

## **Mummy Advanced CR 6**

**XP** 2400

Lawful Evil Medium Undead (Animal) Undead traits

**Init** +2; **Senses** Darkvision 60; Perception +18

### **DEFENSE**

**AC** 24, Touch 12, flat footed 22 ( No Armour, Shield, none)

(+2 Dex, +12 Natural)

**hp** 76 (8d8+32+8);

**Fort** +6, **Ref** +4, **Will** +10

**Damage reduction** 5, **Vulnerability to** Fire

### **OFFENSE**

**Speed** 20

#### **Melee**

**Single Attack** Slam +16 (1d8+13)

#### **Full Attack**

Slam +16 (1d8+13)

**Space** 5ft.; **Reach** 5

#### **Special Attacks**

Mummy Rot DC(18) cure - remove curse then cure disease,

Mummy Rot DC(18) DC fort or 1d6 Con 1d6 Str, 1d6 Chr after 1 min, freq 1/day

### **STATISTICS**

**Str** 28, **Dex** 14, **Con** 0, **Int** 10, **Wis** 18, **Cha** 19

**Base Attack** 6 **CMB** 15 ; **CMD** 27

#### **Feats**

Power Attack: You can choose to take a -1 penalty on all melee attacks and combat maneuver checks to gain a +2 bonus on all melee damage rolls. Every +4 base attack penalty increases by -1 and damage by +2,

Skill Focus (Perception): +3 perception,

Toughness: +3 Hit points or +1 per hit dice,

Weapon Focus: +1 to attack rolls

**Skills** Perception 18, Stealth 13

**Languages** Common

### **ECOLOGY**

**Environment** Any

**Organization** Solitary, Warden squad 2-4, Gardian detail 6-10

**Treasure** Standard

### **SPECIAL ABILITIES**

**Undead traits:** Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).

Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

**Vulnerability to:** A creature with vulnerabilities takes half again as much damage (+50%) from a specific energy type, regardless of whether a saving throw is allowed or if the save is a success or failure. Creatures with a vulnerability that is not an energy type instead take a -4 penalty on saves against spells and effects that cause or use the listed vulnerability (such as spells with the light descriptor). Some creatures might suffer additional effects, as noted in their descriptions.

## **Elemental Fire ,Large Advanced CR 6**

**XP** 2400

Neutral Large Outsider (Animal) Elemental traits, Extraplanar Subtype, Fire Subtype

**Init** +11; **Senses** Darkvision 60; Perception +13

### **DEFENSE**

**AC** 23, Touch 18, flat footed 15 ( No Armour, Shield, none)

(+7 Dex, +6 Natural, -1 size, +1 feats)

**hp** 76 (8d10+32);

**Fort** +10, **Ref** +13, **Will** +6

**Damage reduction** 5/-, **Immunity to** Critical hits and flanking, **Immunity to** Fire, **Vulnerability to** Cold

### **OFFENSE**

**Speed** 50

#### **Melee**

**Single Attack** Slam +14 (1d8+4)

#### **Full Attack**

2 Slam +14 (1d8+4)

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

#### **Special Attacks**

Burn DC(18) deals an extra 2d6 fire damage with slam,

Burn DC(18) If attacked with natural weapons Reflex SV or burning damage,

Burn DC(18) Reflex save or catch fire for 1d4 rounds if hit

### **STATISTICS**

**Str** 18, **Dex** 25, **Con** 18, **Int** 10, **Wis** 15, **Cha** 15

**Base Attack** 8 **CMB** 13 ; **CMD** 32

#### **Feats**

Dodge: Add 1 to AC ,

Improved Initiative: +4 Initiative checks,

Iron Will: +2 on will saves,

Mobility: +4 AC to attacks of opportunity,

Spring Attack: Move before and after melee attack,

Weapon Finesse: Use DEX mod instead of STR mod for melee attack to hit

**Skills** Acrobatics 18, Climb 15, Escape Artist 18, Intimidate 13, Know the Planes 11, Perception 13

**Languages** Ignan

### **ECOLOGY**

**Environment** Elemental Plane of Fire

**Organization** Solitary

**Treasure** None

### **SPECIAL ABILITIES**

**Burn:**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 creatures racial HD + burning creatures 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.

