. If it hits, in addition to dealing damage, the hyena Strides up to 10 feet, dragging the enemy along. Its movement doesn't trigger reactions from the creature being dragged.

Pack Attack The hyena's Strikes deal 1d4 extra damage to creatures within reach of at least two of the hyena's allies.

HYAENODON

CREATURE 3

Animal
Large

Perception +8; low-light vision, scent
Languages –

Skills +1; Acrobatics +7, Athletics +9, Stealth +9

Str +5, **Dex** +1, **Con** +2, **Int** –4, **Wis** +1, **Cha** –2

AC 18, **TAC** 16; **Fort** +7, **Ref** +7, **Will** +5

HP 47

Speed 40 feet

- ◆ **Melee** jaws +9, **Damage** 1d10+5 piercing plus Knockdown
- ◆ **Drag** (attack, move) The hyaenodon attempts a jaws Strike against a prone enemy. If it hits, in addition to dealing damage, the hyaenodon Strides up to 10 feet, dragging the enemy along. The hyaenodon's movement doesn't trigger reactions from the creature being dragged.

Pack Attack The hyaenodon's Strikes deal 1d6 extra damage to any creature that's within the reach of at least two of the hyaenodon's allies.

◆ Knockdown

Requirements The monster's last action was a success with an attack that lists Knockdown in its damage entry.

Effect The monster automatically knocks the target prone.

PRONE

You're lying on the ground. You take a –2 circumstance penalty to attack rolls but gain a +1 circumstance bonus to AC against ranged attacks. You're flat-footed against melee attacks. The only move actions you can use while you're prone are Crawl and Stand. Standing up ends the prone condition.

If you're Climbing or Flying when you would be knocked prone, you fall instead (see page 310 for the rules on falling). You can't be knocked prone when Swimming unless you sink to the bottom of a body of water.

B2. Sand Flats Low 4

5P: 1 Ankhraiv, 1 weak Ankhraiv (-15 HP)

6P: 2 Ankhraiv

7P: 2 Ankhraiv, 1 weak Ankhraiv

QUICKSAND

HAZARD 3

Complex
Environmental

Stealth +11 (trained)

Description A patch of water and sand 15 feet across submerges creatures who step onto it.

Disable Survival DC 17 (trained) to disturb the surface and make the trap no longer hidden (Perception DC 0)

◆ Submerge

Trigger A Huge or smaller creature walks onto the quicksand.

Effect The triggering creature is pulled down into the quicksand up to its waist. The quicksand rolls initiative if it hasn't already.

Routine (1 action) On its initiative, the quicksand pulls down each creature within it. A creature that was submerged up to its waist becomes submerged up to its neck, and a creature that was submerged up to its neck is pulled under and has to hold its breath to avoid suffocation. On its turn, a creature in the quicksand can attempt a DC 18 Athletics check to Swim to raise itself by one step, or to move 5 feet if it's submerged only up to its waist. On a critical failure, the creature is pulled down one step. A creature that swims out of the quicksand patch escapes the hazard and is prone in a space adjacent to the quicksand.

Reset The hazard still submerges anyone who walks in, but the surface doesn't become hidden again until it settles over the course of 24 hours.

ANKHRAIV

CREATURE 3

Animal
Large

Perception +8; darkvision, tremorsense 60 feet
Languages –

Skills +1; Acrobatics +5, Athletics +9, Stealth +7, Survival +9

Str +4, **Dex** +1, **Con** +3, **Int** –4, **Wis** +0, **Cha** –2

AC 19, **TAC** 15; **Fort** +8, **Ref** +6, **Will** +5

HP 38

Speed 25 feet, burrow 20 feet

- ◆ **Melee** mandibles +9, **Damage** 1d6+4 piercing plus 1d6 acid
- ◆ **Ranged** acid spit +6 touch (range 30 feet), **Damage** 2d6 acid
- ◆◆ **Armor-Rending Bite** The ankhraiv makes a mandibles Strike; if the Strike hits, the target's armor is dented.
- ◆◆ **Spray Acid** (acid)

Frequency Once per hour

Effect The ankhraiv spews acid in a 30-foot cone, dealing 3d6 acid damage and 1d4 persistent acid damage (Reflex DC 17 half, no damage on a critical success, double damage on a critical failure).

B3. Gnoll Camp High 4

5P: -

6P: 3 Gnoll Elites, 1 Scorpion

7P: 3 Gnoll Elites, 2 Scorpion

2 ELITE GNOLL WARRIORS

CREATURE 3

Chaotic
Evil
Gnoll
Humanoid
Medium

Perception +9, darkvision

Skills +2, **Acrobatics** +5, **Athletics** +7, **Stealth** +7,
Survival +9

Languages Gnoll

Str +3, **Dex** +1, **Con** +1, **Int** -1, **Wis** +0, **Cha** -1

Items battle axe, leather armor, shortbow with 20 arrows

AC 18, **TAC** 17; **Fort** +8, **Ref** +9, **Will** +6

HP 44

Speed 25 feet

◆ **Melee** battle axe (sweep) +10, **Damage** 1d8+5 slashing
bite (agile) +9, **Damage** 1d4+5 piercing

◆ **Ranged** shortbow +9 (deadly 1d10), **Damage** 1d6 piercing

Pack Attack The gnoll deals 1d4 extra damage to any creature
that's within the reach of at least two of its allies.

Rugged Travel A gnoll ignores the first square of difficult terrain
it moves into each time it Steps or Strides.

