## **Adventure Path Plug-Ins**

# Crusader Codex

By William Maala

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# RIGETCEOUS CRUSADE:

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## WRATE YOU WILL FIND INSIDE THE CRUSADER CODEX

In a campaign set against the backdrop of a massive demonic incursion into the mortal world, heroes of the crusade must rise up to stem the tide of chaos and evil, even as mortals and immortals alike in serve to the Abyss ally with the demon hordes to bring doom and ruin. The howling hosts of demonkind are a merciless foe, veering haphazardly between heedless destruction and insidious infiltration, and standing against them is a perilous pursuit, as their servants and sympathizers may lurk in the shadows of places once thought safe. At the same time, demons can be incautious and less than thorough in exterminating their enemies, and their wanton predations garner enemies even amongst other elder evils, allowing careful heroes to find allies and assistance even in the heart of territory the demonic armies might consider theirs.

The **Crusader Codex** brings you over 20 fantastic stat blocks for friends and foes alike, ranging from CR 1 to CR 20, incorporating mortals and immortals in service to law and chaos, good and evil. You will find holy priests and tainted tieflings alongside stealthy demonslayers and blighted druids of the wounded lands, from twisted alchemists and spirit-channelers to skalds singing the malevolent music of war without end. In addition to humanoid heroes, the **Crusader Codex** contains a variety of monsters with class levels, from bloodthirsty redcaps and trolls to demon oracles, night hag mesmerists, and more, as well as updated versions of the monstrous mandragora! Each stat block contains roleplaying notes and detailed tactical notes before, during, and after combat. Whether as unique individuals or stock characters, leaders or minions, the characters in the **Crusader Codex** stand ready to bring the pain wherever the GM needs them.

Incorporating rules from Pathfinder Roleplaying Game Occult Adventures, Pathfinder Roleplaying Game Pathfinder Unchained, Pathfinder Roleplaying Game Mythic Adventures, and the Pathfinder Roleplaying Game Advanced Class Guide as well as the core rules, the **Crusader Codex** is an indispensable addition to any campaign featuring the servants of the Abyss, whether they are invading your heroes' homeland or the heroes are taking the fight to the lower planes! This volume is an excellent companion volume to **Unrighteous Villains**, and it brings you the same rich and inventive design, luscious layout, beautiful aesthetics, and excellence in craftsmanship that is the hallmark of Legendary Games. We hope you enjoy using it as much as we enjoyed making it. Game on!



## WELCOME TO HOVENGURE PAGE 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, but at the same time are rich additions for your home game regardless of what campaign you may be running. 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, products that are innovative in their ideas, beautiful in their appearance, bursting with the creativity of the best authors in the business and developed with a rich interactive layout that blends form and function, and on top of all of that products that are flat-out fun to play.

## Rey, WRAC'S WICH CHE ADVENCURE PACE PLUG-IN?

You will see us use phrases such as "Righteous Crusade Adventure Path" instead of the title of the 13th adventure path published by Paizo Publishing, LLC, covering issues #73 to 78. Or, you may see us use names such as the "Demon Lands," the "Crusader Stronghold," the "Goddess of Valor," or the "God of Nature" 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 "Righteous Crusade Adventure Path," helping to tame the "Demon Lands." 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 <u>Pathfinder</u> <u>Reference Document</u> as well as <u>d20PFSRD</u>. 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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#### The following superscript notations are used to denote official Pathfinder Roleplaying Game rulebooks:

ACG = Pathfinder Roleplaying Game Advanced Class Guide
 APG = Pathfinder Roleplaying Game Advanced Player's Guide
 ARG = Pathfinder Roleplaying Game Advanced Race Guide
 B1 = Pathfinder Roleplaying Game Bestiary
 B2 = Pathfinder Roleplaying Game Bestiary 2
 B3 = Pathfinder Roleplaying Game Bestiary 3
 B4 = Pathfinder Roleplaying Game Bestiary 4
 GMG = Pathfinder Roleplaying Game Gamemastery Guide
 MA = Pathfinder Roleplaying Game Mythic Adventures

- <sup>MC</sup> = Pathfinder Roleplaying Game Monster Codex
- <sup>NC</sup> = Pathfinder Roleplaying Game NPC Codex
- <sup>OA</sup> = Pathfinder Roleplaying Game Occult Adventures
- <sup>PU</sup> = Pathfinder Roleplaying Game Pathfinder Unchained
- <sup>UCam</sup> = Pathfinder Roleplaying Game Ultimate Campaign
- <sup>UC</sup> = Pathfinder Roleplaying Game Ultimate Combat
- <sup>UE</sup> = Pathfinder Roleplaying Game Ultimate Equipment
- <sup>UM</sup> = Pathfinder Roleplaying Game Ultimate Magic

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## Incroduccion

Much like the *Pathfinder Roleplaying Game NPC Codex*, the *Crusader Codex* contains 21 stat blocks, from CR 1 to 20, with one of the NPCs being the cohort of another. Most of the characters presented herein are single-classed, though some have a small number of levels in other classes if it suits their theme and role. Some of the NPCs are intended as allies to accompany the player characters on their adventures if the players wish it, and some of those are higher level versions of NPCs presented in the *Righteous Crusade* campaign books; these NPCs give instructions as to which adventures they might accompany the PCs. Even if the GM is not running the *Righteous Crusade* campaign, he or she can be sure to find an NPC that can be used in any campaign.

#### **Automatic Bonus Progression**

The stat blocks in this book make use of the Automatic Bonus Progression rules, as detailed in *Pathfinder Roleplaying Game Pathfinder Unchained*. This grants NPCs a bit of a statistical boost in terms of their raw numbers, but without an accompanying increase in their wealth and loot left behind when the PCs defeat them. Where possible, NPC statistics are also designed to correspond to **Table 1-1: Monster Statistics by CR** from Appendix 1 of *Pathfinder Roleplaying Game Bestiary*. The NPCs all have favored class bonuses included. Where an NPC has particular buffing potions or special abilities, Power Attack, and so on, such items and abilities are meant to be used to ensure that the NPCs match the statistics provided by that table for the particular CRs.

#### **Mythic Rules**

One thing different about the *Righteous Crusade* campaign is that it is designed to be used with the mythic rules as presented in *Pathfinder Roleplaying Game Mythic Adventures*. As a result, the player characters within that campaign become substantially more powerful than in regular campaigns. For example, an 12th level PC with 4 or 5 mythic tiers is roughly equivalent to a 14th or 15th level PC, while an 18th level PC with 8 mythic tiers is roughly equivalent to a 22nd level PC. For the first five character levels, the PCs do not have mythic tiers, so average party level is the same, but when they start to acquire mythic tiers, average (effective) party level begins rising. To help GMs plan encounters, the following table indicates the average (effective) party level compared to character level plus mythic tiers, and the book of the campaign that the PCs reach those levels:

Scaling to Character Effective Level		
CEL + Tiers	Party Level	Book
6 + 1	7	end of 1/start of 2
7 + 1	8	2
7 + 2	8	2
8 + 2	9	2
9 + 2	10	2
9 + 3	11	end of 2/start of 3
10 + 3	12	3
10 + 4	12	3
11 + 4	13	3
12 + 4	14	3
12 + 5	15	end of 3/start of 4
13 + 5	16	4
13 + 6	16	4
14 + 6	17	4
15 + 6	18	4
15 + 7	19	end of 4/start of 5
16 + 7	20	5
17 + 7	21	5
18 + 7	22	5
18 + 8	22	5
18 + 9	23	end of 5/start of 6
19 + 9	24	6
20 + 9	25	6
20 + 10	25	6

#### **Combat with Codex Characters**

When planning combat encounters, ensure that the individuals you find here are encountered with other creatures or characters. They may be masterminds, but any combat encounter involving a team of heroes against a single bad guy encounters is usually a bad idea, because action economy issues generally ensure a quick victory for player characters. Some of the NPCs have suggestions for allies that they might have. In addition, the characters you find here are not necessarily locked and loaded for combat alone; they are intended as "living characters," not as individuals who stand in a room waiting to be slaughtered by rampaging player characters. Each NPC is named and has a quick personality sketch to help build out that character as a unique individual, but those names can also be ignored if the goal is simply to provide a set of similar stock characters in an encounter. While it makes sense to encounter one "John Doe," encountering 4 "John Does" just sounds silly; however, encountering 4 "psychic initiates" or "trainee soldiers" makes sense.

#### Tactics

Each NPC has a tactics section, with some having suggestions provided for morale. It is up to the GM to determine if an NPC fights to the death or otherwise. No tactics section can cover every eventuality or situation, but these serve as guides to the typical strategy each character will take, at least at the beginning of most encounters. Beyond that, their responses will develop organically and intelligently, using their spells, abilities, and items to their best effect. Regarding potential allies for player characters, the notes are short, because it is impossible to know what the PCs will be facing; it's important to note that NPC allies should never try to steal the PCs' limelight. Before running a combat encounter, GMs should ensure that they thoroughly understand what an NPC can do. In addition, for the stat blocks and tactics you see in this book, the following general guidelines apply:

Where the tactics say "The individual casts [x]," this refers to long-duration spells like *detect scrying*, *greater false life*, and so on. The effects of those spells are included in the "before pre-buffing" section of the individual's tactics.

For the spells that are cast when combat is imminent, spells of 10 minutes per level duration are likely cast as soon as the individual is aware of intruders in their lair, while spells that last 1 round per level are likely cast when intruders are in the next room if they are fighting something, for example.

Where a spellcaster's tactics suggest casting *black tentacles*, *repulsion*, or similar ongoing nasty area of effect spells, his or her allies should have some means to attack or affect their enemies without being affected by that effect!

For ease of reference, the save DCs listed in each stat block are marked with an F, R, or W, indicating whether the saving throw in question is a Fortitude, Reflex, or Will save.

As always, GMs can and should change any details of a character and its stat block as needed to suit their

games. This is especially helpful when a GM wants to reuse a particular stat block. For example, changing a stat block's alignment, race, a few spells, and/or maybe some magic items creates a whole new NPC.



## CRUSADER CODEX

## **Characers**

#### **Torin Savard**

**CR 1** 

XP 400

Male <u>tiefling</u><sup>ARG</sup> <u>witch</u><sup>APG</sup> 2

CE Medium outsider (native)

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

#### DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

**hp** 15 (2d6+6)

**Fort** +2, **Ref** +2, **Will** +4

**Resist** cold 5, electricity 5, fire 5

#### **OFFENSE**

#### Speed 30 ft.

Melee spear +1 (1d8/x3)

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

**Special Attacks** hexes (blight [W-DC 14], evil eye [W-DC 14; -2, 6 rounds])

**Spell-Like Ability** (CL 2nd; concentration +0)

1/day—darkness

Witch Spells Prepared (CL 2nd; concentration +5)

1st—burning hands (R-DC 14), shocking grasp (2) 0—arcane mark, message, resistance, <u>spark</u><sup>APG</sup>

#### Patron Elements

#### TACTICS

**During Combat** Torin has a lot of options in combat, and tries to use them to the best of his ability. In normal circumstances, he takes uses the following strategy. On round one, he casts *burning hands*, moving when necessary to affect as many targets as possible, but not in such a way that he provokes attacks of opportunity. He uses *shocking grasp* against adjacent foes in rounds 2 and 3, thereafter switching to using his spear. If reduced to 6 or fewer hp, Torin withdraws to seek out a place of safety.

#### **STATISTICS**

Str 10, Dex 15, Con 14, Int 17, Wis 12, Cha 6

#### Base Atk +1; CMB +1; CMD 13

Feats Combat Casting

Skills Heal +6, Knowledge (arcana) +8, Perception +3, Spellcraft +8, Stealth +4; Racial Modifiers +2 Bluff, +2

#### Stealth

Languages Abyssal, Common, Elven, Infernal, Orc

SQ fiendish sorcery, witch's familiar (cat)

**Combat Gear** alchemist's fire (2); **Gear** spear, light crossbow with 10 bolts, dagger, spell component pouch, pouch with 20 gp worth of mixed coins

When demonic forces invade a city at the start of the campaign, all sorts of troops are involved, from the high to the low. Heartened by the promise of loot and the opportunity to spread mayhem, he leapt at the chance. This witch represents one of the weaker forces that invade the city.

**Torin's Allies:** This stat block works better as an encounter with multiple witches, either as two or more by themselves, or as a group supporting a bad guy who is not described in book 1 as being without allies; this should make such battles more fun. In such cases, those witches closest to their enemies use the tactics described above, while those behind first cast *darkness*, then throw alchemist's fire, or attempt to use evil eye against their enemies. They may also cast *burning hands* after using evil eye, if they can affect more enemies than their allies, hoping that their allies' fire resistance will keep them safe.



#### **Mintreal Kost**

#### **XP 600**

Female human slayer ACG 3

NG Medium humanoid (human)

Init +7; Senses Perception +5

#### DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

**hp** 24 (7d10+3)

Fort +3, Ref +6, Will +0; +1 vs traps

Defensive Ability trap sense +1

#### OFFENSE

Speed 30 ft.

**Melee** rapier +4 (1d6+1/18-20)

**Ranged** composite longbow +6 (1d8+2/x3)

**Special Attacks** first studied target (move action; +1), sneak attack +1d6

#### TACTICS

**During Combat** Mintreal always uses studied target on the first round of combat. She prefers to use her bow with Rapid Shot, but does not fire into melee. Name prefers to avoid melee combat if she can, but if forced into it tries to ensure that she is flanking her opponents. If reduced to 6 or fewer hp, she withdraws to seek out a place of safety.

