

XP 38,400

Male efreeti rogue 4/fighter 4

LE Large outsider (extraplanar, fire)

Init +10; **Senses** darkvision 60 ft., detect magic; Perception +18

DEFENSE

AC 30, touch 18, flat-footed 24

(+4 armor, +2 deflection, +6 Dex, +8 natural)

hp 203 (18 HD; 4d8+14d10+108)**Fort** +14, **Ref** +18, **Will** +10**Defensive Abilities** evasion, trap sense +1, uncanny dodge; **Immune** fire; **Resist** cold 10**Weaknesses** vulnerability to cold

OFFENSE

Spd 20 ft., fly 40 ft. (perfect)**Melee** +1 *flaming scimitar* +27/+22/+17/+12 (1d6+11/15–20 plus 1d6 fire)**Special Attacks** change size, heat, *plane shift* (currently unable to use), sneak attack +2d6 plus bleeding attack, surprise attack**Spell-Like Abilities** (CL 11th)Constant—*detect magic*At will—*plane shift* (willing targets to elemental, Astral, or Material plane only, currently unable to use), *produce flame*, *pyrotechnics* (DC 15), *scorching ray*3/day—*invisibility*, quickened *scorching ray* (1 ray only), *wall of fire* (DC 17)1/day—grant up to three *wishes* (to nongenies only), *gaseous form*, *permanent image* (DC 19)

TACTICS

During Combat As Trifaccia, Yzahnum fights with a swashbucker's grace and avoids the use of his spell-like abilities. Remember that he is currently masquerading as a medium humanoid (his stats reflect this fact). If exposed as an efreeti (using the base statistics), however, his tactics change; he uses flight to maintain distance and relies on *scorching rays*, *walls of fire*, and *change size* to shrink foes, reverting to melee only as necessary.**Morale** Yzahnum knows when he's outmatched. If reduced to 50 hit points or less, he attempts to escape via *invisibility* and flight back to Castle Korvosa—the terms of his current bargain with Ileosa prevents him from using *plane shift* to do so. If he escapes, the PCs might encounter him again once they begin to explore the castle.**Base Statistics** **AC** 29, touch 17, flat-footed 23; **Melee** +1 *flaming scimitar* +26/+21/+16/+11 (1d8+11/15–20 plus 1d6 fire) and slam +24 (1d8+4 plus 1d6 fire); **Space** 10 ft.; **Reach** 10 ft.; **Str** 26; **Skills** Fly +29, Stealth +19

STATISTICS

Str 28 **Dex** 22, **Con** 22, **Int** 12, **Wis** 12, **Cha** 16**Base Atk** +17; **CMB** +26; **CMD** 42**Feats** Combat Casting, Combat Reflexes, Dodge, Improved Critical (scimitar), Improved Initiative^B, Lightning Stance, Mobility, Power Attack, Quicken Spell-Like Ability (*scorching ray*), Spring Attack, Weapon Focus (scimitar), Weapon Specialization (scimitar), Wind Stance**Skills** Bluff +20, Craft (weaponsmith) +22, Diplomacy +14, Fly +31, Intimidate +24, Perception +18, Sense Motive +18, Spellcraft +8, Stealth +23**Languages** Auran, Common, Ignan, Infernal; telepathy 100 ft.**SQ** change shape (humanoid or giant, *alter self* or *giant form I*), trapfinding**Combat Gear** *dust of disappearance* (4 doses); **Other Gear** +1 *flaming scimitar*, *belt of mighty constitution* +4, *bracers of armor* +4, *ring of protection* +2, *minor ring of cold resistance*

XP 25,600

Female human fighter 14

LN Medium humanoid

Init +6; **Senses** Perception +13

DEFENSE

AC 33, touch 14, flat-footed 31

(+11 armor, +2 deflection, +2 Dex, +5 natural, +3 shield)

hp 137 (14d10+56)**Fort** +14, **Ref** +10, **Will** +7; +4 vs fear

OFFENSE

Spd 20 ft.**Melee** +2 *wounding falchion* +26/+21/+16 (2d4+16/15–20)

TACTICS

Before Combat As she mounts up on her dragon, Sabina drinks her *potion of barkskin*.

During Combat Sabina does not directly attack the PCs; she sees them as the best tool she has to save Korvosa (and perhaps even Ileosa). Instead, she swoops low to confront them with her dragon mount, urging him through her Ride skill (since she and the dragon do not share a language) to land amid the PCs rather than to pursue a more tactically sound aerial assault. As the battle commences, Sabina continues to use Ride to maneuver the dragon into awkward positions; by making a DC 25 Ride check as a standard action, her tugging and kicking essentially renders the dragon flatfooted against the PCs. Eventually, the dragon realizes what she's up to (see Zarmangarof's tactics below) and begins attacking her, at which point she dismounts (Ride DC 20 to fast dismount) and cries out, "We need to kill this beast fast, before it realizes it has an entire city at hand to destroy!" She then focuses all of her attacks on the dragon, working with the PCs as best she can to kill it.

Morale Once Zarmangarof is defeated, Sabina casts aside her shield and sword and removes her helm. The time has come for her to choose sides—see "Sabina's Redemption" on page 16.

STATISTICS

Str 20, **Dex** 14, **Con** 16, **Int** 10, **Wis** 8, **Cha** 13**Base Atk** +14; **CMB** +19; **CMD** 31

Feats Critical Focus, Diehard, Endurance, Greater Weapon Focus (falchion), Greater Weapon Specialization (falchion), Improved Critical (falchion), Improved Initiative, Iron Will, Lightning Reflexes, Mounted Combat, Penetrating Strike (falchion), Power Attack, Ride-By Attack, Spirited Charge, Weapon Focus (falchion), Weapon Specialization (falchion)

Skills Intimidate +18, Ride +17 (+19 without armor), Perception +13**Languages** Common**SQ** armor training 3, weapon training (heavy blades +3, bows +2, axes +1)

Combat Gear *potion of barkskin* +5, *potion of cure serious wounds* (2); **Gear** +3 *full plate*, +1 *animated heavy steel shield*, +2 *wounding falchion*, *belt of giant strength* +4, *cloak of resistance* +2, *ring of feather falling*, *ring of protection* +2

XP 12,800

Male adult black dragon

CE Large dragon (water)

Init +5; **Senses** dragon senses; Perception +24**Aura** frightful presence (180 ft., DC 19)

DEFENSE

AC 28, touch 10, flat-footed 27

(+1 Dex, +18 natural, -1 size)

hp 161 (14d12+70)**Fort** +14, **Ref** +10, **Will** +12**DR** 5/magic; **Immune** acid, paralysis, sleep; **SR** 22

OFFENSE

Speed 60 ft., fly 200 ft. (poor), swim 60 ft.**Melee** bite +21 (2d6+10), 2 claws +20 (1d8+7), 2 wings +15 (1d6+3), tail +15 (1d8+10)**Space** 10 ft.; **Reach** 5 ft. (10 ft. with bite)**Special Attacks** breath weapon (80-ft. line, DC 22, 12d6 acid), corrupt water**Spell-Like Abilities** (CL 14th)At will—*darkness* (60-ft. radius)**Spells Known** (CL 3rd)1st (6/day)—*grease* (DC 12), *mage armor*, *ray of enfeeblement*0 (at will)—*detect magic*, *mage hand*, *message*, *open/close*, *prestidigitation*

TACTICS

Before Combat Just before Sabina orders him into flight, Zarmangarof casts *mage armor* on himself.

