

**Captain Lance Chamberwell (MR)(CR3): XP 800**

[Human fighter](#) 2/[rogue](#) 2, LN Medium [humanoid](#) ([human](#)), Init +6; **Senses** [Perception](#) +10

**DEFENSE**

**AC** 16, **touch** 12, [flat-footed](#) 14 (+4 [armor](#), +2 Dex)  
**hp** 34 (2d10+2d8+14), **Fort** +5, **Ref** +6, **Will** +1; +1 vs. fear, **Defensive Abilities:** Bravery +1, evasion

**OFFENSE**

**Melee** mwk khopesh +7 (1d10+3/19–20)  
**Ranged** mwk dart +6 (1d4+2)  
**Special Attacks** sneak attack +1d6

**STATISTICS**

**Str** 15, **Dex** 14, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8  
**Base Atk** +3; **CMB** +5; **CMD** 17  
**Feats** [Alertness](#), [Improved Disarm](#), [Improved Initiative](#), [Power Attack](#), [Toughness](#), [Weapon Focus](#):(khopesh)  
**Skills** [Acrobatics](#) +7, [Disguise](#) +3, [Intimidate](#) +6, [Knowledge](#) (nobility) +2, [Perception](#) +10, [Profession](#) (guard) +5, [Sense Motive](#) +10, [Sleight of Hand](#) +6, [Stealth](#) +8

**Languages** Common, one other

**SQ** rogue talent (combat trick), trapfinding +1  
**Combat Gear** potion of [cure light wounds](#), potions of [stabilize](#) (2); **Other Gear** masterwork chain shirt, masterwork darts (5), masterwork khopesh, guardsman uniform, Disguise kit, Oestoria's armband (as everburning torch).

**Town Guard 1 (MR)(CR1): XP 400**

Male or female [human warrior](#) 2, LN Medium [humanoid](#) ([human](#)), Init +1; **Senses** [Perception](#) +4

**DEFENSE**

**AC** 17, **touch** 11, [flat-footed](#) 16 (+5 [armor](#), +1 [Dex](#), +1 [shield](#)), **hp** 15 (2d10+4), **Fort** +5, **Ref** +1, **Will** +2

**OFFENSE**

**Speed** 30 ft. (20 ft. with armor)  
**Melee** masterwork longsword +5 (1d8+2/19-20)  
**Ranged** masterwork light crossbow +4 (1d8/19-20)

**STATISTICS**

**Str** 14, **Dex** 12, **Con** 14, **Int** 13, **Wis** 14, **Cha** 8  
**Base Atk** +2; **CMB** +4; **CMD** 15  
**Feats** [Combat Expertise](#), [Improved Disarm](#)  
**Skills** [Diplomacy](#) +1, [Knowledge](#) (local) +3, [Perception](#) +4, [Sense Motive](#) +4

**Languages** Common, Elven

**NPC Gear** masterwork light crossbow with 20 bolts, masterwork longsword, masterwork scalemail, buckler.

**Lieutenant Kurt Malog (M)(CR2): XP 600**

[Human fighter](#) 3, LN Medium [humanoid](#) ([human](#))  
Init +2; **Senses** [Perception](#) +5

**DEFENSE**

**AC** 20, **touch** 12, [flat-footed](#) 18 (+6 [armor](#), +2 Dex, +2 shield), **hp** 22 (3d10+6), **Fort** +5, **Ref** +3, **Will** +3; +1 vs. fear, **Defensive Abilities** bravery +1

**OFFENSE**

**Speed** 30 ft.  
**Melee** mwk scimitar +6 (1d6+2/18–20)

**STATISTICS**

**Str** 14, **Dex** 15, **Con** 14, **Int** 13, **Wis** 10, **Cha** 8  
**Base Atk** +3; **CMB** +5; **CMD** 17  
**Feats** [Alertness](#), [Combat Expertise](#), [Improved Disarm](#), [Iron Will](#), [Power Attack](#)  
**Skills** [Climb](#) +2, [Knowledge](#) (local) +2, [Linguistics](#) +4, [Perception](#) +5, [Profession](#) (soldier) +6, [Sense Motive](#) +5

**Languages** Common, Dwarven, +3 additional

**SQ** armor training 1  
**Combat Gear** *potion of [cure light wounds](#)*; **Other Gear** masterwork chainmail, heavy wooden shield, masterwork scimitar, Oestoria's armband (as everburning torch), masterwork manacles, signal whistle.

