

Captive in Crystal

Subtier 8-9

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Getting Started

Items

SEPIA ELLIPSOID IOUN STONE

CL 18, Aura strong abjuration, Weight - ; Price 68,000 gp

This dark stone appears to be made of transparent crystal filled nearly to the brim with dark ink. It provides the benefits of an *iridescent spindle* (sustains one without air), *pearly white spindle* (regenerate 1 hit point per 10 minutes), and an *orange prism* (+1 caster level). However, it has two drawbacks. First, once set loose to orbit your head, it dislikes being contained (including being placed in a *wayfinder*) and frees itself to orbit again 1d4+1 hours after being removed from its spinning path. Second, it drains the power out of other active *ioun stones*, rendering them dull gray and powerless at a rate of one every 24 hours. Thus, it is an excellent and valuable item if you only have one *ioun stone*, but hard to conceal and dangerous to your other treasures. A *remove curse* or similar spell can put the stone at rest and prevent it from returning to its orbit. In theory, one could place it directly into a *wayfinder* rather than ever letting it orbit, though conflicting reports suggest the *sepia ellipsoid* may be able to drain power out of orbiting stones even when contained in this way.

WAYFINDER OF MANY PATHS

CL 18, Aura strong conjuration, Weight 1 lb.; Price 57,750 gp

The *wayfinder of many paths* behaves like a normal *wayfinder* (*Pathfinder Campaign Setting: The Inner Sea World Guide* 299), allowing it to shine (as per *light*) on command and granting its user a +2 circumstance bonus on Survival checks to avoid getting lost. It has a small indentation designed to hold a single *ioun stone*, and when an *ioun stone* is placed within, the owner of the *wayfinder* gains the stone's normal benefits as if it were orbiting his head.

Once per day, on command, a *wayfinder of many paths* with an implanted *ioun stone* can be used to create a 5-to-20-foot-diameter gateway, similar to the *gate* spell. The exact destination depends on the type of *ioun stone* slotted into the *wayfinder*; *ioun stones* of the same type always lead to the same location. The gateway remains open for up to 18 rounds, but the user can drain the socketed *ioun stone*, rendering it dull gray and powerless, to keep the gateway open for up to 18 additional rounds. If fitted with an *ioun stone* while in that stone's attuned location, a *wayfinder of many paths* can open a gateway back to the location in which it was last used, allowing its user to make a return trip after at least 24 hours have passed.

POTION OF CURE MODERATE WOUNDS

CL 3, Aura faint conjuration, Weight - ; Price 150 gp

Heal 2d8+3 hit points.

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Heal 2d8+3 hit points.

POTION OF CURE MODERATE WOUNDS

CL 3, Aura faint conjuration, Weight - ; Price 150 gp

Heal 2d8+3 hit points.

POTION OF WATER BREATHING

CL 5, Aura faint transmutation, Weight - ; Price 750 gp

You can breathe water for 24 hours.

SCROLL OF TONGUES

School divination; **Level** alchemist 3, bard 2, cleric 4, inquisitor 2, shaman 4, sorcerer/wizard 3, summoner/unchained 3, witch 3

Casting Time 1 standard action

Components V, M/DF (a clay model of a ziggurat)

Range touch

Target creature touched

Duration 10 min./level

Saving Throw Will negates (harmless); **Spell Resistance** no

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. *Tongues* does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Tongues can be made permanent with a *permanency* spell.

+1 DRAGON BANE CROSSBOW BOLT

CL 8, Aura moderate conjuration, Weight - ; Price 166 gp

This crossbow bolt has a +1 enhancement bonus normally, or a +3 enhancement bonus and deals 2d6 extra damage when fired against dragons.

+1 DRAGON BANE CROSSBOW BOLT

CL 8, Aura moderate conjuration, Weight - ; Price 166 gp

This crossbow bolt has a +1 enhancement bonus normally, or a +3 enhancement bonus and deals 2d6 extra damage when fired against dragons.

SILVERSHEEN

CL 5, Aura faint transmutation, Weight - ; Price 250 gp

This shimmering paste-like substance can be applied to a weapon as a standard action. It gives the weapon the properties of alchemical silver for 1 hour, replacing the properties of any other special material it might have. One vial coats a single melee weapon or 20 units of ammunition.

