

ADVENTURE PATH PLUG-INS



TOMB RAIDERS

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PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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Tomb Raiders

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Welcome to Adventure Path Plug-Ins!

This product is a part of our line of support materials for extended Adventure Path-style campaign play for use with Paizo's Pathfinder Roleplaying Game. When you see the "Adventure Path Plug-In" logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of a particular Adventure Path campaign. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we've assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, rules-legal and well-designed content you can find. Though Adventure Path Plug-Ins all share a theme with a specific Adventure Path campaign, they are designed to be easily incorporated into your home game regardless of what campaign you may be running.

Hey, What's With the Names?

You will see us use phrases such as "Egyptian Adventure Path" instead of the title of the 14th adventure path published by Paizo Inc, covering issues #79 to 84. Or, you may see us use names such as the "Risen Pharaoh," the "Tomb City," the "Pharaoh Kingdom," or the "Goddess of the Dead" instead of the proper names of specific characters or places from those adventures or gods from the world setting. While we can create compatible products under the Open Game License, we still have to be respectful of certain content Paizo owns. Because we want to be very respectful of their content and work in partnership with them, we use these "replacement phrases." Plus, this helps the product have a more general appeal to those who may be running a home campaign that fits the same themes. In any event, we are 100% confident you know what we are talking about and will have no problem making the required connection. So, enjoy these pregenerated characters for use in your "Egyptian Adventure Path," seeking your fortune in the "Tomb City" and beyond. See, that wasn't so hard, was it?

Special Electronic Features

We've hyperlinked this product internally from the Table of Contents and externally with links to the official [Pathfinder Reference Document](#) as well as [d20PFSRD](#). If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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ABBREVIATIONS

The following superscript abbreviations are used in this book to indicate rules drawn from sources other than the Pathfinder Roleplaying Game Core Rulebook.

- ACG = Pathfinder Roleplaying Game Advanced Class Guide
- APG = Pathfinder Roleplaying Game Advanced Player's Guide
- ARG = Pathfinder Roleplaying Game Advanced Race Guide
- UC = Pathfinder Roleplaying Game Ultimate Combat
- UE = Pathfinder Roleplaying Game Ultimate Equipment
- UM = Pathfinder Roleplaying Game Ultimate Magic

What You Will Find Inside the Tomb Raiders

Tomb Raiders brings you an assortment of rival adventurers out for the same thing your heroes want: GOLD, and lots of it! While some adventurers seek fame and glory, and others quest out of duty or idealism, for many it is all about earning a fortune and becoming rich as kings. In some campaigns, however, it can feel like the player characters are the only people really doing much of anything in the world, as everything and everyone else stands still. With *Tomb Raiders* in hand, those days are over, as we bring you a quartet of rival gangs with their own tactics and goals, with richly detailed stat blocks and personalities for use in and out of combat. These gangs are deadly and dangerous in battle, but long before swords are drawn you can set them on a collision course with the PCs where brinksmanship and bravado combine to make them NPCs your players will love to hate.

These rivals are not necessarily enemies, and might even be ready to make temporary alliances of mutual convenience, but PCs had best be on their guard for the moment when greed trumps loyalty. From scheming black market professionals and corrupt drug dealers to family teams or those whose avarice carried them beyond the threshold of death, *Tomb Raiders* brings you four complete rival adventuring groups of four characters each, which can be used individually throughout your heroes' adventuring careers or en masse to show how cutthroat the world of treasure-hunting can be. This product is an ideal supplement to the tomb-raiding Egyptian Adventure Path but is a fantastic addition to any dynamic campaign where the PCs can't rest on their laurels lest their rivals outfox them and make off with the treasure before the heroes even arrive!

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



ESKELPIAN ACQUISITIONS, UNLTD.

We offer recovery services for high-end, motivated collectors of antiquities. Our team of professionals employs cutting edge archeological techniques, coupled with whatever other approaches are required to secure identified objects, seeing to it that those precious goods are placed in the waiting hands of our discerning clients. No questions asked. Results guaranteed.

Pamphlet from Eskelpian Acquisitions, Unlimited.

Archeology worthy of the name is a painstakingly difficult undertaking. Cautious and ethical practitioners exert enormous care in order to preserve the qualities of their finds, doing what they can to protect ancient frescos and artifacts of little material value, but of priceless worth in terms of historical significance. However, when aristocrats and wealthy merchants vie for new and exotic items which they can display in their parlor or manor garden, countless unscrupulous operators anxious to cash in on a lucrative market spill forth from the shadows. These scoundrels care nothing for ancient stone work and artistry that can't be easily removed and sold for a quick profit. Rather, they tend to damage and deface much in order to get at items made of precious metals, bejeweled, or of obvious monetary value. A statue of great beauty and artistry is of no use if it can't be hauled away and featured in the portico of some affluent silk merchant's estate.

The pilfering of ancient tombs and monuments can be a nasty business, nasty in direct proportion to the willingness of those in the moneyed classes to pay real coin for the fruits of plundered ruins. Many troupes of tomb raiders crop up around major new finds, recklessly pillaging sites in what is commonly known as "smash and grab" operations. But even more despicable, loathed by archeologist and tomb raider alike, are those companies of ruffians who prey on the predators, lurking outside digs in order to fall upon hard working teams emerging from the dangers of underground depths.

One such despised group goes by a deceptively respectable-sounding moniker: Eskelpian Acquisitions, Unlim-

ited, or E.A.U. This four-person troupe has made its way around the globe, hopping from one promising archeological site to the next, stealing from or cutting the throats of local practitioners before fleeing authorities and warrants to their next set of victims. E.A.U. is rumored to have a handful of very rich and politically connected employers, unprincipled collectors who care little for what methods are necessary to acquire the items that they covet.

The company is helmed by a man named Alermo Eskelpian, whose urbane exterior disguises the villain within. He has employed a number of cutthroats and ruffians over the years, but in the past several months has settled upon a stable of agents who are easily controlled and serve his purposes well: a trio of skilled loners, each possessed by what might otherwise be a crippling addiction. Eskelpian has discovered that addicts are easily manipulated and short-changed, just so he keeps them supplied in their self-destructive vice.

Eskelpian himself does the necessary research, identifying what promising digs are producing those artifacts coveted by prosperous collectors. Oftentimes this research leads him to corruptible government officials, antiquities dealers, and local scholars: greasing the correct palms can save one countless hours poring over crumbling tomes in some dusty library. His network of compromised professionals and connections is impressive, allowing Eskelpian and his hired thugs to avoid incarceration or worse, though even the most silvered tongue can wear out its welcome. As a habit, E.A.U. rarely lingers in one place for more than 4-6 weeks.

Another method Eskelpian and his charming associate Skalla Minisq employ is to frequent local watering holes frequented by daring tomb raiders and ingratiate themselves with such revelers when the marks are deep in their cups. They'll generously pay for round after round of drinks, so long as they're regaled with stories of their rivals' exploits. This educates Eskelpian and subsequently his crew about the techniques and tactics of their competitors, resulting in better preparation for an eventual confrontation.

If the word on the street is that these items can be recovered from their earthen hiding places without overwhelming risk, Eskelpian will take his crew into the depths to seek such valuables out. However, if other tomb raiders emerge bloodied and limping with tales of deadly dangers, he instead scopes out opportunities to relieve those intrepid souls of their hard-earned trophies. The preferred method is to set up an ambush at or near the entrance of

MUSCLE DUST

Type inhaled; Addiction major, Fortitude 24

Price 30 gp

Effect 1d4+4 rounds, rage as per spell

Effect 1 hour; 1d6+1 temporary hit points, +1 bonus to initiative rolls

Damage 1d3 Int and 1d3 Wis damage



SHELLESH

Type ingested or inhaled; **Addiction** moderate, Fortitude 14

Price 5 gp

Effects 15 minutes; +1d2 alchemical bonus to Dex, +1 bonus to initiative rolls; 30 minutes of fatigue after the effects of the drug dissipate.

Damage 1d3 Con damage

an archeological site, where already bruised and depleted raiders can be dealt with more easily. If the “recovery” can be accomplished without actually killing the competing raiders, so be it: unnecessary bloodshed attracts more unwanted attention anyway, and tomb raiders left alive can be robbed again in the future. However, if theft of unburied treasures can’t be managed otherwise, Eskelpian and his amoral hoodlums are not averse to simple and straightforward murder.

No small part of Eskelpian’s job is keeping up with the addiction needs of his employees. Each has his or her own preference and he always keeps supplies of these substances available, though well hidden, doling out a hit or dose when it suits his needs, always leaving them wanting more. He keeps pesh on hand as a balm in case he runs out of an employee’s drug of choice and can’t locate a local source or denies the substance they seek as another means to manipulate and control. He has even managed to play the maestro in conducting the symphony of one employee’s addiction, discovering an exotic drug that provides perfect control over this volatile brute.

ALERMO ESKELPIAN

CR 1

XP 400

Male human alchemist 2

NE Medium humanoid (human)

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

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)
hp 12 (2d8)

Fort +3, **Ref** +5, **Will** +1; +2 vs. poison

OFFENSE

Speed 30 ft.

Melee mwk dagger +4 (1d4–1/19–20)

Special Attacks bomb 5/day (1d6+3 fire, DC 14)

Alchemist Extracts Prepared (CL 2nd)

1st—*comprehend languages, detect secret doors, keen senses*^{APG}

TACTICS

Before Combat Eskelpian positions himself on the periphery of the fray, close enough to lob bombs and other projectiles, but far enough away so that he isn’t vulnerable to melee attacks.

During Combat Eskelpian does what he can to aid direct combatant allies, usually Broug and Rafaella, interfering with foes by employing acid, adhesive spittle, and smoke bombs. He resorts to fire bomb attacks only if the battle goes badly against his comrades.

Morale While not a physical coward, Eskelpian values his own skin above all else. If his allies are hopelessly overcome or if he is seriously threatened with injury, he flees, dropping a concealing smoke bomb to cover his retreat.

STATISTICS

Str 8, **Dex** 14, **Con** 10, **Int** 17, **Wis** 12, **Cha** 13

Base Atk +1; **CMB** +0; **CMD** 12

Feats Brew Potion, Improved Initiative, Throw Anything, Weapon Finesse

Skills Appraise +8, Craft (alchemy) +8, Diplomacy +3, Heal +6, Knowledge (arcana) +8, Knowledge (history) +5, Perception +6, Spellcraft +8, Use Magic Device +6

Languages Common, Dwarven, Elven, Giant

SQ alchemy (alchemy crafting +2, identify potions), mutagen (+4/–2, +2 natural, 20 minutes), discoveries (smoke bomb), poison use

Combat Gear *potion of adhesive spittle*^{ACC}, *potions of cure light wounds* (2), acid (4), alchemist’s fire (4); **Other Gear** belladonna poison (2 doses), everburning torch, leather armor, mwk dagger, muscle dust (3 doses), scour (1 dose), 38 gp

Alermo is a short, dark-eyed man of middle age, hair terminally gray, and a finely-tended goatee coming to a sharp point, a small scar noticeable below his right eye. He is clad in artfully tooled leather armor and a number of flasks of varying material and form hang from a belt, while grenade-like items populate a leather bandolier.

