

EMERALD SPIRE LEVEL 15

ORDER AND CHAOS

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CE Large aberration

Init +1; **Senses** darkvision 60 ft.; Perception +27

DEFENSE

AC 24, touch 10, flat-footed 23 (+1 Dex, +14 natural, -1 size)

hp 127 (15d8+60)

Fort +9, **Ref** +6, **Will** +12

Immune disease, poison

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +17 (1d8+7), 4 claws +17 (1d6+7)

w/ Power Attack bite +14 (1d8+13), 4 claws +14 (1d6+13)

Space 10 ft.; **Reach** 15 ft.

Special Attacks rend (2 claws, 1d6+10, w/ Power Attack 1d6+19)

STATISTICS

Str 25, **Dex** 12, **Con** 18, **Int** 11, **Wis** 16, **Cha** 11

Base Atk +11; **CMB** +19; **CMD** 30

Feats Awesome Blow, Blind-Fight, Combat Reflexes, Greater Bull Rush, Improved Bull Rush, Lunge, Power Attack, Skill Focus (Perception)

Skills Climb +15, Escape Artist +13, Knowledge (dungeoneering) +10, Perception +27, Stealth +15, Survival +21; **Racial Modifiers** +4 Escape Artist

Languages Undercommon

SQ compression

SPECIAL ATTACKS

Awesome Blow As a standard action, the creature may perform an awesome blow combat maneuver. If the creature's maneuver succeeds against a corporeal opponent smaller than itself, its opponent takes damage (typically slam damage plus Strength bonus) and is knocked flying 10 feet in a direction of the attacking creature's choice and falls prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

Compression (Ex) The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

CE Large aberration

Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +24

DEFENSE

AC 27, touch 10, flat-footed 26 (+1 Dex, +17 natural, -1 size)

hp 162 (12d8+108)

Fort +13, **Ref** +5, **Will** +13

Immune electricity; **Resist** cold 10; **SR** 27

Weaknesses vulnerability to fire

OFFENSE

Speed 10 ft.

Melee bite +20 (4d8+18/19–20)

Ranged 6 strands +10 touch (1d6 Strength)

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

Special Attacks pull (strand, 5 feet), strands

STATISTICS

Str 34, **Dex** 13, **Con** 29, **Int** 13, **Wis** 16, **Cha** 12

Base Atk +9; **CMB** +22; **CMD** 33 (can't be tripped)

Feats Improved Critical (bite), Improved Initiative, Iron Will, Skill Focus (Perception, Stealth), Weapon Focus (strand)

Skills Climb +27, Knowledge (dungeoneering) +16, Knowledge (religion) +13, Perception +24, Stealth +18 (+26 in stony or icy areas); **Racial Modifiers** +8 Stealth in stony or icy areas

Languages Aklo, Undercommon

SPECIAL ABILITIES

Strands (Ex) A roper can extend up to six thin, sticky strands from its body at a time, launching them to a maximum range of 50 feet. A roper's attacks with its strands resolve as ranged touch attacks. These strands are quite strong, but can be severed by any amount of slashing damage (a strand is AC 20). A creature struck by a strand is numbed and weakened by the strange material, and must make a DC 25 Fortitude save or take 1d6 points of Strength damage. The save DC is Constitution-based.

ALIEN VIVISECTIONISTS**CR 9**

Elder thing alchemist (vivisectionist) 7 (*Pathfinder RPG Bestiary 4 85*, *Pathfinder RPG Advanced Player's Guide 26*, *Pathfinder RPG Ultimate Magic 20*)

LN Medium aberration (aquatic)

Init +8; **Senses** darkvision 60 ft.; Perception +21

DEFENSE

AC 24, touch 14, flat-footed 20 (+4 Dex, +6 natural, +4 shield)

hp 125 each (14 HD; 7d8+7d8+63)

Fort +13, **Ref** +11, **Will** +11; +4 vs. poison

Defensive Abilities all-around vision, fortification 25%; **Immune** cold; **Resist** fire 10

OFFENSE

Speed 30 ft., fly 20 ft. (clumsy), swim 40 ft.

Melee 6 tentacles +15 (1d4+5 plus grab)

w/ Power Attack 6 tentacles +12 (1d4+11 plus grab)

Ranged +1 keen dart gun +14/+14/+9 (1d4+1/19-20)

Special Attacks constrict (1d4+5), sneak attack +4d6

Alchemist Extracts Prepared (CL 7th)

3rd—*haste*, *thorn body*^{APG}

2nd—*blur*, *cure moderate wounds* (3), *invisibility*

1st—*comprehend languages*, *cure light wounds* (4), *shield*

TACTICS

Before Combat Each elder thing drinks an extract of *shield*.

During Combat The things begin combat with their dart guns, then drink extracts of *haste* or *thorn body* and move to flank.

Morale The elder things fight to the death.

Base Statistics Without *shield*, the elder thing's statistics are AC 20, touch 14, flat-footed 16.

