

# EMERALD SPIRE LEVEL 7

## SHRINE OF THE AWAKENER

These stat blocks and other notes were compiled by James McTeague. If you notice any errors, please contact me at [jammars21@gmail.com](mailto:jammars21@gmail.com).

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**Advanced Necrophidius****CR 4**

N Medium construct

**Init** +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +2

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**DEFENSE**

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**AC** 19, touch 15, flat-footed 14 (+5 Dex, +4 natural)**hp** 36 (3d10+20)**Fort** +3, **Ref** +6, **Will** +3**DR** 5/bludgeoning; **Immune** construct traits; **Resist** 10 fire

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**OFFENSE**

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**Speed** 30 ft.**Melee** bite +8 (1d8+7 plus paralysis)**Special Attacks** dance of death

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**STATISTICS**

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**Str** 20, **Dex** 21, **Con** —, **Int** —, **Wis** 15, **Cha** 5**Base Atk** +3; **CMB** +8; **CMD** 23 (can't be tripped)**Skills** Stealth +17; **Racial Modifiers** +12 Stealth**Gear** *minor ring of fire resistance*

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**SPECIAL ABILITIES**

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**Construct Traits** A construct is an animated object or artificially created creature. A construct has the following traits.

- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning.
- Not subject to ability damage, ability drain, fatigue, exhaustion, energy drain, or nonlethal damage.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- Constructs do not breathe, eat, or sleep.

**Dance of Death (Ex)** A necrophidius can entrance opponents by swaying back and forth as a full-round action. All creatures within 30 feet who can see the necrophidius when it uses its dance of death must succeed on a DC 17 Will save or be dazed for 2d4 rounds. This is a mind-affecting effect. The save DC is Constitution-based and includes a +4 racial bonus.

**Paralysis (Su)** Any living creature that is bitten by a necrophidius must succeed on a DC 15 Fortitude save or be paralyzed for 1d4 rounds. The save DC is Constitution-based and includes a +2 racial bonus.

**SALAMANDER****CR 6**

CE Medium outsider (extraplanar, fire)

**Init** +1; **Senses** darkvision 60 ft.; **Perception** +16

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**DEFENSE**

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**AC** 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)**hp** 76 (8d10+32)**Fort** +10, **Ref** +7, **Will** +6**DR** 10/magic; **Immune** fire**Weaknesses** vulnerability to cold

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**OFFENSE**

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**Speed** 20 ft.**Melee** spear +11/+6 (1d8+4/x3 plus 1d6 fire), tail slap +6 (2d6+1 plus 1d6 fire and grab)**w/ Power Attack** spear +8/+3 (1d8+13/x3 plus 1d6 fire), tail slap +3 (2d6+4 plus 1d6 fire and grab)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with tail)**Special Attacks** constrict (2d6+4 plus 1d6 fire), heat

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**STATISTICS**

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**Str** 16, **Dex** 13, **Con** 18, **Int** 14, **Wis** 15, **Cha** 13**Base Atk** +8; **CMB** +11 (+15 grapple); **CMD** 22 (can't be tripped)**Feats** Cleave, Iron Will, Power Attack, Skill Focus (Perception)**Skills** Acrobatics +12, Bluff +12, Craft (weaponsmithing) +17, Intimidate +12, Knowledge (planes) +13, Perception +16, Sense Motive +13, Stealth +12; **Racial Modifiers** +4 Craft (armorsmithing, blacksmithing, and weaponsmithing)**Languages** Common, Ignan

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**SPECIAL ABILITIES**

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**Heat (Ex)** A salamander generates so much heat that its mere touch deals an additional 1d6 points of fire damage. A salamander's metallic weapons also conduct this heat.

**SARTOSS****CR 6**Male serpentfolk cleric of Kro'akoth 4 (*Pathfinder RPG Bestiary 2* 242)

CE Medium monstrous humanoid

**Init** +9; **Senses** darkvision 60 ft., scent; Perception +14**DEFENSE****AC** 20, touch 17, flat-footed 15 (+2 deflection, +5 Dex, +3 natural)**hp** 85 (9 HD; 5d10+4d8+40)**Fort** +11, **Ref** +10, **Will** +12**Immune** mind-affecting effects, paralysis, poison; **SR** 19**OFFENSE****Speed** 30 ft.**Melee** +1 rapier +12/+7 (1d6+3/18–20), +1 rapier +12 (1d6+2/18–20), bite +8 (1d6+1 plus poison) or +1 rapier +14/+9 (1d6+3/18–20), bite +8 (1d6+1 plus poison)**Special Attacks** channel negative energy 8/day (DC 17, 2d6)**Spell-Like Abilities** (CL 4th; concentration +9)At will—*disguise self* (humanoid form only, DC 16), *ventriloquism*1/day—*blur*, *dominate person* (DC 20), *major image*, *mirror image*, *suggestion* (DC 18)**Domain Spell-Like Abilities** (CL 4th; concentration +8)

