

Blood Veil

The affliction that the people of Korvosa will soon widely fear as “blood veil” is no natural malady. Created by plague shaping priests of Urgathoa and funded by the Red Mantis, blood veil is a refined form of Vorel’s phage, an unnatural disease that first came into being deep under Foxglove

Manor, on Varisia’s coast (see *Pathfinder* #2). The arcane and alchemical manipulations of these two nefarious organizations have altered the potent necromantic infection into a weaker but more virulent weapon. Blood veil takes its name from its most apparent symptom, a rash and mask of blisters that covers the face. In its initial stages, the disease is characterized by headache, fatigue, coughing, and the aforementioned rash. As it progresses, the cough becomes more obtrusive, the rash spreads to the neck, face, and limbs and develops into pox-like blisters, and the lymph glands swell into painful buboes. At its most advanced stage, the blisters grow to the size of grapes or larger, internal bleeding creates black patches on the skin, and blood is expectorated. Ultimately, a most unseemly, wheezing death occurs. If left untreated, blood veil kills the average human in approximately 7 days.

Blood Veil

Level 7 disease, contact or injury; **Save** Fortitude DC 16

EFFECTS

Frequency 1 day; **Effect** 1d3 Constitution damage and 1d3 Charisma damage; **Cure** 2 consecutive saves

Lavender Thug

Male human fighter 3

CN Medium humanoid

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

DEFENSE

AC 17, touch 11, flat-footed 16

(+6 armor, +1 Dex)

hp 27 (3d10+6)

Fort +5, **Ref** +2, **Will** +0; +1 vs fear

OFFENSE

Spd 20 ft.

Melee mwk sap +8 (1d6+3 nonlethal)

TACTICS

During Combat These unimaginative mercenaries attack whomever looks to pose the greatest threat, caring little for any collateral damage they might do.

Morale A thug surrenders if beaten to fewer than 5 hit points.

STATISTICS

Str 17, **Dex** 13, **Con** 14, **Int** 10, **Wis** 8, **Cha** 12

Base Atk +3; **CMB** +6

Feats Alertness, Diehard, Endurance, Weapon Focus (sap)

Skills Intimidate +7, Perception +4, Sense Motive +4

Languages Common

Gear chainmail, masterwork sap, 1 dose of Lavender’s Luxuriant Liniment, 20 gp

SPECIAL ABILITIES

Bravery (Ex): The thugs have a +1 bonus to Will saving throws against fear (included above).

Armor Training (Ex): Whenever the thugs are wearing armor, they gain an additional +1 armor bonus to armor class, reduce the armor check penalty by 1 (to a minimum of 0), and increase the maximum Dexterity bonus allowed by their armor by 1.

Vendra Loaggri

CR 5

Female human expert 2/rogue 4

CN Medium humanoid

Init +6; **Senses** Perception +10

DEFENSE

AC 14, touch 12, flat-footed 12

(+2 armor, +2 Dexterity)

hp 29 (6d8)

Fort +1, **Ref** +6, **Will** +5

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Spd 30 ft.

Melee mwk dagger +7 (1d4/19–20 plus poison)

Special Attacks sneak attack +2d6

Spell-Like Abilities (CL 2) *daze* 2/day (DC 11)

TACTICS

During Combat The perfumer does her best to make herself look like a harmless merchant, shrieking and sobbing dramatically, rushing back and forth, and harmlessly slapping, but in actuality looking for an opportunity to sneak attack a PC with her poisoned dagger. At range, she relies on her *wand of charm person* to turn enemies to her favor.

Morale Vendra surrenders if reduced to 10 or fewer hit points, and says or does anything to escape the city without being killed or imprisoned.

STATISTICS

Str 10, **Dex** 14, **Con** 10, **Int** 13, **Wis** 12, **Cha** 16

Base Atk +4; **CMB** +6

Feats Agile Maneuvers, Dodge, Mobility, Skill Focus (Use Magic Device), Weapon Finesse^B

Skills Bluff +12, Craft (alchemy) +10, Diplomacy +12, Escape Artist +9, Knowledge (local) +10, Linguistics +8, Perception +10, Profession (perfumer) +11, Stealth +9, Use Magic Device +15

Languages Common, Varisian, 4 more

SQ trapfinding

Combat Gear *wand of charm person* (38 charges), *wand of remove disease* (7 charges), 2 doses of giant wasp poison; **Other Gear** masterwork dagger, *bracers of armor* +2, silver and violet jewelry worth 50 gp

SPECIAL ABILITIES

Rogue Talents: Minor Magic (*daze*), Finesse Rogue

Giant Wasp Poison

Level 4 poison, injury; **Save** Fortitude DC 18

EFFECTS

Frequency 1 round (4); **Effect** 1 Dex damage; **Cure** 1 save

Girrigz

Male wererat fighter 5

CE Medium humanoid (human, shapechanger)

Init +9; **Senses** low-light vision, scent; Perception +11

DEFENSE

AC 26, touch 15, flat-footed 22

(+5 armor, +3 deflection, +5 Dexterity, +3 natural)

hp 49 (5d10+2d8+13)

Fort +10, **Ref** +12, **Will** +5; +1 vs fear

DR 10/silver

OFFENSE

Spd 30 ft.

