

#6-04 The Beacon Below

Prep Checklist

Area	Minis	Base Size	# of minis	
			7-8	10-11
A2	Mummies	Medium	2	4
A2	Large Fire Elemental	Large	1	2
A2	Fire Mephits	Small	3	4
A3	Undead Sphinx	Large	1	1
A3	Air elementalish creature	Small	1	3 (medium)
B3	Glass golem	Large	1	2
B3	Wood golem	Medium	1	2
B4	Humanoid mannequin	Medium	1	1
B4	Gargoyle creature	Medium	1	1
C	Hound of Tindalos	Medium	1	2
C3	Inevitable, centaur-shaped	Large	2	
C3	Inevitable, stone humanoid	Large		1

Compiled by Carlos Robledo
GA PFS

MUMMY

LE Medium undead

Subtier 7-8

CR 5**Init** +0; **Senses** darkvision 60 ft.; Perception +16**Aura** despair (30 ft., paralyzed for 1d4 rounds, Will DC 16 negates)**DEFENSE****AC** 20, touch 10, flat-footed 20 (+10 natural)**hp** 60 (8d8+24)**Fort** +4, **Ref** +2, **Will** +8**DR** 5/—; **Immune** undead traits**Weaknesses** vulnerable to fire**OFFENSE****Speed** 20 ft.**Melee** slam +14 (1d8+10 plus mummy rot) or PA slam +12 (1d8+16 plus mummy rot)**STATISTICS****Str** 24, **Dex** 10, **Con** —, **Int** 6, **Wis** 15, **Cha** 15**Base Atk** +6; **CMB** +13; **CMD** 23**Feats** Power Attack, Toughness, Skill Focus (Perception), Weapon Focus (slam)**Skills** Perception +16, Stealth +11**Languages** Common**SQ** constructed**SPECIAL ABILITIES**

Despair (Su) All creatures within a 30-foot radius that see a mummy must make a DC 16 Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect. The save DC is Charisma-based.

Mummy Rot (Su) Curse and disease—slam; *save* Fort DC 16; *onset* 1 minute; *frequency* 1/day; *effect* 1d6 Con and 1d6 Cha; *cure* —. Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a resurrection or greater magic. The save DC is Charisma-based.

Constructed (Ex) Badru's mummies are a combination of humanoid remains and inorganic matter animated by a combination of necromancy and golemcraft. As a result, they count as both constructs and undead for the purposes of targeting creatures by type (such as a ranger's favored enemy or the bane weapon special ability).

LARGE FIRE ELEMENTAL**CR 5**

N Large outsider (elemental, extraplanar, fire)

Init +9; **Senses** darkvision 60 ft.; Perception +11**DEFENSE****AC** 19, touch 15, flat-footed 13 (+5 Dex, +1 dodge, +4 natural, –1 size)**hp** 60 (8d10+16)**Fort** +8, **Ref** +11, **Will** +4**DR** 5/—; **Immune** elemental traits, fire**Weaknesses** vulnerability to cold**OFFENSE****Speed** 50 ft.**Melee** 2 slams +12 (1d8+2 plus burn)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** burn (1d8, DC 16)**STATISTICS****Str** 14, **Dex** 21, **Con** 14, **Int** 6, **Wis** 11, **Cha** 11**Base Atk** +8; **CMB** +11; **CMD** 27**Feats** Dodge, Improved Initiative^B, Iron Will, Mobility, Spring Attack, Weapon Finesse^B**Skills** Acrobatics +14, Climb +9, Escape Artist +12, Intimidate +9, Knowledge (planes) +5, Perception +11**FIRE MEPHIT****CR 3**

N Small outsider (varies)

Init +6; **Senses** darkvision 60 ft.; Perception +6**DEFENSE****AC** 17, touch 14, flat-footed 14 (+2 Dex, +1 dodge, +3 natural, +1 size)**hp** 19 (3d10+3); **fast healing** 2 (while touching fire)**Fort** +2, **Ref** +5, **Will** +3**DR** 5/magic; **Immune** fire**Weakness** vulnerable to cold**OFFENSE****Speed** 30 ft., fly 40 ft. (average)**Melee** 2 claws +5 (1d3+1)**Special Attacks** breath weapon (15-foot cone, 1d8 fire, Reflex DC 13 for half)**Spell-Like Abilities** (CL 6th)1/hour—*scorching ray*1/day—*summon* (level 2, 1 fire mephit 25%), *heat metal* (DC 14)**STATISTICS****Str** 13, **Dex** 15, **Con** 12, **Int** 6, **Wis** 11, **Cha** 14**Base Atk** +3; **CMB** +3; **CMD** 15**Feats** Dodge, Improved Initiative**Skills** Bluff +8, Fly +10, Perception +6, Stealth +12**Languages** Common, Ignan**SCALING ENCOUNTER**

Subtier 7–8: Reduce the current hit points of the mummies and fire elemental to 40 each.

