

Towers Two 3.PF Stat Conversion

Death Eye

CR 8

Death Eye

XP 4,800

CE Large aberration

Init +2; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

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

hp 95 (10d8+50)

Fort +5, **Ref** +2, **Will** +8

DR 10/slashing or piercing

OFFENSE

Speed 10 ft., fly 60 ft. (good)

Melee slam +14 (1d10+7), wing buffet +9 (1d6+3)

Space 10 ft., **Reach** 5 ft.

Special Attacks bum rush, ear-piercing screech

TACTICS

Morale The death eye will flee if reduced to 15 hit points or less.

STATISTICS

Str 25, **Dex** 14, **Con** 18, **Int** 8, **Wis** 12, **Cha** 6

Base Atk +7; **CMB** +15 (+19 bull rush); **CMD** 17 (19 against bull rush; cannot be tripped)

Feats Alertness, Awesome Blow, Flyby Attack, Greater Bull Rush^B, Improved Bull Rush^B, Power Attack, Toughness

Skills Fly +14, Perception +11, Sense Motive +13

Languages Common, Loi-Goi; telepathy 100 ft.

SPECIAL ABILITIES

Bum Rush (Ex) The death eye can make a devastating, divebombing bum rush attack. When using the charge action or the Flyby Attack feat to make an awesome blow or bull rush combat maneuver, it gains a +1 bonus to its combat maneuver check for every 5 feet of movement before the attack.

Ear-Piercing Screech (Ex) As a standard action, the death eye can emit an ear-piercing screech, despite lacking mouth parts. Guess it vibrates its vitreous jelly or some shit. All creatures within 40 feet of the death eye must make a DC 19 Fortitude save or take 5d6 points of sonic damage and be deafened for 2d6 rounds. A successful save halves the damage and negates the deafness. This is a sonic effect. The DC is Constitution-based. After using the ear-piercing screech, the death eye must wait for 1d4 rounds before it can be used again. The jelly must be allowed to settle, or something.

The Suck-Thing

The Suck-Thing (The Zinanthi)

CR 10

XP 9,600

CE Medium aberration (aquatic, shapechanger)

Init +3; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)

hp 99 (11d8+50)

Fort +8, **Ref** +6, **Will** +8

DR 5/piercing or slashing

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +15 (1d6+8 plus grab), 2 claws +15 (1d6+8 plus grab)

Special Attacks suck job (1d4 Cha drain)

TACTICS

Morale The Suck-Thing will attempt to escape if brought to less than half its hit points.

STATISTICS

Str 27, **Dex** 16, **Con** 20, **Int** 8, **Wis** 12, **Cha** 16

Base Atk +7; **CMB** +15 (+17 grapple); **CMD** 18 (20 against grapple)

Feats Deceitful, Power Attack, Improved Grapple, Improved Natural Armor, Improved Natural Attack (claw)

Skills Bluff +16, Disguise +16, Perception +12, Swim +16

Languages Common; *tongues*

SQ amphibious, change shape

SPECIAL ABILITIES

Change Shape (Su) As a standard action, the Suck-Thing can take on the form of the last creature it has slain with its suck job ability. It may change back to its own form as a free action. Once the Suck-Thing has discarded a form, it may not assume it again and must perform a new suck job on some poor soul to be able to use this ability again.

Suck Job (Su) The Suck-Thing inflicts 1d4 Cha drain on a successful grapple check. If this reduces an enemy's Charisma to 0, they are slain, becoming a lifeless husk as the suck-thing devours their essence. The Suck-Thing's change shape ability only works on forms it has slain in this fashion.

Random Wilderness Encounters

Townfolk: Use stats for trapper (*GameMastery Guide*).

Spooks: Use stats for charlatan (*NPC Codex*).

Palace Guard: Use stats for guard officer (*GameMastery Guide*).

Pig-man Raiders: For pig-man raiders, use stats for orc lieutenant (*Monster Codex*). Replace its subtype with pigfolk and remove the light sensitivity and Orc language.

Feral Pigs: For feral pigs, use stats for advanced dire boars (*Bestiary*).

The Overlord's Men: For Lord Fllorg, use stats for cavalry, for his men use stats for foot soldier (*GameMastery Guide*).

Pig-man Scouts: For pig-man archers, use stats for orc scout (*Monster Codex*). Replace their subtype with pigfolk and remove the light sensitivity and Orc language.

Nestor the Imp: Use stats for imp (*Bestiary*).

Gorbal

CR 9

XP 4,800

Male pigfolk fighter 9 (*Bestiary 2*)

CE Medium humanoid (pigfolk)

Init +3; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 21, touch 13, flat-footed 18 (+5 armor, +3 Dex, +3 natural)

hp 95 (9d10+45)

Fort +12, **Ref** +7, **Will** +2 (+2 vs. fear)

Defensive Abilities bravery +2, ferocity

OFFENSE

Speed 30 ft.

