ENEMIES OF NEDEXODUS: LUCIX KRILLE

PATHFINDER ROLEPLAYING GAME COMPATIBLE をついせき んちりりつき





There's a saying about those who steal for a living. You hear stories about skilled thieves, and legends about master thieves, but common thieves? Common thieves aren't worth so much as a whisper.

Lucia Krille was such a thief. A pretty face, but one easily lost in a crowd when she wanted to be, Krille used a combination of charm and camouflage to execute her craft. With thick, brown hair, bronze skin, and just the right scarves and dresses, she could look like she belonged anywhere... for a while, at any rate. She stayed away from the wealthy, working taverns and market stalls, counting on steady hands and a sense of timing more than on any inherent daring or quick wits. She was practiced, methodical, and treated the art of stealing more like a craft. She got caught a time or two, but always found her way back to another street in another town.

In fact, her life would have been quite unremarkable if not for a single crime of opportunity.

An apprentice was off on a task for his master. It was a matter of urgency, which is why he had to carry the package directly to the guild. When he bumped into a man on the corner, though, the apprentice dropped his master's work, and ran for his life. Krille, without even breaking her stride, scooped it up and walked away.

She hadn't gone more than a dozen strides, though, when the stolen package burst into flames, coming apart in her hands. She barely had time to scream before she was engulfed in hissing, sparking fire that danced in every color of the rainbow. Though hot, the flames didn't burn her. They raced over her body, and seemed to wink out after no more than a few seconds. She stood there in an alley, her clothes singed and her skin sensitive, but relatively unharmed.

Maybe it was that bizarre experience that threw off her concentration. Maybe she picked the wrong stall on the wrong day, or maybe it was just good luck ebbing to make way for the bad. Whatever it was, though, she got caught with her hand in an ironmonger's strongbox. The man didn't bother shouting for the guards. Instead he slammed her hand down on the stall's market board, drew a widebladed knife, and slammed it down on her wrist.

The knife was good steel, sharpened to a keen edge. But when it struck, Krille's skin grew hard, and gray, as stone. The merchant goggled, and Krille struck him in the throat before he could recover. As he choked and gagged, she snatched a fistful of coins from his stall, and ran.

That was the first inkling she had that she had changed, but it wasn't the last. The patches of rock reappeared with more frequency, and she slowly began to gain a kind of control over them. She could almost tune her body to the street around her. She'd stolen something truly valuable, it seemed, but she needed more answers.

KRILLE, THE STONESKIN THIEF

She doesn't look like much. The sort of forgettable pretty you'd be hard pressed to remember as soon as you look away. Dressed in shades of brown, her smile is empty, and her eyes watchful.

CR 4

KRILLE

XP 1,200

CN; Medium humanoid

Init: +6; Senses tremorsense 10 feet; Perception +9

DEFENSE

AC 18, touch 14, flat-footed 14 (+3 Dex, +4 equipment, +1 dodge), 22 against attacks of opportunity provoked by movement HP 46 (6d8 + 22)

Fort +6, Ref +11, Will +4 DR 5/bludgeoning

OFFENSE

Speed 30 ft.

Melee dagger +6/+1 (1d4+2/19-20), sneak attack +3d6

STATISTICS

Str 14, Dex 17, Con 16, Int 10, Wis 12, Cha 13 Base Atk +3; CMB +5; CMD 18

Feats Weapon Finesse, Dodge, Mobility, Toughness **Skills** Intimidate +9, Perception +9, Acrobatics +11, Escape Artist +11, Sense Motive +9, Disguise +9, Sleight of Hand +11, Diplomacy +9, Stealth +11

Languages Common

Treasure dagger, chain shirt, 25 gp, bronze hair clip **SQ** Evasion, Uncanny Dodge, Surprise Attack, Bleeding Attack, Resiliency, Granite Hide

SPECIAL ABILITIES

Evasion (Ex) When Krille succeeds at a Reflex save against an attack that deals half damage on a successful save, she instead takes no damage. This ability only works while she is wearing light or no armor, and carrying no more than a light load.

Uncanny Dodge (Ex) Krille cannot be caught flatfooted, even by invisible attackers. She still loses her Dexterity bonus to armor class if immobilized, or if an opponent successfully uses the feint action against her.

Surprise Attack (Ex) All opponents are considered flatfooted to Krille during the surprise round, even if they have already acted.

Bleeding Attack (Ex) Whenever an opponent is damaged by Krille's sneak attack, they take a point of bleed damage for every die of said sneak attack. This bleeding can be stopped by a DC 15 Heal check, or by any form of magical healing.

Resiliency (Ex) Once per day, when Krille is brought to 0 or fewer hit points, she can gain a number of temporary hit points equal to her hit dice as an immediate action.

