Rite Publishing Presents

101 Not So Random Encounters: *Tirban*









By Steven D. Russell



Rite Publishing Presents:

101 Not So Random Encounters: Urban

Revered Father (Designer): Steven D. Russell Honored (Incle (Editor): David Paul Elder Brother (Cover Artist): Mark Hyzer Kinslayers (Interior Artwork): Eric Lofgren, Mark Hyzer, Nicole Cardiff, Darren M. A. Calvert, Brad McDevitt, Grey Thornberry, Kiss Márton Gyula (Kimagu), Jeff Preston, Malcolm McClinton, Joe Calkins, Darkzel, Storn Cook, Jeff Ward, Jason Rainville, Forrest Imel, Bruno Balixa, and Public Domain Youngling (Layout and Publisher): Steven D. Russell

Dedication: To Thilo "Endzeitgiest" Graf —For every review, good and bad, thank you.

Special thanks to the Questhaven patrons Allen Eblin, Andrew Matzen, Craig Johnson, David Kohler, David Mallon, David Wickham, E. Daniel Esgate, Erik Stiene, Franz Georg Roesel, Gregg Bender, Guenther Hamprecht, Heiko Chodura, Henry Wong, James Barnette, Jared Strickland, Jonathan Chiaravalle, Jason Kramer, Justin Sluder, Mark Gedak, Matthew Craft, Michael Welham, Oliver von Spreckelsen, Patrick Plouffe, Paul Fijma, Steven Wales, Teresa, Thilo Graf

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <u>http://paizo.com/pathfinderRPG</u> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

101 Not So Random Encounters: Urban © 2012 Steven D. Russell, Open Gaming License Copyright © 2007 Wizards of the Coast. All rights reserved, Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <u>http://paizo.com/pathfinderRPG/compatibility</u> for more information on the compatibility license.

Designer's Note

I started out writing this product to create a group of layered urban encounters that would help make an adventure in the city like Rite Publishing's default campaign setting of Questhaven a unique and dynamic sandbox. The first obstacle I came upon was how to allow for a safe navigation of a peaceful city vs. times when it should be the most dangerous of environments. So to overcome this obstacle, I chose to base the product on what would happen if the PCs run afoul of a faction within one of Questhaven's' organized groups, The Fold.

The Fold is a criminal cartel whose core membership consists of monsters that either fear or loathe the humanoids who hunt them. Each progenitor of The Fold controls its own organization. This product looks at one such faction: The Fold of Mother's Pride.

A few notes about using this list in other settings, Questhaven is a magical renaissance metropolis with a population of roughly 700,000 people; roughly the size of Istanbul in the 1600s, but smaller than 1st century Rome. In Questhaven, deities are never addressed by their names (this is considered blasphemous), they are instead addressed by titles. For example, if you worship the goddess Echidna, you would refer to her as *Our Mother of Monsters*, while someone opposed to Echidna would refer to her as *Their Mother of Monsters*. If your city does not have a criminal organization of shapeshifters, treat this as an Invasion of the Body Snatchers style scenario where The Fold of Mother's Pride has arrived, immigrants come from a far-off foreign land, silently taking over the underworld.

The majority of encounters provide information on the name of the creature, its nickname, its rank in the Mother's Pride, why and how it gained membership in the organization, what its current duties are, quirks of that individual's personality, where the creature is most likely to be encountered, what it is doing when it is encountered, and a possible non-combat encounter. Finally, information is provided for scaling the encounter up or down by two challenge ratings.

1. Behind the Throne (CR 23): Revered Mother Panthia is actually herself manipulated by the pyroclastic great wyrm red dragon known as Ardon-nue "The Breaking Fire" (see the free *Pathways* magazine Issue #2). Either her divinatory magic has revealed the true threat the PCs pose to her control over The Fold of Mother's Pride or the PCs have caused such damage as to be considered a challenge to her pride. As such, she seeks them out in the dead of night and assaults them in her full glory, killing as many as he can before a full alarm rousing the armies of the city can be raised against her.

Scaling the Encounter: Increase to CR 25 by making it a mated pair of pyroclastic great wyrm red dragons. Reduce to CR 20 as a dragon hunter surprised Ardon-nue, afflicting her with a powerful curse (-4 on all rolls (including damage rolls, minimum 1 point of damage) and special ability DCs; -8 to AC and CMD; -4



Ardon-nue "The Breaking Fire"

hp/HD (minimum 1 per HD) in the first round of combat, though she decapitated him with her bite.

2. Revered Mother Panthia (CR 20): The progenitor or the Fold of Mother's Pride, Revered Mother Panthia has decided the PCs require her personal attention; she will arrange a private meeting with them in a public place in neutral territory (such as The Rogue's Gallery Tavern or Lorn's Entrepot). She will at first attempt to buy them off after having researched through her contacts what they desire most; if they refuse, she uses blackmail and threats of violence against family and friends of the PCs. She under no circumstances initiates violence and simply attempts to defend herself and her bodyguards from the PCs so that the local authorities can attempt to arrest them (she has arranged for them to arrive with surpassing speed). If the PCs ignore the authorities, she and her bodyguards make every effort to apprehend them for the authorities.

Scaling the Encounter: Increase to CR 22 by including her husband and bodyguard Bahu Sarman (Rakshasa, Maharaja). Reduce to CR 18 as Panthia is suffering at the moment from a powerful curse inflicted upon her by the dragon Ardon-nue as a punishment; she is, however, hiding this affliction. Panthia may take a single move action or standard action each round (but not both, nor can she take full-round actions). She can still take free, swift, and immediate actions. If she suffers nonlethal damage exactly equal to her current hit points, she gains the unconscious condition.

Revered Mother Panthia appears as a heavyset elderly female cloud giant. She has ruled The Fold of Mother's Pride for over 400 years, being one of its original founders, after witnessing the rise of the Questor's Society and their slaughter of a huge pride of enslaved lamia during the fall of the Dread Lich Cynmark. She is extremely gifted at convincing others to do as she wishes, either through bribery or through intimidation (often both); regardless, she keeps her word be it reward or threat. She has great love for the members of Mother's Pride seeing it as her true family, and will not waste them needlessly, she uses them carefully and reasonably to further her control of the city's underworld, but she is nevertheless willing to use them violently without hesitation when she deems it necessary. Panthia acts like a polite, family-oriented leader of her community, doing favors for the weak (especially strays) and punishing the wicked (when it does not interfere with the activities of The Fold), but she enforces a high level of respect from those around her with ruthless cruelty. The Revered Mother has a vast number of government officials and members of the Questor's Society under her control via a combination of bribery and blackmail along with various compulsion and charm magics, and can make any activity more or less difficult based on their level of interference in a matter.

Secret: Reverend Mother Panthia is a priestess of *Our Mother of Monsters,* and a harridan lamia. In her natural state, she appears as a beautiful ebony-skinned giantess from the waist up and a vicious black panther from the waist down; her eyes hold a constant look of abject cruelty, which offsets the splendor of her queenly garb from the land of the rajahs.

Revered Mother Panthia CR 20

XP 307,200 Advanced exemplar harridan lamia CE Huge Magical Beast Init +5; Senses darkvision 90 ft., low-light vision; Perception +17

Defense

AC 39, touch 16, flat-footed 31 (+11 armor, +7 Dex, +1 dodge, +12 natural, -2 size) hp 380 (20d10+180) /-19/-49 (perfect health, enhanced durability) Fort +21, Ref +19, Will +16 DR 15/magic and good; SR 36

Offense

Speed 60 ft. **Melee** mwk greatsword +35 (4d6+19) and 2 claws +31 (1d8+6) OR touch +31 (2d6 Wis drain) **Space** 15 ft.; **Reach** 10 ft. **Special Attacks** Pounce, Rake (2 claws +29, 1d8+31)



Revered Mother Panthia

Cleric Spells Prepared (CL 20th; concentration +29) 9th-convert foe (DC 27, see below), energy drain, mass heal, miracle, time stop^D

- 8th—anti-magic field, discern location, greater spell immunity, firestorm (DC 26), inflict critical wounds (quickened, DC 22), mass cure critical wounds (DC 26), mass invisibility^D
- 7**th**—*bestow curse* (quickened, DC 21), *destruction, dispel magic* (quickened), *greater scrying, refuge, screen*^D (DC 25)
- **6th**—greater dispel magic, harm (DC 24), heal, heroes feast, word of recall, mislead^D

- 5th—dispel good^D (DC 23), false vision, flame strike (DC 23), greater command (DC 23), true seeing, telepathic bond^D
- 4th—air walk, death ward, dimensional anchor, freedom of movement, imbue with spell ability, confusion^D
- 3rd—blindness/deafness (DC 21), remove disease (DC 21), dispel magic x2, invisibility purge, meld into stone, prayer^D
- 2nd—aid, cure moderate wounds x3, death knell (DC 20), undetectable alignment, invisibility^D
- 1st—command (DC 19), comprehend languages, cure light wounds, doom (DC 19), protection from good, shield of faith, disguise self^D

o-detect magic, light, read magic, resistance

^D denotes domain spell; **Domains** community (family), trickery

Jactics

Before Combat: Revered Mother Panthia prefers to sit down and have a polite and quiet talk and resolve issues this way, but she is prepared to commit violent acts at a moment's notice. She prefers to cast *time stop* followed by defensive spells such as *freedom of movement*, *death ward*, and *mislead*.

Combat: She loves to cast touch spells, use her Wisdom drain touch and inflict the spell on an opponent, followed by a quickened touch spell so she can do it again in the same round if she hit with her touch attack.

Morale: If she is seriously injured or believes she is overmatched, she flees to her hidden lair via *word of recall*.

Statistics

Str 36, Dex 25, Con 29, Int 24, Wis 26, Cha 26

Base Atk +20; **CMB** +35 (+39 to start/maintain grapple);**CMD** 52 (56 vs. trip)

Feats Dodge, Improved Natural Armor, Improved Natural Attack (claw), Iron Will, Mobility, Multiattack, Quicken Spell, Spring Attack, Weapon Focus (greatsword)

Skills Bluff +31, Climb +30, Diplomacy +28, Disguise +28, Intimidate +20, Knowledge (local) +17, Knowledge (religion) +17, Perception +31, Sense Motive +18, Stealth +38; **Racial Modifiers** +4 Climb, +8 Bluff, +8 Stealth

Languages Abyssal, Aklo, Common, Draconic, Giant, Goblin, Orc, Undercommon

Gear *heavy fortification breastplate* +5, masterwork greatsword, *hat of disguise*

Ecology

Environment temperate deserts Organization solitary Treasure triple

Special Abilities

Perfect Health (Ex): Panthia possesses maximum hit points.

Enhanced Durability (Ex): Panthia does not become unconscious until she reaches a number of negative hit points equal to 19. She does not die until she reaches a number of negative hit points equal to 49.

Wisdom Drain (Su): Panthia drains 2d6 points of Wisdom each time she hits with her melee touch attack. (Unlike with other kinds of ability drain attacks, she does not heal any damage when she uses her Wisdom drain.)

Convert Foe

School: Enchantment (Compulsion) [Mind-Affecting]; **Level:** Clr/Ocl 9

Casting Time: 1 standard action

Components: V, S, M/DF, (10,000 gp diamond)

Range: Touch

Target: Touched creature **Duration:** Instantaneous

Saving Throw: Will partial; Spell Resistance: Yes The subject becomes a loyal cohort, and comes to be indoctrinated to your alignment and into the beliefs of your deity and/or ethos. The subject views you and your allies as if under the effects of charm monster, while viewing all your opponents as his opponents even if they were formally his trusted allies. The subject's alignment becomes that of your deity's alignment. The subject is also forcibly converted to the worship of your deity. Devout followers of another deity (clerics, paladins, etc.) get a +4 bonus to their saving throw against the spell. The subject still remembers his previous life but believes he has had a revelation about the truth of the universe. For example, a paladin affected by this spell could become an anti-paladin believing that the whole of his life was a waste as the people he served were not worthy of him and never appreciated his sacrifices.

Upon a successful save, the target is subject to the confused condition for 1 round. A target that succeeds on the saving throw is also immune to that same caster's *convert foe* spell for 24 hours after the confusion ends.

Nothing short of a *miracle, wish* or another casting of *convert foe* can reverse the effects of this spell.

Note: Many deities will refuse to grant their clerics access to this spell.

3. Bahu "The Maharaja" (CR 20): Bahu Sarman appears to be a dark-skinned rich human warrior-prince from the land of the rajahs. Bahu is deeply in love with his wife, the Revered Mother Panthia; he awaits her death from old age in the next 100 years so that she may be reincarnated as one of his people. He has a number of other hidden concubines about the city that his wife slays when she discovers them. He is in reality a Rakshasa, Maharaja (see Pathfinder® Roleplaying Game: Bestiary 3^{TM}) who serves as the Revered Mother's bodyguard and foremost agent. He occasionally acts alone to preempt what he perceives as threats to her person as he is far less affable.

Scaling the Encounter: Increase to CR 22 by including his wife and Revered Mother Panthia. Reduce to CR 18 as Bahu has been blinded by his wife for taking

yet another concubine (she will use a *miracle* to return him to life later if he is slain).

4. Doomwatch (CR 20): Commissioned as a gift from Bahu to his wife Panthia, this construct serves as a hidden and terrible enforcer that is sometimes sent out to make a very public statement about an individual's insult to The Fold of Mother's Pride. It is, however, most often encountered at night, and is often sent after a PCs' allies, family, friends, their residences, and their places of business and rarely against the PCs directly. It has all the standard abilities of a standard Clockwork Goliath (see Pathfinder® Roleplaying Game: Bestiary 3^{TM}) plus the following two additional abilities:

Ethereal Ambush (Ex): A phase creature that attacks foes on the Material Plane in a surprise round can take a full round of actions if it begins the combat by phasing into the Material Plane from the Ethereal Plane.

Ethereal Jaunt (Su): A phase creature can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or as part of a move action). The ability is otherwise identical to ethereal jaunt (CL 28).

Scaling the Encounter: Increase to CR 22 by including a "his and hers" pair of these monstrosities. Reduce to CR 18 as the construction of the creature is fatally flawed: after the first successful damaging attack, it suffers a -2 penalty to all rolls (including damage rolls); its natural armor bonus is reduced by half, its hit point total is halved. The construct suffers from the confused condition (even though it is normally immune to such a condition).

5. The War Wagon (CR 20): This variant juggernaut was crafted at Panthia's request to serve as a war wagon for Bahu. Unlike normal juggernauts it has a rather luxurious compartment inside in which one can ride (capacity as swallow whole for a gargantuan creature). He often travels about inside with a new concubine he has "acquired," so he rarely leaves the interior to engage in battle. It rarely stops for anything along its path, but often takes swipes at targets of opportunity (such as known enemies like the PCs) upon its journey.

Scaling the Encounter: Increase to CR 22 by having Bahu riding atop the juggernaut with him quickly joining the battle. Reduce to CR 17 as the construction of the creature is fatally flawed: after the first successful damaging attack, the juggernaut suffers a -4 penalty to initiative, Acrobatics, Climb, Fly, and Swim checks plus Reflex saves and AC. Its speed is also reduced to 5 ft. (it can still charge and use its rolling destruction ability though it can only move a maximum of 20 ft. when that ability is used).

The War Wagon CR 20

XP 307,200 War Juggernaut N Gargantuan construct **Init** +0 **Senses** darkvision 60 ft., low-light vision; Perception +0



The War Wagon

Defense

AC 42, touch 16, flat-footed 42 (+10 deflection, +26 natural, -4 size) hp 247 (25d10+110) Fort +8, Ref +8, Will +8 Defensive Abilities momentum; DR 15/adamantine; Immune construct traits, magic

Offense

Speed 80 ft. Melee crush (4d10+26 +1d6 fire, DC 34) Space 20 ft.; Reach 0 ft. Special Attacks rolling destruction

Statistics

Str 34, Dex 10, Con –, Int –, Wis 11, Cha 1 Base Atk +25; CMB +41 (+45 bull rush); CMD 51 (55 vs. bull rush; cannot be tripped) Languages none SQ irresistible force, unstoppable

Special Abilities

Crush (Ex): The juggernaut is so large it is impossible for creatures caught in its path to jump out of the way. Whenever a juggernaut enters a square containing another creature it automatically deals 4d10+26 points of damage +1d6 fire and the creature must make a DC 34 Reflex save or be knocked prone. A juggernaut may elect to remain in a square containing another creature. If it does so, the creature is pinned beneath the juggernaut and takes 4d10+12 points of damage each round the juggernaut remains in its square. The save DC is Strength-based.

Immunity to Magic (Ex): A juggernaut is immune to spells or spell-like abilities that allow spell resistance.

Certain spells and effects function differently as noted below.

- A magical attack that deals acid slows a juggernaut (as the *slow* spell) for 3 rounds, with no saving throw.
- A magical attack that deals electricity damage breaks any slow effect on the juggernaut and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the juggernaut to exceed its full normal hit points, it gains any excess as temporary hit points. A juggernaut gets no saving throw against electricity effects.
- A juggernaut is affected normally by rust attacks, such as those of a rust monster or a *rusting grasp* spell.

Irresistible Force (Ex): The juggernaut is treated as having the Greater Bull Rush and Improved Bull Rush feats.

Momentum (Ex): When reduced to 0 or fewer hit points, a juggernaut may take one more set of actions on its next turn before ceasing to function.

Rolling destruction (Ex): When the juggernaut charges it may move up to four times its speed before attacking. It deals double damage to inanimate objects it crushes or hits during a charge.

6. Honored Uncle Shiras Stormoak (CR 19): Originally a refugee from the city's War of the Shifting Shore, a conflict that occurred around 20 years ago between the primal world fev from the Court of Aurberyon the Solstice King and the City of Questhaven. This sard (see Pathfinder® Roleplaying Game: Bestiary 2TM) was recruited by Bahu into The Fold of Mother's Pride. It serves as Bahu's chief deputy, and has little understanding of mating rituals due to its nature as a plant and ignores the byplay Bahu engages in, remarking that it is simply an eccentricity of its leader. He is not only loyal because Bahu and The Fold gave him a place to stay, but also because the Revered Mother tends the garden of its offspring. He can be encountered nearly anywhere in public sections of the city and the occasional private gardens. Disguised as a tree, he may spend days or months there before moving on in the dead of night, but he most often prefers the Questor's private park known as the Conservatory of the Equinox Court.

Scaling the Encounter: Increase to CR 21 by having two sard, rather than one. Reduce to CR 18 as the sard is suffering from some strange plant-borne illness that it has not sought treatment for yet. Shiras takes a -2penalty on all attack rolls, natural weapon damage rolls, saving throws, skill checks, and ability checks. If a spell or effect would inflict the sickened or nauseated condition, Shiras suffers a -4 penalty against that spell or effect and suffers the sickened and the nauseated condition regardless of the original intended effect.



Shamtanu the Unbound

7. Honored Aunt Shamtanu the Unbound (CR **19):** Shamtanu the shoggoth was discovered early by the Revered Mother when she was quite young and both were still bound to the service of the Dread Lich Cynmark. The Revered Mother bargained with the Shamtanu for 400 years of service, and both escaped the lich's service before his defeat by the Questor's Society. Shamtanu now serves beneath the city and behind its walls, it travels the sewers, waterways, pipes and underground depths going where no one else could, and traveling about the city completely unseen. It is virtually impossible to trap him someplace where he cannot squeeze his body, allowing him to function as spy, enforcer, and courier; currently he handles all of the smuggling operations in and out of the city though the loval services of a green hag and her wretch children. PCs are likely to encounter him bursting from beneath their feet, causing a sinkhole sucking them into the street, or bursting from the walls of an abode or coming up out of water pipes and water closets.

Scaling the Encounter: Increase to CR 21 by having Shiras and Shamtanu attack the PCs. Reduce to CR 18 as the PCs encounter Shamtanu during the day and he suffers from n powerful weakness; when he is in sunlight (but not in an area of *daylight* or similar spells), he cannot attack and is staggered.

8. Karma "Fatebreaker" Sarman (CR 19): An honored aunt within The Fold of Mother's Pride, this turncoat but enticing norn (see *Pathfinder*® *Roleplaying Game Bestiary* 3^{TM}) betrayed the Solstice Court during the War of the Shifting Shore; she has since embraced a new philosophy of karma, leaving behind the trappings of fate and destiny. She believes that a creature's choices and actions will determine the outcome of its life rather than holding that all life is predetermined. All this was taught to her by her secret lover Bahu Sarman; she has plans one day to kill the Revered Mother and see Bahu as the progenitor, though he does not share her ambitions. For now, she is patiently waiting for the Revered Mother to be killed or die of old age as Bahu and she have eternity, while the

Revered Mother is mortal. Karma serves as a deputy to the Revered Mother and seer, she is usually the one informing her of Bahu's consorts, and is sometimes sent on missions to kill these women or as an independent assassin working for the benefit of the organization through her visions, she is especially well known for killing traitors to the organization. Her mode of dress when not in disguise (which is rare) is that of a wealthy Rani (queen). PCs are likely to encounter her when she has chosen to kill them, a traitorous member of the Mother's pride who is aiding the PCs, or consort of Bahu. She has all the standard abilities of norn except she is Chaotic Neutral, possess *a hat of disguise*, and possess the following ability:

Attraction (Su): Karma can choose to emanate magical vibrations that attract living creatures within 100 feet and compel them to come toward her unless they succeed at a Will saving throw (DC 30). Affected creatures feel elated and pleased to be near her and desire to touch her. The compulsion to stay in the area or touch her is overpowering, and victims will fight to follow their urges. Those affected will neither harm her nor defend themselves against her attacks. If an unaffected character spends a full round shaking an affected one, the victim can attempt another saving throw. This can only be attempted once. A successful second save releases the creature from the enchantment, but it can be subject to the effect again as soon as 1d6 minutes later, even if it is no longer within Karma's range (unless the subject knows for certain that Karma is dead or destroyed). In such a case, the affected creature must make a third save. If this save fails, the affected creature attempts to return to Karma. The compulsion lasts up to an hour.

Scaling the Encounter: Increase to CR 21 by having Bahu and Karma attack the PCs. Reduce to CR 17 as Karma has lost her attraction supernatural ability, suffers a -2 penalty to her spell-like and supernatural ability DCs along with suffering from the exhausted condition, due to a curse laid upon her by Bahu for killing one of his favored consorts.

9. Bhoot Coldfire (CR 19): Formally, an immigrant from the land of the rajahs, Bhoot Dasa was transformed into a wounding winterwight (see Pathfinder® Roleplaying Game Bestiary 2[™]) after the Revered Mother killed him having just drank a cup of milk tainted by the maharaja rakshasa Bahu's blood. An honored uncle within The Fold of Mother's Pride, he now serves as the Revered Mother's spiteful and resentful deputy controlling and working amongst the homeless beggars and indigent of the city. He goes about wrapped in formerly white rags (now stained nothing but black and brown) smelling of refuse and wearing a ragged cloth mask. Due to the religious beliefs he held in life, Bhoot uses his air walk ability so that he is never actually touching the ground (Perception DC 39 to notice). Bhoot is most often encountered by PCs who attempt to gather information from street urchins or cut through back alleys, or travel to other abandoned to forgotten corners of the city. He can help PCs (despite himself) by simply ranting about the organization's grand plans. He says far more than any cautious

Land of the Rajahs

This area is the real world equivalent of ancient and mythical India consisting of people from the Indo-Aryan and Dravidian ethnicities. They speak and use the real world language of Sanskrit. It is a war-torn land its populations decimated by the constant warfare of the rajahs. Most of the Npcs in this supplement especially those who have emigrated from the land of the rajah's consider this a bonus racial language that they are automatically able to speak read and write.

individual ever would, and he does so on purpose, such is his resentment and spite. He can drone on and one while killing enemies of the organization, sadly few enemies survive his attacks. Bhoot has all the standard abilities of a winterwight plus the following, +3 to attack and natural weapon damage rolls, +60 hp, and nigh unhealable.

Nigh Unhealable (Su): Damage dealt by Bhoot (including Constitution drain) cannot be healed by natural or supernatural means (including extraordinary, spells, spell-like, and supernatural abilities), unless a human holding a pure glass of milk uses a spell or effect that could remove a *bestow curse* upon the victim. A Heal, or Knowledge (arcana) check (DC 34) can be made to determine this requirement. This is a necromantic curse effect.

Scaling the Encounter: Increase to CR 21 by having Shamtanu Dasa and Bhoot Dasa attack the PCs. Reduce to CR 17 and treat Bhoot Dasa as a standard winterwight after having consumed some pure milk.