**Elemental traits:**An elemental is a being composed entirely from one of the four classical elements: air, earth, fire, or water. An elemental has the following features. 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. Proficient with natural weapons only, unless generally humanoid in form, in which case proficient with all simple weapons and any weapons mentioned in its entry. Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Elementals do not breathe, eat, or sleep.

## **Sphinx, Gynosphinx Mummy Template/Advanced CR 10**

**XP** 9600

Neutral Large Magical beast (Animal)

**Init** +7; **Senses** Darkvision 60, Darkvision 60ft, Low-light Vision; Perception +25

### **DEFENSE**

**AC** 33, Touch 12, flat footed 30 ( No Armour, Shield, none)

(+3 Dex, +21 Natural, -1 size)

**hp** 66 (12d10);

**Fort** +8, **Ref** +11, **Will** +14

**Damage reduction** 5/-, **Vulnerability** to fire double damage

### **OFFENSE**

**Speed** 40, fly 60ft.

#### **Melee**

**Single Attack** Claw +26 (2d6+15/19-20)

#### **Full Attack**

2 Claw +26 (2d6+15/19-20)

**Space** 10ft.; **Reach** 5

#### **Special Attacks**

Mummy Rot DC(24) creature killed turns to dust and blows away unless both remove disease and rais,

Pounce If charges gets full attack,

Rake 1d6+2 damage if pouncing

#### **Spell-like Abilities**

Spell-like Abilities 1/day locate object, dispel magic, remove curse, legend lore

Spell-like Abilities constant comprehend languages, detect magic, read magic, see invisibility

Spell-like Abilities (CHR) 3rd DC(21) 3/day clairaudience/clairvoyance, detect magic, read magic, see invis

Spell-like Abilities (CHR) 8th DC(26) 1/week cast any symbol DC22

### **STATISTICS**

**Str** 40, **Dex** 17, **Con** 0, **Int** 18, **Wis** 27, **Cha** 27

**Base Attack** 12 **CMB** 28 ; **CMD** 41

#### **Feats**

Alertness: +2 Perception +2 Sense motive,

Combat Casting: +4 Concentration checks for Defensive casting,

Hover: Can Hover,

Improved Critical: Doubles critical chance of weapon,

Improved Initiative: +4 Initiative checks,

Iron Will: +2 on will saves

**Skills** Bluff 18, Diplomacy 18, Fly 9, Intimidate 18, Know Arcana 6, Know Nobility 6, Perception 25, Sense Motive 23, Spellcraft 12

**Languages** Common, Draconic, Sphinx

### **ECOLOGY**

**Environment** Warm deserts

**Organization** Solitary, Covey 2-4

**Treasure** Standard x 2

### **SPECIAL ABILITIES**

**Pounce:**(Ex)When a creature with this special attack makes a charge, it can make a full attack (including rake attacks if the creature also has the rake ability).

**Rake:**A creature with this special attack gains extra natural attacks under certain conditions, typically when it grapples its foe. In addition to the options available to all grapplers, a monster with the rake ability gains two free claw attacks that it can use only against a grappled foe. The bonus and damage caused by these attacks is included in the creatures description. A monster with the rake ability must begin its turn already grappling to use its rake-it can not begin a grapple and rake in the same turn.

## **Mihstu CR 8**

NE Medium Outsider Air Subtype, Elemental Subtype, Extraplanar Subtype, Outsider traits

**Init** +10; **Senses** Darkvision 60; Perception +13

**DEFENSE: AC** 22, Touch 18, flat footed 15 ( No Armour, Shield, none)

(+6 Dex, +5 Natural, +1 feats)

**hp** 92 (8d10+48);

**Fort** +12, **Ref** +12, **Will** +4

**Damage Reduction (Ex)** 10/magic, **Immunity to** electricity, elemental traits, **Spell**

**Resistance**19, **Susceptible To Cold, Wind Defense (Ex)** The churning winds of a mihstus body automatically deflect nonmagical projectiles (such as arrows, bolts, and sling stones). All other ranged weapons (including magical projectiles and thrown weapons) have a 20% miss chance. Weapons of significant size, such as giant-thrown boulders, siege engine projectiles, and other massive ranged weapons are not affected by this ability.

