

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**Spells Known** (CL 3rd)**2nd** (1/day)—*cat's grace*, *bold person* (DC 14)**1st** (3/day)—*expeditious retreat*, *feather fall*, *spider climb*

TACTICS

Before Combat As soon as the assassins realize someone's entering the house, they drink their *potions of resist fire*, cast *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. If a PC ends his turn in a burning square, a Red Mantis casts *bold person* on that PC to keep him from escaping the 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, trapfinding**Combat Gear** *potions of resist fire*, 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 does not provoke an attack of opportunity.

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 a number of times per day equal to her Constitution bonus (minimum once per day) as a moveequivalent action. The red shroud persists for 1 round per Red Mantis assassin level. As long as the shroud is active, the Red Mantis assassin gains a +1 dodge bonus to her Armor Class 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. 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.

XP 6,400

Female elf cleric 10 (Zon-Kuthon)

LE Medium humanoid

Init +2; **Senses** low-light vision; Perception +5**Aura** destructive aura (30 ft., 10 rounds/day)

DEFENSE

AC 22, touch 15, flat-footed 20

(+7 armor, +3 deflection, +2 Dex)

hp 98 (10d8+50)**Fort** +11, **Ref** +5, **Will** +10; +2 vs enchantments**SR** 22

OFFENSE

Spd 20 ft.**Melee** +2 *spell storing spiked chain* +12/+7 (2d4+6)**Special Attacks** channel negative energy (6/day, 5d6, Will 14 halves), destructive smite (6/day, +5 damage)**Spell-Like Abilities** (CL 10th)6/day – *touch of darkness***Spells Prepared** (CL 10th)**5th**—*flame strike* (DC 18), *spell resistance*, *summon monster V^D* (only summons 1d3 shadows)**4th**—*air walk*, *greater magic weapon* (already cast), *inflict critical wounds^D* (DC 17), *sending***3rd**—*deeper darkness^D*, *dispel magic*, *magic vestment* (already cast), *remove disease*, *speak with dead***2nd**—*bear's endurance*, *blindness^D* (DC 15), *bull's strength*, *lesser restoration*, *resist energy*, *silence* (DC 15)**1st**—*command* (DC 14), *cure light wounds*, *divine favor*, *obscuring mist^D*, *sanctuary* (DC 14), *shield of faith***0**—*create water*, *light*, *stabilize*, *virtue*^D domain spell; **Domains** Darkness, Destruction

TACTICS

Before Combat Every morning, Laori casts *greater magic weapon* and *magic vestment* on her spiked chain and armor. If she has a chance before combat begins, she also casts the following spells as well: *air walk*, *bear's endurance*, *bull's strength*, and *spell resistance*.**During Combat** Laori's first act in combat is to summon 1d3 shadows with *summon monster V*; on the second round, as her shadows appear, she hits the thickest concentration of her enemies with *flame strike*. She moves into melee against foes on the third round, using her smite and unleashing the *inflict serious wounds* from her *spell-storing spiked chain* on her first attack. As she fights, she hums or whistles as if she were merely doing some pleasant chore, periodically punctuating a particularly solid blow with a giggle or a wink.**Morale** Laori enjoys pain, but would rather not give up her life before she has a chance to see Kazavon reborn. If brought below 20 hit points, she flees; if she escapes, she appears again in "Skeletons of Scarwall" as scheduled.**Base Statistics** AC 17, touch 12, flat-footed 15; Str 13, Con 14

STATISTICS

Str 17, **Dex** 14, **Con** 18, **Int** 12, **Wis** 17, **Cha** 8**Base Atk** +7; **CMB** +10; **CMD** 25**Feats** Blind-Fight, Craft Magic Arms and Armor, Diehard, Endurance, Exotic Weapon Proficiency (spiked chain), Lunge**Skills** Knowledge (history) +14, Knowledge (religion) +14, Sense Motive +16**Languages** Common, Elven**SQ** eyes of darkness 5 rounds/day, spontaneous casting (inflict spells)**Combat Gear** *wand of cure moderate wounds* (11 charges), *wand of sound burst* (19 charges), *wand of death knell* (34 charges); **Other Gear** masterwork hook mail (spiked chain mail), +1 *spell storing spiked chain* (contains *inflict serious wounds*), *headband of inspired wisdom* +2, scrap of Neolandus's uniform, 68 pp, 24 gp

SPECIAL ABILITIES

Darkness Domain This domain grants Laori Blind-Fight as a bonus feat.**Touch of Darkness (Sp):** As a melee touch attack, you can cause a creature's vision to be fraught with shadows and darkness. The creature touched treats all other creatures as if they had concealment, suffering a 20% miss chance on all attack rolls. This effect lasts for a number of rounds equal to 1/2 your cleric level (minimum 1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.**Eyes of Darkness (Su):** At 8th level, your vision is not impaired by lighting conditions, even in absolute darkness and magic darkness. You can use this ability for a number of rounds per day equal to 1/2 your cleric level. These rounds do not need to be consecutive.**Destructive Smite (Su):** You gain the destructive smite power: the supernatural ability to make a single melee attack with a morale bonus on damage rolls equal to 1/2 your cleric level (minimum 1). You must declare the destructive smite before making the attack. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.**Destructive Aura (Su):** At 8th level, you can emit a 30-foot aura of destruction for a number of rounds per day equal to your cleric level. All attacks made against targets in this aura (including you) gain a morale bonus on damage equal to 1/2 your cleric level and all critical threats are automatically confirmed. These rounds do not need to be consecutive.