10. Talaa "The Shifting Darkness" (CR 19): This adaptable nightshade (nightwalker, see Pathfinder® Roleplaying Game Bestiary 2[™]) was an immigrant from the land of rajahs who had come to study with Chardib the Awakened over a thousand years ago. She was seduced by the maharaja rakshasa Bahu becoming one of his many consorts; however, he was simply waiting to break her neck when she gave birth to their twin daughters. He kept her death a secret, telling all who knew her that she had returned to the land of the rajahs. Denied a proper burial, defiled by Bahu's blood, and with no prayers offered up, he transformed her into an undead abomination who has served the maharaja ever since, eventually becoming a gift he gave to the Revered Mother. An honored aunt within The Fold of Mother's Pride, she now serves as the head of enforcers dealing with independent criminals and gangs who fail to pay tribute to The Fold. She travels about the city walking under the cloak of perpetual invisibility aided by air walk while suppressing her desecrating aura. She appears as a normal nightwalker except her head faces backwards on her body (cosmetic effect only) and has all its standard abilities plus +42 hp, adaptable attack and learned immunity.

Adaptable Attack (Su): Talaa's attacks can be changed to a different type at will for the purpose of bypassing damage reduction or overcoming resistance or immunity after its attack has been reduced, resisted, or been rendered infective once. *Learned Immunity (Su):* If Talaa is affected by a physical attack, spell, or effect used by a particular creature, the ability thereafter grants immunity to that physical attack, spell, or effect when used by that same creature.

Scaling the Encounter: Increase to CR 21 by having Talaa Sarman and Karma Sarman attack the PCs. Reduce to CR 16 and treat Talaa Dasa as a standard nightwalker because someone has performed a funeral ceremony and/or offered up prayers for her soul.

11. Danu Wildpath (CR 18): A cunning keketar protean (see Pathfinder® Roleplaying Game Bestiary 2^{TM}) and an honored uncle within The Fold of Mother's Pride, he oversees all the Pride's gambling activities. He claims to be here on a divine quest to find the primordial forces of chaos that have been sealed away by the powers that serve the Lords of Order and has a friendly relationship with the Revered Mother, rather than the more typical relationship of mistress and servant. It appears often that the keketar leaves nearly every depiction to chance, using various randomizers, but the options are in fact usually carefully calculated. Many brave fools have risked their lives on a bet with keketar to get out of what was thought to be a worse fate, only to find out how horribly wrong they were. PCs are most likely to encounter him near gambling dens, carnivals, booking houses, sporting events, confidence games, hunting luckbringers, and chasing down cheats, often in the guise of a fat and rich foreign merchant known as "Chance" and derogatorily as "Fat Chance." He has all the standard abilities of a keketar plus a +4 bonus to AC, CMD, saves and Intelligence-based skills along with a spell-like ability useable once per day that allows him to duplicate any one divination spell of 9th level or less.

Scaling the Encounter: Increase to CR 21 by having another keketar who is intrigued by his sacred question arrive to aid Danu. Reduce to CR 17 and treat Danu as a standard keketar due to losing a bet.

12. Kaikesi and Kalkesi "The Tiger Twins" (CR 18): These two tataka rakshasa (see Pathfinder®) Roleplaying Game Bestiary 3^{TM}) are the identical twin daughters of the maharaja rakshasa Bahu Sarman and Talaa Sarman. Honored aunts within The Fold of Mother's Pride, they have been formally adopted by the Revered Mother though there is some strife over their blasphemous rage against all the divine powers (good or evil). Both Kaikesi and Kalkesi are married to Captain Mapopobawa. They command a rather specialized group within The Fold, being the only group that is willing to rob and commit other violent criminal acts against the various churches in the city. They spend most of their time secretly working within the city's mercenary guild recruiting immoral heretics to help in their endeavors all the while disguised as gorgeous identical twin human females and captains of the Faithless Dogs mercenary company. PCs are most likely to find them attacking divinely inspired members of their group such as clerics, inquisitors, oracles, paladins, rangers, etc. though they have a great deal of respect for atheists and heretics like themselves.



Kaikesi and Kalkesi "The Tiger Twins"

Scaling the Encounter: Increase to CR 20 by making them a set of quadruplets. Reduce to CR 15 and have the PCs only encounter Kaikesi.

13. Commodore Mapopobawa (CR 19): The captain of The Bawdy Wench (The Black Bat) and commodore of the Coastal Acquisition Trading and Standards Company (the Mother's Pride's pirate activities beyond the shifting shore), an honored uncle within The Fold of Mother's Pride, he is married to the Revered Mother's twin daughters. Though their relationships could never be called monogamous, they do share a deep affection for each other. A popobala (see Pathfinder $\ \ Roleplaying \ \ Game \ \ Bestiary \ 3^{TM})$ from over the southern seas, he most often appears as a human male taking the appearance of a gentrified aboriginal savage. PCs are most likely to find themselves attacked on the docks, brothels, seaside taverns, near the mercenary guildhall visiting his wives and anywhere in the city he might find suitable recruits for his ships. He is unlikely to kill the PCs, however, instead pressganging them into service aboard the CAT&S company ships. He has all the standard abilities of a popobala except add +75 hp, +4 to AC, +3 to attack and damage rolls, and a + 5 to all saving throws.

Scaling the Encounter: Increase to CR 20 by having the Commodore's sister Adhila visiting from across the sea, use the same stats. Reduce to CR 15 and treat Mapopobawa as a standard popobala due to him having been away from his homeland for so long.

14. Anju Vanman (CR 18): An honored uncle within The Fold of Mother's Pride, this deputy deals in the bodies of the dead (and living creatures soon to be slain), purchased by necromancers, cannibals, and the undead. In life, Anju was a sea monster from far-off foreign waters. Anju migrated to the Coastal Land of the Rajahs when the Revered Mother was forced to immigrate to Questhaven. Anju swore to see her raised

to rulership over these lands, however, he was slain 200 years ago by the Questor's Society. His oath caused him to return as an unliving spirit known as a Dybbuk (see *Pathfinder*(**R**) *Roleplaying Game Bestiary* 3^{TM}) that serves her with the same devotion. When forced into battle, he often prefers to possess a wendigo that haunts the depths of the city's necropolis. PCs are likely to encounter him possessing a creature or object near the churches of death and rebirth, in areas of the city with higher than normal mortality rates, execution sites, blood sport arenas, locations conducting illegal slave trading, the lairs of other undead creatures and any place a corpse could be found. He may choose to capture PCs as food for local vampires, ghouls or his favored wendigo.

Scaling the Encounter: Increase to CR 20 by having him possesses a standard clockwork goliath that is in use by the city (for war or construction). Reduce to CR 15, as all nearby creatures it could possess are 7 CR less than the PCs, forcing him to animate objects or possess the PCs directly.

15. Jagruti, Great Grandmother of Cats (CR 18): An honored aunt in The Fold of Mother's Pride, Jagruti has agreed to help her great grand niece, the Revered Mother, for 100 years to help balance out the power of the Questor's Society, and is nearing the end of that term. She leads all of the Mother's Pride's hijacking activities in the surrounding protectorate leading, a number of lamia prides. She works in the background though, through one of her great, great, grand nieces, the lamia matriarchs, rarely revealing herself. A missing cat lord, she long ago abandoned her divinity for the love of a mortal. She primarily cares about redressing the balance of order vs. chaos that has been brought about by what she sees as the rising tyranny of the Questor's Society. If she believes the PCs are agents of chaos, she will spare them and perhaps recruit or manipulate them as servants of her agenda. She could be encountered anywhere in the city, invisible in the form of an elven female or even more often in the form of an invisible black panther, smuggling goods her pride has captured along the roads outside the city.

Scaling the Encounter: Increase to CR 20 by having the current cat lord also having stepped down as master of cats as Jagruti had and joining Jagruti for a time; use the same stats. Reduce to CR 15, as the newly raised cat lord discussed with Jagruti helping promote a feline criminal organization reveals her presence to the world; she loses her displacement, invisibility, and shadowed special abilities.

Jagruti CR 18

XP 153,600 Missing animal lord (cat)

Panther Form

N Medium outsider (native, shapechanger) **Init** +11; **Senses** darkvision 200 ft., *detect evil*, *detect good*, keen senses, low-light vision; Perception +29



Jagruti, Great Grandmother of Cats

Defense

AC 32, touch 20, flat-footed 25 (+7 Dex, +12 natural, +3 insight)

hp 199 (19d10+95)

Fort +16, **Ref** +20, **Will** +11

Defensive Abilities displacement, evasion, feline passivism, immortality, invisibility; **DR**20/magic and cold iron; **Immune** mind-affecting effects, psionics; **SR** 26

Offense

Speed 60 ft., climb 30 ft.

Melee 2 claws +27 (1d6+7 plus grab), bite +26 (1d8+7) Ranged spit +26 (blindness)

Special Attacks howl, pounce, rake (2 claws +27, 1d6+7)

Spell-Like Abilities (CL 19th)

Constant—*detect evil, detect good, speak with animals* (felines only)

At will—blur (DC 17), hypnotism (DC 16), greater invisibility (DC 19)

9/day—*dimension door*, lick wounds (self only; heals 2d4 damage)

2/day—*ethereal jaunt, haste* (self only), summon(level 6, 1d4+2 lions or tigers, or 1d4+4 leopards or cheetahs, or 1d2 dire lions, dire tigers, or weretigers, or 30 + 1d20 normal cats 100%)

>

1/day—*astral projection, greater teleport* (self plus 50 pounds of objects only)

Statistics

Str 24, Dex 25, Con 20, Int 19, Wis 17, Cha 20

Base Atk +19; **CMB** +26; **CMD** 46 (50 vs. trip)

Feats Acrobatic, Alertness, Athletic, Blind-Fight, Combat Reflexes, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (claws)

Skills Acrobatics +38 (+50 when jumping), Climb +38,Escape Artist +26, Fly +9, Handle Animal +24, Heal +22,Knowledge (nature) +23, Perception +29, Sense Motive+29, Stealth +56, Survival +22, Swim +9; **Racial Modifiers** +8 Acrobatics, +8 Stealth, +20 Acrobatics when jumping.

Languages Common, Sylvan, Druidic, Elven, Goblin, Gnome; telepathy 100 ft.

SQ change shape (elven and panther, *polymorph*), shadowed

Elven Form

N Medium outsider (native, shapechanger)

Init +11; **Senses** darkvision 200 ft., *detect evil*, *detect good*, keen senses, low-light vision; Perception +29

Defense

AC 33, touch 20, flat-footed 25 (+4 armor, +7 Dex, +8 natural, +3 insight)

hp 180 (19d10+76)

Fort +15, Ref +20, Will +11

Defensive Abilities displacement, evasion, feline passivism, immortality, invisibility; **DR** 20/magic and cold iron; **Immune** mind-affecting effects, psionics; **SR** 26

Offense

Speed 60 ft., climb 30 ft.

Melee +5 *keen wounding* rapier +30/+25/+20/+15 (1d6+11/15-20 plus 1 bleed)

Spell-Like Abilities (CL 19th)

At will—*blur* (DC 17), *hypnotism* (DC 16), *greater invisibility* (DC 19)

9/day—*dimension door*, lick wounds (self only; heals 2d4 damage)

2/day—*ethereal jaunt, haste* (self only), summon (level 6, 1d4+2 lions or tigers, or 1d4+4 leopards or cheetahs, or 1d2 dire lions, dire tigers, or weretigers, or 30 + 1d20 normal cats 100%)

1/day—*astral projection, greater teleport* (self plus 50 pounds of objects only)

Statistics

Str 22, **Dex** 25, **Con** 18, **Int** 19, **Wis** 17, **Cha** 20 **Base Atk** +19; **CMB** +25; **CMD** 45

Feats Acrobatic, Alertness, Athletic, Blind-Fight, Combat Reflexes, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (claws) **Skills** Acrobatics +38 (+50 jump), Climb +37, Escape Artist+26, Fly +9, Handle Animal +24, Heal +22, Knowledge(nature) +23, Perception +29, Sense Motive +29, Stealth+56, Survival +22, Swim +8; **Racial Modifiers** +8 Acrobatics, +8 Stealth, +20 Acrobatics when jumping

Languages Common, Sylvan, Druidic, Elven, Goblin, Gnome; telepathy 100 ft.

 \mathbf{SQ} change shape (elven and panther, *polymorph*), shadowed

Ecology

Environment temperate forest

Organization solitary or troupe (Jagruti plus 3–6 lions or tigers, or 5–8 cheetahs)

Treasure double standard

Special Abilities

Change Shape (Su): Jagruti can assume the shape of a elven or panther form as a standard action. In elven form, she cannot use her natural weapons or her howl, pounce, spit, or rake special attacks but can wield weapons and wear armor. Unlike the normal change shape ability, Jagruti retains her movement modes (and speeds) in elven form.

Displacement (Su): Even when visible, Jagruti appears to be about 2 feet away from her true location. Jagruti benefits from a 50% miss chance as if it had total concealment. However, unlike actual total concealment, *displacement* does not prevent enemies from targeting Jagruti normally. *True seeing* reveals the Jagruti's location accurately.

Evasion (Ex): Jagruti can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. If helpless, Jagruti does not gain the benefit of evasion.

Feline Passivism (Ex): Felines (including dire versions) do not willingly attack Jagruti, though they can be forced to do so by magic. If the Jagruti attacks a feline, its protection against that creature ends.

Howl (Su): When Jagruti howls, all creatures except felines within a 20-foot spread must succeed on a DC 24 Will save or be stunned for 1d2 rounds. A creature that successfully saves cannot be affected again by Jagruti's howl for 24-hours. The save DC is Constitution-based.

Immortality (Ex): Jagruti is effectively immortal and nearly impossible to slay. When slain, her soul reforms on the Astral Plane. Within 9 days, it inhabits another feline on the Material Plane and she reforms. No form of magic (such as magic that would contain or trap his soul) prevents this. To permanently kill Jagruti, it is thought that one must destroy every feline in existence (so her soul has no creature to inhabit). **Invisibility (Su):** Whenever Jagruti does not attack for 1 full round, she becomes invisible (as the spell) as a free action. In addition to becoming visible if she attacks, she becomes visible if she takes hit point damage. If made visible by this second method, Jagruti becomes invisible again at the beginning of her next turn (though she might immediately become visible by attacking on that turn).

Keen Senses (Ex): Jagruti sees five times as well as a elven in shadowy illumination and normal light.

Shadowed (Su) Jagruti gains a +19 bonus to Stealth checks, and she can make Stealth checks even when observed or in normal or bright light.

Spit (Ex): Once every 1d4 rounds as a ranged attack, Jagruti can spit a line of caustic saliva at a single target to a range of 30 feet. A creature hit must succeed on a DC 24Reflex save or be blinded. *Remove blindness* or *dispel magic* (vs. CL 19th) removes the blindness effect. The save DC is Constitution-based.

16. Matrika, Aunt of Angels (CR 17): A marilith in the service to Our Mother of Madness sent by the insane deity to serve the Revered Mother on a whim, she would remain in her service until her death. A revered aunt in The Fold of Mother's Pride, she has been put in charge of planning all of the high-end, extremely lucrative heists. She has spurred all the advances of Bahu, which only entices him further and pleases the Revered Mother; she has, however, had dalliances with Kaikesi, Kalkesi, and Mapopobawa and has borne him a son. He is a half-fiend popobala who has rejected his nature. joined the church of Our Judge of the Dead, and serves the Magistrate's fight against the Mother's Pride. They simply consider him young, misguided, and rebelling against his family, which may be true. She can most likely be encountered scouting out a potential target or recruiting a specialist she needs for her crew's next job, and she may spare a group of PCs and see that all their transgressions forgiven if they perform a heist for her against some mutual enemy. She keeps herself and her nature hidden with a ring of seeming. Matrika takes the form of an elderly human commoner immigrant from the land of the rajahs. In particular, the woman Matrika emulates runs a boarding house and is a cultist who worships Matrika. This woman knows that Matrika assumes her guise and she is deeply, sacredly flattered by it.

Scaling the Encounter: Increase to CR 19 by having one of Matrika's six sisters arrive to aid her. Reduce to CR 15 as Bahu has just fought with her and inflicted wounds and a curse upon her for spurning his advances; she has only 220 hp remaining, and suffers a -2 penalty to AC, saves, weapon damage rolls, and special ability and spell-like ability DCs.

Ring of Seeming

Aura strong illusion and transmutation; CL 13th Slot ring; Price 20,000 gp; Weight –. Description



Ashoka, the Slumbering Sloth of Embers in disguise

Before the powers of a *ring of seeming* can be utilized, it must first be attuned to a specific individual. The ring can be attuned to one target creature at a time. Attuning the ring to an individual takes one minute and requires the wearer to place the hand on which the ring is worn on the brow of the target. The target must be alive but need not be conscious for the ring to attune itself to the target's appearance and personality.

Once the ring has attuned itself to a specific individual, the wearer may assume the form of that creature as a standard action, as if using the spell alter self. The user may remain in that form indefinitely, but once he reverts to his true form the ring loses its attuned information and must be attuned to a new target before it can be used again. The ring does far more than change the wearer's appearance, though. It also provides him with knowledge of the target's personality, mannerisms, and some of the target's memories. Detailed and sensitive memories such as passwords, prepared spells, long-term memories, confidential information, and the like are beyond the power of the ring to pry from the victim's mind, but enough information is granted so that the wearer can act the part with great skill. The wearer gains a +10 competence bonus to all Bluff, Disguise, and forgery-related Linguistics skill checks used to continue the charade. This +10 bonus stacks with the standard +10 bonus granted to Disguise checks when using the alter self spell; the ring is best at exactly duplicating the appearance of its attuned target.

This ring masks the wearer's true alignment with the alignment of the attuned target. *True seeing* and other more powerful magics are all that can penetrate the magic of a *ring of seeming*.

Construction

Forge Ring, alter self, detect thoughts, magic aura, misdirection; **Cost** 10,000 gp.

17. Ashoka, the Slumbering Sloth of Embers (CR 17): A thrasfyr, with the body of a sloth bear and tail of a fiery python (cosmetic change only), uses a *hat of disguise* to take the appearance of a sleeping elephant from the land of the rajahs. If necessary, he attempts to play on the idea that he is an "awakened" elephant (that only speaks and understands Sylvan). Ashoka is an

honored uncle in The Fold of Mother's Pride who is in charge of security for all of The Pride's activities, especially trade caravans of smuggled goods; he seldom has to do much unless some crazed adventurer or rival independent gang attacks one of The Pride's interests. Ashoka is another refugee from the War of the Shifting Shore, having been recognized by the Revered Mother as having been a creature native to the Prime Plane's fey reflection of her mother country. She convinced Ashoka that if he attained enlightenment in her service, he would reincarnated by Bahu into a lovely rakshasa, more elegant than his original fey form. This earned Ashoka's utter devotion and he has given her his master's bond. PCs are most likely to encounter him outside a location controlled by the Mother's Pride, which results in people perceiving him as a dumb awakened elephant or ending up in a deadly encounter, though he will obey the Revered Mother's command not to risk exposing The Pride's activities to the public.

Scaling the Encounter: Increase to CR 19 by having Anindyaati traveling atop him. Reduce to CR 15, as he has fought off an organized raid by independent gangs for several hours and suffers from the exhausted condition when he arrives.

18. Anindvaati, the Adamantine Quintet (CR 17): An adamantine-clad royal naga, each of them has been formally adopted as a daughter of the Revered Mother; Anindyaati as a whole is a revered aunt of The Fold of Mother's Pride in charge of counterfeiting and works closely with Danu Castcrown. When in her split form of humanoid disguises, they travel together, and each carries an individual name, usually Ann, Inn, Die, Ah and Tie, and wears an adamantine earring stylized in the image of a cobra. She has been with the Revered Mother since they broke free from her egg and views no one else as her equal, much less her better. PCs are most likely to encounter her if they are making trouble about counterfeit coins and artwork, near one of her artist lofts, her casting and counting houses, or traveling with one of her shipments. She is far more likely to charm defeated PCs and exchange their wealth for counterfeits ("My dear friend, might I have some of your gold for this platinum?"). She then sends them on their way, as she reasons you need living fools to pawn the counterfeits off on and they can make wonderful scapegoats.

Scaling the Encounter: Increase to CR 19 by having Anindyaati traveling atop Ashoka to protect her current business. Reduce to CR 15, as an internal argument amongst the five of them has left her in the confused condition when she arrives.

Anindyaati, the Adamantine Quintet CR 17 XP 102,400

Metal clad (adamantine) royal naga LN Huge aberration (shapechanger) **Init** +0; **Senses** darkvision 60 ft., *see invisibility*; Perception +23

Defense

AC 33, touch 9, flat-footed 33 (+25 natural, -2 size) hp 133 (14d8+70) Fort +9, Ref +6, Will +15 Defensive Abilities heavy fortification; DR 10/adamantine; Resist electricity, fire 15

Offense

Speed 30 ft. Melee 5 bites +16 (2d6+8 plus bleed) Space 15 ft.; Reach 15 ft. Special Attacks adamantine limbs, bleed (1d6), dual gaze, rend (3 bites, 2d6+12)Spell-Like Abilities (CL 9th; concentration +13) **Constant**—see invisibility **Spells Known** (CL 9th; concentration +13) 4th (5/day)—arcane eye, charm monster (DC 19) 3rd (7/day)—blink, dispel magic, suggestion (DC 18) 2nd (7/day)-enthrall (DC 17), hold person (DC 17), *invisibility, scorching ray* 1st (7/day)-charm person (DC 16), mage armor, magic missile, ray of enfeeblement (DC 16), shield o (at will)-daze (DC 16), detect magic, flare (DC 16), mage hand, message, open/close, read magic, touch of fatique

Statistics

Str 27, Dex 11, Con 21, Int 18, Wis 22, Cha 21

Base Atk +10; **CMB** +20 (+24 grapple); **CMD** 30 (can't be tripped in naga form)

Feats Alertness, Blind-Fight, Combat Casting, Combat Reflexes, Eschew Materials^B, Lightning Reflexes, Skill-Focus (Appraise), Stand Still

Skills Acrobatics +13 (+17 when jumping), Appraise +20, Bluff +19, Climb +4, Escape Artist -4, Diplomacy +19, Fly -4, Knowledge (arcana) +18, Knowledge(history) +11, Knowledge (nobility) +10, Perception +23,Sense Motive +24, Sleight of Hand -4, Stealth -4, Swim +4

Languages Celestial, Common, Infernal **SQ** change shape (five humanoid shapes; *alter self*)

Special Abilities:

Adamantine Limbs (Ex): Anindyaati's natural attacks, rend and grapple deal damage as adamantine weapons, overcoming hardness and damage reduction just as an adamantine weapon would.

Change Shape (Su): Anindyaati can use this ability to take five specific humanoid forms at once, though they can never be more than 50 ft. from each other or they transform back into their normal form. Each of these forms has an identical appearance (of a young, attractive human woman from the land of the rajahs) and they can only use this ability to assume these five forms. Anindyaati can still use her dual gaze in humanoid form.

Dual Gaze (Su): Anindyaati has a piercing stare capable of crippling those that meet two of her gazes. They have two gaze attacks and can switch between

them as a move action. One gaze causes those that succumb to it to become permanently blinded, while the other causes those that succumb to be permanently deafened. A DC 22 Fortitude save negates the effects of either gaze; otherwise, the effects are permanent until cured. Anindyaati generally prefers to keep her deafening gaze active, switching to the blindness gaze once combat begins, and some of her foes have already been deafened, since those who are blinded can no longer be harmed by gaze attacks. The save DC is Charisma-based.

Heavy Fortification (Ex): Anindyaati is immune to sneak attacks and critical hits.

19. Karnamukha the Unfathomable Taker (CR 17): An abyssal harvester and honored uncle in The Fold of Mother's Pride, it serves as the organization's master slaver and governs kidnappings and the treatment of hostages. Karnamukha only obeys the orders of the maharaja rakshasa Bahu as he considers him on the same level as a demon prince and completely ignores the Revered Mother as if she did not exist. Karnamukha, however, does seem to take great sadistic joy in his work, and further seems to enjoy gathering up new victims for Bahu's hidden harem. He is most likely encountered kidnapping potential hostages or slaves from Bahu's private Abyssal Plane via his far-reaching special ability, it later returns its victims to areas in the city Bahu has previously designated, Bahu has also been known to use this ability to remove those of his organization who have been captured. PCs are unlikely to be slain, though they could find themselves waking up in a slave pen, as Karnamukha often deals only nonlethal damage, bringing back living slaves and hostages.

