

A1. The Learned Crane

SCALING ENCOUNTER A1

To accommodate parties of four PCs, remove two Xun bodyguards from the encounter in both subtiers

SHADOW ORCHID CR 7

Female venerable elf monk 7/assassin 6

LE Medium humanoid (elf)

Init +1; **Senses** low-light vision; Perception +18

DEFENSE

AC 16, touch 16, flat-footed 14 (+1 Dex, +1 dodge, +1 monk, +3 Wis)

hp 75 (13 HD; 7d8+6d8+13)

Fort +7, **Ref** +9, **Will** +10; +2 vs. enchantments, +3 vs. poison

Defensive Abilities evasion; **Immune** sleep, disease

OFFENSE

Speed 50 ft.

Melee unarmed strike +11/+6 (1d8-2/19-20) or

flurry of blows +11/+11/+6/+1 (1d8-2)

Special Attacks death attack (DC 18), flurry of blows, quiet death, sneak attack +3d6, stunning fist (8/day, DC 19), swift death 1/day, true death (DC 21)

STATISTICS

Str 7, **Dex** 13, **Con** 10, **Int** 15, **Wis** 16, **Cha** 11

Base Atk +9; **CMB** +9; **CMD** 23

Feats Deflect Arrows, Dodge, Extra Ki, Improved Critical (unarmed strike), Improved Unarmed Strike, Mobility, Scorpion Style, Spring Attack, Stunning Fist, Toughness, Weapon Finesse, Weapon Focus (unarmed strike)

Skills Acrobatics +14 (+29 when jumping), Bluff +6, Climb +8, Diplomacy +6, Disguise -5, Escape Artist +14, Knowledge (arcana) +4, Knowledge (history) +12, Knowledge (religion) +6, Linguistics +9, Perception +18, Profession (bookshop owner) +7, Sense Motive +16, Sleight of Hand -1, Spellcraft +0 (+2 to identify magic item properties), Stealth +4; **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties

SQ advanced age, curse of the *Abysium Codex*, elven magic, fast movement, hidden weapons, high jump, improved uncanny dodge, ki pool (8 points, magic), maneuver training, poison use, purity of body, slow fall 30 ft., weapon familiarity, well-read, wholeness of body

Languages Common, Draconic, Elven, Infernal, Kelish, Tengu, Tien, Vudrani

SPECIAL ABILITIES

Advanced Age Because Shadow Orchid's age and lack of equipment hinders her more than her experience benefits her, her challenge rating is 5 lower than a normal character of her level.

Curse of the Abysium Codex Shadow Orchid was the last creature to possess the *Abysium Codex*, and thus suffers the ongoing effects of its curse. She suffers a -10 penalty on all Disguise, Sleight of Hand, and Stealth checks as a result.

Well-Read Shadow Orchid has studied extensively in her retirement, including reading several

magical books that left her permanently changed. These books granted her the following inherent bonuses: +1 Dex, +2 Con, +1 Wis.

XUN BODYGUARDS (4) CR 3

Human fighter 2/rogue 2

NE Medium humanoid (human)

Init +3; **Senses** Perception +8

DEFENSE

AC 17, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 dodge, +1 natural)

hp 34 each (4 HD; 2d10+2d8+10)

Fort +5, **Ref** +7, **Will** +2; +1 vs. fear, +1 vs. traps

Defensive Abilities bravery +1, evasion

OFFENSE

Speed 30 ft.

Melee mwk kukri +8 (1d4+3/18-20)

Ranged light crossbow +6 (1d8/19-20)

Special Attacks sneak attack +1d6

STATISTICS

Str 16, **Dex** 16, **Con** 13, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +3; **CMB** +6; **CMD** 20

Feats Combat Reflexes, Dodge, Mobility, Toughness, Weapon Finesse, Weapon Focus (kukri)

Skills Acrobatics +10, Bluff +6, Climb +8, Disable Device +7, Intimidate +3, Perception +8, Sense Motive +8, Stealth +10

SQ rogue talents (finesse rogue), trapfinding +1

Languages Tien

Combat Gear tanglefoot bag; **Other Gear** lamellar cuirass, mwk kukri, light crossbow with 20 bolts, *amulet of natural armor* +1, *cloak of resistance* +1, 41 gp

Improved Uncanny Dodge (Ex): A rogue of 8th level or higher can no longer be flanked.