SMALL +1 ADAMANTINE GREATSWORD

CL 3, Aura faint transmutation, Identify DC 18, Weight 4 lbs.; Price 2,350 gp

Dmg 1d10, Crit 19-20/x2, Type S

Ignores hardness less than 20

SMALL +1 CHAIN SHIRT W/ ARMOR SPIKES

CL 3, Aura faint abjuration, Identify DC 18, Weight 12.5 lbs.; Price 1,300 gp

Armor +5, Max Dex +4, ACP -1, ASF 20%

Dmg 1d4, Crit x2, Type P

A. Crysmal Nest

CRYSMAL KING

CR 9

Variant crysmal (*Pathfinder RPG Bestiary 2* 61)

N Huge outsider (earth, elemental)

Init +0; **Senses** darkvision 60 ft., crystal sense; Perception +21

DEFENSE

AC 22, touch 8, flat-footed 22 (+14 natural, –2 size)

hp 115 (11d10+55)

Fort +14, **Ref** +9, **Will** +6

Defensive Abilities adaptive resistance 10; **DR** 5/bludgeoning; **Immune** cold, fire

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee 2 stings +20 (3d8+11)

Ranged crystal shard +8 (3d8)

Special Attacks shard spray (6d8, 15-foot cone, DC 20 Reflex half)

Spell-Like Abilities (CL 8th; concentration +12)

At will—*detect magic*, *ghost sound* (DC 14), *mage hand*, *silent image* (DC 15)

3/day—*dimension door*, *sanctuary* (DC 15), *touch of idiocy*

STATISTICS

Str 32, **Dex** 10, **Con** 21, **Int** 6, **Wis** 13, **Cha** 18

Base Atk +11; **CMB** +24; **CMD** 34 (46 vs. trip)

Feats Dimensional Agility^{UC}, Dimensional Assault^{UC}, Dimensional Dervish^{UC}, Great Fortitude^B, Iron Will, Lightning Reflexes, Skill Focus (Perception)

Skills Acrobatics +14, Climb +25, Perception +21, Stealth +6 (+8 in rocky areas); **Racial Modifiers** +2 Stealth in rocky areas

Languages Terran

SPECIAL ABILITIES

Adaptive Resistance (Su) A crysmal king can change its mineral structure as a swift action in order to gain resistance 10 to acid, electricity, or sonic damage. This also causes its body to change color, and the resistance lasts until the greater crysmal uses this ability again to gain a different resistance.

Crystal Sense (Sp) Crysmals can sense the presence of any crystals or gems within 30 feet, as if using the scent ability.

Crystal Shard (Ex) As a standard action, a crysmal king can fling a shard of crystal. This is a ranged attack with a maximum range of 60 feet and no range increment. The shard deals piercing damage.

Dimensional Agility After using abundant step or casting *dimension door*, you can take any actions you still have remaining on your turn. You also gain a +4 bonus on Concentration checks when casting teleportation spells.

Dimensional Assault As a full-round action, you use abundant step or cast *dimension door* as a special charge. Doing so allows you to teleport up to double your current speed (up to the maximum distance allowed by the spell or ability) and to make the attack normally allowed on a charge.

Dimensional Dervish You can take a full-attack action, activating abundant step or casting *dimension door* as a swift action. If you do, you can teleport up to twice your speed (up to the maximum distance allowed by the spell or ability), dividing this teleportation into increments you use before your first attack, between each attack, and after your last attack. You must teleport at least 5 feet each time you teleport.

Shard Spray (Ex) Once per day as a standard action, a crysmal king can channel a spray of razor-sharp crystals through its body, dealing 6d8 piercing damage to targets in a 15-foot cone, plus 1d8 additional damage for each greater crysmal within 60 feet that has not used its shard spray ability (DC 20 Reflex half). The crysmal king cannot choose not to add this additional damage, which comes from ripping crystals out of nearby crysmals' bodies. Each greater crysmal in the area loses access to its shard spray ability for 24 hours. The crystals deal piercing and slashing damage. The save DC is Constitution-based.

GREATER CRYSMAL (3)**CR 6**Variant crysmal (*Pathfinder RPG Bestiary* 2 61) [Red = shaken for 4 player]

N Large outsider (earth, elemental)

