

# All for Immortality, Part 1: First Taste of Eternity Subtier 14-15

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## A. Ruined Caravan

### Terrain

The mapped area is a hotbed of planar activity; the recently teleported vial of the *sun orchid elixir* has created a thinning effect between the Astral and Material Planes. A PC using *arcane sight*, *detect magic*, *true seeing*, or similar magical senses can detect the thinning of the planes. With a successful DC 20 Knowledge (planes) check, a PC can assess that this effect makes travel between the two planes easier, such that any such effect (for example, *plane shift*) on one plane would take the affected creatures to a precise location on the other plane, and vice versa.

The region's planar effects interact uniquely with the dimensional shamblers, which have learned how to manipulate the planar thinning following their ambushes of the past decade's *sun orchid elixir* deliveries to Pashow. The dimensional shamblers can use their shift planes ability an unlimited number of times per day while within this area without the need to attempt a Knowledge check. Creatures transported along with a shambler take a –10 penalty on their Will save to resist this effect. The shamblers always transport themselves and their victims between the same region of the Material (area **A1**) and Astral Planes (area **A2**).

Creatures transported to the Astral Plane are subject to that realm's planar traits (*Pathfinder RPG Gamemastery Guide* 191): subjective directional gravity, timeless, and enhanced magic. The subjective gravity allows for a limited form of flight, and the enhanced magic trait allows all spells to be cast as though they were affected by the Quicken Spell metamagic feat.

**Timeless:** Age, hunger, thirst, afflictions (such as diseases, curses, and poisons), and natural healing don't function in the Astral Plane, though they resume functioning when the traveler leaves the Astral Plane.

**Enhanced Magic:** All spells and spell-like abilities used within the Astral Plane may be employed as if they were improved by the Quicken Spell or Quicken Spell-Like Ability feats. Already quickened spells and spell-like abilities are unaffected, as are spells from magic items. Spells so quickened are still prepared and cast at their unmodified level. As with the Quicken Spell feat, only one quickened spell or spell-like ability can be cast per round.

**Subjective Directional Gravity:** The strength of gravity on a plane with this trait is the same as on the Material Plane, but each individual chooses the direction of gravity's pull. Such a plane has no gravity for unattended objects and nonsentient creatures. This sort of environment can be very disorienting to the newcomer, but it is common on "weightless" planes.

Characters on a plane with subjective directional gravity can move normally along a solid surface by imagining "down" near their feet. If suspended in midair, a character "flies" by merely choosing a "down" direction and "falling" that way. Under such a procedure, an individual "falls" 150 feet in the first round and 300 feet in each succeeding round. Movement is straight-line only. In order to stop, one has to slow one's movement by changing the designated "down" direction (again, moving 150 feet in the new direction in the first round and 300 feet per round thereafter).

It takes a DC 16 Wisdom check to set a new direction of gravity as a free action; this check can be made once per round. Any character who fails this Wisdom check in successive rounds receives a +6 bonus on subsequent checks until he or she succeeds.

**ADVANCED DIMENSIONAL SHAMBLERS (8)****CR 9***Pathfinder Adventure Path #46 80*

CE Medium outsider (chaotic, evil)

**Init** +9; **Senses** darkvision 60 ft.; Perception +16**DEFENSE****AC** 25, touch 15, flat-footed 20 (+5 Dex, +10 natural)**hp** 116 (9d10+63)**Fort** +13, **Ref** +10, **Will** +12**Defensive Abilities** resist conjuration; **DR** 5/lawful; **Immune** summoning**OFFENSE****Speed** 30 ft.**Melee** 2 claws +16 (2d6+7 plus grab)**Special Attacks** dimension mastery, shift planes**Spell-Like Abilities** (CL 8th; concentration +11)At will—*dimension door*3/day—*blink, dimensional anchor***TACTICS****Before Combat** The shamblers cast *blink* prior to entering combat.**Morale** The shamblers are cowardly creatures, retreating from the fight if reduced to 20 or fewer hit points. They also retreat if both half of them have been defeated and Imlathre has been slain.**STATISTICS****Str** 25, **Dex** 20, **Con** 24, **Int** 11, **Wis** 18, **Cha** 17**Base Atk** +9; **CMB** +16 (+20 grapple); **CMD** 31**Feats** Improved Initiative, Iron Will, Lightning Reflexes, Lunge, Vital Strike**Skills** Acrobatics +17, Knowledge (planes) +20, Perception +16, Sense Motive +16, Spellcraft +12, Stealth +17; **Racial Modifiers** +8 Knowledge (planes)**Languages** Aklo**SPECIAL ABILITIES****Dimension Mastery (Ex)** A dimensional shambler can take actions normally after using dimension door effects. A dimensional shambler under the effects of a dimensional anchor or dimensional lock spell can ignore the effects of the spell for 1 round by succeeding at a DC 25 Knowledge (planes) check as a move action.**Resist Conjuration (Ex)** Dimensional shamblers detest being conjured by other creatures. They are immune to all spell effects of the summoning school, and are treated as if they had double their actual Hit Dice (18 HD for most dimensional shamblers) for the purposes of determining if they can be conjured by spells like planar ally or planar binding.**Shift Planes (Su)** A dimensional shambler can shift between planes once per hour, using an effect that is similar to that created by the plane shift spell, save that a dimensional shambler is a master of such travel and can manifest at an exact location on its destination plane if it succeeds at a DC 20 Knowledge (planes) check. If it exceeds this DC by 10 or more, it can place itself in such a position upon arrival that if combat immediately results from its appearance, it gains a +10 bonus on its resulting initiative check. Using shift planes is a full-round action that provokes attacks of opportunity, during which the dimensional shambler shimmers and grows increasingly transparent. A dimensional shambler can use this ability while grappling a creature—doing so does not provoke attacks of opportunity from the creature it is grappling. If the creature is of the dimensional shambler's size or smaller (Medium for most dimensional shamblers), that creature shifts planes with the dimensional shambler unless it succeeds at a DC 15 Will save. The save DC is Charisma-based.

**Blink****School** transmutation; **Level** bard 3, sorcerer/wizard 3**Casting Time** 1 standard action**Components** V, S**Range** personal**Target** you**Duration** 1 round/level (D)

You "blink" quickly back and forth between the Material Plane and the Ethereal Plane and look as though you're winking in and out of reality at random. *Blink* has several effects, as follows.

Physical attacks against you have a 50% miss chance, and the Blind-Fight feat doesn't help opponents, since you're ethereal and not merely invisible. If the attack is capable of striking ethereal creatures, the miss chance is only 20% (for concealment).

If the attacker can see invisible creatures, the miss chance is also only 20%. (For an attacker who can both see and strike ethereal creatures, there is no miss chance.) Likewise, your own attacks have a 20% miss chance, since you sometimes go ethereal just as you are about to strike.

Any individually targeted spell has a 50% chance to fail against you while you're blinking unless your attacker can target invisible, ethereal creatures. Your own spells have a 20% chance to activate just as you go ethereal, in which case they typically do not affect the Material Plane (but they might affect targets on the Ethereal Plane).

While blinking, you take only half damage from area attacks (but full damage from those that extend onto the Ethereal Plane). Although you are only partially visible, you are not considered invisible and targets retain their Dexterity bonus to AC against your attacks. You do receive a +2 bonus on attack rolls made against enemies that cannot see invisible creatures.

You take only half damage from falling, since you fall only while you are material.

While blinking, you can step through (but not see through) solid objects. For each 5 feet of solid material you walk through, there is a 50% chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet so traveled.

Since you spend about half your time on the Ethereal Plane, you can see and even attack ethereal creatures. You interact with ethereal creatures roughly the same way you interact with material ones.

An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down. As an incorporeal creature, you can move through solid objects, including living creatures.

An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial. Sight and hearing on the Material Plane are limited to 60 feet.

Force effects and abjurations affect you normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and objects as material.