This defense denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Mobility: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

Dodge bonuses stack with each other, unlike most types of bonuses.

Scorpion Style: To use this feat, you must make a single unarmed attack as a standard action. If this unarmed attack hits, you deal damage normally, and the target's base land speed is reduced to 5 feet for a number of rounds equal to your Wisdom modifier unless it makes a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier).

Tanglefoot Bag: A tanglefoot bag is a small sack filled with tar, resin, and other sticky substances. When you throw a tanglefoot bag at a creature (as a ranged touch attack with a range increment of 10 feet), the bag comes apart and goo bursts out, entangling the target and then becoming tough and resilient upon exposure to air. An entangled creature takes a –2 penalty on attack rolls and a –4 penalty to Dexterity and must make a DC 15 Reflex save or be glued to the floor, unable to move. Even on a successful save, it can move only at half speed. Huge or larger creatures are unaffected by a tanglefoot bag. A flying creature is not stuck to the floor, but it must make a DC 15 Reflex save or be unable to fly (assuming it uses its wings to fly) and fall to the ground. A tanglefoot bag does not function underwater.

A creature that is glued to the floor (or unable to fly) can break free by making a DC 17 Strength check or by dealing 15 points of damage to the goo with a slashing weapon. A creature trying to scrape goo off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature that hit makes a damage roll to see how much of the goo was scraped off. Once free, the creature can move (including flying) at half speed. If the entangled creature attempts to cast a spell, it must make concentration check with a DC of 15 + the spell's level or be unable to cast the spell. The goo becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness. An application of universal solvent to a stuck creature dissolves the alchemical goo immediately.

Death Attack (Ex): If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). Studying the victim is a standard action. The death attack fails if the target detects the assassin or recognizes the assassin as an enemy (although the attack might still be a sneak attack if the target is denied his Dexterity bonus to his Armor Class or is flanked). If the victim of such a death attack fails a Fortitude save (DC 10 + the assassin's class level + the assassin's Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

A3. Third Floor

BOOKCASE GUILLOTINE CR 6

Type mechanical; Perception DC 25; Disable Device DC 25

EFFECTS

Trigger touch; Reset manual; Bypass book on adjacent shelf (Perception DC 30)

Effect scythe blade (Atk +20 melee, 3d6/.4 damage); multiple targets (all creatures in the four squares)

B. Lantern Lodge

All researchers are sickened during research and for for 1d4 hours afterward.

Any individual spending more than 24 with the book must make a DC 16 Fort save or be sicked for 1d4 days. If a PC removes the sickened condition, effects reemerge after 1 hour of further exposure

Additional clues can be discovered by making a DC 20 check in the following skills:

Arcana: Locate an ivory statuette of the lich Takaral, a divine servant of Nethys. Crush it and use the powder as a material component during the ritual.

History: Locate a child's wooden training katana, once owned by the Perfect Swordswoman Setsuna Kuga. A magical incantation is inscribed on it, as a haiku that the PCs must recite during the ritual.

Planes: Locate a golden brick that was once part of the great golden wall that encircles the Eternal City of Axis. Inscribed upon the brick is a magical incantation in the form of a prayer from *The Order of Numbers*, the holy book of Abadar, that the PCs must recite during the ritual.

Religion: Locate an onyx merchant's scales, a symbol of Abadar. Use the scale as a divine focus during the ritual.