STATISTICS

Str 20, **Dex** 18, **Con** 19, **Int** 22, **Wis** 18, **Cha** 15

Base Atk +10; **CMB** +15 (+19 grapple); **CMD** 29 (can't be tripped)

Feats Brew Potion, Combat Expertise, Combat Reflexes, Endurance, Great Fortitude, Improved Initiative, Power Attack, Throw Anything, Weapon Focus (dart gun)

Skills Craft (alchemy) +23, Disable Device +21, Fly +13, Heal +21, Knowledge (arcana) +23, Knowledge (engineering) +20, Knowledge (nature) +16, Knowledge (planes) +13, Perception +21, Spellcraft +23, Swim +13, Use Magic Device +19

Languages Elder Thing

SQ alchemy (alchemy crafting +7, identify potions), amphibious, cruel anatomist, discoveries (preserve organs^{UM}, sticky poison [6 strikes], tentacle^{UM}), hibernation, limited starflight, mutagen (+4/−2, +2 natural, 70 minutes), no breath, poison use, swift alchemy, swift poisoning, torturer's eye, torturous transformation

Gear +1 keen dart gun with 20 poisoned darts

SPECIAL ABILITIES

Dart Gun The dart gun functions as a hand crossbow that can hold 20 darts and automatically reloads between shots, allowing the wielder to make full attacks with it. It fires an additional shot each round as if its wielder possessed the Rapid Shot feat. A +1 keen dart gun is worth 9,300 gp, and is an exotic weapon that elder things are proficient with. The elder things have treated all of their ammunition with doses of shadow essence (*Pathfinder RPG Core Rulebook 560*).

Hibernation (Ex) An elder thing can enter a state of hibernation at will; doing so takes 1 minute. While in this state, it can take no actions and is effectively helpless, as if it were in a deep sleep. An elder thing can remain in hibernation for as long as it wishes— while in this state, it does not need to eat or drink, nor does it age. Time effectively stands still for a hibernating elder thing. If it is jostled or damaged while hibernating, an elder thing can attempt a DC 20 Will save. If it succeeds, it awakens in 2d4 rounds. Otherwise, it takes 1d4 days to awaken from hibernation. An elder thing can set the length of its hibernation when it first enters this state, so that it can awaken after a set amount of time has passed. When awakening at a set time in this manner, an elder thing needs only 1d3 rounds to rouse itself, with no Will saving throw necessary.

Limited Starflight (Ex) An elder thing can survive in the void of outer space, and its wings allow it to use its fly speed in that environment despite the lack of air. Unlike creatures with full starflight, an elder thing's ability to fly in outer space does not allow it to reach unusually high speeds—an elder thing that wishes to travel from one planet to another typically calculates the distance and then hibernates for the majority of the journey, relying on its momentum and inertia to carry it to its destination while it slumbers along the way.

Preserve Organs The alchemist learns how to preserve and protect his vital organs, reducing the chance of a mortal wound. When a critical hit or sneak attack is scored on the alchemist, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally.

Sticky Poison Any poison the alchemist creates is sticky—when the alchemist applies it to a weapon, the weapon remains poisoned for a number of strikes equal to the alchemist's Intelligence modifier.

Tentacle (Ex) The alchemist gains a prehensile, arm-length tentacle on his body. The tentacle is fully under his control and cannot be concealed except with magic or bulky clothing. The tentacle does not give the alchemist any extra attacks or actions per round, though he can use it to make a tentacle attack (1d4 damage for a Medium alchemist, 1d3 damage for a Small one) with the grab ability. The tentacle can manipulate or hold items as well as the alchemist's original arms can (for example, allowing the alchemist to use one hand to wield a weapon, the tentacle to hold a *potion*, and the third hand to throw a bomb). Unlike an arm, the tentacle has no magic item slots.

Thorn Body – Any creature striking you with a melee weapon without reach, an unarmed strike or a natural weapon takes 1d6+7 piercing damage. Creatures that grapple you take 2d6+7 piercing damage. Your natural attacks and unarmed strikes do 1d6 extra damage. Lasts 7 rounds.

N Medium plant

Init +3; **Senses** darkvision 60ft., low-light vision, tremorsense; Perception +2

DEFENSE

AC 22, touch 13, flat-footed 19 (+3 Dex, +9 natural)

hp 66 (7d8+35)

Fort +10, **Ref** +5, **Will** +4

DR 5/good; **Immune** cold, plant traits; **Resist** cold 5, fire 5; **SR** 12

Weaknesses cold lethargy

OFFENSE

Speed 20 ft.

