**RHoD Monster Conversions**

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**Hobgoblin Regular (EL1)**

Human Barbarian

Heroica / Path of Destruction / Path of the Ancestors / Battle's Tempering

**Init** +3 | **Reach** 5 ft | **Speed** 30 ft | **Size** Medium

**HP** 26 | **AC** 17 | **Fort** +5; **Ref** +1; **Will** +3 | **Awareness** 12

[Melee] Attack Action

**Atk** +4; **Damage** 1d8+4; **Longsword**; [melee].

- Reckless Strike

[Ranged] Attack Action

**Atk** +4; **Damage** 1d8+4; **Revolver**; [close] (25 ft).

- [Repeater] 6

**Abilities:** Str 16; Dex 14; Con 16; Int 10; Wis 12; Cha 10

**Skills:** Athletics +5; Larceny +3; Ride +3; Intimidate +1; Perception +2

**Feats:** Perfect Defense, Reckless Strike

**Key Offensive Modifier:** Strength

**Key Defensive Modifier:** Constitution

**Base Attack Bonus:** +1

Activated Abilities

**Perfect Defense [Ex]:** Once per [Encounter], as an immediate action, the hobgoblin may cancel an opponent’s charge at any point during their charge. Once per [Encounter], the hobgoblin may cancel an opponent’s Power Attack or Deadly Aim.

**Reckless Strike [Ex]:** As part of a move action, the hobgoblin can apply the penalty to attack rolls from using the Power Attack combat maneuver to its Armor Class instead. Its move action must be spent either simply activating Reckless Strike, remaining in one place while it attacks, or activating the Charge combat maneuver.

Passive Abilities

**Lesser Resilience [Ex]:** [Healing] effects originating from others heal the hobgoblin for 1 extra point of damage.

**The Blade and the Bow [Ex]:** Designate one ally within sight; they add +1 damage to weapon attacks. The designated ally may be changed once a week.

Items

**Heavy Armor:** +2 to AC, -1 to Ref

**Shield:** +1 to AC

**Hell Hound (EL3)**

Demon Ranger

Battle's Tempering / Demon / Smiting / Fire Elementalist

**Init** +2 | **Reach** 5 ft | **Speed** 50 ft | **Size** Medium

**HP** 48 | **AC** 18 | **Fort** +5; **Ref** +5; **Will** +7 | **Awareness** 13 (tremorsense 20)

[Melee] Attack Action

**Atk** +6; **Damage** 2d6+3; **Bite**; [melee].

- Skirmish

[Area] Standard Action

**Damage** 3d6+3; **Elemental Burst [SLA]**; [close] (30 ft); [Fire]; At Will.

- One five-foot square.

- Reflex DC 14: half damage.

**Abilities:** Str 14; Dex 12; Con 18; Int 8; Wis 10; Cha 16

**Skills:** Acrobatics +4; Athletics +5; Stealth +4; Nature +2; Intimidate +9; Perception +3

**Feats:** Shadow Blink, Breakneck Pace, The Earth Cracks

**Key Offensive Modifier:** Charisma

**Key Defensive Modifier:** Constitution

**Base Attack Bonus:** +3

Activated Abilities

**Shadow Blink [Ex]:** As a swift action, the hell hound can add the [Teleport] descriptor to its movements until the

beginning of its next turn. It does not provoke attacks of opportunity by moving, except from opponents who threaten its square at the beginning of movement. It cannot use the Acrobatics skill to avoid those attacks of opportunity.

Passive Abilities

**Evasion [Ex]:** Once per encounter, if the hell hound makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, it instead takes no damage.

**Skirmish [Ex]:** When the hell hound misses on an attack roll against an opponent, it adds a +1 bonus to its attack

rolls for the duration of the [Encounter]. This is cumulative, up to a total bonus of +3.

Items

**Light Armor:** +1 to AC

**Doom Hand Cleric (EL3)**

Human Shaman

Incantation / Shaman's Path (Smiting) / Shaman Spellcasting / Arcane Lore

**Init** +0 | **Reach** 5 ft | **Speed** 30 ft | **Size** Medium

**HP** 40 | **AC** 18 | **Fort** +6; **Ref** +0; **Will** +9 | **Awareness** 18

[Melee] Attack Action

**Atk** +7; **Damage** 1d8+5; **Mace**; [melee].

- Skirmish

[Ranged] Standard Action

**Atk** +7; **Damage** 4d4+5; **Incantation [SLA]**; [medium] (130 ft).

- Skirmish

[Area] Standard Action

**Damage** 3d4+5; **Dread Wave [SLA]**; 20x20-ft cone; [cold] or [negative]; At Will.

- Targets [shaken] for 1 [Round] (Will DC 16 neg.).

[Area] Standard Action

**Damage** 3d6+5; **Hammerfall [SLA]**; 10-ft cube within 145 feet; [fire] or physical; At Will.

- Reflex DC 16: half damage.

**Abilities:** Str 12; Dex 10; Con 14; Int 10; Wis 20; Cha 14

**Skills:** Athletics +4; Stealth +4; Arcana +3; Medicine +3; Bluff +5; Perception +8

**Feats:** Recon, By Will Sustained, True Names

**Key Offensive Modifier:** Wisdom

**Key Defensive Modifier:** Charisma

**Base Attack Bonus:** +2

Activated Abilities

**Incantation [SLA]:** The incantation spell-like ability can be used either to deal damage or to heal; healing an ally does not require an attack roll. For purposes of this ability, "ally" is defined as "anyone you choose to heal" and "opponent" is defined as "anyone you choose to harm." Incantation is not a ray, orb or weapon attack. Incantation is also not a [Positive] or [Negative] effect.

**True Names:** Once per encounter, with a word and an immediate action, the hobgoblin can [Blind] an opponent for the duration of its current action.

Spells (5 / 3 per [Scene])

**(1) Bless**

* **Evocation - Casting Time** 1 standard action **- Range** close **- Effect** emanation centered on you **- Duration** Encounter **- Saving Throw** none.
* All allies within [Close] range gain a +1 bonus to attack rolls and Will saves.
* *Reversal – Bane:* All enemies within [Close] range incur a -1 penalty to attack rolls and Will saves.
* *Incantation:* A single ally within [Close] range gains a +1 bonus to attack rolls and Will saves. This bonus increases by 1 for every three levels you possess.

**(1) Sanctuary**

* **Evocation [Ward] - Casting Time** 1 standard action **- Range** melee **- Target** creature touched **- Duration** Encounter **- Saving Throw** Will negates.
* Anyone who declares an attack roll against the warded creature must make a successful Will save (DC 16) or ignore the warded creature for the [Encounter]. A successful Will save allows the attacker to penetrate the ward until the beginning of the attacker’s next turn, at which point an additional save is required. The attacker may choose to attack someone else instead. If the warded creature attacks, the Sanctuary effect is dispelled.

**(2) Remove Paralysis**

* **Transmutation - Casting Time** 1 standard action **- Range** close **- Target** creature within close range **- Duration** see text **- Saving Throw** none (harmless).
* You remove the [Paralyzed] condition from one creature within [Close] range. Additionally, the target creature gains a +2 bonus on saves against [Binding] effects for the duration of the [Encounter], and is entitled to make a saving throw against [Binding] effects even if they would not normally allow a saving throw.
* *Reversal - Hold Person:* **Transmutation [Binding] - Duration** 3 rounds - **Saving Throw** Will negates; see text.
  + You encase a creature in bonds of magical energy makes it [Stunned] and [Paralyzed]. The creature is entitled to a Will save (DC 11) when you activate the effect, and on its turn every [Round] for the duration of the effect. Any successful Will save breaks the effect.

Passive Abilities

**Recon [Ex]:** Each member of the hobgoblin's party can take a 5 ft step at the beginning of an [Encounter], before the first [Round] of combat, even if they are surprised.

**Skirmish [Ex]:** When the hell hound misses on an attack roll against an opponent, it adds a +1 bonus to its attack

rolls for the duration of the [Encounter]. This is cumulative, up to a total bonus of +3.

Items

**Heavy Armor:** +2 to AC, -1 to Ref

**Shield:** +1 to AC

Hobgoblin Bladebearer (EL4)

Human Ranger

Discipline of the Serpent / Daggers and Bolts (Iron Magi) / Battle's Tempering / Acrobatic Adept

**Init** +6 | **Reach** 5 ft | **Speed** 30 ft | **Size** Medium

**HP** 60 | **AC** 17 | **Fort** +6; **Ref** +8; **Will** +4 | **Awareness** 14

[Melee] Attack Action

**Atk** +9; **Damage** 2d6+4+1d6 precision; **Short swords**; [melee]; 18-20 Crit.

- Cadence of Blows

- Unarmed Strike

**Abilities:** Str 14; Dex 18; Con 14; Int 14; Wis 10; Cha 10

**Skills:** Acrobatics +9; Athletics +6; Stealth +8; Nature +6; Intimidate +4; Perception +4

**Feats:** Wake, Master of Swordplay (The Terrible Swift Lash), To Iron Married

**Key Offensive Modifier:** Dexterity

**Key Defensive Modifier:** Intelligence

**Base Attack Bonus:** +4

Activated Abilities

**Cadence of Blows [Ex]:** [Chain Component], once per attack action, instead of an attack, the hobgoblin can reduce the AC of a single opponent within [Melee] range by one, and increase its own AC by one. This stacks up to five times, and expires at the end of the [Encounter].