Sweep This weapon makes wide-sweeping or spinning attacks,
making it easier to attack multiple enemies. When you attack
with this weapon, you gain a +1 circumstance bonus to your
attack roll if you already attempted an attack this turn against
a creature other than the target of this attack.

GIANT SCORPION

CREATURE 3

Animal
Large

Perception +8; darkvision, tremorsense 60 feet

Languages -

Skills +1; **Acrobatics** +7, **Athletics** +9, **Stealth** +7

Str +4, **Dex** +0, **Con** +3, **Int** -5, **Wis** +0, **Cha** -4

AC 18, **TAC** 14; **Fort** +8, **Ref** +6, **Will** +4

HP 45

◆ **Scorpion Sting**

Trigger A creature moves from out of the scorpion's reach into
the scorpion's reach.

Effect The scorpion makes a stinger Strike against the
triggering creature. The scorpion's multiple attack penalty
is not applied to this attack.

Speed 40 feet

◆ **Melee** pincer +9 (agile, reach 10 feet), **Damage** 2d4+4 slashing
plus Grab

◆ **Melee** stinger +7 (reach 10 feet), **Damage** 1d12+4 plus giant
scorpion venom

◆ **Constrict** 5 bludgeoning

Giant Scorpion Venom (poison) **Saving Throw** Fortitude DC 17;

Maximum Duration 6 rounds; **Stage 1** 1d4 poison and enfeebled
1 (1 round); **Stage 2** 1d4 poison and enfeebled 2 (1 round).

◆ Grab

Requirements The monster's last action was a success with an
attack that lists Grab in its damage entry, or it has a creature
grabbed using this action.

Effect The monster automatically Grabs the target until the end of
the monster's next turn. The creature is grabbed by whichever
body part the monster attacked with, and that body part can't
be used to Strike creatures until the grab is ended.

Using Grab extends the duration of the monster's Grab
until the end of its next turn for all creatures grabbed by it.

The grabbed creature can Escape using Acrobatics or
Break the Grapple with Athletics, and the Grab ends if the
monster moves away.

GRABBED

You're held in place by another creature, making you
immobile and flat-footed. If you attempt a manipulate
action, activity, free action, or reaction while grabbed,
you must succeed at a DC 5 flat check or it is lost;
attempt the check after using it but before any effects
are applied.

◆ **Constrict** The monster automatically deals the listed amount of
damage to any number of creatures grabbed or restrained by it.

MULTIPLE EXPOSURES

Multiple exposures to the same affliction have no effect if
it's a curse or disease. However, for a poison, failing the
initial saving throw against a new dose increases the stage
by 1 (or by 2 if you critically fail) without affecting the
maximum duration. This is true even if you're within the
poison's onset period, though it doesn't change the length
of the onset period.

ENFEEBLED

You're physically weakened. Enfeebled always includes a
value. When you are enfeebled, you take a conditional
penalty equal to the enfeebled value on attack rolls,
damage rolls, and Strength-based checks.

B4. A Treacherous Climb High 4
 3P: Weak (-20hp)
 5P: -
 6P: Elite Manticore (+20hp)
 7P: Elite Manticore (+20hp)

MANTICORE

Cruel and prone to violence, manticores are dangerous beasts that have the body of a lion, a humanoid head, tattered batlike wings, and a spiked tail that they use to attack their enemies from the safety of the air.

Source: *Pathfinder RPG Bestiary* 199.

MANTICORE

CREATURE 6

Beast	Perception +13; darkvision, scent Languages Common Skills +5; Acrobatics +9, Athletics +11, Intimidation +11, Survival +13
Evil	
Large	
Lawful	

P

Str +5, **Dex** +2, **Con** +4, **Int** -2, **Wis** +1, **Cha** -1

AC 20, **TAC** 18; **Fort** +13, **Ref** +10, **Will** +7

HP 95

Speed 25 feet, fly 40 feet

- ◆ **Melee** jaws +15, **Damage** 2d8+7 piercing
- ◆ **Melee** claw +15 (agile), **Damage** 2d6+7 slashing
- ◆ **Ranged** spike +12 (range 40 feet), **Damage** 1d10+5 piercing
- ◆ **Spike Volley** The manticore flings up to two spikes from its tail. If the manticore targets multiple creatures, these creatures must be within 20 feet of one another and the manticore makes a separate Strike against each; this counts as one Strike for the manticore's multiple attack penalty, and the penalty doesn't increase until after both attacks. If the manticore fires both spikes at the same creature, it makes a single Strike. If the attack hits, it deals the damage of a single spike, but the second spike pins the target in place, rendering it immobile. A creature who succeeds a DC 18 Athletics check can pull the spike free.

A manticore can fire no more than 12 spikes in 24 hours.

◆ FLY

Move **Requirements** You have a fly Speed.

You move through the air up to your fly Speed. Moving upward (straight up or diagonally) counts as traveling through difficult terrain. You can move straight down 10 feet for every 5 feet of movement you spend. If you fly to the ground, you don't take falling damage. You can use an action to Fly 0 feet to hover in place.

If you're airborne at the end of your turn and didn't use a Fly action this round, you fall.

ELITE/WEAK:

- Increase the creature's AC, attack bonuses, DCs, saving throws, Perception, and skill modifiers by 2.
- Increase the damage of its Strikes and other offensive abilities by 2. If the creature can use an ability (such as a dragon's breath weapon) only a limited number of times, increase the damage by 4 instead.