Scaling the Encounter: Increase to CR 19 by having Ashoka protecting him due to a high profile hostage being in his care. Reduce to CR 15, as having offended the Revered Mother, Bahu has inflicted him with the staggered condition for the next hour and as such can only attack with one tentacle.

20. Kalidasa, the Daft Aunt (CR 17): A broken soul hungerer and honored aunt in The Fold of Mother's Pride, Kalidasa is all that remains of the Revered Mother's younger sister. Once a mighty harridan lamia, she was experimented on by the Dread Lich Cynmark in his dark atelier for over 150 years. She now is in charge of collection and enforcement of its money lending activities, and with torturing its enemies for information. Kalidasa is utterly loyal to every member of her family for helping her escape the clutches of the experiments, but also hates them all for not rescuing her sooner. She listens to the whispers of Bahu and his talk of her being reincarnated into a better form if she becomes one of his consorts, but she believes her broken soul will prevent that regardless of Bahu's promises, and she despises him for his betrayals of her sister. However, she also wants him for herself, but her loyalty to her sister causes her to feel guilt over these traitorous feelings. She is most likely encountered out seeing to the collection of some debt owed to The Pride, or torturing some poor innocent in an abandoned building, where would-be rescuers can be drawn by its screams. PCs are unlikely to be slain immediately, though with her vorpal bite this can happen, as she prefers to injure, maim, or leave foes incapacitated so she can torture them later.

Scaling the Encounter: Increase to CR 19 by having Ashoka, who she feels some kinship with, protecting her while she collects debts or torturers a victim. Reduce to CR 15, as the Revered Mother has performed a miracle removing her broken soul template leaving her as a standard hungerer.

Kalidasa, the Daft Aunt (CR 17) XP 51,200

broken soul hungerer

CE Huge magical beast

Init -1; **Senses** darkvision 90 ft., low-light vision; Perception +23

Aura appalling stench 10 ft. DC 30, baleful gaze 30 ft. (DC 18)

Defense

AC 36, touch 8, flat-footed 36 (-1 Dex, +28 natural, +1 dodge, -2 size)

hp 325 (21d10+210)

Fort +24, Ref +11, Will +8

DR 5/-, 10/cold iron; **Immune** poison; **Resist** acid 5 cold 5, electricity 10, fire 10, sonic 10; **SR** 26

Offense

Speed 20 ft.

Melee bite +31 (3d8+16 plus 1d6 Wisdom drain and tortuous touch)

Space 15 ft.; Reach 10 ft.

Special Attacks agonized wail (DC 18), appalling stench, tortuous touch, vile spew, vorpal bite

Spell-Like Abilities (CL 21st; concentration +12)

At will--grease, stinking cloud (DC 11), ventriloquism **3/day**--charm monster (DC 12), fly, gust of wind (DC 10), major image (DC 11), mirror image, suggestion (DC 11)

1/day--deep slumber (DC 11), mass charm monster (DC 16)

Statistics

Str 32, Dex 9, Con 31, Int 13, Wis 8, Cha 7

Base Atk +21; **CMB** +34; **CMD** 43 (can't be tripped) **Feats** Diehard, Dodge, Endurance, Great Fortitude, Improved Iron Will, Improved Natural Armor, Improved Natural Attack (bite), Iron Will, Mobility, Spring Attack, Toughness^B, Weapon Focus (bite),

Skills Climb +30, Intimidate +20, Perception +23, Stealth+5, Use Magic Device +10; **Racial Modifiers** +8 Intimidate, -10 concentration **Languages** Giant, Aklo

Special Abilities

Appalling Stench (Ex): Kalidasa is rank with the scent of her own grotesque corpulence and the rotting

remains of her past meals. Any creature that comes within 10 feet of her must make a DC 30 Fortitude save or be nauseated for 1d4+1 rounds. Creatures that make their save against her appalling stench cannot be affected by it again for 24 hours. A *delay poison* or *neutralize poison* removes the effects from the nauseated creature. Creatures with immunity to poison are unaffected by this ability, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Constitution-based.

Agonized Wail (Ex): As a standard action, Kalidasa can emit an agonized wail that inspires terror in every creature within 120 feet that has less than 21 HD. Each potentially affected opponent must succeed on a Will save (DC 18) or become shaken. This condition lasts until the affected opponent is out of range. A successful saving throw renders an opponent immune to Kalidasa's agonized wail for 1 minute.

Baleful Gaze (Su): Any creature within 60 feet that meets Kalidasa's gaze must succeed on a Fortitude save (DC 18) or take 1d4 points of Strength drain, 1d4 points of Constitution drain, and 1d4 points of Charisma drain. Whatever the results of the saving throw, the creature cannot be affected by Kalidasa's baleful gaze again for 1 minute.

Torturous Touch (Su): Kalidasa can deliver a torturous touch by making a successful bite attack against a target. Any creature struck by this attack must succeed on a Fortitude save (DC 18) or take 2d6 points of slashing damage and 1d6 points of Dexterity damage. Furthermore, the affected creature immediately falls prone and lies convulsing and helpless for 1d4 rounds.

Vile Spew (Su): A critical hit upon Kalidasa causes a spew of vile blood and stomach acids to gush out upon the attacker. If the attacker is within 5 feet, he and any other character who is both adjacent to him and within 5 feet of Kalidasa must make a DC 30 Reflex save or take 6d6 points of acid damage (save for half). Characters more than 5 feet away from her are unaffected. The save DC is Constitution-based.

Vorpal Bite (Ex): Upon a roll of natural 20 (followed by a successful roll to confirm the critical hit), Kalidasa's bite severs the head of a Large or smaller opponent unless the victim makes a DC 30 Fortitude save. This functions in all ways like the *vorpal* weapon quality. The save DC is Constitution-based.

21. Chitraksh, the Custodian of Conspiracies (CR 16): A belier devil in life, Chitraksh was a daughter of the Revered Mother, but rose quickly in Hell's ranks through the help of the maharaja rakshasa Bahu. After foiling a plot against an infernal duke, she was allowed to return to assist her family for 100 years and has taken the position of an honored aunt in The Fold of Mother's Pride. She is now in charge of monitoring and manipulating the various plots running in the city; if something is afoot in the city, she is likely involved in one way or another. Chitraksh is fiercely loyal to her



13



Caru Skinwalker

mother but if her mother were to die, she would leave, following her mother's soul into Hell or fight to get it back if it is unclaimed by the infernal lords. She has a weakness, however, for encouraging the creation of dangerous and convoluted plans that can cause bizarre and dangerous circumstances to snowball into horrific tragedies which she enjoys observing. She is most likely encountered possessing a member of some dark conspiracy or starting up one using some hapless innocent. PCs are most likely to only be possessed when they are sleeping and she returns them to sleep before they awake, only later to find out they are the ones behind an evil plot.

Scaling the Encounter: Increase to CR 19 by having Chitraksh's husband, another belier devil, arrive from Hell to assist her. Reduce to CR 15, as having rejected an advance on the form she was possessing by Bahu, she has suffered 40 points of damage and a -2 to attack, damage rolls, saving throws, and save DCs.

22. Caru Skinwalker (CR 16): An honored uncle in The Fold of Mother's Pride, Caru is the brother of the maharaja rakshasa Bahu; his battle with the Dread Lich Cynmark 200 years ago has left him trapped outside the cycle of reincarnation as an undead ecorche (see the *Pathfinder*(**B** *Roleplaying Game: Bestiary* 3^{TM}). He leads all of the Mother's Pride's smuggling of mortals and monsters into and out of the city proper and the political enclaves within its walls without being noticed

by the authorities, thief-catchers, and adventurers. He skins various influential people whose disappearances might go unnoticed and saves them for his own use. He has developed a great love of theatrics and deceptions but still enjoys the cruelty of wearing a dead person's skin, most especially when meeting a loved one of the person whose skin he currently wears. He often allows that loved one to find out the truth, enjoying their despair. He has been known to leave a victim alive simply because he did not find a victim's appearance aesthetically pleasing or because their death would not go unnoticed as he likes to keep his "suits" in storage for later use. He could be encountered anywhere in the city, moving a group of what the city would name "undesirables" about, but most often he can be found in, or coming out of, secret passages that lead into or out of the city or its various political enclaves (like The Mar).

Scaling the Encounter: Increase to CR 18 by having Chitraksh join him, as one of the people being smuggled in is important to one of his many plots. Reduce to CR 14, as Caru was nearly destroyed by an undead hunter which left a debilitating wound: 9 points of damage that cannot be repaired via his fast healing ability, a -1 penalty to AC and a -4 penalty to attack and damage rolls.

23. Umaa the Eventide (CR 16): A kinslaver in The Fold of Mother's Pride, Umaa in life was one of the Revered Mother's daughter's who was betrayed to the Dread Lich Cynmark by her sister; she returned to unlife as a nightshade (nightwalker, see the Pathfinder® Roleplaying Game: Bestiary 2TM) to avenge herself against her sister. She now carries out all of the Mother's Pride's internal enforcement, eliminating traitors to The Pride. Though she is supposed to report to Talaa, she often goes over her head and reports directly to her mother. She moves about the city always under the cloak of invisibility and walking on air; she rarely acts directly though, often sending in her summoned shadows at night to eliminate traitors. Only if they are overcome does she act directly. She has a habit of destroying what her enemies value most, and often sending it to them via some form of messenger or doing so right in front of them so they understand the depth of their error. She has been known to leave only those victims alive who display true loyalty to their family, cause, or organization, but she never leaves a traitor alive, even if their services would benefit The Pride. She could be encountered anywhere in the city, though most likely at night, preparing an assault on someone The Pride perceives as a traitor, possibly an informant being hidden away by thief takers before his appearance in front of a magistrate.

Scaling the Encounter: Increase to CR 18 by having Umaa joined in undeath by her traitorous sister, who now serves at Umaa's command, use the same stats. Reduce to CR 14, as Umaa was nearly destroyed by the same undead hunter was attacked Caru and who has been inflicting debilitating wounds, escaping afterward only via plane shifting: 41 points of damage that cannot be repaired via her fast healing ability, a -2 penalty to AC, saving throws, and save DCs, plus a -5 penalty to attack and damage rolls.



Vadavaa the Guardian Angel

24. Vadavaa the Guardian Angel (CR 16): A revered aunt in The Fold of Mother's Pride, Vadavaa is the daughter of a so called "Half-God" (claiming to be a son of Our Grandfather of Oceans) and the Revered Mother. A scylla (see the Pathfinder® Roleplaying Game: Bestiary 2[™]) she governs all of The Pride's protection rackets; she will warn other criminals that a client is under The Pride's protection and that they will punish anyone who harms the client. She recovers her client's stolen property and sees to the punishment of vandals who cause any harm to her client's business. She even sees to the advancement of the interests of her clients, by muscling out unprotected competitors. She has one great weakness, her incestuous love for her halfsister who has been trapped in the body of a mithral golem for the last year (see below). Her mother, having secretly discovered Vadavaa had become lovers with her half-sister Satyaa, saw to it that Satyaa's soul was forever denied a body, her soul trap inside the mithral golem. Vadavaa now travels about the city in the guise of a gifted sorcerer, often accompanied by her mithral golem. She only kills victims if, after several attempts to extort funds from them, she deems them intransigent. Until then she often causes harm to their form of income, starting off with robberies, vandalism, and the arrival of potentially new competition that could all go away if they simply pay her. She could be encountered anywhere in the city, though most likely along the docks, visiting a potential new client, or making a personal collection from a long time client. She could also hire PCs to deal with criminals who violated a protected client or to help her recover property for a client.

Scaling the Encounter: Increase to CR 18 by having Vadavaa joined by Satyaa the Quicksilver Goliath (see below). Reduce to CR 14, as Vadavaa was surprised by a new potential client who decided to blow up his own business and take her with him by breaking a *staff of power* he had discovered; when the battle is joined she is still suffering from 50 hp of damage and has been inflicted with the shaken condition. 25. Satyaa the Quicksilver Goliath (CR 16): An elder sister in The Fold of Mother's Pride, Satyaa was a lamia matriarch and daughter of the Revered Mother, until her illicit relationship with her half-sister Vadavaa was discovered and the Revered Mother secretly saw to it that Satyaa's soul was trapped in the body of a mithral golem. She now serves as her half-sister's chief enforcer, but she acts in such a way that she always appears in a rather positive light. She captures the criminals and vandals who ignore the protection that her half-sister offers them, and, when forced to deal with unwilling clients, sees to it they are accused of a crime The Pride actually committed (and supplies all the proper manufactured evidence, of course). She rarely kills victims, as it serves her role to capture them alive and hand them over to the magistrates for both real and manufactured crimes. She could be encountered anywhere in the city, though she tends to travel further away from the docks than her half-sister, as she knows her beloved's need and desire to be immersed in water. She is most likely to be encountered dealing with independent criminals who have violated the aegis of The Pride's protection racket, acting as a hero, and accusing the PCs of real or imagined crimes. Later she will claim it was all some horrible misunderstanding if the evidence will not stand up to scrutiny.

Scaling the Encounter: Increase to CR 18 by having Vadavaa join Satyaa in their fight against the PCs. Reduce to CR 14, as Vadavaa was attacked by a rival independent group of criminals. She defeated them but not until after an arduous battle; she still has six rounds remaining to shake of the effect of a remarkably effective *slow* spell when the battle is joined.

Satyaa the Quicksilver Goliath

XP 76,800

Lifespark silver golem N Huge construct **Init** +7; **Senses** darkvision 60 ft., low-light vision; Perception +3

Defense

AC 31, touch 15, flat-footed 24 (+7 Dex, +16 natural, – 2size) hp 172 (24d10+40) Fort +8, Ref +17, Will +13 DR 15/adamantine, evasion; Immune construct traits, magic

Offense

Speed 50 ft. Melee 2 slams +33 (4d10+11) Space 15 ft.; Reach 15 ft. Special Attacks fluid form, quickness

Statistics

Str 33, Dex 24, Con –, Int 16, Wis 16, Cha 18 Base Atk +24; CMB +37; CMD 54 Feats Combat Reflexes, Dodge^B, Improved Iron Will, Improved Lightning Reflexes, Improved Sidestep, Iron Will, Lightning Reflexes, Lightning Stance, Mobility^B, Point Blank Shot, Run^B, Sidestep, Shot on the Run, Spring Attack^B, Throw Anything, Wind Stance **Skills** Acrobatics +31, Bluff +28, Climb +35, Diplomacy +16, Knowledge (local)+15, Use Magic Device +28; **Languages** Abyssal, Common, Draconic **SQ** open mind, spirit within

Special Abilities:

Fluid Form (Ex): A mithral golem's body can take on a form like liquid silver as a swift action. While in this form, the mithral golem's reach increases to 30 feet and its DR becomes 15/bludgeoning and adamantine. A mithral golem in this form can also move through any crack or hole in a wall or door, no matter how small, without impeding its movement. A mithral golem can maintain this form for up to 10 rounds per day, but these rounds do not need to be consecutive. Reverting to its normal form is a free action.

Immunity to Magic (Ex): A mithral golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against a mithral golem, as noted below.

• A *slow* spell cast on the golem causes it to lose its quickness ability for 1d6 rounds.

• A *haste* spell heals the golem of 1d6 points of damage per level of the caster (maximum 10d6).

• Hitting a mithral golem in fluid form with any spell of 6th level or higher with the cold descriptor causes the golem to take 10d6 points of damage (no save) and lose the use of its fluid form ability for 24 hours.

Open Mind (Ex): Unlike normal constructs, the lifespark construct is not immune to mind-affecting effects. In fact, perhaps because of its past need for commands, its mind is especially vulnerable to magical compulsion. A lifespark construct takes a -2 penalty on saving throws against mind-affecting effects. Golems are still immune to magic, as described in the *Bestiary*.

Quickness (Ex): A mithral golem is incredibly quick. It can take an extra move action during its turn each round. This means it can move up to double its speed and still make a full attack.

Spirit Within (Ex): Though the lifespark construct is not a living creature, a "spirit" still resides within it. Unlike most constructs, the lifespark construct is not immune to all necromantic effects. Certain spells that rely on the existence of a creature's soul (not "life force") —namely *astral projection, clone, magic jar,* and *soulbind*— can affect lifespark constructs. No other necromantic effects affect lifespark constructs, and they are still immune to death effects. Though they cannot be raised or resurrected, lifespark constructs can be reincarnated as described by the reincarnate spell. Golems are still immune to magic as described in the Bestiary.

26. Skanda of the Thousand Whispers (15): An elder "brother" in The Fold of Mother's Pride, Skanda is an immense mandragora composed of thousands of tiny mandragora plants, which are normally spread throughout the city; he was a refuge from the War of the Shifting Shore and has come to serve The Pride under Shiras the Sard. He now serves as a massive information network that very rarely forms together to form Skanda at the direction of Shiras, and prefers to do so in one of the city's great parks or private gardens. He is a very lonely creature since even other members do not trust him as they are afraid he has some information that he could blackmail them with. He tends to kill his victims and use them as fertilizer unless he believes they can be useful sources of information. His tiny mandragora infest the city like kudzu, as such, he can form nearly anywhere plants are allowed to grow, but especially in vacant lots.

Scaling the Encounter: Increase to CR 15 by having Skanda form a second immense body from the massive number of tiny mandragora plants in the city. Reduce to CR 14, as Skanda has had a *deeper darkness* spell cast upon him by a foreign spy who discovered his true nature (see weaknesses).

Skanda

XP 51,200 Immense Mandragora CE Gargantuan plant **Init** +7; **Senses** low-light vision; Perception +12

Defense

AC 18, touch 9, flat-footed 15 (+3 Dex, +9 natural, – 4size) hp 232 (16d8+160); fast healing 10

Fort +20, Ref +10, Will +6

Immune plant traits; **Resist** acid 5, cold 5, electricity ¹⁰

Weaknesses vulnerable to darkness

Offense

Speed 40 ft., burrow 10 ft., climb 40 ft. **Melee** 2 vine whips +25 (2d8+17/19–20 plus poison), bite +25 (2d8+17) **Space** 20 ft.; **Reach** 20 ft. (30 ft. with vine whips)

Space 20 ft.; Keach 20 ft. (30 ft. with vine whips) Special Attacks shriek

Statistics

Str 45, **Dex** 17, **Con** 30, **Int** 8, **Wis** 13, **Cha** 10 **Base Atk** +12; **CMB** +33; **CMD** 46

Feats Awesome Blow, Improved Bull Rush, Improved Critical (vine whips), Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack, Vital Strike

Skills Climb +25, Perception +12, Stealth +0 (+8 in heavy plant growth) **Languages** Aklo, Common



Skanda of the Thousand Whispers

Special Abilities

Poison (Ex): Vine whip—injury; *save* Fort DC 28; *frequency*1/round for 6 rounds; *effect* confused for 1 round; *cure* 2 consecutive saves. The save DC is Constitution-based.

Shriek (Ex): Once per day, as a standard action, an immense mandragora can give voice to an unsettling shriek that sounds not unlike the cry of a gargantuan baby. All creatures within 30 feet of a shrieking immense mandragora must make a DC 25 Reflex save or take 15d6 points of sonic damage and a DC 25 Will save or become nauseated for 1d4 rounds. A successful Reflex save halves the sonic damage, while a successful Will save negates the nausea. This is a sonic, mind-affecting effect. The save DC is Constitution-based.

Vulnerability to Darkness (Ex): An immense mandragora in an area of darkness loses its fast healing and becomes slowed, as per the spell.

27. Deacon Caru "the Corrupter" (CR 15): An elder brother in The Fold of Mother's Pride, Caru is the son of the maharajah rakshasa Bahu. A tataka rakshasa (see the Pathfinder[®] Roleplaying Game: Bestiary 3[™]) he spends his time corrupting members of various churches to compromise their principles to provide favors for The Pride. He is especially influential in the city's most powerful religious organization, The Great Church of the Pantheon, where he has been granted the rank of deacon. He has a great desire to see all religious fanatics fall from grace and become corrupted; as such, he never kills divine spell casters of any kind, until their transgressions have caused them to lose their divine status. He is likely to be encountered traveling with a member of the church, engaged in a philosophical discussion. Though he is most likely to be encountered in a church, disguised as one of its members. He could hire PCs to help in some plot to bring about the fall of some religious leader who has promised something in the name of his deity, sending the PCs to make sure the endeavor fails, helping to undermine the leader's faith.

Scaling the Encounter: Increase to CR 17 by having a cannon golem, granted to him as a favor by the Church of War, join the battle. Reduce to CR 13 as Cara has been cursed by one of the priests; he has lost 45 hp, and he is suffering a -2 penalty to attack and damage rolls.

28. Cannon Golem (CR 15): Serving at the direction of Deacon Caru, this monstrosity is usually stored at the house of worship for the deity of war known as *The Citadel of Unshorn Locks*. However, the authorities occasionally ask for the cannon golem (see Pathfinder® Roleplaying Game: Bestiary 3^{TM}) to serve as part of the city guard so its passage is about as remarkable to ordinary citizens as a marshaling of militia. Such citizens would consider it to be part of some drill, or that those it has been sent to attack are enemies of the city. If the PCs have offended a church in some way, Caru may send the cannon golem off to cause them some harm in order to gain favor with that church.

Scaling the Encounter: Increase to CR 17 by having Caru join the battle. Reduce to CR 13 as it has been damaged during an actual emergency and has not yet been repaired; it suffers from the broken condition.

29. Ekada of the Depths (CR 15): An elder brother in The Fold of Mother's Pride, Ekada is the adopted son of Revered Aunt Shamatanu the shoggoth. A neothilid, he serves as his mother's deputy and handles independent and expendable smuggling rings that it controls through its use of charm monster spells, often run by humanoids that have no idea they are assisting the Mother's Pride. He is constantly moving around the labyrinth of sewers and various chambers that can only be reached via teleportation underneath the city, and to certain private meeting locations throughout the city. He is perhaps the most ambitious of the elder brothers, but is a patient creature and waits for his mother to leave the organization. While he is waiting, he continues to build up his own faction. He could recruit the PCs to serve as part of his faction or he could perceive them as a threat to be eliminated. He is most likely to be encounter near warehouses and underneath the city, but



Deacon Caru "the Corrupter"

could appear nearly anywhere due to his ability to teleport.

Scaling the Encounter: Increase to CR 17 by having Sato Ren, the fire yai oni (see below), join him as they are preparing to burn down a site the authorities are getting ready to raid. Reduce to CR 13, as he was assaulted by one of his own independent smuggling rings during a deal gone bad. He has been cursed by one of the priests and has lost 45 hp, has a-2 penalty to AC, a -4 penalty to the DCs of his supernatural attacks, and he is suffering a -2 penalty to attack and damage rolls.

30. Sato Ren of the Fire Brigade (CR 15): An honored uncle in The Fold of Mother's Pride, Ren is a reincarnated son of the Revered Mother and the maharaja rakshasa Bahu, who returned after he died consuming a fire yai oni (see *Pathfinder*® *Roleplaying Game: Bestiary* 3^{TM}). He reincarnated into what he had eaten. He serves as his mother's deputy, dealing with the disguising and reforging of stolen weapons, along with handling the organization's arson for profit business. In addition, he assists with protection rackets that run fire insurance scams in the city. As part of his work, he has recruited a small tribe of fire giants to come down from Mount Jotunheim to serve as a special fire brigade that is extremely popular in the city (and to help with the reforging during their off hours). He often goes about disguised as a human from the Jade Lands or as a fire

giant. Ren has sometimes set the fires that the brigade responds to. This helps to make sure that they respond to their own arsons, and, even if they move slowly, to those who have not paid up their fire insurance. They do, however, occasionally hire folks to investigate fires set by other arsonists in the city, and to make sure these other organizations are not encroaching on the Pride's operations. He is most likely to capture or put people into a *deep slumber* and then place them in a building being prepared to be burnt, rather than murdering them outright. He is most likely to be encountered around a building that he is preparing to torch, leaving his fire station, or fighting a fire.

Scaling the Encounter: Increase to CR 17 by having Ren be encountered along with five fire giants. Reduce to CR 13, as a dilapidated old building he was just recently burning down fell on top of him and has left him suffering from the confused condition.