**IMLATHRE****CR 16**

Male human oracle 17

CN Medium Humanoid (human)

**Init** +6; **Senses** darkvision 60 ft., see in darkness; **Perception** +1**DEFENSE****AC** 28, touch 16, flat-footed 26 (+8 armor, +4 deflection, +2 Dex, +4 natural)**hp** 182 (17d8+102)**Fort** +11, **Ref** +9, **Will** +13; +4 vs. disease**Defensive Abilities** 25% chance to negate critical hits and sneak attacks; **Immune** disease, nauseated, sickened; **SR** 29**OFFENSE****Speed** 30 ft. (20 ft. in armor)**Melee** mwk sickle +12/+7/+2 (1d6–1)**Oracle Spells Known** (CL 17th; concentration +23, +25 defensively)8th (4/day)—*fire storm* (DC 24), *mass cure critical wounds*, *orb of the void*<sup>UM</sup> (DC 24), *reverse gravity* (DC 24)7th (4/day)—*blasphemy*, *destruction* (DC 23), *insanity* (DC 23), *mass cure serious wounds*, *waves of ecstasy*<sup>UM</sup> (DC 23)6th (7/day)—*greater dispel magic*, *harm* (DC 22), *heal*, *mass cure moderate wounds*, *planar binding* (DC 22)5th (7/day)—*feblemind* (DC 21), *flame strike* (DC 21), *mass cure light wounds*, *plane shift* (DC 21), *spell resistance*, *true seeing*4th (7/day)—*air walk*, *black tentacles*, *blessing of fervor*<sup>APG</sup> (DC 20), *cure critical wounds*, *death ward*, *spiritual ally*<sup>APG</sup>3rd (7/day)—*blindness/deafness* (DC 19), *cure serious wounds*, *deeper darkness*, *dispel magic*, *protection from energy*, *tongues*2nd (8/day)—*calm emotions* (DC 18), *cure moderate wounds*, *dust of twilight*<sup>APG</sup> (DC 18), *hold person* (DC 18), *resist energy*, *silence* (DC 18), *spiritual weapon*1st (8/day)—*command* (DC 17), *cure light wounds*, *doom* (DC 17), *entropic shield*, *magic weapon*, *sanctuary* (DC 17), *shield of faith*0 (at will)—*bleed* (DC 16), *create water*, *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *read magic*, *resistance***Mystery** Dark Tapestry<sup>UM</sup>**TACTICS****Before Combat** Anticipating enemy reinforcements, Imlathre sends his dimensional shambler allies to abduct targets from the ambush site. He then quaffs his remaining potions, and casts *entropic shield*, *shield of faith* and *spell resistance*.**During Combat** Imlathre disables spellcasters with *feblemind* and groups of PCs with *waves of ecstasy*. He continues to use his spells and revelations—particularly dweller in darkness and interstellar void—to punish his foes and heal himself. If his wings of darkness revelation is active, he prefers to fight about 100 feet above the floating rocks to stay away from melee threats. He aims to keep one PC alive for interrogation. Imlathre prioritizes casting quickened *orb of the void*, which he maneuvers on subsequent rounds. If surrounded, he casts *blasphemy*, despite being vulnerable to its effects.**Morale** If harried by an especially persistent opponent, Imlathre casts *deeper darkness* and hides within the bubble, taking full advantage of his see in darkness ability. Imlathre fights to the death, knowing that finding about the sun orchid elixir's whereabouts is his only means of escaping Kramolag.**Base Statistics** Without *barkskin*, *bear's endurance*, *shield of faith*, and *spell resistance*, Imlathre's statistics are **AC** 23, touch 15, flat-footed 21; **hp** 148; **Fort** +9; **SR** none; **CMD** 26.

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**STATISTICS**

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**Str 8, Dex 14, Con 18, Int 10, Wis 13, Cha 23****Base Atk +12; CMB +11; CMD 27****Feats** Abundant Revelations<sup>UM</sup> (interstellar void), Combat Casting, Empower Spell, Extra Revelation<sup>APG</sup>, Improved Initiative, Maximize Spell, Persistent Spell<sup>APG</sup>, Spell Penetration, Still Spell, Toughness**Skills** Bluff +2, Diplomacy +2, Disguise +2, Intimidate +26, Knowledge (planes) +20, Knowledge (religion) +20, Linguistics +2, Sense Motive +19, Spellcraft +20**Languages** Aklo, Common, Shadowtongue**SQ** oracle's curse (wasting), revelations (cloak of darkness<sup>UM</sup>, dweller in darkness<sup>UM</sup> 1/day, gift of madness<sup>UM</sup> 9/day, interstellar void<sup>UM</sup> 3/day, pierce the veil<sup>UM</sup>, wings of darkness<sup>UM</sup>)**Combat Gear** *potion of barkskin* (CL 9th), *potion of bear's endurance*; **Other Gear** +3 *light fortification scale mail*, mwk sickle, *cloak of resistance +2*, *headband of alluring charisma +4*, *ring of protection +3*, medical bracelet (reads "#117"), spell component pouch

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**SPECIAL ABILITIES**

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**Cloak of Darkness (Su)** You conjure a cloak of shadowy darkness that grants you a +4 armor bonus and a +2 circumstance bonus on Stealth checks. At 7th level, and every four levels thereafter, these bonuses increase by +2. You can use this cloak for 1 hour per day per oracle level. The duration does not need to be consecutive, but it must be spent in 1-hour increments.**Dweller in Darkness (Sp)** Once per day, you cast your psyche into the void of space to attract the attention of a terrible otherworldly being. The dweller in darkness behaves in all ways as if you had cast *phantasmal killer*. At 17th level, the dweller in darkness can be perceived by more than one creature, as if you had cast *weird*.**Gift of Madness (Su)** You tap into the unthinkable void between the stars and cause a single living creature within 30 feet to become confused for 1 round. A successful Will save negates the effect. This is a mind-affecting compulsion effect. At 7th level, the confusion lasts for a number of rounds equal to your oracle level. You can use this ability a number of times per day equal to 3 + your Charisma modifier.**Interstellar Void (Su)** You call upon the frigid depths of outer space to bring a terrible chill to your enemies. As a standard action, one target within 30 feet is cloaked in the void and takes 1d6 points of cold damage for every oracle level you possess. A successful Fortitude save halves this damage. ~~At 10th level, the interstellar void is so extreme that a creature that fails its save is fatigued.~~ At 15th level, a creature that fail its save is exhausted and stunned for 1 round. You can use this ability once per day plus one additional time per day at 10th level, plus one additional time for Abundant Revelation.**Pierce the Veil (Su)** Your bond with the alien denizens of the Dark Tapestry allows you to see in even the deepest darkness. You gain darkvision 60 feet. At 11th level, you can see perfectly in darkness of any kind, even in absolute darkness or the darkness created by a *deeper darkness* spell.**Wings of Darkness (Su)** As a swift action, you can manifest a set of translucent, inky wings that grant you a fly speed of 60 feet with good maneuverability. You can use these wings for 1 minute per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. At 11th level, you can use these wings to fly as if with *overland flight* once per day. Used in this way, the ability lasts for up to 1 hour per level, and counts as your total use of this ability for the day. You must be at least 7th level to select this revelation.

Imlathre's Spell Cheat Sheet

8<sup>th</sup> level spells

**Fire Storm** (evocation[fire], VS, medium, two 10ft cubes/lvl, SRyes) – 1d6/lvl fire, REF half. Fail REF and catch on fire for 4d6 fire. Extinguish by full round REF 20.

**Mass Cure Critical Wounds** (conjunction[healing], VS, close, one creature/lvl, all within no more than 30ft.) – 4d8+17 healing

**Orb of the Void** (necromancy, VSM, close, 1rd/lvl, SRyes) – create a 1ft diameter sphere of weightless negative energy. Move action to move 30ft, stops if it runs into someone. That creature FORT or negative level.

**Reverse Gravity** (transmutation, VSMDf, medium, up to one 10ft cube/lvl, 1rd/lvl) – Gravity is reversed in the area. REF to grab onto something if caught in the area. Flying or levitating is unaffected.

7<sup>th</sup> level spells

**Blasphemy** (evocation [evil, sonic], V, nonevil creatures in a 40ft radius from you, SRyes) –

HD = 17 -> Dazed

HD = 13, 14, 15, 16 -> Weakened, Dazed

HD = 8, 9, 10, 11, 12 -> Paralyzed, Weakened, Dazed

HD < 8 -> Killed, Paralyzed, Weakened, Dazed

Dazed = WILL or Dazed for 1rd

Weakened = Strength scored decreased by 2d6. WILL for half

Paralyzed = Paralyzed and helpless for 1d10min. WILL for 1rd.