- Cadence can also be used as a swift action as a [Chain Finisher], for any chain 2 hits or longer. This use does not count against the once per attack action limit on the use of Cadence. As part of the finisher, teleport up to 5 ft per hit in the chain.

**Just that Quick [Ex]:** Once per round, as an immediate action, the hobgoblin can make a Reflex saving throw to dodge an incoming attack. If the result of the Reflex save is higher than its Armor Class, treat the Reflex save as its Armor Class against the incoming attack.

- To use this ability, the hobgoblin must be aware of its attacker. If an attacker is using the Stealth skill (and has

not been detected) or is [Concealed] or [Fully Concealed], this ability cannot be used.

**Master of Swordplay (The Terrible Swift Lash) [Ex]:** While wielding a sword, the hobgoblin may take an extra 5 ft step each [Round].

**Unarmed Strike [Ex]:** The hobgoblin can use the Flurry combat maneuver with no action cost and no attack penalty.

**Wake [Ex]:** Up to twice per [Round], when the hobgoblin moves through a square that is adjacent to an enemy, that enemy takes 4 damage and is pushed 5 ft in a direction of the hobgoblin's choice.

Passive Abilities

**Evasion [Ex]:** Twice per encounter, if the hobgoblin makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, it instead takes no damage.

**Unarmed Strike [Ex]:** When the hobgoblin attacks with its unarmed strike or short swords, it can change its base damage from 1d4 + its Key Offensive Modifier to 1d8 + its Key Offensive Modifier. In addition, it can add 1d8 [Precision] damage to its unarmed strikes or short sword attacks. You may only apply one source of [Precision] damage to any attack.

Items

**Light Armor:** +1 to AC

Jorr Natherson (EL5)

Human Ranger

Professional Soldier / Daggers and Bolts (A Reign of Arrows) / Battle's Tempering

**Init** +7 | **Reach** 10 ft | **Speed** 35 ft | **Size** Medium

**HP** 72 | **AC** 19 | **Fort** +7; **Ref** +10; **Will** +3 | **Awareness** 16

[Ranged] Attack Action

**Atk** +12; **Damage** 2d6+5; **Longbow**; [medium] (150 ft); 18-20 Crit.

- Dead-Eye

[Melee/Thrown] Attack Action

**Atk** +11; **Damage** 1d6+5; **Knife**; [melee]/[close] (35 ft); 18-20 Crit.

- Dead-Eye

[Ranged] Attack Action

**Atk** +11; **Damage** 1d8+5; **Grappling hook**; [close] (35 ft); 18-20 Crit.

- Dead-Eye

**Abilities:** Str 10; Dex 20; Con 14; Int 16; Wis 12; Cha 10

**Skills:** Athletics +5; Stealth +10; Geography +9; Medicine +8; Nature +8; Perception +8

**Feats:** Danger Sense, To Iron Married, Livers Need Not Apply

**Key Offensive Modifier:** Dexterity

**Key Defensive Modifier:** Intelligence

**Base Attack Bonus:** +5

Activated Abilities

**Livers Need Not Apply [Ex]:** Jorr does not suffer negative effects from drinking alcohol, and can consume one drink as a move action. He can store four drinks inside him for future use. He may, at any time, expend one of these stored drinks as a move action. Doing so allows him to recover 5d4 HP.

**Reap the Whirlwind [Ex]:** By spending five minutes, Jorr can gather resources to prepare a trap. He can prepare up to two traps at a time. Deploying a prepared trap in combat requires a swift action. A trap will remain functional throughout an [Encounter], with some exceptions, and can be retrieved after combat so that he need not spend another five minutes preparing it. Traps are normally visible, but can be concealed with the Larceny skill.

* **Tanglefoot Paste:** This paste covers up to five squares in [Close] range (35 ft) of Jorr at time of deployment. Each affected square must touch at least one other affected square. Targets entering these squares must make a Fortitude save (DC 17), or stop their movement and become [Flat-footed] until their next turn.
* **Tripwire:** Stretched across a 30 ft line, which exists entirely within [Medium] range of Jorr. Those attempting to leave a square covered by the line must make a Reflex save (DC 17) or become [Prone]. A tripwire can only trigger twice before being destroyed utterly.
* **Fumigator:** Fills a 20 ft radius with a thin gas that has mild hallucinogenic effects. Targets occupying or moving through squares within the area must make a Will save (DC 17) or treat all creatures as being [Fully concealed] due to seeing double for the next 2 [Rounds]. A fumigator dissipates after 4 [Rounds], but can still be salvaged after combat.

**Return Fire [Ex]:** Once per round, if Jorr is attacked by an enemy within 35 ft, he may make a ranged attack against that enemy. If his attack hits, it does 5 damage and leaves the target [Flat-footed].

Passive Abilities

**Danger Sense [Ex]:** If Jorr approaches within [Close] range (35 feet) of a trap or other hidden threat or object, he is entitled to a Perception check as if he were actively searching.

**Dead-Eye [Ex]:** Jorr adds 6 [Precision] damage when making ranged attacks against a [Flat-footed] opponent. Only one source of [Precision] damage may be applied to any attack.

**Evasion [Ex]:** Once per encounter, if Jorr makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

Items

**Light Armor:** +1 to AC

**Longbow +1**

**Cloak of the Endless Journey:** Produces up to 5 fruits and 2 jugs of water per [Scene]; tranforms into a tent.

**Useful Goggles:** [Ghostwise sight] 20, [Darkvision], or *Arcane Sight*; switch between them as a swift action.

**Six-Headed Hydra (EL5)**

Utter Brute Monk

Discipline of the Serpent / Path of Destruction / Utter Brute / Discipline of the Dragon

**Init** +2 | **Reach** 10 ft | **Speed** 40 ft[br]Swim 40 | **Size** Large

**HP** 98 | **AC** 18 | **Fort** +9; **Ref** +4; **Will** +7 | **Awareness** 16

* [Immune] to [Fear]

[Melee] Attack Action

**Atk** +10; **Damage** 8+1d8 [precision]; **Unarmed Strike**; [melee] & [reach] (15 ft).

- Stunning Fist

- Unarmed Strike

- Weaponized

**Abilities:** Str 16; Dex 14; Con 18; Int 8; Wis 12; Cha 10

**Skills:** Athletics +8; Stealth +7; Nature +4; Perception +6

**Feats:** Weaponized, Fish in the Water, Meteor Crush

**Key Offensive Modifier:** Constitution

**Key Defensive Modifier:** Strength

**Base Attack Bonus:** +5

Activated Abilities

**Cleave [Ex]:** As a swift action, if the hydra hits an opponent with a melee attack, it can make a cleave attack by applying that attack roll to another opponent within [Melee] range. If the result hits that opponent, the hydra does normal melee damage to the second opponent as well.

**Meteor Crush [Ex]:** As a standard action, the hydra may make a single melee attack against a flying opponent who would otherwise be within [Melee] range. If it hits, the hydra not only deals damage as part of the melee attack, but also denies the target's ability to fly. The hydra's opponent loses their flight speed until the end of the hydra's next turn, stops [Flying], is rendered [Prone] and takes 4 additional damage.

**Stance of the Falling Star [Ex]:** When [Prone], the hydra can stand up as a swift action instead of a move action.

**Stunning Fist [Ex]:** Twice per [Encounter], the hydra can force an opponent that it hits with a melee attack to immediately make a Fortitude save (DC 13) or be [Stunned] for 1 round. The hydra can only use this ability once per turn. It may use this ability after resolving attack and damage, in order to avoid stunning a target it has just slain.

**Unarmed Strike [Ex]:** The hydra can use the Flurry combat maneuver with no action cost and no attack penalty.

**Unforgiving [Ex]:** As the hydra dies, it may take a standard action.

**Whirlwind [Ex]:** At will, as a standard action, the hydra can attack every opponent within [Melee] range with its unarmed strike. Roll one attack and use the result for all opponents. These attacks do not result in critical hits. These attacks may not generate bonus attacks (e.g. Cleave).

Passive Abilities

**Unarmed Strike [Ex]:** When the hydra attacks with its unarmed strike, it can change its base damage from 1d4 + its Key Offensive Modifier to 1d8 + its Key Offensive Modifier. In addition, it can add 1d8 [Precision] damage to its unarmed strikes. You may only apply one source of [Precision] damage to any attack.