OLD DOCK THUGS**CR 2****XP 600**Male human warrior 2/rogue 1
CN Medium humanoid**Init** +5; **Senses** Perception +7**DEFENSE****AC** 15, touch 11, flat-footed 14
(+3 armor, +1 Dex, +1 shield)**hp** 24 (2d10+1d8+11)**Fort** +7, **Ref** +3, **Will** +1**OFFENSE****Spd** 30 ft.**Melee** battleaxe +5 (1d8+3/×3)**Ranged** throwing axe +3 (1d6+3)**Special Attacks** sneak attack +1d6**TACTICS****During Combat** The Old Dock thugs are more brash and foolhardy than they are brave. They focus their attacks on less-armored foes if given a choice, and generally prefer to gang up on one target at a time.**Morale** A thug flees combat if brought below 5 hit points. All thugs flee or surrender if their leader is slain.**STATISTICS****Str** 17, **Dex** 13, **Con** 14, **Int** 8, **Wis** 12, **Cha** 10**Base Atk** +2; **CMB** +4; **CMD** 15**Feats** Great Fortitude, Improved Initiative, Toughness**Skills** Climb +8, Intimidate +6, Knowledge (local) +5, Perception +7**Languages** Common**SQ** trapfinding**Gear** studded leather armor, light wooden shield, battleaxe, 4 throwing axes**OLD DOCK CAPTAIN****CR 4****XP 1,200**Male human warrior 2/rogue 3
CN Medium humanoid**Init** +7; **Senses** Perception +9**DEFENSE****AC** 17, touch 13, flat-footed 14
(+3 armor, +3 Dex, +1 shield)**hp** 33 (2d8+3d6+10)**Fort** +8, **Ref** +5, **Will** +2**Defensive Abilities** evasion, trap sense +1**OFFENSE****Spd** 30 ft.**Melee** mwk battleaxe +8 (1d8+2/×3) or unarmed strike +6 (1d3+2)**Ranged** throwing axe +7 (1d6+2)**Special Attacks** sneak attack +2d6**TACTICS****During Combat** An Old Dock captain attempts to Intimidate the apparent leader of the PCs, ordering his thugs to engage in melee while he takes the first few rounds to throw axes before entering combat himself.**Morale** An Old Dock captain fights to the death.**STATISTICS****Str** 15, **Dex** 16, **Con** 14, **Int** 8, **Wis** 12, **Cha** 10**Base Atk** +4; **CMB** +6; **CMD** 19**Feats** Great Fortitude, Improved Initiative, Improved UnarmedStrike, Skill Focus (Intimidate), Weapon Focus (battleaxe)^B**Skills** Bluff +7, Climb +10, Intimidate +11, Knowledge (local) +7, Perception +9, Sense Motive +8**Languages** Common**SQ** trapfinding**Gear** mwk studded leather armor, light wooden shield, masterwork battleaxe, 4 throwing axes

XP 6,400

Male human bard 10

CE Medium humanoid

Init +4; **Senses** Perception +12

DEFENSE

AC 23, touch 14, flat-footed 19

(+5 armor, +4 Dex, +4 natural)

hp 61 (10d8+10)**Fort** +4, **Ref** +11, **Will** +6; +4 vs sonic or language-dependent

OFFENSE

Spd 30 ft.**Melee** mwk war razor +12/+7 (1d4/18–20)**Ranged** mwk light crossbow +12 (1d8/19–20)**Special Attacks** arcane strike (+3 damage), bardic performance (27 rounds/day as move action; inspire courage +2, inspire competence +3, inspire greatness, dirge of doom, countersong, distraction, fascinate, *suggestion*)**Spells Known** (CL 10th)**4th** (2/day)—*dimension door*, *modify memory* (DC 19)**3rd** (4/day)—*charm monster* (DC 18), *confusion* (DC 18), *displacement*, *glibness***2nd** (5/day)—*cat's grace*, *detect thoughts* (DC 17), *hold person* (DC 17), *hypnotic pattern* (DC 17), *tongues***1st** (7/day)—*alarm*, *cure light wounds*, *hideous laughter* (DC 16), *undetectable alignment*, *unseen servant***0**—*dancing lights*, *detect magic*, *ghost sound* (DC 15), *mage hand*, *open/close*, *resistance*

TACTICS

Before Combat Pilts casts *alarm* on the door to Salvator's cell every morning, and *unseen servant* and *undetectable alignment* as soon as he takes his throne for the day. As soon as he realizes he's about to have visitors, the Emperor also casts *glibness* and *tongues* on himself. Before Pilts enters combat, he makes sure to drink his *potion of barkskein* +4 and cast *cat's grace*. All of these effects are incorporated into his stats.**During Combat** Pilts orders all available minions to the attack, augmenting them with inspire courage on the first round of combat. He then alternates casting spells like *confusion*, *charm monster*, and *hold person* with activations of his *rod of wonder*—each time he uses this unpredictable device, he shrieks in delight and offers impromptu (and sometimes witty) commentary on the rod's results. As soon as it seems obvious that he's about to be attacked, he casts *displacement* on himself and fights back with his war razor.**Morale** The Emperor *dimension doors* into his bedroom (area C11) if brought below 20 hit points, then takes 3d6 rounds gathering up his favorite prizes before making an attempt to escape through area C7 to hide in Old Dock and nurse both his wounds and plans for revenge against the PCs. If brought below 10 hit points and he's unable to use *dimension door*, Pilts's bravado crumbles. He drops to his knees and begs pitifully for his life—he offers up pretty much anything to the PCs in return for mercy. In either event, as soon as Pilts is killed or surrenders publicly (or 2d6 rounds after he flees), his mob falls to pieces and the thugs scatter, seeking a safe place to recover and figure out what to do next.**Base Statistics** **Init** +2, **AC** 17, touch 12, flat-footed 15; **Ref** +9; **Melee** mwk war razor +10/+5; **Ranged** mwk light crossbow +10; **Dex** 14; **Skills** **Bluff** +19, **Sleight of Hand** +15