Killed = Killed. WILL for 3d6+lvl dmg instead.

**Destruction** (necromancy[death], close, one creature) – FORT or 150 dmg. If dead, remains are consumed in fire. Pass the FORT, take only 10d6dmg.

**Insanity** (enchantment[compulsion][mind-affecting], VS, medium, one living creature, SRyes) – WILL or permanently *confused*.

**Mass Cure Serious Wounds** (conjunction[healing], VS, close, one creature/lvl, all within no more than 30ft.) – 3d8+17 healing

**Waves of Ecstasy** (enchantment (compulsion)[emotion, mind-affecting], VS, 30ft. cone, 1rd/lvl) – Stunned for 1 rd, staggered for remainder. WILL to be staggered for 1 round, ok for remainder.

6<sup>th</sup> level spells

**Greater Dispel Magic** (abjuration, VS, medium) – single target and dispel one/4lvls; or everything in a 20ft. radius burst; or counterspell at +4

**Harm** (necromancy, VS, creature touched, SRyes) – 150dmg, WILL half. Can't go less than 1.

**Heal** (conjunction[healing], VS, creature touched, SRyes) – Heal 150hp, cure ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, poisoned, sickened, stunned

**Mass Cure Moderate Wounds** (conjunction[healing], VS, close, one creature/lvl, all within no more than 30ft.) – 2d8+17 healing

**Planar Binding** – not relevant to combat

5<sup>th</sup> level spells

**Feeblemind** (enchantment (compulsion) [mind-affecting], VSM, medium, one creature, SRyes) – WILL or INT and CHA become 1. Unable to use INT/CHA skills, cast spells, understand language, or communicate coherently. Arcane casters take a -4 penalty to this save.

**Flame Strike** (evocation[fire], VSDF, medium, 10ft. radius, 40ft. high, SRyes) – 15d6 (REF half). 50% is fire dmg, 50% is divine dmg.

**Mass Cure Light Wounds** (conjunction[healing], VS, close, one creature/lvl, all within no more than 30ft.) – 1d8+15 healing



**Plane Shift** (conjunction[teleportation], VSF, creature touched, or 8 creatures holding hands, SRyes) – Go to a random spot in another spot in another plane. WILL negates.

**Spell Resistance** (abjuration, VSDF, creature touched, 1min/lvl, SRyes) – Target gains SR 29

**True Seeing** (divination, VSM, creature touched, 1min/lvl, SRyes) – Ignore darkness/magical darkness, magically secret doors, blur/displacement, invisibility, illusions, polymorph/changed/transmuted. Can see into Ethereal plane. Vision up to 120 ft.

#### 4<sup>th</sup> level spells

**Air Walk** (transmutation[air], VSDF, creature touched, 10min/lvl, SRyes) – Creature can walk on air like it was a hill. (Max of 45°)

**Black Tentacles** (conjunction[creation], VSM, medium, 20ft. radius, 1rd/lvl) – Grapple creatures in the area for +22. 1d6+4dmg to grappled creatures. Area is difficult terrain.

**Blessing of Fervor** (transmutation, VSDF, close, one creature/lvl all w/in 30ft of each other, 1rd/lvl, SRyes) – each round, each creature chooses one, this doesn't stack with *haste*: increase speed by 30ft; stand as a swift w/o provoking; extra attack as part of a full attack; +2 attack, +2 dodge to AC & REF; cast a 2<sup>nd</sup> level or lower spell with enlarge, extend, silent or still

**Cure Critical Wounds** (conjunction[healing], VS) – creature touched 4d8+17

**Death Ward** (necromancy, VSDF, living creature touched, 1min/lvl, SRyes) – Get +4 morale saves vs. death spells and effects. They get a save even if you wouldn't normally get one. Immune to energy drain and negative energy effects.

**Spiritual Ally** (evocation[force], VSDF, medium, 1rd/lvl, SRyes) – Spiritual weapon that can flank, attacks at +13/+8/+3 (1d10+5). It has fly 30.

#### 3<sup>rd</sup> level spells

**Blindness/Deafness** (necromancy, V, medium, one living creature, SRyes) – FORT or permanently blind or deaf.

**Cure Serious Wounds** (conjunction (healing), VS) – creature touched heals 3d8+15

**Deeper Darkness** (evocation[darkness], VMDF, object touched, 1min/lvl) – object radiates darkness in a 60ft. radius. Light level drops two steps, nonmagical sources of light are shut off, supernatural darkness is possible.

**Dispel Magic** (abjuration, VS, medium) – Make a dispel check (1d20+CL). Target a creature, object or spell. Either dispels highest CL spell it can get off of the creature, dispels the targeted spell, or suppresses the object for 1d4 rounds as long as you make DC 11+CL. Can also be used as a generic counterspell.

**Protection from Energy** (abjuration, VSDF, creature touched, SRyes) – Absorb 10/lvl (max 120) points of energy damage

**Tongues** (divination, VM/DF, creature touched, 10min/lvl) – Speak and understand any language.

#### 2<sup>nd</sup> level spells

**Calm Emotions** (enchantment(compulsion)[emotion, mind-affecting], VSDF, medium, 20ft. radius, concentration up to 1rd/lvl, SRyes) – WILL or emotions suppressed. No raging or violent actions. Also morale bonuses, fear effects and confusion effects are auto-suppressed.

**Cure Moderate Wounds** (conjunction (healing), VS) – creature touched heals 2d8+10

**Dust of Twilight** (conjunction[darkness], VSM, medium, creatures/objects in a 10ft. spread) – Extinguish mundane light sources, dispel light spells of 2<sup>nd</sup> lvl or lower, FORT or be fatigued.

**Hold Person** (enchantment (compulsion)[mind-affecting], VSDF, medium, 1rd/lvl(D), SRyes) – WILL or humanoid is paralyzed. Full-round gives another save.

**Resist Energy** (abjuration, VSDF, 10min/lvl) – Resist 30 (acid, cold, electric, fire or sonic)

**Silence** (illusion [glamer], 1 round, VS, long, 20ft radius on an object, 1rd/lvl, SRyes) – Silence in the area. Unwilling targets get WILL to resist.

**Spiritual Weapon** (evocation[force], VSDF, medium, 1rd/lvl, SRyes) Weapon of force +13/+8/+3 (1d8+5 force) Move to redirect the weapon. Touch AC is 12.

1<sup>st</sup> level spells

**Command** (enchantment (compulsion)[mind-affecting], V, close, 1rd, SRyes) – WILL or Approach, Drop, Fall, Flee or Halt.

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

**Doom** (necromancy [emotion, fear, mind-affecting], VSDF, medium, 1min/lvl, SRyes) – WILL or shaken.

**Entropic Shield** (abjuration, VS, personal, 1min/lvl) – 20% miss vs. ranged attacks (inc. rays)

**Magic Weapon** (transmutation, VSDF, weapon touched, 1min/lvl, SRyes) – Weapon gets a +1 enhancement bonus.

**Sanctuary** (abjuration, VSDF, creature touched, 1rd/lvl) – creatures who attack touched creature WILL or can't attack them for duration of spell, loses action. Spell breaks if target attacks.

**Shield of Faith** (abjuration, VSM, creature touched, 1min/lvl) - +2+1/6lvls deflection to AC

## Items

### **+3 LIGHT FORTIFICATION SCALE MAIL**

Medium armor, +8 armor bonus, +3 max dex, -3 ACP, ASF 25%, price 16,200 gp; weight 30 lbs. The wearer has a 25% chance of negating any critical hit or sneak attack against them.

### **CLOAK OF RESISTANCE +2**

**Aura** faint abjuration; **CL** 5<sup>th</sup>; **Slot** shoulders; **Identify DC** 20; **Price** 4,000 gp; **Weight** 1 lb. Wearing this grants a +2 resistance bonus to all saving throws.

### **HEADBAND OF ALLURING CHARISMA +4**

**Aura** moderate transmutation; **CL** 8<sup>th</sup>; **Slot** headband; **Identify DC** 23; **Price** 16,000 gp; **Weight** 1 lb. Wearing this grants a +4 enhancement bonus to Charisma.