Melee +1 *falchion* +21/+16 (2d4+13/16-20) and gore +11 (1d6+7) or gore +16 (1d6+7)

Ranged mwk spear (1d8+7/x3)

Special Attacks weapon training (blades +2, spears +1)

TACTICS

Morale Gorbal will fight to the death.

STATISTICS

Str 24, **Dex** 16, **Con** 16, **Int** 6, **Wis** 6, **Cha** 10

Base Atk +9; **CMB** +15; **CMD** 29

Feats Greater Bull Rush, Greater Weapon Focus (falchion), Great Fortitude, Improved Bull Rush, Improved Critical (falchion), Power Attack, Toughness, Weapon Focus (falchion), Weapon Specialization (falchion)

Skills Intimidate +13

Languages Common

SQ armor training 2, weapon familiarity

Combat Gear *Kazza stone*, *potion of cure critical wounds (2)*; **Other Gear** +1 *hide armor*, +1 *falchion*, mwk spear, *cloak of resistance +1*

Skarg

CR 8

XP 4,800

Male pigfolk ranger 9

CE Medium humanoid (pigfolk)

Init +7; **Senses** darkvision 60 ft., scent; Perception +13

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +3 Dex, +1 dodge)

hp 77 (9d10+27)

Fort +7, **Ref** +8, **Will** +2

Defensive Abilities evasion, ferocity

OFFENSE

Speed 30 ft.

Melee +1 *warhammer* +14/+9 (1d8+7/x3) and bite +10 (1d8+7 plus grab)

Ranged mwk composite shortbow +13/+8 (1d6+4/x3)

Special Attacks combat style (natural weapon), favored enemy (dwarves +4, humans +2)

Ranger Spells Prepared (CL 6th; concentration +7)

1st – *alarm*, *longstrider*, *pass without trace*

TACTICS

Morale Skarg will turn tail and flee if reduced to less than 18 hit points.

STATISTICS

Str 18, **Dex** 16, **Con** 12, **Int** 8, **Wis** 12, **Cha** 6

Base Atk +9; **CMB** +13 (+15 grappling); **CMD** 26

Feats Craft Wondrous Item, Endurance, Improved Grapple, Improved Initiative, Improved Natural Weapon (bite), Power Attack, Toughness, Weapon Focus (bite)

Skills Handle Animal +8, Intimidate +8, Perception +13, Stealth +15, Survival +13

Languages Common

SQ favored terrain (forest +2, mountain +4), hunter's bond (animal companion), swift tracker, track +4, weapon familiarity, wild empathy +8, woodland stride

Combat Gear *potion of cure critical wounds*, tanglefoot bags (2); **Other Gear** *pigfolk mouth grill*, +1 *warhammer*, masterwork composite shortbow (+4 Strength bonus) with 20 arrows

Mangle

Dog animal companion 6

N Medium animal

Init +7; **Senses** low-light vision, scent; **Perception** +7

DEFENSE

AC 26, touch 11, flat-footed 25 (+9 armor, +1 Dex, +6 natural)

hp 51 (6d8+24)

Fort +8, **Ref** +9, **Will** +3 (+4 vs. enchantment spells and effects)

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee bite +10 (1d6+8 plus grab)

Special Attacks favored enemy (dwarves +4, humans +2)

TACTICS

Morale Mangle will follow Skarg. If Skarg is slain, it will fight to the death.

STATISTICS

Str 20, **Dex** 18, **Con** 18, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +4; **CMB** +9; **CMD** 23 (27 against trip)

Feats Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium)

Skills Perception +7

SQ devotion, favored terrain (forest +2, mountain +4), link, share spells

Gear *pigfolk mouth grill*, masterwork fullplate barding

Combat Gear *potion of cure critical wounds*, tanglefoot bags (2); **Other Gear** *pigfolk mouth grill*, +1 *warhammer*, masterwork composite shortbow (+4 Strength bonus) with 20 arrows

Pigfolk Mouth Grill

Price 3,500 gp; **Slot** head; **CL** 5th; **Weight** 3 lbs.; **Aura** faint evocation

This is a set of malevolent-looking, filthy iron jaws that cover the wearer's lower face. They grant their wearer a natural bite attack that does damage as per their own size, and a grab special attack to go with the bite. The *pigfolk mouth grill* grants no extra bonuses to creatures that already have one or both of these abilities. Due to the pigfolk's exacting standards of hygiene, non-pigfolk attempting to wear these without a thorough cleaning have to save against filth fever (Fort DC 12) – or, at the GM's discretion, something worse.

Construction Requirements

Cost 1,750 gp

Craft Wondrous Item, *magic fang*, must be a pigfolk.

Kazza Stone

Price 2,500 gp; **Slot** none; **CL** 7th; **Weight** –.; **Aura** moderate evocation

Kazza stones are small jewels used for communication across distances. The holder of a *Kazza stone* can, by speaking the command word, call up any other *Kazza stone* and talk to their owner. The jewels transmit voice and a murky image. They are also unreliable and may activate accidentally, contact more than one stone at a time, contact the wrong stone, make loud noises at inopportune moments, and other inconveniences – all at the GM's discretion.