**Shale Skirmisher (M)(CR½): XP 135**

Elemental warrior 1, CN S elemental (rock)  
Init –1; **Senses** darkvision 120 ft; [Perception](#) +1

**DEFENSE**

**AC** 17, **touch** 9, [flat-footed](#) 17 (+6 armor, –1 Dex, +2 shield), **hp** 7 (1d10+2), **Fort** +4, **Ref** –1, **Will** +1; +2 vs. spells

**Immune** paralysis, phantasms, poison

**OFFENSE**

**Speed** 20 ft.  
**Melee** Stonefist +3 (1d8+1×3)  
**Ranged** Clay Darts +0 (1d8/19–20)  
**Spell-Like Abilities** 1/day—*Hunker Down* (self only)

**STATISTICS**

**Str** 12, **Dex** 9, **Con** 15, **Int** 10, **Wis** 13, **Cha** 4  
**Base Atk** +1; **CMB** +2; **CMD** 11  
**Feats** [Weapon Focus](#) (stonefist)  
**Skills** [Intimidate](#) +1, [Stealth](#) –3; **Racial Modifiers** +2 [Perception](#) relating to stonework, +4 [Stealth](#)

**HUNKER DOWN:**

As a standard action the creature withdraws its limbs, and grip the ground; +4 AC for one round.

**Herlicite Golem (MR)(CR4):** XP 1,200

N Medium [construct](#), [Init](#) +7; [Senses](#) [darkvision](#) 60 ft., [low-light vision](#); [Perception](#) +5

#### DEFENSE

[AC](#) 17, [touch](#) 13, [flat-footed](#) 14 (+3 [Dex](#), +4 [natural](#))

[hp](#) 42 (4d10+20), [Fort](#) +1, [Ref](#) +6, [Will](#) +2

[DR](#) 5/bludgeoning; [Immune](#) [construct traits](#), magic

[Weaknesses](#) [vulnerability](#) to sonic

#### OFFENSE

[Speed](#) 40 ft.

[Melee](#) 2 slams +8 (1d8+4), 4 control clay in play

[Special Attacks](#) Control Clay, [swarm](#) form (1d6)

[Constant](#)—[see invisibility](#)

#### TACTICS

[During Combat](#): [Obedience](#) ability vs strong melee, and [Solitude](#) against ranged. Fights to its destruction.

#### STATISTICS

[Str](#) 18, [Dex](#) 17, [Con](#) —, [Int](#) 7, [Wis](#) 12, [Cha](#) 13,

[Base Atk](#) +4; [CMB](#) +8; [CMD](#) 21

[Feats](#) [Improved Initiative](#), [Lightning Reflexes](#)

[Skills](#) [Perception](#) +5

**Control Clay (Su):** As a [standard action](#), can throw some of its being onto an opponent's face. This ability has a range of 30 feet. Requires a successful [combat maneuver](#) check and does not provoke an [attack of opportunity](#). Once in place, the material has one of two effects.

**Obedience:** The target must make a DC 13 [Will](#) save each round or fall under the mask golem's control for 1 round ([dominate person](#)).

**Solitude:** The target cannot speak, breathe, or hear while the mask is in place.

Remove with a successful [combat maneuver](#) check against the [golem's CMD](#). The clay can also be destroyed, but half of any damage dealt is made to the target instead of the clay. The clay has [Hardness](#) 5 and 5 [hit points](#). If removed from a victim, the clay returns to the golem immediately and can be used again.

**Swarm Form (Ex):** Once per day as a [standard action](#), a [golem](#) can assume the form of a [swarm](#) of glitter. While in this form, it gains the [swarm](#) subtype, a fly speed of 60 feet (average), a [swarm](#) attack that deals 1d6 points of damage, and the [distraction](#) quality (DC 12). Anyone who takes damage from the [swarm](#) attack can also be attacked with one of the [golem's](#) clays of control as a [free action](#) (assuming the [golem](#) has enough clay available). The [swarm](#) does not gain any additional [damage reduction](#). A golem can maintain this form for 4 minutes. Any damage dealt to the [swarm](#) is subtracted from the [golem's hit points](#).

#### SPECIAL ABILITIES:

##### Immunity to Magic (Ex):

The golem is immune to any spell or [spell-like ability](#) that allows [spell resistance](#). In addition, certain spells and effects function differently against the creature, as noted below.

- A [shatter](#) spell deals 4d6 points of damage (no save).
- A [grease](#) spell prevents the golem from using its masks of control ability for the duration of the spell (no save). Clays that are already in place are unaffected.
- A [make whole](#) spell heals the golem as normal and automatically restores one of its masks of control if any have been destroyed.
- Any magical attack against a mask golem that deals sonic damage affects the mask golem normally.

##### Construct Traits (Ex):

Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a [Fortitude](#) save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, [ability damage](#), [ability drain](#), [fatigue](#), [exhaustion](#), or [energy drain](#). Constructs are not at risk of death from massive damage.