During Combat Zarmangarof has been *geased* to serve as Sabina's mount, and charmed to be an ally to Queen Ileosa and her minions. These magical effects ensure his cooperation, and he follows Sabina's commands via her Ride skill as demanded, but since he doesn't speak Common and Sabina doesn't speak Draconic, they have limited communication. While he'd rather stay in the air and use magic and acid against foes on the ground, he lands as directed by his rider. Once melee begins, each time Sabina makes a Ride check to render Zarmangarof flat-footed, the dragon gets to make a free Sense Motive check opposed by the result of Sabina's Ride check to realize what she's up to. In any event, once the dragon is reduced to fewer than 100 hit points, his frustration gets the better of him anyway and he turns on Sabina in anger. Once the dragon lashes out at Sabina, he immediately takes 3d6 points of damage from the *geas* and must make a DC 31 Will save to avoid becoming sickened as well. If, at any time, the *charm monster* and/or *geas* effect on the dragon are dispelled, he immediately turns on Sabina in this manner. Once the dragon does so, he takes to the air and uses breath weapons and magic against the PCs and Sabina unless he feels confident that he can finish the party off in melee without putting himself in any great danger.

Morale Zarmangarof is blinded by rage and frustration, and fights to the death as a result.

STATISTICS

Str 25, **Dex** 12, **Con** 21, **Int** 14, **Wis** 17, **Cha** 14**Base Atk** +14; **CMB** +24; **CMD** 33 (37 vs. trip)**Feats** Alertness, Improved Initiative, Improved Vital Strike, Power Attack, Skill Focus (Stealth), Vital Strike, Weapon Focus (bite)**Skills** Fly +12, Handle Animal +16, Intimidate +19, Knowledge (arcana) +19, Perception +24, Spellcraft +19, Stealth +17, Swim +32**Languages** Draconic**SQ** speak with reptiles, swamp stride, water breathing

XP 3,200

Female human fighter 8

LE Medium humanoid

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

DEFENSE

AC 23, touch 1, flat-footed 22

(+10 armor, +1 Dexterity, +2 shield)

hp 89 (10d10+30)**Fort** +10, **Ref** +4, **Will** +4; +2 vs fear

OFFENSE

Spd 20 ft.**Melee** +1 *longsword* +14/+9 (1d8+7/19-20)**Ranged** mwk composite longbow +10/+5 (1d8+2/×3)

TACTICS

During Combat Gray Maidens prefer to fight in melee, but they are trained to support their sisters with ranged weapons if no opportunity for melee presents itself.**Morale** Gray Maidens fight to the death.

STATISTICS

Str 16, **Dex** 12, **Con** 16, **Int** 10, **Wis** 8, **Cha** 14**Base Atk** +8; **CMB** +11; **CMD** 22**Feats** Greater Bull Rush, Improved Bull Rush, Improved Critical (*longsword*), Iron Will, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Weapon Focus (*longsword*), Weapon Specialization (*longsword*)**Skills** Acrobatics +1, Climb +8, Intimidate +13**Languages** Common**SQ** Armor training 2, weapon training (heavy blades +1)**Gear** +2 *full plate*, heavy steel shield, +1 *longsword*, mwk composite longbow (+2 Str) with 20 arrows, *cloak of resistance* +1

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 Red Mantis assassins drink their potions of *cat's grace* and *expeditious retreat* and activate their *mantis masks (deathwatch)* at day or darkvision at night) before entering combat.**During Combat** The assassins use prayer attacks if facing lone targets. Otherwise, they team up to flank foes so as to make the most of their sneak attacks. They activate their red shrouds on the first round of combat in any event.**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** *potion of resist fire*, *potion of cat's grace*, *potion of spider climb*, *potion 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.

DESSICATION PULSE**CR 11****Type** magic (conjunction and necromancy)**Search** DC 33; **Disable Device** DC 33

EFFECTS**Trigger** proximity (any light source); **Onset Delay** 2 rounds; **Reset** automatic (after 2 minutes)**Effect** spell effect (*horrid wilting*, CL 18th, Fortitude DC 26 half, affects all creatures in area **A8**) and summons four bodaks (the summoned bodaks vanish in 18 rounds as the trap resets)

BODAKS**CR 8****XP 4,800**

CE Medium humanoid (extraplanar)

Init +6; **Senses** darkvision 60 ft.; Perception +15

DEFENSE**AC** 21, touch 13, flat-footed 18

(+2 Dex, +8 natural, +1 dodge)

hp 49 (9d8+9)**Fort** +4, **Ref** +5, **Will** +7**DR** 10/cold iron; **Immune** electricity; **Resist** acid 10, fire 10**Weakness** vulnerable to sunlight

OFFENSE**Spd** 20 ft.**Melee** slam +8 (1d8+1)**Special Attacks** death gaze

STATISTICS**Str** 13, **Dex** 15, **Con** -, **Int** 6 **Wis** 12, **Cha** 12**Base Atk** +6; **CMB** +7; **CMD** 19**Feats** Ability Focus (Death Gaze), Alertness, Dodge, Improved Initiative, Weapon Focus (slam)**Skills** Perception +15, Stealth +13**Languages** Common

SPECIAL ABILITIES**Death Gaze (Su)** Death, range 30 feet, Fortitude DC 17 negates. Humanoids who die from this attack are transformed into bodaks 24 hours later. The save DC is Charisma-based.**Vulnerability to Sunlight (Ex)** Bodaks loathe sunlight, for its merest touch burns their impure flesh. Each round of exposure to the direct rays of the sun deals 1 point of damage to the creature.

AKARUZUG

CR 14

XP 38,400

LE Large construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +1**Aura** *unhallow* 40 ft.

DEFENSE

AC 29, touch 11, flat-footed 27

(+2 Dex, +18 natural)

hp 206 (32d10+30)**Fort** +10, **Ref** +12, **Will** +11**DR** 15/good; **Immune** construct traits

OFFENSE

Spd fly 40 ft. (perfect)**Melee** 2 claws +41 (1d6+10) and 2 wing slams +36 (1d6+5) and body slam +36 (1d8+5)**Special Attacks** soul slave, soul steal

STATISTICS

Str 30, **Dex** 14, **Con** —, **Int** —, **Wis** 12, **Cha** 1**Base Atk** +32; **CMB** +43; **CMD** 55**SQ** soul engine

SPECIAL ABILITIES

Soul Engine (Su) An akaruzug draws the energy it requires to function from a living creature crucified upon its frame. An active akaruzug (or another creature working with an inactive akaruzug) can spend 1 minute to bind a helpless or willing creature to the construct. Once the victim is restrained, the akaruzug draws the creature's soul into it, an effect similar to the spell *magic jar*. While the soul remains in the akaruzug, the construct remains active. If the body crucified upon it is removed, the soul within the construct is freed and the akaruzug deactivates after 1d4 rounds. An akaruzug's victim cannot be resurrected while its soul is still trapped within the construct. The most likely ways to free a body from an active akaruzug are to pull it free or magically remove the body. A creature who makes a grapple attempt against an akaruzug can target the body hung on the construct. The akaruzug gains a +10 bonus its CMD to keep its victim in place. If the check succeeds, its victim is freed. Casting a spell like *teleport object* on an akaruzug's victim can remove it from its bindings. If a saving throw is allowed to resist the spell, the akaruzug makes it for its victim. As an akaruzug's victim is dead, it no longer counts as a creature for the purposes of spells that target individuals. An akaruzug's victim cannot be targeted in any ways besides these, and thus cannot be destroyed without first destroying the construct.

Destroying an akaruzug or removing its victim's body releases the soul restrained within. A released soul is not returned to its body, however, and instead departs just as any other slain soul.

