

TRINIA SABOR**CR 6****XP 2,400**

Female human bard 7

CG Medium humanoid

Init +3; **Senses** Perception -1

DEFENSE

AC 19, touch 14, flat-footed 16

(+5 armor, +1 deflection, +3 Dex)

hp 48 (7d8+14)**Fort** +3, **Ref** +8, **Will** +4; +4 vs sonic effects

OFFENSE

Spd 30 ft.**Melee** mwk rapier +8 (1d6/18–20)**Ranged** +1 *shortbow* +8 (1d6+1/x3)**Special Attacks** bardic performance 27 rounds/day (countersong, distraction, *fascinate*, inspire competence +3, inspire courage +2, *suggestion*)**Spells Known** (CL 7th)3rd (2/day)—*confusion* (DC 17), *haste*2nd (4/day)—*cure moderate wounds*, *invisibility*, *minor image* (DC 15), *suggestion* (DC 16)1st (5/day)—*charm person* (DC 15), *comprehend languages*, *cure light wounds*, *feather fall*, *hideous laughter* (DC 15)0—*daze* (DC 14), *light*, *mage hand*, *mending*, *message*, *prestidigitation*

TACTICS

During Combat Trinia activates her inspire courage bardic music ability on the first round of combat, then spends the next 4 rounds casting spells (*confusion* if she can catch a lot of enemies at once, *haste* otherwise, followed by *glitterdust*, *hideous laughter*, and *suggestion*) and reactivating her inspire courage every few rounds if the combat lasts that long.

Morale Trinia attempts to flee combat if brought below 10 hit points, unless a good friend or ally is still in danger, in which case she'll do everything in her power to try to save him before she runs.

STATISTICS

Str 10, **Dex** 16, **Con** 13, **Int** 12, **Wis** 8, **Cha** 16**Base Atk** +5; **CMB** +5; **CMD** 19**Feats** Acrobatic, Extra Performance, Shingle Runner, Spell Focus (enchantment), Weapon Finesse**Skills** Acrobatics +17, Bluff +13, Climb +12, Craft (painting) +11, Diplomacy +13, Knowledge (local) +14, Perform (comedy) +13, Use Magic Device +13**Languages** Common, Elven, Shoanti**SQ** bardic knowledge +3, versatile performance (comedy, oratory), lore master 1/day**Combat Gear** *wand of glitterdust* (33 charges); **Other Gear** +1 *mithral shirt*, masterwork rapier, +1 *shortbow* with 20 arrows, *ring of protection* +1, two bronze bracelets worth 50 gp each, copper necklace worth 100 gp

SPECIAL ABILITIES

Shingle Runner This feat (from the *Curse of the Crimson Throne Player's Guide*) grants Trinia a +2 bonus on Climb and Jump checks and allows her to take 10 on Climb checks even when she's distracted. If she falls, she reduces the total damage taken from the fall by 1d6.

Bardic Knowledge (Ex): A bard adds half his class level (minimum 1) to all Knowledge skill checks and may make all Knowledge skill checks untrained.

Versatile Performance (Ex): At 2nd level, a bard can choose one type of Perform skill. He can use his bonus in that skill in place of his bonus in associated skills. When substituting in this way, the bard uses his total Perform skill bonus, including class skill bonus, in place of its associated skill's bonus, whether or not he has ranks in that skill or if it is a class skill. The types of Perform and their associated skills are: Comedy (Bluff, Intimidate), Oratory (Diplomacy, Sense Motive).

Well-Versed (Ex): At 2nd level, the bard becomes resistant to the bardic performance of others, and to sonic effects in general. The bard gains a +4 bonus on saving throws made against bardic performance, sonic, and language-dependent effects.

Lore Master (Ex): At 5th level, the bard becomes a master of lore and can take 10 on any Knowledge skill check that he has ranks in. A bard can choose not to take 10 and can instead roll normally. In addition, once per day, the bard can take 20 on any Knowledge skill check as a standard action.

RED MANTIS ASSASSINS

CR 7

XP 3,200

Human rogue 3/fighter 2/red mantis assassin 3

LE Medium humanoid

Init +5; **Senses** Perception +11

DEFENSE

AC 21, touch 17, flat-footed 14

(+3 armor, +5 Dex, +2 Dodge, +1 shield)

hp 67 (6d8+2d10+27); fast healing 3**Fort** +8, **Ref** +11, **Will** +4; +1 vs fear**Defensive Abilities** evasion, trap sense +1; **Resist** fire 10

OFFENSE

Spd 60 ft.**Melee** mwk sawtooth sabre +11/+6 (1d8+1/19–20) and mwk sawtooth sabre +11/+6 (1d8/19–20)**Ranged** dagger +11 (1d4+2/19–20)**Special Attacks** prayer attack (DC 15), sneak attack +3d6, surprise attack

TACTICS

Before Combat As soon as the assassins realize someone's entering the house, they drink their *potions of resist fire*, *cat's grace*, *spider climb*, and *expeditious retreat*; then fully activate their masks (*deathwatch* at day or darkvision at night). They activate their red shrouds just before they begin combat, remaining hidden until they are spotted or until at least one PC climbs the stairs up to area A7.

During Combat The assassins are outnumbered, but they've got a deadly advantage: just as in their previous attempt to slay Vencarlo, they snuck into the ambush site early and prepared the place with distilled alchemist's fire. On the first round of combat, the assassins throw a vial of alchemist's fire at the fireplace, causing the fire to burst out and quickly light the room itself on fire. Note the 3 squares the fireplace takes up with bits of red paper or a red marker to indicate that those squares are burning—each round, the fire spreads quickly to 1d4 adjacent squares. Characters in a square that is on fire take 1d6 points of fire damage and must make a DC 15 Reflex save to avoid catching on fire. The Red Mantis assassins need not fear the fire as long as their potions last, and use the fire to their advantage as they are able. Once the battle begins, the assassins make an effort to reach each other so they can team up and flank foes, but if they begin combat with only one PC in sight, an assassin attempts to use his prayer attack on that PC before starting his fire.

Morale The assassins are fanatics, and fight to the death.

Base Statistics **Init** +3; **AC** 18, touch 14, flat-footed 14; **Ref** +9; **Spd** 30 ft.; **Melee** mwk sawtooth sabre +9/+4 (1d8+1/19–20) and mwk sawtooth sabre +9/+4 (1d8/19–20); **Ranged** dagger +9 (1d4+2/19–20); **Dex** 16; **Skills** Acrobatics +14, **Stealth** +16

STATISTICS

Str 12, **Dex** 20, **Con** 16, **Int** 8, **Wis** 10, **Cha** 14**Base Atk** +6; **CMB** +7; **CMD** 24

Feats Alertness, Dodge, Exotic Weapon Proficiency (sawtooth sabre), Stealthy, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (sawtooth sabre)

Skills Acrobatics +16 (+28 to jump), **Bluff** +13, **Climb** +10, **Intimidate** +13, **Perception** +11, **Stealth** +18

Languages Common, Infernal, Varisian

SQ red shroud (7 rounds, +1 dodge, fast healing 3), trapfinding

Combat Gear *potions of resist fire*, *potions of cat's grace*, *potions of spider climb*, *potions of expeditious retreat*, alchemist's fire; **Other Gear** +1 leather armor, 2 masterwork sawtooth sabres, 4 daggers, *mantis mask*, *cloak of resistance* +1

SPECIAL ABILITIES

Prayer Attack (Su) At 2nd level, a Red Mantis assassin gains this deadly attack. The mantis must be within 30 feet of her victim and must be visible to her victim. While wielding a sawtooth sabre, the assassin can begin weaving her weapon in a hypnotic pattern, fascinating her victim. Her victim can resist fascination by making a Will save against DC 10 + the Red Mantis assassin's class level + the Red Mantis assassin's Charisma modifier. By concentrating, the Red Mantis assassin can maintain this fascination, and after 3 rounds of fascination, she may make a coup de grace attack against her fascinated target—if her victim is slain by this attack, he is typically beheaded. A victim who survives the coup de grace is no longer fascinated, but the Red Mantis assassin can attempt a new prayer attack against the same victim if she so desires. Activating or concentrating on maintaining a prayer attack is a standard action that does not provoke an attack of opportunity. At 5th level, activating or concentrating on a prayer attack becomes a move action. At 10th level, activating or concentrating on a prayer attack becomes a swift action.

