RANDOM MARSH ENCOUNTERS: Compiled Stat Blocks

A companion document to Random Marsh Encounters



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Ultimate Combat.©2011, Paizo Publishing, LLC; Author: Jason Bulmahn. Random Marsh Encounters. ©Raging Swan Press 2012; Author: David Posener. MALEGAR CR 6 (XP 2,400) This hollow sallet hovers silently. The briefest flicker of timid light illuminates the helm, leaving a faint, ghostly skull-shaped silhouette.

Will-o'-wisp

CE Small aberration (air)

- Init +10; Senses darkvision 60 ft.; Perception +14, Sense Motive
 +2
- Speed fly 50 ft. (perfect; Flyby Attack); ACP 0; Acrobatics +22, Escape Artist +22, Fly +32, Stealth +26 (+36 motionless; natural invisibility)
- Natural Invisibility (Ex) Malegar has the ability to extinguish his natural glow as a move action, effectively becoming invisible, as the spell.

AC 27, touch 26, flat-footed 17; CMD 21

(+1 armour [helm], +5 deflection, +10 Dex, +1 size) Immune magic

Immunity to Magic (Ex) Malegar is immune to all spells and spell-like abilities that allow spell resistance, except magic missile and maze.

Fort +4, Ref +13, Will +8

hp 49 (9 HD); feed on fear

Feed on Fear (Su) Any time Malegar is within 15 feet of a dying creature or creature subject to a fear effect, he gains fast healing 5.

Space 5 ft.; Base Atk +6; CMB +1

Melee Touch shock +17 (2d8 electricity)

Atk Options Combat Expertise (-2 attack, +2 AC), Flyby Attack, Greater Feint

Abilities Str1, Dex 31, Con 12, Int 15, Wis 14, Cha 12

Feats Combat Expertise, Greater Feint, Improved Feint, Flyby Attack, Weapon Finesse

Skills as above plus Bluff +13

Languages Aklo, Common

ANIMALS & VERMIN

SPIDER SWARM	CR 1 (XP 400)
A veritable carpet of tiny black spiders s	swarms toward you.
N Diminutive vermin (swarm)	
Init +3; Senses darkvision 60 ft., tremo	orsense 30 ft.; Perception
+4, Sense Motive +0	
Speed 20 ft., climb 20 ft.; ACP 0; Ac	robatics +3 (-1 jumping),
Climb +11, Stealth +15	
AC 17, touch 17, flat-footed 14; CMD -	
(+3 Dex, +4 size)	
Immune critical hits, flanking, mind-a damage; Weakness vulnerable to spe (+50% damage)	o , 1
Fort +3, Ref +0, Will +0	
hp 9 (2 HD)	
Space 10 ft.; Base Atk +1; CMB –	
Melee swarm (reach 0 ft.) (1d6 plus	poison [DC 11 {1 save};
frequency 1 round for 2 round	ls; <i>effect</i> 1d2 Str] plus
distraction [nauseated {1 round}; D	C 11 negates])

Abilities Str 1, Dex 17, Con 10, Int -, Wis 10, Cha 2

TROLL HEADS (3)	CR 1/2 (XP 200)	TROLLS (3
This troll's head is severed at the new of welts. It wrenches out a gurgli		This tall crea and its b
Male troll		CE Large hur
CE Small humanoid (giant)		Init +2; Se
Init -4; Senses darkvision 60 ft	., low-light vision, scent;	Percepti
Perception +5, Sense Motive -1		Speed 30 ft.;
Speed 0 ft.; ACP 0		AC 16, touch
AC 12, touch 7, flat-footed 12; CMD	14	(+2 Dex,
(+1 size, -4 Dex, +5 natural)		Fort +11, Re
Fort +11, Ref -2, Will +3		hp 63 (6 HD)
hp -30 (max 63) (6 HD); regeneration	5 (acid or fire)	Space 10 ft.;
Space 5 ft.; Base Atk +4; CMB +8		Melee bite (
Melee bite (reach 0 ft.) +10 (1d8+5)		2 claws (
Abilities Str 21, Dex 2, Con 23, Int 6,	Wis 9, Cha 6	Atk Options
Feats Diehard, Endurance, Iron Will		Rake (Ex) 🛛
Skills as above		addition
Languages Giant		begin its
		Abilities Str
If a troll head regenerates to 0 or m	ore hit points, use the stat	Feats Intimic
block below:		Skills as abov