B5. Approaching the Tomb High 4

3P: Zakfah, 1 Gnoll Warriors

5P: Zakfah, 2 Gnoll Warriors

6P: Zakfah, 3 Gnoll Warriors

7P: Zakfah, 4 Gnoll Warriors

ZAKFAH

CREATURE 4

Chaotic	Perception +10, darkvision Skills +3, Athletics +9, Intimidation +11, Stealth +9, Survival +9 Languages Common, Gnoll Str +4, Dex +3, Con +2, Int +1, Wis +2, Cha +1
Evil	
Gnoll	
Humanoid	
Medium	

Items composite shortbow with 20 arrows, hide armor, longspear

AC 19, **TAC** 16; **Fort** +7, **Ref** +10, **Will** +9

HP 65

◆ Attack of Opportunity

Speed 25 feet

- ◆ **Melee** scimitar (forceful, sweep) +11, **Damage** 2d6+4 slashing bite (agile) +10, **Damage** 1d4+4 piercing
- ◆ **Ranged** composite shortbow +10 (deadly 1d10), **Damage** 2d6+2 piercing

◆ **Bark Orders** (auditory, lingual) The sergeant issues a command to reposition its allies. Any allies who hear and understand this order can take a reaction to Step.

Pack Attack The gnoll deals 1d4 extra damage to any creature that's within the reach of at least two of its allies.

Rugged Travel A gnoll ignores the first square of difficult terrain it moves into each time it Steps or Strides.

Forceful This weapon becomes more dangerous when you build up momentum. When you attack with it more than once on your turn, the second attack adds a circumstance bonus to damage equal to the number of weapon damage dice, and each subsequent attack adds a circumstance bonus to damage equal to double the number of weapon damage dice.

2 ELITE GNOLL WARRIORS

CREATURE **3**

Chaotic
Evil
Gnoll
Humanoid
Medium

Perception +9, darkvision
Skills +2, **Acrobatics** +5, **Athletics** +7, **Stealth** +7,
Survival +9
Languages Gnoll
Str +3, **Dex** +1, **Con** +1, **Int** -1, **Wis** +0, **Cha** -1

Items battle axe, leather armor, shortbow with 20 arrows

AC 18, **TAC** 17; **Fort** +8, **Ref** +9, **Will** +6

HP 44

Speed 25 feet

◆ **Melee** battle axe (sweep) +10, **Damage** 1d8+5 slashing
bite (agile) +9, **Damage** 1d4+5 piercing

◆ **Ranged** shortbow +9 (deadly 1d10), **Damage** 1d6 piercing

Pack Attack The gnoll deals 1d4 extra damage to any creature that's within the reach of at least two of its allies.

Rugged Travel A gnoll ignores the first square of difficult terrain it moves into each time it Steps or Strides.

C1. The Back Door

ELECTRIC LATCH RUNE

HAZARD **3**

Magical
Trap

Stealth DC 19 (trained) or *detect magic*

Description An invisible rune imprinted on a door latch releases a powerful electric discharge.

Disable Thievery DC 19 (expert) to scratch out the rune without allowing electricity to flow, or spell DC 17 (2nd level) to dispel the rune

◆ **Electrocution** (arcane, electricity, evocation)

Trigger A creature grasps the door latch directly or with a tool.

Effect The trap deals 3d12 electricity damage to the triggering creature (Reflex DC 16 half, or no damage on a critical success).

C2. Chamber of the Sunken Stones High 4

3P: Minor x 2 5P: -

6P: Lesser Water, Lesser Earth

7P: -

LESSER WATER ELEMENTAL CREATURE 5

Aquatic
Elemental
Large
Water

Perception +12; darkvision

Languages Aquan

Skills +5; Athletics +12, Stealth +10

Str +3, **Dex** +4, **Con** +3, **Int** -2, **Wis** +0, **Cha** +0

Vortex (aura, water) 30 feet. Water in the aura and also in the same body of water as the elemental is difficult terrain for swimming creatures that do not have the water trait.

Waterbound When not touching water, a water elemental is slowed 1 and can't take reactions.

AC 20, **TAC** 20; **Fort** +9, **Ref** +12, **Will** +8

HP 75; **Immunities** asleep, critical hits, paralysis, poison, precision, stun; **Resistances** fire 5

◆ Vortex Pull (water)

Trigger A creature in the elemental's vortex takes a move action.

Effect The elemental creates a current of water, forcing the triggering creature to attempt a DC 19 Athletics check to Swim. If the triggering creature fails, it's pulled 15 feet toward the elemental and the triggering move action is lost.

Speed 20 feet, swim 65 feet

◆ **Melee** wave +13 (reach 10 feet), **Damage** 2d8+6 bludgeoning plus Push 5 feet

◆ **Drench** (abjuration, arcane) The elemental puts out all fires within 5 feet. It extinguishes every nonmagical fire automatically, and attempts to dispel any magical fire (as 3rd-level *dispel magic*, spell roll +9).

MINOR EARTH ELEMENTAL CREATURE 3

Earth
Elemental
Medium

Perception +8; darkvision

Languages Terran

Skills +3; Athletics +9, Stealth +7

Str +4, **Dex** -1, **Con** +3, **Int** -3, **Wis** +0, **Cha** -1

Earthbound When not touching solid ground, an earth elemental is slowed 1 and can't take reactions.