7/day—fire bolt (1d6+2 fire)

7/day—copycat (4 rounds)

**Cleric Spells Prepared** (CL 4th; concentration +8)2nd—*bull's strength*, *cure moderate wounds*, *hold person* (DC 16), *produce flame*<sup>D</sup>1st—*bless*, *burning hands*<sup>D</sup> (DC 15), *cure light wounds*, *protection from good*, *shield of faith*0 (at will)—*bleed* (DC 14), *detect magic*, *read magic*, *stabilize***D** domain spell; **Domains** Fire, Trickery**TACTICS****Before Combat** If he knows the PCs are coming, Sartoss casts *bull's strength* and *shield of faith* on himself, and *protection from good* on the constrictor.**During Combat** Sartoss attempts to sow confusion in the party by using *dominate person*, *suggestion*, and *hold person*.**Morale** If alone, Sartoss tries to flee through the secret door. If the battle goes poorly, he leaves via the gate in area **G10**.**Base Statistics** Without *bull's strength* and *shield of faith*, Sartoss's statistics are **AC** 18, touch 15, flat-footed 13; **Melee** +1 rapier +12/+7 (1d6+1/18–20), +1 rapier +12 (1d6+1/18–20), bite +8 (1d6 plus poison) or +1 rapier +14/+9 (1d6+1/18–20), bite +8 (1d6 plus poison); **Str** 10; **CMB** +8; **CMD** 23.**STATISTICS****Str** 14, **Dex** 20, **Con** 19, **Int** 18, **Wis** 19, **Cha** 20**Base Atk** +8; **CMB** +10; **CMD** 27**Feats** Great Fortitude, Improved Initiative, Martial Weapon Proficiency (rapier), Two-Weapon Fighting, Weapon Finesse**Skills** Acrobatics +10, Bluff +12, Diplomacy +12, Escape Artist +18, Heal +11, Knowledge (arcana) +16, Knowledge (planes, religion) +11, Perception +14, Sense Motive +13, Spellcraft +14, Use Magic Device +14**Languages** Abyssal, Aklo, Common, Draconic, Ignan, Undercommon; telepathy 100 ft.**Gear** Fangs of Kro'akoth (two +1 rapiers), *pearl of power* (1st), gold holy symbol of Kro'akoth (worth 600 gp)**SPECIAL ABILITIES****Poison (Ex)** Bite—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 saves.

## Sartoss' Cheat Sheet

### 2<sup>nd</sup> Level Spells

**Bull's Strength** (transmutation, VSMDf, creature touched, 1min/lvl, SRyes) – +4 STR enhancement

**Cure Moderate Wounds** (conjuration (healing), VS) – creature touched heals 2d8+4

**Hold Person** (enchantment (compulsion)[mind-affecting], VSDF, medium, 1rd/lvl(D), SRyes) – WILL or humanoid is paralyzed. Full-round gives another save.

**Produce Flame** (evocation[fire], 1min/lvl, SRyes) – Either melee touch or ranged touch. Touch deals 1d6+4 fire dmg. Every time you use a touch, duration reduces by 1 minute.

### 1<sup>st</sup> Level Spells

**Bless** (enchantment(compulsion)[mind-affecting], VSDF, 50ft burst centered on you, 1min/lvl) - +1 morale to att, +1 to saves vs. fear.

**Burning Hands** (Evocation, VS, 15ft cone, SR yes) – 4d4/lvl fire, REF half

**Cure Light Wounds** (conjuration (healing), VS) – creature touched heals 1d8+4

**Protection from Good** (abjuration[evil], VSMDf, 1 action, creature touched, 1min/lvl) - +2 deflection, +2 resistance vs stuff from good creatures, no being touched by good summoned creatures, protection from mental control by good creatures

**Shield of Faith** (abjuration, VSM, creature touched, 1min/lvl) - +2+1/6lvls deflection to AC

### Spell-Like Abilities

**Blur** (illusion[glamer], V, creature touched, 1min/lvl, SRyes) – 20% miss chance

**Copycat** – move action to get 1 mirror image

**Disguise Self** (illusion (figment), VS, personal, 10min/lvl) – Disguise yourself with a +10 bonus.

**Dominate Person** (enchantment (compulsion) [mind-affecting], 1 round, VS, close, one humanoid, 1 day/level, SRyes) – WILL or follow commands of caster. Forced to take actions against its nature = save w/ a +2 bonus. Command as a move action.