Youngest child in an academic family, Alermo Eskelpian once had a promising future as a scholar. However, as a youth he fell in with a disreputable element of wealthy students who toyed with narcotics and other mind-altering substances in their reckless revels. During this sojourn amongst the moneyed elite, Eskelpian developed an addiction to opium that impacted his studies so severely that he was eventually expelled from university while his

well-heeled false friends managed to avoid serious consequences. Embittered by the experience, he succeeded in shaking his dreadful habit, then apprenticed himself to an elderly alchemist who shared her esoteric secrets with him. Initially he thought this would provide a backdoor into the rarefied halls of the university, but in time his newfound appetite for the finer things in life steered him away from academia.

Eskelpian's developed taste for high living required a substantial income. He needed a means of generating greater coin than any academic career would provide. Indulging his interest in antiquities, he found that there was a growing market for artifacts recovered from ancient ruins. Employing his alchemical knowledge, understanding of the wealthy and their vanities, as well as his natural ability to manipulate others, he founded Eskelpian Acquisitions, Unlimited, hiring a series of amoral operators to assist him in acquiring artifacts coveted by the aristocracy and acquisitive merchant princes. Having stumbled upon a means of controlling his hirelings, in no small part from his own experience with addiction, Eskelpian is riding high on success after success, even if his reputation grows more unsavory by the day.

BROUG

CR 1

XP 400

Half-orc *brawler* 2

NE Medium humanoid (human, orc)

Init +1; **Senses** darkvision 60 ft.; Perception -2

DEFENSE

AC 13, touch 9, flat-footed 12 (+4 armor, +1 Dex, -2 untyped penalty)

hp 22 (2d10+6)

Fort +6, **Ref** +4, **Will** -1

Defensive Abilities orc ferocity

OFFENSE

Speed 30 ft.

Melee unarmed strike +6 (1d6+4) or unarmed strike flurry of blows +4/+4 (1d6+4) or bite +1 (1d4+2)

Ranged sling +3 (1d4+4)

Special Attacks brawler's flurry, martial flexibility 4/day

TACTICS

Before Combat Broug inhales his dose of muscle dust before a battle

During Combat Broug is a brute, relying on his physical prowess in combat to overcome opponents, relentlessly

pounding and biting, often focusing on a single target without regard for threats of those around him (this is a remnant of his gladiatorial pit fighter days, when he rarely faced more than one foe).

Morale If his hit points fall below 14, he ingests his *barkskin* potion and presses his attack even more furiously, fighting until killed or Eskelpian calls him away.

STATISTICS

Str 19, **Dex** 13, **Con** 16, **Int** 8, **Wis** 7, **Cha** 12

Base Atk +2; **CMB** +6; **CMD** 15

Feats Improved Unarmed Strike, Power Attack, Razortusk^{APG}

Skills Acrobatics +4, Climb +7, Intimidate +8, Stealth +1, Survival +0; **Racial Modifiers** +2 Intimidate

Languages Common, Orc

SQ brawler's cunning, martial training, orc blood

Combat Gear *potion of barkskin* +2, *potion of cure light wounds* (2); **Other Gear** chain shirt, sling, gold ring set with ruby (150 gp), 29 gp

A hulking, muscular half-orc, boasting a fanged under bite and a nose many times, stands impassively with arms crossed and fists clenched. Broug's head is crowned by a tangle of reddish-brown dreadlocks, and his skin tone is an unhealthy mottled gray-green. Black stains color the skin around his nostrils, signs of his muscle dust addiction. He wears a chainmail shirt beneath leather, and is clad in studded leather bracers, a studded leather kilt, and sandals.

Orphaned as a youth, Broug lived on the streets of the city by using his strength and size and readiness to resort to violence with little provocation. He found himself a place in one of the many gangs about the city, serving as muscle for the gang's leadership. Swept up in the mayor's campaign to rid the streets of criminality, he was quickly identified as a prime candidate for the gladiatorial pits. Broug managed to rise quickly in the ranks, his tactics sickeningly effective in the ring. However, when other, cleverer fighters grew used to his predictable style, he began losing bouts. His employers, eager to return to profitability with their hulking investment, took to slipping him an addictive substance called muscle dust, which produced effects that perfectly augmented the half-orc's brutal talents. Soon afterwards the mood for reform swept the city, and the gladiatorial pits were closed, leaving Broug without steady employment and possessed of a nasty addiction.

Salvation of a kind presented itself in the form of Alermo Eskelpian, who had need of the half-orc's brawn and wasn't averse to supplying Broug with his drug of choice. Having suffered some mental damage from his addiction, Broug becomes increasingly dependent on the stewardship of Eskelpian. He is fiercely protective of the alchemist, who he has come to revere as a twisted surrogate father.

RAFAELLA

CR 1/2

XP 200

Female elf rogue 1

CN Medium humanoid (elf)

Init +3; **Senses** low-light vision; **Perception** +5

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)

hp 8 (1d8)

Fort +0, **Ref** +5, **Will** -1; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee rapier +3 (1d6+1/18-20)

Ranged light crossbow +3 (1d8/19-20)

Special Attacks sneak attack +1d6

TACTICS

Before Combat Rafaella prefers to scout ahead whenever possible and be the party member who starts the combat.

During Combat Rafaella starts a fight with a ranged sneak attack against an aware target, whenever circumstance and Broug allow it. Usually the pair coordinate, her crossbow attack being the signal for half0orc to do what he does best. Afterwards, Rafaell allows him to take point and maneuvers to a flanking position.

Morale She does not consider flight until reduced to half hit points (whereupon her potions of cure light wounds are an option). Although if Skalla flees, the chances of Rafaella bolting go up significantly.

STATISTICS

Str 13, **Dex** 17, **Con** 8, **Int** 12, **Wis** 8, **Cha** 14

Base Atk +0; **CMB** +1; **CMD** 14

Feats Weapon Finesse

Skills Acrobatics +7, Climb +5, Disable Device +7,

Escape Artist +7, Knowledge (dungeoneering)

+5, Perception +5, Sleight of Hand +7, Spellcraft

+0 (+2 to identify magic item properties), Stealth

+7, Use Magic Device +6; **Racial Modifiers** +2

Perception, +2 Spellcraft to identify magic item

properties

Languages Abyssal, Common, Elven

SQ elven magic, trapfinding +1

Combat Gear alchemist's fire (3), *potions of cure light wounds* (2); **Other Gear** everburning torch, leather armor, light crossbow with 20 bolts, rapier, 8 gp

This curvy she-elf is especially pale skinned and frail looking, even for an elf. Rafaella's large gray eyes are unfocused and half closed, and she bears a sorrowful expression. She has long hair the color of desert sand, which is tied into a pony tail that hangs over her shoulder. She's dressed in form-fitting leather armor, has a crossbow slung over her shoulder, and carries a rapier at her hip. An air of casual disinterest envelopes her like a cloud.

Raefella is a self-imposed outcast among her own kind. She is among the lost and broken-hearted of elves, a condition brought about tarrying too long in the company of short lived mortal folk. Had the fates been kinder, she would have been born a human woman. She is comely to capture the attention of any lover she wanted, but ironically this is key to the different type of addiction which keeps her mired within Eskelpian Acquisitions, Unlimited. Outwardly, she is the only member of the foursome who has not succumbed to using one of Alermo's narcotics. The real reason Rafaella remains is Skalla Minisq. She fancies herself head over heels in love with the sorceress, though how much is love and how much is obsession and objectification is subject to interpretation. The two have become close friends, but after Skalla admitted to her unique ancestry and to some degree of self-loathing, Rafaella has been too timid to admit how she feels. Worse, she is afraid Alermo will discover their secrets and somehow use that knowledge to keep them both more firmly under his thumb.

SKALLA MINISQ

CR 1/2

XP 200

Female human sorcerer 1

NE Medium humanoid (human)

Init +5; **Senses** Perception -1

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 7 (1d6+1)

Fort -1, **Ref** +1, **Will** +1; **Resist** electricity 5

OFFENSE

Speed 30 ft.

Melee dagger +2 (1d4+1/19-20)

Special Attacks claws (1d6+1, 6 rounds/day)

Bloodline Spell-Like Abilities (CL 1st; concentration +4)

Sorcerer Spells Known (CL 1st; concentration +4)

1st (4/day)—*mage armor*, *summon monster I*

0 (at will)—*acid splash*, *detect magic*, *ray of frost*, *read magic*

Bloodline abyssal

TACTICS

Before Combat Skalla casts *mage armor* at the beginning of combat.

During Combat Skalla summons damage resistant dogs and/or vipers from a safe distance, directing them into combat. This is followed by strategic attacks with her *wands of burning hands* and *sleep*. She doesn't hesitate to advance on a helpless, sleeping foe to slice his throat with her dagger, its most common occupation.

Morale Skalla avoids close combat if possible, using her bloodline claws if cornered, fleeing if she suffers only a few points of damage.

STATISTICS

Str 14, **Dex** 13, **Con** 9, **Int** 10, **Wis** 8, **Cha** 17

Base Atk +0; **CMB** +2; **CMD** 13

Feats Combat Casting, Eschew Materials, Improved Initiative

Skills Knowledge (arcana) +4, Spellcraft +4, Use Magic Device +7

Languages Common

SQ bloodline arcana (summoned creatures gain DR 1/good)

Combat Gear *wand of burning hands* (8 charges), *wand of expeditious excavation*^{APG} (6 charges), *wand of sleep* (7 charges); **Other Gear** dagger, shellesh (7 doses), 38 gp

Skalla is a tall, slender woman with a fair, creamy complexion that never seems to tan or burn in the scorching desert sun. Her raven hair is pulled back into a ponytail, and her eyes are often ringed with an application of kohl—sometimes to shield her eyes from the sun, and sometimes to hide the signs of weariness brought on by one too many does of sellesh without respite. She dresses fine cottons, favoring snug trousers over robes, with a trio of wands, ready and sheathed at her side.

Skalla is the great-granddaughter of an unwholesome liaison. Her scion was a succubus, though Skalla herself was spared the mixed blessing of tiefling heritage. The women of her family have always possessed an unearthly and compelling nature (as well as often rapacious personal

appetites), although with successive generation these predilections have waned. Skalla does not share her history lightly and with just anyone. She instead keeps it a secret, and neither Alermo nor Broug are privy to it. The sorceress does everything within her power to repress her nature. Alermo has noticed that she can turn every head in a room with a smile, so often encourages her to mingle with the competition. "Let yourself relax, get their tongues wagging," he wheedles. Skalla can't decide what she loathes more, that Alermo demands it of her—or that she can be so damn good at it. When not performing this social espionage, she can come across as cool and aloof. This is a desperate attempt to maintain her personal boundaries. She is unaware of Rafella's feeling towards her, dismissing the elf's attentiveness as an unnecessary tendency towards mothering.

Addiction wasn't what brought her to Eskelpian Acquisitions, Unlimited. She allied herself to Alermo for the money. She has always held the belief that "she who casts first, wins." Alermo turned her on to shallesh—strictly for the performance enhancement she maintains. Her addiction has crept up on her slowly, and even now she doesn't admit it to herself. Alermo has yet to make her go without.



The Nazir Family

"You just can't trust adventurers. I can't believe they tried to run off without giving us our share of the loot!"

—Senebsi Nazir

"In fairness, they didn't know they were working for us..."

