

THE SHACKLED CITY

NPCs AND MONSTERS FROM CHAPTER THREE: FLOOD SEASON



Annah Taskerhill CR 3
XP 800

Female human aristocrat 1/bard 4
CN Medium humanoid (human)
Init +1; Perception +8

Defense

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)
hp 35 (5d8+5)

Fort +2, **Ref** +5, **Will** +6 (+4 on saves vs. bardic performance, sonic, or language dependant effects)

Offense

Speed 30 ft.

Melee masterwork rapier +3 (1d6-1/18-20)
whip +2 (1d3-1 nonlethal)

Ranged masterwork light crossbow +4 (1d8/19-20)

Special Attacks bardic performance

Spells Known (CL 4):

2nd (2/day) *Enthrall* (DC 17), *Suggestion* (DC 17);
1st (4/day) *charm person* (DC 16), *cure light wounds*,
expeditious retreat, *lesser confusion* (DC 16);
0 (at will) *dancing lights*, *detect magic*, *mage hand*,
mending, *prestidigitation*, *read magic*;

Statistics

Str 8, **Dex** 13, **Con** 12, **Int** 14, **Wis** 10, **Cha** 16

Base Atk +3; **CMB** +2 (+6 to disarm with whip); **CMD** 13
(15 vs. disarm)

Feats Combat Expertise, Greater Spell Focus (enchantment), Improved Disarm, Spell Focus (enchantment);

Skills Acrobatics +7, Bluff +11, Diplomacy +11, Knowledge (local) +10 (+12 with bardic knowledge), Knowledge (nobility) +10 (+12 with bardic knowledge), Linguistics +10, Perception +8, Perform (string instruments) +13, Use Magic Device +10;

Languages Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Orc;

SQ Bardic knowledge, versatile performance, well-versed

Combat Gear *wand of cat's grace* (15 charges) [wand 05],
2 *potion of cure light wounds* (syrupy, red) [potion 02];

Other Gear +1 *chain shirt* [armor 04], masterwork rapier, masterwork light crossbow, whip, 20 bolts, masterwork lute, noble's outfit, gold signet ring (80 gp), 40 gp.

Special Abilities

Bardic Performance (Su) as a standard action, Annah can initiate a bardic performance (maintained as a free action) for a total of 13 rounds/day. She can employ the following performances: countersong, fascinate (DC 15), inspire courage (+1), and inspire competence (+2)

Versatile Performance (Ex) Annah can use a Perform (string instruments) check in place of any Bluff or Diplomacy check.



Cora Lathemire CR 3
XP 800

Female human aristocrat 1/fighter 4
CN Medium humanoid (human)
Init +2; Perception -1

Defense

AC 15, touch 13, flat-footed 12 (+2 armor, +2 Dex, +1 dodge)

hp 39 (1d8+1 + 4d10+4);

Fort +5, **Ref** +5, **Will** +2 (+1 on saves vs. fear)

Defensive Abilities bravery;

Offense

Speed 30 ft.

Melee +1 *rapier* +8 (1d6+4/18-20)

Ranged masterwork composite longbow +7 (1d8+1/x3)

Statistics

Str 13, **Dex** 15, **Con** 12, **Int** 14, **Wis** 8, **Cha** 10

Base Atk +4; **CMB** +5; **CMD** 17

Feats Dodge, Lightning Reflexes, Mobility, Power Attack, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier)

Skills Acrobatics +6, Bluff +4, Climb +8, Diplomacy +4, Intimidate +8, Knowledge (nobility) +6, Perform (dance) +4, Ride +7, Sense Motive +3, Swim +8;

Languages Common, Elven, Gnome;

SQ armor training 1

Combat Gear *potion of bull's strength* (cloudy, dark green) [potion 10], 2 *potions of cure light wounds* (syrupy, red) [potion 02]; **Other Gear** masterwork leather armor, +1 *rapier* [weapon 02], masterwork composite longbow (+1 Str), 20 arrows, noble's outfit, 12 gp, 10 sp.

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Todd Vanderboren CR 3
XP 800

Male human aristocrat 1/rogue 4
CE Medium humanoid (human)
Init +7; Perception +8

Defense

AC 16, touch 13, flat-footed 16 (+3 armor, +3 Dex)

hp 35 (5d8+5)

Fort +2, **Ref** +7, **Will** +3

Defensive Abilities evasion, trap sense +1, uncanny dodge;

Offense

Speed 30 ft.

Melee masterwork rapier +8 (1d6+1/18-20)

Ranged masterwork composite shortbow +6 (1d6+1/x3)

Special Attacks rogue talents (fast stealth, surprise attack), sneak attack +2d6

Statistics

Str 12, **Dex** 16, **Con** 13, **Int** 14, **Wis** 10, **Cha** 8

Base Atk +3; **CMB** +4; **CMD** 17

Feats Improved Initiative, Stealthy, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +10, Appraise +10, Bluff +7, Diplomacy +7, Disable Device +12 (+14 with trapfinding), Disguise +7, Escape Artist +12, Knowledge (local) +10, Knowledge (nobility) +6, Perception +8 (+10 with trapfinding), Stealth +12, Sense Motive +7

Languages Common, Dwarven, Gnome;

SQ trapfinding,

Combat Gear 3 *sleep arrows* [weapon 03], *potion of glibness* (translucent, lavender) [potion 12], *elixir of hiding* (smoky, black) [misc. 13]; **Other Gear** +1 *studded leather* [armor 02], masterwork rapier, masterwork composite shortbow (+1 Str), 20 arrows, masterwork thieves' tools, noble's outfit, 4 pp, 34 gp



Zachary Aslaxin II CR 3
XP 800

Male human aristocrat 1/ranger 2/cleric 2
CN Medium humanoid (human)
Init +1; Perception +7

Defense

AC 15, touch 12, flat-footed 13 (+3 armor, +1 Dex, +1dodge)

hp 45 (3d8+9 + 2d10+6)

Fort +12, **Ref** +4, **Will** +7

Offense

Speed 30 ft.