AC 19, **TAC** 15; **Fort** +8, **Ref** +4, **Will** +6

HP 40; **Immunities** asleep, critical hits, paralysis, poison, precision, stun

◆ Crumble

Trigger The elemental takes damage from a hostile source while atop rock or earth.

Effect The elemental crumbles into the ground, burrowing down 5 feet. This burrowing does not trigger reactions. The elemental can't use this reaction if it emerged from the ground earlier this round.

Speed 20 feet, burrow 20 feet (earth glide)

◆ **Melee** fist +8, **Damage** 1d8+4 bludgeoning

Earth Glide The elemental can burrow through dirt and stone at its full burrow Speed, leaving no tunnels or signs of its passing.

LESSER EARTH ELEMENTAL CREATURE 5

Earth
Elemental
Large

Perception +12; darkvision

Languages Terran

Skills +5; Athletics +12, Stealth +10

Str +5, **Dex** -1, **Con** +4, **Int** -2, **Wis** +0, **Cha** -1

Earthbound When not touching solid ground, an earth elemental is slowed 1 and can't take reactions.

AC 21, **TAC** 17; **Fort** +12, **Ref** +7, **Will** +9

HP 70; **Immunities** asleep, critical hits, paralysis, poison, precision, stun

◆ Crumble

Trigger The elemental takes damage from a hostile source while atop rock or earth.

Effect The elemental crumbles into the ground, burrowing down 10 feet. This burrowing does not trigger reactions. The elemental can't use this reaction if it emerged from the ground earlier this round.

Speed 25 feet, burrow 25 feet (earth glide)

◆ **Melee** fist +12 (reach 10 feet), **Damage** 2d8+5 bludgeoning

Earth Glide The elemental can burrow through dirt and stone at its full burrow Speed, leaving no tunnels or signs of its passing.

◆ Push

Requirements The monster's last action was a success with an attack that lists Push in its damage entry.

Effect The monster automatically knocks the target away from the monster. Unless otherwise noted in the ability description, the creature is pushed 5 feet. If the attack was a critical hit, this distance is doubled.

◆ BREATHE DEEP

Concentrate You take a deep breath. If you go without air at any point before the start of your next turn, you can use twice as many actions before you start suffocating (see page 315).

◆ SWIM

Move You use your arms and legs to swim through water. In most calm water, you succeed at the action without needing to attempt a check. If you must breathe air and you're submerged in water, you must hold your breath each round. If you fail to hold your breath, you begin to drown (as described on page 315). If the water you are swimming in is turbulent or otherwise dangerous, you might have to attempt an Athletics check to Swim.

If you end your turn in the water and haven't succeeded at a Swim action that turn, you sink down 10 feet or float up 10 feet, as determined by the GM. However, if your last action on your turn was to enter the water, you don't sink or float that turn.

Success You move 5 feet horizontally through the water. If your Speed is 15 feet or greater, you move 10 feet instead, and if your Speed is 60 feet or greater, you move 15 feet instead. You can swim upward or downward, but doing so counts as moving through difficult terrain.

Critical Success Per a success, but you can move an additional 5 feet.

Critical Failure You make no progress, and this action counts as 2 actions holding your breath.

C3: Chamber of the Burning Sky High 4
3P: Minor x 2 5P: -
6P: Lesser Air, Lesser Fire
7P: -

LESSER FIRE ELEMENTAL

CREATURE **5**

Elemental
Fire
Large

Perception +12; darkvision
Languages Ignan
Skills +5; Acrobatics +12

Str +3, **Dex** +4, **Con** +2, **Int** -2, **Wis** +0, **Cha** +0

AC 20, **TAC** 20; **Fort** +9, **Ref** +12, **Will** +8

HP 79, explosion; **Immunities** asleep, critical hits, fire, paralysis, poison, precision, stun; **Weaknesses** cold 8, water 8

Explosion (fire) When the elemental dies, it explodes, dealing 3d6 fire damage to all creatures in a 10-foot aura (Reflex DC 18 half, double damage on a critical failure, no damage on a critical success).

Speed 50 feet

◆ **Melee** tendrils +13 (reach 10 feet), **Damage** 2d6+6 fire plus 2d4 persistent fire

Water Weakness When this creature is doused with water, either through a spell or some other effect (such as pouring a bucket of water over it) it takes damage equal to its water weakness value. If it starts its turn within water, it also takes that amount of damage.

MINOR AIR ELEMENTAL

CREATURE **3**

Air
Elemental
Medium

Perception +7; darkvision
Languages Auran
Skills +3; Acrobatics +11, Stealth +11

Str +2, **Dex** +4, **Con** +1, **Int** -3, **Wis** +0, **Cha** +0

High Winds (air, aura) 30 feet. Air in the aura is difficult terrain for flying creatures that do not have the air trait.

AC 20, **TAC** 20; **Fort** +4, **Ref** +9, **Will** +5

HP 32; **Immunities** asleep, critical hits, paralysis, poison, precision, stun

◆ **Disperse**

Trigger The air elemental takes damage from a hostile action.

Effect The air elemental disperses. Until the end of the current turn, it can't be attacked or targeted, doesn't take up space, and deactivates its aura. At the end of the turn, the elemental re-forms in any square within 15 feet of where it dispersed and its aura reactivates.

Speed fly 80 feet; swiftness

◆ **Melee** gust +10 (reach 10 feet), **Damage** 1d6+4 bludgeoning
Swiftness An air elemental doesn't trigger reactions with its movement.