Init +0 [-2]; **Senses** darkvision 60 ft., crystal sense; **Perception** +14 [+12]**DEFENSE****AC** 17, touch 9, flat-footed 16 (+8 natural, -1 size)**hp** 66 (7d10+28)**Fort** +11 [+9], **Ref** +7 [+5], **Will** +3 [+1]**Defensive Abilities** adaptive resistance 10; **DR** 5/bludgeoning; **Immune** cold, fire**OFFENSE****Speed** 30 ft., burrow 20 ft.**Melee** sting +14 [+12] (3d8+12)**Ranged** crystal shard +6 [+4] (2d6+12)**Special Attacks** shard spray (4d6, 10-foot cone, DC 17 Reflex half) [used up in 4 player]**Spell-Like Abilities** (CL 7th; concentration +10 [+8])At will—*detect magic*, *ghost sound* (DC 13), *mage hand*, *silent image* (DC 14)3/day—*dimension door*, *sanctuary* (DC 14), *touch of idiocy***STATISTICS****Str** 27, **Dex** 10, **Con** 19, **Int** 6, **Wis** 13, **Cha** 16**Base Atk** +7; **CMB** +16 [+14]; **CMD** 26 (38 vs. trip)**Feats** Dimensional Agility^{UC}, Dimensional Assault^{UC}, Great Fortitude^B, Lightning Reflexes, Skill Focus (Perception)**Skills** Acrobatics +10 [+8], Climb +18 [+16], Perception +14 [+12], Stealth +6 [+4] (+8 [+6] in rocky areas);**Racial Modifiers** +2 Stealth in rocky areas**Languages** Terran**SPECIAL ABILITIES****Adaptive Resistance (Su)** A greater crysmal can change its mineral structure as a swift action in order to gain resistance 10 to acid, electricity, or sonic damage. This also causes its body to change color, and the resistance lasts until the greater crysmal uses this ability again to gain a different resistance.**Crystal Sense (Sp)** Crysmals can sense the presence of any crystals or gems within 30, feet as if using the scent ability.**Crystal Shard (Ex)** As a standard action, a greater crysmal can fling a shard of crystal. This is a ranged attack with a maximum range of 60 feet and no range increment. The shard deals piercing damage.**Dimensional Agility** After using abundant step or casting *dimension door*, you can take any actions you still have remaining on your turn. You also gain a +4 bonus on Concentration checks when casting teleportation spells.**Dimensional Assault** As a full-round action, you use abundant step or cast *dimension door* as a special charge. Doing so allows you to teleport up to double your current speed (up to the maximum distance allowed by the spell or ability) and to make the attack normally allowed on a charge.**Shard Spray (Ex)** Once per day as a standard action, a greater crysmal can eject a spray of razor-sharp crystals from its body, dealing 4d6 damage to targets in a 15-foot cone (DC 17 Reflex half). The crystals deal piercing and slashing damage. The save DC is Constitution-based.**SHAITAN'S SNARE****Type** magic; **Perception** DC 27; **Disable Device** DC 27**EFFECTS****Trigger** location; **Reset** none**Effect** earth softens and ensnares the target, immobilizing it (entangled for 1d4+1 rounds, Reflex DC 13 [DC 18 for creatures with the earth subtype] negates) and sounding a mental alarm.

Item**CRYSMAL PRIMAL EARTH ELEMENTAL GEM**

CL 11, Aura moderate conjuration, Identify DC 26, Weight - ; Price 3,300 gp

When this light brown gem is crushed, smashed, or broken (a standard action), a Huge crysmal earth elemental appears as if summoned by a *summon nature's ally* spell. The elemental is under the control of the creature that broke the gem.

HUGE CRYSMAL EARTH ELEMENTAL**CR 5**

N Huge outsider (earth, elemental, extraplanar)

Init –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +13

DEFENSE

AC 19, touch 7, flat-footed 19 (–1 Dex, +12 natural, –2 size)

hp 95 (10d10+40)

Fort +11, **Ref** +2, **Will** +7

DR 5/—; **Immune** elemental traits

OFFENSE

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

Melee slam +17 (4d8+13)

w/ Power Attack slam +14 (4d8+22)

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

Special Attacks earth mastery

STATISTICS

Str 28, **Dex** 8, **Con** 19, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +21; **CMD** 30

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

Skills Appraise +6, Climb +18, Knowledge (dungeoneering) +4, Knowledge (planes) +7, Perception +13, Stealth +4

SPECIAL ABILITIES

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

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

B1. Sapphire Tower

PECH PRISM WARDEN

CR 9

Pech geokineticist 8 (*Pathfinder RPG Bestiary 2* 206, *Pathfinder RPG Occult Adventures* 10)

N Small fey (earth)

Init +11; **Senses** darkvision 60 ft., low-light vision; Perception +20

DEFENSE

AC 24, touch 15, flat-footed 20 (+5 armor, +4 Dex, +4 natural, +1 size)

hp 138 (14 HD; 6d6+8d8+78; the pech has accepted 42 points of nonlethal damage, see the burn special ability)

Fort +16, **Ref** +17, **Will** +11

Defensive Abilities 15% chance to negate critical hits and sneak attacks; **DR** 8/adamantine, DR 5/cold iron;

Immune petrification; **SR** 14

Weaknesses light blindness

OFFENSE

Speed 20 ft., climb (earthen or stone surfaces) 20 ft.