### **RING OF PROTECTION +3**

**Aura** faint abjuration; **CL** 5<sup>th</sup>; **Slot** ring; **Identify DC** 20; **Price** 18,000 gp; **Weight** — Wearing this grants a +3 deflection bonus to AC.

### **GOLEMBANE SCARAB**

**Aura** moderate divination; **CL** 8<sup>th</sup>; **Slot** neck; **Identify DC** 23; **Price** 2,500 gp; **Weight** — This beetle-shaped pin enables its wearer to detect any golem within 60 feet, although he must concentrate (a standard action) in order for the detection to take place. A *scarab* enables its possessor to combat golems with weapons, unarmed attacks, or natural weapons as if those golems had no damage reduction.

## B. The Upper Vaults

### KAARIM

CR 14

Male half-elf cleric of Abadar 15 [Red = w/ divine power & righteous might]

LE Medium [Large] humanoid (elf, human)

**Init** –1 [–2]; **Senses** low-light vision; Perception +8

### DEFENSE

**AC** 27, touch 13 [11], flat-footed 27 (+12 armor, +4 deflection, –1 [–2] Dex, +2 [+4] natural [–1 size])

**hp** 131 (15d8+60) [161 plus 15 temps]

**Fort** +11 [+13], **Ref** +4 [+3], **Will** +15; +2 vs. enchantments

[DR 10/good]; Immune sleep

### OFFENSE

**Speed** 40 ft. (30 ft. in armor)

**Melee** +1 cold iron heavy mace +15/+10/+5 (1d8+5) [+22/+22/+17/+12 (2d6+13)]

**Ranged** mwk heavy crossbow +11 (1d10/19–20) [+15 (2d8+5/19-20)]

[Space 10 ft.; Reach 10 ft.]

**Special Attacks** channel negative energy 5/day (DC 18, 7d6)

**Domain Spell-Like Abilities** (CL 15th; concentration +21)

At will—dimensional hop (150 feet/day)

9/day—touch of law

**Cleric Spells Prepared** (CL 15th; concentration +21, +25 defensively)

8th—*fire storm* (DC 25), *shield of law*<sup>D</sup>

7th—*dictum*<sup>D</sup> (DC 24), empowered *flame strike* (DC 22), *repulsion* (DC 23)

6th—*blade barrier* (DC 23), *greater dispel magic*, *harm* (DC 22), *heal*, *hold monster*<sup>D</sup> (DC 22)

5th—*dispel chaos*<sup>D</sup>, *flame strike* (DC 22), *greater command* (DC 21), *righteous might*, *true seeing*, *wall of stone*

4th—*dimension door*<sup>D</sup>, *dimensional anchor*, *dismissal* (DC 20), *divine power*, *freedom of movement*, *order's wrath* (DC 21)

3rd—*blindness/deafness* (DC 19), *fly*<sup>D</sup>, *invisibility purge*, *protection from energy*, *searing light*, *wrathful mantle*<sup>APG</sup> (DC 20)

2nd—*align weapon* (law only)<sup>D</sup>, *bull's strength*, *hold person* (DC 18), *spiritual weapon*, *status*, *undetected alignment* (DC 18), *weapon of awe*<sup>APG</sup> (DC 18)

1st—*command* (2, DC 17), *comprehend languages*, *magic weapon*, *protection from chaos*<sup>D</sup>, *remove fear*, *shield of faith*

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

**D** domain spell; **Domains** Law, Travel

### TACTICS

**Before Combat** Kaarim prefaces combat by casting *bull's strength*, *magic vestment*, *shield of faith*, and *status* (already incorporated into his stat block). He then casts the special spell granted by his special preparations ability, and if the PCs do not approach quietly, he also casts *divine power*, *freedom of movement*, *righteous might*, and *true seeing*.

**During Combat** Kaarim casts *repulsion* to keep his enemies at a distance. He then uses spells such as *blade barrier*, *dictum*, and *greater dispel magic* to maintain battlefield control. He uses his dimensional hop ability to travel into the sealed vaults, where he heals or casts additional enhancing magic.

**Morale** Kaarim fights until death, linked to Saabira by their wishcrafted bond.

**Base Statistics** Without *bull's strength*, *magic vestment*, and *shield of faith*, Kaarim's statistics are **AC** 20, touch 9, flat-footed 20; **Melee** +1 cold iron mace +13/+8/+3 (1d8+2); **CMB** +12; **CMD** 21.

### STATISTICS

**Str** 16 [20], **Dex** 8 [6], **Con** 14 [18], **Int** 10, **Wis** 23, **Cha** 14

**Base Atk** +11; **CMB** +14 [+17]; **CMD** 27 [29]

**Feats** Combat Casting, Empower Spell, Extend Spell, Heavy Armor Proficiency, Maximize Spell, Quick Channel<sup>UM</sup>, Skill Focus (Knowledge [religion]), Spell Focus (evocation), Toughness

**Skills** Diplomacy +8, Knowledge (history) +6, Knowledge (nobility) +7, Knowledge (religion) +14, Perception +8, Spellcraft +15; **Racial Modifiers** +2 Perception

**Languages** Common, Elven

**SQ** agile feet (9/day), elf blood

**Combat Gear** *potion of bear's endurance, scroll of antilife shell, scroll of heal, scroll of heroes' feast*; **Other Gear** +3 full plate, +1 cold iron heavy mace, mwk heavy crossbow with 10 bolts, *amulet of natural armor* +2, *headband of inspired wisdom* +4, platinum holy symbol of Abadar<sup>UE</sup>, key to Loaralis's lair, spell component pouch, eye salve worth 250 gp

### SPECIAL ABILITIES

**Agile Feet (Su)** As a free action, you can gain increased mobility for 1 round. For the next round, you ignore all difficult terrain and do not take any penalties for moving through it. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Dimensional Hop (Sp)** At 8th level, you can teleport up to 10 feet per cleric level per day as a move action. This teleportation must be used in 5-foot increments and such movement does not provoke attacks of opportunity. You must have line of sight to your destination to use this ability. You can bring other willing creatures with you, but you must expend an equal amount of distance for each creature brought.

**Special Preparations (Ex)** Thanks to Saabira's access to dossiers on the PCs, their abilities, and their accomplishments, Kaarim gains and casts one of the following spells from a scroll (CL 15th) before the PCs arrive: *death ward*, *protection from energy* (affects both Kaarim and Saabira), or *spell immunity*.

**Staff of Order (Su)** At 8th level, you can give a weapon touched the *axiomatic* special weapon quality for a number of rounds equal to 1/2 your cleric level. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

**Touch of Law (Sp)** You can touch a willing creature as a standard action, infusing it with the power of divine order and allowing it to treat all attack rolls, skill checks, ability checks, and saving throws for 1 round as if the natural d20 roll resulted in an 11. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Kaarim's Cheat Sheet

8<sup>th</sup> level spells

**Fire Storm** (evocation[fire], VS, medium, two 10ft cubes/lvl, SRyes) – 15d6 fire, REF half. Fail REF and catch on fire for 4d6 fire. Extinguish by full round REF 20.

**Shield of Law** (abjuration [lawful], VSF, one creature/lvl w/in 20ft., 1rd/lvl, SRyes) – Warded creatures get 4 benefits. +4 deflection to AC, +4 resistance to all saves, SR 25 vs. chaotic spells and spells cast by chaotic creatures, protection from possession and mental influence like protection from chaos, if a chaotic creature strikes them with a melee attack WILL or be slowed.

7<sup>th</sup> level spells

**Dictum** (evocation [lawful, sonic], V, nonlawful creatures in a 40ft radius from you, SRyes) –

HD = 15 -> Deafened

HD = 11, 12, 13, 14 -> Staggered, Deafened

HD = 6, 7, 8, 9, 10 -> Paralyzed, Staggered, Deafened

HD < 6 -> Killed, Paralyzed, Staggered, Deafened

Deafened = WILL or Deafened for 1d4 rds

Staggered = Staggered for 2d4 rds. WILL for 1d4rd

Paralyzed = Paralyzed and helpless for 1d10min. WILL for 1rd.

Killed = Killed. WILL for 3d6+lvl dmg instead.

**Empowered Flame Strike** (evocation[fire], VSDF, medium, 10ft. radius, 40ft. high, SRyes) – 15d6\*1.5 (REF half). 50% is fire dmg, 50% is divine dmg.