#### **STATISTICS**

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

#### Base Atk +3; CMB +4; CMD 17

Feats Improved Initiative, Point-Blank Shot, Rapid Shot

**Skills** Acrobatics +9, Climb +4, Diplomacy +1, Disable Device +12, Knowledge (geography) +5, Knowledge (local) +8, Knowledge (planes) +3, Linguistics +4, Perception +5, Sense Motive +5, Sleight of Hand +6, Stealth +9, Survival +5 (+6 tracking), Swim +4

Languages Common, Orc, plus 2 others

**SQ** slayer talent (trapfinding), track +1, trapfinding +1

**Combat Gear** alchemist's fire (2), potions of *cure light wounds* (4), smokestick (3); **Gear** masterwork studded leather, rapier, composite longbow (+1 Str) with 40 arrows, dagger, silk rope (50 ft.), masterwork thieves' tools, pouch with 15 gp worth of mixed coins

Mintreal presents a reimagining of the potential ally with the broken leg included in the first book of the *Righteous Crusade Adventure Path*. That character is described as a border scout, and the version presented here better represents that background. GMs can still apply the broken leg rules applied to that NPC to this one if they wish. Alternatively, she can represent any low level scout.

**CR 6** 

#### Volencia Eltringham

#### XP 2,400

**CR 2** 

Female human <u>slayer</u><sup>ACG</sup> 7

NG Medium humanoid (human)

**Init** +8; **Senses** Perception +10

#### DEFENSE

**AC** 20, touch 15, flat-footed 15 (+5 armor, +1 deflection, +4 Dex)

**hp** 57 (7d10+14)

Fort +8, Ref +12, Will +7; +2 vs traps

Defensive Ability trap sense +2

#### **OFFENSE**

#### Speed 30 ft.

**Melee** masterwork rapier +14/+9 (1d6+1/18-20)

**Ranged** +1 composite longbow +14/+9 (1d8+2/x3)

**Special Attacks** second studied target (swift action; +2), sneak attack +2d6

#### TACTICS

- **Before Combat** If expecting to use her bow a lot over a period of three minutes, Volencia drinks a potion of *heroism*.
- **During Combat** Volencia always uses studied target on the first round of combat as a swift action. She prefers to use her bow with Deadly Aim and Rapid Shot, but does not fire into melee. Name prefers to avoid melee combat if she can, but if forced into it tries to ensure that she is flanking her opponents. If reduced to 12 or fewer hp, she withdraws to seek out a place of safety.
- **Basic Statistics** Without pre-buffing, Volencia's statistics are **Fort** +6, **Ref** +10, **Will** +5; **Melee** masterwork rapier +12/+7 (1d6+1/18-20); **Ranged** +1 composite longbow +12/+7 (1d8+2/x3); -2 to skills

#### **STATISTICS**

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

Base Atk +7; CMB +8; CMD 22

- **Feats** Deadly Aim<sup>B</sup>, Improved Initiative, Iron Will, Point-Blank Shot, Rapid Shot, Toughness, Weapon Finesse<sup>B</sup>
- Skills Acrobatics +11, Climb +8, Diplomacy +6, Disable Device +20, Knowledge (geography) +10, Knowledge (local) +14, Knowledge (planes) +8, Linguistics +6, Perception +12, Sense Motive +12, Sleight of Hand +8,

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#### Stealth +15, Survival +12 (+15 tracking), Swim +5

#### Languages Common, Orc, plus 2 others

- **SQ** slayer talents (rogue talent [combat trick, finesse rogue], trapfinding), stalker, track +3, trapfinding +3
- **Combat Gear** alchemist's fire (2), potions of *heroism* (4), smokestick (3); **Gear** masterwork chain shirt, masterwork rapier, composite longbow (+1 Str) with 40 arrows, dagger, silk rope (50 ft.), masterwork thieves' tools, pouch with 140 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +1, deflection +1, mental prowess +2, resistance +1, weapon attunement +1 (composite longbow)

Volencia presents a more developed version of the CR 2 slayer, and as such is suitable to accompany the player characters in the third part of the *Righteous Crusade Adventure Path*. Alternatively, she can represent any experienced scout.

#### Shawon Gargas

#### **CR 6**

#### XP 2,400

Female half-orc paladin 7

LG Medium humanoid (human, orc)

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

Aura courage (10 ft.)

#### DEFENSE

AC 20, touch 10, flat-footed 19 (+10 armor, +1 deflection, -1 Dex)

**hp** 64 (7d10+21)

#### **Fort** +10, **Ref** +7, **Will** +10

**Defensive Abilities** divine grace, divine health, orc ferocity; **Immune** disease

#### **OFFENSE**

#### Speed 20 ft. in armor; 30 ft. base

**Melee** +1 greatsword +13/+8 (2d6+7/19-20), or heavy flail +11/+6 (1d10+6)

**Ranged** heavy crossbow +6 (1d10/19-20)

- **Special Attacks** channel positive energy (W-DC 16; 4d6), smite evil (3/day; +3 attack/AC, +7 damage)
- Paladin Spell-Like Ability (CL 7th; concentration +10)

At will—*detect evil* 

Paladin Spells Prepared (CL 4th; concentration +7)

2nd—shield other

1st—lesser restoration (2)

#### TACTICS

Before Combat If anyone is injured, Shawon might use her

wand or channel positive energy to heal them between bouts of combat. She might cast *shield other* to protect a front line character who is more effective at fighting than her.

**During Combat** Shawon follows a course of action so as to best support her allies, whether that is healing, fighting, or some other tactic.

#### **STATISTICS**

#### Str 18, Dex 8, Con 13, Int 10, Wis 12, Cha 16

Base Atk +7; CMB +11; CMD 20

- **Feats** Improved Initiative, Lightning Reflexes, Toughness, Weapon Focus (greatsword)
- Skills Diplomacy +8, Heal +6, Intimidate +5, Knowledge (religion) +5, Linguistics +5, Perception +5, Sense Motive +6; Racial Modifiers +2 Intimidation

Languages Abyssal, Common, Orc, plus 1 other

- **SQ** code of conduct, divine bond (weapon +1, 1/day), lay on hands (3d6, 6/day), mercies (diseased, shaken)
- **Combat Gear** holy water (4), wand of *cure light wounds* (25 charges); **Gear** masterwork full plate, greatsword, heavy flail, heavy crossbow with 10 bolts, dagger, cold iron holy symbol, spell component pouch, pouch with 66 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +1, deflection +1, mental prowess +2, resistance +1, weapon attunement +1 (greatsword)

Shawon presents a more developed version (with different equipment and feats) of the potential paladin ally included the first book of the *Righteous Crusade Adventure Path*, and as such is suitable to accompany the player characters in the third part of the *Righteous Crusade Adventure Path*. Alternatively, she can represent any experienced paladin.



#### Jaxartesius XP 3,200

#### **CR 7**

Male broken soul<sup>B4</sup> unicorn oracle 4

CN Large magical beast

**Init** +8; **Senses** darkvision 60 ft., lifesense 30 ft., lowlight vision, scent; Perception +16

Aura magic circle against evil

#### DEFENSE

**AC** 21, touch 14, flat-footed 17 (+1 deflection [+2 vs evil], +4 Dex, +7 natural, -1 size)

**hp** 91 (4d8+4d10+48)

Fort +13, Ref +10, Will +11; +2 resistance vs evil\*

- \* This does not stack with the +1 resistance bonus from automatic bonus progression.
- **DR** 5/-; **Immune** charm, compulsion, poison; **Resist** acid 5, cold 5, electricity 5, fire 5, sonic 5

#### **OFFENSE**

Speed 50 ft.

**Melee** +1 gore +16 (1d8+9) and 2 +1 hooves +13 (1d3+5), or torturous touch +14 touch (2d6 plus 1d6 Dex damage and convulsions) and 2 +1 hooves +13 (1d3+5)

#### Space 10 ft.; Reach 5 ft.

- **Special Attacks** agonized wail (W-DC 18), baleful gaze (F-DC 18), channel positive energy (5/day, DC 16, 2d6), powerful charge (gore, 2d8+16), torturous touch (F-DC 18)
- Spell-Like Abilities (CL 9th; concentration +3)

At will—detect evil (as free action), light

3/day—cure light wounds

1/day—cure moderate wounds, greater teleport (within its forest territory), neutralize poison (DC 17)

#### Oracle Spells Known (CL 4th; concentration -2)

- 2nd (4)—cure moderate wounds, eagle's splendor, lesser restoration
- 1st (7)—cure light wounds, detect undead, hide from undead (W-DC 15), obscuring mist, sanctuary (W-DC 16)
- 0—create water, detect magic, detect poison, guidance, purify food and drink, stabilise

#### TACTICS

**Before Combat** If used as a combat encounter, Jaxartesius casts *eagle's splendor* before attacking.

During Combat On the first round of combat, Jaxartesius

moves towards the player characters and uses agonized wail to affect as many creatures as possible. His baleful gaze may affect them as well. On following rounds he makes full attacks against an opponent, always attacking with his hooves, but alternating between gore and torturous touch attack, starting with the latter first. The unicorn withdraws from combat when reduced to 30 or fewer hit points.

#### **STATISTICS**

Str 26, Dex 19, Con 20, Int 18, Wis 21, Cha 18

Base Atk +7; CMB +16; CMD 30 (34 vs trip)

- **Feats** Diehard<sup>B</sup>, Endurance<sup>B</sup>, Eschew Materials, Great Fortitude<sup>B</sup>, Improved Initiative, Multiattack, Toughness<sup>B</sup>, Weapon Focus (horn)
- **Skills** Acrobatics +11 (+19 jumping), Intimidate +20, Knowledge (nature, planes, religion) +15, Perception +16, Sense Motive +12, Stealth +15, Survival +12 (+15 in forests); **Racial Modifiers** +8 Intimidate, +3 Survival in forests, +4 Stealth

#### Languages Abyssal\*, Common, Sylvan

\* Only available in combat.

- **SQ** magical strike, mystery (life), mystery spells, oracle's curse (tongues), revelations (channel, lifesense), wild empathy +14
- **Gear** silver amulet (functions as a holy symbol and *amulet* of mighty fists +1 with weapon attunement); **Automatic Bonus Progression** armor attunement +1 (not attuned), deflection +1, mental prowess +2, physical prowess +2, resistance +1, weapon attunement +1 (amulet)

Jaxartesius is a truly tragic creature. He was captured by a group of demons, who instead of merely killing him and taking the horn as a trophy, decided to "gift" the creature with constant pain, knowing that the sight of the wounded unicorn would upset their enemies. Therefore he was turned into a broken soul and allowed to escape, but due to his strength of personality has managed to avoid turning evil.

This stat block can be used as merely a combat encounter, or perhaps as a roleplaying encounter in which it may attempt to heal any PCs' injuries (if they need it) after talking with them. In the latter case, the player characters may wish to restore Jaxartesius to normal, in a sidequest to remove his template.

#### Anderegg

#### XP 4,800

Female fiendish troll inquisitor 4

CE Large humanoid (giant)

**CR 8** 

**Init** +8; **Senses** darkvision 60 ft., low-light vision, scent; Perception +21

#### DEFENSE

**AC** 23, touch 12, flat-footed 21 (+5 armor, +1 deflection, +2 Dex, +6 natural, -1 size)

**hp** 89 (10d8+50); regeneration 5 (acid or fire)

Fort +16, Ref +7, Will +12

**DR** 5/good; **Resist** cold 10, fire 10; **SR** 13

#### **OFFENSE**

#### Speed 30 ft.

**Melee** +1 *bite* +15 (1d8+9) and 2 +1 *claws* +15 (1d6+9)

Space 10 ft.; Reach 10 ft.

- **Special Attacks** judgement (2/day), rend (1 claw, 1d6+12), smite good (1/day, +0 attack, +10 damage)
- Inquisitor Spell-Like Ability (CL 4th; concentration +3)

At will—detect alignment

Inquisitor Spells Known (CL 4th; concentration +6)

2nd (2)—<u>corruption resistance</u><sup>APG</sup>, see invisibility

- 1st (4)—comprehend languages, expeditious retreat, hide from undead (W-DC 13), remove fear
- 0—<u>brand</u><sup>APG</sup>, detect magic, detect poison, guidance, read magic, <u>sift</u><sup>APG</sup>

#### **TACTICS**

- **Before Combat** Anderegg casts *corruption resistance*, *expeditious retreat*, and *see invisibility* when combat is imminent. If she is in a position to do so before combat begins, she uses *detect alignment* to identify any good aligned characters that she might use smite good against.
- **During Combat** On the first round of combat, Anderegg initiates smite good as a swift action against any obviously holy enemy, and moves to attack her foes, making full attacks as soon as she can. On round two, she pronounces a judgement of resistance to gain acid resistance 4 as a swift action while making full attacks. Anderegg uses Duck and Cover when she's adjacent to an ally.

#### **STATISTICS**

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#### Str 27, Dex 14, Con 21, Int 10, Wis 14, Cha 8

#### Base Atk +7; CMB +16; CMD 28

**Feats** <u>Duck and Cover</u><sup>APG, B</sup>, Improved Initiative, Intimidating Prowess, Iron Will, <u>Rending Fury</u><sup>UC</sup> Skill Focus (Perception)

Skills Intimidate +22, Knowledge (religion) +11,

Perception +21, Sense Motive +11, Stealth +9, Survival +5 (+7 tracking)

#### Languages Giant

- **SQ** monster lore +2, solo tactics (Duck and Cover), stern gaze +2, track +2
- Gear Large mithril shirt, amulet (functions as unholy symbol and amulet of mighty fists +1 with weapon attunement), spell component pouch, pouch with 100 gp worth of mixed coins and gems; Automatic Bonus Progression armor attunement +1, deflection +1, mental prowess +2, physical prowess +2, resistance +2, toughening +1, weapon attunement +1 (amulet)

The influence of the Abyss on the lands where the campaign takes place can take strange turns. Amongst the local trolls, some are occasionally born with fiendish qualities. Such trolls are identified and given training as inquisitors, to keep other trolls and other non-demonic creatures in line with the overall demonic will. Anderegg is an example of such a troll corrupted to deepest evil.