3)

eature has rough, green hide. Its hands end in claws bestial face has a hideous, tusked under-bite. ımanoid (giant) enses darkvision 60 ft., low-light vision, scent; ion +8, Sense Motive -1 .; ACP 0; Stealth -2 h 11, flat-footed 14; CMD 22 +5 natural, -1 size) ef +4, Will +3); regeneration 5 (acid or fire) ; Base Atk +4; CMB +10 (reach 10 ft.) +8 (1d8+5) plus (reach 10 ft.) +8 (1d6+5) s rend (2 claws 1d6+7) When a troll grapples an opponent it gains two

CR 5 (XP 1,600)

nal claw attacks against the grappled foe. It must s turn already grappling to use rake.

21, Dex 14, Con 23, Int 6, Wis 9, Cha 6 idating Prowess, Iron Will, Skill Focus (Perception) Skills as above plus Intimidate +9

Languages Giant

BRAL

CR 2 (XP 600)

This half-orc male looks like he has been dragged through a hedge backwards. Twigs and leaves are caught in his hair and his clothes and armour are filthy.

Male half-orc ranger (warden) 3

N medium humanoid (human, orc)

- Init +6 (+8 in water, +10 in swamps); Senses darkvision 60 ft.; Perception +5 (+7 in water, +9 in swamps), Sense Motive +1
- Speed 30 ft.; ACP 0; Climb +8, Stealth +13 (+15 in water, +17 in swamps), Swim +6
- AC 15, touch 12, flat-footed 13; CMD 17
- (+3 armour [mwk studded leather], +2 Dex)

Fort +5, Ref +5, Will +2

hp 30 (3 HD); orc ferocity

Orc Ferocity (Ex) Once per day, when brought below 0 hit points, Bral can fight on for one more round as if disabled. At the end of his next turn, unless brought above 0 hit points, he falls unconscious and begins to die.

Space 5 ft.; Base Atk +3; CMB +5

Melee mwk spear +6 (1d8+3/x3)

Ranged mwk light crossbow (range 80 ft.) +6 (1d8/19-20) Combat Gear bolts (20), potion of cure moderate wounds

- Abilities Str 15, Dex 14, Con 15, Int 8, Wis 12, Cha 10
- **SQ** favoured terrain (swamp [+4], water [+2]), track (+1), weapon familiarity, wild empathy (+3, -1 vs. magical beasts)

Feats Endurance^B, Improved Initiative, Skill Focus (Stealth)

Skills as above plus Intimidate +2, Knowledge (geography) -1 (+1 in water, +3 in swamps), Survival +9 (+10 tracking, +12 tracking in water, +14 tracking in swamps; plus live in comfort)

Live in Comfort (Ex) Bral can take 10 on any Survival check involving his favoured terrains, even when in danger or distracted. If he is not in danger or distracted, he can take 20 even if the check has a penalty for failure.

Languages Common, Orc

Gear as above plus bedroll, backpack, rations (3 days), water flask, 12 gp

TRANEK CR 3 (XP 600) This man is covered in sweat and grime from a day of labour. His calloused hands swing a well-worn axe. Male human ranger (guide) 4 CE Medium humanoid (human) Init +2 (+4 in swamps); Senses Perception +8 (+10 in swamps), Sense Motive +1 Speed 30 ft.; ACP 0; Stealth +9 (+11 in swamps), Swim +11 AC 17, touch 13, flat-footed 14; CMD 20 (+4 armour [mage armour], +2 Dex, +1 dodge [Dodge]) Fort +5, Ref +6, Will +2 hp 30 (4 HD) Space 5 ft.; Base Atk +4; CMB +8 Melee +1 greataxe (Furious Focus, Power Attack [-0/+6]) +9 (1d12+7/x3)Ranged throwing axe (range 10 ft.) +6 (1d6+4) Atk Options Cleave, Furious Focus, ranger's focus Furious Focus (Ex) Each turn when using Power Attack, Tranek does not suffer the -2 penalty on his first attack when wielding his greataxe (included above). Ranger's Focus (Ex [swift; 2/day]) Tranek focuses on a single enemy until it is reduced to 0 hp or surrenders or until he designates a new target. He gains +2 on attack and damage rolls against this target. Special Actions terrain bond (swamp)