LESSER AIR ELEMENTAL

CREATURE **5**

Air
Elemental
Large

Perception +11; darkvision
Languages Auran
Skills +5; Acrobatics +14, Stealth +13

Str +3, **Dex** +5, **Con** +3, **Int** -2, **Wis** +0, **Cha** +0

High Winds (air, aura) 40 feet. Air in the aura is difficult terrain for flying creatures that do not have the air trait.

AC 22, **TAC** 22; **Fort** +7, **Ref** +13, **Will** +8

HP 55; **Immunities** asleep, critical hits, paralysis, poison, precision, stun

◆ **Disperse**

Trigger The air elemental takes damage from a hostile action.

Effect The air elemental disperses. Until the end of the current turn, it can't be attacked or targeted, doesn't take up space, and deactivates its aura. At the end of the turn, the elemental re-forms in any space it can fit in within 25 feet of where it dispersed and its aura reactivates.

Speed fly 100 feet; swiftness

◆ **Melee** gust +13 (reach 10 feet), **Damage** 2d6+4 bludgeoning plus Push 5 feet

Swiftness An air elemental's movement doesn't trigger reactions.

C5. Mabar's Prison High 4

5P: Two Elites (+15hp), two normal.

6P: Four Elites (+15hp)

7P: Mummy Retainer, Mummy Guards

MUMMY GUARD

CREATURE 2

Evil	Perception +7; darkvision
Lawful	Languages one ancient language
Medium	Skills +0; Acrobatics +2, Athletics +6, Stealth +6
Mummy	Str +4, Dex +0, Con +2, Int -2, Wis +1, Cha +2
Undead	AC 16, TAC 13; Fort +4, Ref +2, Will +7

HP 40, negative healing; **Immunities** asleep, death effects, disease, paralysis, poison; **Weaknesses** fire 10

Speed 20 feet

◆ **Melee** fist +8, **Damage** 1d8+4 bludgeoning plus lesser mummy rot
Lesser Mummy Rot (curse, disease, divine, necromancy) This is both a curse and a disease. The disease can't be healed until the curse is first counteracted. **Saving Throw** Fortitude DC 16; **Stage 1** carrier with no ill effect (1 minute); **Stage 2** -1 conditional penalty to Charisma-based checks and DCs (1 day).

REMOVE CURSE

SPELL 4

Healing	Casting 10 minutes (Material, Somatic, Verbal)
Necromancy	Range touch; Targets one creature

You attempt to remove one curse afflicting the target. Treat this as counteracting the curse (see page 319). If the curse comes from a cursed item or other external source, a success indicates that the target creature can rid itself of the cursed item, but doesn't remove the curse from the item.

MUMMY RETAINER

CREATURE 6

Evil	Perception +13; darkvision
Lawful	Languages one ancient language
Medium	Skills +6; Acrobatics +8, Stealth +12
Mummy	Str +5, Dex +0, Con +2, Int -2, Wis +2, Cha +2
Undead	AC 20, TAC 17; Fort +9, Ref +6, Will +12

HP 90, negative healing; **Immunities** asleep, death effects, disease, paralysis, poison; **Weaknesses** fire 8

Despair (aura, divine, emotion, enchantment, fear, mental) 30 feet. Living creatures are frightened 1 as long as they remain in the aura. They can't naturally recover from this fear while in the aura. When a creature first enters the aura, it must succeed at a DC 18 Will save (after taking the penalty from being frightened) or become paralyzed with fear for 1 round. After a creature attempts this save, it's bolstered against the paralyzing effect of the aura.

Speed 20 feet

◆ **Melee** fist +15, **Damage** 3d6+5 bludgeoning plus mummy rot
Mummy Rot (curse, disease, divine, necromancy) This is both a curse and a disease. The disease and any damage from it can't be healed until the curse is first counteracted. A creature killed by mummy rot turns to sand and can't be resurrected except by casting a 7th-level *resurrect* ritual, a *wish* spell, or similarly powerful magic. **Saving Throw** Fortitude DC 18; **Stage 1** carrier with no ill effect (1 minute); **Stage 2** 1d10+10 damage and a -1 conditional penalty to Charisma-based checks and DCs (1 day).

FRIGHTENED

You're gripped by fear and struggle to control your nerves. The frightened condition always includes a value. You take a conditional penalty equal to this value to your checks and saving throws. Unless specified otherwise, at the end of each of your turns, the value of your frightened condition decreases by 1.

The Night Herald Mercenaries Extreme 4

5P: +1 Scout

HENAH THE ANTIPALADIN

CREATURE 5

Chaotic
Evil
Human
Humanoid
Medium

Perception +8

Languages Common

Skills +4, Athletics +11, Intimidation +13, Religion +11

Str +4, **Dex** +1, **Con** +1, **Int** +1, **Wis** +0, **Cha** +2

Items expert composite shortbow with 10 arrows, +1 full plate, +1 greataxe, moderate healing potion

AC 20, **TAC** 16; **Fort** +12, **Ref** +8, **Will** +9

HP 78

◆ Vengeful Strike

Trigger A creature within your reach critically hits you.

Effect Make a melee Strike against the triggering creature at a -2 penalty before the opponent rolls the damage for the triggering critical hit. If your attack hits, the target is enfeebled 1 for the remainder of its turn, or enfeebled 2 for the remainder of its turn if your Strike was a critical hit. The enfeebled condition ends immediately if the creature makes a Strike against another creature. If Retributive Strike incapacitates or kills the triggering creature, the triggering critical hit deals no damage.