### **OFFENSE**

**Speed** 20, fly 20ft., Fly (good)

#### **Melee**

**Single Attack** Tentacle +14 (1d4+1) (Grab (Ex) tentacles)

#### **Full Attack**

4 Tentacle +14 (1d4+1)(Grab (Ex) tentacles)

**Space** 5ft.; **Reach** 5

#### **Special Attacks**

**Deadly Embrace (Ex)** A mihstu that pins an opponent completely surrounds that creature and deals 1d2 Constitution damage every round as it siphons away blood, tears, and other vital fluids. Maintaining a pin is a free action for a mihstu and it does not gain the grappled condition (allowing it to attack other creatures with its tentacles)

### **STATISTICS**

**Str** 12, **Dex** 23, **Con** 23, **Int** 14, **Wis** 14, **Cha** 13

**Base Attack** 8 **CMB** 9 CMB Bonus +4 grapple; **CMD** 27 CMD Bonus cant be tripped

#### **Feats**

Dodge: Add 1 to AC ,

Improved Initiative: +4 Initiative checks,

Mobility: +4 AC to attacks of opportunity,

Weapon Finesse: Use DEX mod instead of STR mod for melee attack to hit

**Skills** Acrobatics 17, Bluff 12, Escape Artist 17, Fly 21, Know the Planes 13, Perception 13, Sense Motive 13, Stealth 17

**Languages** Auran

### **SPECIAL ABILITIES**

**Gaseous (Ex)** A mihstu can pass through small holes, even cracks, without reducing its speed.

**Susceptible To Cold (Ex)** Magical cold stuns a mihstu rather than damaging it. If the creature fails its save against a magical cold effect, it is stunned for 1 round and then staggered for an additional 1d4 rounds.

**Grab (Ex):**If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. If the creature can use grab on creatures of other sizes, it is noted in the creatures Special Attacks line. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creatures descriptive text). Creatures with the grab special attack receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

## **Golem, Glass CR 9**

**XP** 6400

Neutral Large Construct (Animal) Construct traits

**Init** -1; **Senses** Darkvision 60ft, Low-light Vision

### **DEFENSE**

**AC** 23, Touch 8, flat footed 23 ( No Armour, Shield, none)

(-1 Dex, +15 Natural, -1 size)

**hp** 106 (12d10+10+30);

**Fort** +4, **Ref** +3, **Will** +4

**Damage Reduction (Ex)** 5/adamantine, **Immunity to Magic (Ex)** A glass golem is immune to any spell or spell-like ability that allows spell resistance. In addition: A shatter spell damages a glass golem as if it were a crystalline creature. A keen edge spell affects all of a glass golem's slam attacks as if they were slashing weapons. A magical attack that deals cold damage slows a glass golem (as the slow spell) for 3 rounds (no saving throw). A magical attack that deals fire damage ends any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hps., **Block Attacks (Ex)**, **Damage reduction** 10/epic, **Resistance to** all energy types 15

### **OFFENSE**

**Speed** 30

#### **Melee**

**Single Attack** Slam +16 (2d8+5) (Bleed (Ex) 1D8)

#### **Full Attack**

2 Slam +16 (2d8+5)(Bleed (Ex) 1D8)

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

#### **Special Attacks**

**Dazzling Brightness (Ex)** DC(16) Any sighted creature within 30 feet of a glass golem while the golem is within an area of bright light gains the dazzled condition for 1 round (Fortitude DC 16 negates). Once a creature makes its save against this ability, it is immune to that golem's brightness for 24 hours.