STATISTICS

Str 10, **Dex** 18, **Con** 12, **Int** 13, **Wis** 8, **Cha** 21**Base Atk** +7; **CMB** +7; **CMD** 21**Feats** Arcane Strike, Craft Rod, Craft Wondrous Item, Leadership, Persuasive, Weapon Finesse**Skills** **Bluff** +39, **Diplomacy** +22, **Knowledge (local)** +19, **Perception** +12, **Perform (acting)** +18, **Perform (comedy)** +18, **Perform (oratory)** +18, **Sleight of Hand** +17. May use **Perform (acting)** in place of bluff or disguise checks. May use **Perform (comedy)** in place of bluff or intimidate checks. May use **perform (oratory)** in place of diplomacy or sense motive checks.**Languages** Common, Gnome**SQ** bardic knowledge, jack of all trades, lore master 1/day, versatile performance (act, comedy, oratory)**Combat Gear** *potion of barkskein* +4, *rod of wonder*; **Other Gear** +1 *glamered chain shirt*, masterwork war razor, masterwork light crossbow with 10 bolts, *headband of alluring charisma* +2

XP 3,200

Male gnome barbarian 8

CE Small humanoid

Init +6; **Senses** low-light vision; Perception +14

DEFENSE

AC 15, touch 11, flat-footed 13

(+3 armor, +2 Dex, +1 natural, +1 size, -2 rage)

hp 105 (8d12+48)**Fort** +11, **Ref** +4, **Will** +7; +2 vs. illusions**Defensive Abilities** improved uncanny dodge, trap sense +2; **DR** 1/—

OFFENSE

Spd 30 ft.**Melee** +1 *greataxe* +16/+11 (1d10+8/×3)**Special Attacks** rage 23 rounds/day (powerful blow, renewed vigor, strength surge, unexpected strike)**Spell-Like Abilities** (CL 1st)**1/day**—*speak with animals*

TACTICS

Before Combat As soon as combat begins, Jabbyr rages.**During Combat** Jabbyr follows Pilts's orders exactly, attacking whomever the Emperor orders him to. Left to his own devices, though, Jabbyr tends to focus on whatever enemy is the closest. The only exception to this are gnomes—Jabbyr only attacks other gnomes in response to being attacked by one of them first. Pilts knows better than to order the insane barbarian to attack another gnome, in any event.**Morale** Jabbyr fights to the death. If he discovers that Pilts has been killed, he freezes for 1 round in shock before continuing his rage. If, on the other hand, Pilts surrenders in Jabbyr's presence, something inside the gnome's dementia snaps and he focuses his wrath on the ex-Emperor. Surrendering is tantamount to treason in Jabbyr's mind, and he'd rather have his master slain at his own hands than live with the ignominy of such a defeat.**Base Statistics** AC 17, touch 13, flat-footed 15; hp 89, Fort +9, Will +5; Melee +1 *greataxe* +14/+9 (1d10+5/×3); Str 16, Con 16

STATISTICS

Str 20, **Dex** 14, **Con** 20, **Int** 4, **Wis** 12, **Cha** 5**Base Atk** +8; **Grp** +9**Feats** Improved Initiative, Improved Iron Will, Iron Will, Weapon Focus (*greataxe*)**Skills** Perception +14**Languages** Common, Gnome**SQ** fast movement, illiteracy**Gear** +1 *leather armor*, +1 *greataxe*, *belt of giant strength* +2, *amulet of natural armor* +1

CHOKER BRUTES

CR 4

XP 1,200

Advanced elite chokers (Bestiary 45)

CE Small aberration

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

DEFENSE

AC 20, touch 16, flat-footed 15

(+5 Dex, +4 natural, +1 size)

hp 45 (6d8+18)**Fort** +5, **Ref** +7, **Will** +7

OFFENSE

Spd 20 ft., climb 10 ft.**Melee** 2 tentacles +10 (1d4+5 plus grab)**Space** 5 ft.; **Reach** 10 ft.**Special Attacks** constrict 1d4+5, strangle

TACTICS

During Combat The chokers lurk in the shadows in the rafters up above, watching observantly if they notice anyone attempting to move through the room. They swiftly move to attack as soon as anyone entering from outside tries to open the door, or 3 rounds after intruders from the south have already opened the door and are moving about inside the room.

Morale The chokers fight to the death.

STATISTICS

Str 20, **Dex** 20, **Con** 16, **Int** 4, **Wis** 14, **Cha** 4**Base Atk** +4; **CMB** +9 (+13 grappling); **CMD** 23**Feats** Improved Initiative, Skill Focus (Stealth), Weapon Focus (tentacle)**Skills** Climb +20, Stealth +16**Languages** Common

Treasure: The chokers have amassed a small amount of treasure that they keep in a leather bag wedged between two high rafters in the southeast corner of the room—locating this bag requires a DC 15 Search check. The bag contains 44 gp, 3 pp, a single silk glove inset with tiny pearls on the back of the hand worth 250 gp, a masterwork hand crossbow, and a copper *wand of slow* (13 charges).

SPECIAL ABILITIES

Strangle (Ex): Chokers have an unerring talent for seizing their victims by the neck. A creature that is grappled by a choker cannot speak or cast spells with verbal components.

Quickness (Su): A choker is supernaturally quick. It can take an extra move action during its turn each round.

SALVATOR SCREAM**CR 4****XP 1,200**

Male human expert 6

LE Medium humanoid

Init +1; **Senses** Perception +10

DEFENSE

AC 11, touch 11, flat-footed 10

(+1 Dex)

hp 35 (6d8+6)**Fort** +5, **Ref** +3, **Will** +4

OFFENSE

Spd 30 ft.**Melee** unarmed strike +4 (1d3 nonlethal)

TACTICS

During Combat Salvator is no fighter, and he knows it. In combat, he cowers behind his allies, throwing punches only when there's no other choice.**Morale** Salvator flees if all his allies are defeated, or if reduced to less than 15 hit points. If he does so, his primary goal is to find a small dark place to hide, and he eventually works his way back to his home only to be eaten by the otyughs if the PCs haven't defeated them.