Soul Slave (Su) Using the soul trapped within its frame, an akaruzug can manifest ghostly representations of its victim to attack its enemies as a standard action. These soul slaves appear as the akaruzug's victim did in life and wield a weapon favored by that individual. Aside from this, the soul slave functions similarly to the spell *spiritual weapon* cast by a 15th-level sorcerer (though with an AC adjusted by the victim's size). An akaruzug can use this ability up to three times a day.

Soul Steal (Su) An akaruzug can attempt to draw additional soul energy into it. Once every 1d4 rounds, the construct can unleash a blast of soul essence that seeks to flense the life force of any living creature within 20 feet. All living creatures in the area must make a DC 26 Fortitude save or gain 1d4 negative levels. The save DC is Constitution-based. For each negative level bestowed, the akaruzug gains 5 temporary hit points.

Unhallow (Sp) An akaruzug emanates a 40-foot aura of unholy energy, as per the spell *unhallow*. The construct's creator determines what, if any, additional spell effects are tied to the akaruzug's *unhallow* aura at the time of its creation. The construct benefits from any spell effects tied to its *unhallow* aura. Common choices are *darkness*, *detect good*, *freedom of movement*, and *invisibility purge*.

CONVERSION NOTES

The Akaruzug posed an interesting conversion issue. Constructs changed from moderate BAB (in this case, a +24) to a good BAB (+32). That gave the Akaruzug an extra +8 to hit on all of its attacks, something that just looked overwhelming. To counter this, I lowered the damages to Large standard. The body slam was 2d8 (equivalent to a colossal slam), so I kept this one step higher.

TOGOMOR**CR 15****XP 51,200**

Male human wizard 15

LE Medium humanoid

Init +3; **Senses** *arcane sight, darkvision* 60 ft., *see invisibility*; Perception +0 (+2 when Pudgyknuckles in arms reach)

DEFENSE

AC 19, touch 11, flat-footed 19

(+4 armor, +2 deflection, -1 Dex, +4 shield)

hp 142 (15d6+90)**Fort** +10, **Ref** +4, **Will** +9**Immune** mind-affecting effects

OFFENSE

Spd 20 ft., fly 30 ft.**Melee** unarmed strike +8 (1d3 nonlethal)**Special Attacks** hand of the apprentice (+13, 9/day)**Spells Prepared** (CL 15th, 16th with evocation, +6 ranged touch)8th—quicken *dimension door*7th—*prismatic spray** (DC 24), *project image* (DC 23)6th—*disintegrate* (DC 22), *greater dispel magic*, quickened *invisibility*, *summon monster VI*5th—*cloudkill* (DC 21), *cone of cold** (DC 22), *feblemind* (DC 21), quickened *magic missile**, *overland flight* (already cast)4th—*dimension door* (2), *fear* (DC 20), *greater invisibility*, *illusory wall* (DC 20)3rd—*dispel magic*, extended *false life* (already cast), *lightning bolt** (DC 20), *nondetection* (already cast), *stinking cloud* (DC 19)2nd—*bear's endurance*, *blindness/deafness* (DC 18), *glitterdust* (DC 18), *mirror image*, *scorching ray**, *spider climb*1st—*charm person* (DC 17), *feather fall*, *magic missile**, *grease* (DC 17), *ray of enfeeblement*, *shield*0—*light*, *mage hand*, *prestidigitization*, *touch of fatigue* (DC 16)

*evocation spell

TACTICS

Before Combat Togomor casts extended *false life*, *overland flight*, and *nondetection* on himself every morning. Once the castle's alarm is raised, Togomor takes the time to cast *shield*, *bear's endurance*, and *spider climb* as well before he responds to the alarm.**During Combat** It's unlikely for the PCs to actually encounter Togomor here, unless this is their first target on visiting the castle. If confronted here before he prepares a defense, Togomor dimension doors to area **A59**, casts his preparatory spells, and then either waits for the PCs to confront him there or waits for them to trigger an alarm elsewhere, whereupon he casts *greater invisibility* and then dimension doors to that location to offer aid. See area **A45** for sample tactics tailored to that location; you can use most of these tactics anywhere else in the castle with a little modification. Don't forget that he can use his metamagic mastery to apply any of his metamagic feats (quicken, empower, or extend) when casting his spells that don't already have them prepared.**Morale** Togomor doesn't have control of his actions as long as he remains possessed, but Sermignatto doesn't take unnecessary risks with his puppet. If reduced below 30 hit points, Togomor flees via *dimension door* to area **A59**, where he makes his last stand.**Base Statistics** **AC** 15, flat-footed 15; **hp** 112; **Fort** +8; **Con** 16

STATISTICS

Str 13, **Dex** 8, **Con** 20, **Int** 22, **Wis** 10, **Cha** 12**Base Atk** +7; **CMB** +8; **CMD** 19**Feats** Bloatmage Initiate (evocation), Craft Construct, Craft Magic Arms and Armor, Craft Staff, Craft Wondrous Item, Empower Spell, Extend Spell, Improved Familiar, Improved Initiative, Quicken Spell, Scribe Scroll, Spell Focus (evocation)**Skills** Craft (armorsmithing) +24, Fly +17, Knowledge (arcana) +24, Knowledge (dungeoneering), Knowledge (local) +24, Knowledge (nobility and royalty) +24, Knowledge (the planes) +24, Knowledge (religion) +24, Spellcraft +24**Languages** Common, Draconic, Infernal; *tongues***SQ** *contingency*, metamagic mastery 4/day, permanent spells, possessed**Combat Gear** *staff of evocation* (32 charges); **Other Gear** *bracers of armor* +4, *handy haversack*, *headband of vast intelligence* +4, *necklace of adaptation*, *ring of protection* +2, *ring of keys* (opens all physical locks in the castle, unless a specific lock's description says otherwise)

SPECIAL ABILITIES

Contingency If Togomor snaps his fingers (a swift action as long as he has a hand free), a *stoneskin* spell activates on him.**Permanent Spells** Togomor made the following spells permanent on himself: *arcane sight*, *darkvision*, *see invisibility*, and *tongues*.**Possessed (Ex)** Togomor is possessed by the bdellavritra devil Sermignatto. This grants the devil a constant *status* effect and allows Sermignatto to control Togomor from any distance as a free action, as if Togomor were dominated. He can also experience Togomor's surroundings via the bloatmage's senses by concentrating. The possession cannot be ended by *dispel magic*, but a *protection from evil* or similar effect cast upon Togomor disrupts the possession as long as the protection effect persists, and a *dispel evil* or *dispel law* cast on Togomor ends the possession immediately. As long as the possession persists, Togomor is immune to all other mind-affecting effects.**PUDGYKNUCKLES****CR —**

Imp familiar (MM 56)

LE Tiny outsider (devil, evil, extraplanar, lawful)

Init +3; **Senses** *darkvision* 60 ft., *detect good*, *detect magic*, *see in darkness*; Perception +7

DEFENSE

AC 25, touch 16, flat-footed 21

(+3 Dex, +1 dodge, +9 natural, +2 size)

hp 56 (15 HD); **fast healing** 2**Fort** +5, **Ref** +8, **Will** +11**Defensive Abilities** improved evasion; **DR** 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 20

OFFENSE

Speed 20 ft., fly 50 ft. (perfect)

Melee sting +12 (1d4 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

Spell-Like Abilities (CL 6th)

Constant—*detect good*, *detect magic* At will—*invisibility* (self only)

1/day—*angry*, *suggestion* (DC 15)

1/week—*commune* (6 questions, CL 12th)