**CR 9** 

## Vokolek

#### XP 6,400

Male fiendish <u>redcap<sup>B2</sup></u> barbarian 2

NE Small fey

Init +8; Senses low-light vision; Perception +15

#### DEFENSE

- **AC** 24, touch 14, flat-footed 18 (+6 armor, +1 deflection, +4 Dex, +4 natural, -2 rage, +1 size)
- **hp** 108 (8d6+2d12+50); fast healing 3

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

**Defensive Ability** uncanny dodge; **DR** 10/cold iron or 5/ good; **Resist** cold 10, fire 10; **SR** 14

Weakness irreligious

#### **OFFENSE**

#### Speed 70 ft.

- **Melee** +2 Medium scythe +18/+13 (2d4+18/x4) and kick +10 (1d4+8)
- **Special Attacks** rage (10 rounds/day), rage power (intimidating glare), smite good (1/day, +4 attack, +10 damage)

#### **TACTICS**

**Before Combat** If in the wilderness, Vokolek drinks an *elixir of hiding* to stalk and surprise attack his enemies.

**During Combat** Vokolek activates rage as soon as he can, and depending on the positioning of his foes, makes



normal full attacks or uses Cleave and Power Attack (with Furious Focus) to attack. If taking the latter approach and he has a move action available, he uses the intimidating glare rage power as well. Against any obviously holy enemy, he uses smite good against that target, making full attacks.

**Basic Statistics** Without pre-buffing, Vokolek's statistics are **AC** 26, touch 16, flat-footed 22 (+6 armor, +1 deflection, +4 Dex, +4 natural, +1 size); **hp** 88 (8d6+2d12+50); **Fort** +12, **Will** +10; **Melee** +2 *Medium* scythe +16/+11 (2d4+15/x4) and kick +8 (1d4+7); Str 22, Con 18; **CMB** +11; **CMD** 25; Climb +17

#### **STATISTICS**

#### Str 26, Dex 19, Con 22, Int 18, Wis 15, Cha 19

#### Base Atk +6; CMB +13; CMD 27

- **Feats** Cleave, <u>Furious Focus</u><sup>APG</sup>, Improved Initiative, Power Attack, Weapon Focus (scythe)
- **Skills** Acrobatics +17 (+33 jump), Bluff +17, Climb +19, Escape Artist +17, Intimidate +17, Knowledge (nature, planes) +17, Perception +15, Sense Motive +13, Stealth +21

#### Languages Aklo, Common, Giant, Sylvan

SQ boot stomp, fast movement, heavy weapons, red cap

**Gear** Small mithril shirt, Medium scythe, *elixir of hiding*, pouch with 250 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +2, deflection +1, mental prowess +2, physical prowess +2, resistance +2, toughening +1, weapon attunement +2 (scythe)

All fey are magic beings who reflect the nature of the world around them, and redcaps are no exception. However, when the land becomes corrupted by Abyssal energies, so too can the fey. Vokolek is a redcap infused with fiendish power, and this has only made his disposition fouler than normal for his murderous race.

**CR 10** 

#### **Tanelodian Quendel**

#### XP 9,600

Female human <u>oracle</u><sup>APG</sup> 9/paladin 2

LG Medium humanoid (human)

Init +4; Senses Perception +7

#### DEFENSE

**AC** 26, touch 17, flat-footed 19 (+8 armor, +2 deflection, +5 Cha, +1 natural)

**hp** 107 (9d8+2d10+42)

**Fort** +16, **Ref** +16, **Will** +18

Defensive Abilities divine grace, sidestep secret

#### **OFFENSE**

Speed 30 ft.

**Melee** +2 adamantine glaive +18/+18/+13 (1d10+11/x3)

**Special Attacks** smite evil (4/day; +5 attack/AC, +2 damage)

Paladin Spell-Like Ability (CL 2nd; concentration +7)

At will—detect evil

- Oracle Spells Known (CL 9th; concentration +14)
  - 4th (5)—cure critical wounds, divine power, legend lore, sending
  - 3rd (7)—cure serious wounds, locate object, protection from energy, remove curse, searing light
  - 2nd (7)—bull's strength, cure moderate wounds, hold person (W-DC 17), lesser restoration, shield other, tongues
  - 1st (8)—bless, comprehend languages, cure light wounds, endure elements, identify, protection from evil, sanctuary (W-DC 16)
  - 0—detect magic, detect poison, light, mending, purify food and drink, read magic, resistance, stabilize

#### TACTICS

Before Combat Tanelodian discusses with her allies what actions she can take in combat, whether to provide

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support and healing, to hit hard in melee, or to take other approaches. This stat block assumes that she has cast *bull's strength* and *divine power* on herself.

- **During Combat** Tanelodian's tactics vary with the situation and her allies. She does her best according to the situation, and if benefitting from *bull's strength* and *divine power*, uses Power Attack with her attacks, as well as smite evil against powerful evil foes.
- Basic Statistics Without pre-buffing, Tanelodian's statistics are hp 98 (9d8+2d10+42); Melee +2 adamantine glaive +13/+8 (1d10+5/x3); Str 14; CMB +10; CMD 20

#### **STATISTICS**

**Str** 18, **Dex** 10, **Con** 14, **Int** 11, **Wis** 12, **Cha** 20

#### Base Atk +8; CMB +12; CMD 22

- **Feats** Combat Casting, Craft Wand, Improved Initiative, Power Attack, Skill Focus (Spellcraft), Smiting Oracle, Weapon Focus (glaive)
- **Skills** Appraise +14, Diplomacy +13, Knowledge (arcana, geography, history, local) +13, Knowledge (nobility, religion) +8, Perception +7, Spellcraft +13

#### Languages Celestial\*, Common, Infernal\*

\* Only available in combat.

- **SQ** code of conduct, lay on hands (6/day; 1d6), mystery (lore), mystery spells, oracle's curse (tongues), revelations (lore keeper, mental acuity, sidestep secret)
- **Combat Gear** wand of *cure light wounds* (2; 50 charges) and *resist energy* (14 charges); **Gear** mithral breastplate, adamantine glaive, dagger, silver holy symbol, spell component pouch, pouch with 49 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +2, deflection +2, mental prowess +2, physical prowess +2, resistance +3, toughening +1, weapon attunement +2 (glaive)

Tanelodian Quendel is a scholar and shop owner. She owns a shop which sells magic items that she has found or made, as well as antiques and art objects. Tanelodian is selfconfident without being arrogant. She might make a good NPC to accompany PCs in book 4 of the campaign.

#### Necanor

XP 9,600

#### CR 10

Male <u>shadow demon<sup>B1</sup></u> rogue 3

CE Medium outsider (chaotic, demon, evil, extraplanar, incorporeal)

Init +10; Senses darkvision 60 ft.; Perception +25

#### **Smiting Oracle (New Feat)**

Your divine link with the gods enables you to more frequently strike down your enemies.

**Prerequisites:** Smite evil or smite good class feature, oracle curse

**Benefit:** Your oracle levels stack with your paladin (or antipaladin) levels in determining the number of times per day you can use your smite evil (or smite good) class feature, up to a maximum of seven times per day.



#### DEFENSE

**AC** 24, touch 24, flat-footed 18 (+8 deflection, +6 Dex)

**hp** 128 (3d8+7d10+73)

Fort +12, Ref +19, Will +13

Defensive Abilities evasion, incorporeal, trap sense +1; DR 10/cold iron or good; Immune cold, electricity, poison; Resist acid 10, fire 10; SR 17

Weakness sunlight powerlessness

#### **OFFENSE**

Speed fly 40 ft. (perfect)

- **Melee** 2 claws +15 touch (1d6 plus 1d6 cold) and +2 *bite* +17 touch (1d8+2 plus 1d6 cold)
- **Special Attacks** pounce, shadow blend, sneak attack +2d6, sprint
- Spell-Like Abilities (CL 10th; concentration +16)
  - At will—deeper darkness, fear (W-DC 20), greater teleport (self only), telekinesis (W-DC 21)
  - 3/day—shadow conjuration (W-DC 20), shadow evocation (W-DC 21)
  - 1/day—*magic jar* (W-DC 21), *summon* (level 3, 1 shadow demon 50%)

#### TACTICS

- **Before Combat** Necanor uses shadow blend to disappear into the shadows and seek a good tactical position. Depending on the situation and how the GM plans to use Necanor, he could even have possessed a victim first via *magic jar*.
- **During Combat** Necanor uses his abilities to his best advantage, using his ranged spell-like abilities to weaken or hamper his enemies before engaging in melee. Once engaged in melee, he uses his natural attacks to good effect, ideally having used shadow blend or while using Blind-Fight in *deeper darkness*.

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#### **STATISTICS**

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Str -, Dex 22, Con 22, Int 14, Wis 18, Cha 23

#### Base Atk +9; CMB +15; CMD 31

- **Feats** Blind-Fight, Combat Reflexes, Improved Initiative, Lightning Reflexes, Lunge<sup>B</sup>, Toughness
- **Skills** Acrobatics +19, Bluff +19, Fly +27, Intimidate +15, Knowledge (local, planes) +15, Perception +25, Sense Motive +17, Stealth +19; **Racial Modifiers** +8 Perception

#### Languages Abyssal, Common; telepathy 100 ft.

**SQ** rogue talent (combat trick), trapfinding +1

**Gear** none; **Automatic Bonus Progression** armor attunement +2 (not attuned), deflection +2, mental prowess +2, physical prowess +2, resistance +3, toughening +1 (not applicable), weapon attunement +2 (bite)

Necanor is a dangerous killer and agent provocateur for the forces of the Abyss. Depending on the situation, he has possessed many different targets to impede or damage the fiends' enemies, ranging from low-ranking nobodies to more senior figures. He enjoys this work greatly, though he is equally enthused about slaughtering his enemies personally when the urge strikes him.

#### Svore Fossek CR 11

#### XP 12,800

Female dwarf <u>alchemist</u><sup>APG</sup> (<u>vivisectionist</u><sup>UM</sup>) 12

CN Medium humanoid (dwarf)

Init +5; Senses darkvision 60 ft.; Perception +9

#### DEFENSE

**AC** 24, touch 13, flat-footed 23 (+6 armor, +2 deflection, +1 Dex, +5 natural); +4 dodge vs giants

**hp** 141 (12d8+84; 156 with *false life*)

- Fort +16, Ref +12, Will +9; +2 vs spells and spell-like abilities
- **DR** 10/adamantine (120 hp remaining); **Immune** cold, nonlethal damage, paralysis, poison, sleep, 75% immunity to critical hit and sneak attack damage

#### **OFFENSE**

#### Speed 50 ft.

- **Melee** +2 *battleaxe* +17/+12 (1d8+11/x3), or bite +15 (1d4+6) and 2 claws +15 (1d6+6)
- **Special Attacks** hatred, mutagen (120 minutes, 1/day), poison use, sneak attack +6d6, swift poisoning
- **Alchemist Extracts Prepared** (CL 12th; concentration +15)
  - 4th—freedom of movement, greater invisibility (2), stoneskin
  - 3rd—cure serious wounds (2), displacement, nondetection (2)
  - 2nd—detect thoughts (W-DC 15), false life (2), <u>perceive</u> <u>cues</u><sup>APG</sup>, see invisibility, undetectable alignment
  - 1st—<u>crafter's fortune</u><sup>APG</sup>, disguise self, expeditious retreat (2), identify (2)

#### TACTICS

**Before Combat** Svore drinks extracts of *undetectable alignment* on herself each day, and *false life* and *nondetection* each twice a day, so that she is constantly protected by these spells. If expecting trouble within two hours, she drinks extracts of *freedom of movement*, *see invisibility*, and *stoneskin*. She drinks her mutagen (effects included in the stat block), and extracts of *expeditious retreat* and *greater invisibility*, when combat is imminent.

During Combat If she has not had an opportunity to do

so, Svore drinks an extract of *greater invisibility* on the first round of combat and moves position. She assesses the situation, either using her wand repeatedly while catching as many enemies as possible in the primary area of effect, or attacks with her natural weapons. When using the wand, she always uses cold energy, because she is immune to that element, and her golems are immune to magic. She flees if seriously threatened or if her *invisibility* is dispelled, planning to escape and possibly seek revenge at a time of her choosing.

**Basic Statistics** Without pre-buffing, Svore's statistics are **AC** 20, flat-footed 19; **hp** 117 (12d8+60; 132 with *false life*); **Speed** 20 ft.; **Melee** +2 *battleaxe* +14/+9 (1d8+6/ x3), or bite +12 (1d4+3) and 2 claws +12 (1d6+3); raise Concentration and save DCs by +1; **Str** 16, **Con** 16, **Int** 18, **Cha** 7; **CMB** +12; **CMD** 23 (27 vs bull rush or trip); +1 to Int-based skills

#### STATISTICS

#### Str 22, Dex 12, Con 20, Int 16, Wis 14, Cha 5

**Base Atk** +9; **CMB** +15; **CMD** 26 (30 vs bull rush or trip)

- **Feats** Brew Potion<sup>B</sup>, Extra Discovery<sup>APG</sup> (2), Improved Initiative, <u>Master Alchemist<sup>APG</sup></u>, Skill Focus (Craft [alchemy]), Throw Anything<sup>B</sup>, Toughness
- Skills Appraise +18 (stonecunning), Craft (alchemy) +24 (+36 crafting), Disable Device +18, Knowledge (arcana) +18, Knowledge (nature) +8, Perception +17, Sense Motive +14, Spellcraft +18, Stealth +13
- Languages Common, Giant, Goblin, Dwarven, Terran, Undercommon
- **SQ** alchemy (alchemy crafting +12), cruel anatomist, discoveries (enhance potion, extend potion, feral mutagen, greater mutagen, mummification, preserve organs x3), poison immunity, swift alchemy, torturer's eye, torturous transformation, weapon familiarity (dwarf)
- **Combat Gear** wand of <u>detonate</u><sup>APG</sup> (8 charges, CL 10th; R-DC 16); **Gear** mithral breastplate, battleaxe, dagger, alchemy crafting kit<sup>UE</sup> (includes granite and diamond dust worth 500 gp, for stoneskin), formula book\*, masterwork thieves' tools, pouch with 12 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +2, deflection +2, mental prowess +4, physical prowess +2, resistance +3, toughening +1, weapon attunement +2 (battleaxe)
- \* Contains spells as prepared, plus GM determined.