Melee masterwork rapier +4 (1d6+1/18-20), masterwork kukri +3 (1d4/18-20)

Special Attacks bit of luck, channel positive energy 1d6, favored enemy (humanoid [reptilian], +2), strength surge

Spells Prepared (CL 2):

1st *divine favor*, *entropic shield*, *protection from evil*;

domain: *true strike*

0 *detect magic*, *light*, *read magic*, *stabilize*

Statistics

Str 12, **Dex** 13, **Con** 16, **Int** 8, **Wis** 14, **Cha** 10

Base Atk +3; **CMB** +4; **CMD** 15

Feats Combat Casting, Dodge, Mobility, Two-Weapon Fighting, Weapon Focus (rapier)

Skills Diplomacy +4, Heal +7, Intimidate +6, Knowledge (nature) +4, Knowledge (nobility) +3, Knowledge (religion) +4, Perception +7, Spellcraft +4, Stealth +6, Survival +8 (+9 to follow or identify tracks);

Languages Common

SQ track, wild empathy

Combat Gear *wand of cure light wounds* (40 charges)

[wand 06], *wand of light* (35 charges) [wand 07]; **Other**

Gear masterwork chain shirt, masterwork rapier, masterwork kukri, *pearl of power* (1st level) [misc. 14], silver holy symbol of Kord, nobles' outfit, 7 gp.

Special Abilities

Bit of Luck (Sp) 5/day – touch a willing creature to grant it luck. For the next round any time the target rolls a d20, he may roll twice and take the more favorable amount.

Strength Surge (Sp) 5/day – touch a willing creature to bestow strength. For the next round, the target gains a +1 enhancement bonus to melee attacks, combat maneuver checks that rely on Strength, Strength based skills and Strength checks.

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Deinonychus CR 3 XP 800

N Medium animal

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

Defense

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 34 (4d8+16);

Fort +8, **Ref** +6, **Will** +2

Offense

Speed 60 ft.

Melee 2 talons +5 (1d8+2), bite +5 (1d6+2), foreclaws +0 (1d4+1)

Special Attacks pounce

Statistics

Str 15, **Dex** 15, **Con** 19, **Int** 2, **Wis** 12, **Cha** 14

Base Atk +3; **CMB** +5; **CMD** 17

Feats Improved Initiative, Run

Skills Acrobatics +1 (+22 to jump), Perception +14, Stealth +15; **Racial Modifiers** Acrobatics +8, Perception +8, Stealth +8



Alleybasher CR 2 XP 600

Human rogue 3

LE Medium humanoid (human)

Init +7; Perception +5

Defense

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 26 (3d8+6)

Fort +2, **Ref** +6, **Will** +0

Defensive Abilities evasion, trap sense +1

Offense

Speed 30 ft.

Melee masterwork rapier +6 (1d6+1/18-20)

Ranged shortbow +5 (1d6/x3)

Special Attacks rogue talent (bleeding attack), sneak attack +2d6

Statistics

Str 12, **Dex** 16, **Con** 12, **Int** 14, **Wis** 8, **Cha** 13

Base Atk +2; **CMB** +3; **CMD** 16

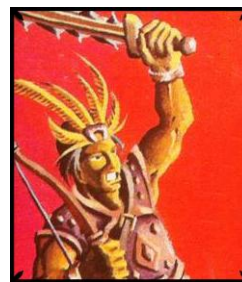
Feats Improved Initiative, Toughness, Weapon Finesse

Skills Acrobatics +8, Appraise +8, Bluff +7, Climb +6, Diplomacy +7, Disable Device +9 (+10 with trapfinding), Escape Artist +8, Intimidate +7, Perception +5 (+6 with trapfinding), Stealth +8, Swim +6;

Languages Common, Gnome, Halfling

SQ trapfinding

Other Gear studded leather armor, masterwork rapier, shortbow, 20 arrows, red sash



Hillfolk CR 2 XP 600

Human fighter 3

CN Medium humanoid (human)

Init +1; Perception +1

Defense

AC 19, touch 11, flat-footed 18 (+6 armor, +1 Dex, +2 shield)

hp 33 (3d10+9)

Fort +7, **Ref** +4, **Will** +2 (+1 vs. fear)

Defensive Abilities bravery +1

Offense

Speed 30 ft. (20 ft. in armor)

Melee warhammer +7 (1d8+3/x3)

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

Base Atk +3; **CMB** +6; **CMD** 17

Feats Great Fortitude, Lightning Reflexes, Quickdraw, Toughness, Weapon Focus (warhammer)

Skills Climb +5, Survival +7, Swim +5;

Languages Common

SQ armor training 1

Combat Gear *potion of cure moderate wounds* (syrupy, red) [potion 01]; **Other Gear** chainmail, masterwork large steel shield, masterwork warhammer (obsidian war club), red sash

Hill Baboon CR 2 XP 600

Advanced chimpanzee

N Medium animal

Init +6; **Senses** low-light vision; Perception +10

Defense

AC 19, touch 16, flat-footed 13 (+6 Dex, +3 natural)

hp 19 (3d8+6);

Fort +7, **Ref** +9, **Will** +4

Offense

Speed 30 ft., climb 30 ft.

Melee bite +4 (1d6+3)

Statistics

Str 15, **Dex** 23, **Con** 14, **Int** 2, **Wis** 16, **Cha** 11

Base Atk +2; **CMB** +4; **CMD** 20

Feats Great Fortitude, Skill Focus (Perception)

Skills Acrobatics +10, Climb +14, Perception +10

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Tongueater (half-orc form) CR 5 XP 1,600

Male half-orc werebaboon ranger 5 (augmented humanoid)

LE Medium humanoid (orc, human, shapechanger)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +12

Defense

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 47 (5d10+10)

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

Defensive Abilities orc ferocity

Offense

Speed 30 ft.