STATISTICS

Str 10, **Dex** 12, **Con** 12, **Int** 15, **Wis** 8, **Cha** 9**Base Atk** +4; **CMB** +4; **CMD** 15**Feats** Alertness, Improved Great Fortitude, Great Fortitude, Skill Focus (Craft [painting])**Skills** Craft (painting) +14, Knowledge (geography) +11, Knowledge (history) +11, Knowledge (local) +11, Knowledge (nobility) +11, Knowledge (religion) +11, Perception +10, Profession (artist) +8, Profession (scribe) +8, Sense Motive +10**Languages** Common, Draconic**Gear** stained clothes, painter's equipment

BAHOR (AKA GLORIO ARKONA)**CR 15****XP 51,200**

Male rakshasa rogue 10

LE Medium outsider (native, shapechanger)

Init +10; **Senses** darkvision 60 ft.; Perception +23**DEFENSE****AC** 37, touch 20, flat-footed 30

(+4 armor, +3 deflection, +6 Dex, +9 natural, +4 shield, +1 dodge)

hp 220 (10d10+10d8+120)**Fort** +12, **Ref** +20, **Will** +10**Defensive Abilities** evasion, improved uncanny dodge, slippery mind, trap sense +3; **DR** 15/good and piercing; **SR** 30**OFFENSE****Spd** 40 ft.**Melee** +2 *kukri* +26/+21/+16 (1d4+4/15–20) and claw +18 (1d4+1) and bite +18 (1d6+1)**Special Attacks** detect thoughts (DC 19), sneak attack +5d6 (bleeding attack, slow reactions)**Spells Known** (CL 7th, +20 ranged touch)**3rd** (5/day)—*lightning bolt* (DC 17), *fly***2nd** (7/day)—*invisibility*, *scorching ray*, *web* (DC 16)**1st** (7/day)—*charm person* (DC 15), *mage armor*, *obscuring mist*, *protection from good*, *ray of enfeeblement***0**—*acid splash*, *arcane mark*, *detect magic*, *mage hand*, *mending*, *message*, *prestidigitation***TACTICS**

Before Combat Bahor casts *mage armor* as soon as the prospect of combat looms (such as hearing his alarms activated). He then uses his *third eye* to check the various rooms in his palace for intruders, using *clairaudience/clairvoyance*, if necessary, to watch them. As soon as his foes seem to be drawing near, he casts *shield* and *protection from good*.

During Combat Bahor favors the use of his spells in combat, since he only reverts to his true form if his enemies know of his true nature. Even then, he only relies on his melee attacks if his spells are exhausted or proving useless.

Morale Bahor has little interest in risking everything on bad luck—if reduced to less than 50 hit points, he attempts to escape by a combination of *invisibility* and his *boots of speed*. If he escapes, he retreats to the Cerulean Society guildhall elsewhere below Old Korvosa to wait things out—he does not return to vex the PCs. Bahor only stays behind to fight to the death if his enemies show that they know of his true nature—allowing anyone to escape his clutches with this knowledge is the thing he fears the most.

Base Statistics AC 34, touch 20, flat-footed 26**STATISTICS****Str** 15, **Dex** 22, **Con** 22, **Int** 12, **Wis** 10, **Cha** 18**Base Atk** +17; **CMB** +19; **CMD** 39**Feats** Bleeding Critical, Combat Reflexes, Critical Focus, Dodge, Improved Critical (*kukri*), Improved Initiative, Mobility, Spring Attack, Vital Strike, Weapon Finesse, Weapon Focus (*Kukri*)^B**Skills** Bluff +31, Diplomacy +27, Disguise +35, Intimidate +27, Knowledge (local) +24, Knowledge (nobility) +10, Perception +23, Sense Motive +17, Stealth +29**Languages** Common, Infernal, Vudran**SQ** change shape (any humanoid, *alter self*), stand up, trapfinding**Combat Gear** *wand of illusory script* (22 charges), *wand of shield* (34 charges); **Other Gear** +2 *kukri*, *belt of mighty constitution*+2, *ring of protection* +3, *boots of speed*, *third eye*, ring of keys (opens all locks in and under Arkona Palace)**Treasure:** The bloodstone paperweight on the desk is a *third eye* bloodstone worth 500 gp. The exotic stringed instrument is a Jawassan Sitar.

Decorated with gold filigree work depicting crocodiles eating storks, it is worth 350 gp. All of Bahor's other treasures are either carried or kept in his treasury.

Ad Hoc Experience Award: If the PCs negotiate with Bahor and learn from him where Neolandus and Vencarlo are being held without resorting to violence, award them experience as if they had defeated him in combat.

XP 3,200Fungal creature advanced janni (*Advanced Bestiary* 131, *Bestiary* 141)

NE Large plant

Init +5; **Senses** darkvision 60 ft.; **Perception** +15

DEFENSE

AC 21, touch 10, flat-footed 20)

(+7 armor, +1 Dex, +2 shield, -1 size, +1 natural)

hp 85 (9d8+45)**Fort** +11, **Ref** +7, **Will** +9**Defensive Abilities** elemental endurance; **Immune** plant traits; **Resist** fire 10

OFFENSE

Spd 15 ft., fly 10 ft. (perfect)**Melee** scimitar +13/+8 (1d8+6/15–20) and light shield spike +12 (1d6+3)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** *change size*, create spawn, poison spore cloud**Spell-Like Abilities** (CL 11th)**3/day**—*invisibility* (self only), *speak with animals***1/day**—*create food and water* (CL 7th)

TACTICS

Before Combat The garden guardians become invisible as soon as they hear anything approaching this area. Once they determine that the visitors are in fact intruders, they change size to become Large just before they move forth to attack.**During Combat** These fungal creatures open combat with their poison spore clouds, following that up with melee attacks.**Morale** The fungal janni fight to the death, pursuing foes throughout the entire cavern (but not into area D24 or D25 or the palace above).