Additionally, a *Kazza stone* can be thrown at a target as a ranged touch attack. A hit deals 1d8 points of nonlethal damage and the target must make a DC 15 Fortitude save or be stunned for 1d4 rounds. *Kazza stones* have 1d10–1 stun charges. Expending these charges does not make void its magical communication capabilities.

Construction Requirements

Cost 1,250 gp

Craft Wondrous Item, *sending*, *sound burst*.

Deathfuck Magic

Deathfuck Magic

Deathfuck weapons draw power from extinguishing life. Each time a creature is killed with a deathfuck weapon, bloody bone straws and meaty gristle erupt from the wielder's flesh and connect to the weapon to absorb the power. The wielder gains a number of deathfuck magic points equal to the number of the slain creature's Hit Dice. The character empathically understands that accumulated magic points can be used freely any time by any class to do one of the following powers:

- Heal self – For each magic point spent, the character heals 1 hit point.
- Cast lost spells – A spellcaster can recast a spell that has been spent that day by using one magic point per spell level.
- Unleash corruption power – The character rolls in the “Deathfuck Corruption” table to invoke a power that remains active for 10 minutes. Corruption powers are cumulative so the same power can be invoked more than once.

Using deathfuck magic always comes at a cost. Any time a power is invoked, the user must roll on the corruption table. The corruptions don't seem bad at first as they make the character super powerful, but deathfuck magic has a downside. Once the character has randomly invoked each corruption one time, they become fully corrupted. The character can no longer heal hit points except by invoking the deathfuck healing power. Their genitals begin to shrink and wither. Every time fully corrupted characters invoke deathfuck magic, they must make a DC 15 Will save with a –1 cumulative penalty for every corpse on the battlefield. Failure means the character immediately gains every corruption simultaneously and goes into a blind rage, attacking anyone nearby for 1d6 rounds. Add an additional random deathfuck corruption every time this transformation happens. The *remove curse* spell is useless after full corruption. The character is bound to the Loi-Goi for eternity.

Roll d8	Deathfuck Corruption
1	Extra mêlée attack: The character gains an extra appendage and slam attack that deals damage as appropriate for their size – 1d3 for Small characters, 1d4 for Medium-sized characters. The Game Master can have fun with this one. Make up something new every time like an arm grows another arm that turns into a sword, or a pseudopod tipped by a bonesaw shoots from the chest.
2	Extra ranged attack: The character gains an extra appendage and extra ranged attack that does 1d8 damage. A WWII-era German Maschinengewehr 42 might suddenly grow out of the character's back and spray bullets.
3	Ooze flesh: The character turns to a fleshy ooze, granting them DR 10/slashing or piercing.
4	Supersized: The character rapidly grows in height or girth as new muscles surge over its flesh. They increase one size category.
5	Cranked: The character becomes a blur, gaining 30 feet to their movement speed, and can't stop grinding their teeth.
6	Acid blood: Painful boils and pustules erupt all over the character's body. Any attacks cause acid blood to spray on anyone adjacent for 1d4 damage.
7	Blood drinker: The character grows cartilaginous straws pointed like needles, granting them a vampire's blood drain attack.
8	Flight: Strange wings grow from the character, which look different every time. One time they might be dragonfly wings, the next raven, and then next bat. They gain fly speed 40 ft., with average maneuverability.

New Magic Weapon Special Ability: Deathfuck

A *deathfuck* weapon is capable of sucking out the essential juices of their victim and converting them into the corrupt energy that fuels deathfuck magic.

Moderate necromancy; CL 7th; Craft Magic Arms and Armor, *deathfuck invocation*; Price +1 bonus.

New Spell: Deathfuck Invocation

School: necromancy; **Level** alchemist 3, occultist 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S, M (a drop of a sentient being's cerebro-spinal fluid)

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration 10 min.

Saving Throw Will negates; **Spell Resistance** yes

Deathfuck invocation provokes a sudden deathfuck mutation in the target, as if they unleashed a deathfuck corruption power themselves. Roll on the deathfuck corruption table as normal. Corruptions gained through *deathfuck invocation* count towards full corruption.

New Feat: Deathfucked Spell [Metamagic]

You can cast attack spells that convert the life force of your slain foes into deathfuck energy.

Benefit: A deathfucked spell that slays a living target also draws forth their essential juices, usually through an existing wound, their eye sockets, ears, or mouth, in a grisly torrent that connects the body to you. You gain deathfuck magic points equal to the slain target's Hit Dice. A deathfucked spell takes up a spell slot one level higher than the spell's actual level.

Death Phallus: +2 *deathfuck spear*.

Cunt Whip

Aura moderate necromancy; **CL** 7th

Slot none; **Price** 10,301 gp; **Weight** 2 lb.

This +1 *deathfuck whip* is made from minotaur leather and the animated cunt of a succubus. It allows the wielder to use a *poison* effect (as the spell, save DC 15) upon a creature struck by the weapon once per day. The wielder can decide to use the power after he has struck. Doing so is a free action, but the *poison* effect must be invoked in the same round as the whip strikes.