STATISTICS

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

Base Atk +7; **CMB** +5; **CMD** 18

Feats Dodge, Weapon Finesse

Skills Acrobatics +9, Bluff +8, Fly +33, Knowledge (arcana) +19, Knowledge (planes) +19, Perception +7, Spellcraft +19

Languages Common, Infernal

SQ change shape (boar, giant spider, rat, or raven, *beast shape I*), empathic link, share spells, deliver touch spells

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 13; *frequency* 1/ round for 6 rounds; *effect* 1d2 Dex; *cure* 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

FALSE ILEOSA

CR 8

XP 4,800

Female human aristocrat 1/bard 8

NE Medium humanoid simulacrum

Init +3; **Senses** Perception +11**DEFENSE****AC** 15, touch 15, flat-footed 12

(+2 deflection, +3 Dex)

hp 47 (9d8+18)**Fort** +3, **Ref** +9, **Will** +7; +4 vs sonic affects**OFFENSE****Spd** 30 ft.**Melee** +1 *returning dagger* +10/+5 (1d4+1/19–20)**Ranged** +1 *returning dagger* +10 (1d4+1/19–20)**Special Attacks** bardic music 29 rounds/day (countersong, distraction, *fascinate*, inspire competence +3, inspire courage +2, *suggestion*, dirge of doom)**Spells Known** (CL 8th)3rd (3/day)—*confusion* (DC 18), *displacement*, *slow* (DC 17)2nd (5/day)—*cure moderate wounds*, *detect thoughts* (DC 16), *misdirection*, *suggestion* (DC 17)1st (5/day)—*cure light wounds*, *expeditions retreat*, *feather fall*, *grease* (DC 15), *hideous laughter* (DC 16)0 (at will)—*light*, *mage hand*, *mending*, *open/close*, *prestidigitation*, *resistance***TACTICS**

During Combat The false Ileosa starts combat by using inspire courage and weaving the bardic oration with a *displacement* spell via her Harmonic Spell feat. In each following round, she attempts a bardic *suggestion* (combining each with a spell, like *confusion* or *slow*) on one PC, suggesting he abandon his weapons and leave Korvosa. She relies on her six guardians to prevent anyone from engaging her in melee, but if this tactic fails, she draws her dagger and fights back as best she can.

Morale The false Ileosa fights until destroyed. Once reduced to 0 hit points, she suddenly becomes rigid and motionless. A moment later, her features run red as she melts swiftly into a pool of blood.

STATISTICS**Str** 10, **Dex** 16, **Con** 13, **Int** 12, **Wis** 8, **Cha** 21**Base Atk** +6; **CMB** +6; **CMD** 21**Feats** Extend Spell, Extra Performance, Greater Spell Focus (enchantment), Harmonic Spell, Spell Focus (enchantment), Weapon Finesse**Skills** Bluff +17, Diplomacy +17, Knowledge (arcana) +17, Knowledge (history) +17, Knowledge (nobility and royalty) +17, Knowledge (all others) +5, Perception +11, Perform (act) +17, Perform (oratory) +17**Languages** Common, Thassilonian**SQ** lore master 1/day, redirection, versatile performance (oratory->diplomacy, sense motive; act->bluff, disguise)**Gear** +1 *returning dagger*, *headband of alluring charisma* +2, *gloves of incredible dexterity* +2, *ring of protection* +2, extravagant royal gown worth 2,500 gp, crown (nonmagical duplicate of the *Crown of Fangs*) worth 5,000 gp**SPECIAL ABILITIES**

Redirection (Su) As long as this simulacrum lives, any divination spell that attempts to locate or otherwise target the real Queen Ileosa is instead redirected to target this simulacrum. The caster of the divination spell has a small chance to notice the redirection with a DC 40 Spellcraft check as the divination spell is cast, but even if the redirection is noted, it remains impossible to tell where the effect was redirected from. This effect also affects longdistance spells like *dream*, *nightmare*, *sending*, and *demand*.

HARMONIC SPELL (3.5)

You can weave bardic music effects into your spellcasting.

Prerequisite: Bardic music ability, Perform (any) 8 ranks

Benefit: When you cast a harmonic spell, you can activate one of your bardic music abilities as a free action. The bardic music is incorporated into the spell's casting time, and the effect of the bardic music lasts for as long as the spell's casting time continues and for 5 rounds thereafter.

Activating a bardic music ability with Harmonic Spell consumes an additional bardic music use per day, but does not increase the effective level of the spell being cast.

This feat is effectively useless in the Pathfinder system, so I've rewritten it to effectively balance the ability with what it was doing before. You can drop the multiple effects in the same round if you feel it is overbalanced.

HARMONIC SPELL (PF)

You can weave bardic music effects into your spellcasting.

Prerequisite: Bardic performance ability, Perform (any) 5 ranks

Benefit: When you cast a harmonic spell, you can activate one of your bardic performance abilities as a free action. The bardic performance is incorporated into the spell's casting time, and takes affect normally; you still must use a free action each round to maintain the effect.

Activating a bardic performance ability with Harmonic Spell consumes additional rounds of bardic performance. If the activation would normally take a standard action, this feat uses up 4 rounds of bardic performance to activate the ability. If the activation would normally take a move action, this feat uses up 3 rounds of bardic performance ability. If the activation would normally take a swift action, this feat uses up 2 rounds of bardic performance ability.

In addition, for the round of the casting only, the bard may have two bardic performance abilities active at the same time, but must pay both activation and maintenance costs. The next round, he must decide which (if any) to maintain. Note that the bard still cannot begin two performances simultaneously, even if he is of a level that can begin a performance for less than a standard action.

SERMIGNATTO - BELIER DEVIL (BDELLAVRITRA) CR 16

XP 76,800

Always LE Large outsider (devil, evil, extraplanar, lawful)

Init +4; **Senses** darkvision 60 ft., see in darkness; **Perception** +28

DEFENSE

AC 35, touch 15, flat-footed 29

(+6 Dexterity, +20 natural, -1 size)

hp 212 (17d10+119)

Fort +17, **Ref** +13, **Will** +20

DR 10/good and silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 30

OFFENSE

Spd 20 ft., fly 60 ft. (perfect)

Melee 3 tongues +23 (1d6+7 and grab) and 1 bite +21 (2d6+3 and grab)

Space 10 ft.; **Reach** 10 ft. (20 ft. with tongues)

Special Attacks blood drain, constrict (1d6+7), possession

Spell-like Abilities (CL 16th; +22 ranged touch)

At will—*acid arrow*, *etherealness*, *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *magic circle against good*, *persistent image* (DC 22)

3/day—*acid fog* (DC 23), *dimensional anchor*, *dominate person* (DC 22), *greater scrying* (DC 24), *mass suggestion* (DC 23)

1/day—*blasphemy* (DC 24), *demand* (DC 25), *plane shift*, *waves of exhaustion* (DC 24), summon (level 4, 1d6 barbed devil or 1 horned devil, 45%)

TACTICS

Before Combat A bdellavritra prefers to hide its presence, achieving its goals through the use of its possession ability. If it is detected, though, it uses the abilities of its possessed body to dispatch its foes. If its possessed body is destroyed, it uses its magic circle against good, persistent image, and enchantment abilities to prepare for battle and confuse its foes.

During Combat With the ability to move between the Material Plane and the Ethereal Plane at will, a bdellavritra delights in appearing upon the Material Plane, attacking and grabbing an opponent, and then shifting back to the Ethereal Plane, where it can dispatch or possess its foe at its leisure. If it fears pursuit, it uses its *dimensional anchor* ability to trap foes on one plane—preferably the Ethereal Plane.