ADVANCED MUMMY

LE Medium undead

Subtier 10-11

CR 6**Init** +2; **Senses** darkvision 60 ft.; Perception +18**Aura** despair (30 ft., paralyzed for 1d4 rounds, Will DC 18 negates)**DEFENSE****AC** 24, touch 12, flat-footed 22 (+2 Dex, +12 natural)**hp** 76 (8d8+40)**Fort** +6, **Ref** +4, **Will** +10**DR** 5/—; **Immune** undead traits**Weaknesses** vulnerable to fire**OFFENSE****Speed** 20 ft.**Melee** slam +16 (1d8+13 plus mummy rot) or PA slam +14 (1d8+19 plus mummy rot)**STATISTICS****Str** 28, **Dex** 14, **Con** —, **Int** 10, **Wis** 19, **Cha** 19**Base Atk** +6; **CMB** +15; **CMD** 27**Feats** Power Attack, Toughness, Skill Focus (Perception), Weapon Focus (slam)**Skills** Perception +18, Stealth +13**Languages** Common**SQ** constructed**SPECIAL ABILITIES**

Despair (Su) All creatures within a 30-foot radius that see a mummy must make a DC 18 Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect. The save DC is Charisma-based.

Mummy Rot (Su) Curse and disease—slam; *save* Fort DC 18; *onset* 1 minute; *frequency* 1/day; *effect* 1d6 Con and 1d6 Cha; *cure* —. Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a resurrection or greater magic. The save DC is Charisma-based.

Constructed (Ex) Badru's mummies are a combination of humanoid remains and inorganic matter animated by a combination of necromancy and golemcraft. As a result, they count as both constructs and undead for the purposes of targeting creatures by type (such as a ranger's favored enemy or the bane weapon special ability).

ADVANCED LARGE FIRE ELEMENTAL**CR 6**

N Large outsider (elemental, extraplanar, fire)

Init +11; **Senses** darkvision 60 ft.; Perception +13**DEFENSE****AC** 23, touch 17, flat-footed 15 (+7 Dex, +1 dodge, +6 natural, –1 size)**hp** 76 (8d10+32)**Fort** +10, **Ref** +13, **Will** +6**DR** 5/—; **Immune** elemental traits, fire**Weaknesses** vulnerability to cold**OFFENSE****Speed** 50 ft.**Melee** 2 slams +14 (1d8+4 plus burn)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** burn (1d8, DC 18)**STATISTICS****Str** 18, **Dex** 25, **Con** 18, **Int** 10, **Wis** 15, **Cha** 15**Base Atk** +8; **CMB** +13; **CMD** 31**Feats** Dodge, Improved Initiative^B, Iron Will, Mobility, Spring Attack, Weapon Finesse^B**Skills** Acrobatics +16, Climb +11, Escape Artist +14, Intimidate +11, Knowledge (planes) +7, Perception +13**ADVANCED FIRE MEPHIT****CR 4**

N Small outsider (varies)

Init +8; **Senses** darkvision 60 ft.; Perception +8**DEFENSE****AC** 21, touch 16, flat-footed 16 (+4 Dex, +1 dodge, +5 natural, +1 size)**hp** 25 (3d10+9); **fast healing** 2 (while touching fire)**Fort** +4, **Ref** +7, **Will** +5**DR** 5/magic; **Immune** fire**Weakness** vulnerable to cold**OFFENSE****Speed** 30 ft., fly 40 ft. (average)**Melee** 2 claws +7 (1d3+3)**Special Attacks** breath weapon (15-foot cone, 1d8 fire, Reflex DC 15 for half)**Spell-Like Abilities** (CL 6th)1/hour—*scorching ray*1/day—*summon* (level 2, 1 fire mephit 25%), *heat metal* (DC 16)**STATISTICS****Str** 17, **Dex** 19, **Con** 16, **Int** 10, **Wis** 15, **Cha** 18**Base Atk** +3; **CMB** +5; **CMD** 19**Feats** Dodge, Improved Initiative**Skills** Bluff +10, Fly +12, Perception +8, Stealth +14**Languages** Common, Ignan**SCALING ENCOUNTER**

Subtier 10-11: Reduce the current hit points of the mummies and fire elemental to 50 each.