STATISTICS

Str 22, **Dex** 13, **Con** 20, **Int** 14, **Wis** 16, **Cha** 10**Base Atk** +9; **CMB** +14; **CMD** 25**Feats** Improved Critical (scimitar), Improved Initiative, Improved Natural Armor, Improved Shield Bash, Two Weapon Fighting, Weapon Focus (scimitar)**Skills** Appraise +14, Craft (armorsmithing) +14, Craft (weaponsmithing) +14, Escape Artist +13, Fly +15, Perception +15, Ride +8, Sense Motive +15, Stealth +9**Languages** Common, Terran, Vudran**SQ** fungal metabolism, poisonous blood, rejuvenation, worldbound**Gear** +1 *chainmail*, scimitar, spiked +1 *light steel shield*

SPECIAL ABILITIES

Create Spawn (Ex) A creature killed by Constitution loss from a garden guardian's spore cloud transforms into a fungal creature over the course of a day. *Plant growth* halves the time required, while *diminish plants* doubles it. *Blight* destroys the fungal spores and prevents the corpse's transformation, but spells that remove disease are ineffective against the spores. Once a body transforms into a fungal creature, the dead body from which it grew is completely destroyed. A new fungal creature lacks the class levels and memories of the creature from which it gained its form—if the base creature has 1 or fewer racial HD, use a 1st-level warrior version of it as the base creature.**Fungal Metabolism (Ex)** The garden guardians do not breathe, eat, or sleep.**Poison Spore Cloud (Ex)** Once per day, a garden guardian can release a 15-foot-radius spread of yellow spores that linger in the air for 10 rounds. This cloud functions as an inhaled poison—any creature that inhales the spores is affected. (DC 19, 1/minute for 2 minutes, 1d2 Con and fatigued for 1 minute, no cure). A creature that continues to inhale the spores must make Fortitude saves each round (stacking as described on Core page 558). The save DC is Constitution-based.**Poisonous Blood (Ex)** A garden guardian's blood and flesh function as ingested poison. Any creature that makes a bite attack against a garden guardian, swallows one whole, or otherwise ingests part of one suffers the effects of the poison. (DC 19, 1/round for 7 rounds, 1 Str and 1 Dex, 1 save) The save DC is Constitution-based.**Rejuvenation (Ex)** So long as a garden guardian is in contact with moist natural earth, it regains hit points as though it were experiencing complete bed rest and long-term care (3 hit points per HD per day of rest).**Worldbound (Ex)** These janni have been bound to the Material Plane by Vudran magic—as a result, they do not have the ability to use *plane shift* or *ethereal jaunt* as spell-like abilities, but their close tie to the Material Plane does increase their health and endurance, granting them a +2 racial bonus on their Constitution scores.

ENORMOUS REEFCLAW**CR 10****XP 9,600**Male advanced elite reefclaw (*Pathfinder* #7 88)

CN Large aberration (aquatic)

Init +7; **Senses** darkvision 60 ft., low-light vision; **Perception** +21

DEFENSE

AC 20, touch 12, flat-footed 17

(+3 Dex, +8 natural, -1 size)

hp 136 (16d8+64)**Fort** +9, **Ref** +8, **Will** +12**Resist** cold 5

OFFENSE

Spd 5 ft., swim 40 ft.**Melee** 2 claws +20 (1d8+8/19–20 plus numbing poison and grab)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** death frenzy, constrict 2d8+16 or 1d8+8 (see tenacious grapple), tenacious grapple

TACTICS

During Combat The reefclaw knows that the barge and pier belong to its Arkona allies, and does its best not to damage them. The same gentle touch is not extended to the PCs—the monster attacks anyone it recognizes as intruders with a ferocious rage.**Morale** The enormous reefclaw gives up the fight if reduced to less than 20 hit points, swimming swiftly out to sea to seek new allies. It does not return.

STATISTICS

Str 27, **Dex** 16, **Con** 18, **Int** 6, **Wis** 15, **Cha** 10**Base Atk** +12; **CMB** +21 (+27 Grapple); **CMB** 32 (38 vs Grapple)**Feats** Improved Critical (claw), Improved Grapple, Improved Initiative, Improved Natural Armor (4), Weapon Focus (claw)**Skills** Perception +21, Swim +35**Languages** understands Common**SQ** amphibious, ferocity

SPECIAL ABILITIES

Death Frenzy (Su) When a reefclaw is killed, its body spasms horrifically. Immediately upon dying, the reefclaw makes a full attack action against creatures it threatens. If more than one creature is within reach, it makes each attack against a random target (even against other reefclaws).**Numbing Poison (Ex)** Injury, Fortitude DC 22, 1/round for 6 rounds, 1d4 Dex, 1 save.**Tenacious Grapple (Ex)** A reefclaw gains a +4 racial bonus on CMB checks to grapple and to CMD against grapple attempts. In addition, it may use its grab ability against creatures of Medium or smaller size without taking the -20 penalty to CMB checks. This usage only utilizes one of the reefclaw's two claws. Creatures of any size may be grabbed using both claws. When constricting, the damage is equal to the damage done by the number of claws holding on to the creature.

EMPEROR COBRAS**CR 5****XP 1,600**Eltie dire king cobra (*Gary Gygax's Necropolis 220, Tome of Horrors Revised 387*)

N Large animal

Init +10; **Senses** scent; Perception +9

DEFENSE

AC 23, touch 15, flat-footed 17

(+6 Dex, +8 natural, -1 size)

hp 66 (7d8+35)**Fort** +10, **Ref** +11, **Will** +7

OFFENSE

Spd 30 ft., climb 30 ft., swim 30 ft.**Melee** bite +11 (2d6+6 plus poison and grab)**Ranged** spittle +11 (poison)**Space** 10 ft.; **Reach** 5 ft.

TACTICS

During Combat Avidexu trained both cobras to attack creatures at his command. The cobras attack the closest target.**Morale** The emperor cobras fight to the death.