—Jaul Nazir

Most tomb raiding teams are united by greed for treasure or glory. The Nazir Family is united by blood. In an occupation where betrayal is second nature, that blood-bond has saved the Nazirs many a time when a typical set of looters would have fallen to squabbling and back-stabbing.

The Nazir family has a checkered past as individuals and as a family. Senebsi and Jaul left their children to an orphanage, fleeing one step ahead of a snake cult and not returning to their children for more than a decade. In that time, Rafe and Yezira grew up smart and tough (respectively), developing the street-smarts and combat skills that allowed them to join in their parents' larcenous ways as soon as the family was reunited.

While the family history of the Nazirs is complicated, their outward face is not: The Nazirs are experts in acquiring ancient artifacts and treasure by whatever means. While they are not especially ruthless by the standards of the profession, they are not above trickery and skullduggery. Their favorite tactic is to convince another group of treasure hunters to do the work for them, either in some sort of ostensibly equal partnership where the marks somehow end up taking most of the risk while the Nazirs come out with most of the rewards, or by bushwhacking the marks on the way back from the find and taking all the loot for themselves.

While the Nazirs would always rather find someone else to take the risks for them, they are competent tomb raiders themselves and fully capable of plumbing the depths of the typical desert reliquary, and with the wisdom (usually) to know when they're in over their heads and need to bring in some *dupe*s allies to finish the job.

The Nazirs usually see the PCs coming long before the PCs are aware of their existence, using Rafe's informant network in town or Jaul's desertcraft. The Nazirs may present themselves to the PCs in one of several guises:

Patrons: The Nazirs are adept at appearing wealthy on a budget. Often Rafe will play the part of a well-heeled noble while Jaul plays the manservant, Senebsi the Major-domo and Yezira the bodyguard. Rafe qua noble patron is a man with all the information needed to bring out the

treasure, if only he had a team of brave adventurers to do the heavy lifting.

Native Guide: Rafe has spent years honing his "native guide" routine complete with obsequious flattery, playing-to-stereotypes bumbling and casually dropped tidbits to lead his employers to the treasure. The rest of the family is careful to always stay just beyond the next dune until the PCs are ready to be plucked, often just after their loyal guide has led them into a trap or other tricky situation.

Rivals: Cocky and loud-mouthed, the Nazirs are apparently too drunk to realize that they're letting the whole tavern in on their major find. As they race the PCs to the tomb that they have already cased, they make sure the PCs stay just far enough ahead to get hit with all the traps, allowing the Nazirs to come up and subdue them just as they reach the treasure.

Of course, occasionally the Nazirs actually do loot tombs on their own, if only to stay in practice. The PCs may discover them deep inside a funeral complex, carefully picking their way through the traps and other hazards. Rafe thinks quickly—if the PCs find the Nazirs in any situation where the family is at a disadvantage, he will make it seem as if they are in over their heads and desperately in need of help. He'll offer to team up with the PCs until they're all out safe and sound—the PCs can keep the loot, he just wants to get his family out safely. Once the PCs accept the offer, the Nazirs can turn on them at leisure. If the PCs don't take the bait, they'll find themselves haunted by the Nazirs at every turn until they can demonstrate that the treasure is truly out of the family's grasp.

Rafe

"My friend! You made it through the desert alive! I am delighted you made it back and shocked to find that the route I suggested was full of bandits! Hey, hey, hey, no need for that—how could I have known you'd have those sorts of problems? Listen, I'll make it up to you! I've got a tip on another great find and I'll give it to you cheap!"

RAFE NAZIR

CR 1

XP 400

Male human rogue 2

CN Medium humanoid (human)

Init +3; **Senses** Perception +0

DEFENSE

AC 15, **touch** 13, **flat-footed** 12 (+2 armor, +3 Dex)

hp 14 (2d8+2)

Fort +1, **Ref** +6 (+1 vs. traps), **Will** +0

Defensive Abilities evasion



OFFENSE

Speed 30 ft.

Melee mwk dagger +5 (1d4–1/19–20)

Ranged dagger +4 (1d4–1/19–20)

Special Attacks sneak attack +1d6

TACTICS

Before Combat Rafe does his best to talk his way out of any conflict that involves serious risk to himself or his family.

During Combat Rafe haunts the edges of the battle, trying to flank whoever his sister is fighting. If his foes lose track of him he sneak attacks them from range with one of his regular daggers.

Morale Rafe flees if his sister is safe and he's reduced to 5 hp or less. If his sister is in danger he fights to the death.

STATISTICS

Str 8, **Dex** 17, **Con** 12, **Int** 13, **Wis** 10, **Cha** 14

Base Atk +1; **CMB** +0; **CMD** 13

Feats Combat Expertise, Weapon Finesse

Skills Acrobatics +8, Appraise +6, Bluff +7, Climb +4, Diplomacy +7, Disable Device +8, Intimidate +7, Knowledge (local) +6, Sense Motive +5, Sleight of Hand +8, Stealth +8

Languages Local Language, Trade Language

SQ rogue talents (quick disable), trapfinding +1

Combat Gear potions of cure light wounds (3), potion of invisibility; **Other Gear** leather armor, 1 mwk dagger, 7 daggers, sunrod (2), hand-mirror

A slim young man, Rafe carries himself with confidence and verve. He wears his perennial hat at a rakish angle and maintains himself immaculately, appearing well-groomed in even the most adverse circumstances due to breaking out a small hand-mirror and primping whenever he thinks nobody's looking. Rafe has light olive skin and dark brown hair cut short at the sides but growing up into a shock on top of his head which he tends to fuss with in tense situations, lifting his hat with one hand and smoothing his hair back with the other. The young rogue's stylish garments have many pockets and other hiding places and are loose enough to make unobtrusive the 8 daggers he has about his person at any given time.

Rafe grew up on the streets with his sister. For practical purposes orphans, the two fended for themselves for most of their first 15 years. Physically slight, Rafe excels at all things small, fine and delicate, from locks and traps to coins and gems. Over the course of his young adulthood

Yezira is uncannily good at turning anything she can lay her hands on into a weapon. Her first choice is to grab something large and heavy and use it as a greatclub. She has the following new rage power:

Whatever's to Hand (Ex): While raging, the barbarian can use any tiny or small object as a bludgeoning weapon. Tiny objects gain the stats of a club while small objects gain the stats of a greatclub. The objects retain their original hardness and hit points and thus may be sundered or broken more easily. The barbarian does not take any penalties for using these improvised weapons.

Rafe has built an extensive network in his home city and is responsible for moving the treasure his family gains to the right fence or buyer.

Rafe is loquacious and frenetic, never using one word where eight will do and rarely standing still. He is friendly and will often go out of his way to help others as long as doing so doesn't interfere with higher concerns such as profit and the well-being of his family. His gregarious and helpful appearance holds whether he's actually being helpful or setting his mark up for a fall, and his disarming smile invariably survives up to daggers drawn or even beyond.

YEZIRA

"Look, this can go one of two ways. You can take your hand off that gold thing and back away slowly. Or I can give a good push on this brace you've got holding the door open. Think about how much you want to be stuck in here with me and my stick before you decide."

YEZIRA NAZIR

CR 1

XP 400

Female human barbarian 2

N Medium humanoid (human)

Init +1; **Senses** Perception +6

DEFENSE

AC 12, touch 9, flat-footed 11 (+3 armor, +1 Dex, –2 rage)

hp 30 (2d12+12)

Fort +8, **Ref** +1 (+1 vs. traps), **Will** +3

Defensive Abilities uncanny dodge

OFFENSE

Speed 40 ft.

Melee improvised greatclub +7 (1d10+6)

Special Attacks rage (9 rounds/day), rage powers (whatever's to hand)

TACTICS

Before Combat Yezira flies into a rage when combat threatens.

During Combat Yezira goes after the toughest foe, power attacking with whatever she can turn into a weapon. If any foes are near a drop she bull rushes them off. Even in the depths of rage, Yezira positions herself to give Rafe good flanking opportunities.

Morale As long as Yezira is raging she'll fight to the death. Only her brother can get her to stand down. Once Yezira stops raging she's open to compromise or flight.

Base Statistics When not raging, Yezira's statistics are AC 14, touch 11, flat-footed 13; hp 26; Fort +6, Will +1; improvised greatclub +1 (1d10+4); Str 14, Con 17; CMB +4, CMD 13; Skills Climb +6, Swim +6.

STATISTICS

Str 18, **Dex** 13, **Con** 21, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +2; **CMB** +6 (+8 bull rush); **CMD** 15 (17 vs. bull rush)

Feats Improved Bull Rush, Power Attack

Skills Climb +8, Intimidate +5, Perception +6, Swim +8

Languages Local Language

SQ fast movement

Combat Gear potions of cure light wounds (3), potions of cure moderate wounds (2); **Other Gear** studded leather armor

Yezira is a wiry young woman, muscles like flexing knots beneath her skin. By default she glares through hooded eyes, her mouth sealed with a grimace of irritation, distaste or anger. Most people keep their distance, her well-worn street clothing and fingerless gloves presenting the stereotypical image of a street tough. Yezira usually wears her long brown hair in a ponytail but when spoiling for a fight she ties it into a bun to give her opponents less purchase. Yezira putting up her hair has been known to clear whole taverns.

Yezira spent most of her first 15 years on the streets with her brother. Her ill-concealed rage didn't make her many friends and when she failed to keep her temper she

could easily injure her fellows. Much of her childhood involved getting into scraps that Rafe had to get her out of. Yezira was regularly able to return the favor, however, as she shadowed Rafe during his various extravagant and checkered dealings, launching into the fray if Rafe's fast talk couldn't keep things sweet.

Yezira walks through life on a hair trigger, so the PCs are most likely to run into her during or just prior to some spectacular act of violence. Under her anger Yezira has a strong sense of justice and fair play, however, and if she comes upon the PCs when they are outnumbered or otherwise on the back foot she may jump in to aid them with no thought for herself. If she makes friends with the PCs she'll introduce them to her brother first, and he may have to think fast to find a way to fleece them that doesn't offend Yezira's good feelings for her new friends.

SENEBSI

"Welcome to our humble abode here. Yes, you can see we've tried to spruce the place up a bit. So drafty, these old temples. Now. Rafe has vouched for you—let's talk business."

SENEBSI NAZIR

CR 4

XP 1,200

Female human sorcerer 5

LN Medium humanoid (human)

Init -1; **Senses** Perception +2

DEFENSE

AC 13, touch 9, flat-footed 13 (+4 armor, -1 Dex)

hp 30 (5d6+10)

Fort +3, **Ref** +3, **Will** +9

OFFENSE

Speed 30 ft.

Melee dagger +3 (1d4+1/19-20)

Special Attacks magic fangs +3 (1d4+1/18-20 plus poison)

Bloodline Spell-Like Abilities

7/day—serpent's fang

Sorcerer Spells Known (CL 5th; concentration +9)

2nd (5/day)—*command undead* (DC 18), *delay poison*, *hidesous laughter* (DC 18)

1st (7/day)—*charm person* (DC 17), *detect secret doors*, *hypnotism* (DC 17), *mage armor*, *magic missile*

0 (at will)—*acid splash*, *detect magic*, *detect poison*, *disrupt undead*, *light*, *read magic*

Bloodline Serpentine

TACTICS

Before Combat Senebsi casts mage armor whenever she feels danger is imminent.