The victim can escape fascination before this coup de grace attack if the Red Mantis assassin ceases to concentrate on maintaining the effect.

Alternatively, the victim may attempt a new saving throw to resist the fascination each time a potential threat (other than the fascinating Red Mantis assassin) approaches him. Taking damage from any source automatically breaks the victim's fascination, as can a fascinated creature's ally who takes a standard action to shake the victim free of the effects. This assassination attack is therefore most effective against foes who are alone.

Red Shroud (Su) At 3rd level, the Red Mantis assassin gains the supernatural ability to create a veil of swirling red mist around herself as a standard action. She may utilize this ability for 4 rounds per day, plus her Constitution bonus (if any). At each level after 3rd, she may use the red shroud for an additional 2 rounds per day. As long as the shroud is active, the Red Mantis assassin gains a dodge bonus to her Armor Class equal to ½ her Red Mantis assassin level, and fast healing equal to her Constitution bonus (minimum of fast healing 1). The mist is supernaturally resistant to wind and cannot be dissipated by such before its duration ceases. The Red Mantis assassin may end the shroud at any time as a free action.

When a Red Mantis assassin is slain, at the moment of her death, she can choose to remain corporeal or disintegrate into a cloud of red mist that disperses quickly, leaving behind no trace of the assassin's existence.

CINNABAR

CR 11

XP 12,800

Female human rogue 4/ranger 2/Red Mantis assassin 6

LE Medium humanoid

Init +5; Senses Perception +14

DEFENSE

AC 21, touch 16, flat-footed 16

(+5 armor, +1 deflection, +5 Dex)

hp 92 (10d8+2d10+28)

Fort +8, Ref +15, Will +3

Defensive Abilities evasion, red shroud 2/day, trap sense +1

OFFENSE

Spd 30 ft.

Melee +1 *sawtooth sabre* +14/+9 (1d8+4/17–20) and +1 *sawtooth sabre* +14/+9 (1d8+4/17–20) orMelee +1 *sawtooth sabre* +11/+6 (1d8+4/17–20) and +1 *sawtooth sabre* +11/+6 (1d8+4/17–20) with +3 dodge bonus to ACSpecial Attacks *call mantis* 1/day, favored enemy (human +2), mantis form 1/day, prayer attack (move action, DC 19), sneak attack +4d6

Spell-Like Abilities (CL 4)

3/day – *detect magic*2/day – *true strike*

STATISTICS

Str 12, Dex 20, Con 14, Int 13, Wis 8, Cha 17

Base Atk +9; CMB +9; CMD 26

Feats Alertness, Combat Expertise, Exotic Weapon Proficiency (sawtooth sabre), Improved Critical (sawtooth sabre), Improved Disarm, Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (sawtooth sabre), Weapon Specialization (sawtooth sabre)

Skills Acrobatics +20, Bluff +18, Intimidate +18, Knowledge (religion) +15, Perception +14, Sense Motive +13, Stealth +20, Survival +13, Use Magic Device +17

Languages Common, Infernal

SQ minor magic, major magic, resurrection sense, trapfinding, wild empathy +5, track

Combat Gear *potion of cure serious wounds*, *potion of haste*, *wand of hold person* (19 charges), large scorpion venom (4 doses); Other Gear +2 *studded leather armor*, two +1 *sawtooth sabres*, *belt of physical might* +2 (Dex, Con), *headband of alluring charisma* +2, *ring of protection* +1, *mantis mask*, *elixir of shadewalking* (3), *potion of expeditious retreat*, *potion of cat's grace*, *potion of spider climb*

SPECIAL ABILITIES

Call Mantis (Sp) Cinnabar may cast a specialized version of *summon monster IV* once per day to summon 1d4+1 fiendish giant praying mantises or 1d3 half-fiend giant praying mantises. Both types are blood red in hue, and thus do not gain the typical bonus on Hide checks in foliage.**Mantis Form (Su)** Cinnabar can change into a giant praying mantis, as per the spell *polymorph*. She may make this change once per day. The mantis form is blood red in hue, and as such does not gain the bonus on Hide checks in foliage. While in mantis form, she may cast a quickened still silent *fear* spell once every hour. She may remain in mantis form a number of hours equal to her class level.**Red Shroud (Su)** Cinnabar can activate her red shroud for 16 rounds/day. While active, it grants her a +3 dodge bonus to AC and fast healing 2.**Prayer Attack (Su)** Cinnabar's prayer attack can be resisted with a DC 19 Will save; see page 16 for more details on this special attack.**Resurrection Sense (Su)** Cinnabar is supernaturally sensitive to the movement of souls she has killed. If anyone she slew is brought back to life, she notices the resurrection unless the event takes place in an area that prevents scrying effects, and even then, she can sense the previously assassinated life the instant it steps out of that area. The sensation lasts only for a moment—not enough to tell the mantis where the resurrected victim is located, only that a specific previous victim has returned to life. If Cinnabar confronts this victim again, she gains a +1 morale bonus on attack rolls to hit the victim, and her prayer attack save DC increases by 1 when used against that victim.

SHADOWCOUNT SIAL

CR 10

XP 9,600

Male human cleric 7/thaumaturge 4

LE Medium humanoid

Init +1; Senses Listen +4, Spot +4

DEFENSE

AC 19, touch 13, flat-footed 18

(+6 armor, +2 deflection, +1 Dex)

hp 80 (7d8+4d6+22+9 temporary)

Fort +9, Ref +4, Will +13; +4 vs poison or fear

OFFENSE

Spd 30 ft.

Melee +2 *guided spiked chain* +14/+9 (2d4+6)

Special Attacks channel negative energy 5/day (4d6, DC 17), bleeding touch 8/day (1d6 for 3 rounds), touch of law 8/day

Spells Prepared (CL 11th, law spells CL 12th, ranged attack +9)

6th—~~heroes' feast~~, *bold monster*^D (DC 20)5th—*breath of life*, ~~extended greater magic weapon~~, *screy* (DC 19), *slay living*^D (DC 19)4th—*air walk*, ~~extended magic vestment~~, *order's wrath*^D (DC 18), *spell immunity*, *summon monster IV*3rd—*cure serious wounds*, *extended death knell*^D (DC 16), *dispel magic*, *extended hold person* (DC 16), *protection from energy*, *summon monster III*2nd—*align weapon*^D, *cure moderate wounds*, *lesser restoration*, *resist energy*, *silence* (DC 16), *undetectable alignment*1st—*comprehend languages*, *cure light wounds* (2), *divine favor*, ~~endure elements~~, *protection from chaos*^D, *sanctuary* (DC 15)0—*create water*, *cure minor wounds*, *detect magic*, *light*, *mending*

D domain spell; Domains Death, Law

TACTICS

Before Combat Sial has a strict regimen of daily spellcasting. Each morning, he casts *extended magic vestment* on his chain shirt and *extended greater magic weapon* on his +1 *guided spiked chain*. He also casts *endure elements* on himself each morning as long as he remains in the Cinderlands. Now and then, as necessary, he uses *screy* to spy on the PCs' progress. Each evening, before he sets out on the night's duties, Sial casts *heroes' feast*, sharing his banquet of bland gray wafers and bitter wine with Asyra. In anticipation of combat, he prepares by casting *protection from chaos*, *align weapon*, *resist energy* (fire), *protection from energy* (electricity), *air walk*, and *spell immunity* (favoring *suggestion* and *charm monster* as his immune spells if no more logical choice is obvious).

During Combat Sial lets his foes come to him, casting his ranged spells while his minions engage in melee. Once his opponents close, he casts *divine favor* and relishes the chance to fight with his *guided spiked chain*.

Morale If Sial's hit points fall below 15, he uses his *scroll of word of recall* to flee back to his home in Nidal. He then uses spells like *sending* to re-establish contact with the PCs, if they were allied, to arrange a place where they can reconnect, traveling via *wind walk* if necessary to reach them swiftly.