Requirements Craft Magic Arms and Armor, *deathfuck invocation*, *poison*; **Cost** 5,301 gp

Cuttlefist

Aura moderate necromancy; **CL** 10th

Slot none; **Price** 12,305 gp; **Weight** 8 lb.

This +1 *deathfuck spear* is actually a living organism. In addition to its normal damage, enemies struck by the weapon must make a DC 18 Fortitude save or fall asleep for 1d4 rounds. This is a *poison* effect. *Cuttlefist* can also be used to breathe underwater.

Requirements Craft Magic Arms and Armor, *deathfuck invocation*, Handle Animal 6 ranks; **Cost** 6,305 gp

The Caverns of the Eloi

Eloi

CR 6

XP 2,400

CE Medium monstrous humanoid (aquatic)

Init +3; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)

hp 88 (8d10+44)

Fort +7, **Ref** +9, **Will** +8

Resist cold 10

OFFENSE

Speed 20 ft., swim 40 ft.

Melee trident +12/+7 (1d8+4), claw +10 (1d4+3), bite +10 (1d6+3)

Ranged trident +11 (1d8+4)

STATISTICS

Str 19, **Dex** 17, **Con** 21, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +8; **CMB** +13; **CMD** 26

Feats Improved Natural Armor, Multiattack, Power Attack, Toughness

Skills Intimidate +11, Perception +13 (+17 underwater), Stealth +14 (+18 underwater), Swim +23;

Racial Modifiers +4 Perception and Stealth underwater

Languages Loi-Goi, Undercommon

SQ amphibious

Eloi Queen

CR 10

XP 19,200

CE Huge aberration (aquatic)

Init +5; **Senses** blindsight 40 ft., darkvision 60 ft.; Perception +9

DEFENSE

AC 27, touch 9, flat-footed 26 (+1 Dex, +18 natural, –2 size)

hp 161 (17d8+85)

Fort +10, **Ref** +8, **Will** +11

DR 10/slashing or piercing; **Immune** mind-affecting effects

OFFENSE

Speed 5 ft., swim 40 ft.

Melee 8 tentacles +18 (1d8+8 plus grab and paralysis)

Space 15 ft.; **Reach** 20 ft.

Special Attacks paralysis (1d4 rounds, DC 23), swallow whole (6d8 acid damage, AC 19, 16 hp)

STATISTICS

Str 27, **Dex** 12, **Con** 20, **Int** 1, **Wis** 13, **Cha** 2

Base Atk +12; **CMB** +22 (+26 grapple); **CMD** 33 (can't be tripped)

Feats Improved Initiative^B, Lightning Reflexes^B

Skills Perception +9; **Racial Modifiers** +8 Perception

SQ amphibious

Eloi Baby**CR 2****XP 600**

CE Small monstrous humanoid

Init +2; **Senses** darkvision 60 ft.; Perception +8**DEFENSE****AC** 16, touch 14, flat-footed 14 (+2 Dex, +3 natural, +1 size)**hp** 19 (3d8+6)**Fort** +7, **Ref** +5, **Will** +2**OFFENSE****Speed** 10 ft., swim 10 ft.**Melee** bite +3 (1d4+2)**STATISTICS****Str** 15, **Dex** 15, **Con** 14, **Int** 2, **Wis** 12, **Cha** 7**Base Atk** +2; **CMB** +5; **CMD** 17**Feats** Improved Natural Armor**Skills** Perception +8 (+12 underwater), Stealth +7 (+11 underwater), Swim +15; **Racial Modifiers** +4 Perception and Stealth underwater**Giant Starfish****CR 1****XP 200**

N Tiny vermin (aquatic)

Init +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4**DEFENSE****AC** 15, touch 13, flat-footed 14 (+1 Dex, +2 natural, +2 size)**hp** 8 (1d8+4)**Fort** +6, **Ref** +1, **Will** +0**Weaknesses** light sensitivity**OFFENSE****Speed** 5 ft., swim 15 ft.**Melee** bite +3 (1d3+2)**STATISTICS****Str** 14, **Dex** 12, **Con** 19, **Int** —, **Wis** 11, **Cha** 2**Base Atk** +0; **CMB** +1; **CMD** 12**Feats** Diehard^B, Endurance^B**Skills** Climb +8, Fly −1, Perception +4, Stealth +9; **Racial Modifiers** +4 Perception, +4 Stealth**SQ** hold breath

Giant Starfish Swarm

CR 7

XP 3,200

N Tiny vermin (swarm)

Init +2; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +4

DEFENSE

AC 16, touch 16, flat-footed 12 (+4 Dex, +2 size)

hp 89 (11d8+44)

Fort +11, **Ref** +5, **Will** +3

Defensive Abilities swarm traits

Weaknesses light sensitivity, swarm traits

OFFENSE

Speed 20 ft., climb 20 ft., fly 30 ft. (poor)

Melee swarm (3d6)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 16)

STATISTICS

Str 1, **Dex** 19, **Con** 18, **Int** —, **Wis** 10, **Cha** 2

Base Atk +3; **CMB** —; **CMD** —

Skills Climb +10, Fly +4, Perception +4, Stealth +14; **Racial Modifiers** +4 Perception, +4 Stealth

SQ hold breath

The Town of Mlag

Rats: Use stats for rat king (*Bestiary 4*).