SARUNA

NE Large undead (augmented magical beast)

Subtier 7-8

CR 9

Init +5; **Senses** darkvision 60 ft., *detect magic*, low-light vision, *see invisibility*;

Perception +21

Aura frightful presence (30 ft., DC 20, 1d6 rounds)**DEFENSE****AC** 25, touch 10, flat-footed 24 (+1 Dex, +15 natural, -1 size)**hp** 114 (12d8+60)**Fort** +12, **Ref** +9, **Will** +10**DR** 5/—; **Immune** undead traits**Weaknesses** vulnerable to fire**OFFENSE****Speed** 30 ft., fly 50 ft. (clumsy)**Melee** 2 claws +19 (3d6+8/19–20)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** burst of vengeance, **dust stroke**, pounce, rake (2 claws +19, 3d6+8/19–20)**Spell-Like Abilities** (CL 12th; concentration +16)Constant—*comprehend languages*, *detect magic*, *read magic*, *see invisibility*
3/day—*clairaudience/clairvoyance*1/day—*dispel magic*, *legend lore*, *locate object*, *remove curse*1/week—any one of the following, with a maximum duration of 1 week: *symbol of fear* (DC 20), *symbol of pain* (DC 19), *symbol of persuasion* (DC 20), *symbol of sleep* (DC 19), *symbol of stunning* (DC 21)**STATISTICS****Str** 26, **Dex** 13, **Con** —, **Int** 16, **Wis** 19, **Cha** 19**Base Atk** +12; **CMB** +21; **CMD** 32 (36 vs. trip)**Feats** Alertness, Combat Casting, Hover, Improved Critical (claw), Improved Initiative, Improved Natural Attack^B (claw), Iron Will, Toughness^B**Skills** Bluff +12, Diplomacy +12, Fly +2, Intimidate +12, Knowledge (history) +5, Knowledge (religion) +5, Perception +21, Sense Motive +18, Spellcraft +11, Stealth +12; **Racial Modifiers** +4 Stealth**Languages** Ancient Osiriani, Draconic, Sphinx; *comprehend languages***Combat Gear** *wand of dimension door* (5 charges), *wand of displacement* (10 charges); **Other Gear** *pendant of vast intelligence* +2 (Use Magic Device)**SPECIAL ABILITIES****Burst of Vengeance (Su)** Despite its slow, lumbering nature, a mummified creature is capable of lurching forward to attack with a short but surprising explosion of speed. Twice per day as a swift action, a mummified creature may act as if affected by a haste spell for 1 round.**Dust Stroke (Su)** A creature killed by a mummified creature's natural attack or slam attack is disintegrated into a cloud of dust and ash, completely destroying the victim's body (as disintegrate).

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YOUNG MIHSTU

NE Small outsider (air, elemental, extraplanar)

Subtier 7-8

CR 7

Init +12; **Senses** darkvision 60 ft.; Perception +13**DEFENSE****AC** 23, touch 20, flat-footed 14 (+8 Dex, +1 size, +1 dodge, +3 natural)**hp** 76 (8d10+32)**Fort** +10, **Ref** +14, **Will** +4**Defensive Abilities** wind defense; **DR** 10/magic; **Immune** electricity, elemental traits;**SR** 19**Weaknesses** susceptible to cold**OFFENSE****Speed** 20 ft., fly 20 ft. (good)**Melee** 4 tentacles +17 (1d3-1 plus grab)**Special Attacks** deadly embrace**STATISTICS****Str** 8, **Dex** 27, **Con** 19, **Int** 14, **Wis** 14, **Cha** 13**Base Atk** +8; **CMB** +6 (+10 grapple); **CMD** 25 (can't be tripped)**Feats** Dodge, Improved Initiative, **Mobility**, Weapon Finesse**Skills** Acrobatics +19, Bluff +12, Escape Artist +19, Fly +23, Knowledge (planes) +13, Perception +13, Sense Motive +13, Stealth +23**Languages** Auran**SQ** gaseous**SPECIAL ABILITIES****Gaseous (Ex)** A mihstu can pass through small holes, even cracks, without reducing its speed.**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). **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.**Wind Defense (Ex)** The churning winds of a mihstu's 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.**SCALING ENCOUNTER**

Subtier 7–8: Remove the young mihstu from the encounter.