31. Janistha, Maiden of Misery (CR 14): An elder sister in The Fold of Mother's Pride, Janistha, in life, was a daughter of Panthia. She rejected the doctrine of reincarnation and was instead transformed into a handmaiden devil (gylou, see Pathfinder® Roleplaying Game: Bestiary 2[™]) by Our Mother of Monsters who sent Janistha back to serve Our Mother of Monster's most favored priestess, Revered Mother Panthia. She formally serves under the abyssal harvester, though he ignores her, which leaves her to operate on her own. She takes a personal hand in choosing which victims to retain in the organization's service (prostitution or slavery), whom to ransom back, and whom to sell as slaves in far-off foreign lands. She hates children with a blind and bloody passion; leading to her being very unpredictable when she is forced to deal with them. She has attacked children outright, returned them, left them unmolested, sold them off as quickly as possible, and has asked for a ridiculously low ransom and then acted as if it was paid even when it was not. Her mother has expressly forbidden her from killing children as it draws too much heat from the authorities, so when her rage does go too far, she seeks to find a scapegoat or she will cut a deal with the fey to send a changeling in its place. She could be encountered sizing up a potential kidnapping target, talking about offering a form of employment (using various different disguises using her alter self spell-like ability), or looking to use the PCs as scapegoats after her rage causes her to kill another child.

Scaling the Encounter: Increase to CR 16 by having Janistha escorted by six eyrnies as they are preparing to kidnap an entire sewing circle for her father's harem. Reduce to CR 12: having caused the accidental death of a young teenage boy, the boy's mother has cursed Janistha. She has lost 27 hp, suffers a -4 penalty to AC and all special ability DCs, and is subject to a -1 penalty to saving throws, attack rolls and damage rolls.

32. Harem Guardian (CR 14): Bahu uses this brass golem (see *Pathfinder Roleplaying Game: Bestiary* 3^{TM}) as a bodyguard of the currently most valued member of his personal harem, these individuals are often not aware of Bahu's true nature and see him only as an attractive foreign prince. This brass golem is sent



Harem Guardian

to make sure its ward is safe from Panthia's reprisals as well as to make sure the individual in question belongs only to Bahu. They are most likely encountered defending a woman from the organization's attacks or warding a PC away from its chosen ward. The women often believe the construct was a gift given to them by this foreign prince and that it is they who control it, much to their later surprise.

Scaling the Encounter: Increase to CR 16 by having a second brass golem arrive to assist the first. There are also two of Bahu's jilted lovers, who start fighting each other. Reduce to CR 12, as the brass golem just fought off a powerful attack by The Mother's Pride, trying to kill its ward; it is currently *slowed* for 6 rounds having been hit by a cold attack.

33. Shyamani Wardspinner (CR 14): An elder sister in The Fold of Mother's Pride, Shyamani is a leng spider (see *Pathfinder R Roleplaying Game: Bestiary* 2^{TM}) and the adopted daughter of Revered Aunt Shamatanu the shoggoth, having fled to Questhaven from the Plane of Dreams after an altercation with a power ruler there. She spends her days creating traps for the organization's various lairs, safe houses, and

business under the organization's protection. She rarely leaves except to travel invisibly over the rooftops to another lair, or to personally see to the delivery and installation of a device, otherwise she uses her charmed minions for such things. She could be encountered making such a delivery or instillation at a location to which the PCs are also traveling. The PCs could just bump into her by accident (she is Huge) if they are moving across the rooftops. She actually prefers to charm potential enemies to lure others into her traps or to have them assist her in making the traps if they are exceptionally skilled or talented (such as wizards and rogues), or simply to use as bait for their friends to come rescue them. She also might employ them to capture a monster she wants to use in a trap she is constructing, or to gather up a rare and well-guarded poison from some far-off location (or steal it from a rather dangerous apothecary). Ultimately, she will kill and betray humanoid minions, most often by using one of her elaborate death traps she keeps for just such purposes.

Scaling the Encounter: Increase to CR 16 by having Shyamani's mate arrive from the Plane of Dreams to join her (use her stats for the mate). Reduce to CR 12, as Shyamani was involved in an accident with one of her own traps. She has lost 42 hp that her fast healing cannot heal, she suffers a -2 penalty to AC and saving throws, a -1 penalty to attack rolls and damage rolls, plus a -4 penalty to her spell-like and supernatural ability DCs.

34. Nishchint Nightsky (CR 14): A kinslayer in The Fold of Mother's Pride, in life Nishchint was a matriarch lamia and daughter of the Revered Mother Panthia. She was killed over 200 years ago and transformed into an undead nightshade (nightwing, see the Pathfinder® Roleplaying Game: Bestiary 2[™]) by the Dread Lich Cynmark after she betrayed her sister Uma the Eventide to him. With the downfall of the dread lich, she was freed, but as punishment for her betrayal she was bound into her family's service and serves as a nighttime scout, mode of transportation, and beast of burden for the organization. She serves directly under Uma these days and is full of resentment; while she cannot act against the organization herself, she has been known to slip word to enemies of The Pride. She is most likely encountered at night under the effects of *invisibility*, looking for the PCs, or she may be shuttling members of the organization about in the night sky; she could also be encountered waiting for members of the organization to arrive so as to provide them a fast get away. If she encounters the PCs, she will likely only attack to preserve her life, or if there are other members of the organization about. If she can, she will serve as an inside informant for them into The Pride's activities. She does not know a great deal, as no one trusts her; but, she does know where creatures below the level of bloodkin reside, having ferried them there at one time or another.

Scaling the Encounter: Increase to CR 16 by having Nishchint shuttling the brass golem and his ward about. Reduce to CR 12, by having Nishchint be encountered in natural sunlight (sickened, with doubled penalties) as her natural daytime roost is being demolished today, and having used up all her *invisibility* spell-like abilities.



Sato Jiro of the Glaciers

35. Sato Jiro of the Glaciers (CR 15): An elder brother in The Fold of Mother's Pride, Jiro is a reincarnated son of the Revered Mother and the maharaja rakshasa Bahu, who returned after he died consuming an ice yai oni (see *Pathfinder* ® *Roleplaying Game: Bestiary* 3^{TM}). He reincarnated into what he had eaten (his brother Ren having suffered a similar fate, Jiro followed in his brother's footsteps). He serves as his brother Ren's deputy and is attempting to establish a monopoly of icehouses for the storage of food and other perishables. He has a very envious yet worshipful relationship with his brother; he loves him, but resents always being less powerful and successful than his elder brother Jiro. The frost giants he controls bring in ice during the winters from nearby mountains in bulk

amounts, storing the ice in Yakchals. (Yakchals are large underground spaces with thick walls made out of a special mortar that is resistant to heat transfer and are nearly impenetrable to water. These are tied into the city's water supply and they are working to tie them to windcatchers to cool vast buildings in the summer months.) He is currently attempting to influence the government and local church of Our Grand Wright of Heaven to grant them guild status (giving them a monopoly on this practice). To this end, he is bribing government officials and sabotaging any similar business or project. He is most likely to be encountered transporting ice to a special customer, speaking privately with corrupt government and church officials, or performing a raid on a potential competitor. He may attempt to recruit PCs as rescue mission for a lost caravan during the winter or as potential saboteurs who could assist him.

Scaling the Encounter: Increase to CR 16 by having Jiro be joined by six frost giants. Reduce to CR 12, as Jiro has been injured while sabotaging a potential rival and is suffering from the staggered condition.

36. Skanda of the Thousand Whispers (13): An elder "brother" in The Fold of Mother's Pride, Skanda is an immense mandragora composed of thousands of tiny mandragora plants, which are normally spread throughout the city. In this case, he is using a small part of himself to attack the PCs, treat this aspect as a mandragora swarm; Skanda was a refugee from the War of the Shifting Shore and has come to serve The Pride under Shiras the Sard. He now serves as a massive information network, and is this case is trying to respond quickly to a threat rather than form together completely into the immense mandragora, as he would draw too much attention. He is a very lonely creature since even other members of The Pride do not trust him; as they are afraid he has some information he could blackmail them with. He tends to kill his victims and use them as fertilizer unless he believes they can be useful sources of information. His tiny mandragora infest the city like kudzu, as such he can form nearly anywhere plants are allowed to grow, but especially in vacant lots.

Scaling the Encounter: Increase to CR 15 by having Skanda form a second swarm from the massive number of tiny mandragora plants in the city. Reduce to CR 11, as Skandia's swarm has had a *deeper darkness* spell cast upon a stone the tiny mandragora has lodged in its mouth by a foreign spy who discovered its true nature (see weaknesses).

Skanda of the Thousand Whispers

XP 25,600 Mandragora Swarm CE Fine plant (swarm) Init +13; Senses low-light vision; Perception +14

Defense

AC 28, touch 28, flat-footed 18 (+9 Dex, +1 dodge, +8 size) hp 220 (21d8+126); fast healing 10

Fort +19, Ref +18, Will +8

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

Weaknesses vulnerable to darkness

Offense

Speed 30 ft.

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

Space 10 ft.; Reach 0 ft.

Special Attacks distraction (DC 25), shriek

Statistics

Str 11, **De**x 29, **Con** 20, **Int** 8, **Wis** 13, **Cha** 10 **Base Atk** +15; **CMB** +16; **CMD** 27

Feats Ability Focus (Poison), Combat Reflexes, Dodge, Great Fortitude, Improved Great Fortitude, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Mobility, Skill Focus (Stealth), Toughness **Skills** Perception +14, Stealth +45 (+53 in heavy plant growth) **Languages** Abyssal, Common

SQ hive mind

Ecology

Environment cold or temperate forest Organization swarm Treasure standard

Special Abilities

Blood Drain (Ex): Whenever a mandragora swarm damages a foe with its swarm damage, it also drains blood, dealing 1d6 points of Strength damage. A mandragora that drains blood from a target with o Strength instead deals 2d4 points of Constitution damage.

Hive Mind (Ex): The 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 27; *frequency* 1/round for 6 rounds; *effect* confused for 1 round; *cure* 2 consecutive saves. The save DC is Constitution-based.

Shriek (Ex): 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. Any creature within 30 feet of a shrieking mandragora swarm must make a DC 25 Will save or become nauseated for 1d4 rounds. This is a sonic, mind-affecting effect. The save DC is Constitution-based.

Vulnerable to Darkness (Ex): A mandragora swarm in an area of darkness loses its fast healing and becomes *slowed*, as per the spell. 37. Dalaju the Dreaded Darkness (CR 13): A kinslayer in The Fold of Mother's Pride, in life Dalaju was a rakshasa and son of Bahu. He had left the city, traveling north to the City of Grinding Ice, to establish a branch of the family there. But when the city was broken by the Hungering Legion, he was captured, and a dark ritual transformed him into a dread wraith (see below). Bahu negotiated with the legion for his return, and bound Dalaju into his service as punishment until Dalaju redeems himself in his father's eyes, which is likely to take at least a few centuries. He serves as one of The Pride's foremost nighttime assassins, internal enforcers, and sentries for its safe houses. He is exceedingly harsh, lashing out at all those who fail in their duties as he did, but he will often inflict disproportionate retribution for the slightest failure. He is most likely encountered at night, potentially seeking to assassinate a troublesome PC or one of the PCs' allies, chasing down a member of The Pride who failed in his assignment, or on patrol defending one of The Pride's interests; He tries always to attack from hiding. He may approach PCs offering them work that will eventually assist him in assassinating a well-protected target, finding a fugitive member of The Pride who fled rather than faced the consequences of his failure, or may simply attempt to recruit them as sentries to watch over one of The Pride's locations.

Scaling the Encounter: Increase to CR 16 by having Dalaju be assisted by his iron golem (see below). Reduce to CR 11 by having Dalaju be encountered in natural sunlight as a further punishment from her father.

Dalaju, the Dreaded Darkness CR13 XP 25,600

Dread wraith LE Large undead (incorporeal) **Init** +13; **Senses** darkvision 60 ft., lifesense 60 ft.; Perception +28 **Aura** unnatural aura (30 ft.)

Defense

AC 26, touch 26, flat-footed 16 (+7 deflection, +9 Dex, +1 dodge, -1 size) hp 184 each (16d8+112) Fort +12, Ref +14, Will +15 Defensive Abilities channel resistance +4; incorporeal; Immune undead traits Weaknesses sunlight powerlessness

Offense

Speed fly 60 ft. (good)
Melee incorporeal touch +20 (3d6 negative energy plus 1d8 Con drain [Fort DC 23])
Space 10 ft.; Reach 10 ft.
Special Attacks create spawn

Statistics

Str –, **Dex** 28, **Con** –, **Int** 14, **Wis** 20, **Cha** 25 **Base Atk** +12; **CMB** +22; **CMD** 40



Dalaju the Dreaded Darkness

Feats Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack (incorporeal touch), Mobility, Spring Attack

Skills Diplomacy +18, Fly +24, Intimidate +26, Knowledge (planes) +13, Perception +28, Sense Motive +28, Stealth+24

Languages Common, Infernal, Skald

38. Dalaju's Iron Golem (CR 13): A kinslayer in The Fold of Mother's Pride, it originally served as Dalaju's bodyguard in the City of Grinding Ice, but during a battle with a hungering devil, it fell through the ice into the dark cold of the sea. It eventually walked all the way along the bottom of the sea, and found itself back in the service of Dalaju. It now serves as his hands, since his incorporeal nature prevents Dalaju from manipulating most objects. It is most likely encountered during the day, patrolling as a sentry one of the locations Dalaju has assigned it. If Dalaju wants to travel about during the day, she often travels about inside the iron golem.

Scaling the Encounter: Increase to CR 16 by having Dalaju attack from inside her iron golem. Reduce to CR 11 by having the iron golem be *slowed* for 3 rounds due to just having been hit by electricity.

39. Chatelaine Laboni (CR 13): A pit hag and elder sister in The Fold of Mother's Pride, she had been married to the Revered Mother's brother, who died during the rebellion against the dread lich Cynmark. She now manages all of the properties The Pride controls, including their outlying castle and all of their various safe-houses. She does so with such skill that she is often referred to as Laboni of the Lair. She is also one of Bahu's concubines, and she helps manage the harem he

hides about the city from his wife. She is most likely encountered appearing as nothing more than a chatelaine of an outlying castle looking over her landlord's property, and she is always found near one of the organization's properties or looking over a piece of property The Pride is looking at acquiring. She believes deeply in the rituals of host and guest; as such, if the PCs are guests in property owned by The Pride, she will not allow any harm to come to them. However, if they are trespassers, she is likely to spend a great deal of time publicly tormenting them before seeing to their execution.

Scaling the Encounter: Increase to CR 15 by having Laboni be assisted by four erinyes devils (furies). Reduce to CR 11 as she has gotten into a battle defending one of The Pride's properties from an independent rival gang and has suffered 26 hp in damage, has a -3 penalty to AC, saves, spell DCs and aura of affliction DCs, plus a -4 penalty to attack and damage rolls.

Chatelaine Jaboni CR 13

XP 25, 600

Pit hag

CE Medium monstrous humanoid (chaotic, evil, extraplanar)

Init +9; **Senses** darkvision 60 ft.; Perception +27 **Aura** aura of affliction (30 ft.)

Defense

AC 28, touch 16, flat-footed 22 (+5 Dex, +1 dodge, +12 natural) hp 171 (18d10+72) Fort +12, Ref +16, Will +17 DR 10/cold iron; Immune fire, poison; SR 24

Offense

Speed 40 ft.

Melee pitchfork +23 (2d6+7) or 2 claws +23 (1d8+5) **Special Attacks** rend (2 claws, 1d8+5) **Spells Known** (CL 11th):

5th (4/day)-polymorph, waves of fatigue

4th (7/day)-bestow curse (DC 19), crushing despair (DC 18), enervation

3rd (7/day)–fireball (DC 18), lightning bolt (DC 18), ray of exhaustion (DC 18), vampiric touch

2nd (7/day)—alter self, blur, command undead (DC 17), scorching ray, web (DC 16)

1st (7/day)–burning hands (DC 16), charm person (DC 15), grease (DC 15), magic missile, ray of enfeeblement o (at will)–acid splash, daze (DC 14), detect magic, flare (DC 15), ghost sound (DC 14), light, mage hand, ray of frost, read magic

Statistics

Str 20, **Dex** 20, **Con** 19, **Int** 16, **Wis** 18, **Cha** 19 **Base Atk** +18; **CMB** +23; **CMD** 38

Feats Alertness, Dodge, Combat Casting, Great Fortitude, Improved Initiative, Iron Will, Quicken Spell, Spell Focus (evocation), Spell Focus (necromancy) **Skills** Bluff +20, Diplomacy +12, Intimidate +25, Knowledge (arcana) +19, Knowledge (planes) +19, Perception +30, Spellcraft +21, Stealth +26 **Languages** Celestial, Common, Infernal

Ecology

Environment Nine Hells **Organization** solitary or covey (1 pit hag plus 2-4 erinyes) **Treasure** standard

Special Abilities

Aura of Affliction (Su): Three times per day for up to 18 rounds, Chatelaine Laboni can emit an aura in a 30-foot radius as a free action. Creatures within or coming within the area must succeed on a DC 23 Fortitude save or contract devil chills.

Devil Chills: Aura--affliction; *save* Fort DC 23; onset immediate; *frequency* 1/day; *effect* 1d4 Str damage; *cure* 3 consecutive saves. The save DC is Constitution-based.

40. Malkiat of the Mandir (CR 13): A reliquary guardian and kinslayer in The Fold of Mother's Pride, Malkiat was created by Revered Mother Panthia, who considers him to be one of her sons. He now sees to the security of her various personal shrines and her primary temple in what used to be part of the massive extradimensional Dark Atelier of the Dread Lich Cynmark. He is most likely encountered traveling to or from one of these sacred sites or recruiting potential monstrous guardians from amongst the local population, in, outside, and underneath the city. He is quite affable and enjoys talking to people, and, unlike normal reliquary guardians, he is never still. However, if someone commits a sacrilege or steals a relic from his holy site, he enters a tranquil fury, killing all transgressors. He could recruit the PCs to help recover an artifact that has been stolen from one of the sites as he himself has no time to hunt them down as someone has to be on guard.

Scaling the Encounter: Increase to CR 15 by having Malkiat be assisted by Chatelaine Laboni who is coming to check on the organization's property at the request of the Revered Mother in preparation for a special ritual. Reduce to CR 11, Malkiat suffers from the broken condition having failed in its duty and is being punished by the deity *Our Mother of Monsters*.

Malkiat of the Mandir CR 13

XP 25,600

Reliquary Guardian CE Large construct

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +25

Defense

AC 28, touch 10, flat-footed 27 (+1 Dex, + 18 natural, -1 size)

hp 118 (16d10+30); fast healing 10 **Fort** +7, **Ref** +6, **Will** +10 DR 10/lawful and good; Immune magic, construct traits

Offense

Speed 30 ft. Melee +1 unholy greatsword +26/+21/+16/+11 (3d6+16/19- 20) or 2 slams +25 (3d8+10) Space 10 ft.; Reach 10 ft. Special Attacks magic weapon, pronouncement Spell-like Abilities (CL 16th) 1/day--align weapon (evil only), dispel good (DC 18), magic circle against good, protection from good, unholy blight (DC 17)

Statistics

Str 31, Dex 12, Con --, Int 10, Wis 17, Cha 16 Base Atk +16; CMB +27; CMD 38 Feats Cleave, Combat Casting, Critical Focus, Great Fortitude, Iron Will, Power Attack, Skill Focus (Perception), Vital Strike Skills Knowledge (religion) +16, Perception +25 Languages Common, Infernal SQ alignment subtype Gear +1 unholy greatsword

Ecology

Environment any **Organization** solitary or pair **Treasure** standard

Special Abilities

Alignment Subtype (Ex): Because a reliquary is infused with a spark from its creator's deity, the creature gains the appropriate subtype(s) based on its Chaotic Evil alignment and has both the Chaotic and Evil subtypes. In addition, a reliquary guardian's weapons and natural attacks can overcome this type of damage reduction as if its weapons and natural attacks had an alignment that matches the reliquary guardian's subtype. Further, its damage reduction is based on its alignment subtype(s). Thus, a chaotic evil reliquary guardian has damage reduction 10/lawful and good.

Immunity to Magic (Ex): A reliquary guardian is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against a reliquary guardian, as noted below.

A *dispel (chaos/evil)* spell targeted against Malkiat deals 4d6 points of damage to it.

A *blasphemy/word of chaos* spell heals Malkiat of all its lost hit points.

Magic Weapon (Ex): A reliquary guardian carries a +1 greatsword with an alignment special quality that matches its alignment on the good-evil axis or the law-chaos axis. Thus, Malkiat carries a +1 unholy greatsword.



The Dowager Kōtaishi Kumiko

Pronouncement (Su): Once per day, Malkiat can make a pronouncement that affects all creatures within 60 feet that hear it. This pronouncement otherwise functions as a *word of chaos* spell. The Will save, where applicable, has a DC of 21. The save DC is Wisdombased.

41. The Dowager Kōtaishi Kumiko (CR 12): A Jorogumo (see Pathfinder® Roleplaying Game: Bestiary 3TM) and an elder sister in The Fold of Mother's Pride, Kumiko is a close friend of the Revered Mother; surprisingly, Bahu avoids becoming one of her lovers presumably so as not to end up incubating her young. Her title may be self-proclaimed or it may be her true title, and the land she holds in the city is considered a political enclave of a foreign power. According to what is known about her, she comes from the Plane of Dreams from a land said to have been created by the horrific nightmares of a people that live on a set of haunted islands beyond the lands of jade. She came here after the death of her new husband, who granted her the political enclave as part of a dowry. A consummate socialite in the city she assists in nearly every political and social plot The Pride takes part in. She is most likely encountered at nearly any high-class social function held in the city, and many of the various venues of expensive entertainment. She may approach the PCs, offering them work in a political or social plot that might even deal in recovering a piece of blackmail from one of the rival organizations that works in these social circles. The Pride secures men for her when she needs to breed

via its abyssal harvester so it is rare that she has to seek out and capture one herself.

Scaling the Encounter: Increase to CR 14 by having Kumiko be assisted by her daughter (use the same stats). Reduce to CR 10, by having Kumiko have had a dangerous encounter with a rather obsessive suitor, she has suffered 30 hp in damage, a -3 penalty to AC, saves, spell-like ability DCs and special ability DCs, plus a -2 penalty to attack and damage rolls.

42. Orsolya of the Wellsprings (CR 12): A rusalka (see Pathfinder ® Roleplaying Game: Bestiary 3[™]) and an elder sister in The Fold of Mother's Pride, Orsolya is working to control the supply of water to certain parts of the city. She also sees that these waterways are maintained for use in The Pride's smuggling operations; she is deeply involved in the plans and the city contracts for the creation of aqueducts, canals, and the rerouting of rivers. Another refuge from the War of the Shifting Shore, she works directly for Skanda of the Thousand Whispers but most simply receives messages from various honored uncles and aunts of the fold. She has dallied in the past with Bahu, but after realizing he would never leave the Revered Mother for her, she has begun to assist the Revered Mother in her elimination of Bahu's consorts. When she takes a lover and he displeases her in any way, he is likely to find himself drowned. She is most likely encountered anywhere in the city where there is water, though she is usually invisible. She is especially fond of fresh water, and can be found along the aqueducts, canals, and rivers. She can also be found at various bathhouses, fountains, or wells within the city. She may approach PCs, offering them work helping to secure or discover who holds the land rights to an area where she knows a new waterway will be placed or where a good source of fresh water is located.

Scaling the Encounter: Increase to CR 14 by having Orsolya be assisted by one of her six daughters (use the same stats). Reduce to CR 10, Orsolya, having earned Bahu's wrath after killing one of his concubines, has suffered 20 hp in damage, a -2 penalty to AC, saves, and spell-like ability DCs, plus a -8 penalty to supernatural attack DCs.

43. Tanu and Tarun, The White Tiger Twins (CR 12): A twin pair of rakshasa and an elder brothers in The Fold of Mother's Pride, the white tiger twins are the sons of Panthia and Bahu. They work under the direct supervision of their father to protect the Revered Mother from potential threats. They identify what is likely to be something that can grow into a threat to the organization and specifically Panthia herself. They prefer to do this through trickery rather than through direct confrontation. They do occasionally run the risk of their father's wrath by enjoying the pleasures of his various concubines, but often they simply pick up women he is about to discard, Bahu has in the past used them as cover showing that the women belong to his son's and not to himself. Their lovers often meet horrific ends when the brothers begin to envy the other's possession; yet the brothers forgive the other of all transgressions, so close is their bond. They can be



Samraj of the Devoted Pair

encountered in the disguise of twin humans from the land of the rajahs virtually anywhere as they investigate and deal with potential external threats to Panthia and The Pride. They may recruit PCs to attack these threats, which can range from rival criminal organizations, foreign spy rings, cultists of the Dread Lich Cynmark, violent vigilantes, rogue thief-takers, to incorruptible magistrates. If PCs are perceived as a potential threat, the simplest solution the brothers have found is to lure them off on some adventure so that they can be killed. They often arrange for bandits or a rival adventuring company to attack the PCs when they are attempting to recover from a particularly hard day.