Melee masterwork falchion +9 (2d4+3/18-20)

Special Attacks favored enemy (humanoid [human] +4, humanoid [orc] +2), favored terrain (jungle +2), hunter's bond,

Spells Prepared (CL 2):

1st *longstrider*, *resist energy*;

Statistics

Str 15, **Dex** 15, **Con** 14, **Int** 10, **Wis** 14, **Cha** 7

Base Atk +5; **CMB** +7; **CMD** 19

Feats Alertness, Cleave, Endurance, Iron Will, Weapon Focus (falchion)

Skills Climb +10, Intimidate +8, Perception +12, Sense Motive +4, Stealth +10, Survival +10 (+12 to follow or identify tracks), Swim +10; **Racial Modifiers** Intimidate +2

Languages Common, Orc

SQ change shape (half-orc, hybrid and rock baboon; *polymorph*), lycanthropic empathy (baboons), track, wild empathy

Combat Gear 4 *potions of cure light wounds* (syrupy, red) [potion 02], *potion of jump* (translucent, purple) [potion 13], *potion of magic fang* (syrupy, green) [potion 14], *potion of blur* (cloudy, clear) [potion 15], *potion of enlarge person* (at 5th level) (oily, red) [potion 16]; **Other Gear** masterwork studded leather, masterwork falchion, *handy haversack* [misc. 15], Ebon Triad holy symbol, key ring (opens all locked doors in the Lucky Monkey)

Special Abilities

Hunter's Bond (Ex) As a move action, a ranger can grant allies within 30 ft. half his favored enemy bonus against a single target of the appropriate type. This bonus lasts 2 rounds.

Lycanthropic Empathy (Ex) Natural lycanthropes can communicate and empathize with animals related to their form. They can use Diplomacy to alter such an animal's attitude, and when so doing gain a +4 racial bonus on the check.



Tongueater (hybrid form) CR 5 XP 1,600

Male half-orc werebaboon ranger 5 (augmented humanoid)

LE Medium humanoid (orc, human, shapechanger)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +12

Defense

AC 18, touch 12, flat-footed 16 (+3 armor, +2 Dex, +3 natural)

hp 52 (5d10+15)

Fort +7, **Ref** +6, **Will** +5

Defensive Abilities orc ferocity; **DR** 10/silver

Offense

Speed 30 ft.

Melee masterwork falchion +10 (2d4+4/18-20), bite +5 (1d6+1 plus curse of lycanthropy)

Special Attacks favored enemy (humanoid [human] +4, humanoid [orc] +2), favored terrain (jungle +2), hunter's bond,

Spells Prepared (CL 2):

1st *longstrider*, *resist energy*;

Statistics

Str 17, **Dex** 15, **Con** 16, **Int** 10, **Wis** 14, **Cha** 7

Base Atk +5; **CMB** +8; **CMD** 20

Feats Alertness, Cleave, Endurance, Iron Will, Weapon Focus (falchion)

Skills Climb +10, Intimidate +8, Perception +12, Sense Motive +4, Stealth +10, Survival +10 (+12 to follow or identify tracks), Swim +10; **Racial Modifiers** Intimidate +2

Languages Common, Orc

SQ change shape (half-orc, hybrid and rock baboon; *polymorph*), lycanthropic empathy (baboons), track, wild empathy

Combat Gear 4 *potions of cure light wounds* (syrupy, red) [potion 02], *potion of jump* (translucent, purple) [potion 13], *potion of magic fang* (syrupy, green) [potion 14], *potion of blur* (cloudy, clear) [potion 15], *potion of enlarge person* (at 5th level) (oily, red) [potion 16]; **Other Gear** masterwork studded leather, masterwork falchion, *handy haversack* [misc. 15], Ebon Triad holy symbol, key ring (opens all locked doors in the Lucky Monkey)

Special Abilities

Curse of Lycanthropy (Su) a natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Fortitude DC 15 negates). If the victim's size is not within 1 size category of the lycanthrope, this ability has no effect.

Hunter's Bond (Ex) As a move action, a ranger can grant allies within 30 ft. half his favored enemy bonus against a single target of the appropriate type. This bonus lasts 2 rounds.

Lycanthropic Empathy (Ex) Natural lycanthropes can communicate and empathize with animals related to their form. They can use Diplomacy to alter such an animal's attitude, and when so doing gain a +4 racial bonus on the check.

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Shensen Tesseril CR 6
XP 2,400

Female half-drow monk 2/bard 1/druid 4
NG Medium humanoid (elf, human)
Init +1; **Senses** low-light vision; Perception +16

Defense

AC 16, touch 16, flat-footed 15 (+1 deflection, +1 Dex, +4 dodge)

hp 41 (7d8)

Fort +7, **Ref** +7, **Will** +12 (+2 on saves vs. enchantment spells and effects, +4 on saves vs. spell like and supernatural abilities of fey, +4 on saves vs. spells that utilize or target plants)

Defensive Abilities evasion; **Immune** magic sleep

Offense

Speed 30 ft.

Melee unarmed strike +5 (1d6-1)

Special Attacks bardic performance, flurry of blows, wild shape (1/day, small or medium animal, *beast shape I*)

Spells Known (CL 1):

1st (2/day) *expeditious retreat*, *grease* (DC 12),
0 (at will) *detect magic*, *flare* (DC 11), *light*, *read magic*

Spells Prepared (CL 4):

2nd *chill metal* (DC 15), *flaming sphere* (DC 15), *tree shape*
1st *cure light wounds* x2, *entangle* (DC 14)

0 *create water*, *detect poison*, *mending*, *purify food and drink*

Statistics

Str 8, **Dex** 13, **Con** 10, **Int** 14, **Wis** 16, **Cha** 12

Base Atk +4; **CMB** +3; **CMD** 17

Feats Combat Reflexes, Dodge, Improved Unarmed Strike, Natural Spell, Run, Skill Focus (Perception), Stunning Fist, Weapon Finesse

Skills Acrobatics +11 (+16 to make high or long jumps), Diplomacy +5, Knowledge (nature) +14 (+15 with bardic knowledge), Knowledge (geography) +10 (+11 with bardic knowledge), Knowledge (religion) +8 (+9 with bardic knowledge), Perception +16, Perform +13 (stringed instruments), Survival +15; **Racial Modifiers** Perception +2

Languages Common, Druidic, Elven, Halfling

SQ bardic knowledge, nature sense, resist nature's lure, trackless step, wild empathy, woodland stride

Combat Gear *wand of magic fang* (13 charges) [wand 08], *wand of barkskin* (7 charges) [wand 09]; **Other Gear** *ring of protection* +1 [ring 01], *ring of jumping* [ring 02], masterwork lute, 41 gp

Special Abilities

Bardic Performance (Su) As a standard action, Shensen can initiate a bardic performance (maintained as a free action) for a total of 5 rounds/day. She can employ the following performances: countersong, fascinate (DC 11), and inspire courage (+1)

Artus Shemwick CR 5
XP 1,600

Male human rogue 6
CN Medium humanoid (human)
Init +2; Perception +10

Defense

AC 14, touch 12, flat-footed 14 (+2 armor, +2 Dex)

hp 36 (6d8)

Fort +2, **Ref** +7, **Will** +5

Defensive Abilities evasion, trap sense +2, uncanny dodge

Offense

Speed 30 ft.