Melee +1 *silver rapier* +15/+10 (1d6+5/18–20) and bite +7 (1d6 plus disease)

Special Attacks curse of lycanthropy

TACTICS

Before Combat Given advance warning, such as by the sounds of fighting in area **C2**, Girrigz imbibes his *potion of blur* and *potion of shield of faith* (factored into his stats) and stealthily moves in the direction of battle.

During Combat Girrigz fights ferociously, taking particular pleasure in using his bite attack.

Morale A total fanatic, Girrigz fights to the death.

Base Statistics **AC** 23, flat-footed 19 (+5 armor, +5 Dexterity, +3 natural)

STATISTICS

Str 13, **Dex** 22, **Con** 14, **Int** 10, **Wis** 11, **Cha** 8

Base Atk +6; **CMB** +7

Feats Alertness, Dodge, Improved Initiative, Iron Will^B, Lightning Reflexes, Mobility, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier)

Skills Climb +18, Handle Animal +8, Perception +11, Stealth +15, Swim +9

Languages Common

SQ alternate form, rat empathy

Combat Gear *potion of blur*, *potion of shield of faith* +3; **Other Gear** +1 chain shirt, +1 silver rapier, 30 gp

SPECIAL ABILITIES

Bravery (Ex): Girrigz has a +1 bonus to Will saving throws against fear (included above).

Armor Training (Ex): Whenever Girrigz is wearing armor, he gains an additional +1 armor bonus to armor class, reduce his armor check penalty by 1 (to a minimum of 0), and increase the maximum Dexterity bonus allowed by his armor by 1.

Weapon Training (Ex): Girrigz gains a +1 bonus on attack and damage rolls when using light blades, including his rapier. This bonus is factored in to his combat block.

CR 7

Yvicca

Female sea hag druid 5 (MM 144)

NE Medium monstrous humanoid

Init +7; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 20, touch 13, flat-footed 18

(+2 armor, +3 Dexterity, +5 natural)

hp 60 (8d8+24)

Fort +10, **Ref** +7, **Will** +11

Defensive Abilities resist nature's lure; **SR** 14

OFFENSE

Spd 30 ft., swim 40 ft.

Melee +1 *short spear* +14/+9(1d6+8) and

claw +9 (1d4+4)

Special Attacks evil eye (DC 13), horrific appearance (DC 13), wild shape 1/day

Spells Known (CL 5th)

3rd—*cure moderate wounds*, *greater magic fang*

2nd—*barkskin*, *bull's strength*, *resist energy*

1st—*charm animal* (DC 15), *cure light wounds*, *faerie fire*, *speak with animals*

0—*detect magic*, *detect poison*, *flare*, *read magic*, *resistance*

TACTICS

Before Combat Before combat, Yvicca casts *bull's strength*, *barkskin*, and *greater magic fang* upon herself (in that order). She also casts *speak with animals* so she can more easily direct Skinshear and any summoned sharks.

During Combat Upon seeing the PCs, Yvicca swaps out *resist energy* to cast *summon nature's ally II* to call a Medium shark to aid her in battle. She then uses her evil eye ability to daze the strongest-looking interloper before swimming into melee herself. If brought below 35 hit points, she casts *cure moderate wounds* on herself.

Morale Yvicca turns into a shark and flees to the open sea if reduced to 15 or fewer hit points.

Base Statistics **AC** 18, flat-footed 16, **Melee** +1 *short spear* +12/+7 (1d6+6) and claw +7 (1d4+3); **Str** 20; **Grp** +11; **Skills** Swim +13

STATISTICS

Str 24, **Dex** 16, **Con** 16, **Int** 8, **Wis** 18, **Cha** 14

Base Atk +6; **CMB** +13

Feats Alertness, Great Fortitude, Improved Initiative, Natural Spell

Skills Handle Animal +10, Knowledge (nature) +9, Perception +10, Spellcraft +8, Survival +6, Swim +15

Languages Common, Druidic, Giant

SQ amphibious, animal companion (Skinshear), nature sense, trackless step, wild empathy +7, woodland stride

Gear +1 *short spear*, *bracers of armor* +2

SPECIAL ABILITIES

Horrific Appearance (Su): The sight of a sea hag is so revolting that anyone (other than another hag) who sets eyes upon one must succeed on a DC 13 Fortitude save or instantly be weakened, taking 2d6 points of Strength damage. This damage cannot reduce a victim's Strength score below 0, but anyone reduced to Strength 0 is helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours.

Evil Eye (Su): Three times per day, a sea hag can cast its dire gaze upon any single creature within 30 feet. The target must succeed on a DC 13 Will save or be dazed for three days, although *remove curse* or *dispel evil* can restore sanity sooner. In addition, an affected creature must succeed on a DC 13 Fortitude save or die from fright. Creatures with immunity to fear effects are not affected by the sea hag's evil eye.

Amphibious (Ex): Although sea hags are aquatic, they can survive indefinitely on land.