STATISTICS

Str 23, **Dex** 22, **Con** 20, **Int** 1, **Wis** 14, **Cha** 2**Base Atk** +5; **CMB** +13; **CMD** 29**Feats** Improved Initiative, Improved Natural Armor, Improved Natural Attack (bite), Weapon Focus (bite)**Skills** Acrobatics +10, Climb +10, Perception +9, Stealth +6

SPECIAL ABILITIES

Poison (Ex) Bite or Spittle (DC 18, 1/round for 6 rounds, 1d3 Con, 1 save). The save DC is Constitution-based.**Spittle (Ex)** An emperor cobra can spit venom as a ranged attack. In order to be effective, the venom must strike a foe's eyes, mouth, or an open wound—therefore, this is a standard ranged attack for the cobra and not a ranged touch attack. The cobra's spittle has a range of up to 20 feet.

XP 25,600

Female rakshasa monk 6

LE Medium outsider (native)

Init +5; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 31, touch 17, flat-footed 27

(+5 Dex, +1 monk, +9 natural, +4 shield, +2 Wis)

hp 162 (10d10+6d8+80)**Fort** +13, **Ref** +17, **Will** +14; +2 vs enchantment**Defensive Abilities** evasion, slow fall 30 ft.; **DR** 15/good and piercing; **Immune** disease; **SR** 28

OFFENSE

Spd 90 ft.; fly 60 ft. (good)**Melee** +1 *ki focus shock kukri* +21/+16/+11 (1d4+4 plus 1d6 electricity/19-20) and claw +17 (1d4+1) and bite +17 (1d6+1)**Ranged** *javelin of lightning* (120 ft. line, 5d6 electricity, Reflex DC 14 half)**Special Attacks** arcane strike (+2), detect thoughts (DC 15), flurry of blows, ki pool (magic, 5), stunning fist (fatigue)**Spells Known** (CL 7th; +19 ranged touch)**3rd** (5/day)—*fly, suggestion* (DC 16)**2nd** (7/day)—*invisibility, locate object, scorching ray***1st** (7/day)—*charm person* (DC 14), *magic missile, expeditious retreat, shield, ray of enfeeblement***0**—*acid splash, detect poison, ghost sound* (DC 13), *mage hand, mending, message, prestidigitation*

TACTICS

Before Combat Vimanda Arkona begins in area E13. As soon as the first rotation occurs, Vimanda dons a ragged suit of tattered leather armor (this ruined armor doesn't impede her spellcasting, but neither does it grant an armor bonus) and changes shape to disguise herself as Vencarlo Orisini. She then casts *fly, invisibility, expeditious retreat*, and *shield*. If she knows the PCs carry an object familiar to her, she casts *locate object* on that item to help her track them. She then begins seeking out the PCs, either patrolling the dungeon in a generally clockwise fashion or beelining for them if she has *locate object* active. If she encounters Sivit, she retreats immediately. Vimanda knows that there are several symbols placed throughout the dungeon, and even though they don't affect her since she's lawful evil, she may decide to warn the PCs about a few of them in an attempt to gain their trust once she meets them.

During Combat When she first encounters the PCs, disguised as Vencarlo, Vimanda tries to convince them that Bahor sent them down here to die. She warns them about Sivit, and tries to encourage the PCs to leave the labyrinth to return to the palace above to confront Bahor (she explains her kukri and javelins away by saying they're the only weapons she's been able to recover in this dungeon). If this works, she hangs back in any fight against Bahor—as soon as Bahor realizes what's going on (which shouldn't take long, especially if he successfully reads Vimanda's mind), he tries to blow her cover to win the PCs back to his side. If, on the other hand, the PCs see through Vimanda's deception, she snarls and attacks. In combat, she takes to the air and favors her javelins, *scorching rays*, and *magic missiles*. If pushed into melee, she switches to her physical attacks, delivering stunning fists with her *ki focus kukri* on her first attack each round.

Morale Vimanda attempts to flee the Vivified Labyrinth to recover in area D17 if brought below 10 hit points.

Base Statistics AC 27, touch 17, flat-footed 23; Spd 60 ft.

STATISTICS

Str 16, **Dex** 21, **Con** 20, **Int** 10, **Wis** 14, **Cha** 16**Base Atk** +14; **CMB** +21 (+23 to disarm); **CMD** 37 (39 against disarm)**Feats** Agile Maneuvers, Arcane Strike, Combat Reflexes^B, Critical Focus, Deflect Arrows^B, Improved Critical (kukri), Improved Disarm^B, Multiattack, Step Up, Stunning Fist^B, Weapon Finesse, Weapon Focus (kukri)**Skills** Acrobatics +20 (+26 to jump), Bluff +25, Disguise +29, Perception +15, Perform (dance) +13, Sense Motive +15, Stealth +20**Languages** Common, Infernal, Vudran**SQ** change shape (any humanoid, *alter self*), high jump**Gear** +1 *ki focus shock kukri, javelins of lightning* (3)

SIVIT**CR 10****XP 9,600**Female darksphinx (*Book of Fiends* 156)

LE Large outsider (evil, extraplanar)

Init +3; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 26, touch 14, flat-footed 23

(+2 deflection, +3 Dex, +12 natural, -1 size)

hp 85 (9d10+36)**Fort** +10, **Ref** +9, **Will** +10**DR** 10/good; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 22

OFFENSE

Spd 40 ft., fly 60 ft. (poor)**Melee** +1 *kukri* +13/+8 (1d6+7/15–20) and +1 *kukri* +13/+8 (1d6+7/15–20) and tail slap +9 melee (1d8+3)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** pounce, rake (2 claws +15, 1d6+6), *symbol***Spell-Like Abilities** (CL 14th)**3/day**—*clairaudience/clairvoyance*, *darkness*, *detect magic*, *poison* (DC 19), *read magic*, *see invisibility***1/day**—*comprehend languages*, *desecrate*, *dispel magic*, *legend lore*, *locate object*, *remove curse*, *unboly blight* (DC 19)

TACTICS

Before Combat Sivit begins in area E20. As soon as the first rotation occurs, she casts *see invisibility* and then *clairaudience/clairvoyance* on area E8 to observe the PCs. She then casts *locate object* to track one of the character's more unusual items, and the next time either area E18 or E19 open up to her chamber, she moves in and begins making her way toward the PCs. Sivit knows the layout of the Vivified Labyrinth quite well, along with the four orientations of the dungeon—she activates rotations now and then to reorient the dungeon to her advantage and to try to split up the party. Sivit has placed multiple *symbols* into various chambers in the Vivified Labyrinth, and tries to time her attack on the PCs for a point where they're dealing with the effects of one of them.

