

EMERALD SPIRE LEVEL 12

THE AUTOMATON FORGE

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ADVANCED GELATINOUS CUBE**CR 4**

N Large ooze

Init –3; **Senses** blindsight 60 ft.; Perception –3**DEFENSE****AC** 8, touch 6, flat-footed 6 (–3 Dex, –1 size)**hp** 58 (4d8+40)**Fort** +11, **Ref** –2, **Will** –2**Immune** electricity, ooze traits**OFFENSE****Speed** 15 ft.**Melee** slam +4 (1d6+3 plus 1d6 acid)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** engulf, paralysis**STATISTICS****Str** 14, **Dex** 5, **Con** 30, **Int** —, **Wis** 5, **Cha** 5**Base Atk** +3; **CMB** +6; **CMD** 13 (can't be tripped)**SQ** transparent**SPECIAL ABILITIES****Acid (Ex)** A gelatinous cube's acid does not harm metal or stone.

Engulf (Ex) Although it moves slowly, a gelatinous cube can simply engulf Large or smaller creatures in its path as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity can attempt a DC 14 Reflex save to avoid being engulfed—on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, gain the pinned condition, are in danger of suffocating, and are trapped within its body until they are no longer pinned. The save DC is Strength-based.

Paralysis (Ex) A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 22 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Transparent (Ex) Due to its lack of coloration, a gelatinous cube is difficult to discern. A DC 15 Perception check is required to notice a motionless gelatinous cube. Any creature that fails to notice a gelatinous cube and walks into it is automatically engulfed.

CARNIVOROUS CRYSTAL**CR 11**

N Medium ooze (earth, extraplanar)

Init –5; **Senses** blindsight 120 ft.; Perception –5**Aura** subsonic hum (60 ft., DC 22)

DEFENSE**AC** 17, touch 5, flat-footed 17 (–5 Dex, +12 natural)**hp** 136 (16d8+64)**Fort** +9, **Ref** +0, **Will** +0**DR** 10/—; **Immune** cold, electricity, ooze traits; **Resist** fire 20**Weaknesses** brittle, vulnerable to sonic

OFFENSE**Speed** 10 ft., climb 10 ft.**Melee** slam +18 (7d8+9/18–20 plus entrap)**Special Attacks** crystallize, entrap (DC 22, 1d10 rounds, hardness 10, hp 10), razor sharp

STATISTICS**Str** 22, **Dex** 1, **Con** 18, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +12; **CMB** +18; **CMD** 23 (can't be tripped)**Skills** Climb +14, Stealth +0 (+5 in rocky environs); **Racial Modifiers** +5 stealth (+10 in rocky environs)**SQ** freeze, split (critical hit from a bludgeoning or sonic attack, 15 hp)

SPECIAL ABILITIES

Brittle (Ex) Bludgeoning and sonic attacks can inflict critical hits on a carnivorous crystal. A successful critical hit from such attacks causes the carnivorous crystal to split, even if the attack causes no damage. The crystal remains immune to precision-based damage, such as damage from sneak attacks.

Crystallize (Ex) A creature entrapped by a carnivorous crystal's attack must succeed at a DC 22 Fortitude save each round or become helpless. If a helpless creature fails this save, it becomes petrified as its body crystallizes. In 1d4 hours, the petrified victim shatters and a new carnivorous crystal emerges from the remains. The save DC is Constitution-based.

Entrap (Ex or Su) The creature has an ability that restricts another creature's movement, usually with a physical attack such as ice, mud, lava, or webs. The target of an entrap attack must make a Fortitude save or become entangled for the listed duration. If a target is already entangled by this ability, a second entrap attack means the target must make a Fortitude save or become helpless for the listed duration. The save DCs are Constitution-based. A target made helpless by this ability is conscious but can take no physical actions (except attempting to break free) until the entrapping material is removed. The target can use spells with only verbal components or spell-like abilities if it can make a DC 20 concentration check. An entangled creature can make a Strength check (at the same DC as the entrap saving throw DC) as a full-round action to break free; the DC for a helpless creature is +5 greater than the saving throw DC. Destroying the entrapping material frees the creature.

Razor Sharp (Ex) A carnivorous crystal's slam attack deals devastating piercing and slashing damage, and threatens a critical hit on a roll of 18, 19, or 20.

Split (Ex) The creature splits into two identical copies of itself if subject to certain attacks or effects. Each copy has half the original's current hit points (rounded down). A creature reduced below the listed hit points cannot be further split and can be killed normally.