Spooks: Use stats for

Guards: Use stats for guard officer (*GameMastery Guide*).

Krimkri: Use stats for highwayman (*GameMastery Guide*).

Ferd: Use stats for freelance thief (*NPC Codex*).

Treat “The Old Whore’s” plague-plant poison as sassone leaf residue.

Flaglar: Use stats for watch captain (*GameMastery Guide*).

Horror: Use stats for an advanced riding dog.

Militia Men: Use stats for guard officer (*GameMastery Guide*).

Captain Olaf: Use stats for first mate (*GameMastery Guide*).

Sailor: Use stats for shipmate (*GameMastery Guide*).

Dangle: Use stats for noble (*GameMastery Guide*).

Hicky: Use stats for tomb raider (*GameMastery Guide*). The DC for disabling the trap in her belt buckle is 20; for the disease, bubonic plague is recommended.

Looger

CR 6

XP 2,400

Human knife master rogue 7 (*Ultimate Combat*)

CE Medium humanoid (human)

Init +4; **Senses** Perception +10

DEFENSE

AC 19, touch 15, flat-footed 14 (+4 armor, +4 Dex, +1 dodge)

hp 42 (7d8+7)

Fort +4, **Ref** +10, **Will** +3

Defensive Abilities blade sense, evasion, uncanny dodge

OFFENSE

Speed 30 ft.

Melee 2 +1 *daggers* +9 (1d4+3/19–20)

Ranged mwk light crossbow +10 (1d8/19–20)

Special Attacks sneak attack +4d6, sneak stab

STATISTICS

Str 14, **Dex** 18, **Con** 12, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +5; **CMB** +7; **CMD** 22

Feats Combat Reflexes, Dodge, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (dagger)

Skills Acrobatics +14, Bluff +9, Climb +12, Diplomacy +9, Disable Device +14, Disguise +9, Knowledge (local) +11, Perception +10, Sense Motive +10, Sleight of Hand +14, Stealth +14

Languages Common, Halfling

SQ hidden blade, rogue talents (bleeding attack +4, fast stealth, stand up)

Combat Gear *potion of cure moderate wounds*, *potion of invisibility*, tanglefoot bag; **Other Gear** +1 studded leather, two +1 *daggers*, masterwork light crossbow with 20 bolts, *cloak of resistance* +1, thieves' tools, 489 gp

Ragath Golem: Use stats for a stone golem.

Captain Chaulk CR 8

4,800 XP

CE haunt (the deck of *The Slogtar*)

Notice Perception DC 22 (to hear the sound of faraway screams)

hp 18; **Trigger** proximity; **Reset** 1 day

Effect When this haunt is triggered, Captain Chaulk's incorporeal form ascends screaming from belowdecks and lays at anybody on the deck with his insubstantial cutlass. Everybody who sees his terrifying visage is targeted by a *feeblemind* spell (save DC 17).

Destruction Should the wreck of *The Slogtar* be completely destroyed, such as by fire, the good Captain would go down with his ship.

Feral Pig: Use stats for advanced dire boar.

Mutant Feral Pig: Use stats for advanced dire boar, with the following adjustments: **CR** 6; **Ranged** 4 spikes +8 (1d6+5); **Spikes (Ex)** With a snap of its tail, the mutant feral pig can loose a volley of four spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only 24 spikes in any 24-hour period.

Sarkas Clan Member: Use stats for ogre brute (*Monster Codex*).

Lord Sarkas**CR 10**

XP 9,600

CE Large monstrous humanoid

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +14**Defense****AC** 22, touch 12, flat-footed 20 (+5 armor, +1 deflection, +2 Dex, +5 natural, –1 size)**hp** 146 (12d10+80)**Fort** +11, **Ref** +10, **Will** +11; +4 vs. magic**DR** 5/slashing or piercing**Offense****Speed** 5 ft., swim 20 ft.**Melee** 4 tentacles +21 (1d6+10/19-20 and grab)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** breath weapon, constrict (1d6+10)**Spell-Like Abilities** (CL 12th, concentration +13)At will – *telekinesis***Statistics****Str** 30, **Dex** 15, **Con** 21, **Int** 10, **Wis** 12, **Cha** 7**Base Atk** +12; **CMB** +22 (+26 grapple); **CMD** 33 (35 vs. grapple)**Feats** Greater Grapple, Great Fortitude, Improved Critical (tentacle), Improved Grapple, Iron Will, Toughness**Skills** Handle Animal +9, Intimidate +9, Perception +14, Survival +6, Swim +30**Languages** Common**SPECIAL ABILITIES**

As a free action once every 1d4+1 rounds, Lord Sarkas can exhale a 10-foot cube of poisonous gas. This gas cloud persists for 1 round; any creature within the area when he creates it (as well as any creature that passes through the cloud during the remainder of that round) is exposed to the cloud's poisonous effects.