SARUNA

Subtier 10-11

CR 10

NE Large undead (augmented magical beast)

Init +7; **Senses** darkvision 60 ft., *detect magic*, low-light vision, *see invisibility*;

Perception +23

Aura frightful presence (30 ft., DC 22, 1d6 rounds)**DEFENSE****AC** 29, touch 12, flat-footed 26 (+3 Dex, +17 natural, -1 size)**hp** 138 (12d8+84)**Fort** +14, **Ref** +11, **Will** +12**DR** 5/—; **Immune** undead traits**Weaknesses** vulnerable to fire**OFFENSE****Speed** 30 ft., fly 50 ft. (clumsy)**Melee** 2 claws +21 (3d6+10/19–20)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** burst of vengeance, **dust stroke**, pounce, rake (2 claws +21, 3d6+10/19–20)**Spell-Like Abilities** (CL 12th; concentration +18)Constant—*comprehend languages*, *detect magic*, *read magic*, *see invisibility*
3/day—*clairaudience/clairvoyance*1/day—*dispel magic*, *legend lore*, *locate object*, *remove curse*1/week—any one of the following, with a maximum duration of 1 week: *symbol of fear* (DC 22), *symbol of pain* (DC 21), *symbol of persuasion* (DC 22), *symbol of sleep* (DC 21), *symbol of stunning* (DC 23)**STATISTICS****Str** 30, **Dex** 17, **Con** —, **Int** 20, **Wis** 23, **Cha** 23**Base Atk** +12; **CMB** +23; **CMD** 36 (40 vs. trip)**Feats** Alertness, Combat Casting, Hover, Improved Critical (claw), Improved Initiative, Improved Natural Attack^B (claw), Iron Will, Toughness^B**Skills** Bluff +14, Diplomacy +14, Fly +4, Intimidate +14, Knowledge (history) +7, Knowledge (religion) +7, Perception +23, Sense Motive +20, Spellcraft +13, Stealth +14; **Racial Modifiers** +4 Stealth**Languages** Ancient Osiriani, Draconic, Sphinx; *comprehend languages***Combat Gear** *wand of dimension door* (5 charges), *wand of displacement* (10 charges); **Other Gear** *pendant of vast intelligence* +2 (Use Magic Device)**SPECIAL ABILITIES****Burst of Vengeance (Su)** Despite its slow, lumbering nature, a mummified creature is capable of lurching forward to attack with a short but surprising explosion of speed. Twice per day as a swift action, a mummified creature may act as if affected by a haste spell for 1 round.**Dust Stroke (Su)** A creature killed by a mummified creature's natural attack or slam attack is disintegrated into a cloud of dust and ash, completely destroying the victim's body (as disintegrate).

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MIHSTU

Subtier 10-11

CR 8

NE Medium outsider (air, elemental, extraplanar)

Init +10; **Senses** darkvision 60 ft.; Perception +13**DEFENSE****AC** 22, touch 17, flat-footed 15 (+6 Dex, +1 dodge, +5 natural)**hp** 92 (8d10+48)**Fort** +12, **Ref** +12, **Will** +4**Defensive Abilities** wind defense; **DR** 10/magic; **Immune** electricity, elemental traits;**SR** 19**Weaknesses** susceptible to cold**OFFENSE****Speed** 20 ft., fly 20 ft. (good)**Melee** 4 tentacles +14 (1d4+1 plus grab)**Special Attacks** deadly embrace**STATISTICS****Str** 12, **Dex** 23, **Con** 23, **Int** 14, **Wis** 14, **Cha** 13**Base Atk** +8; **CMB** +9 (+13 grapple); **CMD** 26 (can't be tripped)**Feats** Dodge, Improved Initiative, **Mobility**, Weapon Finesse**Skills** Acrobatics +17, Bluff +12, Escape Artist +17, Fly +21, Knowledge (planes) +13, Perception +13, Sense Motive +13, Stealth +17**Languages** Auran**SQ** gaseous**SPECIAL ABILITIES****Gaseous (Ex)** A mihstu can pass through small holes, even cracks, without reducing its speed.**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). **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.**Wind Defense (Ex)** The churning winds of a mihstu's 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.**SCALING ENCOUNTER**

Subtier 10–11: Remove one mihstu from the encounter.