During Combat Senebsi focuses on the most dangerous foes, casting hideous laughter in an attempt to take them out of the fight. She may also target effective melee fighters with her wand of ray of enfeeblement.

Morale Senebsi will fight to the death as long as her family is in danger.

STATISTICS

Str 13, **Dex** 8, **Con** 12, **Int** 10, **Wis** 14, **Cha** 19

Base Atk +2; **CMB** +3; **CMD** 12

Feats Eschew Materials, Greater Spell Focus (enchantment), Iron Will, Lightning Reflexes, Spell Focus (enchantment)

Skills Bluff +7, Diplomacy +9, Knowledge (arcana) +8, Spellcraft +8

Languages Local language

SQ serpentfriend, serpent's fang

Combat Gear *potions of cure light wounds* (2), *potion of cure moderate wounds*, *potion of invisibility*, *wand of ray of enfeeblement* (50 charges); **Other Gear** *cloak of resistance* +1, *headband of alluring charisma* +1

SPECIAL ABILITIES

Serpentfriend (Ex): Senebsi can use speak with animals at will with reptilian animals (including various forms of dinosaurs, lizards, and other cold-blooded creatures), and has a viper familiar.

Serpent's Fang (Ex): Senebsi can grow fangs as a free action. These fangs deal 1d4+1 damage plus poison (Bite—*injury*; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage; *cure* 1 save). The fangs are considered magical for the purpose of overcoming DR. Senebsi can use her fangs for 7 rounds per day

VEX THE VIPER

CR 1/2

XP 200

N Tiny animal

Init +3; **Senses** low-light vision, scent; **Perception** +9

DEFENSE

AC 18, touch 15, flat-footed 15 (+3 Dex, +3 natural, +2 size)

hp 15 (3d8–3)

Fort +1, **Ref** +5, **Will** +4

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +6 (1d2–2 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 4, **Dex** 17, **Con** 8, **Int** 7, **Wis** 13, **Cha** 2

Base Atk +1; **CMB** +2; **CMD** 9 (can't be tripped)

Feats Alertness, Weapon Finesse

Skills Climb +11, Knowledge (arcana) +8, Perception +11, Spellcraft +8, Sense Motive +3, Stealth +15, Swim +11; **Racial Modifiers** +4 Perception, +4 Stealth

SPECIAL ABILITIES

Poison (Ex)

Bite—*injury*; *save* Fort DC 9; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage; *cure* 1 save.

Senebsi is a slender middle aged woman who dresses in strangely antiquated clothing. Her straight black hair reaches her shoulders and is complemented by heavy eye make-up that harkens to the styles of another era. Her expression smolders, sultry or alarming depending on her attitude towards the beholder, and the whole of her beauty is somehow more than the sum of its parts.

Senebsi spent most of her life in one of the snake cults that dot the desert ruins around her home city. There her inherent sorcerous talents were developed and honed and over time she ascended into the leadership of the cult. That all ended when she met and fell in love with Jaul. The snake cult forbade marriage to outsiders and when Senebsi defied them they banished her. Several years and two children later, she and Jaul hatched an audacious plan to steal the cult's relics (Senebsi having discovered that her grudges only burn brighter over time). The plan went well in that they stole the relics but poorly in that the pair were identified. To escape the cult's wrath Senebsi and Jaul fled town, leaving their toddlers on the front steps of an orphanage. They sold the relics on the black market and travelled the region putting their new ruin-plumbing skills to good use. After more than a decade they got word that the cult had dissolved and returned home to find their children grown into street-wise adolescents. Senebsi thought to leave well enough alone, but Jaul determined to reforge the family and she went along, doing her best to remember what little maternal instincts she had in the first place.

Senebsi never willingly steps into a situation unless she's in full control. If the PCs come to her attention she will dispatch Rafe to figure out how they can be useful or prepare the party for a part in her plan if she has one. In the presence of the PCs she unleashes a charm offensive, even using charm person if she's sure she can do so undetected. Unless she's trying to be intimidating, she keeps

her viper familiar under wraps. As long as the PCs stay on her good side she is gracious, but if they cross her they'd better hope Jaul can forestall her vengeance.

Jaul

"Just listen to that. The sound of the desert. You know, it's not as dead as it looks out here. Everything's alive. Well, not that guy, obviously. We just killed that guy. Everything else, though."

Jaul Nazir

CR 4

XP 1,200

Male human ranger ([trapper](#)^{UM}) 5

NG Medium humanoid (human)

Init +8; **Senses** Perception +10 (traps +12)

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 armor, +4 Dex)

hp 32 (5d10+10)

Fort +5, **Ref** +9, **Will** +4

OFFENSE

Speed 30 ft.

Melee short sword +6 (1d6+1/19–20)

Ranged +1 composite longbow +10 (1d8+2/x3)

Special Attacks favored enemy (constructs +2, undead +4)

TACTICS

Before Combat If he has enough warning, Jaul sets a trap and arranges an ambush.

During Combat Jaul riddles the most dangerous foe with arrows.

Morale Jaul fights to the death if his family is in danger. If they are safe he flees any combat where he doesn't have the upper hand.

STATISTICS

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

Base Atk +5; **CMB** +6; **CMD** 20

Feats Deadly Aim, Endurance, Improved Initiative, Point-Blank Shot, Precise Shot, Rapid Shot

Skills Acrobatics +8, Appraise +6, Disable Device +10, Knowledge (dungeoneering) +9, Knowledge (nature) +9, Perception +10 (traps +12), Sense Motive +7, Stealth +11, Survival +10

Languages Local language

SQ favored terrain (underground +2), hunter's bond (companions), track +2, trapfinding +2, wild empathy +4

Other Gear studded leather, short sword, +1 composite longbow, cloak of resistance +1, sunrod (2),

11 gp

SPECIAL ABILITIES

Trapfinding Jaul can use Disable Device to disarm magic traps.

Trapsetting As a full round action, Jaul can set a trap in a 5 ft. square. Setting a trap provokes attacks of opportunity. A trap fills a single 5-foot square, and cannot be placed in the same area as another ranger trap or a magical trap such as a *glyph of warding*. Jaul only needs simple materials to create the trap, such as a piece of cloth, a small amount of metal (such as a dagger, iron spike, or a few nails), a foot of rope or vine, and so on. Perception checks to notice the trap, Disable Device checks to disable it, and saving throws to avoid it are DC 12. All Jaul's traps are **Trigger**: location, and **Reset**: none.

Jaul's traps are Type: mechanical and last 4 days or until they are triggered, whichever comes first. A magical trap lasts only 1 hour per level or until triggered, whichever comes first. A trap's DC decreases by 1 for each full day (or hour, for a magical trap) that passes after it is set.

Pit Trap (Ex) This 10 ft. pit is covered over with leaves or appropriate materials for the area. A victim that succeeds at a DC 12 Reflex save doesn't fall into the pit. Jaul can set this trap only in terrain with soft ground.

Snare Trap (Ex) The trap constricts around a limb or other part of the triggering creature's body (Reflex avoids). The creature cannot move from the location of the trap, unless Jaul included a "leash" when setting the trap, in which case the creature is limited to the length of the leash. The trapped creature can escape with an DC 12 Escape Artist check as a full-round action. The trap or its leash has a 2 hit points and can be burst as a full-round action with a DC 25 Strength check. The trap can hold up to a Medium creature; each extra daily use of Jaul's trap ability spent when the trap is set increases the maximum size of creature the trap can hold. If there is a tall object or structure nearby, Jaul can have the trap lift the creature. At the cost of one additional use of the trap ability, Jaul can turn his Snare Trap into a Pit Trap as well.

Jaul is a thick-set man in early middle age. His gray-white hair and beard mark him as an old-timer but he is surprisingly quick on his feet. He dresses rough and ready with a distinct rural affect and his clothing is perpetually dusty with sand sliding out of the folds on a regular basis.

Jaul spent almost his entire life as a desert ranger,

getting by on the flora and fauna of the deep sands. His long period of solitude ended when he met Senebsi and got caught up in forbidden love, children and eventually revenge and tomb raiding. After reconnecting with their children, Jaul's been happy to continue on with the raiding as a family affair, just happy to have all of his family in one place.

Jaul is mild-mannered and avuncular but his affable exterior hides a ruthless determination. Now that he's living for something beside himself he is tenacious. Jaul likes to tell long rambling stories about the desert wastes he knows so well, though he's also comfortable with long silences. It's a well-known fact in some circles that Jaul has never lost a staring contest, though it's not clear that he knows that he's engaged in a contest as opposed to just companionably making eye contact without blinking.

Jaul is likely to be encountered around a lonely campfire or in the corner of a crowded common room, regaling anyone who'll listen about the wonders of the desert. He often plants the very rumors that Rafe later plays upon, and the PCs may be surprised when they find out that the old trapper and the young rake are actually playing for the same team.



The Twilight Four

The Twilight Four are a band of mercenaries for hire. They make their services available to anyone who can pay. Their clients include local governments in need of regulators to bring nousey adventurers to heel, multinational trading consortiums who require skilled problem-solving with minimal questions asked, or even secretive cults who cannot afford to draw the direct notice of those who oppose them. The group's de facto leader is Ravanthel, a half-elven magus, though most professional contacts are handled through Horan, a skald who knows how to adapt to prospective employers.

The black blade, *Nightshard*, is arguably the group's true inspiration. The intelligent longsword pushed its partner, Ravanthel to travel to the desert lands in seek ancient and esoteric lore, lost in ages past. Unable to advance this agenda without an ally (with an actual body), the magus forged an unusual partnership with Exekio Grimm. Under different circumstances the two might have despised one another, but the tiefling witch had arrived at the same conclusion as the magus—neither was able to advance their research projects without help. The third member of the quartet was Horan, a skald from far northern lands. Horan joined with the expectation of the pursuit of knowledge but lacked the impetus to put in the hard work required to bring lost treasures to light. A gradual and mutual realization grew among them—none of them particularly enjoyed traversing trap-ridden dungeons. They much preferred to sort through the findings of others. While thievery was against Horan's personal upbringing, a predilection towards violence was not. Almost without words, the small band came to the conclusion it is more satisfactory to confiscate than uncover. This is especially true when there are powerful and affluent organizations willing to pay for the privilege. Haylee was the last to join the group, selected for her brawn, unhesitating response to combat, and frank disinterest in anything but her well-earned pay.

It is worth noting, however, that none of these individuals are friends in the strictest sense, but all four have developed an odd loyalty to one another. It is the recognition of their united strength.

The Twilight Four work best as hired mercenaries for a larger organization. The group is unlikely to become

caught up in the faith or politics of their employer, though they maintain this is a selling point for their services. They are not assassins, and decline assignments that consist only of murder. This is not statement of ethics (they'll kill without hesitation when necessary), but rather they see it as a waste of their time. Money alone is not their primary motivator. All of them but Haylee have an interest in arcane or ancient lore, as a gateway to more power. Twilight Four almost always has a stipulation in their contracts which pertains to right of "salvage." An employer may demand that a certain specific artifact or recovered tome be tendered to them exclusively, but that will be an exception to the rule—anything else is subject to scrutiny and possible negotiation. If the employer doesn't like it, they can hire someone else. The Twilight Four doesn't sit around waiting to be hired. They keep an ear to the local antiquities and magic exchanges and gather intelligence on adventuring groups they might target as they emerge tired and spent after excavating a tomb.