- Terrain Bond (Swamp; Ex) While in a swamp, Tranek grants allies that can see and hear him a +2 bonus on initiative checks and Perception, Stealth and Survival skill checks. Additionally, when travelling with him, his allies leave no trail.
- **Combat Gear** *potions of mage armour* (2), *potions of cure light wounds* (2), throwing axes (4)
- Abilities Str 18, Dex 14, Con 13, Int 10, Wis 12, Cha 8
- SQ favoured terrain (swamp), track (+2), weapon style (twohanded), wild empathy (+3, -1 vs. magical beasts)

Feats Cleave, Dodge, Endurance^B, Furious Focus, Power Attack^B

Skills as above plus Bluff +3, Craft (woodworking) +7, Survival +8 (+10 tracking or in swamps)

Languages Common

Gear as above plus 25 sp, miscellaneous traveller's gear

LIZARDFOLK

LIZARDFOLK CULTISTS CR 2 (XP 400) This lizardfolk's body is tattooed with disturbing angular yellow markings which seem to writhe unnaturally. Its claws and teeth are stained black, and its reptilian eyes are glazed. Male lizardfolk adept 2 LE Medium humanoid (reptilian) Init +0; Senses Perception +3 (+5 with familiar in arm's length), Sense Motive +3 (+5 with familiar in arm's length) Speed 30 ft., swim 15 ft.; ACP 0; Acrobatics +2, Climb +5, Swim +10 AC 15, touch 10, flat-footed 15; CMD 14 (+5 natural) Fort +4, Ref +0 (improved evasion), Will +4 hp 22 (4 HD) Space 5 ft.; Base Atk +2; CMB +4 Melee claw +4 (1d4+2) and bite +4 (1d4+2) Ranged spear (range 20 ft.) +2 (1d8+2/x3) Adept Spells Prepared (CL 2nd; concentration +7 [+11 casting defensively or grappling]; share spells) 1st—bless, burning hands (DC 12) 0—create water, light, touch of fatigue (DC 11) **Combat Gear** spear (3) Abilities Str 15, Dex 10, Con 13, Int 9, Wis 13, Cha 8 **SQ** hold breath **Feats** Alertness^B, Combat Casting Skills as above plus Knowledge (planes) +4 Languages Draconic Gear as above plus spell component pouch, 1d6 sp

Gear as above plus spell component poden,

LIZARD FAMILIAR

N Tiny magical beast Init +2; Senses low-light vision; Perception +1, Sense Motive +1 Speed 20 ft., climb 20 ft.; ACP 0; Acrobatics +10 (+6 jumping), Climb +10, Stealth +14 AC 14, touch 14, flat-footed 12; CMD 7 (+2 Dex, +2 size) Fort +1, Ref +4, Will +4 hp 6 (2 HD) Space 5 ft.; Base Atk +1; CMB -5 Melee bite +5 (1d4-4) Abilities Str 3, Dex 15, Con 8, Int 6, Wis 12, Cha 2 Feats Weapon Finesse

Languages empathic link

MONSTROUS HUMANOIDS

GRISELDA

CR 7 (XP 2,400)

This human woman is sweating profusely and writhing in discomfort. Her plain features are flushed with the exertions of recent child-birth.

Female green hag rogue (poisoner) 4

CE Medium monstrous humanoid

- Init +3; Senses darkvision 90 ft.; Perception +16, Sense Motive
 +16
- Speed 30 ft., swim 30 ft.; ACP 0; Escape Artist +10, Stealth +19, Swim +31
- AC 21, touch 13, flat-footed 18; CMD 32; uncanny dodge (+3 Dex, +8 natural)
- Fort +8, Ref +13 (evasion), Will +7; SR 16

hp 93 (13 HD)

Space 5 ft.; Base Atk +12; CMB +19 (+23 dirty trick)