GUARDIAN OF ISIS

CR 8

N Large construct

Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 25, touch 8, flat-footed 25 (–1 Dex, +17 natural, –1 size)

hp 116 (12d10+50)

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

Defensive Abilities block attacks, reflect spells; **DR** 5/adamantine and 10/epic;

Immune magic, construct traits; **Resist** acid 15, cold 15, electricity 15, fire 15; second save

OFFENSE

Speed 30 ft.

Melee 2 slams +16 (2d8+5 plus bleed)

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

Special Attacks bleed (1d8), dazzling brightness

STATISTICS

Str 20, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +12; **CMB** +18; **CMD** 27

SPECIAL ABILITIES

Block Attacks (1/round) (Ex) When hit by an attack, make a melee attack at your highest bonus vs. their attack result, if equal or higher, the attack misses.

Dazzling Brightness (Ex) A glass golem in an area of bright light dazzles any creature within 30 feet that sees it 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. The DC is Constitution-based.

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

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 hit points. A glass golem gets no saving throw against fire effects.

Reflect Spells (Ex) As a free action once every 1d4 rounds, a glass golem can align its internal structure to enhance its resistance to magic for 1 round. During this time, the golem reflects spells (even spells that function differently against the golem as described in its immune to magic ability) as if under the effect of a spell turning spell.

Second Save (Ex) If you fail a save vs a spell with a duration of greater than one round, you get another save every round.

ADVANCED WOOD GOLEM

CR 7

N Medium construct

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

DEFENSE

AC 21, touch 15, flat-footed 18 (+5 Dex, +8 natural)

hp 64 (8d10+20)

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

DR 5/adamantine; **Immune** construct traits, magic

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.

Melee 2 slams +14 (2d6+6)

Special Attacks splintering

STATISTICS

Str 22, **Dex** 21, **Con** —, **Int** —, **Wis** 21, **Cha** 5

Base Atk +8; **CMB** +14; **CMD** 29

SPECIAL ABILITIES

Immunity to Magic (Ex) 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.

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.

Splintering (Su) As a free action once every 1d4+1 rounds, a wood golem can launch a barrage of razor-sharp wooden splinters from its body in a 20-foot-radius burst. All creatures caught within this area take 6d6 points of slashing damage (Reflex DC 14 halves). The save DC is Constitution-based.

SCALING ENCOUNTER

Subtier 7–8: The golems begin the combat with the staggered condition for 1 round, and they have the entangled condition for 2 rounds after that.

Subtier 10–11: Remove the wood golems from the encounter.

BADRU IBIDAU

Subtier 7-8

CR 7

NE Medium construct

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +10**DEFENSE****AC** 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)**hp** 85 (10d10+30)**Fort** +3, **Ref** +6, **Will** +3**DR** 5/magic; **Immune** construct traits**Weaknesses** susceptible to mind-affecting effects**OFFENSE****Speed** 30 ft.**Melee** 2 claws +15 (1d8+4 plus grab)**Special Attacks** constrict (1d8+4)**Spell-Like Abilities** (CL 10th; concentration +9)At will—*detect poison, light, mage hand, open/close, prestidigitation*3/day—*alarm, feather fall, hold portal*1/day—*disguise self* (see below), *levitate, enervation***STATISTICS****Str** 18, **Dex** 16, **Con** —, **Int** 11, **Wis** 10, **Cha** 9**Base Atk** +10; **CMB** +14 (+18 grapple); **CMD** 27**Feats** Improved Initiative, Martial Weapon Proficiency (any one), Throw Anything, Toughness, Weapon Focus (claw)**Skills** Intimidate +9, Perception +10, Use Magic Device +10**Languages** Ancient Osiriani**SQ** alignment variation, master archivist, soul focus**Gear** *scroll of glitterdust, wand of make whole* (5 charges), *wand of mirror image* (5 charges)**SPECIAL ABILITIES****Disguise Self (Sp)** The soulbound mannequin can only disguise itself as the living person it used to be at approximately the age it was when its soul was used to make the mannequin (this allows it to take the appearance of another creature type).**Master Archivist (Ex)** Badru gains a +10 bonus on Use Magic Device checks and can always take 10 on those checks. When attempting a saving throw against the effect of a cursed item, he rolls twice and takes the higher result.**Soul Focus (Su)** The soul bound to the mannequin lives within a focus integrated into the doll or its apparel, typically a carved mask. As long as this soul focus remains intact, it can be used to animate another mannequin, at the same cost as creating a new soulbound mannequin. The new mannequin retains its personality and memories. A soul focus has hardness 8, 12 hit points, and a break DC of 20.**Susceptible to Mind-Affecting Effects (Ex)** Unlike most constructs, a soulbound mannequin is not immune to mind-affecting effects.**SCEADUINAR**