Hooks

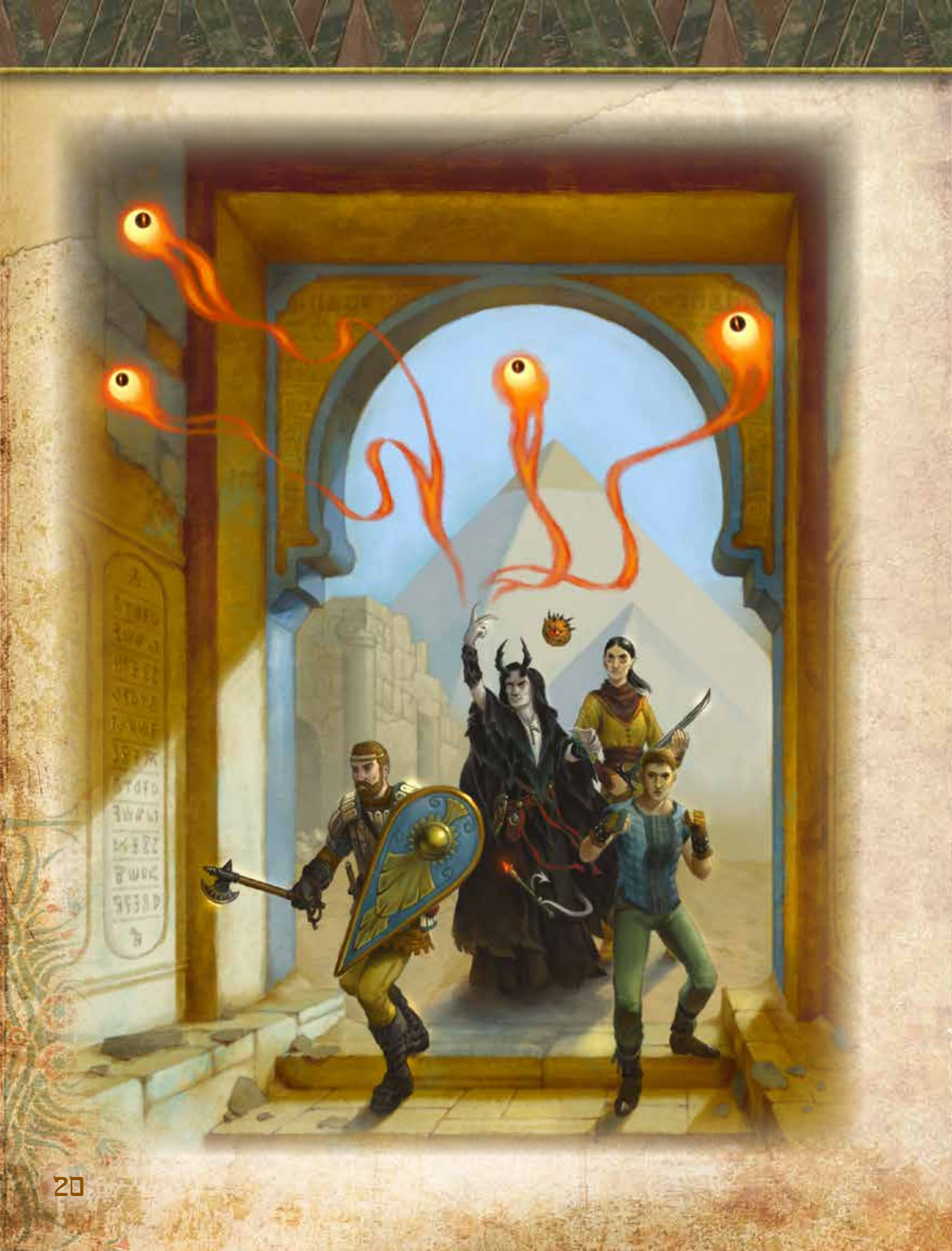
Other possible plot hooks for the group include:

The PCs are hired by a third party to recover an ancient magical tablet the Twilight Four are suspected of having pilfered. Time is of the essence, as the villains might soon fence the tablet to a distant buy after having gleaned whatever information they can from it.

A powerful and amoral trading consortium has come into possession of rare and important books pursuant to the PCs interest and refuses any request to examine them. The Twilight Four are under contract as the organizations bodyguards and enforcers.

Another adventuring party makes an appeal to the PCs. They crossed swords with the Twilight Four and lost. Grobblatin, Exekio's horrid familiar, performed a soul lock on one of their fallen members and has made off with their soul. The witch is now ransoming it an exorbitant price while threatening to sell it to night hags. The group requests the PCs intervention for a more reasonable fee.

If one of the PCs is a black blade magus, their sword declares that it knows the *Nightshard*, and informs its owner that the other weapon seeks an ancient lost technology from a previous age. The PC black blade insists that Ravanthel must be thwarted. This might be a means to introduce the Twilight Four as recurring villains for the rest of a campaign—provided they are never utterly defeated.



The Twilight Four can also be used as direct rivals.

The group has a keen interest in ancient and occult lore, but has little patience for the hard-work of navigating trap and horror-filled tombs. Specifically, they have gaps in their collective skill sets that are essential to delving into ancient tombs. They would much rather prey upon other adventurers, short-circuiting much of the risk to themselves.

The Twilight Four are a CR 10 group that makes for a hard encounter for groups with an APL 7–8, or a challenging encounter for APL 9.

EXEKIO GRIMM CR 7

XP 3,200

[Daemon-spawn tiefling](#)^{ARG} [witch](#)^{APG} 8

NE Medium outsider (native)

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

DEFENSE

AC 19, touch 13, flat-footed 16 (+4 armor, +3 Dex, +2 natural)

hp 61 (8d6+31)

Fort +5, **Ref** +6, **Will** +7

Resist cold 5, electricity 5, fire 5

Offense

Speed 30 ft., fly 60 ft. (good)

Melee +1 dagger +4 (1d4/19-20)

Special Attacks hexes (cackle, evil eye [–4, 7 rounds], flight [*feather fall* at will, *levitate* 1/day, fly 8 minutes/day], misfortune [2 rounds], slumber [8 rounds], ward [+3])

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

1/day—*death knell* (DC 11)

Witch Spells Prepared (CL 8th; concentration +12)

4th—*curse of burning sleep*^{ACG} (DC 18), *dimension door*, *fleshworm infestation* (DC 18)

3rd—*barrow haze*^{ACG}, *bestow curse* (DC 17), *dispel magic*, *vampiric touch*

2nd—*alter self*, *mirror image*, *spectral hand*, *stricken heart*^{ACG}

1st—*ear-piercing scream*^{UM} (DC 15), *hex vulnerability*^{ACG} (DC 15), *mage armor*, *obscuring mist*, *undine's curse*^{ARG} (DC 15)

0 (at will)—*detect magic*, *message*, *read magic*, *spark*^{APG} (DC 14)

Patron Trickery

TACTICS

Before Combat Exekio casts *mage armor* prior to entering situations where combat may occur. He may use his *wand of mage armor* to bolster the defense of his familiar or teammates. The former is included in his stat block but

the latter is not. He commands Grobbletin to become *invisible*, so to deliver a touch spell by complete surprise. Given time, he selects Haylee or Raventhel as the recipient of his ward hex.

During Combat Exekio takes flight immediately to stay out of direct melee. He likes to lower a dangerous rival's saving throws with *hex vulnerability*, *barrow haze*, and his *wand of ill omen*. He and his familiar deploy spells and hexes to weaken the targets of his teammate's attacks.

Morale Exekio will flee for his life, but values his reputation. He only does so when a battle is clearly lost.

STATISTICS

Str 8, **Dex** 16, **Con** 14, **Int** 18, **Wis** 10, **Cha** 10

Base Atk +4; **CMB** +3; **CMD** 16

Feats Accursed Hex^{APG}, Alertness, Extra Hex^{APG}, Improved Familiar, Toughness

Skills Fly +14, Intimidate +12, Knowledge (arcana) +15, Knowledge (history) +10, Knowledge (planes) +15, Perception +2, Sense Motive +2, Spellcraft +15, Swim +3, Use Magic Device +10

Languages Ancient Hieroglyphic, Abyssal, Common, Desert Common, Draconic, Infernal

SQ prehensile tail, witch's familiar (daemon, cacodaemon named Grobbletin)

Combat Gear *potion of cure moderate wounds*, *potion of fox's cunning*, *wand of ill omen* (15 charges), *wand of mage armor* (12 charges); **Other Gear** *amulet of natural armor* +2, *cackling hag's blouse*, *cloak of resistance* +1, +1 dagger, silver unholy symbol of scythe, spell component pouch

GROBBLETTIN

Cacodaemon daemon familiar (*Pathfinder Roleplaying Game Bestiary* 2)

NE Tiny outsider (daemon, evil, extraplanar)

Init +4; **Senses** darkvision 60 ft.; **Perception** +7

DEFENSE

AC 20, touch 12, flat-footed 20 (+8 natural, +2 size)

hp 30 (3d10+3); fast healing 2

Fort +3, **Ref** +5, **Will** +7

Defensive Abilities improved evasion; **DR** 5/good or silver; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10

OFFENSE

Speed 5 ft., fly 50 ft. (perfect)

Melee bite +7 (1d4+1)

Space 2½ ft.; **Reach** 0 ft.

Special Attacks deliver touch spells, disease, soul lock (DC 15)

Spell-Like Abilities (CL 6th; concentration +7)

Constant—*detect good*, *detect magic*

At will—*invisibility* (self only)

3/day—*lesser confusion* (DC 12)

1/week—*commune* (CL 12th, six questions)

STATISTICS

Str 12, **Dex** 11, **Con** 13, **Int** 9, **Wis** 13, **Cha** 12

Base Atk +4; **CMB** +2; **CMD** 13

Feats Improved Initiative, Lightning Reflexes

Skills Bluff +7, Fly +23, Intimidate +8, Knowledge (planes) +10, Perception +7, Spellcraft +7, Stealth +14, Use Magic Device +8

Languages Abyssal, Common, Infernal; telepathy 100 ft.

SQ alertness, change shape (2 of the following forms: lizard, octopus, small scorpion, venomous snake; *polymorph*), empathic link, share spells, speak with master, store spells

SPECIAL ABILITIES

Disease (Su) Cacodaemonia: Bite - injury; *save* Fort DC 15; *onset* 1 day; *frequency* 1/day; *effect* 1d2 Wis damage, *cure* 2 consecutive saves. Additionally the cacodaemon may communicate telepathically with the victim over any distance, while on the same plane.

Exekio Grimm is a tiefling spawn of a daemon, and a self-styled master of curses. His is tall and slender, with two short, rough horns which protrude from his balding head. Exekio's mouth is filled with sharp teeth and his eyes are yellow like a jackal. He is accompanied by his cacodaemon familiar, which lurks in the air over his shoulder. Exekio's long, misshapen, prehensile tail protrudes from beneath his robes, wrapped around and holding a wand.

Exekio knows full well the world hates him, and the feeling is mutual. He craves knowledge and occult power however, and past unfortunate adventures have taught him that he's not invincible. Moreover, he is aware that he must maintain a higher standard of professional ethics to persuade others to associate with him at all. He never fails to do his part in a fight and never cheats his fellow members of Twilight Four of their pay. There is no love lost between him and the others, but he upholds his obligations and thus has earned a small measure of trust.