Melee masterwork punching dagger +7 (1d4-1/x3)

Special Attacks rogue talents (fast stealth, minor magic, major magic), sneak attack +3d6

Spell-Like Abilities (CL 6):

2/day *magic missile*

3/day *detect magic*

Statistics

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

Base Atk +4; **CMB** +3; **CMD** 15

Feats Iron Will, Skill Focus (Appraise), Skill Focus (Sleight of Hand), Weapon Finesse

Skills Appraise +15, Bluff +11, Diplomacy +11, Knowledge (local) +12, Knowledge (nobility) +9, Linguistics +12, Perception +10 (+13 when trapfinding), Profession (cook) +10, Sense Motive +10, Sleight of Hand +14, Use Magic Device +11

Languages Common, Draconic, Dwarven, Elven, Giant, Goblin, Gnome, Halfling, Orc, Undercommon,

SQ trapfinding

Combat Gear 4 doses of giant wasp poison (injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex; *cure* 1 save), 1 dose of stripped toadstool poison (ingested; *save* Fort DC 11; *onset* 10 minutes; *frequency* 1/min. 4 min.; *effect* 1d3 Wis and 1 Int; *cure* 1 save);

Other Gear leather armor, masterwork punching dagger, *handy haversack* [misc. 15], merchant's scale, 10 pp, 536 gp, 290 sp, 100 cp [note: Artus has 4,300 gp worth of gold, gems and art objects stashed all over the city. He'll need 1d6 hours to access these additional funds if he needs them]

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Summoned Aquatic Guardian CR 4 XP 1,200

Fiendish bunyip (augmented magical beast)
NE Medium magical beast (aquatic, extraplanar)
Init +3; **Senses** darkvision 60 ft., low-light vision, keen scent 180 ft.; Perception +8

Defense

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)
hp 32 (5d10+5)

Fort +5, **Ref** +7, **Will** +1

DR 5/good; **Resist** cold and fire 10; **SR** 9

Offense

Speed 10 ft., swim 50 ft.

Melee bite +7 (1d8+1/19-20 plus bleed)

Special Attacks bleed (1d6), blood frenzy, roar, smite good

Statistics

Str 13, **Dex** 16, **Con** 13, **Int** 2, **Wis** 11, **Cha** 7

Base Atk +5; **CMB** +6; **CMD** 19

Feats Improved critical (bite), Skill Focus (Perception), Skill Focus (stealth), Weapon Focus (bite)

Skills Escape Artist +5, Perception +8, Stealth +10, Swim +9; **Racial Modifiers** Swim +8

SQ amphibious

Special Abilities

Blood Rage (Ex) A bunyip's blood rage ability activates whenever it detects blood in the water with its keen scent, granting it a +2 to Constitution, a +2 to Strength and a -2 penalty to AC that lasts for the battle or 1 minute (whichever is shorter).

Roar (Su) A bunyip's roar is supernaturally loud and horrifying. When a bunyip roars (a standard action the creature can perform at will), all hearing creatures with 4 or fewer HD within a 100-foot spread must succeed on a DC 13 Will save or become panicked for 2d4 rounds. Whether or not the save is successful, creatures in the area are immune to the roar of that bunyip for 24 hours. This is a sonic, mind-affecting fear effect. The save DC is Constitution-based.

Smite Good (Su) 1/day as a swift action, a fiendish creature can add its CHA bonus (+0) to attack rolls and a damage bonus equal to its HD (+5) against a good foe; smite persists until target is dead or the fiendish creature rests.



Vestige of a Lost Empire CR 6 XP 2,400

Kopru

CE Medium monstrous humanoid (aquatic)

Init +3; **Senses** darkvision 60 ft.; Perception +12

Defense

AC 18, touch 14, flat-footed 14 (+3 Dex, +1 dodge, +4 natural)

hp 60 (8d10+16)

Fort +4, **Ref** +9, **Will** +9

Offense

Speed 10 ft., swim 40 ft.

Melee tail slap +11 (1d6+3 plus grab), 2 claws +9 (1d4+1), bite +9 (1d6+1)

Special Attacks constrict (1d6+3), dominate, grab

Statistics

Str 16, **Dex** 16, **Con** 14, **Int** 11, **Wis** 12, **Cha** 10

Base Atk +8; **CMB** +11 (+15 to grapple); **CMD** 24 (can't be tripped)

Feats Ability Focus (dominate), Dodge, Iron Will, Multiattack

Skills Escape Artist +11, Perception +12, Stealth +14, Swim +11; **Racial Modifiers** Swim +8

Languages Aquan, Common

SQ amphibious, water dependant

Special Abilities

Dominate (Su) Once a day, a kopru can produce an effect like that of a *dominate person* spell (caster level 10th; Will save DC 16), except that the range is 180 ft. and the duration is 8 days. The save DC is Charisma based.

Grab (Ex) A kopru can use its grab attack against creatures of up to Medium size.

Water Dependant (Ex) Out of the water a kopru cannot make claw attacks as it needs its arms to drag itself along the ground

Ecology

Environment warm aquatic or marsh

Organization solitary, patrol (2-5), or colony (6-24)

Treasure standard

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Grehlia's Abandoned Servant CR 6
XP 2,400

Cerberi

LE Medium outsider (evil, extraplanar, lawful)

Init +6; **Senses** soul scent; Perception +15

Defense

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 76 (8d10+32)

Fort +10, **Ref** +8, **Will** +4

Offense

Speed 40 ft.

