

# Araonna Chorster

Female human oracle 15

N Medium humanoid

**Init** +2; **Senses** scent, tremorsense 30 ft., Perception +18

**Aura** *aura of doom* (20 ft., DC 23)

**Languages** Common, Giant, Undercommon; *tongues*

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## DEFENSE

**AC** 38, touch 17, flat-footed 36 (+11 armor, +5 deflection, +2 Dex, +4 natural, +6 shield)

**hp** 122 (15 HD)

**Fort** +12, **Ref** +12, **Will** +14; +4 vs. death spells and magical death effects

**Defensive Abilities** *death ward*, *freedom of movement*; **Immune** energy drain, entangle, grapple, negative energy

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## OFFENSE

**Speed** 20 ft. (4 squares)

**Melee** bone club +11/+6/+1 (1d6–2)

**Ranged** bone club +13/+8/+3 (1d6–2)

**Special Attacks** Command Undead 11/day (DC 29), reminder of death 11/day (DC 25)

**Spell-Like Abilities** (CL 17<sup>th</sup>; Concentration +25)

3/day – *touch of fatigue*

**Oracle Spells Known** (CL 16<sup>th</sup>, CL 17<sup>th</sup> w/necromancy spells, or CL 22<sup>nd</sup> w/animate dead; Concentration +24)

7<sup>th</sup> (5/day) – *creeping doom*<sup>B</sup>, *ethereal jaunt*, *lesser create demiplane*<sup>FUM</sup>, *mass inflict serious wounds*<sup>B</sup>

6<sup>th</sup> (7/day) – *animate objects*, *antilife shell*, *harm*, *heal*, *magic jar*<sup>B</sup>, *mass inflict moderate wounds*<sup>B</sup>, *wall of bones* (as *blade barrier*)

5<sup>th</sup> (7/day) – *create juju zombies*<sup>BM</sup> (as *create undead*, but juju zombies only), *dominate person*, *greater command*, *greater forbid action*<sup>UM</sup>, *major curse*<sup>UM</sup>, *mass inflict light wounds*<sup>B</sup>, *plane shift*<sup>F</sup>, *raise dead*<sup>M</sup>

4<sup>th</sup> (8/day) – ~~*aura of doom*~~<sup>UM</sup>, *blessing of fervor*<sup>APG</sup>, *charm monster*<sup>B</sup>, *communal protection from energy*<sup>UC</sup>, ~~*death ward*~~, ~~*freedom of movement*~~, *inflict critical wounds*<sup>B</sup>, ~~*tongues*~~

3<sup>rd</sup> (8/day) – *animate dead* (180 HD limit), *contagion*<sup>B</sup>, *fear*<sup>B</sup>, *blindness/deafness*, *borrow fortune*<sup>APG</sup>, *dispel magic*, *inflict serious wounds*<sup>B</sup>, *speak with dead*, *stone shape*

2<sup>nd</sup> (8/day) – *death knell*, *gentle repose*, *grace*<sup>APG</sup>, *hideous laughter*<sup>B</sup>, *hold person*, *inflict moderate wounds*<sup>B</sup>, *remove paralysis*<sup>B</sup>, ~~*shield other*~~<sup>F</sup>, *silence*, ~~*status*~~

1<sup>st</sup> (8/day) – *bane*, *bless*, *deathwatch*, *decompose corpse*<sup>UM</sup>, *detect undead*, *hide from undead*, *inflict light wounds*<sup>B</sup>, *restore corpse*<sup>UM</sup>, *speak with animals*<sup>B</sup>

0 (at will) – *bleed*, *create water*, *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *purify food and drink*, *read magic*, *resistance*, *stabilize*, *virtue*

**Mystery** juju\*

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## STATISTICS

**Abilities** Str 10 (+0), Dex 14 (+2), Con 14 (+2), Int 14 (+2), Wis 10 (+0), Cha 27 (+8)

**Base Atk** +11; **CMB** +11; **CMD** 23

**Feats** Command Undead<sup>B</sup>, Craft Wondrous Item, Extend Spell, Heighten Spell, Quicken Spell, Spell Focus (necromancy<sup>B</sup>), Spell Specialization (*animate dead*), Spell Perfection (*animate dead*), Undead Master, Varisian Tattoo (necromancy)