- Melee 2 claws +2 (1d4+7 plus weakness plus 1d6 rend plus Large scorpion venom [DC 17; *freq*. 1/rnd. for 6 rnds. {1 save}; 1d2 Str damage]) or
- Melee touch +19 (greater weakness [2d6 Strength damage {DC 17 Fortitude negates}])
- Atk Options Combat Expertise, Greater Dirty Trick, poison use (swift poison), sneak attack (+2d6 or powerful sneak [-2 attack, +2d8 damage]), rend (+1d6)
- **Eldritch Claws (Ex)** Griselda's claws are considered magic and silver for overcoming damage reduction.
- **Greater Dirty Trick (Ex)** Griselda does not provoke attacks of opportunity when performing a dirty trick. Whenever Griselda succeeds on a dirty trick, the penalty lasts for 1d4 rounds plus 1 round for every 5 by which her attack exceeds the target's CMD.
- **Poison Use (Ex [move])** Griselda cannot accidentally poison herself when applying poison.
- Weakness (Su) Griselda's claws sap strength from those she strikes. Each time Griselda hits a foe with her claw attack, the victim takes 2 points of Strength damage (DC 17 Fortitude resists). Alternatively, Griselda can attempt to inflict even greater weakness on a foe by making a touch

attack—this variant requires a standard action, and cannot be attempted in the same round she makes claw attacks. The opponent touched must make a DC 17 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

Special Actions mimicry

Mimicry (Ex) Griselda can imitate the sounds of almost any animal found near her lair.

Spell-Like Abilities (CL 9th; concentration +12)

Constant—pass without trace, tongues, water breathing

At will—alter self, dancing lights, ghost sound (DC 13), invisibility, pyrotechnics (DC 15), tree shape, whispering wind **Combat Gear** Large scorpion venom (6)

Abilities Str 24, Dex 16, Con 14, Int 15, Wis 11, Cha 16

SQ master poisoner, rogue talents (powerful sneak, swift poison)

- Feats Combat Expertise, Eldritch Claws, Greater Dirty Trick, Great Fortitude, Improved Dirty Trick, Rending Claws, Weapon Focus (claws)
- Skills as above plus Bluff +19, Disguise +19, Knowledge (arcana) +8, Spellcraft +8

Languages Aklo, Common, Giant

When exhausted, Griselda has the following statistics:

CR 6 (XP 1,600)

Escape Artist +7, Stealth +16, Swim +28

AC 18, touch 10, flat-footed 18; CMD 28

(+8 natural)

Ref +10

Init +0

- CMB +16 (+20 dirty trick)
- Melee 2 claws +20 (1d4+4 plus weakness plus 1d6 rend plus poison) or

Melee touch +16 (greater weakness)

Abilities Str 18, Dex 10

OUTSIDERS

CHANAMAS CR 5 (XP 1,200)
This tiny, white-speckled frog sits regally atop a bed of moss.
Baleful polymorphed bone devil (frog)
LE Diminutive outsider (devil, evil, extraplanar, lawful)
Init +9; Senses low-light vision, scent, see in darkness;
Perception +15, Sense Motive +15
Speed 5 ft., swim 5 ft.; ACP 0; Acrobatics +13 (+5 jumping), Fly
+28, Stealth +38, Swim +17
AC 35, touch 23, flat-footed 26; CMD 26
(+9 Dex, +12 natural, +4 size)
Immune fire, poison; Resist acid 10, cold 10
Fort +11, Ref +16, Will +7; SR 20
hp 95 (10 HD); DR good/10
Space 1 ft.; Base Atk +10; CMB +7
Spell-Like Abilities (CL 10th; concentration +14)
Constant— <i>fly</i>
At will-dimensional anchor, greater teleport (self plus 50 lbs. of
objects only), invisibility (self only), major image (DC 17),
wall of ice
3/day—quickened invisibility (self only)
1/day—summon (level 4, 1 bone devil, 35%)
Abilities Str 13, Dex 29, Con 18, Int 16, Wis 15, Cha 18
SQ baleful polymorphed (CL 9th)
Feats Alertness, Combat Reflexes, Improved Initiative, Iron Will,
Quicken Spell-Like Ability (invisibility)
Skills as above plus Bluff +17, Diplomacy +17, Intimidate +17,
Knowledge (planes) +16, Spellcraft +16
Languages Celestial, Common, Draconic, Infernal; telepathy 100
ft.

Gear 1,000 gp worth of gold jewellery

AELETHAFEL

CR 7 (XP 2,400)

This empty suit of ornate patinated armour walks of its own accord, filthy brackish water cascading back into the swamp as it strides forward.

Male invisible stalker

N Medium outsider (air, elemental, extraplanar)

- Init +3; Senses darkvision 60 ft.; Perception +12, Sense Motive
 +12
- Speed 20 ft.; fly 20 ft. (perfect); ACP -3; Fly +18, Stealth +10 (+30 moving, +50 motionless; natural invisibility)
- Natural Invisibility (Ex) This ability is constant—Aelethafel remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to *invisibility purge*. Against foes that cannot pinpoint him, Aelethafel gains a +20 bonus on Stealth checks when moving, or +40 when standing still—these bonuses are included above.