**Fire Bolt** – ranged touch attack for 1d6+1/2lvl damage.

**Major Image** (illusion (figment), VSF, long, visual figment (4+1/lvl) 10ft. cubes, concentration+3rds) – Visual illusion with sound, smell and thermal

**Minor Image** (illusion (figment), VF, concentration + 2rds, long) – silent image plus sounds (not speech)

**Suggestion** (enchantment(compulsion)[mind-affecting, language-dependent], VM, close, one living creature, 1hr/lvl or until completed, SRyes) – Sentence or two suggestion for target to do something. Obviously harmful acts fail. WILL negates.

**Ventriloquism** (illusion (figment), VF, close, 1min/lvl) – Throw your voice, WILL realizes where the voice is illusory)

**DARK NAGA****CR 8**

LE Large aberration

**Init** +5; **Senses** darkvision 60 ft., *detect thoughts*; Perception +19**DEFENSE****AC** 22, touch 15, flat-footed 16 (+5 Dex, +1 dodge, +7 natural, -1 size)**hp** 85 (10d8+40)**Fort** +7, **Ref** +10, **Will** +9 (+11 vs. charm effects)**Defensive Abilities** guarded thoughts; **Immune** poison**OFFENSE****Speed** 40 ft.**Melee** bite +8 (1d4+2), sting +8 (2d4+2 plus poison)**Space** 10 ft.; **Reach** 5 ft.**Spells Known** (CL 7th)3rd (5/day)—*displacement*, *lightning bolt* (DC 16)2nd (7/day)—*cat's grace*, *invisibility*, *scorching ray*1st (7/day)—*expeditious retreat*, *magic missile*, *ray of enfeeblement* (DC 14), *shield*, *silent image*0 (at will)—*daze*, *detect magic*, *light*, *mage hand*, *open/close*, *ray of frost*, *read magic***STATISTICS****Str** 14, **Dex** 21, **Con** 18, **Int** 16, **Wis** 15, **Cha** 17**Base Atk** +7; **CMB** +10; **CMD** 26 (can't be tripped)**Feats** Alertness, Combat Casting, Dodge, Eschew Materials, Lightning Reflexes, Stealthy**Skills** Bluff +13, Diplomacy +9, Disguise +9, Escape Artist +13, Intimidate +12, Knowledge (arcana) +13, Perception +19, Sense Motive +10, Spellcraft +12, Stealth +18**Languages** Common, Infernal**SPECIAL ABILITIES****Detect Thoughts (Su)** A dark naga can continuously use *detect thoughts* as per the spell (caster level 9th; Will DC 18 negates). The save DC is Charisma-based.**Guarded Thoughts (Ex)** Dark nagas are immune to any form of mind reading, such as that granted by *detect thoughts*. This ability also grants a +2 racial bonus on all saves against charm effects.**Poison (Ex)** Sting—injury; *save* Fort DC 19; *frequency* 1 round; *effect* sleep for 2d4 minutes; *cure* 1 save.**Spells** Dark nagas cast spells as 7th-level sorcerers.

## Dark Naga Cheat Sheet

### 3<sup>rd</sup> Level Spells

**Displacement** (illusion[glamer], VM, touch, 1rd./lvl, SRyes) – 50% concealment

**Lightning Bolt** (evocation [electricity], VSM, 120ft. line, SRyes) – 1d6/lvl (max 10d6) electricity, REF half.

### 2<sup>nd</sup> Level Spells

**Cat's Grace** (transmutation, VSMDf, creature touched, 1min/lvl, SRyes) – +4 DEX enhancement

**Invisibility** (illusion[glamer], VSM, creature touched, 1min/lvl, SRyes) – Become invisible until you attack

**Scorching Ray** (evocation[fire], VS, close, SRyes) – 2 rays of fire, each deals 4d6 fire dmg

### 1<sup>st</sup> Level Spells

**Expeditious Retreat** (transmutation, personal, 1min/lvl) - +30 enhancement to speed

**Magic Missile** (evocation[force], VS, medium, SRyes) – 4 1d4+1 missiles of force

**Ray of Enfeeblement** (necromancy, VS, close, ray, 1rd./lvl, SRyes) – Target takes 1d6+1/2lvl STR penalty (max 1d6+5, FORT half)

**Shield** (abjuration[force], VS, personal, 1min/lvl) – +4 force shield, blocks magic missiles

**Silent Image** (illusion (figment), VSF, long, visual figment (4+1/lvl) 10ft. cubes, concentration) – Visual illusion with no sound