Items

**Light Armor:** +1 to AC

**Eight-Headed Hydra (EL7)**

Utter Brute Monk

Discipline of the Serpent / Path of Destruction / Utter Brute / Discipline of the Dragon

**Init** +2 | **Reach** 10 ft | **Speed** 45 ft[br]Swim 45 | **Size** Large

**HP** 137 | **AC** 20 | **Fort** +11; **Ref** +5; **Will** +8 | **Awareness** 19

* [Immune] to [Fear]
* [Fast Healing] 2

[Melee] Attack Action

**Atk** +14/+9; **Damage** 10+2d8 [precision]; **Unarmed Strike**; [melee] & [reach] (15 ft).

- Stunning Fist

- Unarmed Strike

- Weaponized

**Abilities:** Str 16; Dex 14; Con 20; Int 8; Wis 14; Cha 10

**Skills:** Athletics +10; Stealth +9; Nature +6; Perception +9

**Feats:** Weaponized, Fish in the Water, Meteor Crush, Reckless Strike

**Key Offensive Modifier:** Constitution

**Key Defensive Modifier:** Strength

**Base Attack Bonus:** +7

Activated Abilities

**Cleave [Ex]:** As a swift action, if the hydra hits an opponent with a melee attack, it can make a cleave attack by applying that attack roll to another opponent within [Melee] range. If the result hits that opponent, the hydra does normal melee damage to the second opponent as well.

**Meteor Crush [Ex]:** As a standard action, the hydra may make a single melee attack against a flying opponent who would otherwise be within [Melee] range. If it hits, the hydra not only deals damage as part of the melee attack, but also denies the target's ability to fly. The hydra's opponent loses their flight speed until the end of the hydra's next turn, stops [Flying], is rendered [Prone] and takes 5 additional damage.

**Reckless Strike [Ex]:** As part of a move action, the hydra can apply the penalty to attack rolls from using the Power Attack combat maneuver to its Armor Class instead. Its move action must be spent either simply activating Reckless Strike, remaining in one place while it attacks, or activating the Charge combat maneuver.

**Stance of the Falling Star [Ex]:** When [Prone], the hydra can stand up as a swift action instead of a move action.

**Stunning Fist [Ex]:** Three times per [Encounter], the hydra can force an opponent that it hits with a melee attack to immediately make a Fortitude save (DC 15) or be [Stunned] for 1 round. The hydra can only use this ability once per turn. It may use this ability after resolving attack and damage, in order to avoid stunning a target it has just slain.

**Twin Deadly Venoms [Ex]:** Three times per [Encounter], as a swift action, the hydra can force an opponent that it hits to immediately make a Fortitude save (DC 15) or be afflicted with either the Burning Blood toxin (1d6 Constitution damage) or the Freezing Blood toxin (1d6 Dexterity damage).

**Unarmed Strike [Ex]:** The hydra can use the Flurry combat maneuver with no action cost and no attack penalty.

**Unforgiving [Ex]:** As the hydra dies, it may take a standard action.

**Whirlwind [Ex]:** At will, as a standard action, the hydra can attack every opponent within [Melee] range with its unarmed strike. Roll one attack and use the result for all opponents. These attacks do not result in critical hits. These attacks may not generate bonus attacks (e.g. Cleave).

Passive Abilities

**Hard to Break [Ex]:** Once per [Encounter], if the hydra successfully makes a Fortitude save against an effect that would normally have a lesser effect on a successful save (such as a spell with a save of "Fortitude half"), it instead ignores the effect entirely.

**Unarmed Strike [Ex]:** When the hydra attacks with its unarmed strike, it can change its base damage from 1d4 + its Key Offensive Modifier to 1d8 + its Key Offensive Modifier. In addition, it can add 1d8 [Precision] damage to its unarmed strikes. You may only apply one source of [Precision] damage to any attack.

**Unrelenting [Ex]:** At the beginning of its turn, the hydra moves 5 ft. At the end of its turn, the hydra moves 5 ft. Effects that prevent movement (other than death) do not prevent this.

Items

**Light Armor:** +1 to AC

**Broken Stele:** [Fast healing] 2

**Goblin Worg Rider (EL3)**

Halfling Rogue

Esoterica Radica / A Reign of Arrows / Acrobatic Adept

**Init** +3 | **Reach** 5 ft | **Speed** 30 ft | **Size** Small

**HP** 26 | **AC** 17 | **Fort** +5; **Ref** +1; **Will** +3 | **Awareness** 12

[Melee] Attack Action

**Atk** +9; **Damage** 1d8+4; **Battleaxe**; [melee]; 18-20 Crit.

- Cataphract

[Ranged] Attack Action

**Atk** +9; **Damage** 1d8+4; **Shortbow**; [medium] (130 ft); 18-20 Crit.

- Cataphract

**Abilities:** Str 12; Dex 18; Con 16; Int 10; Wis 14; Cha 10

**Skills:** Acrobatics +7; Athletics +4; Larceny +7; Ride +7; Stealth +7; Nature +3; Perception +5

**Feats:** Cataphract, To Iron Married, The Scattering Wind

**Key Offensive Modifier:** Dexterity

**Key Defensive Modifier:** Constitution

**Base Attack Bonus:** +3

Activated Abilities

**Just that Quick [Ex]:** Once per round, as an immediate action, the goblin can make a Reflex saving throw to dodge an incoming attack. If the result of the Reflex save is higher than its Armor Class, treat the Reflex save as its Armor Class against the incoming attack. To use this ability, the goblin must be aware of its attacker. If an attacker is using the Stealth skill (and has not been detected) or is [Concealed] or [Fully Concealed], this ability cannot be used.

**The Scattering Wind [Ex]:** Once per [Encounter], the goblin may dispel a single continuing effect as part of a successful attack with its shortbow.

**When to Hold [Ex]:** Once per [Encounter], as an immediate action, the goblin may gain a bonus of +1 to its Armor Class or to its Fortitude, Reflex, or Will save until the beginning of its next turn.

Passive Abilities

**Cataphract [Ex]:** While using a mount, the goblin can use two-handed ranged and melee weapons (such as a longbow or greatsword). It gains a +2 feat bonus to attack rolls while mounted.

**Dead-Eye [Ex]:** The goblin adds 3 [Precision] damage when making ranged attacks against a [Flat-footed] opponent. Only one source of [Precision] damage may be applied to any attack.

**Playing it Right [Ex]:** The goblin can take 10 on Ride and Stealth regardless of circumstances.

Items

**Heavy Armor:** +2 to AC, -1 to Ref

**Worg (lesser mount):** 48 HP; Speed 40; Sturdy; Turbo (1 round/encounter move at speed 80).

**Manticore (EL5)**

Utter Brute Ranger

Utter Brute / A Reign of Arrows / Battle's Tempering / Dragon

**Init** +3 | **Reach** 10 ft | **Speed** 35 ft[br]Fly 35 ft | **Size** Medium

**HP** 100 | **AC** 20 | **Fort** +9; **Ref** +6; **Will** +4 | **Awareness** 17

[Melee] Attack Action

**Atk** +10; **Damage** 6; **Unarmed Strike**; [melee] & [reach] (15 feet); 18-20 Crit.

- Weaponized

[Ranged] Attack Action

**Atk** +10; **Damage** 2d6+3; **Tail Spikes**; [medium] (150 ft); 18-20 Crit.

- [Repeater] 6

- Sniper

**Abilities:** Str 18; Dex 12; Con 16; Int 8; Wis 14; Cha 10

**Skills:** Athletics +9; Stealth +6; Nature +4; Perception +7

**Feats:** Weaponized, Sniper, Wings of War, To Iron Married

**Key Offensive Modifier:** Constitution

**Key Defensive Modifier:** Strength

**Base Attack Bonus:** +5

Activated Abilities

**Return Fire [Ex]:** Once per round, if the manticore is attacked by an enemy within 35 ft, it may make a ranged attack against that enemy. If its attack hits, it does 5 damage and leaves the target [Flat-footed].

**Unforgiving [Ex]:** As the manticore dies, it may take a standard action.

Passive Abilities

**Dead-Eye [Ex]:** The manticore adds 6 [Precision] damage when making ranged attacks against a [Flat-footed] opponent. Only one source of [Precision] damage may be applied to any attack.