AC 25, touch 13, flat-footed 22; CMD 25

(+6 armour [+1 scale mail], +3 Dex, +6 natural) Immune paralysis, poison, *sleep*, stunning, critical hits, flanking, precision-based damage

Fort +12, Ref +9, Will +4

hp 87 (7 HD)

Melee 2 slams +12 (2d6+5)

Atk Options Enforcer

Enforcer (Ex) If Aelethafel deals nonlethal damage he can make an Intimidate check (+16) to demoralize his target as a free action. A successful check renders the target shaken for a number of rounds equal to the damage dealt. If the attack was a critical hit, the target is frightened for a round and then shaken as for a normal hit.

Abilities Str 20, Dex 17, Con 24, Int 12, Wis 15, Cha 11

- Feats Armour Proficiency (light), Armour Proficiency (medium), Enforcer, Intimidating Prowess
- Skills as above plus Intimidate +16, Knowledge (the planes) +11, Survival +12 (improved tracking)
- **Improved Tracking (Ex)** Aelethafel takes no penalty to Survival checks when tracking and moving at any speed.

Languages Auran, Common

Space 5 ft.; Base Atk +7; CMB +12

HASSANI

CR 8 (XP 3,200)

This old, shawl-clad woman has the black-and-white head and plumage of a magpie.

Female old tengu witch (wisdom) 9

NG Medium humanoid (tengu)

- Init +5; Senses child-scent, low-light vision; Perception +14 (+16 if Brushtail within arm's reach), Sense Motive +14 (+16 if Brushtail within arm's reach)
- **Child-Scent (Ex)** Hassani gains the scent ability, but only with respect to humanoid children and immature animals. Thus, she could sniff out a child's hiding place or a den of wolf pups, but not the child's parents or the den mother.

Speed 30 ft., swamp hag; ACP 0

Swamp Hag (Sp) While travelling through swamps, mires, bogs and similar terrain, Hassani leaves no trail and cannot be tracked, as the trackless step druid ability. Hassani can walk through mud and even quicksand without impediment.

AC 16, touch 12, flat-footed 14; CMD 13

(+4 armour [*mage armour*], +1 deflection [*ring of protection* +1], +1 Dex)

Fort +5 , Ref +6, Will +11

hp 34 (48 with false life) (9 HD)

- Space 5 ft.; Base Atk +4; CMB +1
- Melee mwk kukri +6 (1d4-3/18-20) and

bite +0 (1d3-3)

- Witch Spells Prepared (CL 9th; concentration +13; share spells) 5th—reincarnate
- 4th-arcane eye, charm monster (DC 20), enervation
- 3rd—deep slumber (DC 19), fly, stinking cloud (DC 17), suggestion (DC 19)
- 2nd—cure moderate wounds, false life, gentle repose, hold person (DC 18), see invisibility
- 1st—charm person (DC 17), command (DC 17), cure light wounds, mage armour, shield of faith
- 0-dancing lights, detect magic, detect poison, mending

Combat Gear wand of cure light wounds (19 charges)

Abilities Str 5, Dex 12, Con 10, Int 18, Wis 16, Cha 12

- **SQ** familiar (Brushtail), gifted linguist, hexes (child-scent, feral speech, healing, swamp hag, ward), swordtrained
- Feats Alertness^B, Craft Wondrous Item, Greater Spell Focus (enchantment), Improved Initiative, Spell Focus (enchantment), Weapon Finesse
- Skills as above plus Heal +15, Linguistics +20, Knowledge (arcana) +12, Knowledge (nature) +16, Perform (sing) +5, Spellcraft +16

Languages All except Druidic; empathic link, feral speech

Feral Speech (Su) This hex grants Hassani the ability to speak with and understand the response of any animal as if using *speak with animals*, though each time she uses the hex, she must decide to communicate with either amphibians, birds, fish, mammals or reptiles, and can only speak to and understand animals of that type. The witch can make herself understood as far as her voice carries. This hex does not predispose the animal toward the witch in any way.