CR 7

Jolistina Susperio

CR 8

Female elf rogue 6/sorcerer 2
CE Medium humanoid
Init +9; **Senses** Perception +4

DEFENSE

AC 21, touch 15, flat-footed 16
(+4 armor, +5 Dexterity, +2 shield)
hp 52 (6d8+2d6+16)
Fort +4, **Ref** +10, **Will** +4
Defensive Abilities evasion, trap sense +2, uncanny dodge;
Immune sleep

OFFENSE

Spd 30 ft.
Melee mwk dagger +7 (1d4+1/19–20)
Ranged +1 *light crossbow* +11 (1d8+1/19–20) or
+1 *light crossbow* +11 with *screaming bolt* (1d8+2/19–20 plus Will DC
14 or be shaken)
Special Attacks sneak attack +3d6, grave touch 5/day
Spells Known (CL 2nd; +10 ranged touch)
1st (5/day)—*ray of enfeeblement*, *shield*
0 (at will)—*acid splash*, *dancing lights*, *ghost sound* (DC 12), *mage hand*,
open/close

TACTICS

Before Combat As soon as she hears intruders in the manor, Jolistina drinks her *potion of invisibility*, casts *shield*, and uses a charge from her *wand of cat's grace*.

During Combat Jolistina plays a madcap game of cat and mouse with the PCs, laughing, taunting, and commenting on her undead showcase. She tries to keep out of melee with the party by rushing from room to room and using her *potions of invisibility*. She makes liberal use of her *screaming bolts* and casts *ray of enfeeblement* to further vex her foes.

Morale Jolistina surrenders if she is reduced to 10 or fewer hit points. She tries to escape from the PCs at the first chance she gets, though, especially if she still has any *potions of invisibility* left.

Base Statistics **Init** +7, **AC** 17, touch 13, flat-footed 14; **Ref** +8; **Ranged** +1 *light crossbow* +9; **Dex** 16; **Skills** Acrobatics +12, Escape Artist +14, Sleight of Hand +12, Stealth +14

STATISTICS

Str 12, **Dex** 20, **Con** 14, **Int** 12, **Wis** 8, **Cha** 14
Base Atk +5; **CMB** +6
Feats Eschew Materials^B, Improved Initiative, Point Blank Shot, Precise Shot^B, Scribe Scroll, Stealthy
Skills Acrobatics +14, Bluff +11, Climb +7, Diplomacy +11, Disable Device +14, Disguise +11, Escape Artist +16, Knowledge (local) +6, Perception +4, Perform (comedy) +8, Sleight of Hand +14, Spellcraft +6, Stealth +16
Languages Common, Elven
SQ trapfinding
Combat Gear *potion of invisibility* (3), *potion of remove disease* (2), *wand of cat's grace* (11 charges), smoke bombs (4); **Other Gear** +1 *glamered studded leather armor*, +1 *light crossbow* with 3 *screaming bolts* and 30 bolts, masterwork dagger, alchemist's fire (2), flint and steel, manacles, sealing wax, sewing needles (20), 150 gp in stolen jewelry

SPECIAL ABILITIES

Grave Touch (Su): Jolistina can make a melee touch attack as a standard action that causes a living creature to become shaken for one round. If she touches a shaken creature with this ability, it becomes frightened for 1 round if it has fewer than 2 Hit Dice. She can use this ability 5 times a day.

Slow Reactions (Ex): Opponents damaged by Jolistina's sneak attack cannot make attacks of opportunity for 1 round.

Fast Stealth (Ex): Jolistina may move at full speed using Stealth without penalty.

Combat Trick: Jolistina has the Precise Shot feat as an extra feat.

Gray Maidens

CR 2

Female human fighter 2
LE Medium humanoid
Init +1; **Senses** Perception -1

DEFENSE

AC 21, touch 11, flat-footed 20
(+8 armor, +1 Dex, +2 shield)
hp 19 (2d10+4)
Fort +5, **Ref** +1, **Will** +1; +1 vs fear

OFFENSE

Spd 20 ft.
Melee mwk longsword +7 (1d8+3/19–20)
Ranged composite longbow +3 (1d8/×3)

STATISTICS

Str 16, **Dex** 12, **Con** 15, **Int** 10, **Wis** 8, **Cha** 13
Base Atk +2; **CMB** +5
Feats Iron Will, Precise Shot, Quick Draw, Weapon Focus (longsword)
Skills Acrobatics -2, Climb +3, Intimidate +6
Languages Common
Gear masterwork full plate, heavy steel shield, masterwork longsword, composite longbow with 20 arrows

SPECIAL ABILITIES

Bravery (Ex): The Maidens have a +1 bonus to Will saving throws against fear (included above).