**Skills** Bluff +26, Diplomacy +26, Intimidate +26, Knowledge (religion) +20, Perception +15 (deaf), Spellcraft +20, Stealth +24; **Armor Check Penalty** –3

**SQ** false death, natural divination +8 (4/day), spirit vessels, undead servitude

**Combat Gear** material components (*animate dead/create juju zombie* [1,500gp worth], salt (1 lb.), spell foci (*lesser create demiplane*, *plane shift* [all planes], *shield other*), *wand of cure light wounds* (50 charges), *wand of inflict light wounds* (50 charges); **Other Gear** +5 *comfort improved shadow bone breastplate*, +5 *heavy bone shield*, *amulet of natural armor* +5, bone clubs (4), *cloak of resistance* +5 (resembles



flayed flesh), *darkskull* (keyed to *death ward* [good creatures only]), *hat of disguise*, *headband of alluring charisma* +6, *orange prism ioun stone* (imbedded), *pages of spell knowledge* (*contagion*, *remove paralysis*), *ring of protection* +5, *tender* (90pp, 91gp, 5sp), *undead hoard* (created within a desecrated area with an altar, see below)

**Encumbrance** light 33 lb., medium 66 lb., heavy 100 lb.; **Weight Carried** 60 lb. (excluding *tender*)

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## SPECIAL ABILITIES

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**False Death (Su)** Add *charm person* and *dominate person* to your spell list. You must select these spells using your allotment of spells known. Any creature under the effect of one of these spells or *charm monster* appears dead to any examiners. Although affected creatures do not detect as undead, they look pale and death-like while under the effects of your magic. Additionally, an affected creature ordered to lie still gains a +20 circumstance bonus on Disguise skill checks to look like a corpse.

**Natural Divination (Ex)** You can read the entrails of a freshly killed animal or humanoid to gain an insight bonus equal to your Charisma modifier on one saving throw. Alternatively, by observing and interpreting the flight of birds, you may apply a +10 competence bonus on any one skill check. Finally, by charting marks in dirt or on stone, or observing the behavior of sand thrown into the wind, you gain a +4 insight bonus on one initiative check. These bonuses must be used during the next 24 hours, and you must declare you are using the bonus before the check or save is made. Making a natural divination takes 10 minutes. You may use natural divination (in any combination) once per day plus one additional time per day for every four oracle levels you have attained.

**Ongoing Spells** The following spells are regularly active upon your person: *aura of doom*, *death ward* (from *darkskull*), *deathwatch*, *freedom of movement*, *protection from good* (from *darkskull*), *shield other* (with cyclops), *status* (on cyclops, purple worm, and rocs), and *tongues*. Unless otherwise stated, all spells benefit from the Extend Spell feat. All ongoing spell effects function at 16<sup>th</sup>-caster level (and thus require a DC 26 caster level check to dispel) except for *aura of doom* and *deathwatch*, which function at 17<sup>th</sup>-caster level (DC 27). These spell effects are included in the above and below stats where appropriate.

**Reminder of Death (Su)** You can imbue a handful of salt with the power of life, making it a potent ward against undead creatures. As a standard action, you can throw salt at a single undead creature within 5 feet, affecting it as per the spell *halt undead*. Alternatively, you can spend a full-round action covering a 5-foot-square with imbued salt, causing any single undead creature that enters this square within the next 10 minutes to be affected as per *halt undead*. You can use this ability a number of times per day equal to 3 + your Charisma modifier. The save DC is Charisma-based.

**Spirit Vessels (Su)** You can channel wendo spirits into lifeless bodies, reanimating them to aid you. When using the *animate dead* spell, you can control 6 HD worth of undead creatures per caster level rather than 4 HD. In addition, any zombies or juju zombies you create using *animate dead*, *create undead*, or similar spells possess maximum hit points.

**Undead Servitude (Su)** You gain Command Undead as a bonus feat. You can channel negative energy a number of times per day equal to 3 + your Charisma modifier, but only to use Command Undead. You can take other feats to add to this ability, such as Improved Channel, but not feats that alter this ability, such as Alignment Channel.

\* From *Pathfinder Adventure Path #39: City of Seven Spears*, not to be confused with another oracle mystery of the same name from *Faiths and Philosophies*.