C2. Antechamber

ASCALAR VRUUL CR 6

Male human sorcerer 7
NE Medium humanoid (human)

Init +5; **Senses** Perception +7

DEFENSE

AC 17, touch 13, flat-footed 15 (+4 armor, +1 deflection, +1 Dex, +1 dodge)

hp 56 (7d6+29)

Fort +4, **Ref** +4, **Will** +8; +2 vs. poison

Defensive Abilities +2 vs. poison; **Resist** fire 5

OFFENSE

Speed 30 ft.

Melee mwk dagger +3 (1d4–1/19–20), quarterstaff +2 (1d6–1)

Bloodline Spell-Like Abilities (CL 7th; concentration +11)

7/day—corrupting touch (3 rounds)

Sorcerer Spells Known (CL 7th; concentration +11)

3rd (5/day)—*fireball* (DC 18), *spiked pit*_{APG} (DC 17), *suggestion* (DC 17)

2nd (7/day)—*acid arrow*, *hideous laughter* (DC 16), *mirror image*, *scorching ray*

1st (7/day)—*charm person* (DC 17), *ear-piercing scream*_{UM} (DC 16), *hypnotism* (DC 15), *illusion of calm*_{UM} (DC 15),

mage armor, *protection from good*

0 (at will)—*acid splash*, *detect magic*, *flare* (DC 15), *light*, *mage hand*, *read magic*, *resistance*

Bloodline infernal

Base Statistics Without the benefit of his preparatory spells, Ascalar has the following statistics: **AC** 17, flat-footed 11; **hp** 48.

STATISTICS

Str 8, **Dex** 13, **Con** 12, **Int** 14, **Wis** 10, **Cha** 18

Base Atk +3; **CMB** +2; **CMD** 15

Feats Combat Casting, Dodge, Eschew Materials, Improved Initiative, Iron Will, Spell Focus (evocation), Toughness

Skills Bluff +14, Diplomacy +14, Knowledge (arcana) +9, Perception +7, Sense Motive +3, Spellcraft +12

SQ bloodline arcana (+2 DC for charm spells)

Languages Common, Elven, Infernal

Combat Gear *potions of cure light wounds* (2), *potion of cure serious wounds*, *wand of false life* (6 charges), *wand of mage armor* (30 charges), *wand of spontaneous immolation*_{UC} (15 charges); **Other Gear** mwk dagger, quarterstaff, *cloak of resistance +1*, *ring of protection +1*, 48 gp

HAELVORA CR 4

Female dwarf cleric of Abadar 5

LE Medium humanoid (dwarf)

Init –1; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 20, touch 9, flat-footed 20 (+9 armor, –1 Dex, +2 shield) (+4 dodge vs. giants)

hp 51 (5d8+25)

Fort +8, **Ref** +0, **Will** +7; +2 vs. poison, spells, and spell-like abilities

OFFENSE

Speed 30 ft.

Melee mwk battleaxe +6 (1d8+1)

Ranged light crossbow +2 (1d8/19–20)

Special Attacks channel negative energy 3/day (DC 12, 3d6), +1 on attack rolls against goblinoid and orc humanoids

Domain Spell-Like Abilities (CL 5th; concentration +8)

6/day—acid dart (1d6+2 acid)

Cleric Spells Prepared (CL 5th; concentration +8)

3rd—*fly*_D, *summon monster III*, *vision of Hell*_{UM}

2nd—*dread bolt*_{UM} (DC 15, 2), *hold person* (DC 15), *soften earth and stone*_D

1st—*bane* (DC 14), *longstrider*_D, *murderous command*_{UM} (DC 14, 3)

0 (at will)—*detect magic*, *create water*, *guidance*, *read magic*

D Domain spell; **Domains** Earth, Travel

STATISTICS

Str 13, **Dex** 8, **Con** 18, **Int** 10, **Wis** 16, **Cha** 10

Base Atk +3; **CMB** +4; **CMD** 13 (17 vs. bull rush, 17 vs. trip)