Breath weapon—inhaled; *save* Fort 18; *frequency* 1/round for 4 rounds; *effect* slow, as per the spell; cure 2 saves. The save DC is Constitution-based.

Osuka-Barabak: Use stats for hill giant.

Back-Breaker

CR 9

XP 6,400

N Huge vermin

Init +0; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 17, touch 12, flat-footed 19 (+11 natural, -2 size)

hp 104 (10d8+70)

Fort +13, **Ref** +4, **Will** +5

Immune mind-affecting effects

OFFENSE

Speed 20 ft., fly 80 ft. (perfect)

Melee bite +15 (2d8+12 plus grab)

Space 15 ft., **Reach** 10 ft.

Special Attacks darting charge

TACTICS

Morale Back-Breaker will flee if reduced to 15 hit points or less.

STATISTICS

Str 27, **Dex** 11, **Con** 22, **Int** —, **Wis** 12, **Cha** 9

Base Atk +7; **CMB** +17 (+21 grappling); **CMD** 27 (35 against trip)

Feats Flyby Attack^B

Skills Fly +6

SPECIAL ABILITIES

Darting Charge (Ex) A giant dragonfly is adept at swooping in to attack prey with a powerful bite and then, just as quickly, swooping back up out of reach. As a result, a giant dragonfly gains Flyby Attack as a bonus feat. In addition, if a giant dragonfly charges while flying, it receives a +4 bonus on combat maneuver checks made to grapple foes.

Razak's Keep

Gorilla Bear

CR 7

XP 3,200

Variant chemosit (*Pathfinder Adventure Path #38: Racing to Ruin*)

N Large magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +2

DEFENSE

AC 24, touch 12, flat-footed 21 (+6 armor, +3 Dex, +6 natural, –1 size)

hp 47 (5d10+20)

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

OFFENSE

Speed 40 ft., climb 40 ft.

Melee 2 claws +11 (1d6+7), 1 bite +11 (1d8+7)

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

Special Attacks pounce, rake (1d6), terrifying roar

STATISTICS

Str 24, **Dex** 17, **Con** 19, **Int** 2, **Wis** 15, **Cha** 8

Base Atk +5; **CMB** +13; **CMD** 26

Feats Improved Bull Rush, Improved Initiative, Power Attack

Skills Climb +15, Stealth +15; Racial Modifiers +8 Stealth

Gear breastplate

SPECIAL ABILITIES

Brain Eater (Su) Should a chemosit kill an opponent with a coup de grace attack, it breaks open the creature's skull and devours what's inside. If the creature killed is of one of the following classes or creature types, the chemosit gains the associated benefit. If the creature killed falls into multiple categories, the chemosit chooses a single benefit to gain. With the exception of healing, the effects provided by this ability affect a chemosit for a number of minutes equal to 5 times its Hit Dice.

Animal: The chemosit regains a number of hit points equal to the victim's Hit Dice, and the DC of its terrifying roar increases by +2.

Arcane Spell-Caster: The chemosit regains a number of hit points equal to 1d4 times the victim's Hit Dice and gains SR 15.

Divine Spell-Caster: The chemosit regains a number of hit points equal to 1d8 times the victim's Hit Dice.

Humanoid: The chemosit regains a number of hit points equal to 1d4 times the victim's Hit Dice.

Outsider: The chemosit regains a number of hit points equal to 1d4 times the victim's Hit Dice but is confused for 1d4 rounds.

Monstrous Humanoid: The chemosit regains a number of hit points equal to 1d4 times the victim's Hit Dice and is affected as per the spell rage.

Undead: The chemosit takes 1d4 points of damage and is sickened for 1d4 rounds. In addition, the chemosit detects as undead for the purposes of spells like detect undead, though it is in no other way treated as an undead creature.

Terrifying Roar (Su) The terrifying roar of the chemosit unnerves even the bravest souls. Any creatures within a 300-foot spread must make a DC 15 Will save or become shaken for 1d4 rounds. This is a sonic mind-affecting fear affect. Whether or not the save is successful, an affected creature is immune to the same chemosit's roar for the next 24 hours. The save DC is Wisdom-based.

Mung: Use stats for ogre devourer (*Monster Codex*). Replace the *ring of Undead Control* with a *wand of command undead*, with 8 charges left.

Animated Rug: Use stats for an advanced Large animated object with the additional attack, constrict, and grab special abilities.

Deud: Use stats for prankster illusionist (*NPC Codex*). Deud is chaotic evil.

Arrow of Monster-Slaying: Use *arrow of aberration-slaying*.

Voiden Warrior-Zombie: Use stats for advanced wight, with the following adjustment: **Int** –. Voiden Warrior-Zombies cannot create spawn.