Speed 15 feet

◆ **Melee** +1 greataxe +13 (magical, sweep), **Damage** 2d12+4 slashing

◆ **Ranged** composite shortbow +10 (deadly d10), **Damage** 1d6+4 piercing

Divine Powers 2 Spell Points, DC 19, attack +12; **3rd touch of corruption** (1 Spell Point, 5d6+2)

Insidious Corruption The damage from Henah's touch of corruption is increased to deal d6s instead of d4s.

◆◆ **Terrifying Strike** Henah Strikes. On a hit, the target is flat-footed for 1 round and frightened 1. On a critical hit, the target is flat-footed for 1 round and frightened 2.

TOUCH OF CORRUPTION

POWER 1

Necromancy
Negative

Casting ◆ Somatic Casting

Range touch; **Target** one willing living creature or one undead creature

You infuse a creature with negative energy, damaging a living target or healing an undead target. If you use touch of corruption against a living target, you deal negative damage equal to 1d4 + your spellcasting modifier if you succeed at a melee touch attack, and the target takes a -1 conditional penalty to AC for 1 round. On a willing undead target, you restore 1d4+2 HP, and if the target is an ally, it gains a +1 conditional bonus to AC for 1 round.

Heightened (+1) Increase the amount of damage (or healing to undead) by 2d4.

Sweep This weapon makes wide sweeping or spinning attacks, making it easier to attack multiple enemies. When you attack with this weapon, you gain a +1 circumstance bonus to your attack roll if you already attempted an attack this turn against a creature other than the target of this attack.

MERCENARY SCOUT

CREATURE 3

Evil
Human
Humanoid

Perception +10

Languages Common, Gnoll

Skills +1; Acrobatics +9, Athletics +8, Nature +8, Stealth +9, Survival +9

Str +2, **Dex** +4, **Con** +1, **Int** +0, **Wis** +2, **Cha** +0

Items expert composite shortbow with 40 arrows, lesser healing potion, hide armor, 2 kukris

AC 18, **TAC** 15; **Fort** +6, **Ref** +9, **Will** +7

HP 45

Speed 30 feet

◆ **Melee** kukri +9 (agile, trip), **Damage** 2d6+2 slashing

◆ **Melee** fist (agile, nonlethal), **Damage** 1d4+4 bludgeoning

◆ **Ranged** composite shortbow +9 (deadly 1d10), **Damage** 2d6+2 piercing

Perfect Aim The scout ignores the concealed condition. When he targets a creature, that creature doesn't benefit from being screened; reduce the AC bonus the creature gets from cover by 2 against that attack.

Trip You can use this weapon to Trip with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls (if any) as a bonus to the Athletics check. If you critically fail a check to Trip using the weapon, you can drop the weapon to treat the outcome as a normal failure.

CLERIC OF ROVAGUG

CREATURE 3

Chaotic
Evil
Human
Humanoid
Medium

Perception +8
Languages Common, Orcish
Skills +1; Athletics +7, Intimidation +5, Religion +8
Str +3, **Dex** +0, **Con** +2, **Int** -1, **Wis** +4, **Cha** +1
Items chain mail, greataxe, heavy crossbow with 10 bolts, *scroll of ray of enfeeblement*

AC 18, **TAC** 15; **Fort** +7, **Ref** +5, **Will** +8

HP 41

Speed 20 feet

◆ **Melee** greataxe +8 (sweep), **Damage** 1d12+3 slashing

◆ **Ranged** heavy crossbow +5, **Damage** 1d10 piercing

Divine Prepared Spells DC 17, attack +9; **2nd** *harm* (×4), *sound burst*, *spiritual weapon*; **1st** *bane*, *burning hands* (×2); **Cantrips** (2nd) *daze*, *detect magic*, *know direction*, *light*

Cleric Powers 4 Spell Points, DC 17; **2nd** *destructive cry* (1 Spell Point)

HARM

SPELL 1

Necromancy
Negative

Casting ◆ Somatic Casting or more
Range touch, **Range** 30 feet, or **Area** 30-foot aura (see text); **Targets** one living creature or willing undead creature

You channel negative energy to harm the living or heal the undead. You restore Hit Points equal to 1d8 plus your spellcasting ability modifier to a willing undead target, or deal that amount of negative damage to a living target. The number of actions spent Casting this Spell determines its targets, range, area, and other parameters.

- ◆ **Somatic Casting** The spell has a range of touch. You must succeed at a melee touch attack to damage a living target.
- ◆ **Somatic Casting**, ◆ **Verbal Casting** The spell has a range of 30 feet and doesn't require a touch attack when targeting a living creature. A living target must attempt a Fortitude save, taking half damage on a success, no damage on a critical success, or double damage on a critical failure.
- ◆ **Material Casting**, ◆ **Somatic Casting**, ◆ **Verbal Casting** You disperse negative energy in a 30-foot aura. This has the same effect as the two-action version, but it targets all living and undead creatures in the burst and reduces the amount of healing or damage to your spellcasting ability modifier.

Heightened (+1) the amount of healing or damage increases by 1d8, or by 2d8 if you're using the 1- or 2-action version to heal undead.

SOUND BURST

SPELL 2

Evocation
Sonic

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Area** 10-foot burst

You deal 2d8 sonic damage to creatures in the area, depending on their Fortitude saves.