Melee kinetic blade +19/+14 (4d6+9) or kinetic whip +19/+14 (4d6+9) mwk heavy pick +17/+12 (1d4+6/x4)

Special Attacks earth mastery, kinetic blast, metakinesis (empower), stone knowledge

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

3/day—*stone shape*, *stone tell*

Kineticist Wild Talents Known

Defense—flesh of stone

Infusions—bowling infusion (CMB +13), extended range, kinetic blade, kinetic whip, pushing infusion (CMB +13)

Blasts—earth blast +18 (4d6+13), metal blast +18 (8d6+17)

Utility—basic geokinesis, earth climb, earth walk, kinetic cover, tremorsense

TACTICS

Before Combat The kineticist accepts 3 points of burn and expends her internal buffer to augment her flesh of stone defense talent, increasing her DR and providing her the bonuses listed in the elemental overflow ability. The effects of this expenditure are included in her statistics.

During Combat The prism warden uses her earth blast to strike the PCs at a safe distance. If attacked in melee, she uses her earth climb ability to clamber up the sides of the room and throws more earth blasts while repositioning herself near vulnerable targets. Once there, she uses her kinetic blade ability and makes her stand.

Morale The prism warden assumes that failure will result in the archive's destruction and her disgrace in the eyes of the Vault Builders. As a result, she fights to the death.

Base Statistics Without having accepting any points of burn, the prism warden's statistics are **Init** +10; **hp** 124; **Fort** +15, **Ref** +16; **Melee** kinetic blade +17/+12 (4d6+9); **Ranged** earth blast +16 (4d6+9); **Dex** 18, **Con** 18; **Skills** Acrobatics +20, Stealth +26.

STATISTICS

Str 22, **Dex** 20, **Con** 20, **Int** 14, **Wis** 13, **Cha** 10

Base Atk +9; **CMB** +14; **CMD** 29

Feats Cleave, Extra Wild Talent^{OA}, Great Fortitude, Improved Initiative, Iron Will, Power Attack, Weapon Focus (kineticist blast)

Skills Acrobatics +21, Climb +30, Craft (stonemasonry) +13, Knowledge (dungeoneering) +13, Knowledge (engineering) +11, Perception +20, Profession (miner) +14, Sense Motive +18, Stealth +27; **Racial**

Modifiers +4 Craft (stonemasonry), +4 Profession (miner)

Languages Aklo, Terran, Undercommon

SQ burn (2 points/round, max 7), elemental overflow +2, expanded element (earth), gather power, infusion specialization 2, internal buffer 1

Combat Gear *potion of cure serious wounds* (2); **Other Gear** +1 *chain shirt*, mwk heavy pick, *boots of friendly terrain* (underground)^{APG}, *cloak of resistance* +1, 142 gp

SPECIAL ABILITIES

Burn (Ex) A kineticist can overexert herself to channel more power than normal, augmenting her abilities. Some of her abilities are stronger if she accepts burn, and others require her to accept burn to activate them; each ability that uses the burn mechanic lists the burn cost in its description. For each point of burn she accepts, the pech takes 14 points of nonlethal damage. Only a full night's rest can heal this damage, and it can't be reduced or redirected. She can accept at most 2 points of burn per round, up to a total of 7 points per day. Whenever she would take burn from adding one or more infusions to a blast, reduce the combined burn cost of the infusions by 2. For example, kinetic whip has a listed burn cost of 2, so she can use it without spending burn.

Earth Mastery (Ex) A pech gains a +1 bonus on attack and damage rolls if both it and its foes are touching the ground. If an opponent is airborne or waterborne, the pech takes a –4 penalty on attack and damage rolls. These modifiers are not precalculated into the statistics here.

Pech Magic (Sp) Four pechs working together can cast *wall of stone* (DC 16) once per day. Eight pechs working together can cast *stone to flesh* (DC 17) once per day. These spell-like abilities function at CL 10th. Each pech must use a full-round action to take part in the casting.

Stone Knowledge (Ex) A pech's knowledge of earth and stone grants a +1 racial bonus on attack and damage rolls and the benefits of the Improved Critical feat against creatures and objects made of stone or earth or with the earth subtype. Knowledge (dungeoneering), Knowledge (engineering), and Profession (miner) are always class skills for a pech.

Spell-Like Abilities

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

Stone Tell (divination, 10 minutes, VSDF, personal, 1min/lvl) – You can talk to stone. They can tell you who has touched them as well as whatever is concealed or covered by them.