Gear as above plus cloak of resistance +2, 30 gp, 232 sp

BRUSHTAIL	(MONKEY FAMILIAR)	
DRUSITIAL		

N Tiny magical beast

Init +2; Senses low-light vision; Perception +10, Sense Motive
+10

CR-

- Speed 30 ft., climb 30 ft.; ACP 0; Acrobatics +10, Climb +10, Stealth +10
- AC 14, touch 14, flat-footed 12; CMD 10 (+2 Dex, +2 size) Fort +3, Ref +5 (improved evasion), Will +7
- hp 17 (9 HD)

Space 5 ft.; Base Atk +4; CMB -2

Melee bite (reach 0 ft.) +8 (1d4-4)

Atk Options deliver touch spells

Abilities Str 3, Dex 15, Con 10, Int 10, Wis 12, Cha 5

Feats Weapon Finesse

Languages empathic link, speak with animals, speak with master

MAGICAL BEASTS

CHALOS

CR 6 (XP 1,600)

This massive five-headed serpent wears an ornate golden band around its central head.

Male advanced hydra wizard (diviner) 2

N Huge magical beast

Init +5; Senses darkvision 60 ft., low-light vision, scent; Perception +11

Speed 20 ft., swim 20 ft.; ACP 0; Swim +22

AC 24, touch 12, flat-footed 20; CMD 28 (can't be tripped) (+4 armour [mage armour], +4 Dex, +8 natural, -2 size)

Fort +10, Ref +8, Will +7

- **hp** 70 (7 HD); fast healing 5; hydra traits, regenerate head
- Fast Healing Chalos' fast healing is equal to his current number of heads. His fast healing only affects damage inflicted on his body.
- **Hydra Traits (Ex)** Chalos can be killed by severing all of his heads or slaying his body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make a sunder attempt with a slashing weapon targeting a head. A head is considered a separate weapon with hardness 0 and 7 hit points. To sever a head, an opponent must inflict enough damage to reduce the head's hit points to 0 or less. Severing a head deals 7 points of damage to the hydra's body. Chalos can't attack with a severed head, but takes no other penalties.
- **Regenerate Head (Ex)** When a head is destroyed, two heads regrow in 1d4 rounds. Chalos cannot have more than twice his original number of heads at any one time. To prevent new heads from growing, at least 5 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or fire damage from area attacks

can affect stumps and the body simultaneously. Chalos doesn't die from losing his heads until all are cut off and the stumps seared by acid or fire.

Space 15 ft.; Base Atk +6; CMB +12

Melee 5 bites (reach 10 ft.) +13 (1d8+8)

Atk Options Arcane Strike, Combat Reflexes, pounce

Pounce (Ex [full-round]) When Chalos charges, he can make a full attack.

Special Actions diviner's fortune

Diviner's Fortune (Sp [standard; 5/day]) Chalos can give a touched creature a +1 insight bonus on all attack rolls, skill checks, ability checks and saving throws for 1 round.

Wizard Spells Prepared (CL 2nd; concentration +4)

- 1st—comprehend languages, jump, mage armour, obscuring mist
- 0—detect magic, detect poison, ghost sound, prestidigitation, read magic

Abilities Str 23, Dex 18, Con 22, Int 14, Wis 13, Cha 17

SQ arcane bond (*amulet of mighty fists*)

- Feats Arcane Strike, Combat Reflexes, Eschew Materials, Iron Will, Scribe Scroll^B
- Skills as above plus Knowledge (arcana) +12, Knowledge (planes) +12, Spellcraft +11

Languages Common, Draconic

- Gear as above plus amulet of mighty fists +1, headband of vast intellect +4
- Spellbook (opposition schools enchantment and evocation) 2nd—acid arrow, detect thoughts, scorching ray; 1st comprehend languages, feather fall, jump, mage armour, obscuring mist; 0—all

Kobolds

KOBOLD GUARDS

CR 1/2 (XP 200)

This fierce, black-scaled kobold warrior is bedecked in ornate armour and carries a large shield marked with harsh draconic runes.

Male kobold fighter 1

LE Small humanoid (reptilian)

Init +3; Senses darkvision 60 ft.; Perception +3, Sense Motive +1

Speed 20 ft., base speed 30 ft.; ACP -4; Acrobatics -1 (-5

jumping), Stealth +7 AC 23, touch 14, flat-footed 20; CMD 13; shield wall

(+6 armour [mwk breastplate], +3 Dex, +1 natural, +2 shield [large wooden], +1 size)

Shield Wall (Ex) Whenever the kobold is wielding a large shield and is adjacent to an ally using a shield who has this feat, the kobold's shield bonus increases by +2.