During Combat Sivit opens combat with an *unboly blight*, then roars into melee with her *kukris*. She saves her *poison* spell-like abilities for spellcasters.

Morale Bound by ancient magic, Sivit has no real choice but to fight to the death.

STATISTICS

Str 23, **Dex** 16, **Con** 19, **Int** 22, **Wis** 19, **Cha** 21**Base Atk** +9; **CMB** +16; **CMD** 31**Feats** Double Slice, Improved Critical (*kukri*), Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting**Skills** Acrobatics +15, Bluff +17, Climb +18, Diplomacy +17, Heal +16, Intimidate +17, Knowledge (history) +18, Knowledge (planes) +18, Perception +16, Stealth +15, Survival +16**Languages** Celestial, Draconic, Infernal, Sphinx, Vudran**Gear** +1 *kukris* (2), *belt of mighty constitution* +4, *ring of protection* +2

SPECIAL ABILITIES

Symbol (Sp) Once each per week, Sivit can create a *symbol of fear*, a *symbol of insanity*, a *symbol of pain*, a *symbol of persuasion*, a *symbol of sleep*, and a *symbol of stunning* (caster level 14th), except that each symbol remains a maximum of one week once scribed.

BITING TIGERS**CR 7****XP 3,200**

N Gargantuan construct

Init -2; **Senses** darkvision 60 ft., low-light vision; **Perception** -5

DEFENSE**AC** 13, touch 4, flat-footed 13 (+9 natural, -4 size, -2 Dex)**hp** 115 (10d10+60)**Fort** +5, **Ref** +3, **Will** +0**Defensive Abilities** hardness 0; **Immune** construct traits

OFFENSE**Speed** 0 ft.**Melee** 6 slams +24 (2d6+14)**Space** N/A (part of room); **Reach** Entire Room

STATISTICS**Str** 38, **Dex** 6, **Con** —, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +10; **CMB** +28; **CMD** 36

VENCARLO ORISINI**CR 9****XP 6,400**

Male middle-age human rogue 2/fighter 5/duelist 2

CG Medium humanoid

Init +4; **Senses** Perception +0

DEFENSE

AC 15, touch 15, flat-footed 10

(+2 Dex, +2 Int, +1 dodge)

hp 50 (9 HD; 2d8+7d10) (currently at 13 hit points and 43 nonlethal damage)**Fort** +4, **Ref** +7, **Will** +1; +1 vs fear**Defensive Abilities** canny defense, evasion, parry

OFFENSE

Spd 30 ft.**Melee** unarmed strike +10 (1d3-1 nonlethal) or rapier +12 (1d6+2/18-20) or rapier +9 (1d6+2/18-20; +3 dodge bonus to AC)**Special Attacks** precise strike +2, sneak attack +1d6, weapon training (light blades +1)

TACTICS

During Combat Vencarlo's favored melee weapon is the rapier, and his favored ranged weapon are thrown daggers. In combat, he prefers to fight with Combat Expertise to full effect, both to aid in protecting his own hide and to draw out the thrill of the fight itself.**Morale** Vencarlo never abandons an ally in a fight, but if alone, flees to safety if brought below 10 hp.

STATISTICS

Str 9, **Dex** 15, **Con** 11, **Int** 15, **Wis** 11, **Cha** 15**Base Atk** +8; **CMB** +10 (+12 to disarm); **CMD** 20 (22 vs disarm)**Feats** Agile Maneuvers, Combat Expertise, Dodge, Improved Disarm, Mobility, Skill Focus (bluff), Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier)**Skills** Acrobatics +14, Bluff +12, Climb +8, Craft (weaponsmithing) +7, Diplomacy +11, Disguise +9, Intimidate +9, Knowledge (local) +14, Perform (oratory) +7, Profession (teacher) +9, Sense Motive +7, Stealth +11**Languages** Common, Elven, Varisian**SQ** armor training 1, fast stealth, improved reaction, trapfinding

SENSHIIR, BEATIFIC ONE**CR 9****XP 6,400**

Beatific One CR 9

Always LE Medium outsider (asura)