### **STATISTICS**

**Str** 20, **Dex** 9, **Con** 0, **Int** 0, **Wis** 10, **Cha** 10

**Base Attack** 12 **CMB** 18 ; **CMD** 27

### **SPECIAL ABILITIES**

**Bleed (Ex)**:A creature with this ability causes wounds that continue to bleed, inflicting additional damage each round at the start of the affected creatures turn. This bleeding can be stopped by a successful DC 15 Heal skill check or through the application of any magical healing. The amount of damage each round is determined in the creatures entry.

**Construct traits**: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.

**Block Attacks (Ex)**:Once per round, when the creature is hit by a melee or ranged attack, it can attempt a melee attack using its highest attack bonus. If this result exceeds the result from the attack against it, the creature is unaffected by the attack (as if the attack had missed).

**Second Save (Ex)**:Whenever the creature fails a saving throw against an effect with a duration greater than 1 round, it can keep trying to shake off the effect. At the start of its turn, if its still affected, it can attempt the save one more time as a free action. If this save succeeds, the effect affects the creature as if it had succeeded at its initial saving throw.

## **Golem, Wood Advanced CR 7**

**XP** 3200

Neutral Medium Construct (Animal) Construct traits

**Init** +5; **Senses**

### **DEFENSE**

**AC** 23, Touch 15, flat footed 18 ( No Armour, Shield, none)

(+5 Dex, +8 Natural)

**hp** 64 (8d10+20);

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

**Damage reduction** 5/adamantine, **Immunity to** magic -1 A wood golem is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the Fire descriptor, which affect it normally. In addition, certain spells and effects function differently against the creature, as noted below., **Immunity to** magic -2 Warp wood or wood shape slows a wood golem (as the slow spell) for 2d6 rounds (no save). Repel wood drives the golem back 60 feet and deals 2d12 points of damage to it (no save). A magical attack that deals cold damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A wood golem gets no saving throw against attacks that deal cold damage., **Vulnerability to** fire

### **OFFENSE**

**Speed** 30

#### **Melee**

**Single Attack** Slam +14 (2d6+6)

#### **Full Attack**

2 Slam +14 (2d6+6)

**Space** 5ft.; **Reach** 5

#### **Special Attacks**

Splintering (Su) DC(14) as free action every 1d4+1 rnds 20 radius burst 6d6 slashing damage reflex half

### **STATISTICS**

**Str** 22, **Dex** 21, **Con** 0, **Int** 0, **Wis** 10, **Cha** 10

**Base Attack** 8 **CMB** 14 ; **CMD** 29

#### **Feats**

#### **Skills**

**Languages** None

### **ECOLOGY**

**Environment** Any

**Organization** Solitary, Gang 2-4

**Treasure** None

### **SPECIAL ABILITIES**

#### **Splintering (Su):-**

**Construct traits:** 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.

## **Soulbound Shell CR 12**

XP 19,200

N Medium construct

Init +1; Senses darkvision 60 ft., low-light vision; Perception +15

### **DEFENSE**

**AC** 26, touch 11, flat-footed 25 (+4 armor, +1 Dex, +11 natural)

**hp** 132 (15d10+50)

**Fort** +5, **Ref** +6, **Will** +7

DR 10/adamantine and magic; Immune construct traits; SR 23

**Weaknesses** cemented mind, susceptible to mind-affecting effects

### **OFFENSE**

**Speed** 30 ft.

**Melee** mwk dagger +17/+12/+7 (1d4+1/19–20)

### **Wizard Spells Prepared (CL 12th; concentration +17)**

6th—beast shape IV, disintegrate (DC 21)

5th—cloudkill (2, DC 22), dominate person (DC 21), passwall

4th—black tentacles (2), fire shield, shout (DC 19)

3rd—fly, lightning bolt (2, DC 18), stinking cloud (2, DC 20)

2nd—false life (already cast), glitterdust (DC 19), hideous laughter (DC 18), make whole, mirror image

1st—charm person (2, DC 17), expeditious retreat, grease (DC 18), mage armor (already cast), unseen servant