Scaling the Encounter: Increase to CR 14 by having the white tiger twins be quadruplets instead, having disguised their true nature by only appearing in pairs. Reduce to CR 10 by having only one of the brothers appear, as the other one is off enjoying time with one of Bahu's consorts.

44. Samraj and Saralaa, The Devoted Pair (CR 12): This mated pair of guardian nagas possesses a LE alignment due to the corruption from the teachings of Bahu. They currently work for Malkiat of the Mandir to protect several of the organization's shrines, temples, along with the stolen religious icons and relics of faith The Pride has targeted. They are an elder brother and younger sister in The Fold of Mother's Pride. Panthia has adopted them both into the family and she trusts them more so than she does her trueborn children, which has caused a large number of resentments. When they are not assigned to guarding a site, they have a great love for visiting the various churches and other exotic locales in the city, disguising themselves as religious pilgrims from a foreign land. They can be encountered on their visits to these evocative sites, as well as guarding shrines, temples, and stolen valuables often kept with religious icons they have been assigned to guard. They may recruit PCs to recover a religious icon that has been stolen, often taking advantage of the perception of guardian nagas as good-aligned creatures; however, they will fight to the death to protect the items and locations placed in their charge. They also may hire a rival adventuring company to attack the PCs if they escape, even if they did not abscond with a sacred object, as the pair sees them as a future threat. Replace *scorching ray* with *alter self* on their list of known spells.

Scaling the Encounter: Increase to CR 14 by having two of their children (use the young creature template) join them. Reduce to CR 10 by having only one of the mated pair appear as the other one is guarding another site or is enjoying the sights of the city.

45. Clockwork Guardian (CR 12): This clockwork golem (see Pathfinder® Roleplaying Game: Bestiary 2^{TM}) works at the command of Malkiat of the Mandir and is assigned to various worship sites throughout the city. It is considered a kinslayer in the organization although it can issue no commands in The Fold of Mother's Pride. Panthia and Bahu are preparing to transform the creature into a lifespark construct but as of yet have not found the proper soul to invest in the creature and for now allow Malkiat to put it to proper use. The golem may spare a creature based on the parameters Malkiat has given it, so that a creature can be considered for use as the golem's lifespark, otherwise it kills its opponents with clockwork proficiency. Occasionally it is sent on errands by Malkiat or the guardian naga when it locates a potential target; this has caused some odd altercations to happen which are usually explained away by the disguised guardian naga or Malkiat as a loose spring in the clockwork's system, such as when it performs a kidnapping by accident.

Scaling the Encounter: Increase to CR 14 by having two of the guardian nagas join the golem. Reduce to CR 10 by having a would-be thief hit the golem with a *rusting grasp* effect staggering the golem for 6 rounds.

46. Sharmisthaa, The Pale One (CR 11): This chaotic evil juvenile silver dragon was discovered by the Revered Mother before she had even hatched; with the help of Bahu's teachings over the last 50 years, they were able to tarnish the innate moral principles of the silver. She travels about appearing as an albino human female from the land of the rajahs. Honored Aunt Kalkesi has adopted her into the family and Sharmisthaa serves beneath both her mother and her mother's twin sister. She serves as a "sister" of The Fold, performing criminal acts against the various religious organizations and is a known member of the Faithless Dogs mercenary company. None of the current membership truly trusts Sharmisthaa, fearing she will one day be redeemed; however, she uses people's innate trust of metallic dragons to her advantage, revealing her nature to a few select creatures she wishes to influence. Sharmisthaa has a great love of draconic lore, and seeks to identify every dragon within the city and its protectorate (both in the cloudlands and lightless lands beneath the surface). What Sharmisthaa does not know is that her doom



Sharmisthaa, The Pale One

awaits her amongst her intended research targets. For when she reaches adulthood, Ardon-nue "The Breaking Fire" will no longer tolerate her presence in the region, so she will either be driven off or killed like all the other dragons before her. She can be encountered casing churches and holy sites, or following affluent members of various congregations so that they can be robbed. Sharmisthaa could also be caught in the act of committing these robberies. She is known to be skimming a small percentage of the profits into her hoard, but for now, The Pride looks the other way, knowing it is the nature of dragons and that if they want a dragon as a member of The Pride they will have allow for it. She will recruit PCs for operations that involve attacking evil cultists and their temples that she learns about in the city, asking for a prized piece that she will quietly add to her hoard.

Scaling the Encounter: Increase to CR 13 by having a second juvenile silver dragon arrive, blindly believing he is aiding a righteous member of his own kind. Reduce to CR 9 as she has had to kill this second juvenile dragon, though it severely injured Sharmisthaa to do so. She is suffering 21 hp of damage, a -2 to AC, saves, spelllike ability DCs, and special ability DCs (including her breath weapon) plus she suffers a -2 penalty to attack and damage rolls.



Ekdak Fluxloam

47. Ekdak Fluxloam (CR 11): This elder earth elemental considers all humanoids to be parasites on the body of Our Grandmother Earth, and joined The Fold so as to eventually bring about their destruction; he is in no hurry for he has the long patience of the mountain. Bahu believes Ekdak is the reincarnated spirit of a long dead cousin, though Ekdak is not convinced; regardless, he was embraced as such by the Pride of the Fold, though because he will not embrace that heritage he remains a "brother" of The Fold. Ekdak is in extremely high demand having offended no one and being extremely open about his objectives. Using his earth glide ability, he can carry away any object he can carry which, when combined with his prodigious strength, leads to some astounding thefts and none too few assignations, as Ekdak will use any excuse to kill more humanoids. In addition, his ability to cause damage to structures has led him to being highly valued by those involved in sabotaging the organization's competitors and a few extortion rackets. Ekdak does, however, have a great appreciation of architecture, which is rather paradoxical given his hatred for the race that creates the most of it. Ekdak can be encountered anywhere in the city The Pride has business that also has an earthen floor, especially around or near truly unique architectural structures, but he spends most of his time just at the surface of the earth. Ekdak only speaks Terran, and, as few other creatures do, it is difficult for him to talk with another creature about his love of architecture. If a nonhumanoid were to strike up such a conversation, however, it is quite possible he could be persuaded to give up his endeavor and pursue a life of creation rather than destruction. On the other hand, perhaps the other would become persuaded by Ekdak's rather blunt speciesist arguments against the humanoids, and find a way into The Pride.

Scaling the Encounter: Increase to CR 13 by having a second elder elemental summoned by Bahu arrive to assist Ekdak. Reduce to CR 9, Ekdak was recently in a battle with a powerful elementalist and has not yet fully recovered. He is suffering 53 hp of damage, a -3 penalty to saves, and a -9 penalty to attack and damage rolls.

48. Anhati the Gale Unseen (CR 11): This aerial servant killed its summoner after failing to assassinate the Revered Mother Panthia; she then returned to the Revered Mother and asked to join The Fold of Mother's Pride. Panthia quickly put her to work helping with every aspect of the organization's work, as her natural invisibility made her an extremely effective covert operative, and far more useful than wasting her on simple assassinations. Named a "sister" of The Fold, Anhati is more of a follower than a leader, and prefers to be sent out on assignments by those who stand above her. Many members of the organization fear her, and her ability to remain unseen even when she is assaulting them. This has made her a very lonely creature, and she may befriend those who do not immediately attack her. She spends a great deal of time flittering about, talking to small children and acting as their imaginary friend. Anhati can be encountered anywhere in the city assisting with the day-to-day activities of the organization and working for anyone in the organization who will issue her commands. If a PC were to befriend or accompany one of the children she speaks to, she will refuse to attack that PC and if the child requested it, Anhati might even come to that PC's aid.

Scaling the Encounter: Increase to CR 13 by having Bahu summon a second aerial servant to assist Anhati. Reduce to CR 9 as Anhati was recently in a battle with a powerful elementalist and has not yet fully recovered. She is suffering 23 hp of damage, a -1 penalty to AC, a -2 penalty to saves, a -3 penalty to attack and damage rolls and finally a -4 penalty to her windblast save DC.

Anhati, The Gale Unseen

XP 12,800

N Medium outsider (air, elemental, extraplanar) Init +10; Senses darkvision 60 ft.; Perception +19

Defense

AC 24, touch 16, flat-footed 18 (+6 Dex, +8 natural) hp 138 (12d10+72) Fort +10; Ref +14; Will +10 Defensive Abilities natural invisibility DR 10/magic; Immune elemental traits

Offense

Speed 60 ft., fly 60 ft. (perfect) Melee 2 slams +19 (2d8+6 plus grab) Special Attacks constrict (2d8+6), wind blast

Statistics

Str 23, **Dex** 22, **Con** 23, **Int** 4, **Wis** 10, **Cha** 11 **Feats** Alertness, Combat Reflexes, Improved Initiative, Iron Will, Power Attack, Weapon Focus (slam) Skills Fly +20, Knowledge (planes) +5, Perception +19, Stealth +20 (see below), Survival +12; Racial Modifiers +4 Survival Languages Auran, Common SQ improved tracking, link with caster

Special Abilities

Improved Tracking (Ex): An aerial servant takes no penalty to Survival checks when tracking and moving at any speed.

Link with Caster (Ex): When summoned, an aerial servant creates a mental link between itself and the caster who summoned it. Should the aerial servant fail the mission it has been assigned, it returns to the caster and attacks him. The aerial servant can find the caster as long as they both are on the same plane of existence. If the caster leaves the plane, the link is temporarily broken. Once the caster returns or the aerial servant enters the plane the caster is on, the link is immediately reestablished, and the aerial servant moves at full speed toward the caster's current location. Only when the aerial servant or caster is destroyed is the link permanently broken. Aerial servants can only be killed on their native plane. If slain elsewhere, they simply dissolve into wisps of vapor and return to their home plane.

Natural Invisibility (Ex): This ability is constant, allowing an aerial servant to remain invisible even when attacking. This ability is inherent and is not subject to the *invisibility purge* spell. Against foes that cannot pinpoint it, the aerial servant gains a +20 bonus on Stealth checks when moving, or +40 when standing still—these bonuses are not included in the statistics above. This ability does not function when an aerial servant is on the Astral Plane or Ethereal Plane, but instead grants the creature concealment (20% miss chance).

Wind Blast (Su): Once every 1d4 rounds, as a standard action, an aerial servant can release a blast of wind in an 80-foot line. A creature struck takes 4d8 points of damage and those up to the aerial servant's size or smaller are knocked down and back 2d10 feet. An affected creature can attempt a DC 22 Reflex save to reduce the damage by half and avoid being knocked down. The save DC is Constitution-based.

49. Menakaa, Mistress of the Masquerade (CR 11): This mute hag and sister of The Fold of Mother's Pride's entire duty consists of altering monsters so they will not be recognized by members of other organizations, including members of the adventurer's guild. Her skills are also sought out for use on easily-recognizable slaves, reworking their appearance so that even their own mother's would not recognize them. Once married to one of the Revered Mother's sons, she is treated as a favored niece by Panthia. Bahu enjoys the idea of having a mistress whose day-to-day work names her as a mistress and often makes use of her business. Her day job is running the brothel known as "The



Menakaa, Mistress of the Masquerade

Masquerade" and is known to use her skill on her prostitutes to make them customized to her client's desires. Every member of The Pride likes to stay on Menakaa's good side so that if the day comes they need her services she will say yes. She has a rather sadistic and cruel hobby; she uses her gifts and her vast array of prostitutes that appeal to all tastes to break up happy marriages, especially those that revolve around stable families. She often recruits outsiders promising them great beauty in exchange for unfathomably vile crimes. She is a very bitter and vicious creature, but she enjoys a love of black and cruel humor. Those who appear to enjoy the same can earn her rather twisted friendship. Menakaa can be encountered at The Masquerade or out and about sabotaging marriages, or visiting a safehouse when someone seeking her service cannot safely make it to her abode. She may attempt to recruit PCs to seduce a married man or woman, to escort a criminal to whom she has given a new appearance safely out of the city, or perhaps offer them a job at The Masquerade.

Scaling the Encounter: Increase to CR 13 by having Anhati escorting her as a bodyguard. Reduce to CR 9 as Menakaa has just killed a pyromancer in a fierce battle revealing her vulnerability to fire; she has suffered 60 hp of damage, has a -1 penalty to AC, a -2 penalty to saves, and a -3 penalty to attack and damage rolls plus her spell-like abilities and her shaping touch save DCs.

Menakaa, Mistress of the Masquerade

(CR11)

XP 12,800 Mute hag CE Medium monstrous humanoid (cold) **Init** +5; **Senses** blindsight 60 ft., scent; Perception +21

Defense

AC 24, touch 15, flat-footed 19 (+5 Dex, +9 natural) hp 175 (14d10+84) Fort +12, Ref +14, Will +13 DR 10/cold iron and magic; Immune cold, acid, charm, *fear*, gaze attacks, *sleep*; SR 22 Weaknesses vulnerable to fire

Offense

Speed 30 ft.

Melee 2 claws +20 (1d6+6 plus 1d4 bleed), bite +20 (1d6+6)

Special Attacks shaping touch

Spell-Like Abilities (CL 14th; concentration +18)

Constant-detect good, detect magic, detect thoughts (DC 16)

At will—contagion (DC 17), cure light wounds, diminish plants, inflict light wounds (DC 15), invisibility (self only), minor creation, poison (DC 17)

3/day—bestow curse (DC 17), blindness/deafness (DC 16), empowered cone of cold (DC 19), crushing despair (DC 17), silence (DC 16) 1/day—control weather

Statistics

Str 23, Dex 21, Con 22, Int 20, Wis 19, Cha 18 Base Atk +14; CMB +20; CMD 35

Feats Alertness, Blind-Fight, Combat Casting, Empower Spell-Like Ability (cone of cold), Great Fortitude, Persuasive, Toughness

Skills

Bluff +14, Craft (leather) +16, Diplomacy +18, Heal+12, Intimidate +21, Knowledge (arcana) +11, Knowledge(history) +19, Knowledge (local) +11, Knowledge (nature) +11, Perception +21, Sense Motive +18, Sleight of Hand+12, Spellcraft +16, Stealth +18

Languages Aklo, Common, Draconic, Giant, Goblin, Sylvan (cannot speak)

SQ blind and mute, change shape (any humanoid, *alter self*)

Special Abilities

Blind and Mute (Ex): Mute hags tear out their eyes and tongues, leaving them blind to life's joys and incapable of sharing their sorrow. A mute hag is immune to gaze attacks, and cannot use spell completion or command word trigger magic items.

Shaping Touch (Ex): The touch of a mute hag twists flesh like clay. As a full-round action that draws an attack of opportunity, a mute hag may change the appearance of a grappled or helpless victim. The effect



Nysa of the Estuary

acts as a permanent *alter self* spell. Unwilling victims may resist the transformation with a DC 21 Fortitude save. A mute hag allowed to work for 10 minutes may also increase a victim's age category by one step; doing so does not grant mental ability score boosts but does inflict physical ability score penalties as normal. Creatures that are affected by this power or successfully save against it cannot be affected by the same hag's shaping touch for one month. The DC is Charismabased.

50. Nysa and Niko of the Estuary (CR 11): These two nereid and sisters of The Fold of Mother's Pride work for the rusalka Orsolya of the Wellsprings, but only at the command of Bahu who had stolen both their shawls during the War of the Shifting Shore. He eventually forged a bargain with both of them that they spend 100 years and day with both of them serving him as consorts plus becoming members of the Mother's Pride, they agreed and he returned their shawls with the promise to defend them from further theft by anyone for 200 years and two days. They primarily spend their days assisting members of The Fold, moving people and smuggled goods from the sea into and out of the city or further along up river. They also remove troublesome ship captains who become too effective in resisting The Pride's pirate activities. They also convince many nonmembers to assist The Pride though the use of their beguiling auras. They can be encountered anywhere in the city where there is water. Though they are invisible when they are underwater, they otherwise tend to

appear in the form of water elementals. They are especially fond of the estuary where the river meets the sea, but can also be found at various bathhouses within the city and in a few hidden underground coves. Those who encounter them should be wary; while they always act in concert, they rarely act the same way with the same person more than once, their mood shifting in concert from person to person. If they do approach the PCs, they are likely to attempt to recruit them to hunt rival pirates and river raiders, or to help smuggle some object into or out of the city if they believe the PCs would be amenable to that type of work.

Scaling the Encounter: Increase to CR 13 by having Nysa and Niko call upon the aid of a fellow nereid (use the same stats) who agrees on a whim to help them. Reduce to CR 9 as Nysa and Niko just recently ended a struggle against a river raider who attempted to steal their shawls; they have suffered mirror wounds, suffering 11 hp of damage, a -2 penalty to AC, a -5 penalty to saves, plus a -7 penalty to all their spell-like ability save DCs and their special ability save DCs.

51. Gaur Dreadhob (CR 10): As part of a bargain forged during the War of the Shifting Shore, a bogeyman (see Pathfinder® Roleplaying Game: Bestiary 3[™]) was given one of the Revered Mother's newborn males. He took it to his secret lair on the Plane of Dreams. Years later the child emerged transformed into a bogeyman and returned home to serve his mother. A brother in The Fold of Mother's Pride, Gaur spends his time working The Pride's extortion rackets, reinforcing the fear of what would happen if clients failed to pay up, or chasing down independent gangs who violate The Pride's protection. He enjoys this work immensely, but occasionally he likes to go on serial-killer style murder sprees. He always does so in disguise and changes his method of operation each time he goes on a spree. He does this to avoid attracting The Pride's attention rather than the authorities' attention, as he still greatly fears his mother's wrath. However, each time he kills, he kills at least one human woman who bears a resemblance to his mother, as he despises her for what she transformed him into. He can be encountered anywhere in the city, most likely entering or leaving an establishment that is a client of The Pride's extortion racket. He could also be found following a potential victim or leaving the scene of a murder. He might recruit a PC to follow a particular person, so that the PC can serve as a patsy for one of his murder sprees by leaving what he is currently using as his calling card on the PC. He could also recruit them to attack a rival independent gang that has assaulted a client under his protection (he has plans to go on a spree that night, and needs to free up some time).

Scaling the Encounter: Increase to CR 12 by having Gaur joined by his mentor, the original bogeyman who created him (use Guar's stats for the mentor as well). Reduce to CR 8 as his mother has discovered one of the murder sprees and inflicts a curse upon him. He suffers a -2 penalty to AC, a -4 penalty to saves, plus a -7 penalty to all his spell-like ability save DCs and his special ability save DCs.



Jack Straw

52. Jack Straw (CR 10): A gifted gunslinger, highwayman, cattle rustler, smuggler, and horse thief, in life Jack Straw was known as the "Knave of Crows;" he was killed last year when his partner drunkenly shot him in the back during an argument over a favored prostitute. He rose from the grave the next day as a pale stranger (see Pathfinder® Roleplaying Game: Bestiary 3^{TM}) and killed his partner and everyone else in the small mining camp. Bahu eventually recruited him as a brother of the Mother's Pride, after Jack had a run in with the Cat Lord when they attempted to rob the same set of wagons. Jack enjoys the loyalty The Pride shows him, and no longer sees himself as having any connection to humanity and tends to play up the part that he is some kind of animated gun-slinging scarecrow. He continues to use his skills, stealing everything from goats to herds of dire elephants; just a month ago he stole a herd of pegasi. Even in his undead state Jack Straw still has a taste for pleasures of the flesh, and has been known to go into murderous rages, killing women who do not show pleasure at his attentions. Needless to say, The Pride deals with this because of the great skill he possesses, and they often use slave girls or high priced professionals who can handle such matters with grace. Jack spends a good deal of time outside the city, but he does bring his ill-gotten gains to the city to sell, and is most often encountered near a house of ill repute, or inspecting a singular mount of exceptional quality that he intends to steal. Change Jack's skills from Swim +8 to Disguise +9 as Jack makes it appear as if he were alive or that he is an animated

scarecrow construct, rather than being undead; he never learned to swim and now as an undead creature that does not breathe, he does not care to.

Scaling the Encounter: Increase to CR 12 by having Gaur Dreadhob join him. Reduce to CR 8 as Jack tried to steal an emperor kirin and ended up getting cursed for his trouble. The emperor kirin inflicted 27 hp of damage, a -4 penalty to AC, a -2 penalty to saves, plus a -3 penalty to his fear aura save DC.

53. Riju of the Underrun (CR 10): This leopardheaded rakshasa runs a special service for the idle rich, called the "Underrun." He allows his clients to spend a full day and night experiencing life as a member of the organized criminal underworld. Members can specify what they want to experience including, but not limited to, horse theft, heists, armed robbery, smuggling, extortion, assassination, blackmailing, and arson. The Mother's Pride guarantees that even if one of their clients is captured, a patsy has been arranged to take the fall, and they provide for magical healing including raising individuals from the dead if someone is injured or killed on the job. Prices usually start at around 20,000 gp, and the organization always keeps some evidence back of the true culprit so that they can, years later, extort special favors from the individual. Riju is one of Bahu's many sons, and truly enjoys his work as a brother in The Mother's Pride, finding utter delight in corrupting the upper crust of society who have never been forced to act upon the larceny in their hearts because they are of such means. He works for and closely with The Dowager Kōtaishi Kumiko and is deeply in love with her, but knows that if he were ever to give in and consummate his love, she would kill him, like all her other lovers. Riju spends a good deal of time disguised as a retainer of Kumiko or as a member of a foreign noble house, or the son of an affluent far-off merchant, in order to maintain relations with the type of men and women who would enjoy his services. He can be encountered at gatherings of high society and the wealthy and exclusive clubs of city merchants. He could also be encountered accompanying his clients on one of their excursions. He could choose to recruit the PCs to perform some minor service for an inflated price, only to arrange for them to be set up as the patsies for his client's crimes.

Scaling the Encounter: Increase to CR 12 by having Riju joined by one of his many rakshasa brothers or sisters (use Riju's stats for his siblings). Reduce to CR 8, as one of the excursions went very wrong when a rival gang attacked him and his clients believe it was a real operation. The rival gang inflicted 15 hp of damage, a -4 penalty to AC, plus a -1 penalty to saves, attack rolls, and damage rolls.

54. Fira al-Fattah "The Brass Vizier" (CR 10): This noble effect was born a prince in the City of Brass before the Pahsa of Swirling Ashes overthrew his family. He fled to the city of Questhaven and sought sanctuary from his old friend Bahu who offered Fira sanctuary if he would serve as a vizier to Bahu's newly reincarnated son Sato Ren of the Fire Brigade. Fira quickly agreed, and spends his days disguised as a fire giant or as an advisor to the man of the far east. He finds great joy being involved in the heat of active operations as well as serving as an advisor to one of Bahu's potential heirs, though he still dreams of sending a powerful group of assassins to enact revenge upon the Pasha of Swirling Ashes, and may attempt to recruit PCs to do so. He can be found near a building he and Sato Ren are preparing to torch, leaving his fire station, or advising the fire giants on how to fight a local fire.

Scaling the Encounter: Increase to CR 12 by having Fira joined by one the fire giants working for Sato Ren. Reduce to CR 8as a dilapidated old building he was burning down fell on top of him leaving him suffering from the confused condition.

Fira al-Fattah "The Brass Vizier" (CR 10)

XP 9,600

Noble efreet

LE Large outsider (extraplanar, fire) **Init** +7; **Senses** darkvision 60 ft., *detect magic*; Perception +18

Defense

AC 28, touch 13, flat-footed 24 (+7 armor, +3 Dex, +1dodge, +8 natural, -1 size) hp 136 (13d10+65) Fort +8, Ref +11, Will +10 Immune fire Weaknesses vulnerability to cold

Offense

Speed 20 ft., fly 40 ft. (perfect) Melee 2 slams +18 (1d8+6 plus 1d6 fire) Space 10 ft.; Reach 10 ft. Special Attacks change size, heat Spell-Like Abilities (CL 15th; concentration +17) Constant—detect magic

At will—*plane shift* (wills targets to elemental planes, Astral Plane, or Material Plane only), *produce flame*, *pyrotechnics* (DC 14), *scorching ray*

3/day—fireball (DC 15), heat metal, invisibility, quickened scorching ray, wall of fire (DC 16)

1/day—grant up to 3 *wishes* (to non-genies only), *gaseous form, greater invisibility, permanent image* (DC 18), *pyroclastic storm* (as ice storm, with fire instead of cold damage)

Statistics

Str 23, **Dex** 17, **Con** 18, **Int** 12, **Wis** 14, **Cha** 15 **Base Atk** +13; **CMB** +20; **CMD** 34

Feats Combat Casting, Combat Reflexes, Deceitful, Dodge, Improved Initiative, Power Attack, Quicken Spell-Like Ability (scorching ray), Toughness

Skills Bluff +22, Craft (armor) +17, Disguise +13, Fly +10,Intimidate +15, Perception +18, Sense Motive +18,Spellcraft +17, Stealth +8

Languages Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

SQ change shape (humanoid or giant, *alter self* or *giant form I*)

Gear +3 chain shirt, dimensional shackles,

Special Abilities

Change Size (Sp): Twice per day, Fira can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (Fira chooses when using the ability), except that the ability can work on himself. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Heat (Su): Fira's body deals 1d6 points of fire damage whenever he hits in melee or in each round he grapples.