**Repulsion** (abjuration, VSDF, up to 10ft/lvl radius on you, 1rd/lvl, SRyes) – Any creature who enters area WILL or be unable to enter area for duration.

6<sup>th</sup> level spells

**Blade Barrier** (evocation[force], wall 20ft/lvl long or ring of 5ft/2lvls radius, 1min/lvl) – Walk through the wall and take 1d6/lvl dmg, REF for half. If wall is cast on a creature, they take dmg. Provides cover through it.

**Greater Dispel Magic** (abjuration, VS, medium) – single target and dispel one/4lvls; or everything in a 20ft. radius burst; or counterspell at +4

**Harm** (necromancy, VS, creature touched, SRyes) – 10dmg/lvl (max 150), WILL half. Can't go less than 1.

**Heal** (conjunction[healing], VS, creature touched, SRyes) – Heal 150hp, cure ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, poisoned, sickened, stunned

**Hold Monster** (enchantment (compulsion)[mind-affecting], VSDF, medium, 1rd/lvl(D), SRyes) – WILL or creature is paralyzed. Full-round gives another save.

5<sup>th</sup> level spells

**Dispel Chaos** (abjuration[good], VSDF, touch, 1rd/lvl) – +4 deflection vs. chaotic creatures, can end the spell when making a melee touch to dismiss an chaotic creature from another plane (WILL negates, SRyes) or end the spell to dispel an enchantment spell from a chaotic creature.

**Flame Strike** (evocation[fire], VSDF, medium, 10ft. radius, 40ft. high, SRyes) – 1d6/lvl (REF half, max 15d6). 50% is fire dmg, 50% is divine dmg.

**Greater Command** (enchantment(compulsion)[language-dependant, mind-affecting], V, close, 1 creature/lvl within 30 ft of each other, 1 rd/lvl, SR yes) – WILL or (Approach, Drop, Fall, Flee, Halt). New WILL every rd.

**Righteous Might** (transmutation, VSDF, personal, 1rd/lvl) – enlarge, +4 STR, +4 CON, -2 DEX, +2 enhance nat armor, DR 5/good, -1 AC, Att, weapon dmg goes up 1 size

**True Seeing** (divination, VSM, creature touched, 1min/lvl, SRyes) – Ignore darkness/magical darkness, magically secret doors, blur/displacement, invisibility, illusions, polymorph/changed/transmuted. Can see into Ethereal plane. Vision up to 120 ft.

**Wall of Stone** (conjunction(creation)[earth], VS MDF, medium, stone wall of 1 5ft.square/lvl) – 1in thick/4lvls. Must merge with and be supported by existing stone, avoid entrapment of a creature by a REF.

4<sup>th</sup> level spells

**Dimension Door** (conjunction(teleportation), V, long, you and touched objects) – teleport anywhere w/in range

**Dimensional Anchor** (abjuration, medium, 1min/lvl, SRyes) – ranged touch. If it hits, target is blocked from extradimensional travel.

**Dismissal** (abjuration, VSDF, close, one extraplanar creature, SRyes) – WILL or banished back to home plane. 20% chance of being sent to a different plane.

**Divine Power** (evocation, VSDF, personal, 1rd/lvl) - +1/3lvls on att, weapon dmg, STR checks, STR skills. 1 temp/lvl. Haste attack.

**Freedom of Movement** (abjuration, VSM, creature touched, 10min/lvl, SRyes) – Can attack and move normally, cannot be grappled.

**Order's Wrath** (evocation [lawful], VS, 20ft radius, medium, SRyes) – 1d8 dmg/2lvls. Chaotic WILL?half:full + dazed for 1d4 rds. Neutral WILL?quarter:half

3<sup>rd</sup> level spells

**Blindness/Deafness** (necromancy, V, medium, one living creature, SRyes) – FORT or permanently blind or deaf.

**Fly** (transmutation, VSF, creature touched, 1min/lvl, SRyes) – Creature gains fly speed of 60ft, +1/2 lvl to Fly checks.

**Invisibility Purge** (evocation, VS, personal, 1min/lvl) – Sphere w/ radius 5ft/lvl. Negate all invisibility in the sphere

**Protection from Energy** (abjuration, VSDF, creature touched, SRyes) – Absorb 10/lvl (max 120) points of energy damage

**Searing Light** (evocation, VS, medium, SRyes) – Ranged touch. Creature = 1d8/2 lvls. Undead = 1d6/lvl. Undead vulnerable to bright light = 1d8/lvl. Construct takes 1d6/2 lvls.

**Wrathful Mantle** (evocation[force, light], VSDF, touch, creature touched, 1min/lvl, SRyes) – Subject surrounded by light. +1 resistance to saves/4lvls (max +5). Target can end spell as swift to deal 2d8 force to all within 5 feet.

2<sup>nd</sup> level spells

**Align Weapon (law only)** (transmutation, VSDF, weapon touched or 50 projectiles touched, 1min/lvl, SRyes) – weapon becomes aligned towards law.

**Bull's Strength** (transmutation, VS MDF, creature touched, 1min/lvl, SRyes) – +4 STR enhancement

**Hold Person** (enchantment (compulsion)[mind-affecting], VSDF, medium, 1rd/lvl(D), SRyes) – WILL or humanoid is paralyzed. Full-round gives another save.

**Spiritual Weapon** (evocation[force], VSDF, medium, 1rd/lvl, SRyes) Weapon of force +(WIS+BAB) (1d8+1/3lvls force) Move to redirect the weapon. Touch AC is 12.

**Status** (divination, one living creature touched/3lvls, 1hr/lvl, SRyes) – You know of direction/distance to targets as well as if they are unharmed, wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, confused, etc.

**Undetectable Alignment** (abjuration, VS, close, one creature or object, 24 hrs, SRyes) – The target's alignment cannot be detected by divination.

**Weapon of Awe** (transmutation, VSDF, weapon touched, 1min/lvl, SRyes) – Weapon gains +2sacred to damage. Crit shakens target (mind-affecting fear).

1<sup>st</sup> level spells

**Command (2)** (enchantment (compulsion)[mind-affecting], V, close, 1rd, SRyes) – WILL or Approach, Drop, Fall, Flee or Halt.

**Comprehend Languages** (divination, Personal, 10min/lvl) – Understand other languages

**Magic Weapon** (transmutation, VSDF, weapon touched, 1min/lvl, SRyes) – Weapon gets a +1 enhancement bonus.

**Protection from Chaos** (abjuration[evil], VSMDf, 1 action, creature touched, 1min/lvl) - +2 deflection, +2 resistance vs stuff from chaotic creatures, no being touched by chaotic summoned creatures, protection from mental control by chaotic creatures

**Remove Fear** (abjuration, VS, close, one creature + one creature/4 levels, no more than 30ft apart, 10 minutes, SRyes) – Targets get +4 morale bonus vs. fear. If target is under a fear effect when receiving the spell, it is suppressed for the duration.

**Shield of Faith** (abjuration, VSM, creature touched, 1min/lvl) - +2+1/6lvls deflection to AC

#### Special Preparations

**Death Ward** (necromancy, VSDF, living creature touched, 1min/lvl, SRyes) – Get +4 morale saves vs. death spells and effects. They get a save even if you wouldn't normally get one. Immune to energy drain and negative energy effects.

**Protection from Energy** (abjuration, VSDF, creature touched, SRyes) – Absorb 10/lvl (max 120) points of energy damage

**Spell Immunity** (abjuration, VSDF, creature touched, 10min/lvl, SRyes) – Pick one spell of 4<sup>th</sup> level or lower per 4 levels. Creature has unbeatable spell resistance versus those spells.

#### Items

**Potion of Bear's Endurance** (transmutation, VSMDf, creature ed, 1min/lvl, SRyes) – +4 CON enhancement

**Scroll of Antilife Shell** (abjuration, VSDF, 1 round, 10ft radius on you, 1min/lvl, SRyes) – Animals, aberrations, dragons, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, plants, and vermin can't go in the shell. Constructs, elementals, outsiders and undead are ok.