0—acid splash, detect magic, mage hand, read magic

### **STATISTICS**

**Str** 13, **Dex** 13, **Con** —, **Int** 20, **Wis** 10, **Cha** 13

**Base Atk** +15; **CMB** +16; **CMD** 27

**Feats** Combat Casting, Craft Construct B, Greater Spell Focus (conjuration), Improved Iron Will, Iron Will, Skill Focus (Spellcraft), Spell Focus (conjuration), Spell Focus (enchantment), Toughness

**Skills** Craft (sculptures) +20, Disguise +16, Knowledge (arcana) +20, Knowledge (engineering) +20, Perception +15, Spellcraft +26, Use Magic Device +16

**Languages** Aklo, Common, Draconic

### **SPECIAL ABILITIES**

#### **Cemented Mind (Ex)**

A soulbound shell can never change its known or prepared spells.

#### **Soul Focus (Su)**

The soul bound to the shell lives within a gem inside its chest. As long as this soul focus remains intact, it can be used to animate another shell, at the same cost as creating a new soulbound shell, and retains its personality and memories. A soul focus has hardness 8, 12 hit points, and a break DC of 20.

#### **Spells**

A spellbound shell casts spells as a 12th-level cleric, witch, or wizard, but does not gain any other class abilities.

## **Sceaduinar CR 7**

**XP** 3200

NE Medium Outsider Extraplanar Subtype, Outsider traits

**Init** +5; **Senses** Darkvision 120, Lifesense, Low-light Vision; Perception +17

### **DEFENSE**

**AC** 20, Touch 17, flat footed 14 ( No Armour, Shield, none)

(+5 Dex, +4 Natural, +1 feats)

**hp** 85 (9d10+36);

**Fort** +10, **Ref** +11, **Will** +5

**Damage Reduction (Ex)** 10/adamantine or good, **Entropic Flesh (Ex)** Any creature that hits a sceaduinar with a melee attack takes 1d6 points of negative energy damage. Attacking with a weapon that provides reach allows a creature to avoid taking this damage., **Immunity to** cold, death effects, disease, energy drain, poison, **Negative Energy Affinity**, **Resistance to** acid 10, electricity 10, sonic 10, **Spell Resistance** 18, **Void Child (Ex)** Sceaduinars are immune to effects that target souls (such as trap the soul) or require knowledge of a creatures identity (such as scrying).

### **OFFENSE**

**Speed** 40, fly 90ft., Fly (good)

#### **Melee**

**Single Attack** Bite +14 (1d6+3) (Energy Drain (Su) DC(17) bite (1 level, DC 17), Negative Energy bite and wings +1d6)

#### **Full Attack**

Bite +14 (1d6+3)(Energy Drain (Su) DC(17) bite (1 level, DC 17), Negative Energy bite and wings +1d6)

2 Wing +9 (1d6+1)

**Space** 5ft.; **Reach** 5

#### **Special Attacks**

Entropic Touch (Ex) A sceaduinars natural attacks can strike incorporeal creatures as if they were ghost touch weapons. All of a sceaduinars natural attacks deal +1d6 points of negative energy damage to the target. This energy does not heal creatures healed by inflict spells.

#### **Spell-like Abilities**

Spell-like Abilities (CL 9th; concentration +12)

Spell-like Abilities 1/day- antilife shell, greater teleport (self plus 50 lbs. of objects only)

Spell-like Abilities 3/day- deeper darkness, enervation, silence

Spell-like Abilities At Will dimension door (self only), dispel magic

Spell-like Abilities Constant- entropic shield

Spell-like Abilities (CHR) 2nd DC(15) 3/day- death knell, inflict serious wounds

Spell-like Abilities (CHR) 5th DC(18) 1/day- slay living, harm

**Str** 17, **Dex** 20, **Con** 18, **Int** 13, **Wis** 14, **Cha** 17

**Base Attack** 9 **CMB** 12 ; **CMD** 29

#### **Feats**

Dodge: Add 1 to AC ,

Mobility: +4 AC to attacks of opportunity,

Skill Focus (Perception): +3 perception,

Step Up: Take a 5ft step as an Immediate action when foe steps back,

Weapon Finesse: Use DEX mod instead of STR mod for melee attack to hit

**Skills** Escape Artist 17, Fly 9, Intimidate 15, Know Nature 13, Know the Planes 17, Perception 17, Sense Motive 14, Stealth 25