Kineticist Cheat Sheet

| Burn | Name | Type | Effect |
|------|-------------------------|--------------------|--|
| 0 | Earth Blast | Simple Blast | Attack one target w/in 30 ft. for 4d6+13 b/p/s damage |
| 2 | Metal Blast | Composite Blast | Attack one target w/in 30 ft. for 8d6+17 b/p/s damage |
| +2 | Bowling Infusion | Substance Infusion | If you hit, you may attempt to trip the target at +13 to hit. |
| +1 | Extended Range | Form Infusion | You may target someone w/in 120 ft. instead. |
| +1 | Kinetic Blade | Form Infusion | Make the blast as a melee attack instead. (-4 damage) |
| +2 | Kinetic Whip | Form Infusion | As Kinetic Blade, but the blade lasts until the start of your next turn and can attack adjacent or reach |
| +1 | Pushing Infusion | Substance Infusion | If you hit, you may attempt to bull rush the target at +13 to hit. Max 5 ft, + 5 ft for each additional burn you spend |
| +1 | Empower | Metakinesis | The blast's damage is empowered. |
| -2 | Infusion Specialization | | This can only reduce the cost of infusions. |
| -1 | Gather Power | | Need to spend a move action first. |

Max burn spent per round = 2.

You may only have one substance infusion and one form infusion per blast.

For every burn you spend, increase the % chance of negating sneak attacks and critical hits by 5.

KINETIC BLADE

Element universal; **Type** form infusion; **Level** 1; **Burn** 1

Associated Blasts any

Saving Throw none

You form a weapon using your kinetic abilities. You create a non-reach, light or one-handed weapon in your hand formed of pure energy or elemental matter. (If you're a telekineticist, you instead transfer the power of your kinetic blast to any object held in one hand.) The kinetic blade's shape is purely cosmetic and doesn't affect the damage dice, critical threat range, or critical multiplier of the kinetic blade, nor does it grant the kinetic blade any weapon special features. The object held by a telekineticist for this form infusion doesn't prevent her from using gather power.

You can use this form infusion once as part of an attack action, a charge action, or a full-attack action in order to make melee attacks with your kinetic blade. Since it's part of another action (and isn't an action itself), using this wild talent doesn't provoke any additional attacks of opportunity. The kinetic blade deals your kinetic blast damage on each hit (applying any modifiers to your kinetic blast's damage as normal, but not your Strength modifier). The blade disappears at the end of your turn. The weapon deals the same damage type that your kinetic blast deals, and it interacts with Armor Class and spell resistance as normal for a blast of its type. Even if a telekineticist uses this power on a magic weapon or another unusual object, the attack doesn't use any of the magic weapon's bonuses or effects and simply deals the telekineticist's blast damage. The kinetic blade doesn't add the damage bonus from elemental overflow.

KINETIC WHIP

Element universal; **Type** form infusion; **Level** 3; **Burn** 2

Prerequisite kinetic blade

Associated Blasts any

Saving Throw none

You form a long tendril of energy or elemental matter. This functions as kinetic blade but counts as a reach weapon appropriate for your size. Unlike most reach weapons, the kinetic whip can also attack nearby creatures. The kinetic whip disappears at the beginning of your next turn, but in the intervening time, it threatens all squares within its reach, allowing you to make attacks of opportunity that deal the whip's usual damage.

BASIC GEOKINESIS

Element earth; **Type** utility (Sp); **Level** 1; **Burn** 0

You can move up to 5 pounds per kineticist level of rocks, loose earth, sand, clay, and other similar materials up to 15 feet as a move action. You can search earthen and stone areas from a distance as if using the *sift*^{APG} cantrip.

EARTH CLIMB

Element earth; **Type** utility (Su); **Level** 2; **Burn** 0

You use your connection to earth to meld slightly into stone and earthen surfaces, granting you a climb speed equal to your base land speed when climbing such surfaces.

EARTH WALK

Element earth; **Type** utility (Su); **Level** 1; **Burn**

Because you meld very slightly into the earth, when you are standing on an earthen surface, you ignore difficult terrain caused by rocks, earth, or mud, and while on such surfaces you add your elemental overflow bonus to your CMD against being moved or tripped and on Acrobatics checks to balance.

KINETIC COVER

Element aether, earth, or water; **Type** utility (Sp); **Level** 1; **Burn** 0

You call up elemental matter to defend yourself and your allies from attacks. As a standard action, you can select one face of a square within 30 feet of you and move elemental matter to block that face, providing total cover from that direction. The face you select must be supported by the ground, and the kinetic cover cannot support more than 5 pounds of weight. Water, ice, and telekinetic force are translucent, but earth, metal, mud, and the like are opaque and block line of sight. A creature who strikes the cover can easily destroy it. Regardless of its composition, the cover has hardness 0, AC 5, and 2 hit points per kineticist level you possess. You can have a number of kinetic covers in existence equal to your Constitution modifier + 1/2 your kineticist level.