**Scroll of Heal** (conjuration[healing], VS, creature touched, SRyes) – Heal 10hp/lvl (max 150), cure ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, poisoned, sickened, stunned

**Scroll of Heroes' Feast** (conjuration (creation), 10 minutes, VSDF, close, one creature/lvl, 1hr + 12hrs) – Create a feast that it takes an hour to eat. Those who eat is cured of sickness and nausea, receives the benefits of *neutralize poison* and *remove disease*, gains 1d8+1/2lvls temp hp, +1 morale bonus on attack rolls and Will saves, +4 morale bonus on saves versus poison and fear.



**SAABIRA TAHERI****CR 14**

Female human fighter (polearm master) 15

LN Medium humanoid (human)

**Init** +8; **Senses** Perception +6**DEFENSE****AC** 24, touch 15, flat-footed 19 (+9 armor, +4 Dex, +1 dodge)**hp** 162 (15d10+75)**Fort** +12, **Ref** +9, **Will** +6**DR** 10/magic (ranged weapon attacks only; 30 points)**OFFENSE****Speed** 30 ft.; fly 60ft. (good)**Melee** +2 *shocking adamantine bardiche* +25/+20/+15 (1d10+13/17–20 plus 1d6 electricity)**w/ Power Attack** +2 *shocking adamantine bardiche* +21/+16/+11 (1d10+25/17–20 plus 1d6 electricity)**Special Attacks** pole fighting -0, polearm training, steadfast pike +4**TACTICS****Before Combat** Saabira quaffs her *potion of fly* and *potion of protection from arrows* prior to the PCs arrival.**During Combat** Saabira takes advantage of Spring Attack, moving to attack foes with her polearm and then retreating. Her connection with Kaarim means that she's unaffected by any negative effects of the high priest's spells, meaning spells such as *blade barrier* and *repulsion* doesn't affect her. If viable, she also uses her bardiche to trip opponents, particularly if she's affected them with her Staggering Critical feat.**Morale** Saabira fights until death, linked to Kaarim by their wishcrafted bond.**STATISTICS****Str** 17, **Dex** 18, **Con** 16, **Int** 8, **Wis** 12, **Cha** 10**Base Atk** +15; **CMB** +18; **CMD** 33**Feats** Crippling Critical<sup>APG</sup>, **Critical Focus**, Dodge, Greater Weapon Focus (bardiche), Greater Weapon Specialization (bardiche), Improved Critical (bardiche), Improved Initiative, **Improved Vital Strike**, Mobility, Power Attack, Spring Attack, Staggering Critical, Step Up, Toughness, Vital Strike, Weapon Focus (bardiche), Weapon Specialization (bardiche)**Skills** Acrobatics +13, Fly +8, Intimidate +18, Perception +6**Languages** Common**SQ** flexible flanker, sweeping fend**Combat Gear** *potion of cure serious wounds*, *potion of fly*, *potion of protection from arrows*; **Other Gear** +3 *mithral breastplate*, +2 *shocking adamantine bardiche*<sup>UE</sup>, *belt of physical might* +2 (Dex, Con)**SPECIAL ABILITIES****Special Preparations (Ex)** Thanks to Saabira's access to dossiers on the PCs, their abilities, and their accomplishments, the GM can provide Saabira one of the following advantages to defend against the PCs' favorite tactics—ideally one they used earlier in the scenario.

- Saabira wears a locked gauntlet and has applied an oil to her weapon that increases its effective hardness to 22 and increases its hit point total to 60.
- Three enchanted iron bullets orbit Saabira and deflect other bullets, granting her a +10 bonus to AC against the first three firearm attacks attempted against her during this encounter.
- Saabira has consumed a variety of alchemical remedies that grant her a +5 alchemical bonus against effects that would blind, confuse, daze, nauseate, poison, sicken, or stagger her.

**Crippling Critical** Whenever you score a critical hit against an opponent, its speed is halved for 1 minute. A successful Fortitude save reduces this duration to 1d4 rounds. The DC of this save is equal to 10 + your base attack bonus. Against creatures with multiple types of movement, you must choose which movement type to affect. A flying creature hit by this attack must make a DC 10 Fly check to remain airborne, and has its maneuverability reduced by one step.

**Critical Focus** You receive a +4 circumstance bonus on attack rolls made to confirm critical hits

**Flexible Flanker** At 9th level, a polearm master may choose any square adjacent to him and treat that square as his location for determining who he is flanking, even if that square is occupied by a creature, object, or solid barrier.

**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.

**Pole Fighting** At 2nd level, as an immediate action, a polearm master can shorten the grip on his spear or polearm with reach and use it against adjacent targets. This action results in a –4 penalty on attack rolls with that weapon until he spends another immediate action to return to the normal grip. The penalty is reduced by –1 for every four levels beyond 2nd.

**Spring Attack** As a full-round action, you can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

**Staggering Critical** Whenever you score a critical hit, your opponent becomes staggered for 1d4+1 rounds. A successful Fortitude save reduces the duration to 1 round. The DC of this Fortitude save is equal to 10 + your base attack bonus. The effects of this feat do not stack. Additional hits instead add to the duration.

**Steadfast Pike** At 3rd level, a polearm master gains a +1 bonus on attack rolls with readied attacks and attacks of opportunity made with a spear or polearm. The bonus increases by +1 for every four levels beyond 3rd.

**Sweeping Fend** At 13th level, a polearm master can use any spear or polearm to make bull rush maneuvers, though he takes a –4 penalty on combat maneuver checks when making such attempts. When using a spear or polearm to make a trip maneuver, he treats these weapons as if they had the trip weapon feature.

**WISHCRAFT BOND****CR 13**

This powerful bond affects both Kaarim and Saabira and was engineered through specially crafted *wish* spells arranged by Loaralis. This effect can only be dispelled by triggering the condition listed below. The wishcraft bond affects its two recipients in the following ways.

- When casting harmful spells, Kaarim does not affect Saabira. This includes impeding effects such as *repulsion* as well as magical damage such as *flame strike*.
- Saabira can make use of Kaarim's dimensional hop ability. Uses of this ability affect Saabira, but take up the uses available to Kaarim.

When either Kaarim or Saabira are reduced to 0 or fewer hit points, the wishcraft bond immediately triggers a contingency effect. This manifests with the defeated lieutenant dissipating into a pile of ash, leaving only that person's equipment behind, followed by the remaining lieutenant gaining several new abilities as listed below. Every round following the death of the first lieutenant, the surviving lieutenant gains 1 negative level at the start of his or her turn with no save. Once the surviving lieutenant's negative levels equals his or her Hit Dice, that lieutenant collapses into a pile of ash.

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**Kaarim:** Kaarim immediately receives the benefits of *haste* and *heal* (CL 15th). Kaarim counts his melee weapon as having the *shocking burst* weapon special ability, and can count any spell he casts as having the Empower Spell metamagic feat applied to it. In addition, every time Kaarim gains a negative level at the start of his turn, he can channel negative energy as a free action.

**Haste** Make 1 extra attack on a full attack, +1 attack, +1 dodge to AC, REF, double speed up to 30ft. extra.

**Heal** Heal 150hp, cure ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, poisoned, sickened, stunned

**Empower Spell** All numerical, variable effects from Kaarim's spells are increased by 50%.

**Shocking Burst** Kaarim's heavy mace deals +1d6 electricity damage per hit, and on a crit does an additional +1d10 electricity damage.

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**Saabira:** Saabira immediately receives the benefits of *haste* and *heal* (CL 15th). Her bardiche gains the *unholy* weapon special ability. In addition, she can now cast *dimension door* as an at-will spell-like ability (CL = Saabira's character level). Saabira also counts as possessing the Dimensional Agility<sup>UC</sup>, Dimensional Assault<sup>UC</sup>, and Dimensional Dervish<sup>UC</sup> feats.

**Haste** Make 1 extra attack on a full attack, +1 attack, +1 dodge to AC, REF, double speed up to 30ft. extra.

**Heal** Heal 150hp, cure ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, poisoned, sickened, stunned

**Unholy** Saabira's bardiche deals +2d6 damage vs. good creatures

**Dimension Door** (conjuration(teleportation), long, you and touched objects) – teleport anywhere w/in range

**Dimensional Agility** You can still take actions after casting *dimension door*. You have 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.