Morale All bdellavritras are wildly protective of their true forms. If a bdellavritra's body is approached or damaged, it immediately releases its possessed host and returns to defend itself. If reduced to fewer than half of its hit points, a bdellavritra uses *greater teleport* to flee.

STATISTICS

Str 24, **Dex** 22, **Con** 25, **Int** 25, **Wis** 26, **Cha** 24

Base Atk +17; **CMB** +25 (+29 disarm/grapple/trip); **CMD** 41 (43 disarm/trip)

Feats Combat Expertise, Combat Reflexes, Greater Disarm, Greater Trip, Improved Disarm, Improved Trip, Iron Will, Lightning Reflexes, Multiattack

Skills Bluff +27, Diplomacy +27, Disguise +27, Fly +32, Intimidate +27, Knowledge (arcana) +27, Knowledge (nobility and royalty) +27, Knowledge (the planes) +27, Linguistics +27, Perception +28, Sense Motive +28, Spellcraft +27, Stealth +26

Languages Celestial, Common, Draconic, Infernal plus 17 others; telepathy 100 ft.

SPECIAL ABILITIES

Blood Drain (Ex) When grappling using its bite attack, the bdellavritra uses this ability instead of constrict. A bdellavritra drains blood for 1d4 points of Constitution damage each round it maintains a hold with its bite. The bdellavritra gains 5 temporary hit points every round it deals Constitution damage.

Possession (Su) To use this ability, the bdellavritra must be on the same plane as the targeted creature and make a successful grapple attempt against the victim. If the bdellavritra can maintain a grapple with a creature for a whole round, the target must make a DC 25 Will save to resist being possessed. If the creature fails, the bdellavritra possesses the creature, gaining control of the being and shunting its own body to the Ethereal Plane. This ability is similar to a *magic jar* spell (caster level 17th), except that it does not require a receptacle. A creature that successfully saves is immune to that same bdellavritra's possession ability for 24 hours. The save DC is Charisma-based. A bdellavritra cannot use this ability while on the Outer Planes or any other area not connected to the Ethereal Plane.

While possessing a creature, a bdellavritra can relinquish or retake control of its host body whenever it pleases, without leaving the host's body. The host creature becomes immune to all other mind-affecting effects while possessed. Even when not in control, the devil can still sense the world by using its host's senses. Any attempt to detect thoughts or alignment, or similar divination effects cast upon the host, detects only the properties of the entity controlling the body at that time, whether it be the host or the bdellavritra. If the bdellavritra is forced from its host's body, the host body is slain, or the devil voluntarily gives up control, its consciousness instantly returns to its body on the Ethereal Plane. A bdellavritra is subconsciously aware of its body's condition and immediate surroundings on the Ethereal Plane. Should its body be damaged or have a creature or threat approach within 5 feet, the devil likely relinquishes control of its host and returns its consciousness to its true body to defend itself.

MISTRESS KAYLTANYA**CR 15****XP 51,200**

Female human aristocrat 2/rogue 4/Red Mantis assassin 10

LE Medium humanoid

Init +5; **Senses** Perception +22**DEFENSE****AC** 37, touch 26, flat-footed 27

(+5 armor, +5 deflection, +5 Dex, +6 dodge, +5 natural, +1 shield)

hp 136 (16d8+64); fast healing 3**Fort** +9, **Ref** +14, **Will** +8**Defensive Abilities** evasion, fading 3/day, red shroud 21 rounds/day, trap sense +1, uncanny dodge**OFFENSE****Spd** 60 ft., fly 90 ft. (good)**Melee** +5 *shocking burst sawtooth sabre* +22/+22/+17/+12 (1d8+10/17–20 plus 1d6 electricity) and +5 *shock sawtooth sabre* +22/+17/+12 (1d8+10/17–20 plus electricity)**Ranged** mwk dagger +18/+18/+13/+8 (1d4+1/19–20 plus poison)**Special Attacks** death mantis form 1/day, mantis doom 1/day, prayer attack (DC 23), rend (2 weapons, 1d10+1), sneak attack +6d6**Spell-Like Abilities**

3/day – summon (level 4, 1d4+1 fiendish giant mantis or 1d3 half-fiend giant mantis, 100%)

TACTICS

Before Combat As soon as the castle alarm is raised, Kayltanya uses her *oil of keen edge* on both sabers and applies her *oil of greater magic weapon* to them as well. She drinks her *potion of barkskin* at once, but waits to drink her *potion of shield of faith* and to cast *fly* from the *staff of escape* until she's sure the PCs are only a few minutes away. Note that she must activate the *staff of escape* with a use magic device check, but at a DC of 20, she is unable to fail this attempt.

During Combat When combat begins, Kayltanya activates her *boots of speed*, casts *greater invisibility* from the *staff of escape*, then moves to the closest door. On round two, she opens the door and summons 1d3 half-fiend giant praying mantises into the battle, placing them in flanking positions around intruders. She joins the battle on round three, throwing poisoned daggers if a PC is within 10 feet, or flying up to melee with her sabres otherwise. She holds off using mantis doom until she is sure she can use it to kill off a wounded PC. Likewise, since she's deadlier in her true form against most foes, she doesn't shift into death mantis form unless the size increase and additional magical abilities give her a needed advantage or unless she desperately needs the hit points from the increased Constitution.

Morale Kayltanya saves 5 charges from the *staff of escape* as an escape option. If brought below 30 hit points, she uses *greater teleport* from the *staff of escape* to retreat to the Crimson Citadel on distant Mediogalti Isle; the PCs aren't technically contracts, so she has no real compunction about fleeing a battle with them. She does hold a grudge, though, and could become a real thorn in the party's side if she escapes, since she might well use the resources of the Red Mantis to have the PCs declared enemies of the organization.

STATISTICS**Str** 12, **Dex** 20, **Con** 16, **Int** 10, **Wis** 8, **Cha** 16**Base Atk** +11; **Grp** +12**Feats** Alertness, Double Slice, Exotic Weapon Proficiency (sawtooth sabre), Great Fortitude, Greater Weapon Focus (sawtooth sabre)^B, Greater Weapon Specialization (sawtooth sabre)^B, Improved Two-Weapon Fighting, Greater Two-Weapon Fighting^R, Quick Draw, Two-Weapon Defense, Two-Weapon Fighting, Two-Weapon Rend, Weapon Finesse^R, Weapon Focus (sawtooth sabre)^B, Weapon Specialization (sawtooth sabre)^B**Skills** Acrobatics +22, Bluff +22, Diplomacy +22, Intimidate +22, Knowledge (local) +9, Perception +22, Sense Motive +8, Stealth +22, Use Magic Device +20**Languages** Common**SQ** combat trick (greater two-weapon fighting), finesse rogue, resurrection sense, trapfinding**Combat Gear** *potion of barkskin* +5 (2), *potion of shield of faith* +5 (2), *oil of greater magic weapon* +5 (2), *oil of keen edge* (2), 10 doses Large scorpion venom (Fort DC 14, 1d4 Con/1d4 Con); **Other Gear** +3 *leather armor*, +1 *shocking burst sawtooth sabre*, +1 *shock sawtooth sabre*, 6 masterwork daggers, *headband of alluring charisma* +2, *boots of speed*, *belt of incredible dexterity* +4, *staff of escape***SPECIAL ABILITIES**

Death Mantis Form (Su) Once per day, Kayltanya can assume the form of a blood red giant praying mantis as per the spell *polymorph*. She does not gain the mantis's bonus on Hide checks in foliage, but does gain a +8 bonus to her Strength and a +4 bonus to her Constitution in this form. In death mantis form, she gains three additional abilities: she might cast a quickened still silent *fear* spell once per hour, she deals 2 points of Constitution damage in addition to normal damage when she makes a successful bite attack, and her first successful attack in a round imparts a negative level (DC 23 Fortitude save 24 hours later to remove this level). Each negative level heals 5 points of damage for Kayltanya. While in death mantis form, she gains DR 10/good. She can remain in death mantis form for up to 10 hours. **Adjusted Statistics** **hp** 168; **Melee** 2 claws +15 (1d6+5 plus grab); **Str** 20, **Con** 20; **Special Attacks** lunge, mandibles (+15; 1d6+5 damage), sudden strike

Fading (Su) As a free action up to three times per day, Kayltanya can momentarily fade into the Ethereal Plane when she is struck by a weapon or forced to make a Reflex saving throw, granting a 50% chance for her to avoid being hit or suffer the effects of whatever it was that forced a Reflex save.