Melee slam +12 (1d8+10 plus spores)

Special Attacks hallucination cloud, smite good (1/day, +0 to hit, +7 damage), spores

STATISTICS

Str 24, **Dex** 17, **Con** 20, **Int** —, **Wis** 15, **Cha** 5

Base Atk +5; **CMB** +12; **CMD** 25 (29 vs. trip)

SPECIAL ABILITIES

Hallucination Cloud (Ex) As a standard action once per minute, a basidirond can release a cloud of invisible spores in a 20-foot radius. All creatures within the area must succeed on a DC 18 Fortitude save or be affected by powerful hallucinations as long as they remain in the cloud plus 1d4 rounds after leaving the area. A new save must be made each round a creature remains within the affected area. A hallucination cloud persists for 5 rounds before dispersing—a strong wind causes it to disperse immediately. The save DC is Constitution-based. To determine what hallucination is suffered each round, roll 1d6 and consult the following table.

d6 Hallucination

- 1 You're sinking in quicksand! Fall prone and spend 1 round flailing your arms and legs as if trying to swim.
- 2 Attacked by a swarm of spiders! Spend a full round action to attack the floor near you with your weapon.
- 3 An item you hold has turned into a viper! Drop it and flee from the item at top speed for 1 round.
- 4 You're suffocating! Stand in place, hold your breath, and clutch at your throat for 1 round.
- 5 You've shrunk to 1/10th your normal size! Take no actions for 1 round and monsters won't see you.
- 6 You're melting! Grasp hold of yourself in an attempt to hold yourself together, and take no actions for 1 round.

Spores (Ex) Any creature struck by a basidirond's slam attack is coated with spores. The creature struck must make a DC 16 Fortitude save or these spores take root in his flesh, and particularly in his lungs. The save DC is Constitution-based.

Basidirond Spores: Disease—inhaled; save Fort DC 18; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 1 save.

Cold Lethargy (Ex) Although a basidirond is immune to cold damage, any cold effect it is exposed to slows it for 1d4 rounds. During this time, the basidirond cannot use its hallucination cloud or spores.

Female pech sorcerer 10 (*Pathfinder RPG Bestiary 2* 206)

CN Small fey (earth)

Init +6; **Senses** low-light vision; Perception +9

DEFENSE

AC 26, touch 14, flat-footed 23 (+4 armor, +2 Dex, +1 dodge, +4 natural, +4 shield, +1 size)

hp 114 (16 HD; 6d6+10d6+58)

Fort +10, **Ref** +10, **Will** +12

DR 5/cold iron; **Immune** petrification; **Resist** electricity 20

Weaknesses light blindness

OFFENSE

Speed 20 ft.

Melee +2 *keen shocking heavy pick* +18/+13 (1d4+8/19–20/×4 plus 1d6 electricity)

w/ Power Attack +2 *keen shocking heavy pick* +15/+10 (1d4+14/19–20/×4 plus 1d6 electricity)

Ranged ray +11 touch

Special Attacks air mastery, pech magic, stone knowledge

Spell-Like Abilities (CL 10th; concentration +14)

3/day—*stone shape, stone tell*

Bloodline Spell-Like Abilities (CL 10th; concentration +14)

7/day—*elemental ray* (1d6+5 electricity)

1/day—*elemental blast* (10d6 electricity, DC 19)

Sorcerer Spells Known (CL 10th; concentration +14)

5th (3/day)—*suffocation*^{APG} (DC 19)

4th (6/day)—*dimension door, greater invisibility, stone shape*

3rd (7/day)—*fly, lightning bolt* (DC 17), *protection from energy, wind wall*

2nd (7/day)—*glitterdust* (DC 16), *gust of wind* (DC 16), *levitate, scorching ray* (electricity), *whispering wind*

1st (7/day)—*burning hands* (electricity, DC 15), *feather fall, floating disk, mage armor, magic missile, shield*

0 (at will)—*acid splash, dancing lights, detect poison, flare* (DC 14), *ghost sound* (DC 14), *mage hand, mending, open/close, prestidigitation* (DC 14)

Bloodline elemental (air)

TACTICS

Before Combat Eriniell casts *mage armor* and *shield*.

During Combat Eriniell casts *greater invisibility* and *fly*, then uses offensive spells. If forced to touch the ground, she focuses on casting any spell that lets her escape back into the air.

Morale Eriniell fights to the death.

STATISTICS

Str 23, **Dex** 14, **Con** 17, **Int** 12, **Wis** 11, **Cha** 18

Base Atk +8; **CMB** +13; **CMD** 26

Feats Cleave, Combat Casting, Craft Magic Arms and Armor, Dodge, Eschew Materials, Great Fortitude, Improved Initiative, Power Attack, **Quicken Spell**, Weapon Focus (heavy pick)

Skills Craft (stonemasonry) +14, Fly +13, Knowledge (arcana) +20, Linguistics +2, Perception +9, Profession (miner) +13, Spellcraft +20, Stealth +24

Languages Auran, Terran, Undercommon

SQ bloodline arcana (change energy damage spells to match bloodline energy)

Combat Gear *scroll of disintegrate*; **Other Gear** +2 *keen shocking heavy pick, belt of mighty constitution*
+2

SPECIAL ABILITIES

Air Mastery (Ex) Eriniell's insanity has changed her bloodline from earth to air and her earth mastery to air mastery. She gains a +1 bonus on attack and damage rolls if neither she nor her foe is touching the ground. Against a foe in contact with the ground, she takes a -4 penalty on attack and damage rolls.