STATISTICS

Str 8, Dex 12, Con 14, Int 10, Wis 20, Cha 14

Base Atk +7; CMB +6; CMD 17

Feats Augmented Summoning^B, Craft Magic Arms and Armor, Extend Spell, Great Fortitude, Improved Channel, Scribe Scroll, Spell Focus (conjunction)

Skills Diplomacy +16, Knowledge (religion) +14, Knowledge (planes) +7, Sense Motive +19

Languages Common, Infernal

SQ contingent conjuration, extended summoning, improved ally, mark of Zon-Kuthon, spontaneous casting (inflict spells)

Combat Gear *wand of cure moderate wounds* (45 charges), *scroll of death ward*, *scroll of dimensional anchor*, *scroll of discern lies*, *scroll of dispel magic*, *scroll of lesser planar ally*, *scroll of summon monster V*, *scroll of tongues*, *scroll of word of recall*; **Other Gear** +1 chain shirt, +1 *guided spiked chain*, bone house, headband of inspired wisdom +2, *ring of protection* +2

SPECIAL ABILITIES

Contingent Conjuration (Su) If Sial ever takes damage, his contingent conjuration triggers a *summon monster VI* spell, summoning a chain devil to aid him.

Mark of Zon-Kuthon As a member of the Brotherhood of Bones, Sial is the willing recipient of an invisible *mark of justice*. If he ever denounces the faith of Zon-Kuthon he is inflicted with a brand of disloyalty, a *bestow curse* spell which causes his eyes to glaze over with a hardened metallic film resulting in a permanent (and painful) blindness.

ASYRA	CR 10
XP 9,600 Female kyton fighter 4 LE Medium outsider (evil, extraplanar, lawful, kyton) Init +7; Senses darkvision 60 ft.; Perception +16 Aura unnerving gaze (30 ft., DC 18)	
DEFENSE	
AC 26, touch 16 flat-footed 22 (+2 deflection, +3 Dex, +4 armor, +2 shield, +4 natural armor, +1 dodge) hp 135 (12d10+60+9 temporary); regeneration 2 (silver or good) Fort +15, Ref +10, Will +4; +4 vs fear, poison DR 5/silver or good; Immune cold; SR 18	
OFFENSE	
Spd 30 ft. Melee 4 chains +17 (2d4+4/19–20) Space 5 ft.; Reach 5 ft. (10 ft. with chains) Special Attacks dancing chains, unnerving gaze	
TACTICS	
During Combat Asyra seeks out opponents who wear locketts or amulets, or anybody with chains around their necks. She then closes within 20 feet and uses her dancing chains ability to cause the chains to enlarge and grow spikes, strangling her victims with their own baubles. In melee combat, she grows the tiny chain adorning her wrist to full size and attacks. Anyone drawing aside her shawl is subjected to her unnerving gaze ability. Morale Asyra knows that if killed or banished she merely returns to the realm of the Midnight Lord, where her torment continues. She fears nothing.	
STATISTICS	
Str 18, Dex 17, Con 20, Int 6, Wis 8, Cha 14 Base Atk +12; CMB +16; CMD 32 Feats Ability Focus (unnerving gaze), Dodge, Improved Critical (chain), Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Focus (chain), Weapon Specialization (chain) Skills Acrobatics +9, Climb +1, Escape Artist +17, Intimidate +17, Perception +16 Languages Common, Infernal SQ chain armor Gear <i>belt of might constitution +2, ring of protection +2, ring of force shield</i>	
SPECIAL ABILITIES	
Chain Armor (Ex) The chains that adorn a kyton grant it a +4 armor bonus, but are not treated as armor for the purpose of arcane spell failure, armor check penalties, maximum Dexterity, weight, or proficiency. Dancing Chains (Su) A kyton can control up to four chains within 20 feet as a standard action, making the chains dance or move as it wishes. In addition, a kyton can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the kyton itself. If a chain is in another creature's possession, the creature can attempt a DC 15 Will save to break the kyton's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. A kyton can climb chains it controls at its normal speed without making Climb checks. The save DC is Charisma-based. Unnerving Gaze (Su) Range 30 ft., Will DC 15 negates. A kyton can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves become shaken for 1d3 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.	

THE CINDERLANDER

CR 11

XP 12,800

Male human ranger 12

CN Medium humanoid

Init +3; **Senses** Listen +17

DEFENSE

AC 19, touch 13, flat-footed 16

(+6 armor, +3 Dex)

hp 141 (12d10+72)

Fort +13, **Ref** +11 **Will** +6

Defensive Abilities evasion

OFFENSE

Spd 30 ft.

Melee mwk handaxe +14/+9/+4 (1d6+1/x3) and mwk handaxe +14/+9 (1d6/x3)

Ranged *Vindicator* +17/+12/+7 (1d10+2/19–20 plus *screaming bolt*) or *Vindicator* +15/+15/+10/+5 (1d10+2/19–20 plus *screaming bolt*)

Special Attacks favored enemy (humans +6, giants +2, magical beasts +2), quarry

Spells Prepared (CL 9th)

3rd—*darkvision*

2nd—*barkskin*, *spike growth*, *wind wall*

1st—*charm animal* (DC 13), *longstrider*, *resist energy*

TACTICS

Before Combat Before engaging in combat, the Cinderlander casts *barkskin* on himself.

During Combat The Cinderlander prefers to fight at range with *Vindicator*, targeting Shoanti to the exclusion of all other foes if given a choice. A favorite tactic against mounted enemies is to cast *charm animal* on the mount to lessen his foe's mobility. Against foes who bring superior firepower, he uses a *wind wall* to create cover from their archers. He resorts to a pair of masterwork handaxes only when forced. His animal companion Neverfar remains at his side—the Cinderlander prefers to use the firepelt cougar as a guardian while he sleeps rather than as a bodyguard or assassin.

Morale Although far from cowardly, the Cinderlander does not particularly like the Red Mantis. He can certainly be bought, and for a bribe of no less than 500 gp, he abandons Cinnabar and the assassins to their fate. He's seen what they're capable of, though, and isn't particularly interested in taking up a fight against them. In any event, he attempts to flee if brought below 20 hp.

STATISTICS

Str 12, **Dex** 17, **Con** 20, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +12; **CMB** +13; **CMD** 26

Feats Diehard, Endurance, Exotic Weapon Proficiency (repeating heavy crossbow), Improved Two-Weapon Fighting, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (repeating heavy crossbow)

Skills Handle Animal +14, Heal +17, Knowledge (geography) +15, Knowledge (nature) +15, Perception +17, Stealth +18, Survival +17 (+23 tracking)

Languages Common, Giant, Shoanti

SQ animal companion (Neverfar), camouflage, favored terrain (plans +4, mountain +2), swift tracker, track, wild empathy +11, woodland stride

Combat Gear *potion of haste*, *wand of cure moderate wounds* (22 charges); **Other Gear** +2 *mithral shirt*, *Vindicator* (+1 *human bane repeating heavy crossbow*) with 20 *screaming bolts* in four pre-loaded clips of five, masterwork handaxes (2), *belt of physical might* +2 (Dex, Con), pouch of 80 pp

NEVERFAR

CR —

Firepelt cougar animal companion

N Medium animal

Init +6; **Senses** low-light vision, scent, Perception +1

DEFENSE

AC 24, touch 17, flat-footed 17

(+7 natural armor, +6 Dex, +1 dodge)

hp 60 (8d8+24)

Fort +6, **Ref** +6 **Will** +2; +4 vs Enchantment

Defensive Abilities evasion

OFFENSE

Spd 50 ft.