Queen's Physicians

CR 2

Human rogue 2
NE Medium humanoid
Init +6; **Senses** Perception +5

DEFENSE

AC 14, touch 12, flat-footed 12
(+2 armor, +2 Dexterity)
hp 15 (2d8+4)
Fort +2, **Ref** +5, **Will** +1
Defensive Abilities evasion

OFFENSE

Spd 30 ft.
Melee mwk club +3 (1d6+2)
Special Attacks sneak attack +1d6 plus bleed 1

STATISTICS

Str 14, **Dex** 15, **Con** 14, **Int** 13, **Wis** 10, **Cha** 8
Base Atk +1; **CMB** +3
Feats Combat Reflexes, Improved Initiative
Skills Bluff +4, Diplomacy +4, Disguise +4, Heal +2 (+4 with healer's kit), Intimidate +4, Knowledge (local) +6, Perception +5, Sense Motive +5, Sleight of Hand +7, Stealth +7
Languages Common, Varisian
SQ trapfinding
Gear leather armor, masterwork club, healer's kit, *plaguebringer's mask*

SPECIAL ABILITIES

Bleeding Attack (Ex): Queen's Physicians can cause living opponents to bleed when hitting them with a sneak attack. This attack causes the target to take 1 additional point of damage each round. Bleeding creatures take that amount of damage at the start of each of their turns. The bleeding can be stopped by a DC 15 Heal check or the application of any effect that heals hit point damage. Bleeding damage from this ability does not stack with itself.

Dr. Davaulus

Male human rogue 3/expert 3/bard 4

NE Medium humanoid

Init +2; **Senses** Perception +14

DEFENSE

AC 18, touch 12, flat-footed 16

(+5 armor, +2 Dex, +1 natural)

hp 47 (10d8)

Fort +3, **Ref** +10, **Will** +9

Defensive Abilities evasion, trap sense +1, well-versed

OFFENSE

Spd 30 ft.

Melee +1 *human bane rapier* +11 (1d6/18–20)

Special Attacks bardic music (4/day, countersong, distraction, *fascinate*, inspire competence, inspire courage +1), sneak attack +2d6

Spells Known (CL 4th)

2nd (2/day)—*invisibility*, *misdirection*

1st (4/day)—*cause fear* (DC 14), *charm person* (DC 14), *disguise self*, *hideous laughter* (DC 14)

0 (at will)—*dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *mending*, *prestidigitation*

TACTICS

Before Combat Doctor Davaulus casts *misdirection* whenever he expects to be involved in a public scene.

During Combat Davaulus considers himself a gentleman, even though his interests run to murder and cruelty. He engages in physical combat only as a last resort. When he fights, he utilizes Combat Expertise to full effect, saving *hideous laughter* for use against foes who seem to be more brawn than brains.

Morale Davaulus attempts to flee if brought below 10 hit points, but fights to the death if no escape seems possible. Loyal to the Red Mantis, he does not surrender.

STATISTICS

Str 8, **Dex** 14, **Con** 10, **Int** 16, **Wis** 12, **Cha** 16

Base Atk +7; **CMB** +6

Feats Combat Expertise, Combat Reflexes, Dodge, Quick Draw, Skill Focus (Diplomacy), Weapon Finesse^B, Weapon Focus (Rapier)

Skills Appraise +16, Bluff +16, Diplomacy +19, Disable Device +9, Heal +10, Intimidate +9, Knowledge (local) +14, Knowledge (nature) +11, Knowledge (religion)^B +12, Knowledge (any) +8, Perception +14, Perform (oratory) +16, Profession (doctor) +14, Sense Motive +11, Sleight of Hand +12, Spellcraft +10, Stealth +12

Languages Common, Elven, Halfling, Mwangi

SQ bardic knowledge +2, trapfinding

Combat Gear *flask of curses* labeled “elixir of true healing,” *potion of remove disease*; **Other Gear** +1 *human bane rapier*, +1 *mithral shirt*, *amulet of natural armor* +1, key to doors into **F7**, button key for lift to area **G1**

SPECIAL ABILITIES

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

Finesse Rogue: Davaulus has Weapon Finesse as a free feat.

CR 9

Rolth

Male human necromancer 8

CE Medium humanoid

Init +2; **Senses** Perception +2

DEFENSE

AC 21, touch 13, flat-footed 19

(+4 armor, +1 deflection, +2 Dexterity, +4 shield)

hp 65 (8d6+37)

Fort +7, **Ref** +5, **Will** +7

OFFENSE

Spd 30 ft.

Melee +4 mwk dagger (1d4–1/19–20) or

Melee Touch +4 grave touch (1d6+4 cold)

Spells Known (CL 8th; +6 ranged touch)

4th—*animate dead*, *dimension door*, *enervation* (DC 20)

3rd—*dispel magic*, *hold person* (DC 17), *lightning bolt* (DC 17), *ray of exhaustion* (DC 19), *vampiric touch*^P

2nd—*detect thoughts*, *false life*, *ghoul touch* (DC 18)^P, *scorching ray*, *spectral hand*

1st—*charm person* (DC 15), *4xchill touch* (DC 17)^P, *grease* (DC 15), *mage armor*, *ray of enfeeblement* (DC 17), *shield*

0—*acid splash*, *detect magic*, *light*, *ray of frost*, *touch of fatigue* (DC 16)

TACTICS

Before Combat Rolth prepares for battle by casting *mage armor*, *shield*, and *false life*. He then animates any corpses he has handy and readies his *spectral hand* with *vampiric touch*.

During Combat Rolth attempts to stay out of combat as much as possible, preferring to let his undead creations and subordinates do the fighting as he uses his offensive spells and *wand of magic missile* from the far side of the room.