CR 7

NE Medium outsider (extraplanar)

Init +5; **Senses** darkvision 120 ft., lifestense, low-light vision; Perception +17**DEFENSE****AC** 20, touch 16, flat-footed 14 (+5 Dex, +1 dodge, +4 natural)**hp** 85 (9d10+36)**Fort** +10, **Ref** +11, **Will** +5**Defensive Abilities** **entropic flesh**, negative energy affinity, void child; **DR**10/adamantine or good; **Immune** cold, death effects, disease, energy drain, poison;**Resist** acid 10, electricity 10, sonic 10; **SR** 18**OFFENSE****Speed** 40 ft., fly 90 ft. (good)**Melee** bite +14 (1d6+3 plus 1d6 negative energy and energy drain), 2 wings +9 (1d6+1 plus 1d6 negative energy)**Special Attacks** energy drain (1 level, DC 17), entropic touch**Spell-Like Abilities** (CL 9th; concentration +12)Constant—*entropic shield, hide from undead* (DC 14)At will—*bleed* (DC 13), *dimension door* (self only), *dispel magic*3/day—*death knell* (DC 15), *deeper darkness, enervation, inflict serious wounds* (DC 16), *silence*1/day—*antilife shell, greater teleport* (self plus 50 lbs. of objects only), *harm* (DC 19), *slay living* (DC 18)**STATISTICS****Str** 17, **Dex** 20, **Con** 18, **Int** 13, **Wis** 14, **Cha** 17**Base Atk** +9; **CMB** +12; **CMD** 28**Feats** Dodge, Mobility, Skill Focus (Perception), **Step Up**, Weapon Finesse**Skills** Escape Artist +17, Fly +9, Intimidate +15, Knowledge (nature) +13, Knowledge (planes) +17, Perception +17, Sense Motive +14, Stealth +25; **Racial Modifiers** +4 Knowledge (planes), +8 Stealth**Languages** Aklo, Common**SPECIAL ABILITIES****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.**Entropic Touch (Ex)** A sceaduinar's natural attacks can strike incorporeal creatures as if they were ghost touch weapons. All of a sceaduinar's natural attacks deal +1d6 points of negative energy damage to the target. This energy does not heal creatures healed by inflict spells.**Void Child (Ex)** Sceaduinars are immune to effects that target souls (such as *trap the soul*) or require knowledge of a creature's identity (such as *scrying*). When one is slain, it cannot be restored to life by magic save by a *miracle* or *wish*, or by divine intervention.

BADRU IBIDAU

Subtier 10-11

CR 12

NE 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 +26**Languages** Aklo, Ancient Osiriani, Draconic**SQ** soul focus, master archivist**Gear** mwk dagger, *scroll of glitterdust*, *scroll of disintegrate*, *wand of make whole* (5 charges), *wand of mirror image* (5 charges)**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.**SCALING ENCOUNTER***Subtier 7–8:* Remove the sceeduinar from the encounter.*Subtier 10–11:* Badru has expended his 6th-level spells for the day and has misplaced his scroll of disintegrate beneath one of the workbenches. Also, remove the sceeduinar from the encounter.