Melee bite +13 (1d8+5 and grab) and 2 claws +13 (1d3+5)

Special Attacks pounce, rake (2 claws, 1d3+5)

STATISTICS

Str 19, **Dex** 22, **Con** 16, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +6; **CMB** +11 (+15 grapple); **CMD** 28

Feats Dodge, Improved Natural Attack (bite), Mobility, Multiattack^B, Spring Attack

Skills Stealth +11

SQ link, share spells, devotion

KROJUN EATS-WHAT-HE-KILLS**CR 11****XP 12,800**

Male human barbarian 12

N Medium humanoid

Init +1; **Senses** Perception +0

DEFENSE**AC** 18, touch 10, flat-footed 16

(+6 armor, +2 Dex, -2 rage, +2 shield)

hp 179 (12d12+96)**Fort** +14, **Ref** +6, **Will** +7**Defensive Abilities** improved uncanny dodge, trap sense +4; **DR** 3/—

OFFENSE**Spd** 50 ft.**Melee** +1 *thundering earth breaker* +18/+14/+8 (2d6+7/x3) and +1 *klar* +18 (1d6+4)**Special Attacks** greater rage 29 rounds/day (powerful blow +3, roused anger, renewed vigor 3d8, increased DR, unexpected strike, fearless rage)

TACTICS**Before Combat** Only if Krojun knows he is about to face great opposition does he apply his *orange Shoanti war paint*.**During Combat** Krojun charges fearlessly into battle, preferring to fight toe-to-toe against foes to make full use of his Thunder and Fang fighting style. Krojun is fond of screaming his own name whenever he lands a critical hit against a foe.**Morale** Headstrong, Krojun has courage to spare. He is not a fool, however, and withdraws if vastly outnumbered or overmatched, or upon being reduced to 20 hit points or less. Only when raging does he fight to the death.**Base Statistics** **AC** 20, touch 12, flatfooted 18; **hp** 119; **DR** 2/-; **Fort** +12, **Will** +4; **Melee** +1 *thundering earth breaker* +15/+10/+5 (2d6+4/x3) and +1 *klar* +15 (1d6+2); **Str** 16, **Con** 18; **CMB** +19; **CMD** 29; **Skills** Intimidate +19

STATISTICS**Str** 22, **Dex** 15, **Con** 24, **Int** 8, **Wis** 10, **Cha** 12**Base Atk** +12; **CMB** +18; **CMD** 28**Feats** Diehard, Endurance, Intimidating Prowess, Thunder and Fang, Two-Weapon Fighting, Weapon Focus (earthbreaker), Weapon Focus (klar)**Skills** Acrobatics +17 (+30 to jump), Intimidate +22, Ride +17, Survival +15**Languages** Common, Shoanti**SQ** fast movement**Combat Gear** *potion of cure serious wounds* (2); **Other Gear** +2 *hide shirt*, +1 *thundering earth breaker*, +1/+1 *klar*, *belt of giant strength* +4, *boots of striding and springing*, *orange Shoanti war paint* (3 doses)

SKOAN-QUAH BONESLAYERS**CR 3****XP 800**

Human ranger 2/cleric 2

CN Medium humanoid

Init +1; **Senses** Perception +3

DEFENSE**AC** 15, touch 11, flat-footed 14

(+4 armor, +1 Dex)

hp 33 (2d8+2d10+10)**Fort** +8, **Ref** +4, **Will** +6

OFFENSE**Spd** 30 ft.**Melee** mwk earth breaker +6 (2d6+3/x3)**Ranged** mwk composite longbow +5 (1d8+2/x3)**Special Attacks** favored enemy (undead +2), channel energy 4/day (1d6; DC 12, +2 damage to undead)**Spells Known** (CL 2nd)1st—*detect undead*, *enlarge person*^D, *hide from undead*, *sanctuary* (DC 14)0—*create water*, *detect magic*, *mending*, *purify food and drink***D** domain spell; **Domains** Strength, Sun

TACTICS**During Combat** The boneslayers prefer to fire their bows from covered positions, but if one of them is attacked in melee, the others quickly come to his aid.**Morale** Boneslayers fight to the death.

STATISTICS**Str** 14, **Dex** 13, **Con** 14, **Int** 10, **Wis** 16, **Cha** 8**Base Atk** +3; **CMB** +5; **CMD** 16**Feats** Extra Channel, Far Shot^B, Improved Channel, Totem Spirit (Skoan-Quah)**Skills** Handle Animal +4, Heal +12, Knowledge (nature) +5, Knowledge (religion) +7, Stealth +6, Survival +8 (+9 to track), Spellcraft +7**Languages** Common, Shoanti**SQ** spontaneous casting (cure spells), strength surge 2/day (+1 to melee attack or other strength-based roll for 1 round), track, wild empathy +1**Combat Gear** *potion of cure moderate wounds*, *potion of delay poison*, *potion of lesser restoration*; **Other Gear** masterwork hide shirt, masterwork earth breaker, masterwork composite longbow (+2 Str), *white Shoanti war paint*, holy symbol

SPECIAL ABILITIES**Totem Spirit** This feat (described in the *Rise of the Runelords Player's Guide*) grants the Boneslayer a +2 bonus on weapon damage against undead and a +2 bonus on Heal checks.

SKLAR-QUAH THUNDERCALLERS**CR 6****XP 2,400**

Human barbarian 1/bard 6

N Medium humanoid (human)

Init +8; **Senses** Perception +9**DEFENSE****AC** 17, touch 12, flat-footed 13

(+5 armor, +4 Dex, −2 rage)

hp 74 (1d12+6d8+35)**Fort** +8, **Ref** +9, **Will** +6; +4 vs sonic**OFFENSE****Spd** 40 ft.**Melee** +1 *totem spear* +10 (1d10+7/x3)**Ranged** +1 *totem spear* +9 (1d10+5/x3)**Special Attacks** bardic performance 15 rounds/day (countersong, distraction, *fascinate*, inspire courage +2, inspire competence +2, *suggestion*), rage 8 rounds/day**Spells Known** (CL 6th)2nd (4/day)—*pyrotechnics*, *rage* (DC 15), *shatter* (DC 15), *sound burst* (DC 15)1st (5/day)—*cure light wounds*, *expeditions retreat*, *feather fall*, *lesser confusion* (DC 14)0—*detect magic*, *light*, *mage hand*, *mending*, *message*, *summon instrument***TACTICS****Before Combat** If time permits, the thundercallers first prepare their war band with war paint.**During Combat** One thundercaller initiates his inspire courage bardic music ability while the others attack. In melee, the thundercallers rage and then move in to flank foes with their totem spears**Morale** Thundercallers never flee unless called away by their chief or another authority figure, such as Krojun.**Base Statistics** **AC** 18, touch 13, flat-footed 15; **hp** 47; **Fort** +6, **Ref** +6, **Will** +4, **Str** 14, **Dex** 14, **Con** 14; **Skills** Intimidate +15**STATISTICS****Str** 18, **Dex** 18, **Con** 18, **Int** 10, **Wis** 8, **Cha** 16**Base Atk** +5; **CMB** +9; **CMD** 23**Feats** Combat Casting, Exotic Weapon Proficiency (totem spear), Improved Initiative, Intimidating Prowess, Iron Will**Skills** Acrobatics +18, Intimidate +17, Knowledge (history) +12, Perception +9, Perform (wind) +13, Ride +14, Survival +8**Languages** Common, Shoanti**SQ** bardic knowledge +3, fast movement, lore master 1/day, versatile performance (wind, oratory)**Combat Gear** barbarian chew, *wand of cure light wounds* (30 charges), *wand of cat's grace* (15 charges); **Other Gear** +1 *hide shirt*, +1 *totem spear*, green *Shoanti war paint***SPECIAL ABILITIES****Bardic Knowledge (Ex):** A bard adds half his class level (minimum 1) to all Knowledge skill checks and may make all Knowledge skill checks untrained.**Versatile Performance (Ex):** At 2nd level, a bard can choose one type of Perform skill. He can use his bonus in that skill in place of his bonus in associated skills. When substituting in this way, the bard uses his total Perform skill bonus, including class skill bonus, in place of its associated skill's bonus, whether or not he has ranks in that skill or if it is a class skill. The types of Perform and their associated skills are:
Oratory (Diplomacy, Sense Motive), Wind (Diplomacy, Handle Animal).**Well-Versed (Ex):** At 2nd level, the bard becomes resistant to the bardic performance of others, and to sonic effects in general. The bard gains a +4 bonus on saving throws made against bardic performance, sonic, and language-dependent effects.**Lore Master (Ex):** At 5th level, the bard becomes a master of lore and can take 10 on any Knowledge skill check that he has ranks in. A bard can choose not to take 10 and can instead roll normally. In addition, once per day, the bard can take 20 on any Knowledge skill check as a standard action.