INVISIBLE STALKER

CR 7

N Medium outsider (air, elemental, extraplanar)

Init +8; **Senses** darkvision 60 ft.; **Perception** +12

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)

hp 80 (7d10+42)

Fort +11, **Ref** +11, **Will** +4

Defensive Abilities natural invisibility; **Immune** elemental traits

OFFENSE

Speed 30 ft., fly 30 (perfect)

Melee 2 slams +12 (2d6+4)

STATISTICS

Str 18, **Dex** 19, **Con** 22, **Int** 14, **Wis** 15, **Cha** 11

Base Atk +7; **CMB** +11; **CMD** 25

Feats Combat Reflexes, Improved Initiative, Lightning Reflexes, Weapon Focus (slam)

Skills Acrobatics +14, Bluff +10, Fly +22, Knowledge (planes) +12, Perception +12, Sense Motive +12, Stealth +14, Survival +12

Languages Auran, Common

SQ improved tracking

SPECIAL ABILITIES

Improved Tracking (Ex) An invisible stalker takes no penalty to Survival checks when tracking and moving at any speed.

Natural Invisibility (Ex) This ability is constant—an invisible stalker remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to the *invisibility purge* spell. Against foes that cannot pinpoint it, the invisible stalker gains a +20 bonus on Stealth checks when moving, or +40 when standing still—these bonuses are not included in the statistics above.

Erinell's Cheat Sheet

5th level spells

Suffocation (necromancy, VSM, close, 3rds, SRyes) FORT or air empties. On targets turn, progress along track unless they make a FORT to delay it. (Staggered>0HP>-1HP>Dead)

4th level spells

Dimension Door (conjunction(teleportation), V, long, you and touched objects) – teleport anywhere w/in range

Greater Invisibility (illusion(glamer), VSMDf, personal/touch, 1rd/lvl, SRyes) – Invisibility that doesn't end when you attack.

Stone Shape (transmutation, VSMDf, stone or stone object touched, 10cu.ft. + 1cu.ft./lvl) – Reshape stone to your purpose. No fine detail. 30% chance that an object with moving parts won't work.

3rd level spells

Fly (transmutation, VSF, creature touched, 1min/lvl, SRyes) – Fly at 60ft. +1/2lvl to Fly skill. When spell ends, *feather fall* for 1d6 rds.

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

Protection from Energy (abjuration, VSDF, creature touched, SRyes) – Absorb 10/lvl (max 120) points of energy damage

Wind Wall (evocation[Air], VSMDf, medium, wall up to 10ft/lvl long and 5ft/lvl high, 1rd/lvl, SRyes) – Tiny + Small creatures can't fly through, arrows and bolts are directed upwards and miss their target, other normal ranged attacks have a 30% miss chance. No gases through.

2nd level spells

Glitterdust (conjunction, VSM, medium, 10ft. radius, 1rd/lvl) – Creatures in area are outlined, no invis. FORT or be blinded; new save every round.

Gust of Wind (evocation [air], VS, 60ft. line, 1rd, SRyes) – 50mph gust of air. Flying creatures get -4 to fly checks. Tiny or smaller flying creature DC25 Fly or take 2d6 dmg and blown back 2d6*10ft. Small or smaller flying creature DC20 Fly to move against wind. Tiny or smaller creature FORT or knocked prone and rolled 1d4*10ft, take 1d4 nonlethal dmg per 10ft. Small creature FORT or knocked prone. Medium DC15 Strength check to move against force of wind. Ranged attacks in wind take a -4.

Levitate (transmutation, VSF, personal or close, 1min/lvl) – Move yourself, another person, or another object up and down. Move action to move up or down 20ft. Increasing -1 penalty per attack, up to a -5.

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

Whispering Wind (transmutation [air], VS, 1mile/lvl, 10ft. radius, 1hr/lvl or until discharged) – long-range whispered *magic mouth*

1st level spells

Burning Hands (electricity) (Evocation, VS, 15ft cone, SR yes) –5d4 electricity, REF half

Feather Fall (transmutation, V, 1 immediate action, close, one medium or smaller freefalling creature/lvl, until landing or 1rd/lvl, SRyes) – Slows down falling rate to 60ft/rd.

Floating Disk (evocation[force], VSM, close, 1hr/lvl) -3ft. diameter disc of force. It can hold 100lbs/lvl and 2 gallons of liquid. It maintains a constant interval of 5ft between you and it.

Mage Armor (conjunction(creation)[force], creature touched, 1hr/lvl) - +4 armor bonus

Magic Missile (evocation[force], VS, medium, SRyes) – 5 1d4+1 missiles of force

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

Spell-Like Abilities

Elemental Blast – 20ft. radius burst 10d6 electricity, REF for half damage. Fail and they are vulnerable to electricity until the end of your next turn.

Elemental Ray – Ranged touch attack deals 1d6+5 electricity damage.

Stone Shape (transmutation, VSMDf, stone or stone object touched, 10cu.ft. + 1cu.ft./lvl) – Reshape stone to your purpose. No fine detail. 30% chance that an object with moving parts won't work.

Stone Tell (divination, 10min., VSDF, personal, 1min/lvl) – You can talk to stones.