## **VENOMOUS SNAKE SWARM**

**CR 4**

N Tiny animal (swarm)

**Init** +7; **Senses** low-light vision, scent; **Perception** +13

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### **DEFENSE**

**AC** 17, touch 15, flat-footed 14 (+3 Dex, +2 natural, +2 size)

**hp** 37 (5d8+15)

**Fort** +7, **Ref** +9, **Will** +2

**Defensive Abilities** swarm traits

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### **OFFENSE**

**Speed** 20 ft., climb 20 ft., swim 10 ft.

**Melee** swarm (1d6 plus distraction and poison)

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

**Special Attacks** distraction (DC 15)

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### **STATISTICS**

**Str** 9, **Dex** 16, **Con** 17, **Int** 1, **Wis** 12, **Cha** 2

**Base Atk** +3; **CMB** +4; **CMD** 13 (can't be tripped)

**Feats** Improved Initiative, Lightning Reflexes, Skill Focus (Perception)

**Skills** Acrobatics +7 (+3 when jumping), Climb +15, Perception +13, Stealth +19, Swim +11; **Racial**

**Modifiers** +4 Perception, +4 Stealth; uses Dex to modify Climb and Swim

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### **SPECIAL ABILITIES**

**Poison (Ex) Swarm**—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

**OGREKIN (HALF-OGRE)****CR 2**

Male human ogrekin fighter 2

CE Medium humanoid (giant)

**Init** +5; **Senses** low-light vision; Perception +1

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**DEFENSE**

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**AC** 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)**hp** 25 (2d10+10)**Fort** +7, **Ref** +1, **Will** +1**Defensive Abilities** bravery +1

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**OFFENSE**

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**Speed** 30 ft.**Melee** shortspear +7 (1d6+5), bite +2 (1d4+2)**w/ Power Attack** shortspear +6 (1d6+7), bite +1 (1d4+3)

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**STATISTICS**

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**Str** 21, **Dex** 13, **Con** 18, **Int** 8, **Wis** 12, **Cha** 6**Base Atk** +2; **CMB** +7; **CMD** 18**Feats** Cleave, Improved Initiative, Iron Will, Power Attack**Skills** Climb +10, Swim +10**Languages** Giant**SQ** deformities (oversized maw, weak mind)

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**SPECIAL ABILITIES**

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**Oversized Maw** The ogrekin gains a bite attack (1d4).**Weak Mind** The ogrekin's head is huge and misshapen. It gains a -2 penalty on Will saving throws.



**QUICKLING****CR 3**

CE Small fey

**Init** +7; **Senses** low-light vision; Perception +9

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**DEFENSE**

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**AC** 20, touch 19, flat-footed 12 (+7 Dex, +1 dodge, +1 natural, +1 size)**hp** 18 (4d6+4)**Fort** +2, **Ref** +11, **Will** +6**Defensive Abilities** evasion, natural invisibility, supernatural speed, uncanny dodge; **DR** 5/cold iron**Weaknesses** slow susceptibility

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**OFFENSE**

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**Speed** 120 ft.**Melee** short sword +10 (1d4–1/19–20)**Special Attacks** sneak attack +1d6**Spell-Like Abilities** (CL 6th; concentration +8)1/day—*dancing lights*, *flare* (DC 12), *levitate*, *shatter* (DC 14), *ventriloquism* (DC 13)

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**STATISTICS**

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**Str** 8, **Dex** 24, **Con** 13, **Int** 15, **Wis** 15, **Cha** 14**Base Atk** +2; **CMB** +0; **CMD** 18**Feats** Dodge, Mobility<sup>B</sup>, Spring Attack<sup>B</sup>, Weapon Finesse**Skills** Acrobatics +14 (+50 jump), Bluff +9, Craft (any one) +9, Escape Artist +14, Perception +9, Spellcraft +6, Stealth +18, Survival +4, Use Magic Device +7**Languages** Aklo, Common, Sylvan**SQ** poison use

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**SPECIAL ABILITIES**

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**Natural Invisibility (Su)** A quickling is invisible when motionless. It loses this invisibility and remains visible for 1 round in any round in which it takes an action other than a free action.**Supernatural Speed (Su)** A quickling moves with incredible speed. Save for when it remains motionless (at which point it is invisible), the quickling's shape blurs and shimmers with this speed, granting it concealment (20% miss chance). In addition, this ability grants the quickling evasion and uncanny dodge (as the rogue abilities of the same names).**Slow Susceptibility (Ex)** A quickling that succumbs to a *slow* effect loses its supernatural speed ability and is sickened as long as the effect persists. This sickened condition persists for 1 round after the *slow* effect ends.