Melee 3 bites +11 (1d6+4 plus Cerberus' jaws)

Special Attacks rend (2 bites, 1d6+4 or 3 bites, 1d6+8)

Statistics

Str 16, **Dex** 14, **Con** 19, **Int** 6, **Wis** 15, **Cha** 9

Base Atk +8; **CMB** +11; **CMD** 23 (27 vs. trip)

Feats Alertness, Combat Reflexes, Improved Initiative, Stand Still

Skills Acrobatics +13 (+17 when jumping), Perception +15, Sense Motive +4, Stealth +13, Survival +10 (+14 when tracking undead); **Racial Modifiers** Survival (+4 when tracking undead)

Languages Infernal (cannot speak)

Special Abilities

Cerberus' Jaws (Su) Curse—bite; save Fort DC 18; *effect* dimensional anchoring. A creature affected by this curse cannot utilize extradimensional travel such as teleport, as if it were under the effect of a dimensional anchor spell. The save DC is Constitution-based.

Soul Scent (Su) This ability functions as the scent ability, save that it also grants the cerberi a +4 racial bonus on Survival checks made to track undead. This ability even allows a cerberi to track the passage of an incorporeal creature.



Skaven's Servant CR 3
XP 800

Medium air elemental

N Medium outsider (air, elemental, extraplanar)

Init +9; **Senses** darkvision 60 ft.; Perception +7

Defense

AC 19, touch 16, flat-footed 13 (+5 Dex, +1 dodge, +3 natural)

hp 30 (4d10+8)

Fort +6, **Ref** +9, **Will** +1

Defensive Abilities air mastery; **Immune** elemental traits

Offense

Speed fly 100 ft. (perfect)

Melee slam +9 (1d6+3)

Special Attacks whirlwind

Statistics

Str 14, **Dex** 21, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +6; **CMD** +22

Feats Dodge, Flyby Attack, Improved Initiative, Weapon Finesse

Skills Acrobatics +11, Escape Artist +9, Fly +17, Knowledge (the planes) +1, Perception +7, Stealth +10

Languages Auran

Special Abilities

Air Master (Ex) Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

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Skaven Umbermead CR 7 XP 3,200

Male halfling wizard (diviner) 8
NE Small humanoid (halfling)
Init +6; Perception +12 (+14 as long as Pywakit is within arm's reach)

Defense

AC 14, touch 13, flat-footed 11 (+1 armor, +2 Dex, +1 size)

hp 54 (8d6+16)

Fort +5, **Ref** +5, **Will** +9 (+2 to save vs. fear)

Offense

Speed 20 ft.

Melee masterwork dagger +4 (1d4-2/19-20)

Special Attacks diviner's fortune

Spells Prepared (CL 8th; opposition schools: conjuration and enchantment):

4th *arcane eye*, *fear* (DC 18), *phantasmal killer* (DC 18), *shout* (DC 19)

3rd *clairvoyance/clairaudience*, *dispel magic*, *displacement*, *lightning bolt* (DC 18), *vampiric touch* (touch +4)

2nd *detect thoughts* (DC 16), *ghoul touch* (DC 16, touch +4), *invisibility*, *scorching ray* (2 rays, +7), *see invisibility*;

1st *burning hands* (DC 16), *chill touch* (DC 15, touch +4), *comprehend languages*, *hold portal*, *magic missile*, *true strike*;

0 *detect poison*, *ghost sound* (DC 14), *mage hand*, *prestidigitation*

Statistics

Str 6, **Dex** 14, **Con** 14, **Int** 18, **Wis** 14, **Cha** 10

Base Atk +4; **CMB** +1; **CMD** 13

Feats Alertness (as long as Pywakit is within arm's reach),

Combat Casting, Craft Wondrous Item, Scribe Scroll, Skill Focus (Knowledge [arcana]), Spell Focus (evocation), Weapon Focus (touch)

Skills Acrobatics +4, Climb +0, Craft (metalworking) +15, Disable Device +7, Knowledge (arcana) +18, Knowledge (religion) +15, Perception +12 (+14 as long as Pywakit is within arm's reach), Sense Motive +2 (+4 as long as Pywakit is within arm's reach), Spellcraft +15, Stealth +17;
Racial Modifiers Acrobatics +2, Climb +2, Perception +2
Languages Abyssal, Common, Draconic, Elven, Gnoll, Halfling

SQ forewarned, scrying adept

Combat Gear *wand of mage armor* (40 charges) [wand 10], *wand of control water* (50 charges) [wand 11], *potion of cure moderate wounds* (syrupy, red) [potion 01], *potion of gaseous form* (cloudy, light gray) [potion 17], 6 *elixirs of hiding* (smoky, black) [potion 13]; **Other Gear** masterwork dagger, *bracer of armor* +1 [misc. 16], *goggles of minute seeing* [misc. 17], *slippers of spider climbing* [misc. 18], *pearl of power* (1st level) [misc. 14], 58 gp, 4 pp, key ring (keys to winches at areas K3, and K11; keys to areas K20, K24, and K25)

Special Abilities

Diviner's Fortune (Sp) 7/day Skaven can touch a creature as a standard action to grant it a +4 insight bonus on all of its attack rolls, skill checks, ability checks and saving throws.

Forewarned (Su) Skaven can always act in the surprise round, even if he failed a Perception check to notice the enemy, but is considered flat-footed until he takes an action.

Scrying Adept (Su) Skaven is always aware when he is being observed via magic, as if he had a permanent *detect scrying*. In addition, whenever he attempts to scry on a subject, treat the subject as one step more familiar (very familiar subject get a -10 penalty on their save to avoid his scrying attempts).

Pywakit CR 1/4 XP -

Skaven's cat familiar

NE Tiny animal

Init +2; **Senses** low-light vision, scent; Perception +12

Defense

AC 18, touch 14, flat-footed 14 (+2 Dex, +4 natural, +2 size)

hp 31 (8d8-8)

Fort +1, **Ref** +4, **Will** +7

Defensive Abilities improved evasion

Offense

Speed 30 ft.

Melee 2 claws +8 (1d2-4), bite +8 (1d3-4)

Space 2 ½ ft.; **Reach** 0 ft.