Subsonic Hum (Su) An active carnivorous crystal gives off supernatural sonic vibrations. Any living creature starting its turn within this aura must succeed at a DC 22 Fortitude save or be stunned for 1 round. A creature that successfully saves cannot be affected by the same carnivorous crystal's subsonic hum for 24 hours. This is a sonic mind-affecting effect. The save DC is Constitution-based.

RECLAIMERS**CR 6**Advanced junk golem (*Pathfinder RPG Bestiary 4* 132)

N Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +0**DEFENSE****AC** 20, touch 10, flat-footed 20 (+10 natural)**hp** 69 (9d10+20); junk repair**Fort** +3, **Ref** +3, **Will** +3**DR** 5/adamantine; **Immune** construct traits, magic**OFFENSE****Speed** 30 ft.**Melee** 2 slams +17 (1d6+8 plus disease)**Special Attacks** disease (DC 14)**STATISTICS****Str** 26, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 1**Base Atk** +9; **CMB** +17; **CMD** 27**SQ** discorporate**SPECIAL ABILITIES**

Construct 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, energy drain, exhaustion, fatigue, or nonlethal damage. Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).

Discorporate (Ex) A junk golem can break apart into its constituent pieces as a standard action, becoming a swarming mass of Tiny parts. It gains the swarm subtype, its space changes to 10 feet, and its reach changes to 0. In this form, it gains a swarm attack that deals 2d6 points of damage and inflicts disease, but loses its slam attacks. It can revert back to its normal form as a full-round action.

Disease (Ex) *Tetanus*: Slam—injury; *save* Fort DC 12; *onset* 1d6 days; *frequency* 1 day; *effect* 1d4 Dex damage. Each time someone takes Dexterity damage from tetanus, there's a 50% chance his jaw muscles stiffen, preventing speech and the use of spells with verbal components for 24 hours; *cure* 2 consecutive saves. The save DC is Constitution-based.

Immunity to Magic (Ex) A junk golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against a junk golem, as noted below.

- A *shatter* spell causes a junk golem to discorporate and dazes it for 1 round.
- A *grease* spell affects the junk golem as if it were *haste* for 1d6 rounds and ends any *slow* effect on it.
- An *arcane lock* or *hold portal* spell affects the junk golem as if it were a *slow* spell for 1d6 rounds and breaks any *haste* effect on it.
- A *wood shape* or *rusting grasp* spell deals 2d6 points of damage to a junk golem.

Junk Repair (Su) A junk golem has fast healing 2 when in an area with a high concentration of debris, such as a refuse heap or the area created by another junk golem's discorporate ability.

SHARD SLAG**CR 8**

N Huge ooze (fire)

Init –2; **Senses** blindsight 60 ft., tremorsense 60 ft.; Perception –5

Aura molten form (5 ft., 1d6 fire damage)

DEFENSE

AC 20, touch 6, flat-footed 20 (–2 Dex, +14 natural, –2 size)

hp 126 (12d8+72)

Fort +10, **Ref** +2, **Will** –1

DR 5/magic; **Immune** acid, electricity, fire, ooze traits

Weaknesses vulnerable to cold and water

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee 1d4+2 slag blades +13 (1d8+6/19–20 plus 2d6 fire)

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

Special Attacks excruciating burn (DC 16), molten form, slag blades

STATISTICS

Str 22, **Dex** 6, **Con** 23, **Int** —, **Wis** 1, **Cha** 1

Base Atk +9; **CMB** +17; **CMD** 25 (can't be tripped)

SQ no breath

SPECIAL ABILITIES

Burrow (Ex) A shard slag can burrow through solid stone at half its normal burrow speed.

Excruciating Burn (Ex) A living creature that takes fire damage from a shard slag must succeed at a DC 16 Fortitude save or be staggered for 1 round. This is a fire effect. The save DC is Constitution-based.

Molten Form (Ex) A shard slag's molten metal body is hot enough to melt stone. Creatures that begin their turn within 5 feet of a shard slag take 1d6 points of fire damage. Anyone striking a shard slag with a natural weapon or unarmed strike takes 2d6 points of fire damage. A creature that grapples a shard slag or is grappled by one takes 3d6 points of fire damage each round the grapple persists. A creature that strikes a shard slag with a weapon can attempt a DC 22 Reflex save; if it fails, it's unable to pull the weapon away from the shard slag's molten body quickly enough, and the weapon takes 2d6 points of fire damage. Unattended objects in contact with a shard slag take 2d6 points of fire damage per round. Damage caused to weapons and unattended objects is not halved, and ignores the first 5 points of hardness. The save DC is Constitution-based.