Feats Cleave, Power Attack, Weapon Focus (battleaxe)

Skills Appraise +0 (+2 nonmagical metals or gemstones), Heal +7, Knowledge (history) +4, Knowledge (religion) +6,

Linguistics +4, Perception +5 (+7 unusual stonework), Sense Motive +7, Survival +4; **Racial Modifiers** +2 Appraise

nonmagical metals or gemstones, +2 Perception unusual stonework

SQ aura, +10 base speed from Travel domain, agile feet (6/day)

Combat Gear *potions of cure moderate wounds* (2), *potion of cure serious wounds*; **Other Gear** mwk full plate, heavy steel shield, mwk battleaxe, light crossbow with 20 bolts, silver holy symbol of Abadar, 12 gp

Bugbear CR 2

Source Pathfinder RPG Bestiary pg. 38 (Amazon)

XP 600

CE Medium humanoid (goblinoid)

Init +1; Senses darkvision 60 ft., scent; Perception +8

Defense

AC 17, touch 11, flat-footed 16 (+2 armor, +1 Dex, +3 natural, +1 shield)

hp 16 (3d8+3)

Fort +2, Ref +4, Will +1

Offense

Speed 30 ft.

Melee morningstar +5 (1d8+3)

Ranged javelin +3 (1d6+3)

Statistics

Str 16, Dex 13, Con 13, Int 10, Wis 10, Cha 9

Base Atk +2; CMB +5; CMD 16

Feats Intimidating Prowess, Skill Focus (Perception)

Skills Intimidate +7, Perception +8, Stealth +10; Racial Modifiers +4 Intimidate, +4 Stealth

Languages Common, Goblin

SQ stalker

Special Abilities

Stalker (Ex) Perception and Stealth are always class skills for bugbears.

Fireball

School evocation [fire]; Level bloodrager 3, magus 3, sorcerer/wizard 3; Domain fire 3

CASTING

Casting Time 1 standard action

Components V, S, M (a ball of bat guano and sulfur)

EFFECT

Range long (400 ft. + 40 ft./level)

Area 20-ft.-radius spread

Duration instantaneous

Saving Throw Reflex half; Spell Resistance yes

DESCRIPTION

A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure.

You point your finger and determine the range (distance and height) at which the fireball is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball at that point. An early impact results in an early detonation. If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely.

The fireball sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

Spiked Pit

School conjuration (creation); Level sorcerer/wizard 3, summoner 3; Domain caves 3

CASTING

Casting Time 1 standard action

Components V, S, F (miniature shovel costing 10 gp)

EFFECT

Range medium (100 ft. + 10 ft./level)

Effect 10-ft.-by-10-ft. hole, 10 ft. deep/2 levels

Duration 1 round + 1 round/level

Saving Throw Reflex negates; Spell Resistance no

DESCRIPTION

This spell functions as create pit, except that the pit is lined with wickedly sharp spikes along its bottom and walls and has a maximum depth of 50 feet. Creatures who fall into the pit take falling damage as normal, plus 2d6 points of piercing damage from the spikes. Any creature or object coming into contact with the spikes along the walls, such as a creature trying to climb out, or rope or other typical aids to climbing, takes 1d6 points of piercing damage each round they are in contact with the walls. For those willing to accept the damage incurred while climbing, the pit's walls have a Climb DC of 20.

Acid Arrow

School conjuration (creation) [acid]; Level bloodrager 2, magus 2, sorcerer/wizard 2

CASTING

Casting Time 1 standard action

Components V, S, M (rhubarb leaf and an adder's stomach), F (a dart)

EFFECT

Range long (400 ft. + 40 ft./level)

Effect one arrow of acid

Duration 1 round + 1 round per three levels

Saving Throw none; Spell Resistance no

DESCRIPTION

An arrow of acid springs from your hand and speeds to its target. You must succeed on a ranged touch attack to hit your target. The arrow deals 2d4 points of acid damage with no splash damage. For every three caster levels you possess, the acid, unless neutralized, lasts for another round (to a maximum of 6 additional rounds at 18th level), dealing another 2d4 points of damage in each round.