Mantis Doom (Su) As a full-round action once per day, Kayltanya can call forth a swarm of fiendish mantises onto any one target within 100 feet. She rolls 10d8; if the result equals or exceeds the target's current hit points, the target dies and his body (but not gear) is devoured. Otherwise, the target takes nonlethal damage equal to the amount rolled and becomes panicked for 1d4 rounds. The target can negate the panic and halve the nonlethal with a DC 23 Reflex save. The swarm attack is nonmagical, so spell resistance does not apply. The damage penetrates damage reduction as if it were a magic and evil weapon; any other form of damage reduction provides complete protection to a mantis doom.

Resurrection Sense (Su) Kayltanya automatically knows if a creature she slew in the past year is brought back to life.

To counter the loss of spellcasting with the Pathfinder conversion of the Red Mantis prestige class, Kayltanya was granted two *oils of keen edge* and the magic item below.

STAFF OF ESCAPE**Aura** moderate varied; **CL** 9th**Slot** none; **Price** 28,800 gp; **Weight** 5 lbs.**DESCRIPTION**

A thin but engraved piece of yew, this staff allows use of the following spells:

- *Expeditious retreat* (1 charge)
- *Fly* (1 charge)
- *Greater invisibility* (3 charges)
- *Greater teleport* (5 charges)

CONSTRUCTION

Requirements Craft Staff, *expeditious retreat*, *fly*, *greater invisibility*, *greater teleport*; **Cost** 14,400 gp

BOGGARD CHAMPION**CR 10****XP** 9,600Boggard barbarian 8 (*Bestiary* 37)

CE Medium humanoid (boggard)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 19, touch 9, flat-footed 18

(+7 armor, +1 Dex, +3 natural, -2 rage)

hp 142 (3d8+8d12+77)**Fort** +16, **Ref** +5 **Will** +7**Defensive Abilities** improved uncanny dodge, trap sense +2; **DR** 1/—

OFFENSE

Spd 30 ft., swim 30 ft.**Melee** +1 *thundering greatclub* +18/+13 (1d10+10/19–20) and bite +13 (1d6+3) or tongue +6 touch (sticky tongue)**Special Attacks** rage 23 rounds/day, terrifying croak

TACTICS

During Combat The boggards use their terrifying croak as soon as they encounter the PCs; the volume is enough to alert all nearby areas to the event. They use their tongues to keep archers, rogues, flying enemies, and spellcasters from gaining ranged advantages, and generally focus on one target per two boggards.

Morale The boggard champions fight to the death.

Base Statistics **AC** 21, touch 11, flat-footed 20; **hp** 120; **Fort** +14, **Will** +5; **CMB** +16; **CMD** 27; **Melee** +1 *thundering greatclub* +16/+11 (1d10+7/19–20); **Str** 18, **Con** 20; **Skills** Acrobatics +15 (+31 jump)

STATISTICS

Str 22, **Dex** 12, **Con** 24, **Int** 6, **Wis** 12, **Cha** 10**Base Atk** +10; **CMB** +14; **CMD** 25**Feats** Improved Critical (*greatclub*), Improved Initiative, Lunge, Power Attack, Vital Strike, Weapon Focus (*greatclub*)**Skills** Acrobatics +15 (+39 jump), Perception +12, Stealth +1 (+9 in swamps); **Racial Modifiers** +16 Acrobatics when jumping, +4 Perception, +8 Stealth in swamps**Languages** Boggard**SQ** fast movement, hold breath, rage powers (animal fury, powerful blow +2, raging leaper, unexpected strike) swamp stride**Gear** +3 *hide shirt*, +1 *thundering greatclub*

SPECIAL ABILITIES

Hold Breath (Ex) A boggard can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning or suffocating.

Sticky Tongue (Ex) A creature hit by a boggard's tongue attack cannot move more than 10 feet away from the boggard and takes a -2 penalty to AC as long as the tongue is attached (this penalty does not stack if multiple tongues are attached). The tongue can be removed by making an opposed Strength check as a standard action or by dealing 2 points of slashing damage to the tongue (AC 11, damage does not deplete the boggard's actual hit points). The boggard cannot move more than 10 feet away from the target, but the boggard can release its tongue as a free action. Unlike a giant frog, a boggard cannot pull targets toward it with its tongue.

Swamp Stride (Ex) A boggard can move through any sort of natural difficult terrain at its normal speed while within a swamp. Magically altered terrain affects a boggard normally.

Terrifying Croak (Su) Once per hour, a boggard can, as a standard action, emit a loud and horrifying croak. Any nonboggard creature within 30 feet of the boggard must make a DC 13 Will save or become shaken for 1d4 rounds. Creatures that succeed at this save cannot be affected again by the same boggard's croak for 24 hours. Creatures that are already shaken become frightened for 1d4 rounds instead. The save DC is Charisma-based and includes a +2 racial bonus.

BEIRAWASH**CR 15****XP 51,200**

HD Advanced elite devilfish

Gargantuan magical beast (aquatic)

Init +10; **Senses** see in darkness; Perception +1

DEFENSE**AC** 25, touch 13, flat-footed 18

(+6 Dex, +12 natural, +1 dodge, -4 size)

hp 232 (15d10+150)**Fort** +19, **Ref** +15, **Will** +6**Resist** cold 10

OFFENSE**Spd** 10 ft., swim 40 ft.**Melee** tentacles +23 (8d6+18/19–20 and grab)**Space** 20 ft.; **Reach** 20 ft. (30 ft. with tentacles)**SA** Dagon's blood, savage bite (+23, 4d6+18/18–20 plus poison)

STATISTICS**Str** 35, **Dex** 22, **Con** 31, **Int** 4, **Wis** 12, **Cha** 6**Base Atk** +15; **CMB** +31; **CMD** 47**Feats** Cleave, Dodge, Improved Critical (tentacles), Improved Initiative, Improved Natural Attack (tentacles), Mobility, Power Attack, Spring Attack**Skills** Escape Artist +21**Languages** Abyssal, Aquan, Common**SQ** jet, water dependant

SPECIAL ABILITIES

Dagon's Blood (Su) Once per day as a standard action, Beirawash can create a 20-foot-radius cloud (or a 20-foot-radius burst on land) of black blood. In water, this provides total concealment (although Beirawash can see through the cloud with ease), while on land, it creates a slippery coating that creates difficult terrain. The cloud persists for 1 minute. Anyone who enters the cloud or is within range on land when it initially bursts must make a DC 27 Fortitude save or be nauseated for 1d4 rounds. The save DC is Constitution-based.