HAVERO TENTACLE**CR 6****XP 2,400**

NE Huge aberration

Init +1; **Senses** darkvision 60 ft.; Perception +5

DEFENSE**AC** 19, touch 9, flat-footed 18

(+1 Dex, +10 natural, –2 size)

hp 66 (7 HD; 7d8+35)**Fort** +7, **Ref** +3, **Will** +10**DR** 5/slashing; **Immune** cold, inhaled effects, mind-affecting effects, poison; **Resist** acid 10, fire 10

OFFENSE**Spd** 30 ft.**Melee** tentacle +12 (2d6+13 and grab)**Space** 5 ft. (special); **Reach** 20 ft. (special)**Special Attacks** constrict (2d6+13)

TACTICS**During Combat** The havero's tentacles attack the closest visible target, switching to attack other targets only to defend themselves as necessary.**Morale** Once a havero tentacle is reduced to 0 hit points, it stops attacking and withdraws back into the pool in area **A2** at a speed of 60 feet.

STATISTICS**Str** 28, **Dex** 12, **Con** 20, **Int** —, **Wis** 20, **Cha** 10**Base Atk** +5; **CMB** +16; **CMD** 27**SQ** mindless, no breath

SPECIAL ABILITIES**Mindless (Ex)** Although the havero itself is fantastically intelligent, its is currently slumbering, leaving its tentacles little more than instinct to operate on. The tentacles are effectively mindless, and thus immune to mind-affecting attacks.**No Breath (Ex)** A havero tentacle does not breathe, and as such is immune to inhaled toxins and odor-based effects.

LYRUNE-QUAH MOON MAIDENS	CR 5
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XP 1,600

Female human barbarian 1/ranger 5

CG Medium humanoid

Init +1; **Senses** Perception +11

DEFENSE

AC 17, touch 12, flat-footed 15

(+5 armor, +3 deflection, +1 Dex, −2 rage)

hp 69 (6 HD; 1d12+5d10+30)

Fort +11, **Ref** +5, **Will** +5

OFFENSE

Spd 40 ft.

Melee +1 *starkenife* +10/+5 (1d4+5/x3) and +1 *starkenife* +10 (1d4+3/x3)

Ranged starknife +8/+3 (1d4+4/x3)

Special Attacks favored enemy (giants +4, magical beasts +2), rage 9 rounds/day

Spell Prepared (CL 2nd)

1st—*entangle* (DC 14), *longstrider*

TACTICS

Before Combat All of the moon maidens have used a dose of their war paint.

During Combat Moon maidens rage on the first round of combat, but focus on hurling starknives at their enemies for the first few rounds of combat. Once they're down to only their magic starknives, they rush in to engage foes in melee.

Morale A moon maiden fights until brought below 10 hit points, at which point she flees to recover and plan her second assault on the enemy. A moon maiden who is raging does not flee—she fights to the death.

Base Statistics **AC** 19, touch 14, flat-footed 17; **hp** 52; **Fort** +9, **Will** +3; **Melee** +1 *starkenife* +8/+3 (1d4+3/x3) and +1 *starkenife* +8 (1d4+2/x3); **Str** 14, **Con** 16; **Grp** +8; **Skills** Climb +11, Jump +13

STATISTICS

Str 18, **Dex** 12, **Con** 20, **Int** 8, **Wis** 15, **Cha** 10

Base Atk +6; **CMB** +10; **CMD** 21

Feats Endurance^B, Quick Draw, Stealthy, Totem Spirit (Lyrune-Quah), Two-Weapon Fighting^B, Weapon Focus (starkenife)

Skills Acrobatics +10 (+14 to jump), Climb +13, Perception +11, Stealth +11, Survival +10

Languages Shoanti

SQ animal companion (wolf), fast movement, favored terrain (plains +2), wild empathy +5

Gear +1 *hide shirt*, +1 *starknives* (2), starknives (6), *silver Shoanti war paint* (2)

COMPANION	CR —
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Wolf animal companion

N Medium animal

Init +2; **Senses** low-light vision, scent, Perception +1

DEFENSE

AC 15, touch 13, flat-footed 12

(+2 Dex, +2 natural armor, +1 dodge)

hp 19 (3d8+6)

Fort +5, **Ref** +5 **Will** +2

OFFENSE

Spd 50 ft.

Melee bite +3 (1d6+1 and trip)

STATISTICS

Str 13, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +3 (+7 trip); **CMD** 15

Feats Dodge, Mobility

Skills Stealth +8

SQ link, share spells

RED REAVER CR 13

XP 25,600

Usually N Large magical beast

Init -2; **Senses** darkvision 60 ft; Perception +9

DEFENSE

AC 29, touch 9, flat-footed 29

(+22 natural, -1 Size, -2 Dex)

hp 184 (16d10+96), currently 151

Fort +16, **Ref** +8, **Will** +6

OFFENSE

Spd 30 ft., fly 20 ft. (clumsy)

Melee 2 claws +25 (1d8+9) and bite +25 (2d6+9) or 2 claws +20 (1d8+19) and bite +20 (2d6+19)

Space 10 ft.; **Reach** 10 ft.

Special Attacks rend (2 claws, 2d6+12), roar

TACTICS

During Combat The red reaver spends the majority of its time in area **B3**, which it finds to be the most comfortable site in the House of the Moon. As soon as it notices intruders, it swiftly moves to confront them.

Morale The red reaver fights until brought below 20 hit points, at which point it loses its bond to the House of the Moon and flees to find another site

STATISTICS

Str 28, **Dex** 6, **Con** 23, **Int** 3, **Wis** 12, **Cha** 12

Base Atk +16; **Grp** +28

Feats Awesome Blow, Cleave, Combat Reflexes, Greater Bull Rush, Improved Bull Rush, Lunge, Power Attack, Step Up

Skills Perception +9, Survival +9

Language understands a few simple words of Giant

SQ distracted, flight

SPECIAL ABILITIES

Distracted (Ex) Red reavers are easily distracted by beautiful sights and sounds. Any successful Perform check of DC 30 or higher has the additional effect of placating the creature, causing it to stop whatever it's doing and stand still to enjoy the performance. The red reaver remains stationary and calm until the performance stops or it takes damage. A performer can only take advantage of a red reaver's distraction ability once per hour. At the GM's discretion, a red reaver might also be affected by scenes of particular beauty, although they are usually only distracted by a static view or work of art for 5 minutes. It generally isn't distracted by beautiful creatures, but it could be distracted by particularly eye-catching apparel worn by a creature.

Flight (Su) A red reaver's ability to fly is partially supernatural. In areas where supernatural abilities do not function, a red reaver can only fly for short distances, and must land at the end of each turn or it falls.

Rend (Ex) A red reaver that hits a single opponent with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals 2d6+12 damage.

Roar (Su) A red reaver can loose a devastating roar every 1d4 rounds. All creatures except red reavers within 120 feet must succeed on a DC 20 Will save or become shaken. Those within 30 feet who fail their saves become panicked. Creatures who successfully save cannot be affected by the same red reaver's roar for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

TRUTHSPEAKER AKRAM**CR 6****XP 2,400**

Male old human cleric 7 (Desna)

LN Medium humanoid (human)

Init –1; **Senses** discern lies; Perception +5

DEFENSE**AC** 10, touch 9, flat-footed 10

(+1 armor, –1 Dex)

hp 28 (7 HD; 7d8–7)**Fort** +6, **Ref** +2, **Will** +13

OFFENSE**Spd** 30 ft.**Melee** mwk starknife +3 (1d4–3/x3)**Special Attacks** channel energy 5/day (4d6, DC 15)**Spells Prepared** (CL 7th)4th—*dimension door*^P, *sending*, *tongues*3rd—*dispel magic*, *fly*^P, *magic vestment*, *prayer*, *protection from energy*2nd—*aid*^P, *calm emotions* (DC 17), *enthrall* (DC 17), *spiritual weapon*, *zone of truth* (DC 17)1st—*command* (DC 16), *endure elements*, *longstrider*^P, *obscuring mist*, *protection from evil*, *sanctuary* (DC 16), *shield of faith*0—*create water*, *light*, *mending*, *purify food and drink***D** domain spell; **Domains** Luck, Travel

TACTICS**Before Combat** Akram casts *magic vestment* on his robes every day after breakfast.**During Combat** Akram prefers to save his spells for healing or support. He generally casts *prayer* on the first round of battle, followed by *spiritual weapon* and then *sanctuary*, so he can move about the fringe of combat to heal allies in relative safety.**Morale** Akram has little interest in combat, and *dimension doors* to safety and then casts *fly* to escape peril if confronted while alone, or if reduced to less than 10 hit points.