CHARDA**CR 7**

CN Small monstrous humanoid (aquatic)

Init +2; **Senses** darkvision 120 ft.; **Perception** +13

DEFENSE**AC** 20, touch 13, flat-footed 18 (+2 Dex, +7 natural, +1 size)**hp** 85 (9d10+36)**Fort** +7, **Ref** +10, **Will** +7**Defensive Abilities** ferocity; **Immune** cold, poison

OFFENSE**Speed** 20 ft., swim 60 ft.**Melee** bite +13 (1d6+3 plus 1d6 cold), 4 claws +14 (1d4+3)w/ **Power Attack** bite +10 (1d6+9 plus 1d6 cold), 4 claws +11 (1d4+9)**Special Attacks** black bile

STATISTICS**Str** 16, **Dex** 15, **Con** 19, **Int** 11, **Wis** 12, **Cha** 8**Base Atk** +9; **CMB** +11 (+19 bull rush and trip); **CMD** 23**Feats** Combat Expertise^B, Improved Bull Rush, Improved Trip, Lightning Reflexes, Power Attack, Weapon Focus (claw)**Skills** Intimidate +6, Knowledge (religion) +4, Perception +13, Stealth +18, Survival +10, Swim +18**Languages** Aklo, Undercommon**SQ** amphibious, cold vigor, overwhelming

SPECIAL ABILITIES

Black Bile (Su) A charda's body seethes with freezing black bile. Its supernaturally cold, black bile is the source of the additional cold damage when a charda bites a creature. As a standard action, a charda can expel its full store of bile as a breath weapon that can take the form of a 60-foot line or a 30-foot cone. All creatures in this area take 8d6 points of cold damage (DC 18 Reflex half). A charda can use this breath weapon once every 1d4 rounds—while its black bile is recharging, it does not deal additional cold damage with its bite. The save DC is Constitution-based.

Cold Vigor (Ex) When a charda is in a cold environment, it becomes more animated and gains a +1 racial bonus on attack rolls and weapon damage rolls.

Ferocity (Ex) A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. The creature still dies when its hit point total reaches a negative amount equal to its Constitution score.

Overwhelming (Ex) A charda gains a +8 racial bonus on bull rush and trip attacks.

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.

Ooze Traits Mindless: No Intelligence score, and immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). Immune to gaze attacks, illusions, visual effects, and other attack forms that rely on sight. Immune to paralysis, poison, polymorph, sleep effects, and stunning.

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.

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.

XIOMORN (VAULT KEEPER)**CR 14**

LN Medium outsider (earth, elemental, extraplanar)

Init +8; **Senses** darkvision 60 ft., tremorsense 120 ft.; Perception +23**DEFENSE****AC** 28, touch 19, flat-footed 19 (+8 Dex, +1 dodge, +9 natural)**hp** 200 (16d10+112); fast healing 5**Fort** +12, **Ref** +18, **Will** +14**DR** 10/adamantine and bludgeoning; **Immune** elemental traits; **SR** 25**OFFENSE****Speed** 40 ft., climb 40 ft.**Melee** 4 claws +24 (2d4+6/19–20 plus crystallization)**w/ Power Attack** 4 claws +19 (2d4+16/19–20 plus crystallization)**Special Attacks** crystal burst, crystallization (DC 25), rend (2 claws, 2d4+9, 2d4+24 w/ Power Attack)**Spell-Like Abilities** (CL 16th; concentration +23)At will—*dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *shatter* (DC 19), *statue*, *stone shape*, *stone tell*3/day—*command stone* (DC 26), *flesh to stone* (DC 23), *spike stones* (DC 21), *wall of stone*1/day—*summon monster VII* (earth elementals only), *symbol of scrying*^{UM}**STATISTICS****Str** 22, **Dex** 27, **Con** 25, **Int** 27, **Wis** 18, **Cha** 24**Base Atk** +16; **CMB** +22 (+24 sunder); **CMD** 41 (43 vs. sunder)**Feats** Combat Reflexes, Dodge, Improved Critical (claw), Improved Sunder, Mobility, Power Attack, Spring Attack, Weapon Finesse**Skills** Acrobatics +20 (+24 when jumping), Climb +30, Craft (sculptures) +15, Disable Device +24, Heal +20, Knowledge (arcana) +27, Knowledge (dungeoneering) +24, Knowledge (planes) +27, Knowledge (geography) +24, Knowledge (nature) +24, Perception +23, Sense Motive +23, Spellcraft +27, Stealth +27, Use Magic Device +26; **Racial Modifiers** +4 Acrobatics when jumping**Languages** Terran; telepathy 300 ft.**SQ** item mastery**SPECIAL ABILITIES****Command Stone (Sp)** This ability functions as *dominate monster*, equivalent of a 9th-level spell, but only on creatures with the earth subtype or constructs made out of stone. When used against a construct, this ability overcomes any spell resistance, but the effects last for only 1 round per level.**Crystal Burst (Su)** As a standard action once every 1d4 rounds, a xiomorn can create an explosion of razor-sharp crystals at a range of up to 120 feet. These crystals fill a 30-foot-radius burst and deal 12d6 points of piercing and slashing damage (Reflex DC 25 half). The save DC is Constitution-based.**Crystallization (Su)** A creature struck by a xiomorn's claw must succeed at a DC 25 Fortitude save or take 1 point of Dexterity drain. On a critical hit, the claw deals 2 points of Dexterity drain on a failed save. As long as a creature suffers any of this drain, portions of its body appear as living green crystal and it gains the earth creature subtype. A creature drained to 0 Dexterity in this manner transforms into a green crystal statue, as if affected by *flesh to stone*. The save DC is Constitution-based.**Item Mastery (Ex)** A xiomorn can always activate spell trigger and spell completion items as if the spell were on its class list. For the purposes of crafting magic items or constructs, it is treated as though it possessed all item creation feats.