**Evasion [Ex]:** Once per encounter, if Jorr makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

Items

**Light Armor:** +1 to AC

**Karkilan, Minotaur Marshal (EL4)**

Orc Barbarian

Path of Rage / Path of Destruction / Path of the Ancestors / Protection

**Init** +0 | **Reach** 5 ft | **Speed** 35 ft | **Size** Medium

**HP** 70 | **AC** 20 | **Fort** +8; **Ref** +1; **Will** +6 | **Awareness** 16

* Darkvision

[Melee] Attack Action

**Atk** +8; **Damage** 2d6+4; **Greataxe**; [melee]; 18-20 Crit.

- Reckless Strike

**Abilities:** Str 18; Dex 10; Con 18; Int 10; Wis 14; Cha 10

**Skills:** Athletics +9; Medicine +4; Nature +4; Intimidate +8; Perception +6

**Feats:** Reckless Strike, Sinister Sinews, To Iron Married

**Key Offensive Modifier:** Strength

**Key Defensive Modifier:** Constitution

**Base Attack Bonus:** +4

Activated Abilities

**Cleave [Ex]:** As a swift action, if the hydra hits an opponent with a melee attack, it can make a cleave attack by applying that attack roll to another opponent within [Melee] range. If the result hits that opponent, the hydra does normal melee damage to the second opponent as well.

**Rage [Ex]:** As a swift action, the minotaur can enter a rage, gaining a +4 bonus to Strength, and a +1 bonus to Fortitude and Will saves, but taking a -1 penalty to Armor class. He also gains 8 temporary hit points per level. These temporary hit points are lost when his rage ends. He can rage for a maximum of 7 [Rounds] at any one time, and can always prematurely end his rage as a free action. When his rage ends, he is [Fatigued] for as many [Rounds] as he spent raging (minimum 1). He can enter rage whenever you wish, as long as he is not [Fatigued] or [Exhausted]. He is either in rage or not in rage, so he cannot enter an additional rage while already raging. A raging creature cannot benefit from sources of [Precision] damage.

**Reckless Strike [Ex]:** As part of a move action, the minotaur can apply the penalty to attack rolls from using the Power Attack combat maneuver to its Armor Class instead. Its move action must be spent either simply activating Reckless Strike, remaining in one place while it attacks, or activating the Charge combat maneuver.

Passive Abilities

**Hard to Break [Ex]:** Once per [Encounter], if the minotaur successfully makes a Fortitude save against an effect that would normally have a lesser effect on a successful save (such as a spell with a save of "Fortitude half"), it instead ignores the effect entirely.

**Lesser Resilience [Ex]:** [Healing] effects originating from others heal the minotaur for 4 extra points of damage.

**The Gauntlet [Su]:** You gain the ability to project the Bastion Aura, turned on and off with a swift action. It manifests as an emanation with a radius of 20 ft. While the aura is active, any beneficial spells of second circle or lower currently affecting you instead affect all allies within the Bastion.

Items

**Heavy Armor:** +2 to AC, -1 to Ref

**Hobgoblin Veteran (EL3)**

Human Barbarian

Heroica / Path of Destruction / Path of the Ancestors / Battle's Tempering

Init +3 | Reach 5 ft | Speed 35 ft | Size Medium

HP 52 | AC 19 | Fort +8; Ref +3; Will +5 | Awareness 14

[Melee] Attack Action

Atk +8; Damage 1d8+5; Longsword; [melee] & [reach].

- Reckless Strike

- Master of Swordplay (Epic Flail)

[Ranged] Attack Action

Atk +8; Damage 1d8+5; Revolver; [close] (30 ft).

- [Repeater] 6

Abilities: Str 18; Dex 14; Con 16; Int 10; Wis 12; Cha 10

Skills: Athletics +7; Larceny +5; Ride +5; Intimidate +3; Perception +4

Feats: Perfect Defense, Reckless Strike, Master of Swordplay (Epic Flail)

Key Offensive Modifier: Strength

Key Defensive Modifier: Constitution

Base Attack Bonus: +3

Activated Abilities

Cleave [Ex]: As a swift action, if the hobgoblin hits an opponent with a melee attack, it can make a cleave attack by applying that attack roll to another opponent within [Melee] range. If the result hits that opponent, the hobgoblin does normal melee damage to the second opponent as well.

Perfect Defense [Ex]: Once per [Encounter], as an immediate action, the hobgoblin may cancel an opponent’s charge at any point during their charge. Once per [Encounter], the hobgoblin may cancel an opponent’s Power Attack or Deadly Aim.

Reckless Strike [Ex]: As part of a move action, the hobgoblin can apply the penalty to attack rolls from using the Power Attack combat maneuver to its Armor Class instead. Its move action must be spent either simply activating Reckless Strike, remaining in one place while it attacks, or activating the Charge combat maneuver.

Passive Abilities

Hard to Break [Ex]: Once per [Encounter], if the hobgoblin successfully makes a Fortitude save against an effect that would normally have a lesser effect on a successful save (such as a spell with a save of "Fortitude half"), it instead ignores the effect entirely.

Lesser Resilience [Ex]: [Healing] effects originating from others heal the hobgoblin for 3 extra points of damage.

Master of Swordplay (Epic Flail) [Ex]: Swords the hobgoblin wields gain the [Reach] property. If it makes an attack without using the [Reach] property, it ignores deflection bonuses to AC.

The Blade and the Bow [Ex]: Designate one ally within sight; they add +1 damage to weapon attacks. The designated ally may be changed once a week.

Items

Heavy Armor: +2 to AC, -1 to Ref

Shield: +1 to AC

**Wyrmlord Koth (EL7)**

Orc Sage

Arcane Lore / Force of Will / Tactician Spellcasting / Necromancer

**Init** +3 | **Reach** 10 ft | **Speed** 35 ft | **Size** Medium

**HP** 103 | **AC** 22 | **Fort** +10; **Ref** +6; **Will** +12 | **Awareness** 17

* Darkvision

[Melee] Attack Action

**Atk** +10; **Damage** 2d6+5; **Mace**; [melee].

- Vampiric Touch

[Ranged] Standard Action

**Atk** +10; **Draining Ray**; [close] (40 ft); [Negative]; At Will.

- On a successful ranged attack, your target takes a 1d6 penalty to Strength or Dexterity for the remainder of the Encounter]. This penalty doesn’t stack with itself, but can be used twice to penalize both Strength and Dexterity.

[Area] Standard Action

**Damage** 7d4+5; **Dread Wave [SLA]**; 25x25-ft cone; [cold] or [negative]; At Will.

- Targets [shaken] for 1 [Round] (Will DC 18 neg.).

- Red Hymn

- With a Word

[Area] Standard Action

**Damage** 7d6+5; **Hammerfall [SLA]**; 10-ft cube within 175 feet; [fire] or physical; At Will.

- Reflex DC 18: half damage.

- Red Hymn

- With a Word

**Abilities:** Str 12; Dex 16; Con 18; Int 14; Wis 10; Cha 20

**Skills:** Athletics +9; Stealth +10; Arcana +8; Geography +8; Diplomacy +12; Intimidate +12

**Feats:** Multiclass Flexibility (Tactician Spellcasting), Big Damn Hero [iconic], Shadow Blink, Charm

**Key Offensive Modifier:** Charisma

**Key Defensive Modifier:** Constitution

**Base Attack Bonus:** +5

Activated Abilities

**A Stitch in Time [Su]:** As a standard action, Koth may activate this ability, twisting up the world in a rippling wave around him. This stretches out to 15 ft from Koth, affecting all allies within this range. Those affected can immediately make one melee or ranged attack. Taking this action doesn’t affect the subject's normal place in the initiative order. This is a single attack and follows the standard rules for attacking.

**Charm [Ex]:** Once per [Encounter], as a standard action, Koth can influence a single creature to view him in as favorable a light as possible. The target must make a Will save (DC 18) or immediately stop attacking him and his allies unless threatened. The use of any damaging or harmful effects against the target immediately cancels and dispels Charm. This influence lasts for the rest of the [Scene]. Once per social encounter, Koth may use Charm on an opponent. Doing so gives the opponent a social check (as if Koth used the Diplomacy skill). The opponent must succeed on a Will save (DC 18) or refrain from using the Intimidate skill for the duration of the social encounter. Additionally, the opponent must succeed on a Will save (DC 18) to exit the [Encounter]. All effects of this feat are [Mind-affecting].

**Crippling Aura [SLA]:** Once per [Encounter], as a swift action, Koth can summon negative energy that limits enemies' mobility. Any opponent ending its turn within [Close] range of him loses 10 ft of movement on its next turn. This ability lasts for the duration of the [Encounter]. This is a [Negative] ability.

**Healing Burst [Su]:** As a move action, Koth heals all allies within 15 ft, restoring 7 hp. This is not a positive or negative energy effect and can only be used once per [Round].

**Shadow Blink [Ex]:** As a swift action, Koth can add the [Teleport] descriptor to his movements until the

beginning of his next turn. He does not provoke attacks of opportunity by moving, except from opponents who threaten his square at the beginning of movement. He cannot use the Acrobatics skill to avoid those attacks of opportunity.

**Vampiric Touch [SLA]:** Once per [Encounter], on a successful melee attack, Koth can do 7d8 damage to a single target. He gains a number of hit points equal to half of the damage dealt. This hit point gain counts as healing up to his normal maximum, then adds any excess healing as temporary hit points that remain until the end of the [Encounter] or until they are lost. This is a [Negative] ability.