**Languages** Aklo, Common

#### **SPECIAL ABILITIES**

**Energy Drain (Su)**:Some attacks or special abilities cause ability damage or drain, reducing the designated ability score by the listed amount. Ability damage can be healed naturally. Ability drain is permanent and can only be restored through magic

**Negative Energy Affinity**:The creature is alive but is healed by negative energy and harmed by positive energy, as if it were an undead creature.



## **Hound of Tindalos Advanced CR 8**

**XP** 4800

Neutral Evil Medium Outsider (Animal) Evil Subtype, Extraplanar Subtype

**Init** +11; **Senses** Darkvision 120ft; Perception +20

### **DEFENSE**

**AC** 24, Touch 17, flat footed 17 ( No Armour, Shield, none)

(+7 Dex, +7 Natural)

**hp** 105 (10d10+50);

**Fort** +12, **Ref** +14, **Will** +10

**Damage reduction** 10/magic, **Immunity to** mind-affecting effects, poison

### **OFFENSE**

**Speed** 40

#### **Melee**

**Single Attack** Bite +17 (2d6+5)

#### **Full Attack**

Bite +17 (2d6+5)

2 Claw +17 (1d8+5)

**Space** 5ft.; **Reach** 5

#### **Special Attacks**

Otherworldly Mind (Ex) DC(20) Any non-outsider attempting to read the thoughts of a Hound of Tindalos or communicate with it telepathically takes 5d6 points of nonlethal damage and must make a DC 18 Will save or become confused for 2d4 rounds. This is a mind-affecting effect., Ripping Gaze (Su) DC(20) 5d6 slashing damage, 30 feet, Fortitude DC 18 negates. A creature that succeeds on its save is immune to that hound's gaze for 24 hours. Damage caused by a ripping gaze can be defeated by damage reduction, but it bypasses DR/magic and slashing

#### **Spell-like Abilities**

Spell-like Abilities (CL 10th; concentration +13)

Spell-like Abilities (CHR) 2nd DC(17) At will—fog cloud, invisibility

Spell-like Abilities (CHR) 3rd DC(18) 3/day haste, slow

Spell-like Abilities (CHR) 4th DC(19) Constant—air walk At will locate creature, 3/day dimensional anchor

Spell-like Abilities (CHR) 7th DC(22) 3/day greater scrying

Spell-like Abilities (CHR) 8th DC(23) 3/day discern location

### **STATISTICS**

**Str** 21, **Dex** 25, **Con** 20, **Int** 20, **Wis** 25, **Cha** 20

**Base Attack** 10 **CMB** 15 ; **CMD** 32 CMD vs Trip +4

#### **Feats**

Blind-fight: Re-roll miss chance for concealment,

Combat Reflexes: DEX mod additional attacks of opportunity,

Improved Initiative: +4 Initiative checks,

Vital Strike: 1 attack roll damage dice twice,

Weapon Finesse: Use DEX mod instead of STR mod for melee attack to hit

**Skills** Acrobatics 20(Acrobatics when jumping 24), Intimidate 18, Know Arcana 18, Know Geography 15, Know the Planes 18, Perception 20, Sense Motive 20, Stealth 20, Survival 20

**Languages** Aklo

### **SPECIAL ABILITIES**

**Angled Entry (Su)** -1 Hounds of Tindalos move through the dimensions in ways other creatures cannot comprehend. They may use greater teleport (self only) once per round as a swift action and plane shift (self only) 3/day as a standard action (caster level 10th).