Morale Rolth abandons his Urgathoan allies if brought below 10 hit points or if his defeat seems imminent, in which case he casts *dimension door* to escape into Korvosa above—he does not make a further appearance in this adventure if he escapes.

Base Statistics **AC** 13, flat-footed 11; **hp** 52 (8d6+24)

STATISTICS

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

Base Atk +4; **CMB** +3

Feats Alertness (as long as Runkus is in arm’s reach), Craft Construct, Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, Greater Spell Focus (necromancy), Scribe Scroll, Spell Focus (necromancy)

Skills Craft (alchemy) +16, Craft (jewelry) +16, Knowledge (arcana) +16, Knowledge (religion) +16, Knowledge (planes) +16, Perception +2, Spellcraft +16, Use Magic Device +9

Languages Common, Undercommon, Varisian

SQ summon familiar (rat named Runkus)

Combat Gear *wand of magic missile* (CL 3rd, 43 charges); **Other Gear** masterwork dagger, *cloak of resistance* +1, *headband of intellect* +2, *ring of protection* +1, *unguent of timeless* (6 doses), mortician’s tools, 6 black onyxes worth 25 gp each, spellbook (contains all spells prepared—Rolth keeps other spellbooks in other lairs elsewhere in Korvosa)

SPECIAL ABILITIES

Necromancy Specialist: Rolth can control 64 HD worth of undead creatures. If he prepares spells of hisr opposition schools, 32 HD worth immediately become free-willed and do not return to his control when he regains this bonus. Rolth chooses which undead are released. Prohibited Schools: illusion, transmutation.

Grave Touch (Su): As a standard action, Rolth can make a melee touch attack that deals 1d6+4 points of cold damage. Creatures damaged by this attack automatically fail all stabilization checks made within 1 minute of the touch.

Animate (Su): Rolth can animate a number of skeletons and zombies per day with a total of 8 HDs. This ability otherwise functions as animate dead without the material component.

CR 8

Priest of Urgathoa

Human cleric 2
NE Medium humanoid
Init +0; **Senses** Perception +3

DEFENSE

AC 18, touch 12, flat-footed 18
(+6 armor, +2 deflection)
hp 18 (2d8+6)
Fort +7, **Ref** +0, **Will** +6

OFFENSE

Spd 30 ft.
Melee mwk scythe +3 (2d4+2/×4)
Special Attacks bleeding touch, channel negative energy 2/day (1d6, Will 10)
Spell-Like Abilities *cause fear* 1/day, *magic weapon* 1/day
Spells Known (CL 2nd)
1st—*cure light wounds*, *divine favor*, *shield of faith*
0—*detect magic*, *inflict minor wounds*, *resistance*, *stabilize*
Domains Death, War

TACTICS

Before Combat Before engaging in combat, a priest casts *magic weapon* and *shield of faith*.
During Combat On the first round of combat, a priest casts *divine favor*, engaging in melee in the following rounds. He casts *cure light wounds* on himself if brought below 6 hit points.
Morale A priest of Urgathoa fights to the death.
Base Stats **AC** 16, touch 10, flat-footed 16;
Melee mwk scythe +3 (2d4+1/×4)

STATISTICS

Str 13, **Dex** 10, **Con** 14, **Int** 12, **Wis** 17, **Cha** 8
Base Atk +1; **CMB** +2
Feats Combat Casting, Great Fortitude, Martial Weapon Proficiency (scythe)
Skills Heal +8, Knowledge (arcana) +6, Knowledge (religion) +6, Spellcraft +6
Languages Common, Varisian
SQ spontaneous casting (inflict spells)
Combat Gear *potion of cure moderate wounds*; **Other Gear** mwk scythe, +1 breastplate, key to area G6

SPECIAL ABILITIES

Battle Smite (Su): You can touch your deity's favored weapon and give it the ability to deal a battle smite. For the next 3 rounds, anyone wielding the weapon may add an enhancement bonus on one damage roll equal to 1/2 your caster level for one attack roll. The target must decide to use this ability before rolling to attack. This effect fades after 3 rounds or when the battle smite is used. Once a wielder has used a battle smite, he can gain no further benefit from it for 1 day.
Bleeding Touch (Su): As a melee touch attack, you can cause a living creature to take 1d6 points of damage per round. This effect persists for 1 round per caster level or until stopped with a DC 15 Heal check or any spell or effect that heals damage. Touching a creature affected by this ability causes the duration to reset but does not stack. This is a bleed effect (see the Glossary Chapter).