Svore Fossek makes a successful living making potions, poisons, and other alchemical items to anyone with the coin to pay. She doesn't care whom she works for, and the only things she cares about are making money and remaining independent. Svore is a foul-mouthed dwarf, and never talks about her customers and clients or what she has made for them.

**Svore's Allies:** Svore owns two <u>alchemical golems</u><sup>B2</sup>, which guard her constantly. This makes a CR 13 encounter.

#### Lambrecht Roskelly CR 11

#### XP 12,800

Male half-orc skald<sup>ACG</sup> (fated champion) 12

NE Medium humanoid (human, orc)

Init +12; Senses darkvision 60 ft.; Perception +11

#### DEFENSE

**AC** 26, touch 15, flat-footed 22 (+8 armor, +2 deflection, +2 Dex, +1 dodge, +1 *haste*, +1 natural, +2 heavy mithral shield, -1 rage)

**hp** 141 (12d8+84)

Fort +16, Ref +10, Will +14; +5 morale bonus\* vs spells, supernatural abilities, and spell-like abilities [superstition], +4 morale bonus\* on Will saves [raging song], +2 morale bonus\* on saves [good hope]



**Defensive Abilities** improved uncanny dodge, orc ferocity, shield of foresight; **DR** 1/-; **Immune** fear

\* These bonuses do not stack with each other, but are listed because each bonus is relevant in different circumstances.

#### **OFFENSE**

#### Speed 60 ft.

- **Melee** +2 *scimitar* +15/+15/+10 (1d6+3/18-20 plus +1 acid, +2 fire, and +1 negative energy)
- **Special Attacks** rage powers (<u>linnorm death curse</u><sup>ACG</sup> [cairn, crag, tarn, tor; W-DC 22], superstition [+5]), raging song 31 rounds/day (move action; inspired rage +4, song of marching, song of strength +6), spell kenning 2/day

#### Bard Spells Known (CL 12th; concentration +18)

- 4th (4)—break enchantment, dominate person (W-DC 20), dimension door, greater invisibility
- 3rd (5)—clairaudience/clairvoyance, dispel magic, good hope, haste
- 2nd (7)—*cure moderate wounds, darkness, invisibility, tongues, whispering wind*
- 1st (7)—alarm, <u>anticipate peril</u><sup>UM</sup>, disguise self, feather step, undetectable alignment, ventiloquism
- 0—detect magic, mending, message, prestidigitation, read magic, summon instrument

#### TACTICS

- **Before Combat** Lambrecht usually creates two or more *alarms* wherever he is, the closest one of which is the silent type. If expecting trouble or preparing to engage in melee within a 12 minute period, Lambrecht casts *invisibility* on himself and then casts *good hope*. If he believes combat is imminent, he also casts *haste* and *anticipate peril* on himself and as many allies as possible. Depending on the situation, he might also cast *darkness*.
- **During Combat** When combat begins, Lambrecht begins drumming to activate raging song (as a move action), and casts *haste* if he has not already done so. He stays in a position such that he is far enough from combat that he can assesses the situation, but close enough so that his allies can hear his drumming. He does not get involved in combat. If required, Lambrecht keeps performing raging song but does not accept the benefits for a round so that he can cast a spell that round to help his allies, such as *darkness* or even *cure moderate wounds*, but is only likely to cast the latter once an ally has been knocked unconscious. Remember that when an ally is killed or knocked unconscious, the attacker must make saves against each death curse effect. His intent is that his allies do a lot of damage to his targets and inflict a lot

of curses on them. If seriously threatened, his *invisibility* is dispelled, or one troll is left, he flees using magic to escape and try again at a time of his choosing.

- Statistics Without Raging Song While still buffed, but refusing raging song benefits for a round, Lambrecht's statistics are AC 27, touch 16, flat-footed 23 (+8 armor, +2 deflection, +2 Dex, +1 dodge, +1 haste, +1 natural, +2 shield); hp 117 (12d8+60); loses benefits of superstition and raging song bonus on Will saves; Melee +2 scimitar +13/+13/+8 (1d6+1/18-20); Special Attacks loses rage powers; Str 8, Con 16; CMB +8; CMD 21
- Basic Statistics Without pre-buffing and raging song, Lambrecht's statistics are AC 26, touch 15, flat-footed 23 (+8 armor, +2 deflection, +2 Dex, +1 dodge, +1 natural, +2 shield); hp 117 (12d8+60); Fort +14, Ref +9; loses benefits of good hope, raging song bonus on Will saves, and superstition, as well as immunity to fear; Speed 30 ft.; Melee +2 scimitar +10/+5 (1d6+1/18-20); Special Attacks loses rage powers; Str 8, Con 16; CMB +8; CMD 21; Skills -2 to all skills

#### STATISTICS

Str 12, Dex 14, Con 20, Int 10, Wis 12, Cha 23

Base Atk +9; CMB +10; CMD 23

- Feats Dodge, <u>Extra Rage Power</u><sup>APG</sup>, Improved Initiative, Iron Will, Scribe Scroll<sup>B</sup>, Skill Focus (Perception), Toughness
- **Skills** Bluff +11 (+23 if using sing), Diplomacy +11 (+23 if using oratory), Handle Animal +11 (+24 if using percussion), Intimidate +13 (+24 if using percussion), Knowledge (all) +12, Linguistics +6, Perception +11, Perform (oratory, sing) +23, Perform (percussion) +24, Sense Motive +6 (+23 if using oratory or sing); **Racial Modifiers** +2 Intimidate

#### Languages Common, Giant, Orc

- **SQ** bardic knowledge +6, far seer, lore master 1/day, versatile performance (3, oratory, percussion, sing), weapon familiarity (half-orc)
- **Combat Gear** scrolls of *bard's escape*<sup>APG</sup> (3); **Gear** mithral breastplate, heavy mithril shield, scimitar, dagger, masterwork drum, spell component pouch, pouch with 282 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +2, deflection +2, mental prowess +4, physical prowess +2, resistance +3, toughening +1, weapon attunement +2 (scimitar)

Lambrecht Roskelly is a senior member, but not the leader, of a mercenary group that specialises in assassinating selected targets. He favors using multiple groups of minions against his targets, using his raging song along with troll allies on a first strike. If this is not enough, it's quite likely that the targets are subject to multiple curses,

#### and he follows with other encounters to finish the job.

**Lambrecht's Allies:** When planning to attack a target or targets, Lambrecht is accompanied by allies. These are either four standard trolls, or six fiendish trolls as described on page x, to make a CR 12 or CR 14 encounter, respectively. With the benefits of *good hope*, *haste*, and raging song (plus *bull's strength* for the standard trolls), the allies gain substantial combat bonuses. To help GMs, the buffed trolls have the following modified statistics:

**Buffed Standard Troll: AC** 16, touch 11, flat-footed 13 (+2 Dex, +5 natural, +1 *haste*, -1 rage, -1 size); **hp** 75 (6d8+48); **Fort** +13, **Ref** +5, +5 morale bonus\* vs spells, supernatural abilities, and spell-like abilities [superstition], +4 morale bonus\* on Will saves [raging song], +2 morale bonus\* on saves [*good hope*], +5 bonus vs fear effects; **DR** 1/-; **Speed** 60 ft.; **Melee** bite +15 (1d8+11 plus +1 acid, +2 fire, and +1 negative energy) and 3 claws +15 (1d6+11 plus +1 acid, +2 fire, and +1 negative energy); **Special Attacks** rage powers (linnorm death curse<sup>ACG</sup> [cairn, crag, tarn, tor; W-DC 22], superstition [+5]), rend (1d6+13); Str 29, Con 27; **Skills** +2 bonus to both skills.

Each standard troll has a potion of *bull's strength* that it drinks before combat.

**Buffed Fiendish Troll Inquisitor: AC** 23, touch 12, flatfooted 20 (+5 armor, +1 deflection, +2 Dex, +1 *haste*, +6 natural, -1 rage, -1 size); **hp** 109 (10d8+70); **Fort** +18, **Ref** +8, +5 morale bonus\* vs spells, supernatural abilities, and spell-like abilities [superstition], +4 morale bonus\* on Will saves [raging song], +2 morale bonus\* on saves [good *hope*], +5 bonus vs fear effects; **DR** 1/-; **Speed** 60 ft.; **Melee** +1 *bite* +20 (1d8+13 plus +1 acid, +2 fire, and +1 negative energy) and 3 +1 claws +20 (1d6+13 plus +1 acid, +2 fire, and +1 negative energy); **Special Attacks** rage powers (linnorm death curse<sup>ACG</sup> [cairn, crag, tarn, tor; W-DC 22], superstition [+5]), rend (1d6+15); Str 31, Con 25; **Skills** +2 bonus to all skills

\* These bonuses do not stack with each other, but are listed because each bonus is relevant in different circumstances.

#### Agoada

XP 25,600

CR 13

#### XP 25,600

Night hag<sup>B1</sup> mesmerist<sup>OA</sup> 8

NE Medium outsider (evil, extraplanar)

Init +8; Senses darkvision 60 ft.; Perception +27

#### DEFENSE

**AC** 31, touch 16, flat-footed 27 (+2 armor, +2 deflection, +4 Dex, +13 natural)

hp 179 (8d8+8d10+88)

- **Fort** +18, **Ref** +16, **Will** +27. Note that the heartstone's bonus to saving throws does not stack with the automatic bonus progression's resistance bonus.
- **Defensive Ability** towering ego; **DR** 10/cold iron and magic; **Immune** charm, cold, fear, fire, sleep; **SR** 24

#### **OFFENSE**

#### Speed 30 ft.

- **Melee** 2 +2 *claws* +26 (1d4+12) and +2 *bite* +26 (2d6+12 plus disease)
- **Special Attacks** bold stare (allure, sapped magic), dream haunting, disease (F-DC 20), hypnotic stare (-3), manifold tricks (2), mental potency +1, mesmerist trick (11/day; free action; 180 ft. range; astounding avoidance, compel alacrity, gift of will, levitation buffer, linked reaction), painful stare (+4 or (self) +2d6)
- **Spell-Like Abilities** (CL 8th; concentration +19)
  - Constant—detect chaos, detect evil, detect good, detect law, detect magic
  - At will—deep slumber (W-DC 20), invisibility, magic missile, ray of enfeeblement (F-DC 18)

At will (with heartstone)-etherealness, soul bind



Mesmerist Spells Known (CL 8th; concentration +19)

- 3rd (4)—dispel magic, dominate animal (W-DC 20), sending
- 2nd (6)—<u>apport object</u><sup>OA</sup> (W-DC 19), calm emotions (W-DC 19), <u>cognitive block</u><sup>OA</sup> (W-DC 19), knock
- 1st (6)—comprehend languages, detect secret doors, grease (R-DC 18), <u>heightened awareness</u><sup>ACG</sup>, unseen servant
- 0—detect magic, detect poison, lullaby (W-DC 17), mage hand, prestidigitation, read magic

#### TACTICS

- **Before Combat** Agoada implants levitation buffer on herself and gift of will on her cauchemar every day. If expecting trouble within an 80 minute period, she casts *heightened awareness*. If expecting trouble imminently, she casts *invisibility*.
- **During Combat** If *heightened awareness* is active, Agoada ends the spell when initiative is rolled, to gain a +4 bonus on the check. She focuses her bold stare on the creature she wants to attack, makes full attacks against that target using Power Attack, and applies painful stare damage upon making a successful hit. She activates her false flanker trick (a free action) on the first round she attacks a creature. She flees if reduced to 40 or fewer hit points because she has no wish to die in a meaningless brawl; if her heartstone is stolen she returns at a later time attempting to regain it (unless she finds a new one), but will make a peaceful approach at first.

#### **STATISTICS**

#### Str 31, Dex 19, Con 22, Int 22, Wis 18, Cha 25

#### Base Atk +14; CMB +24; CMD 38

- **Feats** Alertness, Combat Casting, Deceitful, <u>Eldritch</u> <u>Claws</u><sup>APG</sup>, Improved Initiative, Mounted Combat, Power Attack, Skill Focus (ride)
- **Skills** Bluff +34, Diplomacy +26, Disguise +30, Intimidate +26, Knowledge (arcana, local, planes) +25, Knowledge (dungeoneering) +17, Perception +27, Ride +29, Sense Motive +27, Spellcraft +25, Stealth +23

Languages Abyssal, Celestial, Common, Infernal

- **SQ** change shape (any humanoid, *alter self*), consummate liar (+4), heartstone, touch treatment (10/day; moderate)
- **Combat Gear** potions of *cure serious wounds* (5); **Gear** dagger, heartstone (also functions as an *amulet of mighty fists* +2), spell component pouch, pouch with 500 gp worth of gems; **Automatic Bonus Progression** armor attunement +2 (clothes), deflection +2, mental prowess +4/+2, physical prowess +4/+2, resistance +4, toughening +2, weapon attunement +2 (heartstone)

Name is much like any other night hag, except that she is older and more experienced. She could be found anywhere, in any guise, and thus encountering her could lead to combat or an exchange of information that the PCs might need.

**Agoada's Allies:** The night hag is always accompanied by a <u>nightmare cauchemar</u><sup>B1</sup>, resulting in a CR 14 encounter. The cauchemar has Multiattack instead of Improved Overrun, making its hoof attack bonus +20. In combat it tries to avoid catching the hag in the area of its smoke effect. For a bigger challenge, consider using a coven of three of these night hags, each with a cauchemar, to make a CR 17 encounter. As part of a coven, they ensure that each hag and cauchemar benefits from *mind blank* each day.