Scorching Ray

School evocation [fire]; Level bloodrager 2, magus 2, sorcerer/wizard 2

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)

Effect one or more rays

Duration instantaneous

Saving Throw none; Spell Resistance yes

DESCRIPTION

You blast your enemies with a searing beam of fire. You may fire one ray, plus one additional ray for every four levels beyond 3rd (to a maximum of three rays at 11th level). Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

Ear Piercing Scream

School evocation [sonic]; Level bard 1, bloodrager 1, inquisitor 1, sorcerer/wizard 1, witch 1

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration instantaneous; see text

Saving Throw Fortitude partial (see text); Spell Resistance yes

DESCRIPTION

You unleash a powerful scream, inaudible to all but a single target. The target is dazed for 1 round and takes 1d6 points of sonic damage per two caster levels (maximum 5d6). A successful save negates the daze effect and halves the damage.

Vision of Hell

School illusion (glamer) [evil, fear]; Level bard 3, bloodrager 3, cleric/oracle 3, sorcerer/wizard 3, witch 3

CASTING

Casting Time 1 standard action

Components V, M (a pinch of brimstone)

EFFECT

Range medium (100 ft. + 10 ft./level)

Effect 50-ft.-radius emanation

Duration 1 minute/level (D)

Saving Throw Will negates; Spell Resistance no

DESCRIPTION

You overlay a realistic illusion of a terrifying hellscape upon an area. Structures, equipment, and creatures within the area are not hidden, though environmental features take on an infernal appearance. While you are prepared for these images and are not affected by them, any other creature within the area must make a Will save or become shaken and also take a -2 penalty on saves versus fear effects; the fear and penalty persists as long as the creature remains in the area. Devils and any lawful evil creatures suffer no negative effects from this spell.

Dread Bolt

School evocation [evil]; Level cleric/oracle 2

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

Range close (25 ft. + 5 ft./2 levels)

Effect arrow-shaped projectile of evil energy

Duration instantaneous (1d4 rounds)

Saving Throw Will partial (see text); Spell resistance yes

This content was created for the Pathfinder rules by Paizo Publishing LLC and is part of the Pathfinder RPG product line.

DESCRIPTION

You unleash a crackling missile of darkness from your unholy symbol at any one target in range as a ranged touch attack.

A good creature struck by dread bolt takes 1d8 points of damage per two caster levels (maximum 5d8). A good outsider instead takes 1d6 points of damage per caster level (maximum 10d6) and is sickened for 1 round. A successful Will save reduces the damage to half and negates the sickened effect. This spell deals only half damage to creatures that are neither good nor evil, and they are not sickened. The bolt has no effect on evil creatures.

C3. Great Hall

SCALING ENCOUNTER C3

Make the following changes to the encounter to accommodate parties of four PCs.

Subtier 5–6: Reduce the zelekhut's hit points to 75 to reflect its withered state.

Subtier 8–9: Remove one of the zelekhts from the encounter.

Diplomacy Modifiers

Circumstance Modifier

PCs looted treasure from area C2	-4
PCs allied with Ascalar, Haelvora, or the bugbears (even in the case of their surrender)	-4
PCs claim they are here to loot the vault or are here to secure the vault for the Pathfinder Society (either answer is the same to the zelekhts)	-4
A PC openly displays a holy symbol of a chaotic-aligned deity	-2
PCs killed all of the Aspis Consortium agents	+2
A PC openly displays the <i>Abysium Codex</i>	+4
A PC openly displays a holy symbol of Abadar	+4

If they remain unfriendly or are made hostile, the zelekhts decide that the PCs are threats and attack. If made indifferent, the zelekhts believe the PCs are either liars or are unworthy of entering the inner scantum. Instead of attacking, they order the PCs to retreat. If the PCs do not immediately retreat from area C3, the zelekhts attack. If made friendly or helpful, the zelekhts allow the PCs to pass unmolested.