This can be used to prevent her from dying. If the loss of these temporary hit points brings her below 0, then she is unconscious and dying as normal.

Granite Hide: Krille has limited control over her body, and she can manipulate it to protect herself, and to harm her enemies. As a standard action which provokes attacks of opportunity, she can transmute her skin to stone. This causes her to appear more like a living granite statue than a person, and it alters Krille's damage reduction to DR 10/bludgeoning and magic, grants her +4 natural armor, acid resistance 5, and gives her two natural slam attacks at +7, each dealing 1d6+2. These changes last until Krille is knocked unconscious, or until she alters her form again.

DORE THAN A THIEF

It didn't take long for Krille to realize her new found gifts had made her sloppy. Word got out about the woman with stony skin, and she had to take more and more elaborate precautions just to ply her trade. It was only a matter of time before someone found her, and offered to help her find answers. An alchemist by the name of Mikando Moor told Krille she could help her better understand the accident, and what it had done to her. Krille wouldn't need to steal anymore. Moor would feed her, house her, and take care of her expenses, if she would just consent to be studied.

Krille knew the deal was too good to be true, but it still caught her off-guard how fast Moor went from a benefactor to a jailer. The harder Krille fought, the more intrigued Moor became. She took notes, asked questions, and when Krille finally succumbed to exhaustion, performed experiments to see how her body would react.

She'd been a captive for six months when the lab caught fire. The inferno blazed out of control, engulfing the converted warehouse and several of its neighbors. Moor and her dreadful work were reduced to cinders and ash. Krille walked out of the blaze singed, but unharmed.

KRILLE, THE HARD CASE

CR 8

XP 4,800 CN; Medium humanoid Init: +6; Senses tremorsense, cindersight 30 feet; Perception +17

DEFENSE

AC 23, touch 15, flat-footed 17 (+4 Dex, +4 equipment, +1 dodge, +3 deflection), 27 against attacks of opportunity provoked by movement HP 90 (10d8 + 50) Fort +5, Ref +7, Will +2 DR 5/bludgeoning, Acid Resistance 5, Fire Resistance 5

OFFENSE

Speed 30 ft.

Melee dagger +12/+7, unarmed strike +11/+6 (1d4+2/19-20), sneak attack +5d6

STATISTICS

Str 14, Dex 18, Con 16, Int 10, Wis 12, Cha 13 Base Atk +7/+2; CMB +10; CMD 23 Feats Weapon Finesse, Dodge, Mobility, Toughness, Improved Unarmed Strike, Weapon Focus (slam) ENEMIES OF NEDEXODUS: LUCIX KRILLE Skills Intimidate +14, Perception +14, Acrobatics +17, Escape Artist +17, Sense Motive +14, Disguise +14, Sleight of Hand +17, Diplomacy +14, Stealth +17 Languages Common

Treasure masterwork silver dagger, *Ring of Protection* +3, intricate silver ring (worth 500 gp)

SQ Evasion, Uncanny Dodge, Surprise Attack, Bleeding Attack, Resiliency, Crippling Strike, Improved Granite Hide, Cindersight, Smoke Screen

SPECIAL ABILITIES

Evasion (Ex) When Krille succeeds at a Reflex save against an attack that deals half damage on a successful save, she instead takes no damage. This ability only works while she is wearing light or no armor, and carrying no more than a light load.

Uncanny Dodge (Ex) Krille cannot be caught flatfooted, even by invisible attackers. She still loses her Dexterity bonus to armor class if immobilized, or if an opponent successfully uses the feint action against her.

Surprise Attack (Ex) All opponents are considered flatfooted to Krille during the surprise round, even if they have already acted.

Bleeding Attack (Ex) Whenever an opponent is damaged by Krille's sneak attack, they take a point of bleed damage for every die of said sneak attack. This bleeding can be stopped by a DC 15 Heal check, or by any form of magical healing.

Resiliency (Ex) Once per day, when Krille is brought to 0 or fewer hit points, she can gain a number of temporary hit points equal to her hit dice as an immediate action. This can be used to prevent her from dying. If the loss of these temporary hit points brings her below 0, then she is unconscious and dying as normal.

Crippling Strike (Ex) Krille's sneak attacks are delivered with such precision that any target she damages also takes 2 points of Strength damage from the attack.

Improved Granite Hide (Ex) Krille has an increased control over her form, and she can manipulate it to protect herself, and to harm her enemies. As a standard action which does not provoke attacks of opportunity, she can transmute her skin into heated stone. This causes her to appear more like burning granite statue than a person, and it alters Krille's damage reduction to DR 10/bludgeoning and magic, grants her +6 natural armor, increases her acid resistance to 10, and increases her fire resistance to 10. She gains two natural slam attacks at +15, each dealing 1d6+2, plus 1d6 of fire damage. These changes last until Krille is knocked unconscious, or until she alters her form again. Additionally, while she is in this form, she gains blindsight out to 30 feet.