55. Mata-Toro "Bull-Killer" (CR 10): A sister in The Fold of Mother's Pride and giant anaconda (see Pathfinder[®] Roleplaying Game: Bestiary 2[™]), Mata-Toro was awakened by a druidic ally who was killed in the War of the Shifting Shore. Captured by local hunters, she was befriended by the rusalka Orsolya of the Wellsprings and the nereids, Nysa and Niko of the Estuary, who freed her, earning them Mata-Toro's eternal loyalty. She helps to keep the waterways clear and scare off anyone who might investigate their various smuggler routes. She still takes great joy in killing domesticated animals that wade into or drink from the various canals, aqueducts, fountains, bathhouses, sewers, and the rivers she can inhabit. She enjoys the idea of The Fold reducing the number of human inhabitants who hunt and kill her kind simply because they cannot keep control of their own livestock that wander into her hunting grounds; however, she has not become a fanatical zealot of the cause and enjoys the friendship of many druids and rangers beyond the city. She is a magical beast and has +21 hp, +1 to attack rolls, Fort and Ref saves, plus an Intelligence of 8 and a Cha of 4 (no effective change to stats).

Scaling the Encounter: Increase to CR 12 by adding a second giant anaconda (her mate). Reduce to CR 8 as she was nearly killed by trophy hunter before she drowned him. She has suffered 47 points of damage, suffers from a -4 penalty to AC, saving throws, CMB, her bite attack roll and all damage rolls.

56. Khalaa of the Sextet (CR 9): This asura upasunda runs a circuit of various blood sports throughout the city, but none more dangerous than team competitions that serve as test beds for the Coliseum Morpheuon, a prestigious place of competition on the Plane of Dreams. These locations change with each competition, as she seeks to find a qualified team of warriors for which she will earn very valuable finder's fee, especially if she recruits them from a group of slaves. She often joins groups of her own slaves so that she may be chosen by the Khan of Nightmares to serve in one of his teams. She was once one of Bahu's daughters who abandoned him to study under Chardib the Awakened One, but, bereft by his apparent ascendancy, she was ensnared by one of the asura ranas, who, promising her an opportunity of purity,

transformed her into an asura upasunda, likely arranged by Bahu. Now she seeks only purity through destruction via the practice of martial arts. The gambling money The Pride takes in from her blood sports is one of the most profitable enterprises the organization operates. Khalaa is still an ardent follower of Chardib the Awakened One and despises her father, but she enjoys her work too much to do more than perform minor bits of rebellion against his influence. PCs could encounter Khalaa in the disguised form of a merchant from the Land of the Rajahs seeking gladiators for arenas in far off foreign lands. She may attempt to recruit PCs to join in her team competitions, or they could discover the remnants of dead teams discarded into the streets or sold off to a local necromancer.

Scaling the Encounter: Increase to CR 11 by having Khalaa be accompanied a spirit naga who recently joined her team. Reduce to CR 8, as she just won a hardfought battle in the Sextet Arena. Her opponent inflicted 29 hp of damage, a -4 penalty to AC, a -5 penalty to saves, a -7 penalty to attack rolls and damage rolls, plus a -1 penalty to her spell-like ability save DCs.

57. Gauradas "The Filth" (CR 9): A brother in The Fold of Mother's Pride and greater mud elemental (see Pathfinder \mathbb{R} Roleplaying Game: Bestiary 2^{TM}), Gauradas is an elemental spirit trapped by a surge of chaos magic into the byproducts of Questhaven's sewer system. Attacked by the adventure's guild members when they discovered its presence, Ekada of the depths befriended the bereft creature and it now serves him without question. It helps to keep the sewer sections that the Mother's Pride wishes to use beneath the city and eliminates anyone who might investigate their activities in the sewers and further below. However, it secretly longs to be free of the Prime Material Plane and return to an elemental plane, but the surge of chaos magic keeps it trapped here, creating an eternal form of torment. Gauradas could be encountered anywhere near the city's sewer system but especially within it. It may seek out practitioners of abjuration or conjuration summoning magic in the hope of finding a way to return to the elemental planes permanently. Gauradas has the rejuvenation special quality.

Rejuvenation (Su): One day after Gauradas is slain, destroyed, or exiled to another plane, the city's sewage begins to reconstitute the elemental's spirit and body. This process takes 1d10 days—if the body is destroyed before that time passes, the sewage merely starts the process anew. After this time has elapsed, Gauradas awakens fully healed. Some theorize that you would need to cleanse all the sewage in the city or permanently exile the spirit from this plane of existence.

Scaling the Encounter: Increase to CR 11 by adding a second greater mud elemental that The Pride has had summoned to assist Gauradas. Reduce to CR 7 as Gauradas has had a bad reaction to something someone dumped into the sewer system. She has suffered 38 hp of damage, suffers from a -3 penalty to AC, saving throws, and its entrap ability DC, plus a -7 penalty to attack roll and all damage rolls.

58. Ravel Rebus-Key (CR 9): A sister in The Fold of Mother's Pride and an albino night hag, Ravel, along with her sisters, was once a servant to the fabled Khan of Nightmares on the Plane of Dreams until she was forced to flee her elder sister's attempt to transform her into a marionette. She married one of Bahu's sons who had fallen deeply in love with her; however, he recently died and has been reincarnated as their yet-unborn child. She deals with the day-to-day communications and facilitations of The Pride's contacts and visitors from other planes of reality. She trades in the souls of slaves collected by Karnamukha the Unfathomable Taker, whom she serves directly. She is one of the few creatures Karnamukha will converse with, a role she takes perfect subservience too. She seems to spend a great deal of time worrying about her pregnancy, and all her disguises show her as a pregnant woman. Many, especially the Revered Mother, contemplate in awe at the monstrosity she will give birth to, often visiting to dote upon her. Ravel could be encountered anywhere in the city greeting new visitors or scouting for new souls to be harvested. It may seek out the PCs to bring in a wayward criminal who constantly wears dimensional shackles to avoid the abyssal harvester or is protected from her night haunt ability. She also might commission them to recover her heartstone, claiming it is a gift from her dead husband, or she could request they recover a gem for her (that contains a bound soul).

Scaling the Encounter: Increase to CR 11 as Ravel is accompanied by Devikaa the spirit naga; reduce to CR 7 as Ravel's negotiation for a soul has erupted in violence. She has suffered 7 hp of damage, suffers from a -5 penalty to AC, saving throws, and her spell-like ability save DCs.

59. Devikaa of the Transformation (CR 9): A sister in The Fold of Mother's Pride and spirit naga, Devikaa is one of the Revered Mother's adopted children who traveled with her from the land of the rajahs. She has created a cult known as "The Transformation" which preaches a doctrine of transformation (reincarnation) into the superior monsters that exist in the world. In reality, with the help of Ravel, their souls are stolen and used to make bargains with fiends of the lower planes. She has deep, unrequited feelings for Ravel, and was the one responsible for Ravel's husband's death; she has yet to decide what to do now that he has been reincarnated as Ravel's unborn child. When she moves beyond the abode of one of her cultists, she uses her spell to create a disguise of a woman from the land of the rajahs with a necklace that shows a triangle inside of a circle. Devikaa could be encountered anywhere in the city, on the way to another gathering of her cult, at a cult meeting, traveling with Ravel, or taking a cultist to meet Ravel. She may seek out the PCs to join her cult if one of them looks particularly destitute or gullible (she will resort to magic only if she fears exposure of the cult), or she may involve them as pawns or patsies in her scheme to permanently dispose of Ravel's husband. Replace summon swarm from her list of known spells with alter self.

Scaling the Encounter: Increase to CR 11, Devikaa is accompanied by Ravel the night hag; reduce to CR 7



Ravel Rebus-Key

as Ravel has discovered Devikaa's involvement in Ravel's husband's death and cursed Devikaa. She has suffered 7 hp of damage, suffers from a -3 penalty to AC, plus her special ability save DCs and her spell save DCs.

60. Kapil "The Romantic Nightmare" (CR 9): A brother in The Fold of Mother's Pride and dream spectre (see below), Kapil is a loyal friend of Ravel Rebus-Key who followed her here from the Plane of Dreams. He can occasionally work with her as a scout, though he spends more of his time working with The Pride's extortion rackets and exploring the dreams of potential recruits. He is enamored by Dalaju the Dreaded Darkness and functions as her secret admirer, his sweet and tender courtship of a dread shadow is guite disturbing to most that discover it. Kapil tends to move about at night, traveling through the walls of buildings to avoid exposure on the streets or to sunlight when moving about during the day; if discovered he is often mistaken for an undead shadow and tends to play upon this misconception. Kapil could be encountered anywhere in the city, on the way to put the fear of The Pride into a troublesome would-be-client of the extortion racket, or actively intimidating that individual's wife or children with horrid nightmares; he could be scouting for potential souls for Ravel's business. He may seek out the PCs to carry a physical gift he wants taken to Dalaju's lair since his incorporeal form makes this difficult. He will, however, inform them not to harm the shadow that lives there under any circumstances, they are to get in, deposit the gift (such as a dozen black roses), and leave as quickly as possible!

Scaling the Encounter: Increase to CR 11 as Kapil is accompanied by Ravel the night hag; reduce to CR 7 as the PCs encounter him during the day, in full view of natural sunlight.

Kapil "The Romantic

Nightmare"

CR9 XP 6,400

Dream spectre NE Medium outsider (evil, extraplanar, incorporeal) **Init** +8; **Senses** darkvision 60 ft., dreamsense 100 ft.; Perception +17

Defense

AC 19, touch 19, flat-footed 13 (+4 deflection, +4 Dex, +1 dodge) hp 67 (9d10+18) Fort +5; Ref +10; Will +9 Defensive Abilities incorporeal Weaknesses sunlight powerlessness

Offense

Speed fly 60 ft. (perfect) **Melee** incorporeal touch +13 (1d4 plus 1d4 Charisma) **Special Attacks** Charisma damage, heart-stopping fear, nightmare, sleep

Statistics

Str –, Dex 18, Con 15, Int 15, Wis 16, Cha 18 Base Atk +9; CMB +13; CMD 28 (can't be tripped) Feats Alertness, Blind-Fight, Dodge, Combat Reflexes, Improved Initiative

Skills Bluff +15, Diplomacy +12, Fly +16, Intimidate +16,Knowledge (local) +13, Knowledge (planes) +10, Perception +17, Sense Motive +17, Stealth +16, Survival+15

Languages Common, Dreamspeak

Ecology

Environment any **Organization** solitary **Treasure** none

Special Abilities

Charisma Damage (Su) Any creature hit by a dream spectre's incorporeal touch attack takes 1d4 points of Charisma damage. When someone's Charisma falls to 0, the victim falls into a nightmare-filled coma until at least 1 point of Charisma is restored.

Sunlight Powerlessness (Ex): A dream spectre caught in sunlight cannot attack and is staggered.

Dreamsense (Su): A dream spectre can automatically pinpoint the presence of dreams within 100 feet. This ability only works against sleeping creatures.

Heart-Stopping Fear (Su): By revealing its true form to a living creature, a dream spectre instills heartstopping fear in its foe. A creature viewing the dream spectre must succeed on a DC 18 Will save or suffer a heart attack and be reduced to 0 hit points. On the next



Madhirra "The Favored Daughter"

round, the creature drops to -1 hit point and is dying. Whether or not the save is successful, that creature is immune to the heart-stopping fear attack of that dream spectre for one day. This ability only functions against creatures that are awake. The save DC is Charismabased.

Nightmare (Su): As a full-round action, a dream spectre can touch a sleeping creature and warp and twist its dreams into violent, chaotic nightmares. An affected creature must succeed on a DC 18 Will save or be affected as by a *nightmare* spell. The save DC is Charisma-based.

Sleep (Su): As a full-round action, a dream spectre can induce *sleep* in a single creature it touches with its incorporeal touch attack. An affected creature must succeed on a DC 18Will save or fall asleep for 1 minute. The save DC is Charisma-based.

61. Madhirra "The Favored Daughter" (CR 8): An elder sister in The Fold of Mother's Pride and a lamia matriarch (see *Pathfinder*® *Roleplaying Game: Bestiary* 2^{TM}), Madhirra is perhaps the most beloved daughter of the Panthia. She wields an unusual amount of power within the organization, considering her relative personal power when compared to others, and although she is only an elder sister, she is virtually an a honored aunt, with even some of that membership bending to her will because of the consideration she is given by Panthia. She has also been put in charge of The Pride's organizational finances and investments, and this is what helps her wield influence through control of the purse strings beyond the membership's personal finances, and her work to limit skimming to a minimum. This also puts most of the kinslayers under her command, as it is often her accusations of financial wrongdoing that enforce The Pride's will upon traitors. While not interested in Bahu as a lover, he does act as her personal mentor as she investigates how to evolve into a lamia harridan. Kapil tends to hide her work by functioning as a private accountant and moneylender from the land of the rajahs. When she does work beyond The Pride, she is intent on learning the financial weaknesses of potential targets for The Pride. Madhirra could be encountered anywhere in the city, on the way to lend money to a needy member of The Pride or another legitimate business; she could also be sent to investigate one of The Pride's legitimate fronts, or one of their more illegal activities. She might make use of the PCs by having them help with collecting upon a debt from a legitimate business. She might also use them as part of a scheme to cause the financial failure of a business she lent money to so she can seize its assets and have the owner thrown in debtor's prison.

Scaling the Encounter: Increase to CR 10, Kapil is accompanied by one of her lamia matriarch sisters; reduce to CR 6 as the PCs encounter her just after a stinging rebuke and the loss of her mother's favor. She has lost 30 hp, suffers a -2 penalty to AC, saving throws, attack and damage rolls, plus a -5 penalty to all her spell-like ability, spell, and special ability save DCs (including her Wisdom drain attack).

62. Damayanti "The Sensual Serpent" (CR 8): A sister in The Fold of Mother's Pride and a dark naga, Damavanti joined the fold simply for its promise of protection from adventurers, along with the enticements of civilized luxury. She is looking to marry into the family but is currently enjoying the finery and hedonism that Bahu provides her. Her duties include controlling large numbers of independent humanoid gangs who do not know they work for The Pride. She hopes one day The Pride will move out of the shadows and take over open rulership of the city, but for now, she sees the benefits of ruling from the shadows. Damayanti spends a good deal of her time at the Masquerade or at Bahu's apartments delving into every form of luxury she can discover, and has come near death a few times when she has taken some luxury item desired by more powerful members of The Pride. Damayanti's normal appearance is of an extremely dark skinned exotic woman from the land of the rajahs, speaking coyly of being the mistress of some well to do member of the city to explain her apparent wealth and lack of an occupations. Damayanti could be encountered anywhere in the city though it is unlikely you would encounter her in the poorer sections of the city due to her love of luxury, if you do, it is likely you would find her traveling on some rented palanquin making her travel stand out like a sore thumb. She could also be encountered giving instructions to a humanoid gang member that serves her. She might see the PCs as a new type of independent gang that should could have control over, and seek to recruit them as such offering them various types of work in performing criminal activities. She could also see them as a potential group of

independent enforcers she can use to eliminate rival gangs, or punish a gang that has attempted to liberate itself from her authority. Replace *scorching ray* from her list of known spells with *alter self*.

Scaling the Encounter: Increase to CR 10, Damayanti is accompanied by a potential mate, the marai rakshasa Jagnu, as the Revered Mother wants to strengthen her ties to the organization; reduce to CR 6 as the Revered Mother has attacked her based on the suspicion that she is involved with Bahu. She has lost 15 hp, plus she suffers a -3 penalty to AC and to all her spell-like ability, spell, and special ability save DCs (including her poison attack).

63. Jagnu "Viper in the Midst" (CR 8): A brother in The Fold of Mother's Pride and a marai rakshasa (see Pathfinder[®] Roleplaying Game: Bestiary 3[™]), he is a nephew of Bahu and greatly enjoys belonging to his cabal, as the city offers a host of arcane schools and independent wizards that he can join. His current goal is to convince a school or wizard seeking an apprentice to teach him the secrets of truename magic or pact magic. Jagnu loves learning, but he has no patience for the discipline most teachers want him to have, and so if a teacher does not teach him at what Jagnu sees as a proper pace, he will eliminate that teacher, and steal all of his research. Countering this is the fact that Jagnu has a host of disguises and is actually a student for some 12 schools and one independent wizard. His stepmother is pushing Jagnu to marry the dark naga Damayanti, and at first Jagnu thought it a distraction, but she has combined their two loves by having wizards come to them and show off a wide variety of arcane luxuries. Jagnu's duties include making sure no arcane school is working to expose the large number of shapechangers that make up the organization's membership. While Jagnu could be disguised as a member of any race, he seems to prefer that of a prodigal wizard-child from the land of the rajahs, who has been allowed to study under multiple teachers. Jagnu could be encountered anywhere in the city near a school of magic, or the home of an independent wizard; he also often seeks out private libraries asking after access, and well as at the temple of Our Archmage in Heaven. He could also be encountered hurrying from one school or teacher in the city to another. Jagnu might see any arcane caster among the PCs as a potential new teacher that he should seek out, or he could use them to eliminate a troublesome teacher, be he a master of the dark arts or by telling some false tale of a vile spell his mentor is preparing to cast.

Scaling the Encounter: Increase to CR 10 as Jagnu is accompanied by his potential mate Damayanti the dark naga; reduce to CR 6 as Jagnu has offended his uncle due to a liberty he took with Damayanti. He has lost 24 hp; he also suffers a -2 penalty to AC, saves, attacks and damage rolls, plus a -3 penalty to all his spell-like ability, spell, and special ability save DCs (including his confusion and energy bolt attacks).

64. Sato Ogai "Brute" of The Black Tusks (CR 8): A brother in The Fold of Mother's Pride and an ogre mage oni, he is yet another relative of Bahu (a nephew)
who decided to consume the body of an oni in order to be reincarnated as one. He currently controls one of the most dangerous, supposedly independent gangs in the city known as The Black Tusks. It consists primarily of ogres, orcs, half-orcs, wretches (half-orc/half-hag), and the occasional troll. While not the most powerful gang, it is the bloodiest and most violent gang, with a moral code that focuses entirely disproportionate retribution in response to any slight. The Black Tusks create chaos and keep the authorities focused away from The Mother's Pride. The Black Tusks are so violent that even Ogai cannot always control them completely when they go marauding through the city. Ogai has begun to enjoy his work a bit too much and The Pride has only very tenuous control over Ogai because of his family ties, and will only listen to oni and rakshasa. Ogai disguises himself as a massive ogre nicknamed "Brute" whose tusks are both black. PCs could encounter Ogai anywhere in the city, but especially in the poorer sections of the city. The Black Tusks deal mostly in the opium trade, and fight heated battles with other gangs to control its sale. Ogai might attempt to recruit a PC who belongs to one of the more savage races to become a member of The Black Tusks, offering to spare his companions, but threatening the brutal deaths of family, friends, lovers, and people who do business with them if that PC does not accept.

Scaling the Encounter: Increase to CR 10, as five ogres of The Black Tusks accompany Ogai; reduce to CR 6 as Ogai has just survived a violent challenge to his control of the gang. He has taken 25 hp of fire damage; he also suffers a -2 penalty to AC, saves, attacks and damage rolls, plus a -2 penalty to all his spell-like ability save DCs.

65. Gibborim the Sublime (CR 8): A brother in The Fold of Mother's Pride and a nephilim (see Pathfinder® Roleplaying Game: Bestiary 3^{TM}), the Revered Mother believes his lineage dates back directly to an archangel sent by her deity Our Mother of Monsters before the heavenly rebellion. As such, he has a messianic role within The Pride, as they believe that one day he will sire the great leader who will help all of them overthrow the humanoids. He spends his days eliminating organized or specialized monster hunters from the city, though other factions within The Pride often recruit him in order to boost morale on their operations. Gibborim has begun to doubt the goals of The Mother's Pride; while he does believe it protects monsters, it seems to be more concerned with money and power than defeating the zealots that nearly destroyed his race. Because of this, he is looking for a way to leave the organization. Gibborim uses a *hat of disguise* simply to reduce his apparent size, but otherwise makes no change to his appearance and as such always appears as a dark-skinned human male with an extremely noble bearing. Due to his popularity with every faction, PCs could encounter Gibborim anywhere in the city, but often involved in a battle with a fanatical monster hunter. Gibborim might attempt to ask for the PCs' help in leaving the organization, though he will not rat out the organization or become an informant.

Scaling the Encounter: Increase to CR 10, as another nephilim comes to Gibborim's aid. Reduce to



in wolf form

CR 6 as Gibborim has just survived a violent encounter with the ancient order that hunts nephilim. He has taken 34 hp of damage; he also suffers a -4 penalty to AC, saves, attack and damage rolls, plus a -6 penalty to all his special ability save DCs (including crushing blow and mortal challenge).

66. Haran "Brother of Beggars" (CR 7): A brother in The Fold of Mother's Pride and a greater barghest, Haran was lured from the lower planes of damnation by, and was eventually married to, a rakshasa daughter of Bahu. She eventually died during the War of the Shifting Shore but he has remained loyal to the Mother's Pride even after her death. He controls a small, independent gang of homeless goblin beggars who are considered little more than vermin by the local citizens. They serve as an impressive array of eyes and ears for The Pride. Haran tends to use his beggars to help him find abandoned corpses, and has actually created a substantial side business in corpse disposal by indulging his gluttony. For fun, he occasionally starts rumors of a black beast haunting a particular street he wants to keep people off at night. Haran spends the majority of his time running with the city's wild dogs in the shape of a wolf or amongst the homeless and the downtrodden in the shape of a goblin. PCs could encounter Haran anywhere in the city, but especially in areas frequented by beggars and wild dogs. Haran might attempt to recruit PC goblins or those that have the appearance of beggars. He could also approach them if they have a body they need to dispose of.

Scaling the Encounter: Increase to CR 9, as another greater barghest arrives from the lower planes to aid Haran. Reduce to CR 5, as Haran attempted to eat what he thought was a corpse only to find out it was an undead creature. He has taken 30 hp of damage; he also suffers a -2 penalty to AC, saves, a -4 penalty to attack and damage rolls, plus a -3 penalty to all his spell-like ability save DCs.

67. Sukanyaa the Velvet Glove (CR 7): A sister in The Fold of Mother's Pride and a succubus, Sukanyaa is a consort of Bahu who wants to see him do away with the Revered Mother, not out of any jealousy but to simply enhance Bahu's power and hence enhance hers. She works behind the scenes to make this happen and push the group out of its complacency of controlling its

vast criminal empire and to start reaching for the reigns of total economic control. She will work for any faction within the organization, often as a honey trap, walking about in various disguises as comely men or women. PCs could encounter Sukanyaa anywhere in the city, often acting as a distraction for some other activity performed by The Pride. Sukanyaa would likely attempt to groom the PCs as potential heroes to kill the Revered Mother possibly by creating a very elaborate false prophecy, she will reinforce the belief by helping to make parts of the false prophecy come true.

Scaling the Encounter: Increase to CR 9, as the flesh golem Hash arrives to aid Sukanyaa. Reduce to CR 5, as the Revered Mother has heard hints of Sukanyaa's plans and has cursed her. She suffers a -2 penalty to AC, saves, and to attack and damage rolls, plus a -3 penalty to all her spell-like ability and special ability save DCs. In addition, she has already used her profane gift special ability today.

68. Hash (CR 7): A "brother" in The Fold of Mother's Pride and a flesh golem, Hash is a construct under the control of Bahu, and is actually composed of the body parts of many of The Pride's family members. He is often sent to assist other members of The Pride as a strong arm, especially when The Pride may be opposed by powerful magic; his appearance alone is often enough to cow intimidation as people realize that if The Pride will do this to their own family, they have no compunctions about doing worse to theirs. If it must go about, it is given an expansive robe, clock, or long coat to hide its features. Hash will follow any commands it is given by Bahu and anyone Bahu designates, including the PCs, which he may do so they can take the blame when Hash goes berserk.