STATISTICS**Str** 5, **Dex** 9, **Con** 11, **Int** 12, **Wis** 20, **Cha** 15**Base Atk** +5; **CMB** +2; **CMD** 13**Feats** Craft Magic Arms and Armor, Craft Wand, Defensive Combat Training, Iron Will, Selective Channeling**Skills** Diplomacy +12, Knowledge (religion) +11, Survival +15**Languages** Common, Dwarven, Elven, Giant, Shianti**SQ** agile feet 5/day, bit of luck 5/day, dimensional hop 70 feet/day, good fortune 1/day, spontaneous spellcasting (*cure* spells), Truthspeaker**Combat Gear** *wand of cure moderate wounds* (32 charges), *wand of lesser restoration* (29 charges); **Other Gear** masterwork starknife, *cloak of resistance* +1, *headband of inspired wisdom* +2

SPECIAL ABILITIES**Agile Feet (Su)** Ignore difficult terrain for 1 round.**Bit of Luck (Sp)** You can touch a willing creature as a standard action, giving it a bit of luck. For the next round, any time the target rolls a d20, he may roll twice and take the more favorable result. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.**Dimensional Hop (Sp)** Teleport in 5-foot increments without provoking attacks of opportunity. You must have line of sight to your destination. You can bring other creatures along, but they must be willing, and you must expend an equal amount of distance for each creature brought.**Good Fortune (Ex)** At 6th level, you can reroll any one roll that you have just made before the results of the roll are revealed. You must take the result of the reroll, even if it's worse than the original roll. You can use this ability once per day at 6th level, and one additional time per day for every six cleric levels beyond 6th.**Truthspeaker (Su)** Akram has undertaken a lifelong quest of fasting, meditation, exploration, and prayer to achieve the status of Truthspeaker. This has granted him immunity to all charm and compulsion effects. Furthermore, he is constantly under the effects of *discern lies* (CL 7th).

CINDERMAW THE CLAN EATER**CR 14****XP 38,400**Elite fire-infused purple worm (Bestiary 230, *Advanced Bestiary* 111)

N Gargantuan magical beast (fire)

Init +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +14**DEFENSE****AC** 29, touch 7, flat-footed 28

(+1 Dex, +22 natural, –4 size)

hp 216 (16d10+128)**Fort** +18, **Ref** +13, **Will** +5**Defensive Abilities** elemental body, fire healing; **Immune** fire**Weaknesses** vulnerable to cold**OFFENSE****Spd** 20 ft., burrow 20 ft.**Melee** bite +25 (4d8+12/19-20 plus 1d6 fire plus grab) and sting +25 (2d8+12 plus 1d6 fire plus poison)**Space** 20 ft.; **Reach** 15 ft.**Special Attacks** breath weapon, heat, swallow whole (4d8+18 bludgeoning plus 1d6 fire, AC 21, 20 hp)**TACTICS**

During Combat When the beast eventually tires of toying with the PCs, it attempts to burrow up directly in their midst by making a Stealth check. Unfortunately for the PCs' particular objective, Cinderdaw has recently fed. On the first round of combat, the worm breathes fire on the most densely packed group of PCs, only attacking with its bite and sting on the second round of combat. It does not attempt to swallow foes whole immediately—instead, it simply bites and moves on. Once the PCs deal more than 100 points of damage to the worm (or once it has breathed fire twice), it abandons this tactic and begins attempting to swallow victims. Alternatively, a character can challenge the worm into swallowing him by attempting a Bluff check to appear appetizing—Cinderdaw resists this check with a Sense Motive check, but the character making the Bluff check suffers a –10 penalty to the role for the difficulty of the check in the first place.

Morale Cinderdaw retreats if it takes more than 80 points of damage in all from cold attacks, or as soon as it is reduced below 50 hit points.

STATISTICS**Str** 35, **Dex** 12, **Con** 27, **Int** 6, **Wis** 6, **Cha** 8**Base Atk** +16; **CMB** +32 (+36 grapple); **CMD** 43 (can't be tripped)**Feats** Awesome Blow, Critical Focus, Improved Bull Rush, Improved Critical (Bite), Power Attack, Staggering Critical, Weapon Focus (bite, sting)**Skills** Perception +14, Swim +28**SQ** firewalk, heat**Languages** understands Shoanti (cannot speak)**SPECIAL ABILITIES**

Breath Weapon (Su) Once every 1d4 rounds, Cinderdaw can breathe out a 30-foot cone of fire that deals 8d6 points of damage (DC 26 Reflex half).

Elemental Body (Ex) Cinderdaw has a 25% chance to ignore extra damage from critical hits and sneak attacks, poison, paralysis, sleep, and stunning effects.

Fire Healing (Ex) Cinderdaw gains fast healing 1 when in contact with fire. When struck by a magical fire attack, it is healed 1 point of damage per 10 points of damage the attack would otherwise deal.

Firewalk (Su) Cinderdaw can climb burning objects as if it had a climb speed of 10 feet. It can fly at a speed of 20 feet (perfect maneuverability) as long as it's in contact with fire, and can walk on flames or lava at its base land speed.

Heat (Su) Cinderdaw deals an additional 1d6 points of fire damage when it hits with any attack. A swallowed creature takes an additional 1d6 points of fire damage each round he remains swallowed.

Poison (Ex) Sting—injury; *save* Fort DC 25; *frequency* 1/round for 6 rounds; *effect* 1d4 Strength damage; *cure* 3 consecutive saves. The save DC is Constitution-based.

SKLAR-QUAH BURN RIDER**CR 3****XP 800**

Human barbarian 4

CN Medium humanoid

Init +1; **Senses** Perception +3

DEFENSE**AC** 14, touch 9, flat-footed 13

(+4 armor, +1 Dex, –2 rage, +1 shield)

hp 51 (4d12+20)**Fort** +9, **Ref** +2, **Will** +4**Defensive Abilities** uncanny dodge, trap sense +1

OFFENSE**Spd** 40 ft.**Melee** mwk short spear +9 (1d6+4/x3) or mwk klar +9 (1d6+4)**Ranged** mwk composite longbow +6 (1d8+2/x3)**Special Attacks** rage 13 rounds/day (no escape, renewed vigor 1d8+4)

TACTICS

During Combat The burn rider patrol does not parlay or give warnings. If their enemies are armed, the burn riders fire a volley of arrows at long range, retreat out of range and wait to fire another volley. If their foes are unarmed, riders gallop in to run them down. In melee, burn riders often seek to catch their opponents off-guard by attempting a fast dismount in conjunction with their Tumbling skill to suddenly leap off their horses and flank an opponent from the opposite side. When fighting dangerous opponents whom they outnumber, half of the burn riders set their spears to deal double damage against a charge while the other half fire their short bows from behind the protective wall set by their Quah-brothers.

Morale If their foes display magic or other signs of powerful opposition, the burn riders send a scout to alert their champion, Krojun Eats-What-He-Kills, and his war party (see Part Three). The burn riders have heard many tales of unusually powerful *tshamek* and know better than to try and take down *tshamek* champions unaided.