Success Half damage.

Critical Success No damage.

Failure Full damage and deafened for 1 round.

Critical Failure Double damage and deafened for 1 minute.

Heightened (+1) The damage increases by 1d8.

SPIRITUAL WEAPON

SPELL 2

Attack
Evocation
Force

Casting ◆ Somatic Casting, ◆ Verbal Casting;

Requirement You must have a deity.

Range 120 feet

Duration concentration, up to 1 minute

A weapon made of pure magical force manifests and attacks foes you designate within range. This weapon is ghostly and appears as your deity's favored weapon.

When you cast the spell, the weapon appears next to a foe of your choice within range and makes a Strike against it. Each time you Concentrate on the Spell, you can move the weapon to a new target within range (if you choose to do so) and make a Strike with it. The spiritual weapon uses and contributes to your multiple attack penalty.

Attacks with the weapon use your attack modifier with that type of weapon, but substitute your spellcasting ability modifier instead of the normal ability modifier. Regardless of its appearance, the weapon deals force damage equal to 1d8 plus your spellcasting ability modifier. When you Strike with the weapon, you can deal damage of the normal damage type of the weapon instead of force damage (or any of the available damage types for a versatile weapon). No other attributes of the weapon apply, and even a ranged weapon attacks adjacent creatures only. A spiritual weapon counts as a weapon for triggers, resistances, and so forth.

The weapon doesn't take up space, grant flanking, or have any other attributes a creature would. The weapon can't make any kind of attack other than a normal Strike, and feats or spells that affect weapons do not apply to this weapon.

Heightened (+2) The weapon's damage increases by 1d8.

BANE

SPELL 1

Enchantment
Mental

Casting ◆ Somatic Casting, ◆ Verbal Casting

Area 30-foot aura; **Targets** enemies in the aura

Duration concentration, up to 1 minute

Divine censure makes it difficult for your enemies to attack. Targets take a -1 conditional penalty to attack rolls. *Bane* can dispel *bless*.

BURNING HANDS

SPELL 1

Evocation
Fire

Casting ◆ Somatic Casting, ◆ Verbal Casting

Area 15-foot cone

Gouts of flame rush from your hands. You deal 2d6 fire damage to creatures in the area; they must each attempt a Reflex save.

Success The creature takes half damage.

Critical Success The creature takes no damage.

Failure The creature takes full damage.

Critical Failure The creature takes double damage.

Heightened (+1) The damage increases by 2d6.

DAZE

CANTRIP

Cantrip
Enchantment
Mental

Casting ◆ Somatic Casting, ◆ Verbal Casting

Range 60 feet; **Targets** 1 creature

Duration 1 round

You cloud the target's mind with effects determined by its Will save.

Success The target is unaffected.

Failure The target is flat-footed.

Critical Failure The target is flat-footed and slowed 1.

DESTRUCTIVE CRY

POWER 1

Evocation

Casting ◆ Verbal Casting

Requirements Your last action was a Strike that dealt damage.

You shout of glory and deal additional damage equal to your level.

RAY OF ENFEEBLEMENT

SPELL 1

Attack
Necromancy

Casting ◆ Somatic Casting, ◆ Verbal Casting

Range 30 feet; **Targets** one creature

Duration 1 minute

Attempt a ranged touch attack against the target. If you succeed, that creature attempts a Fortitude save in order to determine the spell's effect. If you critically succeed at your attack roll, the target treats the result of its Fortitude save as one degree worse.

Success The target gains enfeebled 1.

Critical Success The target is unaffected.

Failure The target gains enfeebled 2.

Critical Failure The target gains enfeebled 3.

VILE NECROMANCER

CREATURE 3

Chaotic
Evil
Human
Humanoid
Medium

Perception +5
Languages Common, Abyssal, Necril
Skills +1; Arcana +9, Deception +7, Occultism +9
Str +0, **Dex** +3, **Con** +1, **Int** +4, **Wis** +0, **Cha** +1
Items *bracers of armor* (1st), *lesser healing potion*,

scroll of web, expert sickle

AC 17, **TAC** 17; **Fort** +4, **Ref** +7, **Will** +6

HP 32 plus 10 temporary

Speed 25 feet

◆ **Melee** sickle +7 (agile, trip), **Damage** 2d4 slashing

◆ **Melee** fist (agile, nonlethal) +5, **Damage** 1d4 bludgeoning

Arcane Prepared Spells DC 17, attack +8; **2nd** *acid arrow*, *false life* (already cast), *invisibility*; **1st** *fear*, *grease*, *grim tendrils*, *magic missile*; **Cantrips** (2nd) *chill touch*, *detect magic*, *light*, *mage hand*, *ray of frost*

Wizard Powers 4 Spell Points, DC 17; **2nd** *call of the grave* (1 Spell Point)

ACID ARROW

SPELL 2

Acid
Attack
Evocation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 120 feet; **Targets** one creature or object

Make a ranged touch attack against the target.

On a hit, you deal acid damage equal to 1d8 plus your spellcasting ability modifier plus 1d6 persistent acid damage. On a critical hit, double the damage, but not the persistent damage.

Heightened (+2) 1d8 extra damage and 1d6 extra persistent damage.

FALSE LIFE

SPELL 2

Necromancy

Casting ◆ Somatic Casting, ◆ Verbal Casting

Duration 1 day

You gain a number of temporary Hit Points equal to 6 plus your spellcasting ability modifier.