HAYLEE

CR 5

XP 1,600

Human **brawler**^{ACG} 6

CN Medium humanoid (human)

Init +3; **Senses** Perception +10

DEFENSE

AC 18, touch 15, flat-footed 13 (+3 armor, +3 Dex, +2 dodge)

hp 55 (6d10+18)

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

OFFENSE

Speed 30 ft.

Melee unarmed strike +10/+5 (1d8+4) or brawler flurry of blows +8/+8/+3 (1d8+4)

Special Attacks brawler's flurry, brawler's strike (magic), close weapon mastery, knockout 1/day (DC 16), maneuver training (disarm +1), martial flexibility (two feats, swift action for 1, move action for 2, 6/day)

TACTICS

Before Combat Given warning, Haylee drinks her *potion of bull's strength* before a tough fight. This is not included in her stat block.

During Combat Haylee targets spellcasters and leaves heavily armored martial opponents to Ravanthel. She harries spellcasters with her Disruptive feat and makes disarm or steal combat maneuvers to rip holy symbols and spell components out of their grasp. Her martial flexibility ability allows her to acquire needed feats and adjust her tactics on the fly. She assists Ravanthel when called.

Morale Haylee often lacks the sense when to quit. She does not break off or surrender unless instructed by a teammate.

STATISTICS

Str 16, **Dex** 17, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +6; **CMB** +9 (+12 disarm); **CMD** 24 (27 vs. disarm)

Feats Combat Expertise, Combat Reflexes, Disruptive, Dodge, Improved Disarm, Improved Unarmed Strike, Power Attack

Skills Acrobatics +12, Climb +9, Intimidate +8, Perception +10, Sense Motive +10, Swim +9

Languages Common

SQ brawler's cunning, martial training

Combat Gear *potion of bull's strength*, *potion of cure moderate wounds* (2); **Other Gear** +1 leather armor, +1 *thundering amulet of mighty fists*, *belt of incredible dexterity* +2

An ex-pit fighter, Haylee is the unofficial thug of the Twilight Four. Her dirty-dishwater blonde hair, green eyes, and fair skin betray that she is not a native of the

desert lands. She is not a petite girl. Rather her medium to wiry frame is packed with muscle. Haylee preserves her mobility by dressing in light leather armor over loose-fitting clothes. Her trousers are tucked in boots that might well have steel-tipped toes. She sports a home tattoo on her collar-bone half-concealed by a loose-cut sleeveless shirt with wide arm and neck-holes. The brawler keeps her hair short, cutting it herself with a sharp knife and a small mirror. Her prized possession is a bronze amulet emblazoned with a lightning bolt, which she usually keeps tucked away.

Haylee was recruited by Ravanthe! to round out the group's combat needs. Exekio, despite being a puissant witch, is not an effective melee combatant. The magus also reasoned that spellcasters are the best at resisting the power of other spellcasters—so she found a partner capable of exploiting their weaknesses. Haylee is light on her feet and adaptable, capable of disarming, tripping, and grappling most opponents.

Haylee is somewhat inscrutable. Socially she is taciturn and her eyes betray little of what she thinks. The young brawler does enjoy fighting, especially fisticuffs, that much is obvious. She is disinterested in esoteric matters which her colleagues find interesting, except for those rare magical items that speak to her interests, like her beloved *amulet of thundering* +1. Although she is loath to admit to a personal vulnerability, like a child in a gang, she enjoys the sense of belonging the Twilight Four gives her—even if her function that of an enforcer.

HORAN

CR 5

XP 1,600

Human skald^{ACG} 6

N Medium humanoid (human)

Init +0; Senses Perception +8

DEFENSE

AC 20, touch 10, flat-footed 20 (+7 armor, +3 shield)
hp 48 (6d8+18)

Fort +9, Ref +4, Will +6; +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 battleaxe +9 (1d8+4/×3)

Special Attacks rage powers (elemental blood, lesser [1d6 acid], guarded stance +2, intimidating glare), raging song 15 rounds/day (inspired rage, song of marching, song of strength), spell kenning 1/day

Skald Spells Known (CL 6th; concentration +8)

2nd (4/day)—*cure moderate wounds*, *glitterdust* (DC 14), *heroism*, *invisibility*

1st (5/day)—*liberating command*^{UC}, *saving finale*^{APG}, *silent image* (DC 13), *vanish*^{APG} (DC 13)

0 (at will)—*detect magic*, *ghost sound* (DC 12), *mage hand*, *message*, *prestidigitation*, *read magic*

TACTICS

Before Combat Horan may cast *heroism* twice on a combination of himself, Haylee, or Ravanthe!, especially as he can fall back on *wand of cure moderate wounds* for back-up healing. This is not reflected in any stat block.

During Combat Starting his raging song with all its ancillary rage powers and inspired rage is an early priority for Horan. He may cast *invisibility* on himself, depending on the circumstances, in order to cast *heroism* or other helpful spells on his allies, free from interference. He does not remain out of battle completely however, and joins the fight as soon as possible.

Morale Horan fights to the bitter end, unless Ravanthe! calls for the Twilight Four to stand down.

STATISTICS

Str 16, Dex 10, Con 14, Int 12, Wis 8, Cha 15

Base Atk +4; CMB +7; CMD 17

Feats Extra Rage Power^{APG}, Lingering Performance^{APG}, Scribe Scroll, Skald's Vigor^{ACG}, Weapon Focus (battleaxe)

Skills Appraise +7, Bluff +6, Intimidate +9, Knowledge (arcana) +10, Knowledge (history) +10, Knowledge (religion) +9, Perception +8, Perform (oratory) +10, Perform (sing) +9, Spellcraft +9

Languages Common, Desert Common

SQ bardic knowledge +3, versatile performance (oratory)

Combat Gear potion of lesser restoration (2), wand of cure moderate wounds (12 charges); Other Gear +1 mithral lamellar (steel) armor, +1 heavy wooden shield, +1 battleaxe, cloak of resistance +2

Broad-chested, with short, curly brown hair and a short trimmed beard, Horan is the member of the Twilight Four that appears the least nefarious. The skald is not truly wicked, but the first impression he conveys masks a violent nature. Horan is human, square jawed, with piercing dark eyes and rugged good looks. He is resplendent in shining mithral armor, but the observant will note how tightly he grasps his long-hafted battle axe with a half-moon blade. His shield is fashioned in the style of the desert folk, an inverted tear drop.

Horan is a study of a soul that has not been true to itself. He hails from the distant northlands and trained to be a student of lore and history, and the art of inspiring great deeds in others. Yet, although Horan was not a poor student, on some repressed level, the skald would rather forcibly take the discoveries of others rather than seek out the world's secrets himself. There is an element to battle and competition (or perhaps banditry) that calls to his blood more than honest pursuits. Outwardly he presents an image of the classic heroic (or at least well-intentioned) adventurer, but his true nature is far more mercenary. Horan was the third member of the Twilight Four to be recruited, after Exekio Grimm. During his initial exploits with Ravathel and the witch, Horan observed their willingness to make certain ethical compromises, but only if he didn't object. Gradually, Horan lowered his guard in response to their absence of judgment, until the group's new paradigm became an unspoken reality.

Horan views himself, Ravathel, and Exekio as the brains of their group, but he shares a certain affinity for Haylee. He marvels at her singularity of focus and how she responds when he channels his magical rage through her, willing her to more spectacular acts of violence than she is capable of on her own.

RAVANTHEL

CR 7

XP 3,200

Female half-elf **magus**^{UM} (**bladebound**) 8

N Medium humanoid (elf, human)

Init +1; **Senses** low-light vision; Perception +12

DEFENSE

AC 17, touch 13, flat-footed 16 (+4 armor, +2 deflection, +1 Dex)

hp 71 (8d8+32)

Fort +8, **Ref** +3, **Will** +8; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee *Nightshard* +12/+7 (1d8+6/19-20)

Special Attacks arcane pool (+2, 7 points), improved spell combat, magus arcana (arcane accuracy, empowered magic), spell recall, spellstrike

Magus (Bladebound) Spells Prepared (CL 8th; concentration +11)

3rd—*fly*, *haste*, *vampiric touch*

2nd—*frigid touch*^{UM}, *mirror image*, *pilfering hand*^{UC}, intensified *shocking grasp* (2)

1st—*grease*, *shield*, *shocking grasp*, *true strike*, *vanish*^{APG}

0 (at will)—*light*, *mage hand*, *prestidigitation*, *ray of frost*, *read magic*

TACTICS

Before Combat Ravathel drinks her potion of cat's grace and casts shield and mirror image before a tough battle. This is not reflected in her stat block.

During Combat Ravathel casts *haste* on her and her allies as an opening move if at all possible. If she anticipates an opening charge from her enemy, she may cast *grease* for crowd control. She prefers to hit hard with her worst attacks, like empowered *vampiric touch* (with her empowered magic magus arcana) and intensified *shocking grasp*, early on to swing the number of active battle participants in her favor. This gambit relies on Haylee running interference with enemy clerics and other healers. If necessary, Ravathel casts *fly* on the brawler so Haylee can give pursuit to flying spellcasters. She makes liberal use of Lunging Spell Touch to avoid attacks, and her arcane pool to help her strike against hardy and/or hard-to-hit opponents with arcane accuracy. The *Nightshard* uses its own arcane pool to enhance its damage,

Morale Ravathel reluctant calls for parlay if her hit points drop to 20 or below.

STATISTICS

Str 18, **Dex** 12, **Con** 14, **Int** 16, **Wis** 10, **Cha** 8

Base Atk +6; **CMB** +10; **CMD** 23

Feats Extra Arcana^{UM}, Extra Arcane Pool^{UM}, Intensified Spell^{APG}, Lunging Spell Touch^{ACG}, Toughness

Skills Acrobatics +9, Fly +12, Knowledge (arcana) +14, Perception +12, Sense Motive +2, Spellcraft +14; **Racial Modifiers** +2 Perception

Languages Ancient Hieroglyphic, Common, Desert Common, Draconic, Elven

SQ alertness, black blade (arcane pool [+2 points], black blade strike [+2], energy attunement, telepathy, unbreakable), knowledge pool

Combat Gear *potion of cat's grace*, *potion of cure moderate wounds* (2); **Other Gear** +2 leather armor, handy haversack, headband of vast intelligence +2, ring of protection +2, spell component pouch, travelling spellbook

Ravathel is a bladebound magus, partnered with the black blade, *Nightshard*. She is a tall, rail-thin half-elf woman, with a narrow, severe face, thin-lipped and serious. Her slight frame is a preternatural contrast to her considerable physical strength which some attribute to her union with the black blade. Ravathel's jet black hair is pulled back tightly in a ponytail bound by silver rings and

matching tattoos of geometric design lie on her cheeks just below her slightly slanted, dark eyes. She is clad in leather the color of a drifting sand dune, and doeskin boots of matching color rise to her knees. She brandishes *Nightshard*, an elegant sword with a black lacquered pommel, dizzying etched designs snaking along the shining gray metal of the blade.