HOUND OF TINDALOS

Subtier 7-8

CR 7

NE Medium outsider (evil, extraplanar)

Init +9; **Senses** darkvision 120 ft.; Perception +18**DEFENSE****AC** 20, touch 15, flat-footed 15 (+5 Dex, +5 natural)**hp** 85 (10d10+30)**Fort** +10, **Ref** +12, **Will** +8**DR** 10/magic; **Immune** mind-affecting effects, poison**OFFENSE****Speed** 40 ft.**Melee** bite +15 (2d6+3), 2 claws +15 (1d8+3)**Special Attacks** ripping gaze**Spell-Like Abilities** (CL 10th; concentration +13)Constant—*air walk*At will—*fog cloud, invisibility, locate creature*3/day—*dimensional anchor, discern location, greater scrying* (DC 20), *haste, slow* (DC 16)**STATISTICS****Str** 17, **Dex** 21, **Con** 16, **Int** 16, **Wis** 21, **Cha** 16**Base Atk** +10; **CMB** +13; **CMD** 28 (32 vs. trip)**Feats** Blind-Fight, Combat Reflexes, Improved Initiative, Vital Strike, Weapon Finesse**Skills** Acrobatics +18 (+22 jump), Intimidate +16, Knowledge (arcana) +16,

Knowledge (geography) +13, Knowledge (planes) +16, Perception +18, Sense Motive +18, Stealth +18, Survival +18

Languages Aklo**SQ** angled entry, otherworldly mind**SPECIAL ABILITIES**

Angled Entry (Su) 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). 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.

Otherworldly Mind (Ex) 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. The save DC is Charisma-based.

Ripping Gaze (Su) 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. The save DC is Charisma-based.

ADVANCED HOUND OF TINDALOS

Subtier 10-11

CR 8

NE Medium outsider (evil, extraplanar)

Init +11; **Senses** darkvision 120 ft.; Perception +20**DEFENSE****AC** 24, touch 17, flat-footed 17 (+7 Dex, +7 natural)**hp** 105 (10d10+50)**Fort** +12, **Ref** +14, **Will** +10**DR** 10/magic; **Immune** mind-affecting effects, poison**OFFENSE****Speed** 40 ft.**Melee** bite +17 (2d6+5), 2 claws +17 (1d8+5)**Special Attacks** ripping gaze**Spell-Like Abilities** (CL 10th; concentration +15)Constant—*air walk*At will—*fog cloud, invisibility, locate creature*3/day—*dimensional anchor, discern location, greater scrying* (DC 22), *haste, slow* (DC 18)**STATISTICS****Str** 21, **Dex** 25, **Con** 20, **Int** 20, **Wis** 25, **Cha** 20**Base Atk** +10; **CMB** +15; **CMD** 32 (36 vs. trip)**Feats** Blind-Fight, Combat Reflexes, Improved Initiative, Vital Strike, Weapon Finesse**Skills** Acrobatics +20 (+24 jump), Intimidate +18, Knowledge (arcana) +18,

Knowledge (geography) +15, Knowledge (planes) +18, Perception +20, Sense Motive +20, Stealth +20, Survival +20

Languages Aklo**SQ** angled entry, otherworldly mind**SPECIAL ABILITIES****Angled Entry (Su)** See 7-8 Subtier.

Otherworldly Mind (Ex) 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 20 Will save or become confused for 2d4 rounds. This is a mind-affecting effect. The save DC is Charisma-based.

Ripping Gaze (Su) 5d6 slashing damage, 30 feet, Fortitude DC 20 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. The save DC is Charisma-based.

SCALING ENCOUNTER

To accommodate a group of four PCs, increase the time it takes for the Sky Vault of Ra to fall increases by 30 seconds (5 rounds).

ZELEKHUT

Subtier 7-8

CR 9

LN Large outsider (extraplanar, inevitable, lawful)