Special Attacks deliver touch spells

Statistics

Str 3, **Dex** 15, **Con** 8, **Int** 9, **Wis** 12, **Cha** 7

Base Atk +4; **CMB** +0; **CMD** 10 (14 vs. trip)

Feats Weapon Finesse

Skills Climb +6, Knowledge (arcana) +7, Knowledge (religion) +7, Perception +12, Spellcraft +7, Stealth +17;

Racial Modifiers Climb +4, Stealth +4

SQ empathic link, share spells, speak with animals (feline), speak with master

Spiderling Swarm CR 1 XP 400

Spider swarm

N diminutive vermin (swarm)

Init +3; **Senses** darkvision 60 ft., tremorsense 30 ft.;

Perception +4

Defense

AC 17, touch 17, flat-footed 14 (+3 Dex, +4 size)

hp 9 (2d8)

Fort +3, **Ref** +3, **Will** +0

Defensive Abilities swarm traits; **Immune** mind-affecting effects, weapon damage

Weaknesses swarm traits

Offense

Speed 20 ft., climb 20 ft.

Melee swarm (1d6 plus poison and distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 11)

Statistics

Str 1, **Dex** 17, **Con** 7, **Int** -, **Wis** 10, **Cha** 2

Base Atk +1; **CMB** -; **CMD** -

Skills Climb +11, Perception +4; **Racial Modifiers**

Perception +4; uses Dexterity for Climb checks

Special Abilities

Poison (Ex) Swarm—injury; *save* Fort DC 11; *frequency* 1/round for 2 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.

THE SHACKLED CITY

Adult Cave Spider CR 1 XP 400

Giant spider
N medium vermin
Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4 (+8 in webs)

Defense

AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural)
hp 16 (3d8+3)
Fort +4, **Ref** +4, **Will** +1

Immune mind-affecting effects

Offense

Speed 30 ft., climb 30 ft.
Melee bite +2 (1d6 plus poison)
Special Attacks web (+5 ranged, DC 12, 2 hp)

Statistics

Str 11, **Dex** 17, **Con** 12, **Int** -, **Wis** 10, **Cha** 2
Base Atk +2; **CMB** +2; **CMD** 17 (27 vs. trip)
Skills Climb +16, Perception +4 (+8 in webs), Stealth +7 (+11 in webs); **Racial Modifiers** Perception +4, Stealth +4 (+8 in webs), Climb +16

Special Abilities

Poison (Ex) Bite—injury; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Strength damage; *cure* 1 save.

Grandmother Spider CR 3 XP 800

Giant black widow spider
N Large vermin
Init +2; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

Defense

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size)
hp 37 (5d8+15)
Fort +7, **Ref** +3, **Will** +1

Immune mind-affecting effects

Offense

Speed 30 ft., climb 30 ft.
Melee bite +6 (1d8+6 plus poison)
Space 10 ft.; **Reach** 5 ft.
Special Attacks web (+4 range, DC 19, 5 hp)

Statistics

Str 19, **Dex** 15, **Con** 16, **Int** -, **Wis** 10, **Cha** 2
Base Atk +3; **CMB** +8; **CMD** 20 (32 vs. trip)
Skills Climb +20, Perception +4, Stealth +2 (+6 in webs); **Racial Modifiers** Climb +8, Perception +4, Stealth (+8 in webs)

SQ strong webs

Special Abilities

Poison (Ex) Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d3 Con and staggered; *cure* 2 saves. *Save DC* is Con-based with a +2 racial bonus.
Strong Webs (Ex) A black widow's webs gain a +4 bonus to the DC to break or escape.



Spider Tenders CR 3 XP 800

Ettercap
NE Medium aberration
Init +7; **Senses** darkvision, low-light vision; Perception +9

Defense

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)
hp 30 (4d8+12)
Fort +6, **Ref** +4, **Will** +6

Offense

Speed 30 ft., climb 30 ft.
Melee bite +5 (1d6+2 plus poison), 2 claws +5 (1d4+2)
Special Attacks traps, web (+6 ranged, DC 15, 4 hp)

Statistics

Str 14, **Dex** 17, **Con** 17, **Int** 6, **Wis** 15, **Cha** 8
Base Atk +3; **CMB** +5; **CMD** 18
Feats Great Fortitude, Improved Initiative
Skills Climb +14, Craft (trapmaking) +8, Perception +9, Stealth +7; **Racial Modifiers** Craft (trapmaking) +8

Languages Common

SQ spider empathy +7

Special Abilities

Poison (Ex) Bite—injury; *save* Fort DC 15; *frequency* 1/round for 10 rounds; *effect* 1d2 Dex; *cure* 2 consecutive saves. The *save DC* is Constitution based.

Spider Empathy (Ex) This ability functions as the druid's wild empathy, save that an ettercap can only use this ability on spiders. An ettercap gains a +4 racial bonus on this check. Spiders are mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing ettercaps to train giant spiders and use them as guardians.

Traps (Ex) The ettercap is particularly skilled at crafting cunning traps with its webs. Deadfalls, nooses, and spear traps are the most common traps ettercaps build with their webs. An ettercap doesn't require gold to build its traps, merely time.

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Corrupted Phase Spider CR 5
XP 1,600

Phase spider
NE Large magical beast
Init +7; **Senses** darkvision 60 ft., low-light vision;
Perception +6

Defense

AC 17, touch 12, flat-footed 14 (+3 Dex, +5 natural, -1 size)

hp 51 (6d10+18)

Fort +8, **Ref** +8, **Will** +3

Defensive Abilities ethereal jaunt

Offense

Speed 40 ft., climb 20 ft.

Melee bite +10 (2d6+7 plus poison and grab)

Space 10 ft.; **Reach** 5 ft.

Special Attacks ethereal ambush

Statistics

Str 20, **Dex** 17, **Con** 16, **Int** 7, **Wis** 13, **Cha** 10

Base Atk +6; **CMB** +12 (+16 grapple); **CMD** 25 (37 vs. trip)

Feats Ability Focus (poison), Improved Initiative, Skill Focus (Stealth)

Skills Climb +18, Perception +6, Stealth +7

Languages Common

Special Abilities

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

Ethereal Jaunt (Su) A phase spider can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or as part of a move action). The ability is otherwise identical to *ethereal jaunt* (CL 15th).

Poison (Ex) Bite—injury; *save* Fort DC 18; *frequency* 1/round for 8 rounds; *effect* 1d2 Constitution damage; *cure* 2 consecutive saves. The save DC is Constitution-based.