Spells (6 / 5 / 3 per [Scene])

**(3) Dispel Magic**

* **Evocation [Dispelling] - Casting Time** 1 standard action **- Range** long (680 ft) **- Target** magical effect or effects within range **- Duration** instantaneous **- Saving Throw** none.
* This spell ends two magical effects (effects created by spells or spell-like abilities) of the third circle or lower, or a single magical effect of the fourth or fifth circle. The effects must have a duration other than Instantaneous.

**(3) Fly**

* **Transmutation - Casting Time** 1 standard action **- Range** melee **- Target** creature touched **- Duration** scene **- Saving Throw**none (harmless).
* The touched creature gains a fly speed of 60 ft.

**(2) Glitterdust**

* **Creation [Light] - Casting Time** 1 standard action **- Range** medium (170 ft) **- Effect** 5-ft radius burst of blindingly bright particles **- Duration** 3 rounds/encounter; see text **- Saving Throw** Will.
* Koth creates a burst of bright particles that cling to all creatures in the area, who must make a Will save (DC 18) or be [Blinded] for 3 [Rounds]. Creatures who are blinded can remove the condition by spending a move action wiping the particles from their eyes. The particles also cling to all creatures in the area, removing the [Invisible] condition and imposing a -2 penalty to Stealth checks; this effect lasts for the rest of the [Encounter].

**(2) Invisibility/Silence**

* **Evocation [Glamer] - Casting Time** 1 standard action **- Range** melee **- Target** creature touched **- Duration** scene; see text **- Saving Throw** none.
* The touched creature becomes either [Invisible] or [Silent], gaining a +5 bonus to Stealth checks and is [Concealed]. If the creature attacks or casts a spell, this effect ends.

**(1) Magic Missile**

* **Evocation - Casting Time** 1 standard action **- Range** medium (170 ft) **- Duration** instantaneous; see text **- Saving Throw** none.
* Up to three magic missiles (which can be independently targeted) shoot from Koth's fingertips and unerringly strike creatures, doing 5 damage each. [Resistance] and similar effects cannot reduce magic missile damage below 3 points per missile. The energy of a magic missile lingers around a struck target, outlining it and making it [Revealed] for one [Round].

**(1) Resist Energy**

* **Transmutation [Ward] - Casting Time** 1 standard action **- Range** melee **- Target** creature touched **- Duration** scene **- Saving Throw** none (harmless).
* Koth chooses a type of elemental energy ([Acid], [Cold], [Electricity], or [Fire]). He creates an ablative shield against that energy with 70 hit points. The shield reduces all incoming damage of that type by 14 (to a minimum of 0 damage). Unused hit points remain in the shield. If the amount of hit points remaining on the shield is less than the amount of damage that would normally be reduced, the incoming damage is reduced by the number of hit points remaining on the shield and the spell is discharged.

**(2) Status**

* **Divination - Casting Time** 1 standard action **- Range** close; see text **- Target** 1 ally per 3 levels **- Duration** scene **- Saving Throw** none (harmless).
* Koth is aware of direction and distance to the target creatures and any conditions affecting them: unharmed, wounded, [Disabled], [Staggered], [Unconscious], [Dying], [Nauseated], [Panicked], [Stunned], poisoned, [Confused], or the like. Once the spell has been cast, the distance between Koth and the subjects does not affect the link as long as the subjects remain on the same plane as him. If, for any reason, Koth and a subject are upon different planes, the link between them is broken.

Passive Abilities

**Big Damn Hero [Ex]:** Once per [Encounter], Koth may ignore [Binding] effects as well as the following conditions: [Stun], [Entangle], [Fear] and [Confused]. This temporary reprieve lasts for one [Round]. The duration of any ignored effects continues to tick down while they are being ignored.

**Red Hymn [Su]:** For every five points of damage dealt to an opponent by Koth's black tidings, an ally within 100 ft of Koth's choice is healed for 2 hp.

**With a Word [Su]:** Immediately after using his black tidings, Koth may teleport up to 15 ft to any square within line of sight. This does not require an action.

Items

**Light Armor:** +1 to AC

**Grim Fragment:** +2 to Charisma

**Hobgoblin Veteran On Tower (EL3)**

Striker Mook

**Init** +0 | **Reach** 5 ft | **Speed** 40 ft | **Size** Medium

**HP** 42 | **AC** 15 | **Fort** +3; **Ref** +3; **Will** +3 | **Awareness** 12

[Ranged] Attack Action

Atk +5; Damage 1d6+6; Longbow; [medium] (130 ft).

**Abilities:** Str 16; Dex 10; Con 16; Int 8; Wis 8; Cha 8

**Skills:** Athletics +7; Larceny +4; Perception +2

**Hobgoblin Sergeant (EL3)**

Human Ranger

Professional Soldier / Protection / Force of Will / Tactical Insight

**Init** +2 | **Reach** 5 ft | **Speed** 30 ft | **Size** Medium

**HP** 48 | **AC** 20 | **Fort** +6; **Ref** +8; **Will** +3 | **Awareness** 13

[Melee] Attack Action

**Atk**+5; **Damage** 1d8+2; **Flail** [melee] & [reach].

- Epic Flail

**Abilities:** Str 10; Dex 14; Con 14; Int 20; Wis 10; Cha 12

**Skills:** Athletics +3; Stealth +5; Engineering +8; Medicine +8; Nature +8; Intimidate +5

**Feats:** Guild Initiation, Recon, Epic Flail

**Key Offensive Modifier:** Dexterity

**Key Defensive Modifier:** Intelligence

**Base Attack Bonus:** +3

Activated Abilities

**A Stitch in Time [Su]:** As a standard action, the hobgoblin may activate this ability, twisting up the world in a rippling wave around him. This stretches out to 15 ft from the hobgoblin, affecting all allies within this range. Those affected can immediately make one melee or ranged attack. Taking this action doesn’t affect the subject's normal place in the initiative order. This is a single attack and follows the standard rules for attacking.

**Healing Burst [Su]:** As a move action, the hobgoblin heals all allies within 15 ft, restoring 3 hp. This is not a positive or negative energy effect and can only be used once per [Round].

**Reap the Whirlwind [Ex]:** By spending five minutes, the hobgoblin can gather resources to prepare a trap. He can prepare up to two traps at a time. Deploying a prepared trap in combat requires a swift action. A trap will remain functional throughout an [Encounter], with some exceptions, and can be retrieved after combat so that he need not spend another five minutes preparing it. Traps are normally visible, but can be concealed with the Larceny skill.

* **Tanglefoot Paste:** This paste covers up to five squares in [Close] range (30 ft) of the hobgoblin at time of deployment. Each affected square must touch at least one other affected square. Targets entering these squares must make a Fortitude save (DC 13), or stop their movement and become [Flat-footed] until their next turn.
* **Tripwire:** Stretched across a 30 ft line, which exists entirely within [Medium] range of the hobgoblin. Those attempting to leave a square covered by the line must make a Reflex save (DC 13) or become [Prone]. A tripwire can only trigger twice before being destroyed utterly.
* **Fumigator:** Fills a 20 ft radius with a thin gas that has mild hallucinogenic effects. Targets occupying or moving through squares within the area must make a Will save (DC 13) or treat all creatures as being [Fully concealed] due to seeing double for the next 2 [Rounds]. A fumigator dissipates after 4 [Rounds], but can still be salvaged after combat.

**Tactical Insight [Ex]:** As a move action, the hobgoblin can make a Knowledge skill check against a DC of 10+an opponent’s level, using the appropriate Knowledge skill for that opponent’s type. On a success, the hobgoblin and its allies gain one of:

* +3 to attack rolls vs opponents of that type;
* +3 to AC vs opponents of that type.

This ability may be used once per [Encounter] for every Knowledge skill.

Passive Abilities

**Epic Flail [Ex]:** Flails the hobgoblin wields gain the [Reach] property. If the hobgoblin makes an attack without using the [Reach] property, it ignores deflection bonuses to AC.

**Recon [Ex]:** Each member of the hobgoblin's party can take a 5 ft step at the beginning of an [Encounter], before the first [Round] of combat, even if they are surprised.

**The Shield [Su]:** The hobgoblin can project the Bastion Aura, turned on and off with a swift action. It manifests as an emanation with a radius of 20 ft. While the aura is active, any beneficial spells of first circle currently affecting him instead affect all allies within the Bastion.

Items

**Heavy Armor:** +2 to AC, -1 to Ref

**Ozyrrandion (EL5)**

Dragon Monk

Dragon / Discipline of the Crane / Acid Elementalist / Acrobatic Adept

**Init** +2 | **Reach** 10 ft | **Speed** 65 ft[br]Fly 65 ft | **Size** Medium

**HP** 76 | **AC** 23 | **Fort** +7; **Ref** +8; **Will** +7 | **Awareness** 15

* Darkvision

[Melee] Attack Action

**Atk** +7; **Damage** 2d6+2; **Claws**; [melee].

[Area] Standard Action

**Damage** 5d6+5; **Elemental Burst [SLA]**; [close] (35 ft); [Acid]; At Will.

- One five-foot square.