Init +9; **Senses** darkvision 60 ft., low-light vision, *true seeing*; Perception +20**DEFENSE****AC** 24, touch 15, flat-footed 18 (+5 Dex, +1 dodge, +9 natural, -1 size)**hp** 115 (10d10+60); **regeneration 5 (chaotic)****Fort** +10, **Ref** +8, **Will** +10**Defensive Abilities** constructed; **DR** 10/chaotic; **SR** 20**OFFENSE****Speed** 50 ft., fly 60 ft. (average)**Melee** 2 chains +17 (2d6+7 plus 1d6 electricity and trip)**Space** 10 ft.; **Reach** 10 ft.**Spell-Like Abilities** (CL 10th; concentration +13)Constant—*true seeing*At will—*clairaudience/clairvoyance, dimensional anchor, dispel magic, fear* (DC 17), *hold person* (DC 16), *locate creature*3/day—*hold monster* (DC 18), *mark of justice*1/week—*lesser geas* (DC 17)**STATISTICS****Str** 25, **Dex** 20, **Con** 16, **Int** 10, **Wis** 17, **Cha** 17**Base Atk** +10; **CMB** +18; **CMD** 34 (38 vs. trip)**Feats** Dodge, Improved Initiative, Mobility, Weapon Focus (chain), Vital Strike**Skills** Acrobatics +18 (+26 jump), Diplomacy +16, Fly +16, Perception +20, SenseMotive +20, Survival +16; **Racial Modifiers** +4 Perception, +4 Sense Motive**Languages** truespeech**SQ** chains**SPECIAL ABILITIES****Chains (Ex)** A zelekhut's arms end in long lengths of barbed metal. These chains deal slashing damage and 1d6 points of electricity damage with each hit.**SCALING ENCOUNTER***Subtier 7–8: Reduce the zelekhuts' damage reduction to 5/chaotic and their spell resistance to 18. In addition, they suffer all the penalties of the sickened condition.**Subtier 10–11: Reduce the marut's damage reduction to 10/chaotic, its spell resistance to 23, and the save DC of its fists of lightning and thunder ability to 22. In addition, it suffers all the penalties of the sickened condition.***MARUT**

Subtier 10-11

CR 15

LN Large outsider (extraplanar, inevitable, lawful)

Init +3; **Senses** darkvision 60 ft., low-light vision, *true seeing*; Perception +26**DEFENSE****AC** 30, touch 13, flat-footed 26 (+3 Dex, +1 dodge, +17 natural, -1 size)**hp** 214 (16d10+126); **regeneration 10 (chaotic)****Fort** +16, **Ref** +8, **Will** +13**Defensive Abilities** constructed; **DR** 15/chaotic; **SR** 26**OFFENSE****Speed** 30 ft.**Melee** 2 slams +27 (2d6+12 plus 3d6 electricity or sonic and blindness or deafness)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** fists of lightning and thunder**Spell-Like Abilities** (CL 16th; concentration +23)Constant—*air walk, true seeing*At will—*dimension door, fear* (DC 21), *greater command* (DC 22), *greater dispel magic, mass inflict light wounds* (DC 22), *locate creature*1/day—*chain lightning* (DC 23), *circle of death* (DC 23), *mark of justice, wall of force*1/week—*earthquake* (DC 25), *geas/quest, plane shift* (DC 22)**STATISTICS****Str** 35, **Dex** 16, **Con** 23, **Int** 12, **Wis** 17, **Cha** 24**Base Atk** +16; **CMB** +29; **CMD** 43**Feats** Ability Focus (fists of lightning and thunder), Awesome Blow, Combat Casting, Dodge, Improved Bull Rush, Improved Vital Strike, Power Attack, Vital Strike**Skills** Diplomacy +26, Intimidate +26, Knowledge (planes) +20, Knowledge (religion) +20, Perception +26, Sense Motive +22, Survival +22; **Racial Modifiers** +4 Perception**Languages** truespeech**SPECIAL ABILITIES****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.

End of the scenario:

Reporting Notes

Event	Check box
Saruna survives until the end of the scenario	A
Badru survives until the end of the scenario	B
Members of the Dark Archive faction successfully recruit the surviving apprentice to assist Zarta Dralneen	C
The PCs successfully map out Tahonikepsu's route through the Pillars of the Sun without her or her acolytes noticing	D

Primary Success Condition

If the PCs reach the library, discover the *Crystal Beacon*, and prevent its destruction, award each PC 1 Prestige Point.

Secondary Success Condition

If the PCs earn at least 4 Preservation Points by cataloging and saving relics within the archive, award each PC 1 additional Prestige Point.

Factions and Boons

All Factions

Requisite: If the Pathfinders earn 8 or more Preservation Points

Reward: Relic Guardian boon on their Chronicle sheet

Dark Archive

Requisite: If the party allied with Badru or Saruna and a faction member recruited either character to join or train the faction's curators

Reward: The appropriate Recruiter boon on their Chronicle sheet

Sovereign Court

Requisite: Complete both the primary and secondary success conditions

Reward: Honored Acolyte boon on their Chronicle sheet