Triel Eldurast CR 7
XP 3,200

Female human fighter 4/cleric 4
LE Medium humanoid (human)
Init +1; Perception +2

Defense

AC 21, touch 11, flat-footed 20 (+10 armor, +1 Dex)

hp 63 (4d8+8 plus 4d10+8)

Fort +10, **Ref** +3, **Will** +7 (+1 vs. fear)

Defensive Abilities bravery +1

Offense

Speed 30 ft. (20 ft. in armor)

Melee +1 *silver heavy flail* +13/+8 (1d10+9/19-20)

Special Attacks battle rage, channel energy 2d6, destructive smite

Spells Prepared (CL 4th, domains: destruction, war):
2nd *bull's strength*, *silence* (DC 14), *spiritual weapon*

(+9/+4 melee; 1d8+1); domain *shatter* (DC 14);

1st *bane* (DC 13), *cure light wounds*, *divine favor*, *shield of faith*; domain: *magic weapon*;

0 *detect magic*, *guidance*, *mending*, *stabilize*

Statistics

Str 18, **Dex** 12, **Con** 14, **Int** 10, **Wis** 14, **Cha** 17

Base Atk +7; **CMB** +11; **CMD** 22

Feats Cleave, Combat Casting, Craft Wondrous Item, Leadership, Power Attack, Quick Draw, Weapon Focus (heavy flail), Weapon Specialization (heavy flail)

Skills Climb +7, Craft +7 (metalworking), Intimidate +10, Knowledge (arcana) +7, Knowledge (religion) +7, Spellcraft +7

Languages Common

SQ armor training 1

Combat Gear *wand of cure serious wounds* (7 charges)

[wand 12], 2 *potions cure light wounds* (syrupy, red)

[potion 02], *scroll of cure moderate wounds* (scroll 05),

scroll of hold person (scroll 06), 3 *wands of control water*

(50 charges each) [wand 11]; **Other Gear** +1 *silver heavy flail* [weapon 04], +1 *spiked full plate* [armor 05], silver holy

symbol of Hextor, everburning torch, 30 gp, 4 pp, key ring

(keys to areas K35, and K36; the chest in K36 and the cells in K43).

Special Abilities

Special Abilities

Destructive Smite (Su) 3/day Triel can make a single

melee attack with a +2 morale bonus to damage.

Battle Rage (Sp) 3/day Triel can touch a creature as a

standard action to give it a +2 bonus on melee damage

rolls for 1 round.

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Trap Ooze CR 1 XP 400

Amoeba swarm
N Fine ooze (aquatic, swarm)
Init -5; **Senses** blindsight 30 ft.; Perception -5
Defense
AC 13, touch 13, flat-footed 13 (-5 Dex, +8 size)
hp 9 (2d8)
Fort +0, **Ref** -5, **Will** -5
Defensive Abilities ooze and swarm traits; **Immune** weapon damage
Weaknesses swarm traits
Offense
Speed 10 ft., climb 10 ft., swim 20 ft.
Melee swarm (1d6 acid plus distraction)
Space 10 ft.; **Reach** 0 ft.
Special Attacks distraction (DC 11)
Statistics
Str 1, **Dex** 1, **Con** 10, **Int** -, **Wis** 1, **Cha** 1
Base Atk +1; **CMB** -; **CMD** -
Skills Climb +3, Swim +3; **Racial Modifiers** Climb +8, Swim +8
SQ amphibious

Bone Guardian CR 8 XP 4,300

Tyrannosaurus rex skeleton
NE Gargantuan undead
Init +6; **Senses** darkvision 60 ft.; Perception +0
Defense
AC 14, touch 8, flat-footed 12 (+2 Dex, +6 natural, -4 size)
hp 81 (18d8)
Fort +6, **Ref** +8, **Will** +11
DR 5/bludgeoning; **Immune** cold, undead traits
Offense
Speed 40 ft.
Melee bite +20 (4d6+22)
Space 20 ft.; **Reach** 20 ft.
Statistics
Str 32, **Dex** 15, **Con** -, **Int** -, **Wis** 10, **Cha** 10
Base Atk +13; **CMB** +28; **CMD** 40
Feats Improved Initiative
SQ powerful bite
Special Abilities
Powerful Bite (Ex) A tyrannosaurus applies twice its Strength modifier to bite damage.

Undead Ogres CR 2 XP 600

Ogre zombie
NE Large undead
Init -2; **Senses** darkvision 60 ft.; Perception +0
Defense
AC 14, touch 7, flat-footed 14 (+4 armor, -2 Dex, +3 natural, -1 size)
hp 33 (6d8+6)
Fort +2, **Ref** +0, **Will** +5
DR 5/slashing; **Immune** undead traits
Offense
Speed 40 ft. (30 ft. in armor)
Melee great club +9 (2d8+9)
Space 10 ft.; **Reach** 10 ft.
Statistics
Str 23, **Dex** 6, **Con** -, **Int** -, **Wis** 10, **Cha** 10
Base Atk +4; **CMB** +10; **CMD** 18
Feats Toughness
SQ staggered
Special Abilities
Staggered (Ex) Zombies have poor reflexes and can only perform a single move action or standard action each round. A zombie can move up to its speed and attack in the same round as a charge action.



Chained Guardians CR 5 XP 1,600

Giant crawling hand
NE Medium undead
Init +2; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +7
Defense
AC 19, touch 13, flat-footed 16 (+2 Dex, +1 dodge, +6 natural)
hp 52 (7d8+21)
Fort +4, **Ref** +6, **Will** +6
Immune undead traits
Offense
Speed 30 ft.
Melee claw +11 (1d6+7 plus grab)
Special Attacks mark quarry, pus burst
Statistics
Str 21, **Dex** 15, **Con** -, **Int** 2, **Wis** 13, **Cha** 14
Base Atk +5; **CMB** +10 (+14 to grapple); **CMD** 23
Feats Dodge, Lightning Reflexes, Toughness, Weapon Focus (claw)
Skills Acrobatics +3, Perception +7, Stealth +12; **Racial Modifiers** Stealth +4
Languages Common (can't speak)
Special Abilities
Mark Quarry (Su) A crawling hand is assigned a quarry by anointing the hand with a drop of the intended quarry's blood. If the hand has no current quarry, it automatically gains the next creature it damages as its quarry. Once attuned to a target, it becomes aware of the target's location as if under the effect of a continuous *locate creature* spell. The hand gains a +1 bonus on all attack rolls, damage rolls, and skill checks made to seek out and destroy the marked quarry. The mark quarry ability lasts until the quarry or the hand is slain.
Pus Burst (Su) When damaged by a piercing or slashing melee weapon, a spray of vile pus strikes the attacker unless the attacker makes a DC 15 Reflex save. Weapons that provide reach protect the attacker completely from a pus burst. Creatures struck by pus become nauseated for 1d3 rounds and take 2d6 points of negative energy damage. The save DC is Charisma-based.

