

Crystal Sense (Sp)

Crismals can sense the presence of any crystals or gems within 30 feet as if using the scent ability.

Crysmal**Shard Spike (Ex)**

Once per day, a crysmal can launch its tail spike as a ranged attack that shatters when it hits, dealing 3d6 points of piercing damage to the target and 1d4 points of piercing damage to all creatures in adjacent squares. The spike regrows in 24 hours, but until it does, its impaired sting does only 1d6+3 damage.

Crysmal**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.

Greater Crysmal**Crystal Sense (Sp)**

Crismals can sense the presence of any crystals or gems within 30, feet as if using the scent ability.

Greater Crysmal**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.

Greater Crysmal**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.

Greater Crysmal**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.

Crysmal King**Crystal Sense (Sp)**

Crismals can sense the presence of any crystals or gems within 30, feet as if using the scent ability.

Crysmal King**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.

Crysmal King**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 crismals' 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.

Crysmal King**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**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.

Pech**Pech Magic (Sp)**

Four pechs working together can cast *wall of stone* 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. The save DCs are modified by the highest Charisma modifier in the group.

Pech**Wall of Stone**

School conjuration (creation) [earth]; **Level** cleric 5, druid 6, sorcerer/wizard 5

Pech

Casting Time 1 standard action

Components V, S, M/DF (a small block of granite)

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

Effect stone wall whose area is up to one 5-ft. square/level (S)

Duration instantaneous

Saving Throw see text; **Spell Resistance** no

This spell creates a wall of rock that merges into adjoining rock surfaces. A wall of stone is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

Unlike a wall of iron, you can create a wall of stone in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area.

Like any other stone wall, this one can be destroyed by a disintegrate spell or by normal means such as breaking and chipping. Each 5-foot square of the wall has hardness 8 and 15 hit points per inch of thickness. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness.

It is possible, but difficult, to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

Stone to Flesh (DC 17)**Pech****School** transmutation; **Level** sorcerer/wizard 6**Casting Time** 1 standard action**Components** V, S, M (a drop of blood mixed with earth)**Range** medium (100 ft. + 10 ft./level)**Target** one petrified creature or a cylinder of stone from 1 ft. to 3 ft. in diameter and up to 10 ft. long**Duration** instantaneous**Saving Throw** Fortitude negates (object); see text; **Spell Resistance** yes

This spell restores a petrified creature to its normal state, restoring life and goods. The creature must make a DC 15 Fortitude save to survive the process. Any petrified creature, regardless of size, can be restored. The spell also can convert a mass of stone into a fleshy substance. Such flesh is inert and lacking a vital life force unless a life force or magical energy is available. For example, this spell would turn an animated stone statue into an animated flesh statue, but an ordinary statue would become a mass of inert flesh in the shape of the statue. You can affect an object that fits within a cylinder from 1 foot to 3 feet in diameter and up to 10 feet long or a cylinder of up to those dimensions in a larger mass of stone.

Burn (Ex)**Pech Shardshaper**

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 11 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 1 point of burn per round, up to a total of 6 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 1. For example, kinetic blade has a listed burn cost of 1, so she can use it without spending burn.

Burn (Ex)**Pech Prism Warden**

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.

Feed on Fear (Su)**Thunder Wisp**

Any time a will-o'-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 Wisp**

Will-o'-wisps are immune to all spells and spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

Natural Invisibility (Ex)**Thunder Wisp**

Will-o'-wisps have the ability to extinguish their natural glow as a move action, effectively becoming invisible, as per the spell.

Terror Tempest (Ex)**Thunder Wisp**

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 3d8 electricity damage and 1d8 sonic damage (Reflex DC 14 halves) and must succeed at a DC 14 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.

Feed on Fear (Su)**Greater Thunder Wisp**

Any time a will-o'-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)**Greater Thunder Wisp**

Will-o'-wisps are immune to all spells and spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

Natural Invisibility (Ex)**Greater Thunder Wisp**

Will-o'-wisps have the ability to extinguish their natural glow as a move action, effectively becoming invisible, as per the spell.

Terror Tempest (Ex)**Greater Thunder Wisp**

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.

Integrated (Ex)**Vault Defender (Tier 8-9)**

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.