**Angled Entry (Su)** -2 A Hound of Tindalos can use these powers anywhere, but its destination point must be adjacent to a fixed angle or corner in the physical environment, such as a wall, floor, or ceiling (as determined by the GM); temporary angles created by cloth, flesh, or Small items are not sufficient. It cannot use these abilities to enter curved architecture or open outdoor environments.

## **Inevitable, Marut CR 15**

**XP** 51200

Lawful neutral Large Outsider Construct traits, Extraplanar Subtype, Inevitable Subtype

**Init** +3; **Senses** Darkvision 60ft, Low-light Vision, True seeing; Perception +26

### **DEFENSE**

**AC** 30, Touch 14, flat footed 26 ( No Armour, Shield, none)

(+3 Dex, +17 Natural, -1 size, +1 feats)

**hp** 214 (16d10+96+30);Regeneration 10 (Chaotic)

**Fort** +16, **Ref** +8, **Will** +13

**Damage reduction** 15/chaotic, **Spell Resistance** 26

### **OFFENSE**

**Speed** 30

#### **Melee**

**Single Attack** Slam +27 (2d6+12) (Fists of Lightning and Thunder (Su) DC(24) (add +2 to DC) plus 3d6 electricity or sonic and blindness or deafness))

#### **Full Attack**

2 Slam +27 (2d6+12)(Fists of Lightning and Thunder (Su) DC(24) (add +2 to DC) plus 3d6 electricity or sonic and blindness or deafness))

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

#### **Special Attacks**

##### **Spell-like Abilities**

Spell-like Abilities (CL 16th; concentration +23)

Spell-like Abilities Constant—air walk, true seeing

Spell-like Abilities (CHR) 3rd DC(20) At will locate creature

Spell-like Abilities (CHR) 4th DC(21) At will—dimension door, fear

Spell-like Abilities (CHR) 5th DC(22) At will greater command, mass inflict light wounds. 1/day mark of justice, wall of force, 1/week plane shift

Spell-like Abilities (CHR) 6th DC(23) At will greater dispel magic, 1/day—chain lightning, circle of death, 1/week geas/quest

Spell-like Abilities (CHR) 8th DC(25) 1/week—earthquake

### **STATISTICS**

**Str** 35, **Dex** 16, **Con** 23, **Int** 12, **Wis** 17, **Cha** 24

**Base Attack** 16 **CMB** 29 ; **CMD** 44

#### **Feats**

Ability Focus: +2 saving throw DC against a special attack,

Awesome Blow: -4 from attack deliver awesome blow knock back 10 ft and prone DC=damage dealt (reflex),

Combat Casting: +4 Concentration checks for Defensive casting,

Dodge: Add 1 to AC ,

Improved Bull Rush: +2 to Bull rush CM and CMD ; no attack of opportunity,

Improved Vital Strike: 1 attack 3 times damage die,

Power Attack: You can choose to take a -1 penalty on all melee attacks and combat maneuver checks to gain a +2 bonus on all melee damage rolls. Every +4 base attack penalty increases by -1 and damage by +2,

Vital Strike: 1 attack roll damage dice twice

**Skills** Diplomacy 26, Intimidate 26, Know Religion 17, Know the Planes 20, Perception 26, Sense Motive 22, Survival 22

**Languages** truespeech

### **ECOLOGY**

**Environment** Any

**Organization** Solitary, Pair, Patrol 3-5

**Treasure** None

### **SPECIAL ABILITIES**

**Faceless (Su)**

**Truespeech (Su)**

**Fists of Lightning and Thunder (Su):** A marut's fists strike with the power of a thunderstorm. For any given slam attack, a marut can choose whether that attack uses lightning or thunder. A lightning attack deals an additional 3d6 points of electricity damage, and the resulting flash blinds the target for 2d6 rounds (Fortitude DC 26 negates the blindness). A thunder attack deals an additional 3d6 points of sonic damage, and the resulting thunderclap deafens the target for 2d6 rounds (Fortitude DC 26 negates the deafness). The save DCs are Constitution-based.

**Construct traits:** 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.