Razak

XP 9,600

Human necromancer 11

CE Medium humanoid (human)

Init +5; **Senses** darkvision 60 ft., *see invisibility*; Perception +4

DEFENSE

AC 16, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 natural)

hp 100 (11d6+59)

Fort +8, **Ref** +6, **Will** +10

Resist fire 30

OFFENSE

Speed 30 ft.

Melee *Fuckblade* +7 (1d6/18–20)

Special Attacks channel negative energy (DC 15, 8/day)

Arcane School Spell-Like Abilities (CL 11th; concentration +16)

8/day—grave touch (5 rounds)

Necromancer Spells Prepared (CL 11th; concentration +16)

6th—*create undead*, *eyebite* (DC 23)

5th—*baleful polymorph* (DC 20), *cone of cold* (DC 20), *teleport*, *waves of fatigue*

4th—*animate dead*, deathfucked *lightning bolt* (DC 18), *enervation*, *fear* (DC 21)

3rd—*blink*, deathfucked *scorching ray*, *fireball* (DC 18), *fly*, *ray of exhaustion* (DC 20), *vampiric touch*

2nd—*blindness/deafness* (DC 19), *false life*, *resist energy*, *see invisibility*, *scare* (DC 19), *scorching ray*

1st—*burning hands* (DC 16), *cause fear* (DC 18), *deathfuck invocation* (2; DC 18), *expeditious retreat*, *mage armor*, *magic missile*

0 (at will)—*bleed* (DC 17), *detect magic*, *read magic*, *touch of fatigue* (DC 17)

Opposition Schools enchantment, illusion

TACTICS

Before Combat Razak casts *mage armor*, *false life*, *resist energy* (fire), and *see invisibility*.

Base Statistics Without *false life*, *mage armor*, *resist energy*, and *see invisibility*, Razak's statistics are

Senses darkvision 60 ft.; **AC** 12, touch 11, flat-footed 11; **hp** 85; **Resist** none.

STATISTICS

Str 10, **Dex** 12, **Con** 16, **Int** 20, **Wis** 8, **Cha** 14

Base Atk +5; **CMB** +5; **CMD** 16

Feats Brew Potion, Combat Casting, Command Undead, Craft Wondrous Item, Deathfucked Spell, Greater Spell Focus (necromancy), Improved Familiar, Scribe Scroll, Spell Focus (necromancy), Toughness, Martial Weapon Proficiency (rapier)

Skills Craft (alchemy) +19, Fly +5, Heal +4, Intimidate +7, Knowledge (arcana) +19, Knowledge (dungeoneering, engineering, geography, history, local, nature, nobility, planes) +13, Knowledge (religion) +18, Perception +4, Spellcraft +19

Languages Aklo, Common, Dwarven, Elven, Goblin, Infernal

SQ arcane bond (Nestor the Imp), life sight (10 feet, 11 rounds/day)

Combat Gear *potions of cure moderate wounds* (2), *potion of displacement*, *potion of invisibility*, *robe of bones*; **Other Gear** *Fuckblade* (+2 deathfuck rapier), *amulet of natural armor* +1, *belt of mighty constitution* +2, *cloak of resistance* +2, *goggles of night*, *headband of vast intelligence* +2, spellbook, onyx gems (worth 300 gp), 623 gp

Beak-o-Puss

CR 8

XP 4,800

CE Medium aberration

Init +5; **Senses** blindsight 100 ft.; Perception +27

DEFENSE

AC 23, touch 14, flat-footed 18 (+3 Dex, +1 dodge, +8 natural)

hp 90 (12d8+36)

Fort +9, **Ref** +7, **Will** +12

Immune gaze attacks, visual effects, illusions, mind-affecting effects, and attacks relying on sight

OFFENSE

Speed 30 ft.

Melee 2 bites +12 (2d6+4)

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

STATISTICS

Str 18, **Dex** 17, **Con** 16, **Int** 4, **Wis** 18, **Cha** 13

Base Atk +9; **CMB** +14; **CMD** 28

Feats Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Mobility, Vital Strike

Skills Climb +15, Perception +14, Sense Motive +11, Stealth +9, Survival +14

Languages Common (cannot speak)

The Tower of Zal

Palace Guard: Use stats for guard officer (*GameMastery Guide*).

Derks: Use stats for beast master (*GameMastery Guide*). Killer and Killer Too are advanced riding dogs.

Guymenstra: Use stats for steadfast defender (*NPC Codex*).

Counsellor Cornwell: Use stats for general (*GameMastery Guide*).

Elite Palace Guard: Use stats for watch captain (*GameMastery Guide*).

Prince Zal

CR 10

XP 9,600

Human fighter 11

LE 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 Prince Zal drinks his *potions of bull's strength, cat's grace, and barkskin*.

During Combat Prince Zal uses Combat Expertise, hoping to wear his foes down. Every few rounds, he makes a disarm attempt with one of his attacks. He likes to gain a height advantage using his *slippers of spider climbing*.

Base Statistics Without *bull's strength, cat's grace, and barkskin*, Prince Zal'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), *silversheen*; **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

Schragel: Use stats for hedge wizard (*GameMastery Guide*).