**CR 13** 

#### Kane McQuarrie

#### XP 25,600

Male human cleric 14

LG Medium humanoid (human)

Init +3; Senses Perception +14

#### DEFENSE

**AC** 23, touch 11, flat-footed 24 (+8 armor, +2 deflection, -1 Dex, +2 natural, +2 shield)

**hp** 136 (14d8+70)

**Fort** +16, **Ref** +9, **Will** +19

#### **OFFENSE**

#### Speed 30 ft.

- **Melee** +2 cold iron heavy mace +15/+10 (1d8+5)
- **Special Attacks** channel positive energy (8/day, 7d6, W-DC 23)
- **Domain Spell-Like Abilities** (CL 14th; concentration +20)
  - 9/day—bit of luck, touch of good (+7)
- **Cleric Spells Prepared** (CL 14th; concentration +20)
  - 7th—heal, holy word<sup>D</sup> (W-DC 23), repulsion (W-DC 23)
  - 6th—blade barrier<sup>D</sup> (R-DC 22), greater dispel magic, find the path, heal (2)
  - 5th—break enchantment, breath of life, dispel evil<sup>D</sup>, <u>pillar</u> <u>of life</u><sup>APG</sup> (2)
  - 4th—dimensional anchor (4), freedom of movement<sup>D</sup>, sending
  - 3rd—dispel magic, invisibility surge (2), protection from energy<sup>D</sup>, remove disease (2)
  - 2nd—align weapon<sup>D</sup> (good only), delay poison (2), remove paralysis (2), shield other (2)
  - 1st—detect evil, protection from evil<sup>D</sup>, remove fear,

sanctuary (2; W-DC 17), shield of faith (2) 0—create water, detect poison, light, stabilize

#### D domain spell; Domains Good, Luck

#### TACTICS

- **Before Combat** Kane discusses with his allies what actions he will take in combat, whether to provide support and healing.
- **During Combat** Kane's tactics vary with the situation and his allies, but he is not a fighter. He does his best according to the situation to support allies, whether that is healing, casting spells, using his domain spelllike abilities or holy lance on allies or their weapons, or some other activity.

#### **STATISTICS**

#### Str 16, Dex 8, Con 16, Int 10, Wis 23, Cha 16

#### Base Atk +10; CMB +12; CMD 22

- **Feats** Combat Casting, Extra Channel, Greater Spell Penetration, Improved Initiative, Lightning Reflexes, Selective Channeling, Spell Penetration, Toughness
- **Skills** Craft (painting) +9, Diplomacy +12, Heal +25, Knowledge (religion) +14, Perception +14

#### Languages Common, +1 other\*

\* Choose as best fits the campaign

**SQ** aura, good fortune (2/day), holy lance (2/day, 7 rounds)

**Combat Gear** wands of *cure light wounds* (4; 50 charges) and *lesser restoration* (50 charges); **Gear** mithril breastplate, heavy mithril shield, cold iron heavy mace, dagger, *bandages of rapid recovery*<sup>UE</sup> (8), *elixir of vision*, *healer's gloves*<sup>UE</sup>, silver holy symbol, spell component pouch (includes two pairs of platinum rings worth 50 gp each, for *shield other*), pouch with 172 gp worth of mixed coins and gems, traveler's outfit; **Automatic Bonus Progression** armor attunement +2, deflection +2, mental prowess +4/+2, physical prowess +4/+2, resistance +4, toughening +2, weapon attunement +2 (mace)

Kane presents a more developed version of the potential cleric ally introduced in the second book of the *Righteous Crusade Adventure Path*, and as such is suitable to accompany the player characters in the fifth part of the *Righteous Crusade Adventure Path*. He is friendly and tries to keep morale high. Alternatively, he can represent a highly experienced cleric.

#### Urdman Waltham

#### CR 13

#### XP 25,600

Male dwarf druid (<u>blight druid</u><sup>APG</sup>) 13/<u>medium</u><sup>OA</sup> (relic channeler) 1

#### N Medium humanoid (dwarf)

#### Init +2; Senses darkvision 60 ft.; Perception +23

Aura destructive aura (30 ft.; 13 rounds/day; +6), miasma (adjacent; F-DC 22)

#### DEFENSE

**AC** 22, touch 14, flat-footed 20 (+6 armor, +2 deflection, +2 Dex, +2 natural); +4 dodge vs giants

**hp** 162 (14d8+96)

- **Fort** +19, **Ref** +10, **Will** +20; +2 vs spells and spell-like abilities
- Defensive Ability blightblooded, plaguebearer\* (F-DC 22); DR 10/adamantine (120 hp remaining); Immune disease, nauseated, sickened
  - \* Picks bubonic plague against fiends and other naturally evil creatures, blinding sickness against humanoids

#### **OFFENSE**

#### Speed 30 ft.

**Melee** +2 *battleaxe* +15/+10 (1d8+8/x3)

**Special Attacks** destructive smite (9/day, +6), hatred, wild shape 5/day

**Druid Spells Prepared** (CL 13th; concentration +19)

- 7th—disintegrate<sup>D</sup> (W-DC 23), heal
- 6th—greater dispel magic, harm<sup>D</sup> (W-DC 22), tar pool<sup>UC</sup> (2; R-DC 22)
- 5th—commune with nature, control winds (F-DC 21), shout<sup>D</sup> (F or R-DC 21), stoneskin (2)
- 4th—inflict critical wounds<sup>D</sup> (W-DC 20), <u>strong jaw</u><sup>APG</sup> (3), <u>thorn body</u><sup>APG</sup> (2)
- 3rd—greater magic fang (3), mass feather step, neutralize poison, rage<sup>D</sup>
- 2nd—barkskin (4), lesser restoration (2), shatter<sup>D</sup> (F or W-DC 18)
- 1st—endure elements (2), faerie fire, longstrider (2), pass without trace, true strike<sup>D</sup>
- 0—create water, detect magic, mending, purify food and drink

D domain spell; Domain Destruction

#### **TACTICS**

**Before Combat** Every day, Urdman the champion spirit, using shared séance with any present allies. Urdman casts *longstrider* on himself and his cohort each day, and normally wild shapes into a Huge earth elemental form after channeling, eating, and spell preparation, whereupon he casts *greater magic fang* on both of his slams, but if planning to fight demons that day instead

**I9** 



lends his wands to his cohort, wild shapes into a fiendish behemoth hippopotamus, and casts greater magic fang on his bite. If expecting trouble or preparing to engage in melee within a 2 hour period, he casts stoneskin. If expecting trouble or preparing to engage in melee within a 12 minute period, he casts strongjaw on both slams and barkskin. If expecting to imminently engage in combat with fiends, the ranger uses a wand to cast bull's strength upon him. He might also casts thorn body when planning to fight powerful foes.

- **During Combat** Urdman assesses the situation, and if it helps casts one of his spells to improve his situation, but most likely engages in melee combat. If he is allied with the PCs, Urdman takes whatever actions are best to help the group. In elemental form, he attacks with his slams. If in behemoth hippopotamus form, he attacks with his bite using Vital Strike (unless *hasted* by a PC). Note that the miasma and plaguebearer class features are disease effects, not poison effects, so demons are fully capable of being affected by them; also, they and blightblooded are class features, so carry over to wild shape forms.
- Elemental Form When in buffed Huge earth elemental form, Urdman's statistics are: Huge humanoid (dwarf); Initiative +1; AC 24, touch 11, flat-footed 23 (+2 deflection, +1 Dex, +13 natural, -2 size); hp 190 (14d8+124); Fort +21, Ref +9; gains DR 5/- and Immune bleed, extra damage from critical hits and sneak attacks; Speed gains earth glide; Melee 2 +3 slams +21 (4d8+15); Space 15 ft.; Reach 15 ft.; Str 26, Dex 12, Con 24; CMB +21; CMD 32 (36 vs bull rush or trip); Stealth +12
- Without pre-buffing in Huge earth elemental form, Urdman's statistics are as buffed form, except: **AC** 19, touch 11, flat-footed 18 (+2 deflection, +1 Dex, +8 natural, -2 size); loses *stoneskin* benefit; **Melee** 2 +3 *slams* +19 (2d8+13); **Str** 22; **CMB** +19; **CMD** 30 (34 vs bull rush or trip)
- Animal Form When in buffed fiendish behemoth hippopotamus form, Urdman's statistics are: Huge humanoid (dwarf); Initiative +0; replaces darkvision with low-light vision; AC 23, touch 10, flat-footed 23 (+2 deflection, +13 natural, -2 size); Ref +8; gains DR 10/good and Resist cold 15, fire 15; Speed 60 ft.; Melee +3 bite +20 (8d8+17 plus grab); Space 15 ft.; Reach 15 ft.; Special Attacks gains smite good (1/day, never used), trample (2d6+10, DC 23); Str 24, Dex 10; CMB +20; CMD 30 (34 vs bull rush, 38 vs trip); Stealth +11
- Without pre-buffing in fiendish behemoth hippopotamus form, Urdman's statistics are as buffed form, except: **AC** 18, touch 10, flat-footed 18 (+2 deflection, +8 natural, -2 size); loses *stoneskin* benefit; **Melee** +3 *bite* +18 (4d8+14 plus grab); **Special Attacks** trample (2d6+7, DC 21); **Str** 20; **CMB** +18; **CMD** 28 (32 vs bull rush, 36 vs trip)

#### STATISTICS

Abilities Str 14, Dex 14, Con 20, Int 10, Wis 22, Cha 9

**Base Atk** +9; **CMB** +13; **CMD** 25 (29 vs bull rush or trip)

- Feats Leadership, Natural Spell, <u>Planar Wild Shape<sup>UC</sup></u>, <u>Spirit Focus<sup>OA</sup></u> (champion), Toughness, Vital Strike, Weapon Focus (bite)
- **Skills** Knowledge (nature) +17, Knowledge (planes) +15, Perception +23, Stealth +21, Survival +11
- Languages Common, Druidic, Dwarven
- **SQ** champion's prowess (any two exotic weapons; can change each day), nature bond (Destruction domain), nature sense, powerful bond, relics, séance boon (+2 bonus to all non-spell damage rolls\*), spirit bonus (+2 to attack rolls\*, non-spell damage rolls\*, Strength checks, Strength-based skill checks, and Fortitude saves\*), spirit surge (1d6), vermin empathy +11, weapon familiarity (dwarf), woodland stride
  - \* Bonuses included.
- Combat Gear wands of bull's strength (50 charges), cure light wounds (4; 50 charges), and strong jaw<sup>APG</sup> (11 charges); Gear darkleaf cloth<sup>UE</sup> hide, battleaxe, dagger, cloak of elvenkind, relics (dwarven runestones), spell component pouch (includes granite and diamond dust worth 1,000 gp, for stoneskin), pouch with 247 gp worth of mixed coins and gems; Automatic Bonus Progression armor attunement +2, deflection +2, mental prowess +4/+2, physical prowess +4/+2, resistance +4, toughening +2, weapon attunement +2 (battleaxe)

Urdman was once a druid who would help manage food for his dwarven clan, but eventually he moved on. He established ownership of a slate quarry miles from the campaign area, where his followers work and are welltreated. He became concerned about the demon infestation in the region and spends much time trying to beat them. He might make a good NPC to accompany PCs in book 5 of the campaign, but the GM may wish to include some initial stage setting, by having the PCs hear about a strange dwarf druid that can turn into a massive hippopotamus, for example.

#### Garvyn Enatai (Urdman Waltham's Cohort) CR - or 11 XP 12,800

Male dwarf fighter 6/<u>medium</u><sup>OA</sup> (relic channeler) 1/ranger 5

NG Medium humanoid (dwarf)

Init +6; Senses darkvision 60 ft.; Perception +19

#### DEFENSE

AC 26, touch 14, flat-footed 24 (+11 armor, +2 deflection, +1 Dex, +1 dodge, +1 natural); +4 dodge vs giants

#### **hp** 139 (1d8+11d10+70)

Fort +18, Ref +11, Will +12; +2 vs spells and spell-like abilities, +2 vs fear

#### Defensive Ability bravery +2

#### **OFFENSE**

#### Speed 30 ft.

- **Melee** +1 *eviloutsider-bane cold iron greatsword* +21/+16/+11 (2d6+15/19-20)
- **Special Attacks** favored enemy (evil outsiders +4, magical beasts +2), hatred, weapon training (heavy blades +1)
- Ranger Spells Prepared (CL 2nd; concentration +6)

1st—resist energy (2)

#### **TACTICS**

- **Before Combat** Every day, Garvyn channels the champion spirit, using shared séance with any present allies. He also exposes himself to Urdman's miasma so that he is immune to it for the rest of the day. Urdman casts *longstrider* on him each day. If expecting trouble or preparing to engage in melee within a 3 minute period, Garvyn uses Urdman's wand to cast *bull's strength* on himself and the druid.
- **During Combat** Garvyn does what is best to help his master, and the group if allied with the PCs. When possible, he uses his hunter's bond ability to provide a boost to his allies, as long as they are fighting one of his favored enemies, and reuses it as opponents fall. When attacking favored enemies, Garvyn tends to prefer using full attacks, unless using a move action to use hunter's bond in which case he makes one attack using Improved Vital Strike and Power Attack (with Furious Focus). When fighting powerful non-favored enemies prefers to make one attack, as just described, unless he finds them easy to hit in which case he uses full attacks. If Urdman needs him though, he abandons attacks to do whatever his master needs, whether that is healing, using aid another, or some other activity.
- **Basic Statistics** Without pre-buffing, Garvyn's statistics are **Melee** +1 evil outsider-bane cold iron greatsword +19/+14/+9 (2d6+12/19-20); Str 16; **CMB** +14; **CMD** 27 (31 vs bull rush or trip)

#### **STATISTICS**

Str 20, Dex 14, Con 18, Int 10, Wis 18, Cha 7

Base Atk +11; CMB +16; CMD 29 (33 vs bull rush or trip)

- **Feats** Combat Reflexes, Dodge, Endurance<sup>B</sup>, Furious <u>Focus</u><sup>APG</sup>, Improved Initiative, Improved Vital Strike<sup>B</sup>, Power Attack<sup>B</sup>, <u>Spirit Focus</u><sup>OA</sup> (champion), Toughness, Vital Strike<sup>B</sup>, Weapon Focus<sup>B</sup> (greatsword), Weapon Specialization<sup>B</sup> (greatsword)
- **Skills** Knowledge (geography, nature, planes) +8, Perception +19, Stealth +13, Survival +14 (+16 tracking)

#### Languages Common, Dwarven

- **SQ** armor training 1, champion's prowess (any two exotic weapons; can change each day), combat style (two-handed weapon<sup>APG</sup>), favored terrain (mountains +2), hunter's bond (companions), powerful bond, relics, séance boon (+2 bonus to all non-spell damage rolls\*), spirit bonus (+2 to attack rolls\*, non-spell damage rolls\*, Strength checks, Strength-based skill checks, and Fortitude saves\*), spirit surge (1d6), track +2, weapon familiarity (dwarf), wild empathy +4
- \* Bonuses included.
- **Combat Gear** wand of *bull's strength* (38 charges); **Gear** masterwork full plate, evil outsider-bane cold iron greatsword, dagger, elixir of hiding (4), relics (dwarven runestones), spell component pouch, pouch with 22 gp worth of mixed coins; **Automatic Bonus Progression** armor attunement +2, deflection +2, mental prowess +4, physical prowess +2, resistance +3, toughening +1, weapon attunement +2 (greatsword)

Garvyn is the best friend of Urdman Waltham, whom he encountered years ago. He is friendlier than the druid. He helps Urdman investigate the horror-filled area that is the campaign setting, and hopes one day that the Righteous Crusade will win and that the druid will return to the more goodly outlook that he once had. Alternatively, he could represent an experienced fiend-hunting ranger.