TREMORSENSE

Element earth; **Type** utility (Su); **Level** 3; **Burn** 0

You can take a move action to gain tremorsense 30 feet for 1 round on any earth or stone surface that you touch. You can accept 1 point of burn to increase the duration to 1 round per kineticist level you possess. While benefiting from this tremorsense, your earth blasts and composite blasts that include earth components don't suffer a miss chance from concealment or total concealment against creatures you detect with your tremorsense.

PECH CAVERN SEER (2)**CR 7**Pech witch 6 (*Pathfinder RPG Bestiary 2* 206, *Pathfinder RPG Advanced Player's Guide* 65)

N Small fey (earth)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +15**DEFENSE****AC** 21, touch 13, flat-footed 19 (+4 armor, +2 Dex, +4 natural, +1 size)**hp** 84 each (12d6+42)**Fort** +9, **Ref** +9, **Will** +10**DR** 5/cold iron; **Immune** petrification; **SR** 14**Weaknesses** light blindness**OFFENSE****Speed** 20 ft.**Melee** +1 *heavy pick* +14/+9 (1d4+10/×4)**w/ Power Attack** +1 *heavy pick* +14/+7 (1d4+16/×4)**Ranged** light crossbow +9 (1d6/19–20)**Special Attacks** earth mastery, hexes (cackle, fortune, healing, slumber), stone knowledge**Spell-Like Abilities** (CL 10th; concentration +11)3/day—*stone shape*, *stone tell***Witch Spells Prepared** (CL 6th; concentration +10)3rd—*meld into stone*, *ray of exhaustion* (DC 17), *share senses*^{APG} (DC 17)2nd—*bull's strength*, *glitterdust* (DC 16), *stone call*^{APG}, *web* (DC 16)1st—*cure light wounds*, *divine favor*, *ill omen*^{APG}, *mage armor*0 (at will)—*detect magic*, *guidance*, *message*, *stabilize***Patron** Strength**TACTICS****Before Combat** The seers use *share senses* on their familiars to scout the area surrounding the Lucent Archive, and the familiars are elsewhere when any combat occurs. As the PCs approach, the seers cast *mage armor*.**During Combat** The seers use their hexes and spells to slow down any foes, buying time to cast spells that boost their combat abilities. They then wade into combat, using their heavy picks to strike down intruders.**Morale** The seers fight to the death.**Base Statistics** Without *mage armor*, the cavern seers' statistics are **AC** 17, flat-footed 15.**STATISTICS****Str** 22, **Dex** 14, **Con** 17, **Int** 18, **Wis** 11, **Cha** 12**Base Atk** +6; **CMB** +11; **CMD** 23**Feats** Cleave, Combat Casting, Extra Hex^{APG}, Furious Focus^{APG}, Great Fortitude, Power Attack**Skills** Acrobatics +11, Climb +21, Craft (stonemasonry) +19, Escape Artist +17, Knowledge (arcana, engineering, and dungeoneering) +13, Perception +15, Profession (miner) +13, Spellcraft +13, Stealth +15, Use Magic Device +16; **Racial Modifiers** +4 Craft (stonemasonry), +4 Profession (miner)**Languages** Aklo, Orvian, Sylvan, Terran, Undercommon**SQ** stone magic, witch's familiar (dinosaur, compsognathus)**Combat Gear** *pearl of power* (1st level), *wand of cure light wounds* (10 charges), *wand of stoneskin* (2 charges); **Other Gear** +1 *heavy pick*, light crossbow with 10 bolts, masterwork stonemasonry tools, spell component pouch (2), 106 gp**SPECIAL ABILITIES**

Earth Mastery (Ex) A pech gains a +1 bonus on attack and damage rolls if both it and its foes are touching the ground. If an opponent is airborne or waterborne, the pech takes a –4 penalty on attack and damage rolls. These modifiers are not precalculated into the statistics here.

Pech Magic (Sp) Four pechs working together can cast *wall of stone* (DC 16) once per day. Eight pechs working together can cast *stone to flesh* (DC 17) once per day. These spell-like abilities function at CL 10th. Each pech must use a full-round action to take part in the casting.

Stone Knowledge (Ex) A pech's knowledge of earth and stone grants a +1 racial bonus on attack and damage rolls and the benefits of the Improved Critical feat against creatures and objects made of stone or earth or with the earth subtype. Knowledge (dungeoneering), Knowledge (engineering), and Profession (miner) are always class skills for a pech.