## Bloody Hill Giant Skeleton Bodyguards ×10

NE Large Undead

**Init** +4; **Senses** darkvision 60 ft., Perception +0

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### DEFENSE

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**AC** 24, touch 9, flat-footed 24 (+4 armor, +11 natural, –1 size)

**hp** 85 (10 HD); fast healing 5

**Fort** +5, **Ref** +3, **Will** +5

**Defensive Abilities** channel resistance +4; **DR** 5/bludgeoning; **Immune** cold, undead traits

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### OFFENSE

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**Speed** 30 ft. (6 squares), 40 ft. without armor

**Melee** greatclub +13/+8 (2d8+10) or

2 slams +13 (1d8+7) or

2 claws +13 (1d6+7)

**Ranged** by weapon +6

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

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### STATISTICS

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**Abilities** Str 25 (+7), Dex 10 (+0), Con –, Int –, Wis 10 (+0), Cha 14 (+2)

**Base Atk** +7; **CMB** +15; **CMD** 25

**Feats** Improved Initiative<sup>B</sup>

**Skills** Stealth –7; **Armor Check Penalty** –3

**SQ** deathless

**Gear** hide armor, greatclub

**Encumbrance** light 532 lb., medium 1,066 lb., heavy 1,600 lb.; **Weight Carried** 66 lb.

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### SPECIAL ABILITIES

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**Deathless (Su)** A bloody skeleton is destroyed when reduced to 0 hit points, but it reanimates 1 hour later at 1 hit point, allowing its fast healing thereafter to resume healing it. A bloody skeleton can be permanently destroyed if it is destroyed by positive energy, if it is reduced to 0 hit points in the area of a *bless* or *hallow* spell, or if its remains are sprinkled with a vial of holy water.

Araonna's giants serve as her shock troops and body guards. Wherever she goes, they go (though they are often kept beneath the surface of the earth, awaiting their master's call).



## Crimson Worm Fast Plague Zombie

Giant Purple Worm Fast Plague Zombie

NE Colossal Undead

**Init** –2; **Senses** darkvision 60 ft., tremorsense 60 ft., Perception +0

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### DEFENSE

**AC** 11, touch 0, flat-footed 11 (–2 Dex, +11 natural, –8 size)

**hp** 242 (22 HD)

**Fort** +7, **Ref** +4, **Will** +13

**Immune** undead traits

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### OFFENSE

**Speed** 30 ft. (6 squares), burrow 20 ft., swim 10 ft.

**Melee** bite +27 (6d8+15 plus disease and grab) and  
sting +27 (3d8+15 plus disease) and  
slam +27 (3d8+15 plus disease) or  
2 slams +27 (3d8+15 plus disease)

**Space** 30 ft.; **Reach** 20 ft.

**Special Attacks** death burst, disease (DC 21), quick strikes

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### STATISTICS

**Abilities** Str 41 (+15), Dex 6 (–2), Con –, Int –, Wis 10 (+0), Cha 10 (+0)

**Base Atk** +16; **CMB** +39 (+43 grapple); **CMD** 47 (can't be tripped)

**Feats** Toughness<sup>B</sup>

**Skills** Stealth –18, Swim +23

**Encumbrance** light 58,752 lb., medium 117,504 lb., heavy 176,640 lb.; **Weight Carried** 0 lb.

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### 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)** The slam attack—as well as any other natural attacks—of a plague zombie carries the zombie rot disease. *Zombie rot*: slam; *save* Fort DC = 10 + ½ the zombie's Hit Dice + the zombie's Cha modifier; *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.

**Quick Strikes (Ex)** Whenever a fast zombie takes a full-attack action, it can make one additional slam attack at its highest base attack bonus (included above).



Araonna and her undead hoard often ride within her crimson worm while it burrows beneath the earth, allowing her to keep her undead hoard out of sight of those who might attempt to destroy them (or worse, wrest control from her). Once battle is joined, the worm emerges, releasing the hoard upon her enemies before submerging again and creating sink holes underneath large groups of enemies, burying them alive (to later be dug up and animated by Araonna). It is rumored that Araonna once destroyed an entire city by having her worm weaken its foundations for weeks, ultimately causing the entire city to collapse in on itself in one massive sink hole.