Cindersight (Ex) Krille can see through fire, fog, and smoke without penalty, as long as she has sufficient light to see normally.

Smoke Screen (Ex) 3 times per day, as a standard action, Krille can create a smoke screen. This ability acts in all regards like the spell *obscuring mist*, but it requires no verbal or somatic components, and it is an extraordinary ability instead of a spell-like ability.

KRILLE, THE HURRICANE

Moor wasn't the last person to take notice of Krille's skills, and unique talents. She worked as a bodyguard for crime lords who had made enemies, as an enforcer for trade guilds who wanted to cripple their competition, and as an ask-no-questions transporter for cartels who needed to get their ill-gotten goods from point A to point B with no trouble.

The alchemical process that first changed her didn't stop, though, and the more she used her powers, the more it seemed to accelerate. In time, controlling her body became more difficult. It was like a storm constantly raged inside of Krille, trying to lash out at the world around her. Her search for a cure took on a new desperation, growing in proportion to the ferocity of the furies boiling inside her.

KRILLE, THE HURRICANE

CR 12

XP 19,200

CN; Medium humanoid

Init: +6; **Senses** tremorsense, cindersight 30 feet; Perception +17

DEFENSE

AC 27, touch 21, flat-footed 19 (+7 Dex, +6 equipment, +1 dodge, +3 deflection), 31 against attacks of opportunity provoked by movement HP 117 (13d8 + 65)

Fort +6, Ref +13, Will +5

DR 10/bludgeoning, Acid Resistance 10, Fire Resistance 10, Electricity Resistance 10

OFFENSE

Speed 30 ft.

Melee dagger +15/+10 (1d4+3/19-20), unarmed strike +14/+9 (1d4+3), sneak attack +7d6

STATISTICS

Str 16, Dex 20, Con 16, Int 10, Wis 12, Cha 13 Base Atk +9/+4; CMB +12; CMD 27

Feats Weapon Finesse, Dodge, Mobility, Toughness, Improved Unarmed Strike, Weapon Focus (slam), Spring Attack, Combat Expertise

Skills Intimidate +17, Perception +17, Acrobatics +21, Escape Artist +21, Sense Motive +17, Disguise +17, Sleight of Hand +21, Diplomacy +17, Stealth +21 Languages Common **Treasure** masterwork silver dagger, *Ring of Protection* +3, intricate silver ring (worth 500 gp), *mithril chain shirt* +2

SQ Evasion, Uncanny Dodge, Surprise Attack, Bleeding Attack, Resiliency, Crippling Strike, Another Day, Elemental Hide, Cindersight, Smoke Screen

SPECIAL ABILITIES

Evasion (Ex) When Krille succeeds at a Reflex save against an attack that deals half damage on a successful save, she instead takes no damage. This ability only works while she is wearing light or no armor, and carrying no more than a light load.

Uncanny Dodge (Ex) Krille cannot be caught flatfooted, even by invisible attackers. She still loses her Dexterity bonus to armor class if immobilized, or if an opponent successfully uses the feint action against her.

Surprise Attack (Ex) All opponents are considered flatfooted to Krille during the surprise round, even if they have already acted.

Bleeding Attack (Ex) Whenever an opponent is damaged by Krille's sneak attack, they take a point of bleed damage for every die of said sneak attack. This bleeding can be stopped by a DC 15 Heal check, or by any form of magical healing.

Resiliency (Ex) Once per day, when Krille is brought to 0 or fewer hit points, she can gain a number of temporary hit points equal to her hit dice as an immediate action. This can be used to prevent her from dying. If the loss of these temporary hit points brings her below 0, then she is unconscious and dying as normal.

Crippling Strike (Ex) Krille's sneak attacks are delivered with such precision that any target she damages also takes 2 points of Strength damage from the attack.

Another Day (Ex) Once per day, if Krille would be brought to 0 or fewer hit points, she can tae a 5-foot step as an immediate action. If the movement takes her out of the range of the initial attack, she takes no damage. She is staggered for 1 round after using this ability.

Elemental Hide (Ex) Krille has an increased control over her form, and she can manipulate it to protect herself, and harm her enemies. As a move action which does not provoke attacks of opportunity, she can transmute her body into a roiling, elemental slurry. This causes her to appear move like a statue made of raw elements than a person. In this state Krille's damage reduction to DR 10/bludgeoning and adamantine, grants her a +8 natural armor bonus, increases her acid, fire, and electricity resistance to 15. She gains two natural slam attacks at +15, each dealing 1d6+2, plus 1d6 of fire or electricity damage. The choice should be

declared before a given attack is rolled, and is a free action to change. Any creature striking Krille with an unarmed strike or natural attack takes 1d6 points of damage that corresponds to the element that imbued her last attack.