Heightened (+2) The temporary Hit Points increase by 6.

INVISIBILITY

SPELL 2

Illusion
Visual

Casting ◆ Material Casting, ◆ Somatic Casting
Range touch; **Targets** one creature

Duration 1 minute or until dismissed

The target becomes invisible. This makes it unseen to all creatures, though they can attempt to find the target, making it sensed by them instead (see page 303). If the target acts in a hostile manner, the spell is dismissed after that hostile action, reaction, free action, or activity is completed.

Heightened (4th) The spell is not dismissed if the target acts in a hostile manner.

FEAR

SPELL 1

Emotion
Enchantment
Fear
Mental

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Targets** one creature
Duration varies

You plant fear in the target, with effects based on its Will save.

Success The target is frightened 1.

Critical Success The target is unaffected.

Failure The target is frightened 2.

Critical Failure The target is frightened 3 and fleeing for 1 round.

Heightened (3rd) You can target up to five creatures.

GREASE

SPELL 1

Conjuration **Casting** ◆ Somatic Casting, ◆ Verbal Casting

Range 30 feet; **Targets** one object of 1 Bulk or less or **Area** four contiguous 5-foot squares

Duration 1 minute

You conjure greasy goo, with effects based on your target.

- **Target an Area** Each creature within the area must attempt an Acrobatics check to Maintain Balance against your spell DC. Creatures later entering a square within the area must also attempt an Acrobatics check to Balance. A creature that takes a Step doesn't have to Balance.
- **Target an Object** If you cast the spell on an unattended object, those trying to pick up the object must succeed at an Acrobatics check against your spell DC to do so. If you target an attended object, the creature that has the object must attempt an Acrobatics check. On a failure, the holder or wielder takes a -2 circumstance penalty to any attack roll or to any check attempted that involves using the object; on a critical failure, the holder or wielder drops the item. The object lands in an adjacent square of the GM's choice. If the object is worn, the wearer gains a +2 circumstance bonus to Fortitude saving throws against attempts to grapple or shove them.

GRIM TENDRILS

SPELL 1

Necromancy
Negative

Casting ◆ Somatic Casting, ◆ Verbal Casting
Area 30-foot line

Black shadows curl out from your fingertips and race through the air, taking the form of ephemeral vines spiked with thorns. You deal 2d4 negative damage and 1 persistent bleed damage to living creature in the line, depending on their Fortitude saves.

Success The creature takes half negative damage and no bleed.

Critical Success The creature is unaffected.

Failure The creature takes full damage.

Critical Failure Double negative and persistent bleed damage.

Heightened (+1) The negative damage increases by 2d4 and the persistent bleed damage increases by 1.

MAGIC MISSILE

SPELL 1

Evocation
Force

Casting ◆ Verbal Casting or more
Range 120 feet; **Targets** one creature

You send a dart of force streaking toward a creature that you can see. It automatically hits and deals 1d4+1 force damage. When Casting this Spell, you can increase the casting by a Material Casting action, a Somatic Casting action, or both. For each component you add, increase the number of missiles you shoot by one. You choose the target for each missile individually.

Heightened (+2) You shoot one additional missile with each action you spend.

CHILL TOUCH

CANTRIP

Attack
Necromancy
Negative

Casting ◆ Somatic Casting, ◆ Verbal Casting

Range touch; **Targets** one living or undead creature

Your touch weakens the living and disorients undead.

Make a melee touch attack. The effect of a hit depends on whether the target is living or undead. Heightening increases the damage.

Living Creature 1d8 negative damage. On a critical hit, double damage and enfeebled 1 for 1 round.

Undead Creature Flat-footed for 1 round. On a critical hit, it's also fleeing for 1 round unless it succeeds at a Will save.

Heightened (3rd) Damage of 1d8 + your spellcasting ability modifier.

Heightened (5th) Damage of 2d8 + your spellcasting ability modifier.

Heightened (7th) Damage of 3d8 + your spellcasting ability modifier.

Heightened (9th) Damage of 4d8 + your spellcasting ability modifier.

RAY OF FROST

CANTRIP

Attack
Cantrip
Cold
Evocation

Casting ◆ Somatic Casting, ◆ Verbal Casting

Range 60 feet; **Targets** one creature

Make a ranged touch attack against the target. If you hit, you deal 1d8 cold damage. Double the damage

on a critical hit. Heightening this spell increases its damage.

Heightened (3rd) The cold damage increases to 1d8 + your spellcasting ability modifier.

Heightened (5th) The cold damage increases to 2d8 + your spellcasting ability modifier.

Heightened (7th) The cold damage increases to 3d8 + your spellcasting ability modifier.

Heightened (9th) The cold damage increases to 4d8 + your spellcasting ability modifier.

CALL OF THE GRAVE

POWER 1

Arcane
Attack
Fear
Necromancy
Wizard

Casting ◆ Somatic Casting ◆ Verbal Casting

Range 30 feet; **Targets** one living creature

You fire a dreadful ray. Make a ranged touch attack.

Success The target becomes frightened 1.

Critical Success The target becomes frightened 2.

Failure The target is unaffected.

FRIGHTENED

You're gripped by fear and struggle to control your nerves. The frightened condition always includes a value. You take a conditional penalty equal to this value to your checks and saving throws. Unless specified otherwise, at the end of each of your turns, the value of your frightened condition decreases by 1.