Init +7; **Senses** darkvision 60 ft.; **Perception** +21**DEFENSE****AC** 26, touch 18, flat-footed 18 (+7 Dex, +6 natural, +2 monk AC bonus, +1 dodge)**hp** 96 (11d10+33)**Fort** +10, **Ref** +14, **Will** +14; +2 against enchantment spells and effects**Defensive Abilities** improved evasion; **DR** 10/good; **Immune** disease, poison; **Resist** acid 10, electricity 10; **SR** 17**OFFENSE****Speed** 70 ft.**Melee** temple sword +17/+12/+7 (1d8+6) and spear +17 (1d8+3) and kukri +17 (1d4+3/18–20) or flurry of blows +15/+15/+10/+10/+7 (1d10+6)**Special Attacks** continuous barrage, flurry of blows, superior multi-weapon fighting**Spell-like Abilities** (CL 6th)**At will**—*disguise self*, *feather fall*, *see invisibility*, *ventriloquism***3/day**—*blindness/deafness* (DC 16), *blur*, *hypnotic pattern* (DC 16), *levitate*, *magic weapon***1/day**—*dimension door*, *hold person* (DC 17), *summon* (level 3, 1 beatific one 40%)**TACTICS****Before Combat** Beatific ones are rarely surprised and use the moments before combat to cast *blur* and *magic weapon* upon themselves and their weapons.**During Combat** Beatific ones hold their opponents in complete disdain and offer no quarter or honorable advantage. They enjoy tripping or disarming opponents, battering them with unarmed strikes, and using their foes' weapons against them.**Morale** If foes present sufficient threats, beatific ones redouble their efforts, but under no circumstances flee the field of battle.**STATISTICS****Str** 22, **Dex** 24, **Con** 16, **Int** 16, **Wis** 24, **Cha** 19**Base Atk** +11; **CMB** +17 (+19 to disarm or grapple); **CMD** 34 (36 vs disarm or grapple)**Feats** Combat Reflexes, Deflect Arrows^B, Dodge, Improved Disarm^B, Improved Grapple^B, Mobility, Snatch Arrows, Spring Attack**Skills** Acrobatics +21, Appraise +17, Climb +20, Escape Artist +21, Knowledge (planes) +17, Perception +21, Perform (dance) +18, Sense Motive +21, Stealth +21**Languages** Celestial, Common, Infernal, Vudrani; telepathy 100 ft.**SQ** monk qualities**SPECIAL ABILITIES****Continuous Barrage (Ex)** If a beatific one hits with the last attack of its flurry of blows, it may attempt an additional attack at a –2 penalty. If this attack hits, the beatific one may continue to make additional attacks, with a cumulative –2 penalty for each subsequent attack (–4 for the second attack, –6 for the third, and so on). If any attack misses, the barrage ends.**Flurry of Blows (Ex)** The beatific one can attempt a flurry of blows as per the monk ability. It may use this ability whenever it has at least one pair of its six hands free or with a special monk weapon equipped).**Monk Qualities** A beatific one emulates many of the strengths of the monk character class. On top of its own racial abilities, the beatific one receives the AC bonus, unarmed damage, bonus feats, speed bonus, and weapon proficiencies of a monk with a level equal to its Hit Dice, along with the diamond body, flurry of blows, improved evasion, and still mind abilities. All of these benefits are included in the statistics above.**Superior Multi-Weapon Fighting (Ex)** Because each of its heads controls a pair of arm, the beatific one does not take a penalty on attack or damage rolls for attacking with multiple weapons, though takes penalties normally if using more than three (penalties for each pair of weapons). Only one weapon can gain full strength bonus on damage, all other weapons use ½ strength bonus for damage.

XP 1,600

Male human aristocrat 3/ranger 3

LG Medium humanoid

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

DEFENSE

AC 11, touch 11, flat-footed 10

(+1 Dex)

hp 32 (6 HD; 3d8+3d10)**Fort** +6, **Ref** +5, **Will** +6

OFFENSE

Spd 30 ft.**Melee** unarmed strike +4 (1d3-1 nonlethal)**Special Attacks** favored enemy (humanoid[giant] +2)

TACTICS

During Combat Although Neolandus trained as a ranger, he realizes his true skills are in diplomacy. As such, he only fights when there is no other choice, in which case he prefers to do so with the longbow.**Morale** Neolandus won't abandon an ally, but if alone, flees to safety if brought below 15 hp.

STATISTICS

Str 8, **Dex** 12, **Con** 10, **Int** 15, **Wis** 14, **Cha** 16**Base Atk** +5; **CMB** +4; **CMD** 15**Feats** Endurance^B, Great Fortitude, Improved Initiative, Negotiator, Rapid Shot^B, Skill Focus (Diplomacy)**Skills** Bluff +12, Diplomacy +17, Handle Animal +11, Knowledge (geography) +10, Knowledge (nobility) +10, Perception +11, Ride +10, Sense Motive +13, Survival +11 (+12 to track)**Languages** Common, Shoanti, Varisian**SQ** favored terrain (urban +2), wild empathy +6

RAJPUT AMBARI**CR 7****XP 3,200**

CE Huge undead

Init +1; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 21, touch 9, flat-footed 20

(+1 Dex, +12 natural, -2 size)

hp 72 (16d8)**Fort** +5, **Ref** +6, **Will** +10**Defensive Abilities** undead traits; **DR** 10/slashing

OFFENSE

Spd 40 ft.**Melee** slams +20 (2d6+8) and 2 stamps +15 (2d6+4); or gore +20 (2d8+8/×3)**Space** 15 ft.; **Reach** 10 ft.**Special Attacks** trample (2d6+12, DC 26), war stomp

TACTICS

During Combat Rajput ambaris immediately attack anyone their creator or handler directs them to. They start by trampling the nearest enemy and then use war stomp to knock down foes, following up with slams and gores to finish off opponents.**Morale** Rajput ambaris fight until destroyed.

STATISTICS

Str 26, **Dex** 13, **Con** —, **Int** —, **Wis** 10, **Cha** 10**Base Atk** +12; **CMB** +22; **CMD** 33**SQ** undead servitor

SPECIAL ABILITIES

Trample (Ex) Reflex half DC 26. The save DC is Strength-based.**War Stomp (Su)** Rajput ambaris are trained to slam their skeletal front feet hard into the earth, creating a small shockwave that can knock nearby opponents prone. Any opponent standing immediately adjacent to a rajput ambari when it uses this ability must make a DC 26 Reflex save or be knocked prone. War stomp is a full-round action. The save DC is Strength-based.**Undead Servitor** Rajput ambaris are completely subservient to their creators and any other creature capable of commanding undead. A rajput ambari is treated as an undead creature of half its Hit Dice for the purposes of being commanded and when counting the total Hit Dice of undead an evil cleric has under his control.

A rajput ambari always understands the language of its master and anyone controlling it.

Carrying Capacity: A light load for a rajput ambari is up to 1,836 pounds; a medium load, 1,837–3,678 pounds; and a heavy load, 3,679–5,520 pounds. A rajput ambari can drag 27,600 pounds.