## Items

**SCROLL OF ANTILIFE SHELL**

**School** abjuration; **Level** cleric 6, druid 6

**Caster Level** 11

**Casting Time** 1 round

**Range** 10 ft.

**Area** 10-ft.-radius emanation, centered on you

**Duration** 11 min (D)

**Saving Throw** none; **Spell Resistance** yes

You bring into being a mobile, hemispherical energy field that prevents the entrance of most types of living creatures.

The effect hedges out animals, aberrations, dragons, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, plants, and vermin, but not constructs, elementals, outsiders, or undead.

This spell may be used only defensively, not aggressively. Forcing an abjuration barrier against creatures that the spell keeps at bay collapses the barrier.

**SCROLL OF HEAL**

**School** conjuration (healing); **Level** cleric 6, druid 7

**Caster Level** 11

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** instantaneous

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

*Heal* enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, poisoned, sickened, and stunned. It also cures 110 hit points of damage.

*Heal* does not remove negative levels or restore permanently drained ability score points.

If used against an undead creature, *heal* instead acts like *harm*.

**SCROLL OF HEROES' FEAST**

**School** conjuration [creation]; **Level** bard 6, cleric 6

**Caster Level** 11

**Components** V, S, DF

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

**Effect** feast for one creature/level

**Duration** 1 hour plus 12 hours; see text

**Saving Throw** none; **Spell Resistance** no

You bring forth a great feast, including a magnificent table, chairs, service, and food and drink. The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over. Every creature partaking of the feast is cured of all sickness and nausea, receives the benefits of both *neutralize poison* and *remove disease*, and gains 1d8+5 temporary hit points after imbibing the nectar-like beverage that is part of the feast. The ambrosial food grants each creature that partakes a +1 morale bonus on attack rolls and Will saves and a +4 morale bonus on saving throws against poison and fear effects for 12 hours.

If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

### **MASTERWORK FULL PLATE**

Heavy armor, +9 armor bonus; +1 **Max Dex**; -5 **ACP**; **ASF** 35%; **Price** 1,650 gp; **Weight** 50 lbs.

### **+1 COLD IRON HEAVY MACE**

One-handed simple melee weapon, 1d8 damage; **Crit** x2; **Price** 4,024 gp; **Weight** 8 lbs.

**Aura** faint transmutation; **CL** 3<sup>rd</sup>; **Identify** DC 18

### **HEADBAND OF INSPIRED WISDOM +4**

**Aura** moderate transmutation; **CL** 8<sup>th</sup>; **Slot** headband; **Identify** DC 23; **Price** 16,000 gp; **Weight** 1 lb.

Wearing this grants a +4 enhancement bonus to Wisdom.

### **AMULET OF NATURAL ARMOR +2**

**Aura** faint transmutation; **CL** 5<sup>th</sup>; **Slot** neck; **Identify** DC 20; **Price** 8,000 gp; **Weight** —

Wearing this grants a +2 enhancement bonus to natural armor.

### **POTION OF CURE SERIOUS WOUNDS**

**Aura** faint conjuration; **CL** 5<sup>th</sup>; **Slot** —; **Identify** DC 20; **Price** 750 gp; **Weight** —

The drinker regains 3d8+5 hit points.

### **+3 MITHRAL BREASTPLATE**

Medium armor (counts as light), +9 armor bonus; +5 **Max Dex**; -1 **ACP**; **ASF** 15%; **Price** 13,200 gp; **Weight** 15 lbs.

**Aura** moderate abjuration; **CL** 9<sup>th</sup>; **Identify** DC 24

### **+2 SHOCKING ADAMANTINE BARDICHE**

Two-handed martial melee weapon, 1d10 damage; **Crit** 19-20/x2; **Price** 21,013 gp; **Weight** 12 lbs.

**Aura** moderate evocation and transmutation; **CL** 8<sup>th</sup>; **Identify** DC 23

**Brace** – If you use a readied action to set a brace weapon against a charge, you deal double damage on a successful hit against a charging creature

**Reach** – You can use a reach weapon to strike opponents 10 feet away, but you can't use it against an adjacent foe.

You gain a +2 bonus to your CMD to resist sunder attempts against a bardiche

This weapon has hardness 20 and ignores hardness less than 20.

This weapons deals +1d6 electricity damage on every attack. This damage is not multiplied on a crit.

### **BELT OF PHYSICAL MIGHT +2 (DEX/CON)**

**Aura** strong transmutation; **CL** 12<sup>th</sup>; **Slot** belt; **Identify** DC 27; **Price** 10,000 gp; **Weight** 1 lb.

Wearing this grants a +2 enhancement bonus to Dexterity and Constitution.

## C. The Lair of Loaralis

### LOARALIS

CR 19

Female blue mature adult dragon mesmerist 10

LE Huge dragon (earth)

**Init** +6; **Senses** dragon senses; Perception +35**Aura** electricity (5 ft., 1d6 electricity), frightful presence (210 ft., DC 24)

### DEFENSE

**AC** 42, touch 11, flat-footed 39 (+4 armor, +2 Dex, +1 dodge, +23 natural, +4 shield, –2 size)**hp** 340 (28 HD; 10d8+18d12+178)**Fort** +20, **Ref** +21, **Will** +27**DR** 10/magic; **Immune** electricity, paralysis, sleep; **SR** 25

### OFFENSE

**Speed** 70 ft., burrow 40 ft., fly 230 ft. (poor)**Melee** 2 bites +34 (2d8+13), 2 claws +33 (2d6+9), tail slap +31 (2d6+13), 2 wings +31 (1d8+4)**Space** 15 ft.; **Reach** 10 ft. (15 ft. with bite)**Special Attacks** bold stare (sluggishness<sup>OA</sup>, timidity<sup>OA</sup>), breath weapon (100-ft. line, DC 25, 14d8 electricity), crush (Small creatures, DC 25, 2d8+13), desert thirst (DC 25), hypnotic stare (–3), manifold tricks (3 tricks), mental potency (+2), mesmerist tricks 8/day (astounding avoidance, compel alacrity, false flanker, mesmeric mirror, psychosomatic surge, reflection of weakness [DC 20]), painful stare (+7 or +4d6)**Spell-Like Abilities** (CL 18th; concentration +23)At will—*create water*, *ghost sound* (DC 15), *minor image* (DC 17), *ventriloquism* (DC 16)**Mesmerist Spells Known** (CL 10th; concentration +15, +19 defensively)4th (2/day)—*dominate person* (DC 21), *enervation*3rd (4/day)—*confusion* (DC 20), *displacement*, *greater oneric horror*<sup>OA</sup> (DC 18), *ray of exhaustion* (DC 18)2nd (5/day)—*blur*, *calm emotions* (DC 19), *detect thoughts* (DC 17), *glitterdust* (DC 17), *oneiric horror*<sup>OA</sup> (DC 17)1st (6/day)—*forbid action*<sup>UM</sup> (DC 18), *grease*, *hideous laughter* (DC 18), *murderous command*<sup>UM</sup> (DC 18), *ray of enfeeblement* (DC 16)0 (at will)—*detect magic*, *ghost sound* (DC 15), *light*, *message*, *prestidigitation*, *read magic***Sorcerer Spells Known** (CL 7th; concentration +12, +16 defensively)3rd (5/day)—*dispel magic*, *haste*2nd (7/day)—*false life*, *invisibility*, *resist energy*1st (8/day)—*alarm*, *mage armor*, *shield*, *true strike*, *unseen servant*0 (at will)—*arcane mark*, *detect magic*, *mage hand*, *mending*, *message*, *read magic*, *resistance*

### TACTICS

**Before Combat** Loaralis casts *fickle winds*, *haste*, *invisibility*, and *mage armor* and *shield* prior to entering combat (included in her statistics). Loaralis also uses her compel alacrity mesmerist trick on herself.**During Combat** Loaralis's full suite of tactics are described above. She deviates from these round-by-round tactics if the PCs perform unexpected actions. To counter the unexpected, she employs her spells (for example, casting *glitterdust* against invisible enemies).**Morale** Loaralis fights for 3 rounds, hoping to detonate all three pillars. She then proceeds to flee via magical flight, abandoning her hidden *portable hole* and *sun orchid elixir* vials as a result. If the PCs manage to disable one or more of the pillars, Loaralis fights until reduced to fewer than 40 hit points, at which point she wages a fighting withdrawal into the nearest adjoining tunnel to escape.