Scaling the Encounter: Increase to CR 9, as a second flesh golem arrives, to assist Hash. Reduce to CR 6 as Hash has just been hit by a *cone of cold* and is slowed (as the *slow* spell) for 12 rounds.

69. Megara the Apothecary (CR 7): A sister in The Fold of Mother's Pride and a medusa, she came into the service of the Revered Mother after marrying one of Bahu's sons who has gotten himself petrified a few times during the course of their relationship. She runs a local apothecary, which serves as a front for the sale of poisons (she only operates the shop, and delivers the vials). Megara was not born a medusa and is actually the result of the curse; she was once so beautiful that Bahu decided he had to have her, but the Revered Mother discovered this and used a powerful curse to transform her into a medusa. Megara is unaware that this is what happened to her. She sells openly to many folk who seek out her shop, and she is known to deliver potions to people's doorsteps (she does the same with poisons). She used to have a small sculpture business, but the Revered Mother made her close it down. She uses a plague bird mask to hide her face, and often travels about the city treating the sick for free. PCs could encounter Megara at her shop or on her travels throughout the city, bringing potions (and poisons) to the needy. Megara might ask for the PCs to locate a rare plant to use in the creation of a rare potion (it can also





Megara the Apothecary

create a dangerous poison), or if they have befriended her, she may ask them to deliver a package to a customer.

Scaling the Encounter: Increase to CR 9, as the flesh golem Hash arrives, sent by Bahu to aid Megara. Reduce to CR 5 as Megara is attacked by someone who has discovered her true nature and attacked her. She has taken 21 hp of damage; she also suffers a -3 penalty to all her special ability save DCs (including her petrifying gaze and poison attacks).

70. Dulari of the Aqueducts (CR 7): A sister in The Fold of Mother's Pride and a water naga, she came into the service of the Revered Mother after she made friends with her rusalka and nereid while traveling down from one of the vast mountain lakes. She was joined in a spiritual marriage to one of the Revered Mother's sons but it was a loveless marriage and he ultimately died in the War of the Shifting Shore. She helps perform a great deal of the smuggling that uses the waterways in and around the city. She enjoys spending time with the many bards of the cities, listening to the great epics, and has been chastised a time or two for being late on a delivery

having stopped to listened to a saga. When she walks about the city, she takes on the appearance of a comely young aquatic elf. PCs could encounter Dulari near any watercourse in the city, or anywhere you could find a bardic performance such as a tavern, amphitheater, fountain square, or bardic college. Dulari might approach PCs and ask for a song or story, or she might actually fund a rescue mission if a favored bard has been put in peril by a rival organization or independent gang. Replace her *acid arrow* known spell with *alter self*.

Scaling the Encounter: Increase to CR 9, as Dulari's new mate, another river naga, arrives to aid her. Reduce to CR 5 as Dulari is attacked by a bard who is obsessed with her. She has taken 21 hp of damage; she also suffers a -2 penalty to AC and saves, plus a -4 penalty to all her spell-like ability and her poison save DCs.

71. Sato Anjasi "Brute-wife" of the Black Tusks (CR 6): A sister in The Fold of Mother's Pride and an annis hag (see Pathfinder® Roleplaying Game: Bestiary 3TM), she is married to Sato Ogai, whom she came to love after witnessing his leadership and utter brutality; it is she who convinced him to consume the body of an ogre magi. She is currently the second-incommand of The Black Tusks, and has mated with a few of the members in order to give birth to wretches (halforc/half-hag), placating Ogai with slave girls. In addition, she developed the gang's moral code of disproportionate retribution in response to any slight. Her favored form is to murder the children of their foes and send their faces stretched on artist's canvas back to their enemies. Anjasi will only listen to the other hags in the Mother's Pride and to her husband: if she was not so good at her job, the Revered Mother would slav her out of hand. Anjasi only disguises herself to lure in potential enemies, when confronted with the city's authorities, or when attempting to seduce an orc she has her eye on. PCs could encounter Anjasi anywhere in the city, but especially in the poorer sections of the city, dealing in the smuggling and selling of opium; she loves fighting with other gangs to control opium's sale. Anjasi might attempt to recruit a PC who belongs to one of the more savage races to become a member of The Black Tusks, offering to spare his companions. If a PC is a male orc, she may attempt to seduce him, but if he refuses she will threaten the brutal deaths of family, friends, lovers, and people who do business with him.

Scaling the Encounter: Increase to CR 8 as three ogres of The Black Tusks accompany Anjasi; reduce to CR 4 as Anjasi has just survived a violent challenge to her place as Ogai's second-in-command. She has taken 26 hp of bludgeoning damage; she also suffers a -3 penalty to AC, plus a -5 penalty to attack and damage rolls.

72. Mandaraa "The Malcontent Maiden" (CR 6): A sister in The Fold of Mother's Pride and a lamia (dark-skinned upper female body, leopard lower body), Mandaraa is one of the few unwed granddaughters of the Revered Mother. Mandaraa always finds some reason to reject her suitors; Panthia sees this as her failing to do her duty to bind The Pride together. Mandaraa works with virtually every faction, but likes to spend as much time as possible with her honored uncle,

the Cat Lord, with whom she is utterly infatuated. She is extremely dissatisfied with the idea of the Mother's Pride as some petty criminal organization and wants to see it use the power it has to take over the city. She sees no reason not to use the power it has, since the rulers, in her opinion, are obviously no match for the full might of The Pride. Mandaraa's standard disguise is that of a dark-skinned, crippled human male from the land of the rajahs. Since she works for all the factions within The Pride, PCs could encounter Mandaraa anywhere in the city, especially near the city gates hoping to run into the Cat Lord. Mandaraa might become infatuated with a non-humanoid PC; she also may attempt to use a group of PCs to help create a build-up toward open warfare between the city's authorities and the Fold of the Mother's Pride.

Scaling the Encounter: Increase to CR 8, as another lamia, one of Mandaraa's sisters, accompanies her; reduce to CR 4 as Mandaraa has just survived a violent rebuke from her grandmother for rejecting yet another suitor. She has taken 27 hp of damage; she also suffers a -3 penalty to AC and saving throws, plus a -5 penalty to attacks rolls.

73. Ilaski "The Heavenly Witness" (CR 6): A sister in The Fold of Mother's Pride and a lunar naga (see Pathfinder $\ Roleplaying \ Game: Bestiary 3^{TM}$), Ilaski was recruited by the abyssal harvester as he was actually intrigued by her study of the Elder Darkness beyond the stars. Fascinated by the harvester's interest, the Revered Mother had one of her matriarch daughters adopt her. Ilaski enjoys the vast resources of The Pride and spends most of her evenings in the observatory The Pride has provided for her, she often provides foretellings based on the stars for The Pride. She spends a few daytime hours, or when the sky is overcast, assisting the various factions of The Pride. She likes to consult her massive number of zodiacs after encountering someone new, only to spend the next day discussing that person's zodiac with that person (which sometimes leaves her talking to a corpse). Ilaski's standard disguise is that of a moon, sky, or star elf who works at a private observatory and provides zodiac readings for a fee. Since she works for all the factions within The Pride, PCs could encounter Ilaski anywhere in the city, though most likely during the day, or on overcast nights. Ilaski might seek out a PC based on the guidance of the stars as that individual is needed to perform a specific task or quest in order for the Elder Darkness to return (or some other such star-guided future). Replace her invisibility known spell with alter self.

Scaling the Encounter: Increase to CR 8, as another lunar naga, Ilaski's mate, accompanies her; reduce to CR 4 as Ilaski has just survived a violent rebuke from the Elder Darkness for failing to summon him at the proper time. She has taken 28 hp of damage; she also suffers a - 2 penalty to AC and saving throws, plus a -3 penalty to her hypnosis and poison special attack DCs.

74. Dunter "The Ecological Killjoy" (CR 6): A brother in The Fold of Mother's Pride and a redcap (see *Pathfinder* Roleplaying Game: Bestiary 2^{TM}), Dunter

is another refugee from the War of the Shifting Shore. He was recruited into the organization by Skanda of the Thousand Whispers. He quickly embraced the organization because of the protection it offered from the adventures he had encountered during the war, and loves the ample opportunities it offers to indulge his capricious sadism. He works primarily in extortion, enforcement, crimes against the clergy, as well as making sure smuggling routes are secured, and jumps at any chance to indulge in brutish violence. Oddly, Dunter has a deep fascination with the ecology of the city, and spends his free time studying it, especially how unintelligent monsters, animals and vermin have adapted to the artificial environments. When Dunter must move about during the day in disguise, he chooses to pass himself off as a dwarf, simply by removing his signature blood red cap. At night he simply wears a cloak, though his boots click heavily upon the cobblestone roads. PCs could encounter Dunter anywhere in the city, either as part of his criminal activities or of his exploration of the city's ecology. Dunter might reluctantly seek out a PC druid or ranger to gain their insights into the ecology of the city, he also might hire them to investigate some strange disturbance in the ecology caused by a monster that refused the protection of The Fold.

Scaling the Encounter: Increase to CR 8, as Dunter is wearing Damya the cloaker, with Damya hiding Dunter's red woolen hat; reduce to CR 4 as Dunter has had his red cap stolen by a blood hawk who was making its nest in the city (Dunter loses fast healing, and takes a -4 penalty to damage rolls).

75. Aleya "The Ghost-Lantern" (CR 6): A brother in The Fold of Mother's Pride and a will-o'-wisp, Aleva sought out the Revered Mother and asked to be able to join so that it had protection from the various threats to it in the city, and an open opportunity to feed upon the fear created by the Mother's Pride. He works primarily as a scout and a spy upon the request of anyone ranking higher in the organization. When he detects trouble, he flares to life, broadcasting a bright red light as a warning signal to its fellows (and feeding up their fear of rivals and the authorities). He also occasionally flies out to sea to act as a false signal lantern for ships so they end up upon the rocks rather than making it into the harbor, with The Pride ready to salvage the cargo. Aleya takes great personal joy in passing itself off as a lantern archon, appearing before people as they pray and promising to honor their wishes, then feeding upon the death of faith and hope that brings a rising tide of fear. PCs could encounter Aleya anywhere in the city; most likely The Pride has sent him out to look for the PCs, but unless they can see invisible creatures, they will not know it. Aleya might choose to interact with a highly pious PC of a good-aligned religion as a lantern archon. Scaling the Encounter: Increase to CR 8, as Dunter the redcap accompanies Aleva; reduce to CR 4 as Aleva is being attacked by a young flying wizard who has finally exhausted his offensive spells, just now firing his last magic missile. Aleva has taken 20 hp of damage, and is covered in *glitterdust*.



Aleya "The Ghost-Lantern"

76. Damya Shadowboon (CR 5): A brother in The Fold of Mother's Pride and a cloaker, Damya was recruited by Ekada of the Depths, as it was preparing to flee the city during the creation of the lurkers (halfgnome/half cloaker). Ekada offered Damya the protection of The Pride and a chance to strike back at the masterminds behind the near genocide that was committed on the cloaker race. Damya now works primarily as a spy, scout, and assassin, disguising itself as a cloak, which is worn by various individuals under the control of Ekada or Damya. He also does some work smuggling small but precious objects in and out of the city by flying over the city walls late in the evening. Damya spends his personal time hunting and killing gnomes and lurkers blaming them for the elimination of his race from the local area. PCs could encounter Damya anywhere in the city, being worn by another creature, or along the city walls at night while he is on a smuggling mission. Damya might recruit PCs that can fly to assist in smuggling activities, or those who use shadow magic to assist as spies for The Pride, however if they have gnomes or lurkers as members of their organization, he will attack regardless of their other skills.

Scaling the Encounter: Increase to CR 8, as Dunter the redcap is wearing Damya, with Damya hiding Dunter's red woolen hat; reduce to CR 3 as a lurker is attacking Damya, he has taken 21 hp of damage, he also suffers a -4 penalty to AC, plus a-2 penalty to attack and damage rolls.

77. Sujataa Starlure (CR 5): A sister in The Fold of Mother's Pride and green hag, Sujataa is an adopted granddaughter of the Revered Mother. Sujataa works

now as a femme fatale and honey trap for young well-todo men and woman. She seduces them into giving her access to their assets, ultimately betraying them and leaving them destitute (along with eating them, if they are lucky). She also takes great joy in assisting in the vandalism of beautiful properties that belong to The Pride's rivals. Sujataa lives for her work, but she herself has "allowed" herself to be seduced by Bahu, as she believes he is far too lovely to allow to live, and is working toward creating such jealousy in the Revered Mother that she will finally destroy Bahu rather than his consorts. PCs could encounter Sujataa anywhere in the city, most likely in the most well-to-do sections meeting with young heirs to the fortune, though some meetings take place in areas that are more secluded. Sujataa might try to seduce a PC that has a lover, in order to destroy that pure bond, and break the heart of either or both members of the couple. She might also recruit them to help her meet or get close to an isolated target of her seduction schemes.

Scaling the Encounter: Increase to CR 7 as Sujataa is wearing Damya the cloaker; reduce to CR 3 as a capable and jealous rival has attacked Sujataa. She has taken 28 hp of damage; she also suffers a -4 penalty to AC, a -7 penalty to attack rolls, plus a -2 penalty to her weakness special attack.

78. Tavitri Sunhunter (CR 5): A youngling in The Fold of Mother's Pride and a lurker in the light (see Pathfinder[®] Roleplaying Game: Bestiary 2[™]), Tavitri recently arrived in the city and was recruited to its membership only a year ago. She was recruited into the organization by Dunter the redcap and Gaur the bogeyman, working at their direction and performing any task required by The Pride. Unlike most lurkers in the light, Tavitri has a deep fascination with creatures from the Plane of Shadow, often stating that the light, not the darkness, creates shadows. She also has a deepseated phobia of the darkness; both this phobia and her views about light have made her an outcast among her own kind. Due to their mutual hatred of gnomes and her fascination with shadow magic, Tavitri gets along very well with Damya the cloaker. She moves about the city, most often during the daytime, allowing the sunlight to render her invisible; but she has been known to enter the more wealthy manor houses during the night if they are illuminated by alchemy or magic. PCs could encounter Tavitri anywhere in the city, as part of any criminal activity The Pride deems the new recruit is qualified for; however, she is most likely to be used as a spy, scout, smuggler (of small items), or assassin during the daytime. Tavitri might seek out a PC who displays some use of shadow magic, so long as they are not in the company of a gnome, as she loves discussing the interaction of light and shadow. She also might hire them to investigate or open a route to some strange shadow magic phenomenon that resides in an area "protected" by true darkness.

Scaling the Encounter: Increase to CR 7 as Tavitri is wearing Damya the cloaker; reduce to CR 3 as Tavitri gains the shaken condition as she recently has had *deeper darkness* effectively cast upon her and she barely escaped with her life. 79. Nalin Flickertrap (CR 5): A youngling in The Fold of Mother's Pride and a phase spider (see Pathfinder® Roleplaying Game: Bestiary 2TM), Nalin is part of a negotiation arranged by Shamtanu the shoggoth between a massive nest of phase spiders that resides in the ethereal space connected to Questhaven. Nalin joined The Pride while the phase spiders negotiate for The Pride's help with their eternal war against the xill and The Pride impresses the danger of humanoid intrusions into the ethereal plane. Unlike most phase spiders, Nalin can speak the common tongue and is often commanded, has been assigned to a number of activities, but he most often takes part in smuggling activities as she can move creatures and objects back and forth from the Ethereal Plane to the Material Plane. Apparently, Nalin volunteered for this duty, having a bizarre fascination with humanoid, and their use of tools. When not working, he often simply lurks on the border ethereal watching closely the various humanoids' use of tools. PCs could encounter Nalin anywhere in the city, most likely as part of his fascination either with a new gadget or as part of the Shamtanu's smuggling activities. Nalin might seek out a PC who is using an exotic weapon or unique tool, to discuss it, having never encountered such a device before. He also might seek out their help in his nests' eternal war against the xill, believing that The Pride will never help his people, but that the PC might.

Scaling the Encounter: Increase to CR 7 as a second phase spider accompanies Nalin; reduce to CR 3 as a xill has attacked Nalin on the Ethereal Plane dealing 21 hp of damage; in addition, he suffers a -2 penalty to AC and saving throws, and a -4 penalty to attack and damage rolls plus its poison save DC.

80. Sanu Backbiter (CR 5): A brother in The Fold of Mother's Pride and a dandasuka rakshasa (see Pathfinder[®] Roleplaying Game: Bestiary 3[™]), Sanu is the son of Kalkesi the tataka rakshasa and while he should probably be a youngling, his parentage provides him with a higher level of prestige. He serves as one of The Pride's foremost spies and successful negotiators when arranging business deals. Sanu has a developed a deep and abiding taste for elven, half-elven, and wyrd (half-ogre mage/half-elf) blood and flesh, and likes to have it prepared in numerous ways, often so that others do not recognize it as such; he often gathers his own ingredients. He often takes the disguise of a darkskinned human barrister who emigrated from the land of the rajahs; he uses this to learn a great deal about the inner workings of many a contract. PCs could encounter Sanu if they end up in front of a magister with Sanu being appointed by the court to represent them, or with them seeking someone out to draw up a contract; he could also be sent to negotiate a truce between the PCs and the Mother's Pride. If a member of The Pride wants to meet the PCs, it is Sanu they send to deliver the invitation and arrange a mutually agreeable meeting place. He could also be encountered hunting for his favorite food or at a feast where he is serving it to all his guests (unbeknownst to them). Sanu might seek out a elven, half-elven, or wyrd PC in order to turn him into dinner.

Scaling the Encounter: Increase to CR 7 as Sanu is wearing Damya the cloaker; reduce to CR 3 as a negotiation went bad and violence erupted dealing 21 hp of damage; in addition, he suffers a -3 penalty to AC and saving throws and a -2 penalty to attack and damage rolls.

81. Prat Spellprowl (CR 4): A youngling in The Fold of Mother's Pride and an aranea, Prat recently joined the organization after her nest was destroyed by a group of adventurers. She now assists Janistha, Maiden of Misery (a handmaiden devil) in kidnapping operations and representation in matters of ransom, along with providing guidance in matters of magic to other members of The Pride. Prat is far more bloody minded and vengeful than most of her kind and does not hesitate to kill hostages if her demands are not met, and she often takes two hostages for this purpose. She is also a supporter of the more aggressive faction within The Pride that wants to see The Fold become the open rulers of the city and bring about the destruction of every adventuring and mercenary company in the city. She often takes the disguise of a dark-skinned human mage who emigrated from the land of the rajahs who deals in the sale of minor magical items (usually single-use potions). PCs could encounter Prat on her way to deliver a ransom demand, in the middle of a ransom negotiation, or scouting out a potential kidnapping target. Prat might seek out the PCs in order to manipulate them into attacking another adventuring company, describing the very real crimes they have committed or describing their vast wealth, and noting their weaknesses when they are most vulnerable, hoping to have them eliminate each other when she makes sure the rival group is warned at the last moment.

Scaling the Encounter: Increase to CR 6 as a second aranea accompanies Prat; reduce to CR 2 as a ransom negotiation went bad and violence erupted, dealing 17 hp of damage to her; in addition, she has been inflicted with two negative levels.

82. Hasuvak Clearchase (CR 4): A youngling in The Fold of Mother's Pride and a faceless stalker (see Pathfinder[®] Roleplaying Game: Bestiary 2[™]), Ekada of the Depths recently recruited Hasuvak upon discovering him abandoned by his aboleth masters in the lightless lands beneath the city. He currently spends his time infiltrating and manipulating independent smuggling rings, making it easier for Ekada to take control of the groups. Hasuvak truly believes he has found a home for his people and a group of masters who will not discard them. However, he is often plagued by the fear that if he fails they will do just that. He spends his free time looking for rumors of his people, so that he can offer them membership in the Mother's Pride. He often kills members of the independent smugglers' ring and takes his or her place as a disguise. PCs could encounter Hasuvak as part of any smugglers' crew in the city or catch him in the act of murdering a potential disguise. Hasuvak might seek out the PCs because he believes (rightly or wrongly) that they have information about another faceless stalker; he could also send them



Peach in her hippocampus disguise

on a quest to locate one of his people and return him to the city.

Scaling the Encounter: Increase to CR 6, as Hasuvak has been reunited with a second faceless stalker; reduce to CR 2 as an attempt to kill a potential disguise target went wrong dealing 12 hp of damage to him, and inflicting the sickened condition on Hasuvak.

83. Peach (CR 4): A youngling in The Fold of Mother's Pride and a kelpie (see Pathfinder® *Roleplaying Game: Bestiary* 2TM), Peach recently joined the organization after the rusalka, Orsolya of the Wellsprings, recruited her. She spends a great deal of time serving as a steed to various members, be that a hippocampus in the water or a horse upon the land. She also does occasional work in the brothel known as the Masquerade's bathhouse. She is well loved by most members of the organization because she can serve both as an effective spy and as dangerous assassin. Unlike most of her kind, Peach loves children and spends a great deal of time appearing as a horse or hippocampus to give them rides; she often uses this to learn things about potential targets as the children of The Pride's intended victims often reveal more than any adult. PCs could encounter Peach anywhere in the city but most often near a water source, or serving as another member's mount. Peach might seek out the PCs and seek to serve as one of their steeds in order to keep a close eye on them for The Pride; she will wait with the patience of a fey for the perfect moment to betray the PCs (most likely drowning a rider).

Scaling the Encounter: Increase to CR 6 as Hasuvak is riding Peach; reduce to CR 2 as an attempt to kill one of her riders went awry dealing 18 hp of damage to her, and inflicting the staggered condition on Peach.

84. Skanda the Whisperer (CR 4): An elder "brother" in The Fold of Mother's Pride, this version of Skanda is one of the small mandragora plants that make up its immense form, which are spread throughout the city. He was a refuge from the War of the Shifting Shore and has come to serve The Pride under Shiras the Sard; he now serves as a massive information network that very rarely forms together to form the immense Skanda at the direction of Shiras. He is a very lonely creature since even other members do not trust him as they are afraid he has some information that he could blackmail them with. He tends to kill his victims and use them as fertilizer unless he believes they can be useful sources of information. He infests the city like kudzu, hiding amongst other vegetation; as such, he is nearly anywhere plants are allowed to grow, but especially in vacant lots. PCs could be used by Skanda as intelligence agents going where the mandragora plants cannot go, or he could decide to serve as an information broker for the PCs if they pay well, or can trade valuable information with him.

Scaling the Encounter: Increase to CR 4 by having a second mandragora (and another part of Skanda) present. Reduce to CR 2, as Skanda has had a *deeper darkness* spell cast upon it by a foreign spy who discovered his true nature (see weaknesses).

This filthy creature resembles a small, wide-mouthed fat child made from leaves, vines, tree bark, dirt, and pallid tubers.

Skanda the Whisperer CR4

XP 1,200 Mandragora CE Small plant **Init** +4; **Senses** low-light vision; Perception +9

Defense

AC 17, touch 15, flat-footed 13 (+4 Dex, +2 natural, +1size)

hp 37 (5d8+15) Fort +7, Ref +7, Will +2

Immune plant traits; **Resist** acid 5, cold 5, electricity 10

Weaknesses vulnerable to supernatural darkness

Offense

Speed 40 ft., burrow 10 ft., climb 40 ft. **Melee** bite +8 (1d6+2 plus grab), 2 slam +8 (1d4+2 plus poison) **Space** 5 ft.; **Reach** 5 ft. (10 ft. with slam)

Special Attacks blood drain (1d2 Constitution), shriek

Statistics

Str 15, Dex 18, Con 17, Int 8, Wis 13, Cha 10 Base Atk +3; CMB +4 (+8 grapple); CMD 18 Feats Lightning Reflexes, Skill Focus (Perception), Weapon Finesse



Bahadur Darkglass

Skills Climb +10, Perception +9, Stealth +14 (+22 in vegetation); **Racial Modifiers** +8 Climb, +8 Stealth in vegetation

Languages Abyssal, Common

Ecology

Environment cold or temperate forests **Organization** solitary, pair, or grove (3–12) **Treasure** standard

Special Abilities

Poison (Ex): Slam—injury; *save* Fort DC 15; *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 can give voice to an unsettling shriek. All creatures within a 30-foot spread of a shrieking mandragora must make a DC 15 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 is slowed, as the *slow* spell.

85. Bahadur Darkglass (CR 3): A youngling in The Fold of Mother's Pride and a doppelganger, Bahadur actively sought out the organization in order to become a member, seeing it as the culmination of a doppelganger's dream. He often contemplates assuming the form of one of its more powerful members, but understands that he does not yet have the power necessary to hold onto the position for long. He serves a vital function often taking on the appearance of another member's disguise to provide an alibi for that member, often in a very public setting. He also enjoys engaging in larcenous or unscrupulous activities in the disguise of a well-known and upstanding public figure, ruining the public reputations of various rivals. PCs could encounter Bahadur in the guise of another member of The Pride, or happen upon him or her in the form of one of their absent companions while performing unethical or horrific deeds. Bahadur might seek out a PC to help provide an alibi for a Pride member or so that he can be upstanding witness to Bahadur's disguise, an committing a particularly illegal or vial act.