Xiomorn's Cheat Sheet

Spell-Like Abilities

Dispel Magic (abjuration, VS, medium) – You know how dispel magic works

Flesh to Stone (transmutation, VSM, medium, one creature, SRyes) – FORT or turn to stone.

Greater Teleport (conjunction(teleportation), V, touch) – Teleport w/ no range limit and no miss chance.

Shatter (evocation[sonic], VSMDF, close, 5ft radius or one solid object or crystalline creature, SRyes) – Area destroys unattended crystal, glass, ceramic or porcelain. Targeted non-magical object WILL or be destroyed (up to 10lbs./lvl). Crystalline creatures FORT or take 1d6/lvl (max 10d6).

Spike Stones (transmutation [earth], VSDF, Medium, 20 ft. square/lvl, 1hr/lvl, SRyes) – Moving through the area causes people to take 1d8 dmg for each 5ft., REF or movement is reduced by half until wounds are treat by a Heal check (DC=DC of spell)

Statue (transmutation, 1 round, VSM, creature touched, 1 hr/lvl (D), SRyes) – Creature turns into a statue with hardness 8. Subject can see, hear and smell normally – no need to eat or breathe. Subject can break out as a free action.

Stone Shape (transmutation, VSMDF, stone or stone object touched, 10cu.ft. + 1cu.ft./lvl) – Reshape stone to your purpose. No fine detail. 30% chance that an object with moving parts won't work.

Stone Tell (divination, 10min., VSDF, personal, 1min/lvl) – You can talk to stones.

Summon Monster VII (conjunction (summoning), 1 round, VSDF, close, 1rd/lvl (D)) – Summon 1 greater earth elemental or 1d3 huge earth elementals or 1d4+1 large earth elementals.

Wall of Stone (conjunction(creation)[earth], VSMDF, medium, stone wall of 1 5ft.square/lvl) – 1in thick/4lvls. Must merge with and be supported by existing stone, avoid entrapment of a creature by a REF.

LARGE EARTH ELEMENTAL

CR 5

Large outsider (earth, elemental, extraplanar)

Init –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +11

DEFENSE

AC 18, touch 8, flat-footed 18 (–1 Dex, +10 natural, –1 size)

hp 68 (8d10+24)

Fort +9, **Ref** +1, **Will** +6

DR 5/–; **Immune** elemental traits

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee 2 slams +14 (2d6+7)

w/ Power Attack 2 slams +11 (2d6+13)

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

Special Attacks earth mastery

STATISTICS

Str 24, **Dex** 8, **Con** 17, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +16; **CMD** 25

Feats Cleave, Greater Bull Rush, Improved Bull Rush^B, Improved Overrun, Power Attack

Skills Appraise +6, Climb +15, Knowledge (dungeoneering) +3, Knowledge (planes) +6, Perception +11, Stealth +5

HUGE EARTH ELEMENTAL**CR 7**

N Huge outsider (earth, elemental, extraplanar)

Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +13**DEFENSE****AC** 19, touch 7, flat-footed 19 (-1 Dex, +12 natural, -2 size)**hp** 95 (10d10+40)**Fort** +11, **Ref** +2, **Will** +7**DR** 5/-; **Immune** elemental traits**OFFENSE****Speed** 20 ft., burrow 20 ft., earth glide**Melee** 2 slams +17 (2d8+9)w/ **Power Attack** 2 slams +14 (2d8+15)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** earth mastery**STATISTICS****Str** 28, **Dex** 8, **Con** 19, **Int** 6, **Wis** 11, **Cha** 11**Base Atk** +10; **CMB** +21; **CMD** 30**Feats** Awesome Blow, Cleave, Greater Bull Rush, Improved Bull Rush^B, Improved Overrun, Power Attack**Skills** Appraise +6, Climb +18, Knowledge (dungeoneering) +4 Knowledge (planes) +7, Perception +13, Stealth +4**GREATER EARTH ELEMENTAL****CR 9**

N Huge outsider (earth, elemental, extraplanar)

Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +16**DEFENSE****AC** 21, touch 7, flat-footed 21, (-1 Dex, +14 natural, -2 size)**hp** 136 (13d10+65)**Fort** +13, **Ref** +3, **Will** +8**DR** 10/-; **Immune** elemental traits**OFFENSE****Speed** 20 ft., burrow 20 ft., earth glide**Melee** 2 slams +21 (2d10+10)w/ **Power Attack** 2 slams +17 (2d10+22)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** earth mastery**STATISTICS****Str** 30, **Dex** 8, **Con** 21, **Int** 8, **Wis** 11, **Cha** 11**Base Atk** +13; **CMB** +25; **CMD** 34**Feats** Awesome Blow, Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush^B, Improved Overrun, Improved Sunder, Power Attack**Skills** Appraise +10, Climb +25, Knowledge (dungeoneering) +10, Knowledge (planes) +13, Perception +16, Stealth +7

SPECIAL ABILITIES

Awesome Blow As a standard action, the creature may perform an awesome blow combat maneuver. If the creature's maneuver succeeds against a corporeal opponent smaller than itself, its opponent takes damage (typically slam damage plus Strength bonus) and is knocked flying 10 feet in a direction of the attacking creature's choice and falls prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

Earth Glide (Ex) A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

Elemental Traits Immunity to bleed, paralysis, poison, sleep effects, and stunning. Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.

Greater Bull Rush Whenever you bull rush an opponent, his movement provokes attacks of opportunity from all of your allies (but not you).

Greater Overrun Whenever you overrun opponents, they provoke attacks of opportunity if they are knocked prone by your overrun.

Improved Overrun Targets of your overrun attempt may not choose to avoid you.

ADVANCED STONE GOLEM**CR 12**

N Large construct

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 30, touch 10, flat-footed 28 (+1 Dex, +20 natural, -1 size)**hp** 107 (14d10+30)**Fort** +4, **Ref** +5, **Will** +6**DR** 10/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 20 ft.**Melee** 2 slams +24 (2d10+11)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** slow

STATISTICS

Str 32, **Dex** 13, **Con** —, **Int** —, **Wis** 15, **Cha** 5**Base Atk** +14; **CMB** +26; **CMD** 37

SPECIAL ABILITIES

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.

Immunity to Magic (Ex) A stone 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 *transmute rock to mud* spell slows a stone golem (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points.
- A *stone to flesh* spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.

Slow (Su) A stone golem can use a slow effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet in a burst centered on the golem and a duration of 7 rounds, requiring a DC 17 Will save to negate. The save DC is Constitution-based.

CE Medium outsider (evil, extraplanar)

Init +9; **Senses** darkvision 120 ft.; Perception +27

Aura blinding light (60 feet)

DEFENSE

AC 34, touch 25, flat-footed 28 (+9 deflection, +5 Dex, +1 dodge, +9 natural)

hp 184 (16d10+96)

Fort +16, **Ref** +12, **Will** +12

Immune blindness, fire, poison; **Resist** cold 10, sonic 10

OFFENSE

Speed 30 ft., fly 50 ft. (perfect)

Melee 2 touches +21 (4d10 fire plus burning touch)

Ranged searing ray +21 touch (10d6 fire)

Spell-Like Abilities (CL 12th; concentration +21)

At will—*greater teleport* (self plus 50 lbs. of objects only), *light*, *major image* (DC 22)

3/day—*greater dispel magic*, *mirage arcana* (DC 22), *rainbow pattern* (DC 24), *spell turning*, *sunbeam*, *wall of force*

1/day—*scintillating pattern* (DC 27), *screen* (DC 27), *symbol of insanity* (DC 27)

STATISTICS

Str 14, **Dex** 21, **Con** 22, **Int** 19, **Wis** 15, **Cha** 28

Base Atk +16; **CMB** +18; **CMD** 43

Feats Ability Focus (blinding light), Dodge, Improved Initiative, Lightning Reflexes, Mobility, Skill Focus (Perception), Spring Attack, Weapon Finesse

Skills Bluff +28, Diplomacy +25, Fly +13, Intimidate +28, Knowledge (arcana) +23, Knowledge (planes) +23, Perception +27, Spellcraft +23, Use Magic Device +28

Languages telepathy 120 ft.

SQ radiant armor

SPECIAL ABILITIES

Blinding Light (Ex) A shining child can radiate a 60-foot-radius aura of blinding light as a free action. Creatures within the affected area must succeed on a DC 27 Fortitude save or be permanently blinded. A creature that successfully saves cannot be affected again by the same shining child's aura for 24 hours. The save is Constitution-based.

Burning Touch (Su) A shining child corrupts the positive energy within a living creature into an unnatural burning light. For the next 5 rounds after a successful touch attack by a shining child, the target takes 2d6 points of fire damage. The burning light can be "extinguished" by casting *darkness* or *deeper darkness* on the target, or by entering an area of natural darkness (not counting the light from the burning target).

Radiant Armor (Su) The light that surrounds a shining child grants a deflection bonus to its AC equal to its Charisma bonus. The bonus is negated as long as the shining child is in the area of effect of a spell with the darkness descriptor that is at least 3rd level.

Searing Ray (Su) A shining child's primary attack is a ray of searing light. This attack has a range of 120 feet. The ray deals double damage to undead creatures.