Spell-Like Abilities

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

Stone Tell (divination, 10 minutes, VSDF, personal, 1min/lvl) – You can talk to stone. They can tell you who has touched them as well as whatever is concealed or covered by them.

Cheat Sheet

3rd level spells

Meld into Stone (transmutation[earth], VSDF, personal, 10min/lvl) – meld into stone that can hold you, can still cast on yourself while in the stone

Ray of Exhaustion (necromancy, VSM, close, ray, 1min/lvl, SRYes) – Black ray causes target to FORT or become exhausted. Successful save means target is fatigued.

Share Senses (divination, 1 full round, VSM, long, 1 min/lvl, SRYes) – Share a natural sense with your familiar as if you were scrying.

2nd level spells

Bull's Strength (transmutation, VSMDf, creature touched, 1min/lvl, SRYes) – +4 STR enhancement

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

Stone Call (conjunction(creation)[earth], VSDF, medium, cylinder 40ft. radius 20ft. high, 1rd/lvl) – 2d6 dmg to everything in area, rocks make area difficult terrain

Web (conjunction(creation), VSM, medium, 20ft radius spread, 10min/lvl) – Trap webs in between two surfaces. Grappled if moved through without CMB or Escape Artist. 5ft provides cover, 20ft provides total cover

1st level spells

Cure Light Wounds (conjunction (healing), VS) – creature touched heals 1d8+lvl (max +5)

Divine Favor (evocation, VSDF, personal, 1 minute) +1/3lvls (max +3) luck bonus on attack and weapon damage.

Ill Omen (enchantment(compulsion)[curse, mind-affecting], VSM, close, one creature, 1rd/lvl or until discharges, SRYes) – Next 2 d20 rolls the target makes they roll twice and take the worst.

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

Hexes

Cackle – Move action extends the duration of any fortune effect in 30 ft.

Fortune – Creature w/in 30 ft. can roll 1d20 twice and take the highest per round. Lasts 1 round.

Healing – 1/person/day touch a person to heal them 2d8+6 hp.

Slumber – Creature w/in 30 ft. WILL or fall asleep as *sleep* for lvl rounds

Items

BOOTS OF THE FRIENDLY TERRAIN (UNDERGROUND)

CL 3, Aura faint conjuration, Identify DC 18, Weight - ; Price 2,400 gp

Boots of friendly terrain turn inhospitable territory into a perfect hunting grounds for any ranger who wears them, so much so that his footprints vanish behind him with each step he takes. Each pair of these supple leather boots corresponds to a specific sort of environment as defined by the ranger's favored terrain class feature (jungles, plains, and so on). A ranger wearing the boots can treat the corresponding environment of the boots as one of his favored terrains, granting him a +2 bonus. If he already has that particular environment as one of his favored terrains, that terrain's bonus increases by 2.

CLOAK OF RESISTANCE +1

CL 3, Aura faint conjuration, Identify DC 18, Weight - ; Price 1,000 gp

+1 resistance bonus to all saves.

POTION OF CURE SERIOUS WOUNDS

CL 5, Aura faint conjuration, Identify DC 20, Weight - ; Price 750 gp

Heal 3d8+5 hit points.

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CL 5, Aura faint conjuration, Identify DC 20, Weight - ; Price 750 gp

Heal 3d8+5 hit points.

SMALL +1 CHAIN SHIRT

CL 3, Aura faint abjuration, Identify DC 18, Weight 12.5 lbs.; Price 1,250 gp

Armor +5, Max Dex +4, ACP -1, ASF 20%

PEARL OF POWER I

CL 17, Aura strong transmutation, Identify DC 32, Weight - ; Price 1,000 gp

1/day recall a 1st level spell you've already cast.

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1/day recall a 1st level spell you've already cast.

WAND OF CURE LIGHT WOUNDS (10 charges)

CL 1, Aura faint conjuration, Identify DC 16, Weight - ; Price 150 gp

Heal 1d8+1 hit points

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CL 1, Aura faint conjuration, Identify DC 16, Weight - ; Price 150 gp

Heal 1d8+1 hit points

WAND OF STONESKIN (2 charges)

CL 7, Aura moderate transmutation, Identify DC 22, Weight - ; Price 420 gp

Gain DR 10/adamantine (prevent up to a maximum of 70 points of damage)

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SMALL +1 HEAVY PICK

CL 3, Aura faint transmutation, Identify DC 18, Weight 4 lbs.; Price 2,308 gp
Dmg 1d6, Crit x4, Type P

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B2. Ruby Tower

GREATER THUNDER WISP

CR 11

Advanced will-o'-wisp (*Pathfinder RPG Bestiary* 277)

CE Small aberration (air)