## Juju Zombie Cyclops Servant (via Command Undead)

NE Large Undead

**Init** +4; **Senses** darkvision 60 ft., low-light vision, Perception +11

**Languages** Common, Cyclops, Giant

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### DEFENSE

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**AC** 24, touch 10, flat-footed 23 (+4 armor, +1 deflection, +10 natural, –1 size)

**hp** 100 (10 HD)

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

**Defensive Abilities** channel resistance +4; **DR** 10/magic and slashing;

**Immune** cold, electricity, *magic missile*, undead traits; **Resist** fire 10

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### OFFENSE

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**Speed** 30 ft. (6 squares)

**Melee** cleaver +13/+8 (3d6+10/×3) or  
slam +13 (1d8+10)

**Ranged** heavy crossbow +6 (2d8/19-20)

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

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### STATISTICS

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**Abilities** Str 25 (+7), Dex 10 (+0), Con –, Int 10, Wis 13 (+1), Cha 8 (–1)

**Base Atk** +7; **CMB** +15; **CMD** 26

**Feats** Alertness, Cleave, Great Cleave, Improved Bull Rush, Improved Initiative<sup>B</sup>, Power Attack, Toughness<sup>B</sup>

**Skills** Climb +12, Intimidate +9, Perception +11, Profession (soothsayer) +10, Sense Motive +5, Survival +6;

**Racial Modifiers** +8 Climb, +8 Perception; **Armor Check Penalty** –3

**SQ** flash of insight

**Gear** cleaver (as greataxe), heavy crossbow, hide armor, personal belongings

**Encumbrance** light 532 lb., medium 1,066 lb., heavy 1,600 lb.; **Weight Carried** 66 lb.

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### SPECIAL ABILITIES

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**Flash of Insight (Su)** Once per day as an immediate action, a cyclops can peer into an occluded visual spectrum of possible futures, gaining insight that allows it to select the exact result of one die roll before the roll is made. This effect can alter an action taken by the cyclops only, and cannot be applied to the rolls of others.

In return for immortality, Cid now willingly serves as Araonna Chorster's lieutenant (though she sometimes reinforces her dominance with Command Undead), commanding her undead minions in her absence. He also serves as her soothsayer, offering her wisdom when called upon. He is a cautious warrior and military tactician who prefers to think things through before resorting to violence. He has long been one of Araonna's implacable allies and friends.





## Roc Fast Plague Zombies (mated pair)

NE Gargantuan Undead

**Init** +3; **Senses** darkvision 60 ft., low-light vision, Perception +0

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### DEFENSE

**AC** 16, touch 9, flat-footed 13 (+3 Dex, +7 natural, -4 size)

**hp** 242 (22 HD)

**Fort** +7, **Ref** +10, **Will** +13

**Immune** undead traits

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### OFFENSE

**Speed** 30 ft. (6 squares), fly 80 ft. (clumsy)

**Melee** 2 talons +22 (2d6+10 plus disease and grab) and bite +22 (2d8+10 plus disease) and slam +22 (2d8+10 plus disease) or 2 slams +22 (2d8+10 plus disease)

**Space** 20 ft.; **Reach** 15 ft.

**Special Attacks** death burst, disease (DC 21), quick strikes

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### STATISTICS

**Abilities** Str 30 (+10), Dex 17 (+3), Con -, Int -, Wis 10 (+0), Cha 10 (+0)

**Base Atk** +16; **CMB** +30 (+34 grapple); **CMD** 43

**Feats** Toughness<sup>B</sup>

**Skills** Fly -13, Stealth -9

**Encumbrance** light 4,256 lb., medium 8,512 lb., heavy 12,800 lb.; **Weight Carried** 0 lb.

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### SPECIAL ABILITIES

**Death Burst (Ex)** As above.

**Disease (Su)** As above.

**Quick Strikes (Ex)** As above.



Araonna and Cid often use their rocs (formerly a mated pair) as steeds when aerial reconnaissance or assault is called for. Like her serpent, they are often kept in a temporary pocket plane until needed.

**Other Undead Minions:** At any given moment, Araonna keeps no less than 150 undead soldiers (human fast plague zombies with 22 HP). These soldiers are uncontrolled and are often simply released into an area to create havoc among her enemies. For the safety of herself and others, she keeps these soldiers trapped within a pocket plane of her own design, allowing her to release them all anywhere in her vicinity simply by dispelling the plane.