Scaling the Encounter: Increase to CR 5, as Bahadur is accompanied by another doppelganger. Reduce to CR 1 as has been trapped in his true form for 24 hours by an inquisitor he was lucky enough to kill and is attempting to flee and hide from the authorities.

86. Leaven (CR 3): A "youngling" in The Fold of Mother's Pride and a phantom fungus (see Pathfinder®) Roleplaying Game: Bestiary 3[™]), Leaven is more like an attack dog controlled by Skanda the mandragora; it is believed that Skanda actually grew Leaven for this purpose, so that he could be a bit more mobile in moving about the city. Leaven often carries a mandragora to a new position in the city for Skanda, and serves as an active defense that will not be traced directly to him. Leaven is very happy and loves its master and loves to play at being an invisible pet for the children in the city, but has been known to mercilessly attack those who harm the city's parks or his favored children. PCs could encounter Leaven anywhere in the city, but often in vacant lots, and places where children play. Leaven might seek out a PC to help a child if it believes it cannot, like a dog trying to tell an adult that a child has fallen in a well; it can become quite troublesome and annoying to its intended helper.

Scaling the Encounter: Increase to CR 5 as Skanda has grown a second phantom fungus that accompanies Leaven. Reduce to CR 1 as Leaven ran afoul of a prodigal apprentice mage and has suffered 15 points of damage and been covered with *glitterdust*. 87. Qwarsha Spryveil (CR 3): A youngling in The Fold of Mother's Pride and a quickling (see Pathfinder® Roleplaying Game: Bestiary 3^{TM}), Qwarsha is a recruit from the War of the Shifting Shore. She has not advanced in the organization due to her inability to stay focused for very long, but her speed is such an asset that she has gained the protection of Shiras the sard. She serves primarily as a message courier, lookout, and thief for the organization, but she enjoys an array of duties and never likes to be stuck at any one job for long. Qwarsha's personal joy is to paint graffiti on the walls of various buildings, especially insults aimed at The Pride's various enemies, and she often places them at locations no one thought she could access (like the bedroom ceiling of the local magistrate). PCs could encounter Qwarsha anywhere in the city, performing any of her many assignments; but one is more likely to encounter her graffiti, which may be insults aimed at the PCs (perhaps even the PCs' horses or belongings). Owarsha might hire the PCs to help gain access to a secured area so she can perform some great work of graffiti, perhaps against some mutual foe.

Scaling the Encounter: Increase to CR 5 as Qwarsha is accompanied by Leaven the phantom fungus. Reduce to CR 1 as she has been hit for 3 points of damage and is under the effects of a *slow* spell.

88. Gargir Stickstab (CR 3): A youngling in The Fold of Mother's Pride and a twigjack (see Pathfinder® Roleplaying Game: Bestiary 2TM), Gargir is a close friend of Qwarsha, and was only allowed in the organization because of her recommendation. It is unlikely that Gargir will ever advance due to Shiras the sard's and Skanda the mandragora's distaste for twigjacks. She has been put directly under Skandia's governance, though Gargir rarely pays it much heed. For now it has been given the task of finding new areas for Skanda to grow in, and actually knows the location and layout of all the local private gardens and parks in the city. Gargir wants to stop civilization at its source and sees The Fold as a means to that ends. It likes to see fires set in wagon wrights and fletcher shops, the funding for caravan trips to be stolen, and will volunteer for any job involving sabotage. PCs could encounter Gargir anywhere in the city, but most likely near or in some type of light undergrowth found in the city, and involved in some act of sabotage. Gargir might hire the PCs to help steal funds for a trailblazing expedition funded by one of the PCs' enemies.

Scaling the Encounter: Increase to CR 5 as Gargir is accompanied by his friend Qwarsha. Reduce to CR 1 as Gargir has been encountered well away from any undergrowth, has used all of its splinterpray uses for the day, and has already been hit for 12 hp of damage.

89. Shirsin Woeshade (CR 3): A youngling in The Fold of Mother's Pride and an undead shadow, Shirsin was in life a human woman from the land of the rajahs who had become a consort of Bahu; she was eventually slain by the Revered Mother Panthia but Bahu transformed her into an undead shadow. Still in love with Bahu, she serves as scout, spy, and low-level assassin for him. However, she plots with any and all the

enemies of The Revered Mother to remove her from her seat of power, so long as it does not threaten Bahu. To this end, she makes unusual alliances with some of the most honorable enemy organizations in the city. PCs could encounter Shirsin anywhere in the city there are shadows, but most likely working as a lookout for The Pride's operations. Shirsin might seek to cultivate the development of the PCs into a force that could kill Panthia; during this she will use them to sabotage operations that undermine Panthia's authority but bolster Bahu's powerbase.

Scaling the Encounter: Increase to CR 5 as Shirsin is accompanied by another undead shadow. Reduce to CR 1 as Shirsin has been attacked by Bahu for a setback she has inflicted upon Panthia; she has suffered 4 points of damage, in addition she suffers a -3 penalty to AC and a -2 penalty to attack rolls.

90. Duli Starfade (CR 2): A youngling in The Fold of Mother's Pride and a vicious blink dog, Duli was recruited to make use of the stray dog packs that roam the back alleys of the city streets. He also serves as an effective spy, lookout, and an unobtrusive threat that can be treated like a normal dog. He has a deep and abiding hatred for halflings and blinklings (half-halfling/half-blink dog) considering them to both be abominations. PCs could encounter Duli anywhere in the city that dogs would be allowed to enter, but most likely in the poorer sections and back alleys of the city. Duli might seek to take advantage of most people's perception of blink dogs as good creatures and ask for their help against a mutual enemy halfling or blinkling. Change Duli's alignment to Chaotic Evil.

Scaling the Encounter: Increase to CR 5 as Duli is accompanied by another vicious blink dog. Reduce to CR 1/2 as Duli has been attacked by a pack of stray dogs who would not accept him as the alpha; he has suffered 12 points of damage and in addition suffers a -3 penalty to AC and attack rolls, plus a -2 penalty to saving throws.

91. Itheriel Benttyke (CR 2): A youngling in The Fold of Mother's Pride and an imp devil, Itheriel recently joined the organization on the recommendation of the abyssal harvester. Itheriel was left alone on the Prime Material Plane after having been summoned to serve as a familiar to his now dead master (who died due to Itherial's meddling). With no way to return to the lower planes of damnation, he has gone on to become the hidden leader of a new gang of kobolds that live in the slums of the city. He is considered a rising star by the hierarchy of the Mother's Pride and they expect to promote him to full brotherhood soon. PCs could encounter Itheriel anywhere in the city but most likely in the areas his kobold gang would be allowed to enter (and sometimes raiding places they are not). Itheriel delights in the freedom he has away from his hellish masters while knowing he is part of a powerful group that feeds upon the corruption of mortals. Itheriel might seek to become the familiar of a mage that he believes he can corrupt to the ways of darkness.

Scaling the Encounter: Increase to CR 5 as Itheriel accompanies Duli Starfade. Reduce to CR 1/2 as Itheriel



Felvalosurp "Crazed Master of Misfortune"

has been attacked by a demon hunter. He has suffered 6 points of damage that his fast healing cannot overcome, and is staggered.

92. Felvalosurp "Crazed Master of Misfortune" (CR 2): A youngling in The Fold of Mother's Pride and a malevolent faerie dragon, Felvalosurp presented himself to Bahu after somehow stealing his juggernaut and placing it on top of the flying buttress of the Great Church of the Pantheon. Impressed, Bahu has let him go his own way when it comes to heists, which often involve some element of mischief and waving insults at the establishments. For whatever reason, the crazed master has fixated on the city government, the adventurer's guild, and all of its members as the target of its deadly pranks. Were he less unstable it is unlikely Bahu would promote him, fortunately the Crazed Master of Misfortune is too insane to care. PCs could encounter the crazed master anywhere in the city, but they are far more likely to discover his pranks, which often involves the theft of a guarded object and its replacement with something quite ridiculous. Felvalosurp might seek to recruit the PCs for their assistance in pulling off a prank. *Scaling the Encounter:* Increase to CR 4 as Itheriel Benttyke accompanies the crazed master; reduce to CR 1/2 as Felvalosurp has been attacked by a dragonslayer. He has suffered 12 points of damage and is sickened by one of his own pranks going awry during the fight.

93. Komal Eyecraw (CR 2): A youngling in The Fold of Mother's Pride and a wererat, Komal sought out recruitment the moment he entered the city, after communicated with the local wererat having community. He has a rather obsessive fascination with the rakshasa, which unsettles them, but for now, the Revered Mother has endorsed his membership. Komal is willing to do any type of work for The Pride, and knows the sewers better than any other member of The Pride. Komal has a bizarre theory that there is some mystical connection between lycanthropy and the nature of the rakshasa. He has come to study at the foot of Bahu, though for now Bahu acts as if he is afraid of Komal, and refuses to teach him. PCs could encounter Komal anywhere in the city, but most likely in the city sewers and other locations infested by rats. Komal might seek to recruit the PCs for their assistance in helping him gather evidence for his theories.

Scaling the Encounter: Increase to CR 4 as Itheriel Benttyke accompanies Komal; reduce to CR 1/2 as Komal is attacked by one of the rakshasa, has sustained 8 hp of damage, and suffers from the shaken condition.

94. Sahisnu the Fallen One (CR 2): A youngling in The Fold of Mother's Pride and a raktavarna rakshasa, he was once the first-born son and a maharaja rakshasa but he failed his father, dying in a battle against the Dread Lich Cynmark and the rakshasa immortals punished him. Sahisnu does not intend to take the long, hard road of reincarnation to ascend back to his previous level of status. Since his rebirth, he has been studying the various factions in the Mother's Pride and has been considering Komal's idea of a mystical union between lycanthropy and the rakshasa even though its consequences frighten him. For now, he serves as a spy; he watches, and he waits. PCs could encounter Sahisnu anywhere in the city but most likely near "places of power." Sahisnu might seek out the PCs as personals agent to help him in his quest to regain his former status.

Scaling the Encounter: Increase to CR 4 as Komal accompanies Sahisnu. Reduce to CR 1/2 as Bahu has attacked Sahisnu for encouraging Komal. He has suffered 12 points of damage, and is confused.

95. Jai Kickbiter (CR 1): A youngling in The Fold of Mother's Pride and an atomie, Jai is a new recruit that acts like a brave puppy that has been kicked once too often. He despises the big folk and all that they have done to despoil the rich land of the fey; he has, however, lost something his people usually hold dear, a sense of the underdog fighting those who are more powerful. Now he seeks to ally himself with what he sees as a more powerful force. In truth, Jai has sworn never to lose another battle. He now serves the Mother's Pride as a



Komal Eyecraw

spy, lookout, messenger, smuggler of precious gems, and occasionally as an assassin. PCs could encounter Jai anywhere in the city but mostly near areas populated by creatures of Small or smaller size. Jai could seek out a Small or smaller sized PCs as a friend, as he is really just very confused and misguided.

Scaling the Encounter: Increase to CR 3 as Sahisnu accompanies Jai. Reduce to CR 1/4 as Jai has just returned from a beating. He has suffered 4 points of damage, and is sickened by the simple fact that he has joined a truly evil organization.

96. Gravedigger (CR 1): A youngling in The Fold of Mother's Pride and a ghoul, Gravedigger was recruited by raising the body of the husband of a rather troublesome paladin who was interfering with the organization. He became very distracted trying to hunt her down, as she eluded him with the help of The Pride. Once the paladin was killed, The Pride kept Gravedigger on to help deal with the smuggling of dead bodies for the various death mages, undead lords, fleshcrafters, and necromancers. For apparently as much as Gravedigger was loved by his wife, he was very much a bastard, who had married her for her wealth and position when alive. He rarely uses disguises operating at night and simply uses a hood and cloak to conceal his true nature. PCs could encounter Gravedigger anywhere in the city transporting dead bodies or meeting with the folk who deal in them, but most likely he will be encountered near the city's necropolis. Gravedigger could seek out a PC necromancer or master of the undead and offer to supply custom corpses, or he could even reach out to the

PCs to enlist them to destroy someone encroaching on his territory.

Scaling the Encounter: Increase to CR 3 as a second ghoul, his former wife, accompanies Gravedigger. Reduce to CR 1/4 as his former wife in her undead form has attacked Gravedigger. He has suffered 7 points of damage.

97. Sariel Triflerot (CR 1): A youngling in The Fold of Mother's Pride and a devil doll, Sariel deals with the city's orphans and street urchins, corrupting them into the service of The Pride. She is a tataka who was captured and transformed by Their Dark Lord of Fire for her blasphemy, but Bahu was able to negotiate her release after negotiating with one of the Infernal Dukes. However, the tyrannical deity had transformed her soul into that of a devil doll as punishment for her transgressions. She now spends most of her time manipulating the orphaned children of the street and trying to appease Their Dark Lord of Fire's wrath. PCs could encounter Sariel anywhere on the city streets carried about by an orphaned child, most likely a girl, or in any of the city's orphanages. Sariel could seek out PCs to eliminate a threat that is killing off the children she is supposed to corrupt.

Scaling the Encounter: Increase to CR 3 as Jai Kickbiter the atomie joins Sariel. Reduce to CR 1/4 as one of the children realizes what she is and attacks her when she is unaware. She has suffered 7 points of damage.

A flawless female face that looks like porcelain stares blankly at you. Her small form is decorated with two black buttons for eyes, dark red lips, and braided raven hair topped by a red ribbon. She wears a simple schoolgirl's outfit.

Sariel Triflerot XP 400

CR 1

Devil Doll (arusitie) LE Small outsider (devil, evil, extraplanar, lawful) Init +2; Senses darkvision 60 ft., see in darkness; Perception +2

(**1**)etense

AC 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size) hp 13 (2d10+2) **Fort** +1, **Ref** +5, **Will** +5 Immune fire, poison; Resist acid 10, cold 10

Offense

Spd 30 ft. Melee 2 slams $+2(1d_3)$ **Special Attacks** draw essence Spell-like Abilities (CL 2nd) At Will-giggle* (DC 13) 1/day-friendly face* (DC 14), hot foot*

Statistics

Str 10, Dex 15, Con 12, Int 13, Wis 14, Cha 17



Littleone

Base Atk +2; CMB +1; CMD 13 Feats Stealthy Skills Acrobatics +7, Appraise +6, Bluff +8, Disguise +8,Escape Artist +9, Perform (dance) +5, Stealth +13 Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft. SQ inert

Ecology

Environment any (Hell, urban) **Organization** solitary Treasure standard

Special Abilities

Draw Essence (Su): Once per day, an arusitie can draw the essence from one evil living creature. This deals 1d3 Charisma damage.

Inert (Ex): An arusitie can become inert and appear as a simple doll. When inert, she does not radiate an aura of evil and an observer must succeed on a DC 20 Perception check to notice that the doll-like devil is actually alive.

98. Littleone (CR 1): A youngling in The Fold of Mother's Pride and a homunculus, Littleone acts as a spy, messenger, or scout for the other members of The Pride. He was created specifically for this task by Bahu. Littleone dreams about nothing more than becoming a real living creature, and he often talks to other creatures who will bother to listen about the nature of his soul and whether he will go to heaven or be reincarnated (as Bahu teaches). PCs could encounter Littleone anywhere in the city, most often carrying messages for The Pride. He is more likely to report the presence of the PCs spying on them than he is to attack them. Littleone

could seek out a highly devout PC to discuss the nature of his spirit and whether he will enjoy an afterlife.

Scaling the Encounter: Increase to CR 3 as Jai Kickbiter the atomic joins Littleone. Reduce to CR 1/4 as one of the local folk mistook him for a demon rather than a homunculus. He has suffered 6 points of damage.

99. Raulatar "the Silent Fang" (CR 1): A youngling in The Fold of Mother's Pride and malicious pseudodragon, Raulatar is another fine example of the fact that The Pride enjoys having vicious creatures in their midst that are normally thought of as "good." Raulatar believes that if he gathers enough treasure as part of his hoard he can transform himself into a true dragon and as part of this ideal he has joined the Mother's Pride to gather wealth with greater speed. He rarely if ever utters a sound or uses his telepathy. He currently acts as the ultimate spy on "good" wizards who cannot resist the prestige of having a pseudodragon as a companion. PCs could encounter Raulatar hunting on the wing like a raptor anywhere in the city, but most likely near arcane schools of magic. Raulatar could seek out a renowned PC mage to be his companion, or he might lead them to a well-guarded cache of treasure and take a choice piece for himself while the PCs deal with guards. Change Raulataur's alignment to NE.

Scaling the Encounter: Increase to CR 3 as Jai Kickbiter the atomie joins Raulatar, Jai does all the talking. Reduce to CR 1/4 as one of the local folk mistook him for a red wyrmling dragon rather than a pseudodragon. He has suffered 10 points of damage and is shaken.

100. Kuruk Starshade (CR 1/2): A youngling in The Fold of Mother's Pride and fetchling. Kuruk was recently granted acceptance in the organization after a fierce debate. While The Pride has allowed humanoid undead in the organization, Kuruk's ancestors are humanoids transformed into outsiders (it was his acceptance that allowed for the acceptance of lycanthropes). The current stance of the organization is that these will be handled on a case-by-case basis and recruits must prove their willingness to abandon their past. Kuruk did this by voluntary casually killing a random passerby on the street. His ability to travel about more freely than some youngling members makes him one of the finest examples of The Pride's day-to-day operatives. PCs might encounter Raulatar on any number of different legal and illegal jobs throughout the city, but most likely doing some form of manual labor. Kuruk could seek out a PC as a potential new recruit to the organization even if he is humanoid. Change Kuruk's alignment to CE.

Scaling the Encounter: Increase to CR 2 as another fetchling joins Kuruk. Reduce to CR 1/8 as one of the local folk mistook him for an undead creature and attacked. He has suffered 4 points of damage and has used up his *disguise self* ability for the day.

101. Nightblood (CR 1/2): A "youngling" in The Fold of Mother's Pride and a stirge, Bahu has been having Nightblood trained like a hunting falcon, he uses telepathy to have it seek out and find the target he is looking for and then attack it. He often does this at



Raulatar "the Silent Fang"



Nightblood

night, taking advantage of the stirge's low-light and darkvision abilities to seek out its target. Sometimes Bahu uses the stirge simply to get a small sample of blood so The Pride can use it in various spells or rituals. *Scaling the Encounter:* Increase to CR 2, as another stirge joins Nightblood. Reduce to CR 1/8 as a local archer took a wild shot at the stirge after it fed. He has suffered 3 points of damage, has dealt 4 points of Constitution, and simply wants to fly off and digest its meal.

Not So Random Encounters

The creatures presented above are now natives to the city of Questhaven and have little regard for matters of character level or CR. Thus, a GM who does not want his PCs to encounter a threat beyond the PCs level might which to adjust his roll, scale the encounters downward, or allow High CR encounters to be non-combat related. A GM could also allow the PCs to perceive the High CR encounter first, as perhaps Bahu is simply enjoying the pleasures of a mortal woman and is far too distracted (-20 to perception checks) to notice the PCs.

Experience, is only awarded for defeating such creatures, but making PCs aware of the true dangers that lurk in the city can make for a powerful and aweinspiring encounter.

However if you must have a chart that is more tailored to a parties effective challenge rating, these 5 charst are provided below. For added fun let the PC roll and tell the PC that higher rolls are always in the PCs favor (lower CR).

Parties Effective Level 1-4

d2	o See chart above.	
1	81	
2	82	
3	83	
4	84	
5	85	
6	86	
7	87	
8	88	
9	89	
10	90	
11	91	
12	92	
13	93	
14	94	
15	95	
16	96	
17	97	
18	98	
19	99	
20	100	

Parties Effective Jevel 5-8

			-			
d20 See chart above.						
	1	61				
	2	62				
	3	63				
	4	64				
	5	65				
	6	66				
	7	67				
	8	68				
	9	69				
	10	70				
	11	71				
	12	72				
	13	73				
	14	74				
	15	75				
	16	76				
	17	77				
	18	78				
	19	79				
	20	80				

Parties Effective Jevel 9-12 d20 See chart above.

Parties Effective Jeyel 13-16

<u> </u>							
d20 See chart above.							
	1	21					
	2	22					
	3	23					
	4	24					
	5	25					
	6	26					
	7	27					
	8	28					
	9	29					
	10	30					
	11	31					
	12	32					
	13	33					
	14	34					
	15	35					
	16	36					
	17	37					
	18	38					
	19	39					
	20	40					

Parties Effective Jevel 16-20

d20	See chart above.	
1	1	
2	2	
3	3	
4	4	
5	5	
6	6	
7	7	
8	8	
9	9	
10	10	
11	11	
12	12	
13	13	
14	14	
15	15	
16	16	
17	17	
18	18	
19	19	
20	20	

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute' means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) 'You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the

ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

All Logos, the Product Titles, Images, plus npc proper names and descriptions are product identity all other content is open gaming content.

Open Content is the designated as follows: magic items, spells, and npc statblocks excluding the npcs proper names.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000–2005, Wizards of the Coast, Inc. d20 System Reference Document Copyright

2000-2005, Wizards of the Coast, Inc.; authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David

Noonan, Rich Redman, and Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Forgotten Foes © 2010 Tricky Owlbear Publishing, Inc.; Authors Mark Gedak and Stefen Styrsky.

Villains: Rebirth. Copyright 2003, Bastion Press, Inc. Author: James Jacobs.

The Genius Guide To: Simple Monster Templates. Copyright 2011, Super Genius Games. Author: Owen K.C. Stephens.

Pathfinder 6: Spires of Xin-Shalast. Copyright 2008, Paizo Publishing LLC. Author: Greg A . Vaughan

Pathfinder 36: Sound of a Thousand Screams. Copyright 2010, Paizo Publishing LLC. Author: Richard Pett

Pathfinder Module: The Witchwar Legacy. © 2010, Paizo Publishing, LLC; Author: Greg A. Vaughan

Pathfinder Module: Tomb of the Iron Medusa. © 2011, Paizo Publishing, LLC; Author: Mike Shel.

Pathfinder Roleplaying Game Bestiary, © 2009, Paizo Publishing, LLC; Author Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2, © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3, © 2011, Paizo Publishing, LLC; Authors Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Fiends, © 2003, Green Ronin Publishing; Authors Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb.

Kobold Quarterly Issue 7, © 2008, Open Design LLC, www.koboldquarterly.com; Authors John Baichtal, Wolfgang Baur, Ross Byers, Matthew Cicci, John Flemming, Jeremy Jones, Derek Kagemann, Phillip Larwood, Richard Pett, and Stan!

The Tome of Horrors III, © 2005, Necromancer Games, Inc.; Author Scott Greene.

Abyssal Harvester from the Tome of Horrors Complete, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.

Animal Lord from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Atomie from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.;

Author Scott Greene, based on original material by Gary Gygax.

Dragon, Faerie from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Brian Jaeger and Gary Gygax.

Kelpie from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Lawrence Schick.

Nereid from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Quickling from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

101 Not So Random Encounters: Urban Copyright 2012, Steven D. Russell; Author Steven D. Russell

The Breaking of Forstor Magar A Pathfinder adventure for 4 8th levels PCs



Daffyd

Male human NG cleric 8 of Lada Init +3; Senses Perception +10

DEFENSES AC 19 touch 9 flat-footed 19 hp 59 (currently 47) Fort +10, Ref +4, Will +14

OFFENSE

Speed 30

Melee +1 cold iron mace +8/+3 (1d8+2)

- Spells (CL 8, +14 concentration)
- 4th—cure critical wounds, death ward, holy smite, imbue with spell ability
- 3rd—cure serious wounds, dispel magic, magic vestment, protection from energy, searing light

Live Stat Blocks

- 2nd-calm emotions, cures moderate wounds, remove paralysis, restoration, lesser, shield other, spiritual weapon
- 1st—bless, comprehend languages, cure light wounds, cure light wounds, endure elements, obscuring mist, protection from evil
- 0-create water, guidance, light, mending

Domains: community, protection

STATISTICS

Str 13, Dex 8, Con 14, Int 10, Wis 18, Cha 13 Base Atk +6: CMB +16: CMD 7

PRD hyperlinks, player/GM views, online play,



http://ritepublishing.com