- Reflex DC 17: half damage.

[Area] Standard Action

**Damage** 5d6; **Forced Acid Vulnerability [SLA]**; [medium] (150 ft); [Acid]; 1/[Encounter].

- Reflex DC 17: half damage and avoid becoming [Vulnerable] to [Acid] until end of Ozyrrandion's next turn.

**Abilities:** Str 14; Dex 16; Con 12; Int 10; Wis 10; Cha 20

**Skills:** Acrobatics +8; Geography +5; Bluff +10; Diplomacy +10; Perception +5

**Feats:** Open Lesser Binding, Exit - Stage Left, Wings of War, Breakneck Pace

**Key Offensive Modifier:** Strength

**Key Defensive Modifier:** Charisma

**Base Attack Bonus:** +5

Activated Abilities

**Exit, Stage Left [Ex]:** Once per [Encounter], Ozyrrandion may trade a swift action for a move action.

**Just that Quick [Ex]:** Once per round, as an immediate action, Ozyrrandion can make a Reflex saving throw to dodge an incoming attack. If the result of the Reflex save is higher than his Armor Class, treat the Reflex save as his Armor Class against the incoming attack. To use this ability, Ozyrrandion must be aware of his attacker. If an attacker is using the Stealth skill (and has not been detected) or is [Concealed] or [Fully Concealed], this ability cannot be used.

Passive Abilities

**Evasion [Ex]:** Once per encounter, if Ozyrrandion makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

Items

**Light Armor:** +1 to AC

**Grim Fragment:** +2 to Charisma

**Lizardfolk (EL1)**

Minion Mook (plus a Feat)

**Init** -1 | **Reach** 5 ft | **Speed** 40 ft[br]Swim 40 ft | **Size** Medium

**HP** 27 | **AC** 13 | **Fort** +2; **Ref** +2; **Will** +2 | **Awareness** 11

[Melee] Attack Action

**Atk** +3; **Damage** 1d6+2; **Claws**; [melee].

[Ranged] Attack Action

**Atk** +3; **Damage** 1d6+2; **Javelin**; [medium] (110 ft).

**Abilities:** Str 16; Dex 8; Con 16; Int 8; Wis 10; Cha 8

**Skills:** Acrobatics +1; Athletics +5; Perception +2

**Feats:** Fish in the Water

**Ogre (EL3)**

Elite Mook (plus two feats)

Path of Destruction

**Init** -1 | **Reach** 5 ft | **Speed** 40 ft | **Size** Large

**HP** 57 | **AC** 15 | **Fort** +3; **Ref** +3; **Will** +3 | **Awareness** 13

[Melee] Attack Action

**Atk** +5; **Damage** 1d6+6; **Greatclub**; [melee].

[Ranged] Attack Action

**Atk** +5; **Damage** 1d6+6; **Javelin**; [medium] (130 ft).

**Abilities:** Str 16; Dex 8; Con 16; Int 8; Wis 10; Cha 8

**Skills:** Athletics +7; Intimidate +7; Perception +4

**Feats:** [Iconic] Juggernaut, Sinister Sinews

Activated Abilities

**Cleave [Ex]:** As a swift action, if the ogre hits an opponent with a melee attack, it can make a cleave attack by applying that attack roll to another opponent within [Melee] range. If the result hits that opponent, the ogre does normal melee damage to the second opponent as well.

**Whirlwind [Ex]:** At will, as a standard action, the ogre can attack every opponent within [Melee] range with its greatclub. Roll one attack and use the result for all opponents. These attacks do not result in critical hits. These attacks may not generate bonus attacks (e.g. Cleave).

Passive Abilities

**Juggernaut:** The ogre does not provoke an attack of opportunity when bullrushing.

**Greenspawn Razorfiend (EL7)**

Human Barbarian

Swashbuckler / Path of Destruction / Battle's Tempering / Acid Elementalist

**Init** +4 | **Reach** 10 ft | **Speed** 40 ft[br]Swim 40 ft | **Size** Medium

**HP** 104 | **AC** 22 | **Fort** +12; **Ref** +3; **Will** +11 | **Awareness** 20

* [Resistance 7] to [Acid]
* [Fast Healing 3]

[Melee] (Full) Attack Action

**Atk** +15; **Damage** 2d6+6; **Unarmed Strike**; [melee]; 18-20 crit.

**Atk** +10; **Damage** 2d6+6; **Unarmed Strike**; [melee]; 18-20 crit.

[Area] Standard Action

**Damage** 7d6+2; **Elemental Burst [SLA]**; [close] (40 ft); [Acid]; At Will.

- One five-foot square.

- Reflex DC 15: half damage.

- Acid Boost

**Abilities:** Str 22; Dex 12; Con 16; Int 8; Wis 16; Cha 10

**Skills:** Acrobatics +8; Athletics +13; Stealth +8; Nature +6; Perception +11

**Feats:** To Iron Married, Exit - Stage Left, Fish in the Water, Guild Initiation

**Key Offensive Modifier:** Strength

**Key Defensive Modifier:** Constitution

**Base Attack Bonus:** +7

Activated Abilities

**Cleave [Ex]:** As a swift action, if the razorfiend hits an opponent with a melee attack, it can make a cleave attack by applying that attack roll to another opponent within [Melee] range. If the result hits that opponent, the razorfiend does normal melee damage to the second opponent as well.

**Exit, Stage Left [Ex]:** Once per [Encounter], the razorfiend may trade a swift action for a move action.

**Knuckleduster [Ex]:** The razorfiend may make an additional melee attack with its Unarmed Strike as part of a Charge, but it takes penalties as though it were flurrying if it does so.

**Once More! [Ex]:** Up to three times per round, when the razorfiend spends a standard action to make a single attack, and then moves at least 10 ft, it can make a single melee attack at the end of its movement. This attack, called a Once More! attack, can be made another time at the end of each additional instance of movement, such as an extra move action gained through the Exit - Stage Left ability.

**Whirlwind [Ex]:** At will, as a standard action, the razorfiend can attack every opponent within [Melee] range with its unarmed strike. Roll one attack and use the result for all opponents. These attacks do not result in critical hits. These attacks may not generate bonus attacks (e.g. Cleave).

Passive Abilities

**Acid Boost [Sp]:** When the razorfiend activates its Acid Burst, creatures who fail the save are Nauseated for 1 [Round].

**Dirty Fighting [Ex]:** Any successful Once More! attack inflicts the [Battered] condition on the razorfiend's target for 3 [Rounds]. It deals +7 bonus damage any time that it hits a [Battered] target.

**Evasion [Ex]:** Once per encounter, if the razorfiend makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, it instead takes no damage.

**With Feeling [Ex]:** The razorfiend gains a +2 bonus on Will saves, +1 for every successful Once More! attack it has made in the current [Encounter].

Items

**Heavy Armor:** +2 to AC, -1 to Ref

**Knuckleduster:** Unarmed attack deals damage as a main weapon with a +1 attack bonus.

**Ettin (EL6)**

Elite Mook (plus a feat)

Path of Destruction

**Init** -1 | **Reach** 10 ft | **Speed** 40 ft | **Size** Large

**HP** 105 | **AC** 18 | **Fort** +5; **Ref** +5; **Will** +5 | **Awareness** 16

[Melee] Attack Action

**Atk** +8; **Damage** 1d6+12; **Mace**; [melee].

[Ranged] Attack Action

**Atk** +8; **Damage** 1d6+12; **Javelin**; [medium] (160 ft).

**Abilities:** Str 16; Dex 8; Con 16; Int 8; Wis 10; Cha 8

**Skills:** Athletics +11; Intimidate +7; Perception +8

**Feats:** [Iconic] Juggernaut

Activated Abilities

**Cleave [Ex]:** As a swift action, if the ettin hits an opponent with a melee attack, it can make a cleave attack by applying that attack roll to another opponent within [Melee] range. If the result hits that opponent, the ettin does normal melee damage to the second opponent as well.

**Whirlwind [Ex]:** At will, as a standard action, the ettin can attack every opponent within [Melee] range with its greatclub. Roll one attack and use the result for all opponents. These attacks do not result in critical hits. These attacks may not generate bonus attacks (e.g. Cleave).

Passive Abilities

**Disrupting Presence [Ex]:** Any opponent who activates a spell, spell-like, or supernatural ability within the ettin's [Melee] range takes 6 damage.