Jet (Ex) Beirawash can jet backward once per round as a fullround action at a speed of 240 feet; he must move in a straight line, but does not provoke attacks of opportunity. He might activate his Dagon's blood ability as part of his jet if he hasn't used the ability yet.

Poison (Ex) Injury (savage bite), Fortitude DC 27, 6 rounds, 1d2 Str. The save DC is Constitution-based.

Savage Bite (Ex) Beirawash can make a savage bite as a free action whenever he grapples a foe.

See in Darkness (Su) Beirawash can see perfectly in darkness of any kind.

Water Dependant (Ex) Beirawash can survive out of water for 1 hour, after which he becomes fatigued. After 2 hours he becomes exhausted and begins to suffocate.

DREAD WRAITHS**CR 11****XP 12,800**

LE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft., lifesense; Perception +25**Aura** unnatural aura (30 ft.)

DEFENSE

AC 20, touch 20, flat-footed 17

(+7 deflection, +3 Dex)

hp 161 (16d8+112)**Fort** +12, **Ref** +7, **Will** +12**Defensive Abilities** channel resistance +2, incorporeal; **Immune** undead traits**Weaknesses** sunlight powerlessness

OFFENSE

Speed fly 60 ft. (good)**Melee** incorporeal touch +14 (2d6 negative energy plus 1d8 Con drain/DC27)**Special Attack** create spawn

TACTICS

During Combat In life a noble warrior, Mandraivus focuses his wrath on characters who remind him of his former life. Paladins, heavily armored fighters, and clerics of militant deities are his favored targets, but anyone who wields a bastard sword trumps all other targets. He lunges at such a target, he shrieks, "You shall not have *Serithial!* She is mine and no other's!"

Morale Mandraivus fights until destroyed.

STATISTICS

Str —, **Dex** 16, **Con** —, **Int** 14, **Wis** 14, **Cha** 24**Base Atk** +12; **CMB** +16; **CMD** 33

Feats Ability Focus (Constitution Drain), Alertness, Blind-Fight, Combat Reflexes, Flyby Attack, Improved Initiative, Improved Natural Attack (touch), Vital Strike

Skills Diplomacy +23, Fly +5, Intimidate +26, Knowledge (planes) +18, Perception +25, Sense Motive +25, Stealth +22

Languages Common, Infernal

SPECIAL ABILITIES

Create Spawn (Su) A humanoid slain by a wraith becomes a wraith in 1d4 rounds. These spawn are less powerful than typical wraiths, and suffer a –2 penalty on all d20 rolls and checks, receive –2 hp per HD, and only drain 1d2 points of Constitution on a touch. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become free-willed wraiths. They do not possess any of the abilities they had in life.

Constitution Drain (Su) Creatures hit by a wraith's touch attack must succeed on a DC 27 Fortitude save or take 1d8 points of Constitution drain. On each successful attack, the wraith gains 5 temporary hit points. The save DC is Charisma-based.

Lifesense (Su) A wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

Sunlight Powerlessness (Ex) A wraith caught in sunlight cannot attack and is staggered.

Unnatural Aura (Su) Animals do not willingly approach within 30 feet of a wraith, unless a master makes a DC 25 Handle Animal, Ride, or wild empathy check.

PLEASE NOTE

The dread wraith's presented here have Vital Strike as a feat. As they only gain one attack per round anyway, there's never a reason NOT to use this feat, so they end up dealing 4d6 points of damage per attack. I feel this is fairly balanced with the CR, but if you don't, feel free to swap it out with Improved Critical (which requires a critical to hit 4d6) or even Weapon Focus. Also, note that I assume that Vital Strike does not double the Constitution Drain ability.

**DECABBARA, EVEANIE, SUISHANI, AND VERASIA—ILEOSA'S
FURIES (4) CR 12**

XP 19,200

Female HD advanced erinyes (Bestiary 75)

LE Medium outsider (devil, evil, extraplanar, lawful)

Init +6; **Senses** darkvision 60 ft., see in darkness, *true seeing*; Perception +25

DEFENSE

AC 30, touch 17, flat-footed 23

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

hp 207 (18d10+108)

Fort +17, **Ref** +17, **Will** +10

DR 5/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 23

OFFENSE

Spd 30 ft., fly 50 ft. (good)

Melee +2 *flaming burst returning trident* +26/+21/+16/+11 (1d8+9/19–20 plus 1d6 fire) or +2 *flaming burst returning trident* +21/+16/+11/+6 (1d8+24/19–20 plus 1d6 fire)

Ranged +2 *flaming burst returning trident* +27 (1d8+9/19–20 plus 1d6 fire) or rope +24 (entangle)

Spell-Like Abilities (CL 12th)

Constant—*true seeing*

At will—*fear* (single target, DC 19), *greater teleport* (self plus 50 lbs. of objects only), *minor image* (DC 17), *unboly blight* (DC 19)

1/day—*summon* (level 3, 2 bearded devils, 50%)

TACTICS

During Combat The erinyes furies prefer to fight in melee, wielding their tridents two-handed and attacking with Power Attack. They generally use their rope attacks against clerics or other healers. They avoid using their *summon devil* spell-like ability, saving that for emergencies (to call 1d4 bearded devils if an erinyes is brought below 40 hit points) or for a fight at Ileosa's side.

Morale Bound by contract, the erinyes furies fight to the death.

STATISTICS

Str 21, **Dex** 23, **Con** 22, **Int** 14, **Wis** 18, **Cha** 21

Base Atk +18; **CMB** +23; **CMD** 40

Feats Combat Reflexes, Dodge^B, Improved Critical (trident), Mobility^B, Point Blank Shot, Power Attack, Precise Shot, Rapid Shot, Shot on the Run, Spring Attack, Weapon Focus (trident)

Skills Acrobatics +27, Bluff +26, Diplomacy +17, Escape Artist +18, Fly +22, Intimidate +26, Knowledge (nobility) +15, Knowledge (planes) +15, Perception +25, Sense Motive +16, Stealth +27

Languages Celestial, Draconic, Infernal; telepathy 100 ft.

Gear +3 *mithral shirt*, +2 *flaming burst returning trident*, rope

SPECIAL ABILITIES

Entangle (Su) Each erinyes carries a 50-foot-long rope that entangles opponents of any size as an *animate rope* spell (CL 16th, DC 20). An erinyes can hurl its rope 30 feet with no range penalty. An erinyes's rope functions only for the erinyes who made it and no other. The save DC is Dexterity-based.

These Erinyes' CR is the same as it was when originally published. By the charts in the back of the bestiary, they should probably be considered a CR 13, possibly even a CR 14. Be cautious when sending these creatures up against your party.