Zelekhut CR 8

XP 6,400

LN Medium outsider (extraplanar, inevitable, lawful)

Init +9; Senses darkvision 60 ft., low-light vision, true seeing; Perception +20

Defense

AC 22, touch 15, flat-footed 18 (+5 Dex, +1 dodge, +7 natural, -1 size)

hp 95 (10d10+60); regeneration 5 (chaotic)

Fort +8, Ref +10, Will +10

Defensive Abilities constructed; DR 10/chaotic; SR 20

Offense

Speed 50 ft., fly 60 ft. (average)

Melee 2 chains +19 (1d8+5 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 21, Dex 24, Con 12, Int 10, Wis 17, Cha 17

Base Atk +10; CMB +16; CMD 36 (40 vs. trip)

Feats Dodge, Improved Initiative, Mobility, Weapon Focus (chain), Vital Strike

Skills Acrobatics +20 (+28 jump), Diplomacy +16, Fly +16, Perception +20, Sense Motive +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.

Vital Strike (Combat): When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack twice and add the results together before adding bonuses from Strength, weapon abilities (such as flaming), precision-based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total.

C4. Inner Sanctum

SCALING ENCOUNTER C4

Make the following changes to the encounter to accommodate parties of four PCs.

Subtier 5-6: Change the creature to a large lightning elemental.

Subtier 8-9: Change the creature to a huge lightning elemental.

LIGHTNING TRAP CR 7

Type magic; **Perception** DC 28; **Disable Device** DC 28

EFFECTS

Trigger proximity; **Reset** automatic (1d4 rounds)

Effect lightning surge (6d6 points of electricity damage, DC 20 Reflex save for half); random target in area **C4** (including the lightning elemental). If the lightning elemental is targeted, it instead heals 3d6 hit points.

HUGE LIGHTNING ELEMENTAL CR7

N Huge outsider (air, elemental, extraplanar)

Init +12; Senses darkvision 60 ft.; Perception +13

DEFENSE

AC 19, touch 17, flat-footed 10 (+8 Dex, +1 dodge, +2 natural, -2 size)

hp 85 (10d10+30)

Fort +10, Ref +15, Will +5

DR 5/—; Immune electricity, elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee 2 slams +16 (2d6+5 plus 1d8 electricity)

Space 15 ft.; Reach 15 ft.

Special Attacks metal mastery, spark leap

STATISTICS

Str 20, Dex 27, Con 16, Int 6, Wis 11, Cha 11

Base Atk +10; CMB +17; CMD 36

Feats Dodge, Flyby Attack, Improved Initiative, Iron Will, Mobility, Weapon Finesse

Skills Acrobatics +21, Escape Artist +21, Fly +12, Knowledge (planes) +11, Perception +13

LARGE LIGHTNING ELEMENTAL CR5

N Large outsider (air, elemental, extraplanar)

Init +10; Senses darkvision 60 ft.; Perception +11

DEFENSE

AC 18, touch 16, flat-footed 11 (+6 Dex, +1 dodge, +2 natural, -1 size)

hp 60 (8d10+16)

Fort +8, Ref +12, Will +2

DR 5/—; Immune electricity, elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee 2 slams +13 (1d8+3 plus 1d6 electricity)

Space 10 ft.; Reach 10 ft.

Special Attacks metal mastery, spark leap

STATISTICS

Str 16, Dex 23, Con 14, Int 6, Wis 11, Cha 11

Base Atk +8; CMB +12; CMD 29

Feats Dodge, Flyby Attack, Improved Initiative, Mobility, Weapon Finesse

Skills Acrobatics +17, Escape Artist +17, Fly +12, Knowledge (planes) +9, Perception +11