Base Statistics **AC** 16, touch 11, flat-footed 15; **hp** 43; **Fort** +7, **Will** +2, **Melee** mwk short spear +7 (1d6+2/x3) or mwk klar +7 (1d6+2); **Str** 16, **Con** 16; **Skills** Jump +11

STATISTICS**Str** 20, **Dex** 13, **Con** 20, **Int** 10, **Wis** 12, **Cha** 8**Base Atk** +4; **CMB** +9; **CMD** 21**Feats** Burn Rider, Mounted Combat, Ride-By Attack**Skills** Acrobatics +8 (+12 to Jump), Handle Animal +6, Intimidate +6, Ride +8, Survival +8**Languages** Common, Shoanti**SQ** fast movement

Combat Gear barbarian chew (2), *potion of cure serious wounds* (2); **Other Gear** masterwork hide shirt, masterwork short spear, masterwork klar, masterwork composite longbow (+2 Str) with 20 arrows, *yellow Shoanti war paint*, flask of oil (2), flint and steel, torch

SPECIAL ABILITIES

Burn Rider This feat is from *Pathfinder* #7. As long as the burn rider is mounted and travels at least 40 feet in a round, he gains fire resistance 3, a +4 bonus on Reflex saves to avoid catching fire, and a +4 bonus on Fortitude saves against choking on smoke. He can confer these bonuses to his mount as a free action with a DC 20 Ride check.

MASK OF THE MANTIS

As much as they are veils to hide the assassins' identities, the insectile masks of the Red Mantis are tools of murder and symbols of dread to those they hunt. The equally distinct weapon of the Red Mantis, the sawtooth sabre, appears in the *Curse of the Crimson Throne Player's Guide*.

Mantis Mask

Aura faint divination; **CL** 3rd

Slot head; **Price** 6,000 gp; **Weight** 1 lb.

DESCRIPTION

Upon becoming a Red Mantis assassin, a new recruit is granted his *mantis mask* by his superior. These masks cover the entire face, and give the assassin the well-known look fostered by the organization over the years—an assassin is expected to wear his mask at all times while on a job. A *mantis mask* has three daily charges. The wearer can spend a charge to gain darkvision to a range of 60 feet, the effects of *see invisibility*, the effects of *deathwatch*, or a +5 competence bonus on Spot checks. Once a charge is spent, the effect granted persists for 30 minutes before fading. Multiple effects can be active simultaneously. Charges used replenish after 24 hours.

CONSTRUCTION

Requirements Craft Wondrous Item, *darkvision*, *see invisibility*, *deathwatch*; **Cost** 3,000 gp, 240 XP

ELIXIR OF SHADEWALKING

Aura moderate illusion; **CL** 11th

Slot —; **Price** 3,500 gp; **Weight** 1 lb.

DESCRIPTION

Typically kept in a small bone flask, a draught of this potent elixir is enough to catapult the drinker and up to 11 additional creatures the drinker is in contact with at the time of imbibing into the Shadow Plane. Once there, the affected creatures are under the effects of a *shadow walk* spell and may travel at an effective speed of 50 mph over land for up to 11 hours.

CONSTRUCTION

Requirements Craft Wondrous Item, *shadow walk*; **Cost** 1,750 gp, 140 XP

BONE HOUSE—MINOR ARTIFACT

Aura strong conjuration and necromancy; **CL** 17th

Slot —; **Weight** 2 lb.

DESCRIPTION

A *bone house* is a variant of the *instant fortress* developed by the Brotherhood of Bones. Only a few of these items exist, and they are granted only to the Brotherhood's favored agents. Each *bone house* appears as a fist-sized bone carving of a skull-topped fortress. When activated by speaking a command word, it grows to form a tower 20 feet square and 30 feet high, with arrow slits on all sides and a crenellated battlement atop it. The bone walls extend 10 feet into the ground, rooting it to the spot and preventing it from being tipped over. The fortress has a small door that opens only at the command of the owner of the fortress—even *knock* spells can't open the door. The bone walls are magically enhanced to be as hard as stone, and have 100 hit points and hardness 10. The *bone house* can be repaired by casting *inflict* spells on the walls, with each 10 points of negative energy repairing 1 point of damage. A *bone house* springs up in just 1 round, with the door facing the device's owner. The door opens and closes instantly at his command. People and creatures nearby (except the owner) must be careful not to be caught by the fortress's sudden growth. Anyone so caught takes 10d6 points of damage (Reflex DC 19 half). The interior of a *bone house* is under the constant effects of a *desecrate* spell (the *bone house* itself is considered an altar to Zon-Kuthon for the purposes of determining the *desecrate*'s modifiers). Once a *bone house* is expanded into tower size, its owner can create up to four mummies per month from the drifts of bone ash and detritus

that litters the inner rooms. Creating a mummy in this manner takes 10 minutes, and the owner must be inside of the *bone house* the entire time. Mummies created gain +2 hit points per HD (thanks to the *desecrate* effect), and guard the contents of the *bone house* without needing to be commanded. If the owner wishes to command these mummies to perform other tasks, he must use other means to do so. No more than four mummies may be active at one time.

A *bone house* is deactivated by speaking a command word (different from the one used to activate it). It cannot be deactivated unless it is empty.

GUIDED WEAPON

Aura moderate evocation; **CL** 7th

Slot weapon quality; **Price** +1 bonus

DESCRIPTION

A weapon with the guided property allows its wielder to use his instinct when striking blows with it. Attacks from a guided weapon generally don't strike hard, but they strike at precisely the right moment to maximize damage if in the hands of a particularly wise wielder. A character who attacks with a guided weapon modifies his attack rolls and weapon damage rolls with his Wisdom modifier, not his Strength modifier. This modifier to damage is not adjusted for two-handed weapons or off-hand weapons—it always remains equal to the wielder's Wisdom modifier. A guided weapon may be wielded as a normal weapon, using Strength to modify attack and damage rolls, but this goes against the weapon's nature and imparts a –2 penalty on all attack rolls made in this manner.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *spiritual weapon*

NEW FEAT: THUNDER AND FANG

You have mastered the ancient Shoanti fighting style of Thunder and Fang, allowing you to fight with increased effectiveness when wielding an earth breaker and a klar. As you swing at foes with Thunder (your earth breaker), you slash at them with the Fang (your klar).

Prerequisites: Str 15, Two-Weapon Fighting, Weapon Focus (earth breaker), Weapon Focus (klar)

Benefit: As long as you are fighting with an earth breaker and a klar (and you make attacks with your klar as your offhand attack), you can fight with both weapons as if you were wielding a double weapon, and retain your shield bonus to your Armor Class granted by your klar. Treat your klar as a light weapon for the purposes of determining your total penalty to attack.

Special: A fighter may select Thunder and Fang as one of his fighter bonus feats.

TOTEM SPEAR

The shaft of this traditional Sklar-Quah spear is carved with sacred symbols, and its wide head is drilled with cunning holes that create a loud whistling when the weapon is hurled or used in combat—by turning the spear so that the wind blows over its holes in different orientations, or by varying the speed at which it is swung, a character can create mournful dirges using Perform (wind instrument). Totem spears can be used by bards to create bardic music effects in this manner if the user is trained in the spear's use. The spear itself has a strong, flexible shaft, and in the hands of one trained in its use, grants a +2 circumstance bonus on Jump and Tumble checks. The spear's relatively wide head allows it to be used as a slashing weapon, swung side to side, or as a piercing weapon in a more traditional spear-fighting technique.

Totem Spear (Two-Handed Exotic Weapon): Cost 25 gp; Dmg (S) 1d8; Dmg (M) 1d10; Critical x3; Range Increment 10 ft.; Weight 6 lb.; Type piercing or slashing.

RED MANTIS ASSASSIN

Initiates of the Red Mantis begin their training as rogues or multiclassed fighter/rogues, as stealth and skill at arms are both prerequisites to joining the order. Initiates are subjected to rigorous brainwashing and indoctrination into the convoluted religion of He Who Walks in Blood, a regimen of trials and tortures that strips away fear of death and replaces it with fear of failure. Those who survive become the claws of the Red Mantis, elite killers who deal death with impunity born of unnatural skill: the sly and subtle Red Mantis assassins.

REQUIREMENTS

To qualify to become a Red Mantis assassin, a character must fulfill all the following criteria.

Alignment: Lawful evil.

Skills: Intimidate 2 ranks, Stealth 5 ranks.