CR 2

Ramoska Arkminos

Male nosferatu human wizard 8
LE Medium undead (augmented humanoid)
Init +7; **Senses** darkvision 60 ft., low-light vision, scent, telepathy 60 ft.; Perception +15

DEFENSE

AC 27; touch 15, flat-footed 24
(+4 armor, +2 deflection, +3 Dex, +8 natural)
hp 89 (8d12+32); fast healing 5
Fort +2, **Ref** +7, **Will** +13
Defensive Abilities turn resistance +4; **DR** 5/piercing and wood;
Immune undead traits; **Resist** cold 10, electricity 10, sonic 10;
Weakness vampire weaknesses

OFFENSE

Speed 30 ft.
Melee 2 claws +4 (1d6)
Special Attacks blood drain, dominate (DC 19), telekinesis (DC 19)
Spells Prepared (CL 8th, ranged touch +7)
4th—*crushing despair* (DC 19), *dimension door*, *fire shield*
3rd—*dispel magic*, *hold person* (DC 18), *lightning blot* (DC 17), *suggestion*^B (DC 18), *stinking cloud* (DC 17)
2nd—*hideous laughter*^B (DC 17), *invisibility*, *scorching ray*, *touch of idiocy* (DC 17), *web* (DC 16)
1st—*4xcharm person*^B (DC 16), *disguise self*, *mage armor* (already cast), *magic missile*, *ray of enfeeblement* (DC 15), *shield*, *silent image* (DC 15)
0—*detect magic*, *ghost sound* (DC 14), *mage hand*, *message*

STATISTICS

Str 10, **Dex** 16, **Con** —, **Int** 21, **Wis** 20, **Cha** 17
Base Atk +4; **CMB** +4
Feats Alertness^B, Combat Casting, Improved Counterspell, Improved Initiative^B, Iron Will, Lightning Reflexes^B, Skill Focus (Craft [alchemy])^B, Skill Focus (Heal)^B, Spell Focus (enchantment), Spell Penetration, Still Spell
Skills Craft (alchemy) +19, Heal +16, Knowledge (arcana) +16, Knowledge (history) +16, Knowledge (religion) +16, Knowledge (planes) +12, Linguistics +12, Perception +15, Spellcraft +16, Stealth +11
Languages Common, Chelaxian, Draconic, Elven, Giant, Infernal, Varisian, Thassilonian
SQ spider climb, swarm form
Combat Gear *wand of magic missile* (3rd, 31 charges), two *potions of inflict moderate wounds*; **Other Gear** *ring of protection* +2, *cape of the montebank*, spellbook, antique jewelry worth 70 gp

SPECIAL ABILITIES

Hand of the Apprentice (Su): As a standard action, you can summon a ghostly hand to do your bidding. This functions like *mage hand*, with the following changes. When summoned, the hand can draw a weapon (including a magic weapon) on your person as a free action, so long as you are proficient in it. The hand can be directed to make a single attack against a foe within 30 feet, using your base attack bonus, plus your Intelligence modifier on both attack and damage rolls. The hand does not threaten foes and does not make attacks of opportunity. You must concentrate on the hand each round or it winks out, returning any item held to you before it disappears.

Metamagic Mastery (Su): You can apply any one metamagic feat that you know to a spell you are about to cast. This does not alter the level of the spell or the casting time. You can use this ability once per day per two caster levels you possess. Any time you use this ability to apply a metamagic feat that increases the spell level by more than 1, you must use an additional daily usage for each level above 1 that the feat adds to the spell.

Leukodaemon

CR 9

Always NE Large outsider (daemon, evil, extraplanar)

Init +11; **Senses** darkvision 60 ft., telepathy 100 ft.; **Listen** +20, **Spot** +20

Aura infectious aura

DEFENSE

AC 25; touch 16, flat-footed 18

(+7 Dex, +9 natural, – 1 size)

hp 95 (10d8+50)

Fort +12, **Ref** +14, **Will** +12

DR 10/good; **Immune** acid, death effects, disease, and poison;

Resist cold 10, electricity 10, fire 10; **SR** 19

OFFENSE

Speed 30 ft., fly 60 ft. (average)

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

Melee 2 claws +13 (1d6+4) and

Melee bite +8 (1d8+2)

Ranged +2 *composite shortbow* (+4 *Str*) +19/+14 (1d8+6 plus contagion shot)

Special Attacks breath of flies, contagion shot, *summon daemon*

TACTICS

Before Combat Upon sighting foes, leukodaemons take to the air, summoning other leukodaemons and readying their bows for a strike from above.

During Combat Far less effective in melee combat than at a distance, leukodaemons prefer to stay out of reach of their enemies, using their flight and speed to make repeated use of their breath of flies and contagion shot abilities. Leukodaemons favor using their contagion shot to spread cackle fever and slimy doom, due to the relative swiftness of their effects.

Morale Intimately familiar with the workings of the diseases they spread, leukodaemons flee to a safe distance after peppering dangerous enemies with arrows, waiting for their diseases to weaken their foes before returning to finish the fight.

STATISTICS

Str 19, **Dex** 24, **Con** 20, **Int** 16, **Wis** 21, **Cha** 16

Base Atk +10; **CMB** +15

Feats Alertness, Blind-Fight, Improved Initiative, Weapon Focus (short bow)

Skills Heal +18, Knowledge (religion) +16, Knowledge (the planes) +16, Knowledge (two others) +16, Perception +20, Stealth +20, Survival +18

Languages Abyssal, Draconic, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Breath of Flies (Su) Once per minute, a leukodaemon can unleash a cloud of thousands of corpse-bloated, biting black flies. 20-foot cone, damage 8d6 slashing, Reflex DC 20 half. Those who take any damage are also sickened for 1 minute. In addition, the flies linger for 1d4+1 rounds after being

breathed forth. This buzzing swarm manifests as a 20-footsquare cloud centered on the cone's original point of origin. This cloud has the same effects as a *stinking cloud*. The cloud has no effect until 1 round after the leukodaemon breathes. The save DCs are Constitution-based.