Ravanthel was not always a swordswoman. The *Nightshard* found her when she was only an apprentice and has steered her course of the study of magic ever since. It is not common knowledge, but the black blade has a curious fixation upon lost magical technology, known to ancient pharaohs from a bygone era. The pair has traveled to the desert lands to pursue this ancient lore. Ravanthel was the founder of the Twilight Four and in most respects its leader—but not its spokesperson, that task she leaves to Horan.

The magus is light on her feet, but is aware that her armaments now put her at a disadvantage with most strong fighters. Aside from the *Nightshard's* agenda, she has her eyes peeled for a nice piece of medium, magical armor.



The Court of Slaughter

“...They said the jugs were filled with beer, dyed red just like the beer Ra used to trick Sekhmet into becoming drunk, but it was wrong; too thick, too dark, and oh gods the smell—like wet copper. I don’t know how many of them were still human, but all of them drank, deeply and lasciviously, growing drunk and bloated as they covered their faces and hands with blood. And that terrible woman was laughing all the while; I fear her laughter will haunt me to my dying day.”

—Excerpt from the journal of Ta Ophet

The Court of Slaughter is a cult dedicated to the goddess Sekhmet, also known as the Lady of Slaughter. In ancient myths, Sekhmet was one of the goddesses sent to destroy mortals when they failed to show Ra proper respect. Sekhmet executed her duties with such ferocity that Ra feared she would destroy all of humanity. To stop her, Ra tricked her into thinking beer dyed with pomegranate juice was the blood of her enemies, and Sekhmet drank until she became too intoxicated to continue her fight. Though most worshipers of Sekhmet honor their goddess by drinking beer and engaging in common revelry, the Court of Slaughter follows a more gruesome path. They believe that Ra was wrong to stop Sekhmet’s bloody crusade, and that humanity deserved to be wiped out. They venerate their goddess by drinking real blood collected from the corpses of their enemies, particularly those who fail to show the old gods due reverence.

In its modern incarnation, the Court of Slaughter is lead by Kanefrah, a priestess of Sekhmet and a powerful vampire. In order to keep the activities of the Court a secret, Kanefrah assumes the identity of a traveling noblewoman. With a retinue of a few dozen dominated humans and minor vampire spawn as her disguise, Kanefrah travels from city to city, entertaining local officials and throwing lavish parties. Kanefrah uses magic to protect herself from the sun so that she can appear in public at these events. Once the sun goes down, the Court of Slaughter throws a different sort of party. These events are much more violent and grotesque, and involve the drinking of human blood as well as human sacrifice. Only those Kanefrah wishes to join the Court of Slaughter, or those she wishes to personally feed upon, are invited to these dark revels.

Should an applicant refuse Kanefrah’s offer, or put up a fight, Mighty Bozhvak and Djenmet are always on hand to slay or subdue the troublemaker.

Kanefrah was betrayed in her previous life by her mortal allies, and she no longer trusts living creatures to serve her loyally. Those who wish to rise to positions of power within the Court of Slaughter must either be undead, or be willing to accept the gift of undeath. To this end, Kanefrah created many of her lieutenants herself. These include her second in command, the mummified spy-master Djenmet of the Many-Eyes, and Mighty Bozhvak, the skeletal champion and former circus strongman. These two men are less devout in their worship of Sekhmet than their mistress, but each is fiercely devoted to Kanefrah. Kanefrah also created the last of her lieutenants, in a sense. As the one who slew Reginell Carthworth the III, she is responsible for his condition as a ghost.

Lately, Kanefrah is greatly troubled by news that the tombs of her people are being ransacked by foreign explorers in ever greater numbers. The Court of Slaughter sees this disrespect for the houses of the noble dead as an insult to the authority of the old gods. Additionally, ancient tombs often hold undead guardians, which might be compelled or convinced to join the Court of Slaughter. Kanefrah has pledged to destroy or corrupt all those who engage in grave robbery. To this end, she sends Djenmet of the Many-Eyes to lurk about the markets and auction houses of the great cities, watching for those returning to sell their ill-gotten wares.

When the Court identifies a likely group of tomb raiders, they invite them to participate in one of the Court’s evening feasts, getting them drunk on beer and sluggish with rich food before moving in for the kill. If the tomb raiders can’t be persuaded to join the Court of Slaughter’s festivities, Kanefrah and her lieutenants will follow them out into the desert and ambush them as they sleep. Not all who are confronted by the Court of Slaughter need die. More than anything, Court of Slaughter is looking for new members. If an adventuring party is willing to accept the blessings of undeath, Kanefrah is always happy to bring more members into the fold.

KANEFRAH

CR 12

XP 19,200

Female human vampire cleric ([separatist](#)^{UM}) of Sekhmet 11

CE Medium undead (augmented human-



oid, human)

Init +7; **Senses** darkvision 60 ft.; Perception +29

DEFENSE

AC 32, touch 14, flat-footed 25 (+8 armor, +3 deflection, +3 Dex, +1 dodge, +7 natural)

hp 108 (11d8+55); fast healing 5

Fort +13, **Ref** +10, **Will** +15; +4 vs. channeled energy

Defensive Abilities channel resistance +4; **DR** 10/magic; **Immune** undead traits; **Resist** cold 10, electricity 10

Weaknesses vampire weaknesses

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee slam +13 (1d4+7 plus energy drain)

Special Attacks blood drain, channel negative energy 7/day (DC 19, 6d6), children of the night, create spawn, dominate (DC 21), energy drain (2 levels, DC 19), sudden shift

Domain Spell-Like Abilities (CL 11th; concentration +17)

At will—master's illusion (9 rounds/day)

9/day—battle rage (+5)

Cleric Spells Prepared (CL 11th; concentration +17)

6th—*antilife shell*, *harm* (DC 24), *mislead*^D (DC 22)

5th—*communal air walk*^{UC}, *major curse*^{UM} (DC 23), *slay living* (DC 23), *wall of thorns*^D

4th—*blessing of fervor*^{APG}, *confusion*^D, *divine power*, *poison* (DC 22), *unholy blight* (DC 20)

3rd—*bestow curse* (2, DC 20), *blindness/deafness* (DC 21), *deeper darkness*, *dispel magic*, *vampiric touch*^D

2nd—*death knell* (DC 20), *grace*^{APG} (2), *mirror image*^D, *protective penumbra*^{UM} (2), *sound burst* (DC 18)

1st—*cause fear* (DC 19), *disguise self*^D, *divine favor* (2), *murderous command*^{UM} (2, DC 17), *shield of faith*

0—*bleed* (DC 18), *detect magic*, *guidance*, *read magic*

D domain spell; **Domains** Trickery (Deception subdomain), War (Blood subdomain)

TACTICS

Before Combat Kanefrah casts *mirror image* and *shield of faith* before combat.

During Combat Kanefrah casts *divine power* in the first round of combat. In subsequent rounds she enters melee, using touch spells in concert with her slam attack. If outnumbered, she uses *confusion* and her dominate ability to turn her enemies against each other.

Morale Kanefrah fights to the death, fleeing only if dawn approaches.

Base Statistics Without *shield of faith*, Kanefrah has AC 29, touch 14, flat-footed 25

STATISTICS

Str 20, **Dex** 16, **Con** —, **Int** 12, **Wis** 22, **Cha** 18

Base Atk +8; **CMB** +13; **CMD** 30

Feats Ability Focus (dominate), Alertness, Combat Casting, Combat Reflexes, Divine Interference^{UM}, Dodge, Greater Spell Focus (necromancy), Improved Initiative, Lightning Reflexes, Lunging Spell Touch^{ACG}, Quick Channel^{UM}, Spell Focus (necromancy), Toughness

Skills Bluff +26, Knowledge (religion) +15, Perception +29, Sense Motive +32, Spellcraft +15, Stealth +8; **Racial Modifiers** +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth

Languages Ancient Hieroglyphic, Common, Desert Common

SQ change shape, forbidden rite (deception), gaseous form, shadowless, spider climb, wounding blade

Combat Gear scroll of *harm*; **Other Gear** +2 *glamered breastplate*, *amulet of natural armor* +1, *cloak of resistance* +2, *headband of inspired wisdom* +2

SPECIAL ABILITIES

Change Shape (Su) Kanefrah can take the shape of a lion in addition to the normal animal forms available to vampires.

Kanefrah lived her first life over 3,000 years ago, in an age when pharaohs still ruled the desert kingdoms and the old gods—chief among them Ra—commanded the peoples' respect and reverence. Kanefrah lived in a time of great turmoil. A powerful nation to the east desired the lands of Kanefrah's people, and sent armies to conquer the desert kingdoms. These foreign invaders brought new gods with them, tearing down the temples of the old gods and putting their priests and priestesses to the sword. As a priestess of Sekhmet, goddess of war and vengeance, the duty of punishing these wicked invaders fell upon Kanefrah's shoulders.

Desperate for a way to punish the heathen invaders, Kanefrah turned to rites long forbidden by her church. Kanefrah resurrected the Court of Slaughter, a heretical cult dedicated to Sekhmet's most brutal and violent aspect. Just as Sekhmet feasts upon the blood of men who disrespect Ra, so too the Court of Slaughter fed upon the living. They transformed themselves into monsters—unholy abominations that preyed upon the faithless. These profane rituals brought about the end of Kanefrah's first life, transforming her into a child of the night.

Kanefrah's acolytes were terrified by Kanefrah's new undead form. Torn between loyalty to their mistress and fear that they too would be forced to undergo her terrible transformation, they resolved to imprison Kanefrah until they could find a way to control her. The acolytes ambushed Kanefrah in the daytime, slaying her guardians and driving a stake through her heart as she slept. The priests buried Kanefrah's seemingly dead body in her ancestral tomb, planning to remove the stake once they were certain she could be controlled. Yet the priests were ambushed and slain by soldiers of the foreign army as they left the tomb, leaving none alive who remembered Kanefrah's terrible secret.

The bumbling of an explorer finally release Kanefrah from her long imprisonment, and she awoke to find the world greatly changed in the intervening millennia. Though the foreign occupation of her homeland ended centuries ago, the invaders left behind a profound mark on the Kanefrah's homeland, its culture, and people. Kanefrah will not abide this pollution of her traditions, and will not rest until the desert is swept clean of foreign influence. To this end, she seeks to reform the broken Court of Slaughter, recruiting fellow undead monstrosities to aid her in the coming crusade.

DJENMET OF MANY-EYES

CR 9

XP 6,400

Mummified human slayer^{ACG} (sniper, stygian slayer) 9
LE Medium undead (augmented humanoid, human)
Init +4; **Senses** darkvision 60 ft.; Perception +13
Aura frightful presence (30 ft., DC 12)

DEFENSE

AC 23, touch 14, flat-footed 19 (+5 armor, +4 Dex, +4 natural)
hp 89 (9d10+35)
Fort +9, **Ref** +11, **Will** +5
DR 5/—; **Immune** undead traits
Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft.
Melee slam +10 (1d8+4)
Ranged +1 adaptive composite longbow +15/+10 (1d8+5/×3)
Special Attacks burst of vengeance, deadly range, dust stroke, sneak attack +3d6, studied target +2 (2 targets, swift action)
Slayer Spell-Like Abilities (CL 9th; concentration +11)
2/day³⁴ invisibility

TACTICS

Before Combat Djenmet poisons his arrows, then uses his *invisibility* spell-like ability or mundane disguises to ambush the PCs. If this isn't possible, he uses his wand of *darkness* to conceal his location. When outnumbered or outmatched, he uses his wand of *mirror image* before the fight.