QUEEN ILEOSA ARABASTI**CR 20****XP 307,200**

Female erinyes-bound human aristocrat 2/bard 16

NE Medium humanoid (evil)

Init +9; **Senses** true seeing; Perception +22**DEFENSE****AC** 45, touch 32, flat-footed 34

(+8 armor, +5 deflection, +9 Dex, +4 dodge +5 natural, +2 profane, +2 insight)

hp 259 (18d8+162+16); regeneration 20 (*Seriththal*)**Fort** +23, **Ref** +30, **Will** +23; +4 vs bardic performance, sonic, and language-dependent effects**DR** 10/adamantine; **Immune** fire, paralysis and other movement-impairing effects, poison; **Resist** acid 10, cold 10; **SR** 22**Weaknesses** susceptible to *Seriththal***OFFENSE****Spd** 30 ft., fly 60 ft. (perfect)**Melee** +4 *dancing icy burst adamantine rapier* +26/+21/+16 (1d6+8/18–20 plus 1d6 cold)**Special Attacks** bardic performance 47 rounds/day (countersong, distraction, *fascinate* (DC 32), inspire courage +3, inspire competence +5, dirge of doom, inspire greatness, soothing performance, frightening tune (DC 32), inspire heroics)**Spell-Like Abilities** (CL 18th; concentration +36)At will—*minor image*3/day—quickened *charm monster* (DC 27)1/day—*greater teleport* (self plus 50 pounds of objects only), *unholy blight* (DC 27)**Spells Known** (CL 16th; concentration +34)6th (4/day)—*geas/quest* (DC 31), *irresistible dance*5th (6/day)—*greater dispel magic*, *mind fog* (DC 30), *song of discord* (DC 30), *shadow walk*4th (7/day)—*cure critical wounds*, *dimension door*, *freedom of movement*, *greater invisibility*, *hold monster* (DC 29)3rd (8/day)—*confusion* (DC 28), *displacement*, *gaseous form*, *haste*, *slow* (DC 26)2nd (9/day)—*blur*, *cure moderate wounds*, *detect thoughts* (DC 25), *mirror image*, *misdirection*, *suggestion* (DC 27)1st (9/day)—*cure light wounds*, *expeditious retreat*, *feather fall*, *grease* (DC 24), *hideous laughter* (DC 26), *silent image* (DC 24)0 (at will)—*light*, *mage hand*, *mending*, *open/close*, *prestidigitation*, *resistance***TACTICS****Before Combat** When Ileosa notices the PCs entering the Sunken Queen, she casts *freedom of movement* on herself. As the PCs draw near, she casts *stoneskin* from her *ring of spell storing* and uses inspire heroics on herself, gaining a +4 dodge bonus to AC and a +4 morale bonus on saving throws.**During Combat** With harmonic spell, Ileosa can have two bardic performances going any round in which she casts a spell (using 3 rounds of bardic performance each time). If she is able to get the drop on the PCs, she will first attempt to *fascinate* them, harmonizing with a *mirror image* or *blur* spell. Her first act in combat is to harmonize a *greater dispel magic* in with a frightening tune. On this round and the two rounds that follow, she hits the PCs with quickened *charm monsters* as well. On the second round, she harmonizes a *mind fog* with inspire courage (unless down to two allies already, in which case she uses inspire greatness on herself and all remaining allies). On the following rounds, she continues using inspire courage or greatness as above, harmonizing with attack spells. She releases her dancing rapier to attack foes as soon as any good targets are within her reach—as she does, the illusion that makes it appear to be a fan collapses, revealing her weapon for what it truly is.**Morale** Although vain and egotistic, Ileosa knows when she's been beaten. If she reduced to 30 hit points or less, she decides to abandon her goals and flees. Unfortunately for her, the Sunken Queen's qualities slow her flight somewhat. She flees via *dimension door* to area **B7**, physically exits the structure, and then uses *greater teleport* to flee to Cheliox.**STATISTICS****Str** 19, **Dex** 28, **Con** 28, **Int** 15, **Wis** 13, **Cha** 38**Base Atk** +13; **CMB** +17; **CMD** 49**Feats** Combat Casting, Craft Wondrous Item, Extend Spell, Forge Ring, Greater Spell Focus (enchantment), Harmonic Spell, Quicken Spell, Quicken Spell-Like Ability (*charm monster*), Spell Focus (enchantment), Weapon Finesse**Skills** Bluff +35^V (+33), Diplomacy +35^V (+23), Intimidate +35, Knowledge (history) +31, Knowledge (nobility) +31, Linguistics +8, Perception +22, Perform (oratory) +35, Perform (string) +35, Sense Motive +35^V (+11), Use Magic Device +35**Languages** Common, Draconic, Elven, Infernal, Thassilonian, Varisian**SQ** bardic knowledge (+8), *contingency*, contract bound, jack of all trades, lore master 2/day, versatile performance (act, oratory, sing, string), well-versed**Combat Gear** *wand of magic missile* (CL 9th, 34 charges); **Other Gear** +4 *dancing icy burst adamantine rapier* (disguised as a fan), *Crown of Fangs*, *amulet of natural armor* +5, *bracers of armor* +8, *cloak of flight* (as *wings of flying*, save that the cloak does not appear as wings when in use), *belt of incredible dexterity* +6, *ring of major spell storing* (contains *heal*, *stoneskin*), *ring of splendid security***SPECIAL ABILITIES****Contingency** Queen Ileosa used a *scroll of contingency* to set up this effect—if she's ever brought below 10 hit points, *cure critical wounds* (CL 16th) is cast on her.**Contract Bound (Ex)** Queen Ileosa has forged a contract with an erinyes devil, granting her the benefits of the devil-bound template. Although she enlisted the aid of a contract devil to get more out of the contract than the erinyes bargained for, Ileosa's immortal soul remains just as forfeit if she is slain. If this occurs, she cannot be brought back to life without the permission of Sermignatto; if that devil is slain, the contract itself reverts to Sermignatto's hidden master, the Duke of Hell known as Lorthact.**Exceptional Stats (Ex)** Queen Ileosa was destined from birth to achieve greatness and glory—it is to Korvosa's great misfortune that her path took her along one of cruelty and arrogance. Her ability scores were generated using 25 points, rather than the standard 15-point elite array. Additionally, she possesses a potent artifact and her gear was determined as if she were a PC rather than an NPC to account for her vast wealth. These advantages increase her total CR by 1.**Inherent Bonuses** Strength +3, Dexterity +4, Constitution +4, Intelligence +3, Wisdom +3, Charisma +5; all gained at 14th level.**Susceptible to Seriththal (Ex)** The infusion of Kazavon into Ileosa's soul has given her an unsuspected weakness. Against the weapon *Seriththal*, her regeneration does not function. In addition, each time she takes damage from *Seriththal* she must make a DC 25 Fortitude save to avoid gaining a negative level, as the sacred blade carves away portions of the power granted her over the past several months by the draconic relics.**True Seeing (Su)** Queen Ileosa continuously benefits from *true seeing*, as the spell.**TEMPORARY EFFECTS**

Ileosa's stat block includes the following effects

- Inspire Heroics: +4 dodge AC, +4 morale all saves.
- *Stoneskin*: DR 10/adamantine; can only absorb 90 points of damage.

CROWN OF FANGS

In addition to Ileosa's actions, the Crown of Fangs can also act on her turn. It can perform any of the following spell-like abilities:

At will — *alter self* (on Ileosa)3/day — *dominate person*, *major image*, *mislead*

SOULTRAPPING GEM

CR 9

Type spell (Conjuration [summoning])

EFFECTS

Trigger touch; **Effect** spell effect (trap the soul, CL 20th)**Treasure:** The sapphire is worth 20,000 gp.**RING OF SPLENDID SECURITY****Aura** strong abjuration; **CL** 16th**Slot** ring; **Price** 180,000 gp;**Weight** —

DESCRIPTION

This extravagant ring is heavy with precious jewels. Even were the ring itself not magical, it would be worth thousands. As fashions go in and out of style (or as your fancy shifts), you can alter the appearance of your armor, clothing, and even weaponry as you see fit at will as a standard action; this change is illusory and does not affect the actual abilities of gear or weapons (although drastic changes in size are beyond the scope of this ability).

A *ring of splendid security's* primary purpose, though, is to grant you protection from harm. As long as it is worn, the ring grants you a +5 deflection bonus to AC, a +5 resistance bonus on saving throws, and spell resistance 22.

CONSTRUCTION

Requirements Forge Ring, *minor image, resistance, shield* or *shield of faith, spell resistance*; **Cost** 90,000 gp, 7,200 XP