SPELL TURNING

School abjuration; **Level** sorcerer/wizard 7

Casting Time 1 standard action

Components V, S, M/DF (a small silver mirror)

Range personal

Target you

Duration until expended or 10 min./level

Spells and spell-like effects targeted on you are turned back upon the original caster. The abjuration turns only spells that have you as a target. Effect and area spells are not affected. *Spell turning* also fails to stop touch range spells. From seven to ten (1d4+6) spell levels are affected by the turning. The exact number is rolled secretly.

When you are targeted by a spell of higher level than the amount of spell turning you have left, that spell is partially turned. Subtract the amount of spell turning left from the spell level of the incoming spell, then divide the result by the spell level of the incoming spell to see what fraction of the effect gets through. For damaging spells, you and the caster each take a fraction of the damage. For nondamaging spells, each of you has a proportional chance to be the one who is affected. If you and a spellcasting attacker are both warded by *spell turning* effects in operation, a resonating field is created. Roll randomly to determine the result.

d% Effect

01–70 Spell drains away without effect.

71–80 Spell affects both of you equally at full effect.

81–97 Both turning effects are rendered nonfunctional for 1d4 minutes.

98–100 Both of you go through a rift into another plane.

SUNBEAM

School evocation [light]; **Level** druid 7

Casting Time 1 standard action

Components V, S, DF

Range 60 ft.

Area line from your hand

Duration 1 round/level or until all beams are exhausted

Saving Throw Reflex negates and Reflex half; see text; **Spell Resistance** yes

For the duration of this spell, you can use a standard action to evoke a dazzling beam of intense light each round. You can call forth one beam per three caster levels (maximum six beams at 18th level). The spell ends when its duration runs out or your allotment of beams is exhausted.

Each creature in the beam is blinded and takes 4d6 points of damage. Any creatures to which sunlight is harmful or unnatural take double damage. A successful Reflex save negates the blindness and reduces the damage by half.

An undead creature caught within the beam takes 1d6 points of damage per caster level (maximum 20d6), or half damage if a Reflex save is successful. In addition, the beam results in the destruction of any undead creature specifically harmed by bright light if it fails its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

PERIAPT OF WOUND CLOSURE

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

Slot neck; **Price** 15,000 gp; **Weight** —

DESCRIPTION

This stone is bright red and dangles on a gold chain meant to be worn on the neck. The wearer of this periapt automatically becomes stable if his hit points drop below 0 (but not if the damage is enough to kill the wearer). The periapt doubles the wearer's normal rate of healing or allows normal healing of wounds that would not do so normally. Hit point damage caused by bleeding is negated for the wearer of the periapt, but he is still susceptible to damage from bleeding that causes ability damage or drain.

CONSTRUCTION

Requirements Craft Wondrous Item, *heal*; **Cost** 7,500 gp

CONSTRUCT BANE

Aura moderate conjuration; **CL** 8th; **Identify** DC 23

Slot —; **Price** +1 bonus; **Weight** —

DESCRIPTION

A *bane* weapon excels against certain foes. Against a designated foe, the weapon's enhancement bonus is +2 better than its actual bonus. It also deals an extra 2d6 points of damage against the foe.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *summon monster I*; **Cost** +1 bonus

STAFF OF EARTH AND STONE

Aura moderate transmutation; **CL** 11th; **Identify** DC 26

Slot none; **Price** 85,800 gp; **Weight** 5 lbs.

DESCRIPTION

This staff is topped with a fist-sized emerald that gleams with smoldering power. It allows the use of the following spells:

- *Move earth* (1 charge)
- *Passwall* (1 charge)

CONSTRUCTION

Requirements Craft Staff, *move earth*, *passwall*; **Cost** 42,900 gp

STONE OF GOOD LUCK (LUCKSTONE)

Aura faint evocation; **CL** 5th; **Identify** DC 20

Slot none; **Price** 20,000 gp; **Weight** —

DESCRIPTION

This small bit of agate grants its possessor a +1 luck bonus on saving throws, ability checks, and skill checks.

CONSTRUCTION

Requirements Craft Wondrous Item, *divine favor*; **Cost** 10,000 gp

PHILOSOPHER'S STONE

Aura strong transmutation; **CL** 20th; **Identify** DC 35

Slot none; **Weight** 3 lbs.

DESCRIPTION

This rare substance appears to be an ordinary, sooty piece of blackish rock. If the stone is broken open (break DC 20), a cavity is revealed at the stone's heart. This cavity is lined with a magical type of quicksilver that enables any character with at least 10 ranks in Craft (alchemy) to transmute base metals (iron and lead) into silver and gold. A single *philosopher's stone* can turn up to 5,000 pounds of iron into silver (worth 25,000 gp), or up to 1,000 pounds of lead into gold (worth 50,000 gp). However, the quicksilver becomes unstable once the stone is opened and loses its potency within 24 hours, so all transmutations must take place within that period.

The quicksilver found in the center of the stone may also be put to another use. If mixed with any cure potion while the substance is still potent, it creates a special oil of life that acts as a *true resurrection* spell for any dead body it is sprinkled upon.

DESTRUCTION

The philosopher's stone can be destroyed by being placed in the heel of a titan's boot for at least 1 entire week.