Slag Blades (Ex) Each round, a shard slag manipulates its molten metal form to create 1d4+2 blade-like protrusions it can extend to attack prey. The slag blades each strike as Medium longswords that deal an additional 2d6 points of fire damage. Additionally, the slag blades are natural weapons, so a shard slag can use them to attack creatures it grapples. Due to a shard slag's constantly roiling molten body, the slag blades melt away at the end of the shard slag's turn each round to be immediately replaced by 1d4+2 new slag blades.

Vulnerable to Water (Ex) If a significant amount of water— such as the contents of a large bucket, the liquid created by a *create water* spell, or a blow from a water elemental— strikes a shard slag, the creature must succeed at a DC 20 Fortitude save or be staggered for 1d6 rounds. A shard slag that is immersed in water is automatically staggered and must succeed at a DC 20 Fortitude save each round (this DC increases by 1 each subsequent round) or be petrified, reverting to its molten metal form once the water is gone.

GREATER FIRE ELEMENTAL**CR 9**

N Huge outsider (elemental, extraplanar, fire)

Init +12; **Senses** darkvision 60 ft.; Perception +16

DEFENSE**AC** 23, touch 17, flat-footed 14 (+8 Dex, +1 dodge, +6 natural, –2 size)**hp** 123 (13d10+52)**Fort** +12, **Ref** +16, **Will** +6**DR** 10/—, **Immune** elemental traits, fire**Weaknesses** vulnerability to cold

OFFENSE**Speed** 60 ft.**Melee** 2 slams +19 (2d8+7 plus burn)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** burn (2d8, DC 20)

STATISTICS**Str** 24, **Dex** 27, **Con** 18, **Int** 8, **Wis** 11, **Cha** 11**Base Atk** +13; **CMB** +22; **CMD** 41**Feats** Blind-Fight, Combat Reflexes, Dodge, Improved Initiative^B, Iron Will, Mobility, Spring Attack, Weapon Finesse^B, Wind Stance**Skills** Acrobatics +23, Climb +20, Escape Artist +21, Intimidate +15, Knowledge (planes) +10, Perception +16

SPECIAL ATTACKS

Burn (Ex) A creature with the burn special attack deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn (DC 10 + 1/2 burning creature's racial HD + burning creature's Con modifier). A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire (see *Pathfinder RPG Core Rulebook*, page 444).

EMERALD GUARDIANS (4)**CR 6**

Advanced emerald automaton (see page 154)

N Large construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +0**Aura** electric aura (5 ft., DC 12)

DEFENSE**AC** 20, touch 9, flat-footed 20 (+11 natural, –1 size)**hp** 68 each (7d10+30)**Fort** +2, **Ref** +2, **Will** +2**DR** 5/adamantine; **Immune** construct traits**Weaknesses** magic dependent

OFFENSE**Speed** 30 ft.**Melee** guisarme +15/+10 (2d6+13/×3) or

slam +15 (1d6+13)

w/ Power Attack guisarme +13/+8 (2d6+19/×3) or

slam +13 (1d6+19)

Space 10 ft.; **Reach** 10 ft. (15 ft. with guisarme)

STATISTICS**Str** 28, **Dex** 11, **Con** —, **Int** —, **Wis** 11, **Cha** 1**Base Atk** +7; **CMB** +17 (+19 sunder); **CMD** 27 (29 vs. sunder)**Feats** Improved Sunder, Power Attack**SQ** proficient

SPECIAL ABILITIES

Electricity Aura (Su) An emerald automaton reduced to half its hit points or fewer emits hazardous energy from its damaged magical battery. Any non-construct creature that ends its turn within 5 feet of a damaged emerald automaton takes 1d10 points of electricity damage (Reflex DC 12 negates). The save DC is Constitution-based.

Magic Dependent (Su) An emerald automaton is partially powered by magic. When deprived of magic, the automaton is affected as if it were exhausted. The automaton's magic can be cut off by antimagic, or suppressed by a *dispel magic* or *mage's disjunction* effect as if it were a magic item.

Proficient (Ex) An emerald automaton is proficient with all simple and martial weapons.

BRACERS OF ARMOR

Aura moderate conjuration; **CL** 7th; **Identify** DC 22

Slot wrists; **Price** 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5), 36,000 gp (+6), 49,000 gp (+7), 64,000 gp (+8); **Weight** 1 lb.