Fort +2, Ref +3, Will +7

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled (-1 penalty on attack rolls and sight-based Perception checks).

hp 11 (1 HD)

Space 5 ft.; Base Atk +1; CMB +0 Melee short sword +5 (1d4/19-20)

Ranged light crossbow (range 80 ft.) +5 (1d6/19-20) Combat Gear bolts (10)

Abilities Str 10, Dex 17, Con 11, Int 10, Wis 12, Cha 8

SQ crafty

Feats Shield Wall, Weapon Finesse

Skills as above plus Profession (siege engineer) +4

Languages Common, Draconic

Gear as above plus 3d6 gp

SCARTAIL WHORT

This spindly kobold is almost five feet tall and is missing most of its tail. He holds a bulbous burlap sack over his shoulder.

Male kobold ranger 2

LE Small humanoid (reptilian)

Init +2; Senses darkvision 60 ft.; Perception +8 (+10 vs. humans), Sense Motive +1 (+3 vs. humans)

Speed 30 ft.; ACP 0; Stealth +11

AC 16, touch 13, flat-footed 14; CMD 11

(+2 armour [leather armour], +2 Dex, +1 natural, +1 size) Fort +4, Ref +5, Will +1

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell Scartail is dazzled (-1 penalty on attack rolls and sight-based Perception checks).

hp 17 (2 HD)

Space 5 ft.; Base Atk +2; CMB -1

Melee dagger +1 (1d3-2/19-20)

Ranged light crossbow (range 80 ft.; Far Shot) +5 (1d6/19-20)

Atk Options favoured enemy (humans [+2])

Combat Gear bolts (10), sack of three troll heads filled with a spider swarm

Abilities Str 6, Dex 15, Con 12, Int 15, Wis 12, Cha 8

SQ crafty, track (+1), wild empathy (+1, -3 vs. magical beasts)

Feats Far Shot^B, Skill Focus (Profession [siege engineer]), Vermin Heart

Skills as above plus Bluff -1 (+1 vs. humans), Disable Device +4, Escape Artist +4, Knowledge (dungeoneering) +7, Knowledge (engineering) +4, Knowledge (local) +4 (+6 vs. humans), Profession (siege engineer) +10, Survival +6 (+7 tracking, +9 tracking humans)

Languages Common, Draconic

Gear as above plus Small light catapult (under the effects of shrink item), 40 gp

CR 1 (XP 600)

These notes explain how to read the included stat blocks. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat block appear in four sections: basic, defensive, offensive and supplemental.

BASIC

- Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.
- **Appearance**: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.
- Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.
- Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).
- **Init and Senses**: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.
- **Speed**: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.
- ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

- **AC**: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.
- **Immune, Resist and Weaknesses:** If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.
- Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.
- **HP**: The creature's full, normal hit points along with the number of hit dice it possesses. A bracketed hit point total indicates

SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full writeups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations. that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

- Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.
- **Melee**: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.
- **Ranged**: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.
- Atk Options: This section lists any abilities or feats that can affect the creature's attacks. Subsequent listings describe all but the most basic abilities in more depth.
- **Special Actions**: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.
- **Spells and Spell-Like Abilities**: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^D are domain spells. If applicable, a spell's DC is also provided.
- **Combat Gear**: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

- Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.
- **Gear**: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.
- Spellbook: The contents of the creature's spellbook and its opposition schools.

STAT BLOCKS BY CR

CR	
_	Brushtail
	N monkey familiar
1/2	Kobold Guard
	LE male kobold fighter 1
1/2	Troll Head
1	Scartail Whort
	LE male kobold ranger 2
1	Spider Swarm
2	Lizardfolk Cultist
	LE male lizardfolk adept 2
2	Bral
	N male half-orc ranger (warden) 3
3	Tranek
	CE male human ranger (guide) 4
5	Chanamas
	LE baleful polymorphed bone devil (frog)
5	Troll
6	Malegar
	CE will-o'-wisp
6	Chalos
	N male advanced hydra wizard (diviner) 2
7	Griselda
	CE female green hag rogue (poisoner) 4
7	Aelethafel
	N male invisible stalker
8	Hassani
	NG female old tengu witch (wisdom) 9