THE SHACKLED CITY

Tarkilar's Minions CR 1/2 XP 200

Plague zombie
NE Medium undead
Init +0; **Senses** darkvision 60 ft.; Perception +0

Defense

AC 12, touch 10, flat-footed 12 (+2 natural)
hp 12 (2d8+3)

Fort +0, **Ref** +0, **Will** +3

Immune undead traits

Offense

Speed 30 ft.

Melee slam +4 (1d6+4 plus disease)

Special Attacks death burst

Statistics

Str 17, **Dex** 10, **Con** -, **Int** -, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +4; **CMD** 14

Feats Toughness

SQ staggered

Special Abilities

Death Burst (Ex) When a plague zombie dies, it explodes in a burst of decay. All creatures adjacent to the plague zombie are exposed to its plague as if struck by a slam attack and must make a Fortitude save or contract zombie rot.

Disease (Su) Zombie rot: slam; save Fort DC 11; onset 1d4 days; frequency 1/day; effect 1d2 Con, this damage cannot be healed while the creature is infected; cure 2 consecutive saves. Anyone who dies while infected rises as a plague zombie in 2d6 hours.

Staggered (Ex) Zombies have poor reflexes and can only perform a single move action or standard action each round. A zombie can move up to its speed and attack in the same round as a charge action.

Gutterrut CR 2 XP 600

Quasit
CE Tiny outsider (chaotic, evil, demon, extraplanar)
Init +6; **Senses** darkvision 60 ft.; Perception +7

Defense

AC 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)

hp 16 (3d10); fast healing 2

Fort +1, **Ref** +5, **Will** +4

DR 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

Offense

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

Melee 2 claws +7 (1d3-1 plus poison), bite +7 (1d4-1)

Space 2 ½ ft.; **Reach** 0 ft.

Spell-Like Abilities (CL 6th):

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

1/day *cause fear* (30 ft. radius, DC 11)

1/week *commune* (6 questions)

Statistics

Str 8, **Dex** 14, **Con** 11, **Int** 11, **Wis** 12, **Cha** 11

Base Atk +3; **CMB** +0; **CMD** +12

Feats Improved Initiative, Weapon Finesse

Skills Bluff +6, Fly +20, Intimidate +6, Knowledge (the planes) +6, Perception +7, Stealth +16

Languages Abyssal, Common; telepathy (touch)

SQ change shape (bat or small centipede only; polymorph)

Combat Gear *wand of control water* (50 charges) [wand 11]

Special Abilities

Poison (Ex) Claw—injury; save Fortitude DC 13; frequency 1/round for 6 rounds; effect 1d2 Dexterity; cure 2 consecutive saves.



Tarkilar CR 7 XP 3,200

Male elite huecuva cleric 6

CE medium undead

Init +7; **Senses** darkvision 60 ft.; Perception +8

Aura faithlessness (30 ft.)

Defense

AC 22, touch 12, flat-footed 20 (+7 armor, +2 Dex, +3 natural)

hp 68 (3d8+6 plus 6d8+12)

Fort +7, **Ref** +6, **Will** +10

DR 5/magic or silver; **Immune** undead traits

Offense

Speed 30 ft. (20 ft. in armor)

Melee +1 *spiked chain* +12/+7 (2d4+6 plus disease)

Special Attacks bleeding touch, channel energy 3d6, touch of evil

Spells Prepared (CL 6th, domains: death, evil):

3rd *blindness/deafness* (DC 15), *inflict serious wounds* (DC 15); bonus: *magic circle against good*

2nd *bull's strength*, *desecrate*, *hold person* (DC 14), *silence* (DC 14); bonus *align weapon*

1st *doom* (DC 13), *divine favor*, *entropic shield*, *obscuring mist*; bonus: *cause fear* (DC 13)

0 *detect magic*, *guidance*, *read magic*, *resistance*

Statistics

Str 19, **Dex** 16, **Con** -, **Int** 8, **Wis** 14, **Cha** 12

Base Atk +6; **CMB** +10; **CMD** 23

Feats Craft Wondrous Item, Exotic Weapon Proficiency (spiked chain), Improved Initiative, Weapon Focus (spiked chain), Toughness

Skills Knowledge (arcana) +5, Knowledge (religion) +8, Perception +8, Survival +5

Languages Common, Gnoll

Combat Gear *wand of inflict moderate wounds* (35 charges) [wand 13]; **Other Gear** +1 *spiked chain* (wired directly into his arm; removal takes 10 minutes and Tarkilar cannot be disarmed) [weapon 05], +1 *chainmail* (wired directly to his flesh and bones; removal takes 1 hour) [armor 06], garnet studded gold holy symbol of Erythnul (425 gp).

Special Abilities

Aura of Faithlessness (Su) The huecuva and all undead creatures within 30 feet receive a +2 profane bonus on Will saves made to resist channeled energy and positive energy effects.

Bleeding Touch (Sp) 5/day Tarkilar can make a melee touch attack that causes a living creature to take 1d6 points of damage per round for 3 rounds or until stopped with a DC 15 Heal check or any spell or effect that heals damage.

Touch of Evil (Sp) 5/day Tarkilar can make a melee touch attack that causes a target to become sickened for 3 rounds. Creatures sickened by Tarkilar's touch count as good for the purposes of spells with the evil descriptor.

Disease (Ex) Filth fever: Injury; save Fort DC 12; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Str damage; cure 2 consecutive saves. The save DC is Charisma-based.