**CR 15** 

#### Lilith

#### XP 51,200

Awakened <u>devilbound</u><sup>B4</sup> <u>cephalophore</u><sup>B4</sup> sorcerer 12

LE Large construct

Init +8; Senses darkvision 60 ft., low-light vision, see in darkness; Perception +18

#### DEFENSE

- **AC** 33, touch 15, flat-footed 29 (+2 deflection, +4 Dex, +18 natural, -1 size)
- **hp** 146 (12d6+12d10+36; 169 with *greater false life*); regeneration 5 (good spells, good weapons)

#### Fort +15, Ref +17, Will +23

**Defensive Abilities** shatter weapon; **DR** 10/adamantine (120 hp remaining); **Immune** construct traits; **Resist** 

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#### fire 30; SR 20

#### Weakness contract bound

#### **OFFENSE**

#### Speed 20 ft.

**Melee** 2 +4 slams +33 (2d6+16 plus dazing strike [W-DC 24])

Space 10 ft.; Reach 10 ft.

- Special Attacks dazing gaze (W-DC 24)
- **Devilbound Spell-Like Abilities** (CL 24th; concentration +29)
  - 3/day—quickened fireball (R-DC 18), invisibility
  - 1/day—blasphemy (W-DC 22), summon (level 9, 1 barbed devil, bearded devil, bone devil, erinyes, ice devil, or lemure 100%)
- **Sorcerer Spell-Like Abilities** (CL 12th; concentration +17)

8/day—corrupting touch (6 rounds)

1/day—*hellfire* (R-DC 21, 12d6 fire)

- Sorcerer Spells Known (CL 12th; concentration +17)
  - 6th (3)—mass suggestion<sup>E</sup> (W-DC 25)
  - 5th (6)—dominate person<sup>E</sup> (W-DC 24), mage's private sanctum, teleport
  - 4th (7)—*charm monster*<sup>E</sup> (W-DC 23), *greater false life*<sup>UM</sup>, *greater invisibility, stoneskin*
  - 3rd (7)—displacement, fly, protection from energy, suggestion<sup>E</sup> (W-DC 22), tongues
  - 2nd (7)—command undead (W-DC 17), darkness, resist energy, scorching ray, web (R-DC 17), whispering wind
  - 1st (8)—erase, floating disk, identify, protection from good, silent image (W-DC 16), ventriloquism (W-DC 16)
  - 0—acid slash, arcane mark, detect magic, disrupt undead, mage hand, mending, ray of frost, read magic, <u>spark</u><sup>APG</sup>

#### **E** Enchantment spell; **Bloodline** Infernal

#### TACTICS

- **Before Combat** Lilith casts *greater false life* twice per day to ensure that she is always affected by that spell, and casts *mage's private sanctum* to protect her lair. She casts *stoneskin* if expecting trouble within two hours, and might also cast *displacement*, *fly*, and/or summon if expecting to engage in combat imminently.
- **During Combat** Lilith tries to end combat as quickly and efficiently as possible, whether that involves attacking foes with full attacks using Power Attack, or casting enchantment spells to overcome her enemies. If

planning to engage in melee, Lilith uses her quickened *fireballs* to attack foes as well, unless they are immune to fire. She sees completing her goals as more important than brawling, and flees if it seems like she will be killed in the following round; she can always try again another time after regenerating, after all.

**Basic Statistics** Without pre-buffing, Lilith does not gain the benefit of *stoneskin* or any of the other spells she might cast just before combat.

#### **STATISTICS**

Str 35, Dex 18, Con -, Int 14, Wis 22, Cha 20

#### Base Atk +18; CMB +31; CMD 45

- Feats Ability Focus (dazing gaze, dazing strike), Blind-Fight, Combat Casting, Combat Reflexes, Eschew Materials<sup>B</sup>, Extend Spell<sup>B</sup>, Great Fortitude, Greater Spell Focus (enchantment), Improved Great Fortitude, Improved Initiative, Power Attack, Spell Focus (enchantment), Toughness
- Skills Fly+19 (+29 with fly), Perception +18, Knowledge (arcana) +17, Spellcraft +23, Stealth +24, Use Magic Device +26

#### Languages Abyssal, Common, Infernal

**SQ** bloodline arcana (+2 DC on enchantment spells\*), infernal resistances, shatter weapon, statue form

\* Bonus included.

- **Combat Gear** scrolls\* of *plane shift* (4; two go to the Abyss, two to the Material Plane), wands\* of *deeper darkness* (20 charges) and *dimension door* (20 charges); **Gear** amulet (functions as *amulet of mighty fists* +4), pouch\* with granite and diamond dust (worth 2,500 gp, for *stoneskin*); its remaining treasure is stored elsewhere. **Automatic Bonus Progression** armor attunement +4 (not attuned), deflection +2, mental prowess +4/+4, physical prowess +4/+2, resistance +5, toughening +2, weapon attunement +4 (amulet)
  - \* These items are stored within a compartment built into the construct's forearm.

Long ago, a foresighted Duke of Hell predicted that a serious breach to the Abyss might occur in the region where the campaign takes place. He ordered the construction of a number of special cephalophores like Lilith in that region, which were then awakened and given orders just in case certain conditions came to pass. Their goal is to help provide aid to those who might seal the breach to the Abyss. Some of these cephalophores still exist as special agents of Hell in that region and elsewhere, maybe even in the Abyss. More than any other creature in this Codex, these constructs are meant to be wild cards that can surreptitiously provide the PCs with aid, or they could fight the PCs for a short

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while before fleeing. The GM can be inventive and might even creep the players out; for example, throughout the adventure path, in adventure locations occasionally there might be recently slain demon corpses (that are in addition to those encounters scripted into the adventures themselves), with a note in Common addressed to the PCs saying "We have paved the way for you.", or they might find letters addressed to them signed by "Your Benefactor" providing information that they need. They might even help PCs in a difficult combat if they need it, or even have a conversation with them, but being what they are, are quite laconic. Divination magic, if used, would reveal the source of the aid as one of the nobility of Hell... Naturally, the GM should use as many of these constructs as needed to provide fun encounters.

#### Dismang

#### CR 15

#### XP 51,200

Bebilith<sup>B1</sup> fighter 5

CE Huge outsider (chaotic, evil, extraplanar)

Init +8; Senses darkvision 60 ft., scent; Perception +24

#### DEFENSE

AC 29, touch 14, flat-footed 25 (+2 deflection, +4 Dex, +15 natural, -2 size)

hp 239 (17d10+141)

Fort +24, Ref +20, Will +16; +1 vs fear

**Defensive Abilities** bravery +1; **DR** 10/good; **Resist** acid 10

#### **OFFENSE**

Speed 40 ft., climb 20 ft.

**Melee** +4 bite +33 (2d6+18 plus rot) and 2 claws +29 (2d4+14/19-20)

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

**Special Attacks** dismantle armor (R-DC 29), penetrating strike, rot (F-DC 25), weapon training (natural +1), web (+16 ranged, DC 23, 12 hp)

Spell-Like Ability (CL 12th; concentration +15)

At will—*plane shift* (bebilith only)

#### TACTICS

**During Combat** Dismang fights to the best of its ability, always making full attacks while using Power Attack, unless it doesn't hit frequently enough. Independent bebiliths flee once reduced to 60 or fewer hit points, but those working for demons fight to the death.

#### **STATISTICS**

**Str** 36, **Dex** 18, **Con** 24, **Int** 13, **Wis** 19, **Cha** 16 **Base Atk** +17; **CMB** +32; **CMD** 46 (58 vs trip)

**Feats** Ability Focus (rot), Cleave, Critical Focus, <u>Deadly</u> <u>Finish<sup>UC, B</sup>, Eldritch Claws<sup>APG</sup>, Flanking Foil<sup>UC, B</sup>, Improved</u> Critical (claws), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Tiring Critical<sup>B</sup>

**Skills** Acrobatics +24 (+28 jump), Climb +36, Knowledge (planes) +16, Perception +24, Sense Motive +19, Stealth +34, Survival +19; **Racial Modifiers** +8 Stealth

Languages Abyssal (cannot speak); telepathy 100 ft.

SQ armor training 1

**Gear** ring of chameleon power\*, ring of minor acid resistance\*; **Automatic Bonus Progression** armor attunement +4 (not attuned), deflection +2, mental prowess +4/+4, physical prowess +4/+2, resistance +5, toughening +2, weapon attunement +4 (bite)

\* The rings are worn on its front legs.

Dismang may be encountered as an independent creature, simply hunting demons to eat as an amusement, or this stat block could be used to represent elite hunting beasts working for the demons invaders that will seek out and attempt to slay the PCs. An encounter with independent bebiliths need not lead to combat, and the PCs could even

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have a useful discussion if the outsider is treated with respect (but remember that it "speaks" using telepathy). Bebiliths encountered in groups of more than one should be working for demons, however.

#### Xahanaxar

#### **CR 19**

#### XP 204,800

Advanced astradaemon<sup>B2</sup> fighter creature<sup>MC</sup>

NE Large outsider (daemon, evil, extraplanar)

**Init** +13; **Senses** darkvision 60 ft., *deathwatch*, *true seeing*; Perception +24

#### DEFENSE

**AC** 39, touch 19, flat-footed 29 (+6 breastplate, +9 Dex, +1 dodge, +14 natural, -1 size)

**hp** 246 (17d10+153)

**Fort** +14, **Ref** +19, **Will** +16

**Defensive Abilities** *displacement*; **DR** 10/good and silver; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 27

#### **OFFENSE**

**Speed** 90 ft., fly 90 ft. (good)

- **Melee** bite +30 (2d6+13 plus energy drain and grab), 2 claws +30 (2d6+13 plus energy drain) and tail +24 (1d12+8 plus energy drain)
- Space 10 ft.; Reach 10 ft. (15 ft. with tail)
- **Special Attacks** devour soul (F-DC 29), energy drain (1 level, F-DC 27), weapon training (natural +4)

#### **Spell-Like Ability** (CL 17th; concentration +22)

Constant—deathwatch, displacement, true seeing

- At will—enervation, fear (W-DC 23), greater teleport (self plus 50 lbs. of objects only), vampiric touch
- 3/day—locate creature, plane shift (W-DC 24), quickened

#### enervation

1/day—energy drain (F-DC 28), finger of death (F-DC 26), summon (level 6, 1d3 dergodaemons 50%)

#### TACTICS

- **Before Combat** Normally, Xahanaxar uses its *hat of disguise* to appear as some Large type of demon, hoping that this appearance will prevent other demons from attacking it.
- During Combat Xahanaxar selects a target, either a weaklooking PC (not a divine or martial character) or a ranged combat specialist like an archer. It does not select NPC allies, as it senses the more powerful characters and wants to deal with them first. On the first round of combat, it sends an energy drain and quickened enervation at that target. On the second round, it attempts a Flyby Attack to grab its target via a bite attack and keep flying, using quickened *enervation* on the target again just before the attack is made; if the target looks too heavy to fly with, the fiend instead uses Spring Attack to carry it using its land speed. On round three and subsequent rounds, it keeps moving farther away from the PCs, attempting to use devour soul on the grabbed target until it dies, whereupon the fiend teleports back to attack a divine PC. When attacking in melee, it always uses Power Attack, and Dreadful Carnage if it applies, as long as it is regularly hitting, and uses its remaining quickened enervation on the chosen target. If reduce to 50 or fewer hit points, it flees by teleporting or flying away.

#### **STATISTICS**

#### Str 29, Dex 29, Con 28, Int 18, Wis 19, Cha 28

**Base Atk** +17; **CMB** +27 (+31 grab); **CMD** 47

- **Feats** Combat Reflexes, <u>Dreadful Carnage</u><sup>APG</sup>, Dodge, <u>Furious Focus</u><sup>APG</sup>, Flyby Attack, Improved Initiative, Improved Natural Attack<sup>B1</sup> (claws), Iron Will, Mobility, Quicken Spell-Like Ability (*enervation*), Power Attack, Spring Attack, Weapon Focus (2; bite, claws)
- **Skills** Acrobatics +26 (+50 jump), Diplomacy +26, Escape Artist +29, Fly +13, Intimidate +29, Knowledge (local, planes) +24, Perception +24, Sense Motive +24, Stealth +25, Survival +24

Languages Abyssal, Infernal; telepathy 100 ft.