Proto Pig-Man Rage Baby

CR 6

XP 2,400

CE Small humanoid (pigfolk)

Init +6; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 15, touch 11, flat-footed 13 (+4 armor, +1 deflection, +2 Dex, –2 rage)

hp 86 (7d12+35)

Fort +11, **Ref** +6, **Will** +4

Defensive Abilities ferocity; **DR** 1/—

OFFENSE

Speed 30 ft.

Melee bite +13 (1d4+6 and grab)

Special Attacks blood drain (1d4+1 Con), rage (18 rounds/day)

STATISTICS

Str 23, **Dex** 14, **Con** 18, **Int** 1, **Wis** 6, **Cha** 10

Base Atk +7; **CMB** +13 (+17 grapple); **CMD** 24

Feats Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes

Skills Intimidate +16, Perception +8, Sense Motive +5

Beneath the Towers

Slutman: Use stats for champion (*GameMastery Guide*).

Flesh Mutant: Use stats for advanced ogrekin (*Bestiary 2*),

The Damned Thing: Use stats for graveknight (*Bestiary 3*).

Tomb Zombie: Use stats for ghast.

Flesh Sculptor: Use stats for irnakurse fleshwarp (*Bestiary 4*). Upon death, a flesh sculptor adds a point of deathfuck corruption to its killer unless they succeed in a DC 19 Will save.

The Loi-Goi has no stats in the traditional sense. As long as the characters are at the flesh pool or inside the Loi-Goi, it will each round deploy one of the following attacks at a randomly determined character: tentacle +20 (2d8+15), *feeblemind* spell (DC 18), power siphon +20 (1d4+15, DC 18 Will save or lose 1d4 deathfuck magic points). A character who has no deathfuck magic points takes 2d8 points of acid damage per round within the flesh pool. The Loi-Goi has 562 hit points, but can only be damaged in its core.

Gusha: Use stats for death priest (*NPC Codex*).

The Final Confrontation

In addition to the stat block beneath, roll ten times from the deathfuck corruption table for Razak-Zal's new abilities. The rain of shit and piss reduces visibility ranges by half and inflicts a -4 penalty on all Perception checks and ranged attacks. Unprotected flames have a 50% chance of being extinguished.

Razak-Zal

CR 12

XP 9,600

CE Medium aberration

Init +6; **Senses** Perception +0

DEFENSE

AC 25, touch 16, flat-footed 19 (+7 armor, +6 Dex, +2 natural)

hp 109 (11d10+44)

Fort +10, **Ref** +10, **Will** +6; +3 vs. fear

Defensive Abilities bravery +3

OFFENSE

Speed 30 ft., climb 20 ft.

Melee *Fuckblade* +20/+15/+10 (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 channel negative energy (DC 15, 8/day), weapon training (light blades +2, bows +1)

Arcane School Spell-Like Abilities (CL 11th; concentration +16)

8/day—grave touch (5 rounds)

Necromancer Spells Prepared (CL 11th; concentration +16)

6th—*create undead*, *eyebite* (DC 23)

5th—*baleful polymorph* (DC 20), *cone of cold* (DC 20), *teleport*, *waves of fatigue*

4th—*animate dead*, deathfucked *lightning bolt* (DC 18), *enervation*, *fear* (DC 21)

3rd—*blink*, deathfucked *scorching ray*, *fireball* (DC 18), *fly*, *ray of exhaustion* (DC 20), *vampiric touch*

2nd—*blindness/deafness* (DC 19), *false life*, *resist energy*, *see invisibility*, *scare* (DC 19), *scorching ray*

1st—*burning hands* (DC 16), *cause fear* (DC 18), *deathfuck invocation* (2; DC 18), *expeditious retreat*, *mage armor*, *magic missile*

0 (at will)—*bleed* (DC 17), *detect magic*, *read magic*, *touch of fatigue* (DC 17)

Opposition Schools enchantment, illusion

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 Brew Potion, Combat Casting, Combat Expertise, Command Undead, Craft Wondrous Item, Critical Focus, Deathfucked Spell, Double Slice, Greater Spell Focus (necromancy), Improved Critical (rapier), Improved Disarm, Improved Familiar, Improved Two-Weapon Fighting, Iron Will, Sickening Critical, Toughness, 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

SQ arcane bond (Nestor the Imp), life sight (10 feet, 11 rounds/day)

Combat Gear *potion of barkskin*, *potion of bull's strength*, *potion of cat's grace*, *potions of cure moderate wounds* (4), *potion of displacement*, *potion of invisibility*, *potions of protection from good* (CL 2nd; 2), *robe of bones*; **Other Gear** +1 *breastplate*, *Fuckblade* (+2 deathfuck rapier), daggers (3), masterwork composite longbow (+1 Str) with 20 arrows, masterwork dagger, *amulet of natural armor* +1, *belt of incredible dexterity* +2, *cloak of resistance* +2, *goggles of night*, *headband of vast intelligence* +2, *slippers of spider climbing*, spellbook, onyx gems (worth 300 gp), 744 gp

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