DESCRIPTION

These items appear to be wrist or arm guards. They surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +1 to +8, just as though he were wearing armor. Both bracers must be worn for the magic to be effective.

Alternatively, *bracers of armor* can be enchanted with armor special abilities. See Table 15–4 for a list of abilities. Special abilities usually count as additional bonuses for determining the market value of an item, but do not improve AC. *Bracers of armor* cannot have a modified bonus (armor bonus plus armor special ability bonus equivalents) higher than +8. *Bracers of armor* must have at least a +1 armor bonus to grant an armor special ability. *Bracers of armor* cannot have any armor special abilities that add a flat gp amount to their cost. *Bracers of armor* and ordinary armor do not stack. If a creature receives a larger armor bonus from another source, the *bracers of armor* cease functioning and do not grant their armor bonus or their armor special abilities. If the *bracers of armor* grant a larger armor bonus, the other source of armor ceases functioning.

CONSTRUCTION

Requirements Craft Wondrous Item, *mage armor*, creator's caster level must be at least two times that of the bonus placed in the bracers, plus any requirements of the armor special abilities; **Cost** 500 gp (+1), 2,000 gp (+2), 4,500 gp (+3), 8,000 gp (+4), 12,500 gp (+5), 18,000 gp (+6), 24,500 gp (+7), 32,000 gp (+8)

BEAD OF FORCE

Aura moderate evocation; **CL** 10th; **Identify** DC 25

Slot none; **Price** 3,000 gp; **Weight** —

DESCRIPTION

This small black sphere appears to be a lusterless pearl. A *bead of force* can be thrown up to 60 feet with no range penalties. Upon sharp impact, the bead explodes, sending forth a burst that deals 5d6 points of force damage to all creatures within a 10-foot radius.

Once thrown, a *bead of force* functions like a *resilient sphere* spell (Reflex DC 16 negates) with a radius of 10 feet and a duration of 10 minutes. A globe of shimmering force encloses a creature, provided the latter is small enough to fit within the diameter of the sphere. The sphere contains its subject for the spell's duration. The sphere is not subject to damage of any sort except from a *rod of cancellation*, a *rod of negation*, *disintegrate*, or a targeted *dispel magic* spell. These effects destroy the sphere without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally. The subject may struggle, but the globe cannot be physically moved either by people outside it or by the struggles of those within. The explosion completely consumes the bead, making this a one-use item.

CONSTRUCTION

Requirements Craft Wondrous Item, *resilient sphere*; **Cost** 1,500 gp

ANARCHIC WEAPON QUALITY

Aura moderate evocation [chaotic]; **CL** 7th; **Identify** DC 22

Slot none; **Price** +2 bonus; **Weight** —

DESCRIPTION

An *anarchic* weapon is infused with the power of chaos. It makes the weapon chaotically aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all creatures of lawful alignment. It bestows one permanent negative level on any lawful creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *chaos hammer*; **Cost** varies on the weapon

IOUN STONES

Aura strong varied; **CL** 12th

Slot none; **Price** varies; **Weight** —

DESCRIPTION

These crystalline stones always float in the air and must be within 3 feet of their owner to be of any use. When a character first acquires a stone, she must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from her head. Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a stone (to keep it safe while she is sleeping, for example), but she loses the benefits of the stone during that time. Ioun stones have AC 24, 10 hit points, and hardness 5. The powers of each stone vary depending on its color and shape (see the table).

Regeneration from the pearly white *ioun stone* works like a *ring of regeneration*. It only cures damage taken while the character is using the stone. The pale lavender and lavender-and-green stones work like a *rod of absorption*, but absorbing a spell requires a readied action, and these stones cannot be used to empower spells. Stored spells in the vibrant purple stone must be placed by a spellcaster but can be used by anyone (see *ring of minor spell storing*).

Scarlet and Blue Sphere = +2 bonus to Intelligence

CONSTRUCTION

Requirements Craft Wondrous Item, creator must be 12th level; **Cost** half the market price

Western Star Ioun Stone

Aura faint illusion; **CL** 1st

Slot none; **Price** 4,000 gp; **Weight** —

DESCRIPTION

This blue crystal is perfectly cut into a five-pointed star. As a standard action, its user can alter her appearance as with a *disguise self* spell. When so disguised, the user may render this ioun stone and any other ioun stones in her possession invisible.

CONSTRUCTION

Requirements Craft Wondrous Item, *disguise self*; **Cost** 2,000 gp