During Combat Djenmet fights from range, using his burst of vengeance ability to make additional attacks. He focuses his attacks on obvious spellcasters or lightly armored enemies.

Morale Djenmet fights to the death to defend Kanefrah.

STATISTICS

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

Base Atk +9; **CMB** +13; **CMD** 27

Feats Deadly Aim, Improved Natural Attack (slam), Iron Will, Manyshot, Point-blank Shot, Precise Shot, Rapid Shot, Toughness, Weapon Focus (longbow)

Skills Acrobatics +16, Bluff +14, Disguise +14, Knowledge (local) +12, Linguistics +1, Perception +11, Sense Motive +11, Stealth +20; **Racial Modifiers** +4 Stealth

Languages Ancient Hieroglyphic, Common, Desert Common

SQ accuracy, combat style (archery), slayer talents (poison use, ranger combat style), spell use

Combat Gear scroll of *greater invisibility*, wand of *darkness* (10 charges), wand of *mirror image* (10 charges), black adder venom (5); **Other Gear** +1 *darkleaf cloth lamellar (leather) armor*, +1 *adaptive composite longbow*, *cloak of resistance* +1, *efficient quiver*

As a mortal man, Djenmet of the Many-Eyes served the then-living Kanefrah as a member of her elite guard. When Kanefrah joined the Court of Slaughter and became the monster she is today, Djenmet was one of the few servants who remained faithful to his mistress. It was Djenmet who kept vigil over her sarcophagus as she slept through the day, and Djenmet who lost his life to the blades of the traitorous acolytes. To conceal Djenmet's murder, the acolytes interred him alongside his mistress, beginning the process of mummification so that he might serve his lady in the afterlife. The acolytes were slain before they could complete the process, leaving Djenmet's body disfigured and his soul trapped in his body, unable to pass on to the next world. Moved by his loyalty, Kanefrah completed the process of his mummification upon awaking from her

torpor so that he might serve her in death as faithfully as he did in life.

Djenmet now serves as Kanefrah's eyes and ears in the world of the living, using his skill at stealth and disguise to pass among the common folk unrecognized as an undead abomination. Djenmet primarily adopts the persona of a leprous beggar, in order to explain his disfigured form and shuffling gait. As a beggar, Djenmet's is ignored, allowing him to put his keen eyes and ears to work collecting rumors for his mistress and identifying potential enemies before they have the chance to strike. Djenmet still feels great shame for failing to protect his mistress so many years ago, and has sworn never allow harm to come to her again.

MIGHTY BOZHRAK

CR 10

XP 9,600

Male human skeletal champion [bloodrager](#)^{ACG} 8

CE Medium undead

Init +7; **Senses** darkvision 60 ft.; **Perception** +12

DEFENSE

AC 24, touch 14, flat-footed 21 (+4 armor, -2 bloodrage, +1 deflection, +3 Dex, +2 luck, +2 natural, +4 shield)

hp 124 (10 HD; 2d8+8d10+38);

Fort +14, **Ref** +9, **Will** +10; +2 vs. spells cast by self or an ally, +4 bonus vs. channeled energy

Defensive Abilities blood sanctuary, channel resistance +4, improved uncanny dodge; **DR** 1/—, 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 40 ft.

Melee +1 *earth breaker* +19/+14 (2d6+13/×3) or claw +12 (1d4+4)

Special Attacks blood casting, bloodrage (20 rounds/day)

Bloodrager Spells Known (CL 8th; concentration +10)

2nd (2/day)—*fire breath* (DC 16), *protection from arrows*, *scorching ray*

1st (2/day)—*expeditious retreat*, *feather fall*, *mage armor*, *shield*, *thunderstomp*^{ACG}

Bloodline destined

TACTICS

Before Combat Mighty Bozhrak casts *mage armor* and *shield* on himself before battle.

During Combat If Bozhrak wins initiative against his opponents, he uses dazzling display. He otherwise focuses his attacks on the strongest looking or most heavily armored enemy. Throughout combat he mocks his opponents and boasts of his own unbeatable strength.

Morale Bozhrak does not flee unless commanded to do so by Kanefrah.

Base Statistics When he's not raging or enhanced by his spells, Bozhrak's statistics are **AC** 16, touch 14, flat-footed 13; **hp** 104; **Fort** +10 **Ref** +7 **Will** +6; **Melee** +1 *earth breaker* +17/+12 (2d6+10/×3), claw +10 (1d4+3); **Str** 22, **Cha** 14; **CMB** +15; **CMD** +29; **Skills** Climb +19, Intimidate +21

STATISTICS

Str 26, **Dex** 16, **Con** —, **Int** 10, **Wis** 8, **Cha** 18

Base Atk +9; **CMB** +17; **CMD** 31

Feats Arcane Strike, Dazzling Display, Eschew

Materials, Furious Focus^{APG}, Improved Initiative, Intimidating Prowess, Power Attack, Toughness, Weapon Focus (*earth breaker*)

Skills Acrobatics +16, Climb +21, Intimidate +25, Perception +12, Perform (act) +10

Languages Common

SQ certain strike, destined strike +4, fast movement, fated bloodrager +2, undead bloodrager

Combat Gear +1 *earth breaker*, *belt of giant strength* +2, *cloak of resistance* +2, *ring of protection* +1

SPECIAL ABILITIES

Undead Bloodrager An undead creature with the ability to enter a bloodrage gains the morale bonuses from bloodrage despite being immune to morale effects. The bonus to Constitution from the bloodrage applies to an undead creature's Charisma instead.

Mighty Bozhrak was once the strongest man alive, or at least so he claimed. In truth, Bozhrak did possess great strength as a man, which he put to use as part of a traveling circus. Bozhrak performed various feats of strength to astound and delight the crowds—bending steel bars with his bare hands, breaking chains across his chest, and lifting members of the audience above his head with one hand. In truth, Bozhrak's act was aided in part by his inborn magic, though he was too prideful and arrogant to admit this truth to any but his closest friends.

Bozhrak's death came when Kanefrah, in her guise as a courtier, invited his troupe to entertain her entourage. Bozhrak was immediately smitten with the vampire, and abandoned his carnival to join Kanefrah's court and pledge his eternal love for the "noble lady." Though initially repulsed by the advances of a foreigner, Kanefrah realized that the brute possessed a strength and "moral flexibility" that she could put to use. Kanefrah revealed her true nature to Bozhrak, and offered him a place by her side at the

cost of his mortality. Bozhrak accepted, and was stripped of his flesh, becoming the skeletal champion he is today.

Bozhrak does not regret his decision, for he still truly loves Kanefrah, but he does lament the loss of his flesh. Though he is stronger now than he ever was as a living man, he was particularly proud of his muscles, and their loss has been a blow to his pride. Bozhrak is also saddened that he can no longer grow facial hair, for in life he maintained an impressive beard. He has tried on a few occasions to restore his beard through the use of camel hair and glue, with regrettable results.

REGINELL CARTHWORTH III

CR 9

XP 6,400

Male human ghost bard ([archivist](#)APG) 8

LN Medium undead (augmented humanoid, human, incorporeal)

Init +2; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 24, touch 19, flat-footed 22 (+5 armor, +7 deflection, +2 Dex)

hp 98 (8d8+56)

Fort +11, **Ref** +10, **Will** +9; +4 vs. magical traps, language-dependent effect, and symbols, glyphs, and magical writings, +4 vs. channeled energy

Defensive Abilities channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

OFFENSE

Speed 30 ft., fly 30 ft. (perfect)

Melee corrupting touch +7 (9d6, Fort. DC 21 half)

Ranged +1 *light crossbow* +7 (1d8+1/19-20)

Special Attacks bardic performance 25 rounds/day (move action; countersong, dirge of doom, distraction, fascinate, inspire competence +3, lamentable belaborment, naturalist), corrupting touch, frightful moan (DC 23), telekinesis (once per 1d4 rounds)

Bard Spells Known (CL 8th; concentration +15)

3rd (4/day)—*dispel magic*, *haste*, *summon monster III*

2nd (6/day)—*glitterdust* (DC 20), *haunting mists*^{UM} (DC 19), *invisibility*, *mirror image*, *suggestion* (DC 19), *summon monster II*

1st (6/day)—*comprehend languages*, *detect secret doors*, *grease* (DC 19), *summon monster I*, *vanish*^{APG}

0 (at will)—*detect magic*, *ghost sound* (DC 17), *mage hand*, *message*, *open/close*, *read magic*

TACTICS

During Combat Reginell avoids combat unless commanded to fight by Kanefrah. If forced to fight, he avoids

direct conflict, preferring to remain invisible and summon monsters.

Morale If Kanefrah is slain, Reginell surrenders and begs the PCs to help him pass into the afterlife.

STATISTICS

Str —, **Dex** 14, **Con** —, **Int** 14, **Wis** 12, **Cha** 24

Base Atk +6; **CMB** +8; **CMD** 25

Feats Ability Focus (frightful moan), Augment Summoning, Craft Wondrous Item, Spell Focus (conjuration), Superior Summoning^{UM}

Skills Appraise +13, Fly +9, Knowledge (engineering) +17, Knowledge (geography) +17, Knowledge (history) +17, Knowledge (religion) +17, Linguistics +13, Perception +20, Perform (oratory) +18, Spellcraft +13 (+17 to identify magic items or decipher scrolls), Stealth +9, Use Magic Device +16; **Racial Modifiers** +8 Perception, +8 Stealth

Languages Abyssal, Ancient Hieroglyphic, Celestial, Common, Cyclops, Desert Common, Draconic, Dwarven, Elven, Gnoll, Infernal

SQ bardic knowledge +4, jack-of-all-trades, lore master 2/day, magic lore

Gear +1 *chain shirt*, +1 *light crossbow*, *amulet of natural armor* +1, *cloak of resistance* +2, *headband of alluring charisma* +2

Reginell Carthworth the Third is that unhappy explorer who, in his zeal to uncover the secrets of the past, unleashed Kanefrah's evil on this unsuspecting world. An archaeologist by trade, Reginell discovered the long-hidden tomb belonging to Kanefrah's ancestral line. Inside, Reginell found Kanefrah's seemingly dead form. Believing the stake through her heart a cultural artifact of some significance, Reginell removed it in order to read the sacred inscriptions which adorned the item, rousing the vampire from her slumber. Mad with years of hunger, Kanefrah immediately sated herself on the unsuspecting Reginell, slaying him on the spot.

Having died a violent death, with his great work still unfinished, Reginell's soul persisted in this world after his death. Kanefrah, now in greater command of her senses, quickly used her magic to bind the ghostly explorer to her will. Kanefrah interrogated Reginell's ghost about the length of her slumber, and the changes that occurred in the world while she remained trapped in the tomb. She keeps him still, as both an adviser regarding the recent past and as an assassin, for Reginell's new ghostly form is more powerful than even he yet realizes.

Reginell does not wish to serve Kanefrah, and feels

great sorrow for the terrible acts she forces him to commit. Reginell wishes only to finish his great work—a comprehensive volume on the history of the desert kingdoms—and pass peacefully on to the next life. If freed from Kanefrah's influence, he gladly helps the PCs in any way that he can, provided they promise to accompany him back to Kanefrah's tomb and help him complete the last few chapters of his book.



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