#### SQ armor training 4

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**Gear** Large mithril breastplate, *hat of disguise*, pouch with 2,000 gp worth of gems; the rest of its treasure is secured safely in its Abaddon lair.

Xahanaxar can be used in one of two ways. It might be present in the campaign's area because it is observing the state of the war on behalf of its masters, or it can be encountered in the Abyss. If found in the Abyss, it could represent a diplomatic mission to a senior demon, scouting the area on behalf of its masters, or there for another reason. Either way, it attacks the PCs hoping to devour their souls. Normally, the daemon uses its *hat of disguise* to appear as some Large type of demon, but not that of a balor or marilith, hoping that this appearance will prevent other demons from attacking it.

**Xahanaxar's Allies:** This stat block might work better as an encounter with three such daemons, to make a CR 22 encounter. As a group, the daemons focus on attacking two targets at a time, discussing the choices via telepathy. They use the tactics discussed above on those two targets, but if any targets are carried away on foot or by flight, the remaining (and later, returning) daemons concentrate on a single target PC at a time.

**CR 20** 

#### Tiglath

#### XP 307,200

Male glabrezu<sup>B1</sup> antipaladin<sup>APG</sup> 7

- CE Huge outsider (chaotic, demon, evil, extraplanar)
- **Init** +8; **Senses** darkvision 60 ft., *true seeing*; Perception +36

**Aura** cowardice (10 ft.)

#### DEFENSE

**AC** 46, touch 17, flat-footed 42 (+4 armor, +5 deflection, +4 Dex, +25 natural, -2 size)

**hp** 356 (19d10+247)

**Fort** +38, **Ref** +23, **Will** +32

**Defensive Abilities** heavy fortification (75% chance to ignore to extra damage from critical hits and sneak attacks); **DR** 10/good; **Immune** disease, electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 24

#### **OFFENSE**

#### Speed 40 ft.

**Melee** 2 +5 pincers +33 (2d8+16/19-20), 2 +5 claws +33 (1d6+16), and +5 bite +33 (1d8+16)

#### **Space** 15 ft.; **Reach** 15 ft.

Special Attacks channel negative energy (W-DC 21, 4d6), cruelties (F-DC 21; dazed, sickened), rend (2 pincers, 2d8+16), smite good (3/day, +8 attack and AC, +7 damage)

**Antipaladin Spell-Like Ability** (CL 7th; concentration +15)

At will—detect good

**Glabrezu Spell-Like Abilities** (CL 14th; concentration +22)

#### Constant—true seeing

- At will—chaos hammer (W-DC 22), confusion (W-DC 22), dispel magic, greater teleport (self plus 50 lbs. of objects only), mirror image, reverse gravity (R-DC 25), veil (self only), unholy blight (W-DC 22)
- 1/day—power word stun, summon (level 4, 1 glabrezu 20% or 1d2 vrocks 50%)

1/month—wish (granted to a mortal humanoid only)

**Antipaladin Spells Prepared** (CL 4th; concentration +12)

2nd—<u>corruption resistance</u><sup>APG</sup>, silence

1st—protection from good (3)

#### TACTICS

- **Before Combat** Tiglath uses his ring to become *invisible*, and casts *corruption resistance* and *mirror image*, when combat is imminent.
- **During Combat** Tiglath first focuses his attacks on a creature that looks like a good-aligned divine character,

and activates smite good (as a swift action) against them, focusing on one enemy at a time. He uses Stunning Assault in attacks against the target of his smite, unless he keeps missing, and if he manages to stun his smite target in a round, might spare some attacks against nearby enemies in the following round while the target is stunned. Alternatively, if the PCs are grouped together he might cast reverse gravity at an opportune moment, hoping to remove some of them from action. Remember that Tiglath is extremely intelligent, and should adjust his strategy in reaction to changing circumstances. He could also engage in hit-and-run tactics, killing a character with smite good, teleporting away to heal himself using his wand, recasting mirror image, and then returning to the fray. He almost certainly flees if facing death, unless he is in the presence of his master.

#### STATISTICS

Str 33, Dex 19, Con 34, Int 26, Wis 22, Cha 26 Base Atk +19; CMB +32; CMD 47

Feats Cleave, Combat Casting, Combat Reflexes, Great



Cleave, Improved Critical (pincer), Improved Initiative, Persuasive, Power Attack, <u>Stunning Assault</u><sup>APG</sup>, Vital Strike

- Skills Appraise +20, Bluff +31, Diplomacy +34, Disguise +30, Intimidate +27, Knowledge (history, local, planes, religion) +30, Perception +36, Sense Motive +28, Spellcraft +27, Stealth +18, Use Magic Device +27; Racial Modifiers +8 Bluff, +8 Perception
- **Languages** Abyssal, Common, Draconic, +5 others\*; telepathy 100 ft.

\* Choose as best fits the campaign

**SQ** aura, code of conduct, fiendish boon (servant; unused), plague bringer, touch of corruption (3d6, 11/day)

Combat Gear wand of cure serious wounds (35 charges); Gear Huge heavy fortification mithril shirt, handy haversack\*, ring of invisibility, silver amulet (functions as unholy symbol and amulet of mighty fists +5 with weapon attunement), spell component pouch; Automatic Bonus Progression armor attunement +5, deflection +5, legendary gifts (15), mental prowess +6/+4/+2, physical prowess +6/+4/+2, resistance +5, toughening +5, weapon attunement +5 (amulet)

\* This contains his wand and 20,200 gp worth of art objects, coins, gems, jewelry, and minor magic items as determined by the GM. The contents are meant as rewards for Baphomet's followers.

Tiglath is designed as a powerful representative of Baphomet, and should therefore most likely appear in book 5 of the adventure path. He could be used by Baphomet to send to worshippers instead of the demon lord. Alternatively, he can be used as the minion of another more powerful demon.

#### **Author's Note: Tiglath's Stat Block**

As is, Tiglath's AC and saving throw bonuses are well above the norm for a CR 20 creature. The legendary gifts have deliberately not been selected for this reason. For many player groups, this stat block should be a challenge. However, GMs who feel that the demon would be too easy to defeat by their group should assign the legendary gifts as desired

#### Unardu

#### XP 307,200

Fiendish mythic immense mandragora

CE Gargantuan plant (mythic)

**Init** +16<sup>M</sup>/-4, dual initiative<sup>MA</sup>; **Senses** darkvision 60 ft., greensight<sup>MA</sup> 60 ft., low-light vision; Perception +25

#### DEFENSE

AC 37, touch 10, flat-footed 33 (+4 Dex, +27 natural, -4 size)

**hp** 360 (16d8+288; 376 with *divine power*)

Fort +22, Ref +11, Will +11

Defensive Abilities beyond morality<sup>MA</sup>, block attacks<sup>MA</sup>;
DR 10/epic, good and slashing\*; Immune plant traits;
Resist acid 5, cold 15, fire 15, electricity 10; SR 33

Weakness vulnerable to supernatural darkness

\* DR 20/epic, good and slashing when below 0 hp

#### **OFFENSE**

Speed 40 ft., burrow 10 ft., climb 40 ft.

**Melee** +4 *bite* +34 (4d6+26 plus grab) and 3 +4 slams +34 (2d8+26 plus poison)

Space 20 ft.; Reach 20 ft. (30 ft. with slam)

**Special Attacks** fast blood drain, mythic magic<sup>MA</sup> 3/day, mythic power<sup>MA</sup> (10/day, surge +1d10), shriek, smite good (1/day, +0 attack, +16 damage)

Arcane Spellcasting (CL 16th; concentration +16)

- 5/day—greater magic fang
- 2/day—greater teleport

1/day—time stop

Divine Spellcasting (CL 16th; concentration +16)

4/day—heal

- 3/day—divine power
- 2/day—bear's endurance

#### TACTICS

**Before Combat** Unardu casts *greater magic fang* on each of its natural weapons every day. It casts *bear's endurance* and *divine power* when combat is imminent.

**During Combat** Unardu first focuses its attacks on a creature that looks like a good-aligned divine character, and activates smite good (as a swift action) against them; it attacks at a 20-foot distance from the target. It uses Quick Bull Rush with a slam attack each turn against anyone within range, hoping to keep them from attacking it with melee weapons. Remember that it can

CR 20/MR 8

take two turns per round, so can make up to two Quick Bull Rush attempts per round if it wishes. However, whenever it is capable of using a shriek attack, it uses that on its first turn in that round. If seriously wounded, it might use its second turn in a round to cast Mythic *heal* on itself, which cures 225 points of damage. The mandragora has a lot of defensive options available to it, and the GM should be familiar with them; it uses them as needed.

**Basic Statistics** Without pre-buffing, the mandragora's statistics are **hp** 328 (16d8+256); **Melee** +4 bite +29 (4d6+21 plus grab) and 2 +4 slams +29 (2d8+21 plus poison); poison and shriek save DCs become 28; **Fort** +20; Con 30

#### **STATISTICS**

Str 45, Dex 18, Con 34, Int 14, Wis 23, Cha 10

- **Base Atk** +12; **CMB** +33 (+35 bull rush); **CMD** 47 (49 vs bull rush)
- **Feats** <u>Deflect Arrows</u><sup>MF</sup>, Eschew Materials, <u>Extra Mythic</u> <u>Power<sup>MA</sup></u>, Improved Bull Rush, <u>Improved Initiative</u><sup>MF</sup>, <u>Lightning Reflexes</u><sup>MF</sup>, Power Attack, <u>Quick Bull Rush</u><sup>UC</sup>, <u>Toughness</u><sup>MF</sup>
- Skills Climb +29, Knowledge (nature, planes) +16, Perception +25, Stealth +11 (+19 in vegetation); Racial Modifiers +8 Stealth in vegetation

#### Languages Abyssal, Common

#### SQ create spawn

#### **SPECIAL ABILITIES**

- **Create Spawn (Su)** Once per week, an immense mandragora can create a mandragora spawn. It does so by a process of splitting, as thousands of small mandragoras break through its skin. This process lasts one hour, and the immense mandragora takes 4 Con damage each time it does so. Over a period of a day, the small mandragoras become full size, but even then, each one is only four inches tall. If an immense mandragora has a template, such as fiendish or mythic, created spawn have the same template.
- **Fast Blood Drain (Ex)** An immense mandragora drains blood, dealing 1d6 points of Constitution damage, whenever it successfully bites a victim. (This replaces the usual rules for blood drain.)
- **Poison (Ex)** Slam—injury; *save* Fort DC 30; *frequency* 1/ round for 4 rounds; *effect* confusion and fatigue; *cure* no saves but "act normally" result on the confusion behavior table ends the effect.
- **Shriek (Su)** Once every 1d4 rounds as a standard action, an immense mandragora can give voice to an unsettling shriek. All creatures within a 30-foot spread of a

shrieking immense mandragora takes 15d6 points of sonic damage (DC 30 Reflex save for half) and becomes nauseated for 1d4 rounds (DC 30 Will save negates). This is a sonic, mind-affecting ability. The save DC is Constitution-based.

**Vulnerable to Supernatural Darkness (Ex)** In areas of supernatural darkness (such as those created by *deeper darkness*, but not by *darkness*), an immense mandragora is slowed, as the *slow* spell.

Unardu is much like any other massive mandragora, except that it has been imbued with fiendish and mythic power. It was raised especially by demons to be a biological weapon that is unaffected by paladins' smites, and is full of hate. On the material plane, Unardu is likely found guarding something of importance, but in the Abyss might simply be a wandering monster.

**Unardu's Allies:** Unardu could be accompanied by an additional fiendish mythic immense mandragora, or by one or more fiendish mythic mandragora swarms, to create no higher than a CR 23 encounter. Note that such swarms could also be encountered just by themselves, either in the region where the campaign takes place, or perhaps in forested areas of the Abyss. A fiendish mythic mandragora swarm (see page xx for basic statistics) has the following modified statistics:

Fiendish Mythic Mandragora Swarm (CR 17/MR 6, 102,400 XP): CE Fine plant (mythic, swarm); Init +16<sup>M/-4</sup>, dual initiative<sup>MA</sup>; Senses gains darkvision 60 ft., greensight<sup>MA</sup>, mistsight<sup>MA</sup>; AC 34, touch 24, flat-footed 28 (+6 Dex, +10 natural, +8 size); hp 289 (21d8+195); Fort +18; gains Defensive Abilities beyond morality<sup>MA</sup>, evasion, Resist cold 15, fire 15, DR 10/epic and good, SR 28; Weakness loses vulnerability; gains Special Attacks mythic power<sup>MA</sup> (6/day, surge +1d8), shriek (can use once every 1d4 rounds, rather than 1/day), smite good (1/day, +0 attack, +21 damage), distraction, poison and shriek saves become DC 26; Con 22; Feats gains Mythic Great Fortitude<sup>MF</sup>, Mythic Improved Initiative<sup>MF</sup>, Mythic Lightning Reflexes<sup>MF</sup>.