Contagion Shot (Su) Any arrow a leukodaemon fires—either from its own bow or any other—is tainted with disease. If a creature is damaged by a leukodaemon's arrow, it must make a DC 19 Fortitude save or be affected as if by the spell *contagion*. The save DC is Constitution-based. A leukodaemon can manifest arrows at will and never runs out of ammunition.

Infectious Aura (Su) Diseases are more virulent in the presence of a leukodaemon. All creatures within 50 feet of a leukodaemon take a –5 penalty on all Fortitude saves against disease. This penalty is equal to the leukodaemon's Constitution modifier.

Summon Daemon (Sp) Once per day, a leukodaemon can attempt to summon another leukodaemon with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

Lady Andaisin

Female human cleric of Urgathoa 9

NE Medium humanoid

Init -1; Senses Perception +5

CR 9

DEFENSE

AC 23, touch 12, flat-footed 23

(+7 armor, +3 deflection, -1 Dex, +4 natural)

hp 102 (9d8+58)

Fort +10, Ref +4, Will +13 (+1 vs. fear)

OFFENSE

Spd 20 ft.; *air walk*

Melee +2 *vicious scythe* +11/+6 (2d4+3/×4 plus 2d6)

Special Attacks bleeding touch, channel negative energy 4/day (4d6, Will 15)

Spell-Like Abilities *cause fear* 4/day, *death knell* 1/day, *magic weapon* 4/day, *spiritual weapon* 1/day

Spells Prepared (CL 9th)

5th (2/day)—*greater command* (DC 19), *slay living* (DC 20)

4th (4/day)—*air walk*, *cure critical wounds*, *divine power*, *greater magic weapon*

3rd (5/day)—*blindness/deafness* (DC 18), *contagion* (DC 18), *dispel magic*, *magic vestment*, extended *status*

2nd (6/day)—*aid*, *bear's endurance*, *cure moderate wounds* (2), extended *shield of faith*

1st (6/day)—*cause fear* (DC 16), *cure light wounds* (3), *obscuring mist*, *sanctuary* (DC 15)

0 (6/day)—*bleed*, *guidance*, *light*, *stabilize*

Domains death, war

TACTICS

Before Combat Every morning, Lady Andaisin casts extended *status* on one her priest of Urgathoa minions, Rolth, and Doctor Davaulus. As soon as she realizes the temple is invaded (likely because the alarm is raised or because one of the creatures she's cast *status* on becomes damaged), she casts *air walk*, *greater magic weapon*, and *magic vestment* on herself and drinks her *potion of barkskein*. When she hears the sounds of combat in area **G13**, she casts extended *shield of faith*, *bear's endurance*, and *aid* on herself as well—if enemies do not arrive in area **G14** within 4 minutes, she makes a quick patrol of every room in the temple to seek them out (or to determine if the intruders have been defeated). All of these spell effects are included in her stats.

During Combat Andaisin's first act in combat is to cast *divine power* on herself—these effects have been included in her stats above. After that, she uses *air walk* to climb to a point 10 feet off the ground, then spends the first few rounds of combat casting spells at the PCs. She generally starts with *greater command*, ordering her enemies to fall prone before her, then follows that in the next few rounds with *blindness/deafness* at an obvious cleric, *dispel magic* if the PCs have several obvious spell effects, or *spiritual weapon* at a wizard or other frail-looking PC. She then drops down into melee with the PCs. If brought below 30 hit points, she retreats back into the air, casting *obscuring mist* on the ground below to make it difficult for non-flying creatures

to target her. She spends the next few rounds curing her damage before returning to battle.

Morale Andaisin fights to the death.

Base Statistics AC 16, touch 9, flat-footed 16; hp 71; Fort +8; Melee +1 *vicious scythe* +9/+4 (2d4+2/×4 plus 2d6); Con 14

STATISTICS

Str 12, Dex 8, Con 18, Int 10, Wis 21, Cha 13

Base Atk +6; CMB +7

Feats Combat Casting, Craft Magic Arms and Armor, Craft Wondrous Item, Extend Spell, Martial Weapon Proficiency (scythe), Spell Focus (necromancy), Weapon Focus (scythe)

Skills Heal +17, Knowledge (religion) +12, Spellcraft +12

Languages Common

SQ spontaneous casting (inflict spells), favored of Urgathoa

Combat Gear *potion of barkskein* +4; **Other Gear** +1 *vicious scythe*, +1 *breastplate*, *cloak of resistance* +2, *periapt of Wisdom* +2, onyx unholy symbol of Urgathoa worth 200 gp

SPECIAL ABILITIES

Battle Smite (Su): You can touch your deity's favored weapon and give it the ability to deal a battle smite. For the next 3 rounds, anyone wielding the weapon may add an enhancement bonus on one damage roll equal to 1/2 your caster level for one attack roll. The target must decide to use this ability before rolling to attack. This effect fades after 3 rounds or when the battle smite is used. Once a wielder has used a battle smite, he can gain no further benefit from it for 1 day.