**Juggernaut:** The ettin does not provoke an attack of opportunity when bullrushing.

**Kulkor Zhul Mindbender (EL8)**

Human Shaman

Fortune's Friend / Necromancer / Shaman Spellcasting / Runesong Scholar

**Init** +0 | **Reach** 10 ft | **Speed** 30 ft | **Size** Medium

**HP** 90 | **AC** 23 | **Fort** +9; **Ref** +5; **Will** +13 | **Awareness** 21

[Melee/Ranged] (Full) Attack Action

**Atk** +9; **Damage** 1d6+3; **Dagger**; [melee]/[close] (45 ft).

**Atk** +4; **Damage** 1d6+3; **Dagger**; [melee]/[close] (45 ft).

**Abilities:** Str 10; Dex 10; Con 14; Int 14; Wis 16; Cha 22

**Skills:** Larceny +10; Stealth +8; Bluff +16; Diplomacy +14; Intimidate +14; Perception +11

**Feats:** Multiclass Flexibility, Cloaked Spellcasting, Multiclass Flexibility, Charm

**Key Offensive Modifier:** Wisdom

**Key Defensive Modifier:** Charisma

**Base Attack Bonus:** +6

Activated Abilities

**A Little To The Left [Ex]:** Once per [Encounter], if the hobgoblin would be reduced to negative hit points, it is instead reduced to 1 hit point and immediately gains a move action.

**Blindness [Sp]:** Once per [Encounter], the hobgoblin can blind an opponent within [Close] range (45 ft). The blindness is permanent, but can be removed with a successful dispelling attempt or by any spells that remove the blinded condition.

**Cause Fear [Sp]:** At will as a standard action, the hobgoblin can force an enemy within [Close] range (45 ft) to make a Will save (DC 20) or be [Shaken] for two [Rounds]. This is a [Fear], [Mind-affecting] ability.

**Charm [Ex]:** Once per [Encounter], as a standard action, the hobgoblin can influence a single creature to view it in the most favorable possible light. The target must make a Will save (DC 20) or immediately stop attacking the hobgoblin and its allies unless threatened. The use of any damaging or harmful effects against the target immediately cancels and dispels Charm. This influence lasts for the rest of the [Scene].

Once per social encounter, the hobgoblin may use Charm on an opponent. Doing so gives the opponent a social check

(as if the hobgoblin used the Diplomacy skill). The opponent must succeed on a Will save (DC 20) or refrain from using the Intimidate skill for the duration of the social encounter. Additionally, the opponent must succeed on a Will save (DC 20) to exit the [Encounter].

All effects of this feat are [Mind-affecting].

**False Life [Sp]:** Once per [Encounter] as a standard action, the hobgoblin can give itself 8 temporary hit points. These temporary HP last until the end of the [Scene] or until they are lost.

**Gift of Gab [Ex]:** In any round in which the hobgoblin spends at least one free action speaking (be it a joke, an elaborate discourse, or simple nonsense, as long as full words are used), it gains a +3 deflection bonus to Armor Class and Reflex saving throws.

**Improvisation [Ex]:** As a swift action, the hobgoblin can gain a +2 bonus on attack rolls, saving throws, ability checks and skill checks until the beginning of its next turn. It can instead grant this bonus to an ally within [Close] range (45 ft).

**Truenaming [Su]:** As a swift action, the hobgoblin can use truenaming to achieve the listed effects. The hobgoblin may know 8 true names at any given time.

* Learn the true name of a creature within [Close] range (45 ft) unless it succeeds on a Will Save (DC 20). A successful save makes the target immune to this ability for 24 hours. This ability may not be used on objects unless they are able to communicate somehow.
* Speak a sentence to a truenamed creature regardless of distance. If it is within [Extreme] range it is [Shaken] for 1 [Round] at the hobgoblin's option. This ability may be used at will. It is a [Mind-affecting] ability, and a [Fear] ability if the hobgoblin chooses to make its target [Shaken].
* The hobgoblin makes itself and its allies aware of the truenamed creature’s cardinal direction if within [Extreme] range (1800 ft) or precise location if within [Medium] (180 ft) (negating [Miss chance] for one [Round]). This ability may be used once per [Encounter] per target.
* At will, deal 6 damage (two times Wisdom modifier) to a truenamed creature within [Medium] range (180 ft).
* Once per [Encounter], the hobgoblin can give a Moniker to either eight creatures of the same kind (such as two goblins, or eight sages) or eight 20-ft^3 cubes of mostly homogeneous material (such as a patch of grass or a section of air) within [Close] range (45 ft). The Moniker expires after eight [Rounds]. A Moniker can be used in the place of a proper true name.

Spells (6 / 5 / 3 per [Scene])

**(1) Bless**

* **Evocation [Dispelling] - Casting Time** 1 standard action **- Range** close (45 ft) **- Effect** emanation centered on hobgoblin **- Duration** encounter **- Saving Throw** none.
* All allies within Close range gain a +1 bonus to attack rolls and Will saves.
* **Reversal - Bane:** All enemies within [Close] range (45 ft) incur a -1 penalty to attack rolls and Will saves.

**(2) Cure Moderate Wounds**

* **Transmutation [Healing], [Positive] - Casting Time** 1 standard action **- Range** close (45 ft) **- Target** creature within Close range **- Duration** instantaneous **- Saving Throw** none (harmless).
* Heals the target creature for 2d4+24 points of damage and removes one condition currently affecting the creature.
* **Reversal - Inflict Moderate Wounds**
  + **Transmutation [Harm], [Negative] - Saving Throw** Will half; see text.
  + Damages the target creature for 2d4+24 points of damage. A successful Will save (DC 17) halves the damage
  + and prevents this effect from reducing the creature’s health below 1 hit point.

**(3) Cure Serious Wounds**

* **Transmutation [Healing], [Positive] - Casting Time** 1 standard action **- Range** close (45 ft) **- Target** creature within Close range **- Duration** instantaneous **- Saving Throw** none (harmless).
* Heals the target creature for 3d4+32 points of damage and removes two conditions currently affecting the creature.
* **Reversal - Inflict Serious Wounds**
  + **Transmutation [Harm], [Negative] - Saving Throw** Will half; see text.
  + Damages the target creature for 3d4+32 points of damage. A successful Will save (DC 17) halves the damage
  + and prevents this effect from reducing the creature’s health below 1 hit point.

**(3) Dispel Magic**

* **Evocation [Dispelling] - Casting Time** 1 standard action **- Range** long (720 ft) **- Target** magical effect or effects within range **- Duration** instantaneous **- Saving Throw** none.
* This spell ends two magical effects (effects created by spells or spell-like abilities) of the third circle or lower, or a single magical effect of the fourth or fifth circle. The effects must have a duration other than Instantaneous.

**(2) Remove Paralysis**

* **Transmutation - Casting Time** 1 standard action **- Range** close (45 ft) **- Target** creature within Close range **- Duration** see text **- Saving Throw** none (harmless).
* Removes the [Paralyzed] condition from one creature within [Close] range. Additionally, the target creature gains a +2 bonus on saves against [Binding] effects for the duration of the [Encounter], and is entitled to make a saving throw against [Binding] effects even if they would not normally allow a saving throw.
* **Reversal - Hold Person**
  + **Transmutation [Binding] - Duration** 3 rounds **- Saving Throw** Will negates; see text.
  + Bonds of magical energy make the target creature [Stunned] and [Paralyzed]. The creature is entitled to a Will save (DC 17) when the hobgoblin activates the effect, and on its turn every [Round] for the duration of the effect. Any successful Will save breaks the effect.

**(3) Repelling Ward**

* **Evocation [Ward] - Casting Time** 1 standard action **- Effect** aura of protective energy **- Duration** 10 rounds **- Saving Throw** Will and Fortitude; see text.
* Creates an aura that repels enemies. Enemies must make a Will save (DC 17) to approach within [Close] range (45 ft) of the hobgoblin. Enemies who approach within [Close] range of the hobgoblin must then make a Fortitude save (DC 17) or be [Nauseated] while they remain within [Close] range of the hobgoblin.

**(1) Sanctuary**

* **Evocation [Ward] - Casting Time** 1 standard action **- Range** melee **- Target** creature touched **- Duration** encounter **- Saving Throw** Will negates.
* Anyone who declares an attack roll against the warded creature must make a successful Will save (DC 17) or ignore the warded creature for the [Encounter]. A successful Will save allows the attacker to penetrate the ward until the beginning of the attacker’s next turn, at which point an additional save is required. The attacker may choose to attack someone else instead. If the warded creature attacks, the Sanctuary effect is dispelled.

**(1) World-Mind**

* **Divination - Casting Time** 1 standard action **- Range** melee **- Target** 1 touched ally per 3 levels **- Duration** scene **- Saving Throw** none (harmless).
* The hobgoblin can communicate telepathically with its targets even if they do not share a common language. No special power or influence is established as a result of this bond. Once the bond is formed, it works over any distance (although not from one plane to another).

Passive Abilities

**Cloaked Spellcasting [Ex]:** The hobgoblin's spells cannot be identified while they are being cast unless it fails a Larceny check (DC 10 + 1/2 opponent's level + opponent's Wisdom modifier).