#### Lucia Harlamort

#### XP 307,200

Female tiefling<sup>ARG</sup> investigator<sup>ACG</sup> 20/guardian<sup>MA</sup> 2

LN Medium outsider (native)

Init +7; Senses darkvision 60 ft.; Perception +27

#### DEFENSE

AC 39, touch 20, flat-footed 35 (+9 armor, +5 deflection, +5 Dex, +7 natural, +4 shield)

hp 303 (20d8+210; 334 with greater false life)

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**CR 20** 

#### Fort +19, Ref +22, Will +20

Defensive Abilities absorb blow, displacement, freedom of movement, hard to kill, sudden block, trap sense +6; DR 10/adamantine (150 hp remaining); Immune poison; Resist cold 5, electricity 5, fire 5

#### **OFFENSE**

- Speed 60 ft., fly 40 ft. (good); overland flight
- **Melee** +3 evil outsider-bane holy cold iron greatsword +26/+21/+16 (2d6+15/19-20 plus 2d6 good)
- **Ranged** +3 adaptive<sup>UE</sup> evil outsider-bane holy composite longbow +23/+18/+13 (1d8+11/x3 plus 2d6 good)
- **Special Attacks** mythic power (7/day, surge +1d6), studied combat (+10, 8 rounds), studied strike +9d6
- **Investigator Extracts** (CL 20th; concentration +28)
  - 6th—combined freedom of movement/displacement, heal (3), shadow walk (2)
  - 5th—overland flight (2), <u>planar adaptation</u><sup>APG</sup> (2), sending
    (2)
  - 4th—freedom of movement (2), greater false life (2), stoneskin (2)
  - 3rd—combined *expeditious retreat/shield*, *displacement* (3), *protection from energy* (3)
  - 2nd—cure moderate wounds (4), invisibility (2), see invisibility
  - 1st—comprehend languages (2), endure elements, shield (4)

#### TACTICS

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- **Before Combat** Lucia drinks extracts of greater false life and overland flight each day. She drinks her mutagen (bonuses included) when expecting to engage in combat within 200 minutes. She drinks her extracts of combined freedom of movement/displacement and combined expeditious retreat/shield when combat is imminent against an especially powerful opponent.
- **During Combat** Lucia uses inspiration to help determine her initiative score. In combat, she uses inspiration with every attack and studied combat against her target. She also constantly uses Power Attack or Deadly Aim depending on the weapon used, unless she has difficulty hitting. If attacking with her bow, she uses Mythic Rapid Shot to ignore the -2 attack penalty for Rapid Shot. She doesn't use studied strike. <u>Name</u> has a lot of defensive options available to her, and the GM should be familiar with them; she uses them as needed.
- Basic Statistics Without pre-buffing, Lucia's statistics are AC 33, touch 20, flat-footed 29; hp 263 (20d8+170; 294 with greater false life); loses displacement, freedom of movement and DR; Speed 30 ft., fly 40 ft. (good); Fort

+17; Con 22, Cha 17;+1 to Cha-based skills

#### **STATISTICS**

Str 27, Dex 20, Con 26, Int 26, Wis 18, Cha 15

#### Base Atk +15; CMB +23; CMD 38

- **Feats** Combat Reflexes, Deadly Aim, <u>Extra Investigator</u> <u>Talent<sup>ACG</sup></u>, Martial Weapon Proficiency (greatsword, composite longbow), Mythic Rapid Shot<sup>MF</sup>, Point-Blank Shot, Power Attack, Precise Shot, Rapid Shot, Toughness
- Skills Bluff +27, Craft (alchemy) +13 (+33 crafting), Diplomacy +25, Disable Device +30, Disguise +25, Fly +28 (+42 with overland flight), Intimidate +25, Know (arcana, planes) +31, Know (other eight types) +13, Perception +27, Sense Motive +27, Spellcraft +31, Stealth +30, Survival +6, Use Magic Device +25; Racial Modifiers +2 Bluff, +2 Stealth
- Languages Abyssal, Common, Draconic, Dwarven, Elven, Gnome, Goblin, Halfling, Infernal, Orc
- **SQ** alchemy (alchemy crafting +20), amazing initiative, guardian's call (absorb blow, sudden block), inspiration (18/day), investigator talents (alchemist discoveries (combine extracts, mutagen<sup>UM</sup>), amazing inspiration, combat inspiration, greater combat inspiration (greatsword, composite longbow), inspired alertness, perceptive tracking, quick study, studied defense, tenacious inspiration), keen recollection, mutagen (+4 Con/-2 Cha, +2 natural armor), path abilities (additional call, longevity), poison lore, swift alchemy, trapfinding +10, true inspiration
- **Combat Gear** scrolls of *heal* (10); **Gear** mithril shirt, *evil outsider-bane holy cold iron greatsword*, adamantine greatsword, *adaptive*<sup>UE</sup> *evil outsider-bane holy composite longbow* with 40 cold iron arrows, <u>alchemy crafting kit</u><sup>UE</sup> (includes ruby and gold lens (worth 1,500 gp, focus for *analyze dweomer*) and granite and diamond dust (worth 2,000 gp, for *stoneskin*)), *handy haversack*\*, *hat of disguise*, formula book\*\*, masterwork thieves' tools, pouch with coins and gems worth 300 gp; she has more equipment stored elsewhere. **Automatic Bonus Progression** armor attunement +5, deflection +5, legendary gifts (ability (+2 Str, +1 Int, +1 Wis), body 2, mind 2, weapon +2 and +3), mental prowess +6/+6/+6, physical prowess +6/+6/+6, resistance +5, toughening +5, weapon attunement +6/+6 (greatsword/longbow)

\* Includes 200 cold iron arrows in bundles of 20, and her adamantine greatsword, alchemy crafting kit, formula book, scrolls, and thieves' tools.

\*\* Contains prepared spells plus GM determined.

Lucia is a legendary investigator who provided expert aid to the lawful churches that she worked for centuries ago, but has not been heard from since. She could perhaps be first encountered as a prisoner in book five of the *Righteous Crusade Adventure Path*, with her equipment stored in a box near her cell (but might be too weak/wounded to help the PCs in the rest of that adventure); the PCs might recognize her with a successful DC 30 Knowledge (history) or DC 35 Knowledge (local) check, and in any case she asks to be released, promising to help them at a later time. If not encountered as a prisoner in the Abyss, the PCs might hear rumors of Lucia becoming active again at some other part of the campaign. In any case, Lucia might offer to join the PCs for part of the final book in the campaign, and might be able to fill them in on any information gaps they have.

#### Lucia's Inspiration Summary

As an aid to GMs, here is a summary of Lucia's inspiration benefits. When using inspiration (a free action), she rolls 2d8 twice and uses the better result. Without spending a point of inspiration, she adds this number to any attack roll with a greatsword or composite longbow, or to any ability check or skill check, regardless of whether she is trained in them or not. She can spend 2 points of inspiration as an immediate action to use inspiration with a saving throw, or spend 1 point of inspiration to use inspiration with an attack roll if she uses any other weapon than a greatsword or composite longbow.

## New Greekoures

Mandragoras originally appeared in the early issues of the *Pathfinder Adventure Path* series (issue #17) and were slightly changed when it appeared in *Pathfinder Roleplaying Game Bestiary* 2. The immense mandragora and mandragora swarm appeared later in issue #36, inspired by the original version. Presented now, with some modifications, are new versions of the immense mandragora and mandragora swarm, which reflect the *Pathfinder Roleplaying Game Bestiary* 2 changes and the desires of the author. For example, the immense mandragora was originally a massive amalgamation of thousands of small mandragoras, but in this book is simply a single massive mandragora.

This filthy creature the height of six or seven humans resembles an enormous, wide-mouthed fat child made from leaves, vines, tree bark, dirt, and pallid tubers.

#### **Immense Mandragora**

#### **CR 15**

#### XP 51,200

CE Gargantuan plant

Init +8; Senses low-light vision; Perception +21

#### DEFENSE

AC 29, touch 10, flat-footed 25 (+4 Dex, +19 natural, -4 size)

**hp** 232 (16d8+160)

#### **Fort** +20, **Ref** +11, **Will** +7

DR 10/slashing; Immune plant traits; Resist acid 5, cold 5, electricity 10

Weakness vulnerable to supernatural darkness

#### **OFFENSE**

**Speed** 40 ft., burrow 10 ft., climb 40 ft.

**Melee** bite +25 (4d6+17 plus grab) and 2 slams +25 (2d8+17 plus poison)

Space 20 ft.; Reach 20 ft. (30 ft. with slam)

Special Attacks blood drain (1d6 Constitution), shriek

#### **STATISTICS**

Str 45, Dex 18, Con 30, Int 14, Wis 15, Cha 10

- **Base Atk** +12; **CMB** +33 (+35 bull rush); **CMD** 47 (49 vs bull rush)
- **Feats** Awesome Blow, Improved Bull Rush, Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack, <u>Quick Bull Rush<sup>UC</sup></u>, Vital Strike
- Skills Climb +41, Knowledge (nature) +18, Perception +21, Stealth +11 (+19 in vegetation); Racial Modifiers +8 Stealth in vegetation

Languages Abyssal, Common

SQ create spawn

#### **ECOLOGY**

**Environment** cold or temperate forests (Abyss)

**Organization** solitary, pair, or grove (3–12)

Treasure standard

#### SPECIAL ABILITIES

Create Spawn (Su) Once per week, an immense

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mandragora can create a mandragora spawn. It does so by a process of splitting, as thousands of small mandragoras break through its skin. This process lasts one hour, and the immense mandragora takes 4 Con damage each time it does so. Over a period of a day, the small mandragoras become full size, but even then, each one is only four inches tall. If an immense mandragora has a template, such as fiendish or mythic, created spawn have the same template.

**Poison (Ex)** Slam—injury; *save* Fort DC 28; *frequency* 1/ round for 4 rounds; *effect* confusion and fatigue; *cure* no saves but "act normally" result on the confusion behavior table ends the effect.

Shriek (Su) Once every 1d4 rounds as a standard action, an immense mandragora can give voice to an unsettling shriek. All creatures within a 30-foot spread of a shrieking immense mandragora takes 15d6 points of sonic damage (DC 28 Reflex save for half) and becomes nauseated for 1d4 rounds (DC 28 Will save negates). This is a sonic, mind-affecting ability. The save DC is Constitution-based.

**Vulnerable to Supernatural Darkness (Ex)** In areas of supernatural darkness (such as those created by *deeper darkness*, but not by *darkness*), an immense mandragora is slowed, as the *slow* spell.

Whereas standard <u>mandragoras</u><sup>B2</sup> are said to arise spontaneously, immense mandragoras are individual mandragoras that have been deliberately cultivated by greater demons or fiendish druids, fed the corpses of lesser demons so that they grow to a gigantic size. It is believed by certain scholars that such a process must occur within the Abyss, or in areas near where a breach to the Abyss has occurred. A typical immense mandragora stands around 35 feet tall and weighs many tons. When it attacks, its fingers grow nearly 30 feet long, with which it makes slam attacks.

Like standard mandragoras, an immense mandragora rarely strays far from its forest lair, and attacks any other creatures it encounters. However, an immense mandragora does not attack other greater demons, mandragoras of any type, or fiendish druids unless they attack it first. Sometimes, powerful examples of such entities can bargain with or coerce an immense mandragora to undertake duties elsewhere.

Immense mandragoras have the ability to create mandragora swarms, by extruding thousands of tiny mandragoras. Given that this process weakens the massive plant, it rarely does so unless ordered to by a superior creature or it wants additional protection. A squirming, roiling mass of plant creatures draws closer, resembling four inch tall mandrake roots, emitting high-pitched shrieks and covering everything in its path.

#### Mandragora Swarm CR 13

#### XP 25,600

CE Fine plant (swarm)

**Init** +10; **Senses** low-light vision; Perception +25

#### DEFENSE

**AC** 28, touch 24, flat-footed 22 (+6 Dex, +4 natural, +8 size) **hp** 178 (21d8+84)

Fort +15, Ref +15, Will +8

**Defensive Ability** swarm traits; **Immune** plant traits, weapon damage; **Resist** acid 5, cold 5, electricity 10

Weakness vulnerable to supernatural darkness

#### **OFFENSE**

Speed 40 ft., burrow 10 ft., climb 40 ft.

**Melee** swarm (5d6 plus blood drain, distraction, and poison)

Space 10 ft.; Reach 0 ft.

**Special Attacks** blood drain (1d6 Constitution), distraction (F-DC 23), shriek

#### **STATISTICS**

#### Str 11, Dex 23, Con 16, Int 8, Wis 13, Cha 10

Base Atk +12; CMB —; CMD —

- **Feats** Acrobatic Steps, Dodge, Great Fortitude, Improved Great Fortitude, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Mobility, Nimble Moves, Skill Focus (Perception), Toughness
- **Skills** Climb +14, Perception +25, Stealth +25 (+33 in vegetation); **Racial Modifiers** +8 Stealth in vegetation

Languages Abyssal, Common

**SQ** hive mind

#### ECOLOGY

**Environment** cold or temperate forests (Abyss)

**Organization** solitary, pair, or grove (3–12)

Treasure incidental

#### **SPECIAL ABILITIES**

**Blood Drain (Ex)** When a mandragora swarm damages a foe with its swarm damage, it also drains blood, dealing 1d6 points of Constitution damage. It does not need to establish a grapple.

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- **Hive Mind (Ex)** A mandragora swarm has one central mind, but retains its immunity to mind-affecting effects due to its plant traits.
- **Poison (Ex)** Swarm—injury; *save* Fort DC 23; *frequency* 1/round for 4 rounds; *effect* confusion and fatigue; *cure* no saves but "act normally" result on the confusion behavior table ends the effect.
- **Shriek (Su)** Once per day as a standard action, a mandragora swarm can give voice to an unsettling shriek that sounds not unlike the cry of a thousand tiny babies. All creatures within a 30-foot spread of a shrieking mandragora swarm must make a DC 23 Will save or become nauseated for 1d4 rounds. This is a sonic, mind-affecting ability. The save DC is Constitution-based.
- **Vulnerable to Supernatural Darkness (Ex)** In areas of supernatural darkness (such as those created by *deeper darkness*, but not by *darkness*), a mandragora swarm is slowed, as the *slow* spell.

A mandragora swarm is a foul hive mind of thousands of

four inch tall mandragoras, and are created by immense mandragoras. As a swarm of creatures, they quickly devour most things they decide to attack.

Like standard mandragoras, a mandragora swarm rarely strays far from the immense mandragora that created it, and attacks any other creatures it encounters. However, a mandragora swarm does not attack other greater demons, mandragoras of any type, or fiendish druids unless they attack it first. Mandragora swarms obey the parent that created it, but if its parent dies sometimes powerful examples of such entities can bargain with or coerce an immense mandragora to undertake duties elsewhere.

If the swarm's parent dies, they might stay close to the area where they were created, or might decide to travel away from that location. Mandragora swarms live for a maximum of six months before dying and decaying into mulch. This mulch is sometimes used to help create immense mandragoras.



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