Bleeding Touch (Su): As a melee touch attack, you can cause a living creature to take 1d6 points of damage per round. This effect persists for 1 round per caster level or until stopped with a DC 15 Heal check or any spell or effect that heals damage. Touching a creature affected by this ability causes the duration to reset but does not stack. This is a bleed effect (see the Glossary Chapter).

Call Undead (Su): You can summon undead to aid you. With this ability you can summon a number of skeletons and zombies whose total Hit Dice do not exceed your caster level. These undead do not count against the total number of undead you can control and remain until destroyed. You cannot use this ability again until 1 hour after the last undead created by this ability is destroyed.

Weapon Master (Su): You gain the use of one combat feat for a number of rounds per day equal to your caster level. These rounds do not need to be consecutive and you can change the feat chosen each time you use this ability. You must meet the prerequisites to use these feats.

Favored of Urgathoa (Ex): Andaisin has an extra slot of 3rd and 4th levels.

Lady Andaisin Transformed CR 8

Female Daughter of Urgathoa

Always NE Large undead

Init +3; **Senses** darkvision 60 ft.; Perception +17

Aura desecrate (20 ft. radius)

DEFENSE

AC 23; touch 12, flat-footed 20

(+3 Dex, +11 natural, –1 size)

hp 119 (11d12+33)

Fort +7, **Ref** +7, **Will** +11

Immune undead immunities

OFFENSE

Speed fly 40 ft. (perfect)

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

Melee great claw +14 (1d8+9 plus diseased touch) and

Melee claw +12 (1d6+5 plus diseased touch) and

Melee tail +11 (1d8+5)

Special Attacks diseased touch, spells

Spell-Like Abilities *cause fear* 3/day, *death knell* 1/day, *magic weapon* 3/day, *spiritual weapon* 1/day

Spells (CL 6th, +13 melee touch)

3rd—*animate dead*, *contagion* (DC 16), *dispel magic* (DC 16)

2nd—*death knell* (DC 15), *hold person* (DC 15) (2), *spiritual weapon*

1st—*cause fear* (DC 14), *entropic shield*, *inflict light wounds* (DC 14), *protection from good*

0—*bleed*, *detect magic*, *resistance*, *virtue*

Domains Death, War

TACTICS

Before Combat In the moments before zealously charging into battle, a daughter of Urgathoa casts beneficial spells upon herself, waiting until the last moment to cast *spiritual weapon* to summon a crackling black scythe into existence.

During Combat A daughter of Urgathoa delights in spreading disease, either using her diseased touch attack or *contagion*. If aided by minions, she uses her spells to aid her allies and confound her enemies from a distance before tearing her way into melee.

Morale While some daughters of Urgathoa see the wisdom in escaping to thwart their dark goddess's foes another day, more fanatical ones

believe themselves to be invincible and fight until destroyed.

STATISTICS

Str 27, **Dex** 17, **Con** —, **Int** 19, **Wis** 16, **Cha** 17

Base Atk +5; **CMB** +14

Feats Combat Casting, Combat Reflexes, Multiattack, Power Attack, Weapon Focus (claw), Weapon Focus (great claw)

Skills Acrobatics +16, Bluff +15, Escape Artist +15, Intimidate +16, Knowledge (religion) +17, Perception +17, Sense Motive +15, Spellcraft +17, Stealth +15

Languages Common, Abyssal or Infernal, and two others.

SQ great claw, unholy fortitude

SPECIAL ABILITIES

Great Claw (Ex) When a follower of the goddess of disease is transformed into a daughter of Urgathoa, she grows a massive and terrible weapon. This great claw typically takes the form of some signature weapon or distinctive feature (not necessarily a claw), grown huge, lethal, and incorporated into the daughter's foul form. A great claw is treated as an evil-aligned weapon and (at the time of the creature's creation) she chooses if it deals bludgeoning, piercing, or slashing damage.

Desecrate Aura (Su) A daughter of Urgathoa is surrounded by a 20-foot aura that functions as the *desecrate* spell. In addition to those in this aura, the daughter is constantly affected by the benefits of *desecrate* (already factored into her statistics). If dispelled, she can renew this effect as a standard action.

Diseased Touch (Su) Any time a daughter of Urgathoa strikes with her great claw or claw attack, she can choose to afflict the damaged opponent with a disease, as per the spell *contagion*. The target is still

allowed to make a DC 16 Fortitude save to resist the disease, as per normal.

Spells A daughter of Urgathoa casts spells as a 6th-level cleric. The save DCs are Wisdom-based.

Unholy Fortitude (Ex) Daughters of Urgathoa gain bonus hit points equal to their Charisma modifier times their Hit Dice, and a bonus on Fortitude saves equal to their Charisma modifier.

Battle Smite (Su): You can touch your deity's favored weapon and give it the ability to deal a battle smite. For the next 3 rounds, anyone wielding the weapon may add an enhancement bonus on one damage roll equal to 1/2 your caster level for one attack roll. The target must decide to use this ability before rolling to attack. This effect fades after 3 rounds or when the battle smite is used. Once a wielder has used a battle smite, he can gain no further benefit from it for 1 day.

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