Feats: Alertness, Exotic Weapon Proficiency (sawtooth sabre), Weapon Finesse

Hit Die: D8

Skills (6 + Int bonus per level) Acrobatics, Appraise, Bluff, Climb, Disguise, Escape Artist, Heal, Intimidate, Knowledge (religion), Perception, Stealth

Class Features

The following are class features of the Red Mantis assassin prestige class.

Sneak Attack (Ex) This is exactly like the rogue ability of the same name. The extra damage increases by +1d6 at 4th level, 7th level, and 10th level. This stacks with sneak attack bonuses from other sources.

Sawtooth Mastery (Ex) A Red Mantis assassin continues to improve at using the sawtooth sabre as she gains levels. At 1st level, she gains Weapon Focus (sawtooth sabre) as a bonus feat. At 5th level, she gains Weapon Specialization (sawtooth sabre) as a bonus feat. At 7th level, she gains Greater Weapon Focus (sawtooth sabre) as a bonus feat. At 9th level, she gains Greater Weapon Specialization (sawtooth sabre) as a bonus feat.

Prayer Attack (Su) At 2nd level, a Red Mantis assassin gains this deadly attack. The mantis must be within 30 feet of her victim and must be visible to her victim. While wielding a sawtooth sabre, the assassin can begin weaving her weapon in a hypnotic pattern, fascinating her victim. Her victim can resist fascination by making a Will save against DC 10 + the Red Mantis assassin's class level + the Red Mantis assassin's Charisma modifier. By concentrating, the Red Mantis assassin can maintain this fascination, and after 3 rounds of fascination, she may make a coup de grace attack against her fascinated target—if her victim is slain by this attack, he is typically beheaded. A victim who survives the coup de grace is no longer fascinated, but the Red Mantis assassin can attempt a new prayer attack against the same victim if she so desires. Activating or concentrating on maintaining a prayer attack is a standard action that does not provoke an attack of opportunity. At 5th level, activating or concentrating on a prayer attack becomes a move action. At 10th

The victim can escape fascination before this coup de grace attack if the Red Mantis assassin ceases to concentrate on maintaining the effect. Alternatively, the victim may attempt a new saving throw to resist the fascination each time a potential threat (other than the fascinating Red Mantis assassin) approaches him. Taking damage from any source automatically breaks the victim's fascination, as can a fascinated creature's ally who takes a standard action to shake the victim free of the effects. This assassination attack is therefore most effective against foes who are alone.

Red Shroud (Su) At 3rd level, the Red Mantis assassin gains the supernatural ability to create a veil of swirling red mist around herself as a standard action. She may utilize this ability for 4 rounds per day, plus her Constitution bonus (if any). At each level after 3rd, she may use the red shroud for an additional 2 rounds per day. As long as the shroud is active, the Red Mantis assassin gains a dodge bonus to her Armor Class equal to ½ her Red Mantis assassin level, and fast healing equal to her Constitution bonus (minimum of fast healing 1). The mist is supernaturally resistant to wind and cannot be dissipated by such before its duration ceases. The Red Mantis assassin may end the shroud at any time as a free action.

When a Red Mantis assassin is slain, at the moment of her death, she can choose to remain corporeal or disintegrate into a cloud of red mist that disperses quickly, leaving behind no trace of the assassin's existence.

Call Mantis (Sp) At 4th level, a Red Mantis assassin may cast a specialized version of *summon monster IV* once per day to summon 1d4+1 fiendish giant praying mantises or 1d3 half-fiend giant praying mantises. Both types are blood red, and thus do not gain the typical bonus on Stealth checks in foliage. She may cast this spell twice a day starting at 7th level, and three times a day at 10th level.

Resurrection Sense (Su) At 5th level, a Red Mantis assassin becomes supernaturally sensitive to the movement of the souls of those she killed. This allows the Red Mantis assassin a chance to notice if anyone slain by her within the last year is brought back to life. If such an event occurs, the Red Mantis assassin notices the resurrection unless it takes place on another plane or in an area that prevents scrying effects, and even then, she can sense the previously assassinated life the instant it returns to Golarion or steps out of the protected area. The sensation does not tell the mantis where the resurrected victim is located, only which victim has returned to life. If a Red Mantis assassin senses such a resurrection, she is honor-bound to track down the previous target and attempt to kill him again.

Mantis Form (Su) At 6th level, a red mantis assassin may change into a giant praying mantis once per day, as a specialized version of the spell *beast shape II* (treat as a large animal). She gains access to the lunge and mandibles ability of the mantis when she changes. (Note that the mandibles attack is a secondary attack, and thus suffers a -5 penalty and adds only ½ Strength bonus to damage.) The mantis form is blood red in hue, and as such does not gain the bonus to Stealth checks in foliage. While in mantis form, the Red Mantis assassin may cast a quickened still silent *fear* spell once every hour. She may remain in mantis form a number of hours equal to her class level.

At 8th level, the mantis form grows more powerful, and is known as

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+1	+1	Sneak attack +1d6, Weapon Focus
2nd	+1	+1	+1	+1	Prayer attack (standard)
3rd	+2	+1	+2	+2	Red shroud
4th	+3	+1	+2	+2	Call mantis 1/day, sneak attack +2d6
5th	+3	+2	+3	+3	Prayer attack (move), resurrection sense, Weapon Specialization
6th	+4	+2	+3	+3	Mantis form
7th	+5	+2	+4	+4	Call mantis 2/day, sneak attack +3d6, Greater Weapon Focus
8th	+6	+3	+4	+4	Blood mantis form, fading
9th	+6	+3	+5	+5	Mantis doom, Greater Weapon Specialization
10th	+7	+3	+5	+5	Call mantis 3/day, death mantis form, prayer attack (swift), sneak attack +4d6

level, activating or concentrating on a prayer attack becomes a swift action.

the blood mantis. In addition to the mantis form abilities, she gains access to the mantis' sudden strike ability. In this form, the Red

Mantis assassin gains an additional +2 size bonus to Strength and Constitution (for a total of +6 Strength and +2 Constitution). In addition, her mandibles ability is now a primary attack (attacking at full BAB and dealing full Strength bonus damage), and causes 2 points of Constitution damage on a successful attack as she drains blood from her foe.

At 10th level, the mantis form gains distinctive black stripes and black eyes—this is the death mantis. In this form, the Red Mantis assassin gains an additional +2 size bonus to Strength and Constitution over the blood mantis form (for a total of +8 Strength and +4 Constitution). Her mandibles ability also imparts a negative level the first time it is used each round. Each negative level inflicted heals 5 points of damage to the Red Mantis assassin. The save DC to remove this level is 10 + the Red Mantis assassin's level + her Constitution modifier. In addition, while in death mantis form, the Red Mantis assassin gains DR 10/good.

Fading (Su) At 8th level, the Red Mantis assassin gains the ability to momentarily and partially fade into the Ethereal Plane. This is a free action that can be used a number of times each day equal to the Red Mantis assassin's Constitution modifier (minimum once per day). Whenever the Red Mantis assassin is struck by a weapon or is forced to make a Reflex saving throw; she may choose to fade (she must choose to do so before damage is rolled for the attack, but after the hit is confirmed or the Reflex saving throw is made). This grants a 50% miss chance for that attack, or a 50% chance to evade all effects of the attack that forced the Reflex saving throw. Fading represents an additional miss chance; if the Red Mantis is currently protected by a second effect that provides a miss chance (such as concealment), opponents must check twice to determine if the hit strikes.

Mantis Doom (Su) At 9th level, a Red Mantis assassin may call forth a mantis doom as a full round action, targeting any one creature within 100 feet. This ability summons a swarm of fiendish mantises that quickly shroud the targeted creature and begin biting and cutting away at exposed flesh. This attack deals 1d8 points of non-lethal damage per class level, and penetrates damage reduction as if it were a magic and evil weapon; however, each mantis does only one point of damage on a bite, so any damage reduction that it cannot bypass grants complete immunity to this effect. In addition to the damage, the victim becomes panicked for 1d4 rounds. He can negate the panic and halve the damage with a successful Reflex save (DC 10 + the Red Mantis assassin's class level + the Red Mantis assassin's Charisma modifier).

If the damage dealt is enough to render the victim unconscious, he is instead slain and his body (but not gear) eaten. He may only be restored to life through a *resurrection* or higher effect.