**Will of the Elements [Su]:** At the start of each [Round], the hobgoblin gains a Barrier that grants [Resistance 8] against the next energy attack ([Fire], [Acid], [Cold] or [Electricity)] it suffers. Barriers accumulate during an [Encounter], but each attack can only expend a single charge. Barriers dissipate at the end of each [Encounter].

Items

**Heavy Armor:** +2 to AC, -1 to Ref

**Grim Fragment:** +2 to Charisma

**Wyrmlord Saarvith (EL7)**

Halfling Ranger

Professional Soldier / A Reign of Arrows / Battle's Tempering / Tactical Insight

**Init** +8 | **Reach** 10 ft | **Speed** 35 ft | **Size** Small

**HP** 96 | **AC** 24 | **Fort** +8; **Ref** +11; **Will** +6 | **Awareness** 19

* [Fast healing 5]

[Melee] (Full) Attack Action

**Atk** +13; **Damage** 2d6+5; **Greatsword**; [melee]; 18-20 crit.

**Atk** +8; **Damage** 2d6+5; **Greatsword**; [melee]; 18-20 crit.

- Anatomical Targeteer

- Regiarix's "The Blade and the Bow" ability

[Ranged] (Full) Attack Action

**Atk** +13; **Damage** 1d8+5; **Shortbow**; [medium] (170 ft); 18-20 crit.

**Atk** +8; **Damage** 1d8+5; **Shortbow**; [medium] (170 ft); 18-20 crit.

- Anatomical Targeteer

- Dead-Eye

- The Scattering Wind

- Regiarix's "The Blade and the Bow" ability

[Ranged] Standard Action

**Atk** +13; **Damage** 1d8+5; **Grappling hook**; [close] (40 ft); 18-20 crit.

- If this attack hits, target is tripped (Ref DC 18 neg.). On a failed save, target is [Prone] and can be pulled up to 15 ft towards Saarvith as a swift action.

- Anatomical Targeteer

- Dead-Eye

- Regiarix's "The Blade and the Bow" ability

**Abilities:** Str 10; Dex 20; Con 14; Int 20; Wis 14; Cha 10

**Skills:** Athletics +7; Stealth +12; Ride +12; Medicine +12; Nature +12; Perception +9

**Feats:** Big Damn Hero, To Iron Married, The Scattering Wind, Anatomical Targeteer

**Key Offensive Modifier:** Dexterity

**Key Defensive Modifier:** Intelligence

**Base Attack Bonus:** +7

Activated Abilities

**Anatomical Targeteer [Ex]:** As a swift action, Saarvith may make a Medicine check against an opponent (the DC for the check is equal to 10 + 1⁄2 of the opponent’s level + their Constitution modifier). A successful check makes his attacks against that opponent vastly more precise for the next [Round] – during that time, any hit inflicts the

[Bleeding] condition.

**Kept Secret, Kept Safe [Ex]:** At will, Saarvith may use a move action to lay down a cloaking scatter of smoke, dust, and silvered shards to screen his allies. All allies within [Close] range (40 ft) gain a +2 bonus to AC and Reflex saves for one round.

**Reap the Whirlwind [Ex]:** By spending five minutes, Saarvith can gather resources to prepare a trap. He can prepare up to two traps at a time. Deploying a prepared trap in combat requires a swift action. A trap will remain functional throughout an [Encounter], with some exceptions, and can be retrieved after combat so that he need not spend another five minutes preparing it. Traps are normally visible, but can be concealed with the Larceny skill.

* **Tanglefoot Paste:** This paste covers up to five squares within [Close] range (40 ft) of Saarvith at time of deployment. Each affected square must touch at least one other affected square. Targets entering these squares must make a Fortitude save (DC 18), or stop their movement and become [Flat-footed] until their next turn.
* **Tripwire:** Stretched across a 30 ft line, which exists entirely within [Medium] range (170 ft) of Saarvith. Those attempting to leave a square covered by the line must make a Reflex save (DC 18) or become [Prone]. A tripwire can only trigger twice before being destroyed utterly.
* **Fumigator:** Fills a 20 ft radius with a thin gas that has mild hallucinogenic effects. Targets occupying or moving through squares within the area must make a Will save (DC 17) or treat all creatures as being [Fully concealed] due to seeing double for the next 2 [Rounds]. A fumigator dissipates after 4 [Rounds], but can still be salvaged after combat.

**Tactical Insight [Ex]:** As a move action, Saarvith can make a Knowledge skill check against a DC of 10+an opponent’s level, using the appropriate Knowledge skill for that opponent’s type. On a success, Saarvith and his allies gain one of:

* +3 to attack rolls vs opponents of that type;
* +3 to AC vs opponents of that type;
* +2 bonus to Bluff, Diplomacy, Intimidate, and Perception rolls vs opponents of that type;
* +2 bonus to saving throws vs effects or abilities used by opponents of that type.

This ability may be used once per [Encounter] for every Knowledge skill.

**The Scattering Wind [Ex]:** Once per [Encounter], Saarvith may dispel a single continuing effect as part of a successful attack with his shortbow.

Passive Abilities

**Big Damn Hero [Ex]:** Once per [Encounter], Saarvith may ignore [Binding] effects as well as the following conditions: [Stun], [Entangle], [Fear] and [Confused]. This temporary reprieve lasts for one [Round]. The duration of any ignored effects continues to tick down while they are being ignored.

**Dead-Eye [Ex]:** Saarvith adds 9 [Precision] damage when making ranged attacks against a [Flat-footed] opponent. Only one source of [Precision] damage may be applied to any attack.

**Evasion [Ex]:** Once per encounter, if Saarvith makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

Items

**Light Armor:** +1 to AC

**Obsidian Ring:** +2 to Intelligence

**Regiarix (EL7)**

Dragon Monk

Dragon / Heroica / Discipline of the Dragon / Acid Elementalist

**Init** +0 | **Reach** 10 ft | **Speed** 40 ft[br]Swim 40[br]Fly 50 | **Size** Medium

**HP** 125 | **AC** 24 | **Fort** +10; **Ref** +6; **Will** +7 | **Awareness** 18

* Darkvision
* [Fast healing] 2.
* [Immunity] to [fear].
* [Resistance 7] to [acid].

[Melee] (Full) Attack Action

**Atk** +12; **Damage** 2d6+8; **Claws**; [melee]; 18-20 crit.

**Atk** +7; **Damage** 2d6+8; **Claws**; [melee]; 18-20 crit.

- Flyby Attack

- True Dragon

[Area] Standard Action

**Damage** 7d6+4; **Elemental Burst [SLA]**; [close] (40 ft); [Acid]; At Will.

- One five-foot square.

- Reflex DC 17: half damage.

[Area] Standard Action

**Damage** 14d4; **Elemental Bolt [SLA]**; [medium] (170 ft); [Acid]; 1/[Encounter].

- 170-foot line.

- Reflex DC 17: half damage; creatures who fail the save become [Prone].

**Abilities:** Str 20; Dex 10; Con 16; Int 10; Wis 12; Cha 18

**Skills:** Athletics +12; Stealth +7; Geography +7; Intimidate +11; Perception +8

**Feats:** Open Lesser Binding, Fish in the Water, Flyby Attack, To Iron Married

**Key Offensive Modifier:** Strength

**Key Defensive Modifier:** Charisma

**Base Attack Bonus:** +7

Activated Abilities

**Flyby Attack [Ex]:** Regiarix can make an attack action during his movement for the [Round], rather than only at the end.

**Of Might and Guile [Ex]:** This ability affects Regiarix's designated partner, as detailed under The Blade and the Bow. Regiarix can spend a move action to double his partner’s critical threat range for one round. His partner also gains this ability, but cannot use it in a round in which Regiarix uses it.

Passive Abilities

**Hard to Break [Ex]:** Once per [Encounter], if Regiarix makes a successful Fortitude saving throw against an effect that would normally have a lesser effect on a successful save (such as a spell with a save of “Fortitude half ”), he instead ignores the effect entirely.

**The Blade and the Bow [Ex]:** Designate one ally within sight; they add damage equal to half their level to weapon attacks. The designated ally may be changed once a week.

**True Dragon [Ex]:** Regiarix's claws heal him for half the damage he deals with them, up to 7 HP per hit.

Items

**Fury Stone:** +2 to Strength.

**Eagle (EL1)**

Elite Mook

Pegasus

**Init** +3 | **Reach** 5 ft | **Speed** 40 ft[br]Fly 40 ft | **Size** Small

**HP** 27 | **AC** 13 | **Fort** +2; **Ref** +2; **Will** +2 | **Awareness** 14

[Melee] Attack Action

**Atk** +3; **Damage** 1d6+2; **Talons**; [melee].

**Abilities:** Str 8; Dex 16; Con 10; Int 8; Wis 16; Cha 8

**Skills:** Acrobatics +5; Athletics +1; Perception +5