Init +14; **Senses** darkvision 60 ft.; Perception +24

DEFENSE

AC 27, touch 27, flat-footed 16 (+5 deflection, +10 Dex, +1 dodge, +1 size)**hp** 91 (14d8+28)**Fort** +8, **Ref** +14, **Will** +12**Defensive Abilities** natural invisibility; **Immune** immunity to magic

OFFENSE

Speed fly 50 ft. (perfect)**Melee** shock +21 (4d8 electricity or sonic)

TACTICS

During Combat The thunder wisp uses its invisibility and mobility to strike the PCs. It activates its terror tempest against groups of targets, relying on its fast healing to repair any damage the PCs might inflict while it's visible. Although its mission is to find and destroy a specific record, its inability to decipher or even move these disks has frustrated it; once the door opens, the wisp hopes to destroy the entire room's contents while causing as much suffering as possible. It does not turn its natural attacks on the collection of crystalline plates unless there are no more living targets remaining in area B.

Morale The thunder wisp's loyalty to Hshurha only extends so far, and it attempts to flee through the Lucent Archive and into the Crystal Womb once reduced to 20 or fewer hit points.

STATISTICS

Str 1, **Dex** 30, **Con** 14, **Int** 15, **Wis** 16, **Cha** 14**Base Atk** +10; **CMB** +4; **CMD** 30**Feats** Alertness, Blind-fight, Dodge, Great Fortitude, Improved Critical, Improved Initiative, Weapon Finesse**Skills** Acrobatics +27, Bluff +16, Escape Artist +27, Fly +37, Perception +24, Sense Motive +5, Stealth +31**Languages** Aklo, Auran, Common**SQ** feed on fear

SPECIAL ABILITIES

Feed on Fear (Su) Any time a thunder wisp is within 15 feet of a dying creature or creature subject to a fear effect, it gains fast healing 5.

Immunity to Magic (Ex) Thunder wisps are immune to all spells and spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

Natural Invisibility (Ex) Thunder wisps have the ability to extinguish their natural glow as a move action, effectively becoming invisible.

Terror Tempest (Ex) As a full-round action, a thunder wisp can create a short-lived storm in a 20-foot radius centered on itself. Driving rain grants all creatures within concealment, and all ranged attacks that pass through the area take a –4 penalty on attack rolls. All other creatures in the area take 4d8 electricity damage and 2d8 sonic damage (Reflex DC 19 halves) and must succeed at a DC 19 Will save or gain the shaken condition for 1d4+1 rounds. Using this ability causes the thunder wisp to glow (negating its natural invisibility), and it cannot extinguish its glow until the start of its next turn. A thunder wisp can create a terror tempest once every 1d4 rounds.

VAULT DEFENDERS (2)**CR 6**Advanced animated object (*Pathfinder RPG Bestiary* 14)

N Large construct

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception -3**DEFENSE****AC** 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, -1 size)**hp** 52 each (4d10+30)**Fort** +1, **Ref** +2, **Will** -2**Defensive Abilities** hardness 8; **Immune** construct traits**OFFENSE****Speed** 30 ft., climb 30 ft.**Melee** slam +11 (1d8+12)**Space** 10 ft.; **Reach** 10 ft.**TACTICS****During Combat** The guardians attack any visible living creatures. When in reach of multiple targets, they always target the thunder wisp.**Morale** The guardians fight until destroyed. The room continues to create new guardians until the thunder wisp dies or flees the tower, at which point the guardians fight for one more round and then meld back into the floor.**STATISTICS****Str** 26, **Dex** 12, **Con** —, **Int** —, **Wis** 5, **Cha** 5**Base Atk** +4; **CMB** +13; **CMD** 24**Skills** Climb +16**SQ** construction points (additional movement [climb], integrated, stone)**SPECIAL ABILITIES****Integrated (Ex)** A vault defender is a natural extension of area **B2**'s walls and floor, and as a result, it is especially sturdy. Its CMD against awesome blow, bull rush, drag, reposition, and trip combat maneuvers increases by 4, and it receives a +4 resistance bonus on saving throws against spells and effects that would forcibly move it or cause it to fall prone.

Chronicle Sheet

EARTH CHILD

Element earth; **Type** utility (Su); **Level** 3; **Burn** —

Blending your form with crystal, you have transmuted yourself into something akin to an oread. You keep your original racial abilities (including your ability score adjustments, but not your movement speed) and also gain all oread racial abilities (including an oread's movement speed and the outsider [native] type) except for ability score adjustments. You have the crystalline form alternate racial trait (*Pathfinder RPG Advanced Race Guide* 144) instead of earth affinity, but cannot otherwise choose alternate racial traits.