Additionally, while in this form, Krille has a 50% chance to ignore critical hits and precision damage due to her impossible form. She also gains fast healing 5, and blindsight to a range of 60 feet. These changes last until Krille is knocked unconscious, or until she alters her form again.

Cindersight (Ex) Krille can see through fire, fog, and smoke without penalty, as long as she has sufficient light to see normally.

Smoke Screen (Ex) 3 times per day, as a standard action, Krille can create a smoke screen. This ability acts in all regards like the spell *obscuring mist*, but it requires no verbal or somatic components, and it is an extraordinary ability instead of a spell-like ability.

KRILLE THE EVER CHANGING

It was only a matter of time until word reached the alchemist who started all of this. Krille tracked him to the tiny guild house he'd been hiding in, trying to stay as far off the map as he could. Far from a stupid man, he'd known Krille would find him eventually. Which was why when she did, he had prepared a formula for her. In one bottle was a reagent that would, he assured her, reverse the process and turn her back into what she had been; a no-name thief in a backwater city. In the other bottle, though, was the final piece of the puzzle. A concoction that would finish what the accident had begun.

It was a moment of truth, and Krille decided she had come too far to go back to what she once was. She drank the second bottle, and the woman who had been Lucia Krille was gone. What existed in her place was something else... something dangerous. Something made of equal parts earth and fire, water and air. A creature who had risen above, and left the petty concerns of humanity behind.

CR 16

KRILLE THE EVER-CHANGING

XP 76,800

CN; Medium native outsider (elemental) Init: +7; Senses blindsight 60 feet; Perception +25

DEFENSE

AC 32, touch 23, flat-footed 30 (+12 Dex, +20 natural, +1 dodge), 37 against attacks of opportunity provoked by movement

HP 176 (16d8 + 112), regeneration 5 (opposed element) Fort +10, Ref +18, Will +14

DR 10/bludgeoning and adamantine, Acid Resistance 15, Fire Resistance 15, Electricity Resistance 15, Cold **Resistance** 15, **SR** 25 **Immune** Elemental traits

OFFENSE

Speed 30 ft.

Melee 2 slam attacks, +21 (2d6 + 5), sneak attack 9d6

STATISTICS

Str 20, Dex 24, Con 20, Int 10, Wis 18, Cha 13 Base Atk +15; CMB +30; CMD 37

Feats Weapon Finesse, Dodge, Mobility, Toughness, Improved Unarmed Strike, Weapon Focus (slam), Spring Attack, Combat Expertise, Whirlwind Attack, Lightning Reflexes

Skills Intimidate +21, Perception +24, Acrobatics +27, Escape Artist +27, Sense Motive +24, Disguise +21, Sleight of Hand +27, Diplomacy +21, Stealth +27 **Languages** Common, all elemental languages

Treasure none

SQ Elemental Aura, Evasion, Uncanny Dodge, Surprise Attack, Bleeding Attack, Crippling Strike, Smoke Screen

SPECIAL ABILITIES

Elemental Aura (Ex) Krille's form is constantly shifting between elements. Every round as a free action she selects fire, cold, electricity, or acid, and any targets adjacent to her take 1d6 points of that type of energy. Additionally, her slam attacks deal an additional 1d6 points of damage that corresponds to that choice. If she is dealt damage of an opposing energy type during that round, her regeneration is stopped for the round following the attack. **Evasion (Ex)** When Krille succeeds at a Reflex save against an attack that deals half damage on a successful save, she instead takes no damage. This ability only works while she is wearing light or no armor, and carrying no more than a light load.

Uncanny Dodge (Ex) Krille cannot be caught flatfooted, even by invisible attackers. She still loses her Dexterity bonus to armor class if immobilized, or if an opponent successfully uses the feint action against her.

Surprise Attack (Ex) All opponents are considered flatfooted to Krille during the surprise round, even if they have already acted.

Bleeding Attack (Ex) Whenever an opponent is damaged by Krille's sneak attack, they take a point of bleed damage for every die of said sneak attack (5d6 deals 5 bleed damage, in this case). This bleeding can be stopped by a DC 15 Heal check, or by any form of magical healing.

Crippling Strike (Ex) Krille's sneak attacks are delivered with such precision that any target she damages also takes 2 points of Strength damage from the attack.

Smoke Screen (Ex) 3 times per day, as a standard action, Krille can create a smoke screen. This ability acts in all regards like the spell *obscuring mist*, but it requires no verbal or somatic components, and it is an extraordinary ability instead of a spell-like ability.



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