**Base Statistics** Without *haste* and mage *armor*, Loaralis's stats are **AC** 33, touch 10, flat-footed 31; **Ref** +20; **Speed** 40 ft., burrow 20 ft., fly 200 ft. (poor); **Melee** bite +33 (2d8+13), 2 claws +32 (2d6+9), tail slap +30 (2d6+13), 2 wings +30 (1d8+4); **CMB** +36; **CMD** 48 (52 vs. trip).

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### STATISTICS

**Str** 28, **Dex** 14, **Con** 22, **Int** 18, **Wis** 19, **Cha** 20

**Base Atk** +25; **CMB** +37; **CMD** 49 (53 vs. trip)

**Feats** Combat Casting, Dazzling Display, Deadly Stroke, Extend Spell, Greater Spell Focus (enchantment), Hover, Improved Initiative, Intense Pain<sup>OA</sup>, Intimidating Glance<sup>OA</sup>, Multiattack, Shatter Defenses, Snatch, Spell Focus (enchantment), Weapon Focus (bite)

**Skills** Bluff +41, Fly +19, Intimidate +36, Knowledge (geography) +33, Knowledge (local) +35, Perception +35, Sense Motive +15, Spellcraft +35, Stealth +25, Survival +35, Use Magic Device +36

**Languages** Auran, Common, Draconic, Giant, Osiriani

**SQ** consummate liar +5, sound imitation, touch treatment 8/day (greater)

**Combat Gear** *scroll of fickle winds*<sup>UM</sup>

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### SPECIAL ABILITIES

**Crush (Ex):** A flying or jumping Huge or larger dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Reflex save (DC equal to that of the dragon's breath weapon) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes take damage from the crush each round if they don't escape. A crush attack deals the indicated damage plus 1-1/2 times the dragon's Strength bonus.

**Deadly Stroke** As a standard action, make a single bite attack against a stunned or flat-footed opponent. If you hit, you deal double the normal damage and the target takes 1 point of Constitution bleed. The additional damage and bleed is not multiplied on a critical hit.

**Desert Thirst (Su)** A blue dragon can cast *create water* at will (CL equals its HD). Alternatively, it can destroy an equal amount of liquid in a 10-foot burst. Unattended liquids are instantly reduced to sand. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Will save or be destroyed. The save DC is Charisma-based.

**Dragon Senses (Ex):** Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light.

**Electricity Aura (Su)** An adult blue dragon is surrounded by an aura of electricity. Creatures within 5 feet take 1d6 points of electricity damage at the beginning of the dragon's turn. An old dragon's aura extends to 10 feet. An ancient dragon's damage increases to 2d6.

**Frightful Presence (Ex)** This special quality makes a creature's very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is usually 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 10 + 1/2 frightful creature's racial HD + frightful creature's Cha modifier; the exact DC is given in the creature's descriptive text). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. Frightful presence is a mind-affecting fear effect.

**Hover:** A creature with this feat can halt its movement while flying, allowing it to hover without needing to make a Fly skill check.

If a creature of size Large or larger with this feat hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds

generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

**Intimidating Glance** You can attempt to demoralize the target of your hypnotic stare as a swift action.

**Shatter Defenses** Any shaken, frightened, or panicked opponent hit by you this round is flat-footed to your attacks until the end of your next turn. This includes any additional attacks you make this round.

**Snatch** The creature can start a grapple when it hits with a claw or bite attack, as though it had the grapple ability. If it grapples a creature three or more sizes smaller, it squeezes each round for automatic bite or claw damage with a successful grapple check. A snatched opponent held in the creature's mouth is not allowed a Reflex save against the creature's breath weapon, if it has one.

The creature can drop a creature it has snatched as a free action or use a standard action to fling it aside.

A flung creature travels  $1d6 \times 10$  feet, and takes  $1d6$  points of damage per 10 feet traveled. If the creature flings a snatched opponent while flying, the opponent takes this amount or falling damage, whichever is greater.

**Sound Imitation (Ex)** A very young or older blue dragon can mimic any voice or sound it has heard by making a successful Bluff check against a listener's Sense Motive check.

### MESMERIST ABILITIES

**Hypnotic Stare (Su):** A mesmerist can focus his stare on one creature within 30 feet as a swift action. That creature takes a  $-2$  penalty on Will saving throws. This penalty changes to  $-3$  at 8th level. A mesmerist can maintain his stare against only one opponent at a time; it remains in effect until the mesmerist stares at a new target, the opponent dies, the opponent moves farther than 30 feet away, or the mesmerist falls unconscious or dies. The mesmerist can remove the memory of his stare from the target's mind; the creature doesn't remember that it was affected (nor does it realize that it is currently being affected) unless the mesmerist allows it. The hypnotic stare is a psychic effect, and relies more on the mesmerist's focus than the target's perception of his stare. It can't be avoided in the same ways a gaze attack can. The mesmerist can use this ability even while blinded, but must succeed at a DC 20 concentration check to do so. Staring at a creature requires the mesmerist's focus, so if he uses a gaze attack or similar ability, he must target the subject of his hypnotic stare or voluntarily end the stare. The penalties from multiple mesmerists' stares don't stack, nor do they stack with penalties from witches' evil eye hexes. This is a mind-affecting effect.

**Mesmerist Tricks (Su):** A mesmerist can create hypnotic bonds with his allies, implanting magical suggestions in their minds that he can later activate. Each day, he can implant a number of these tricks equal to  $1/2$  his mesmerist level (minimum 1) plus his Charisma bonus (if any). He can have only one trick implanted at a given time, and implanting a new trick ends the previous one (the mesmerist still loses the use of this ability he spent on the previous trick).

To implant a trick, the mesmerist must take a standard action and either touch a willing creature or implant the trick in himself. A creature can be the subject of only one mesmerist trick at a time. The mesmerist can activate the trick as a free action when a triggering condition is met (as defined in the trick's description), even if it isn't his turn. The subject must be within medium range ( $100$  feet +  $10$  feet per level) for the mesmerist to trigger the trick. The mesmerist monitors for the trick's triggering condition through a subtle telepathic connection, so he doesn't need line of sight to trigger it—but anything that blocks telepathic contact prevents him from triggering tricks. An implanted trick lasts until the next time the mesmerist regains his spells.

Once triggered, a trick is no longer implanted, and can't be triggered again until the mesmerist implants the trick again. The duration of the effect caused by triggering a trick is either instantaneous or appears in the trick's entry. The DC for any mesmerist trick or masterful trick that requires a saving throw or skill check is  $10 + 1/2$  the mesmerist's level + the mesmerist's Charisma modifier.



***Astounding Avoidance:*** The subject can avoid damage from magical and unusual attacks. The mesmerist can trigger this trick when the subject attempts a saving throw against an attack or spell that normally deals half damage on a successful save, before the subject rolls the save. If the subject succeeds at her save, she takes no damage. If the mesmerist is 12th level or higher, the subject takes only half damage if she fails her save. The benefits of this trick don't stack with those of the evasion or stalwart class features.

***Compel Alacrity:*** A dash of mental speed lets the subject push past her physical limits to avoid an enemy. The mesmerist can trigger this trick when the subject begins her turn within an enemy's reach. The subject can move 10 feet as a free action without provoking attacks of opportunity. The distance the subject can move increases by 5 feet for every 5 levels the mesmerist possesses, to a maximum of 30 feet at 20th level. The subject can't move farther than her speed in this way. The movement from this trick doesn't count against the subject's movement speed for that round.

***False Flanker:*** A duplicate of the mesmerist appears momentarily, as though he were fighting in tandem with the subject. The mesmerist can trigger this trick when the subject moves into or begins her turn in a square where she threatens an enemy. An illusory duplicate of the mesmerist appears in any unoccupied space adjacent to that enemy. This duplicate counts as threatening the enemy for the purposes of determining flanking, but can't actually make attacks. The duplicate disappears at the end of the turn during which the trick is triggered. This is an illusion (figment) effect, and a creature that interacts with the false flanker can attempt a saving throw to disbelieve the effect.

***Mesmeric Mirror:*** An illusory image appears near the subject to throw off attackers. The mesmerist can trigger this trick when the subject is attacked or becomes the target of a spell that requires an attack roll. One duplicate of the subject appears, and the attacker must determine randomly which it hits (as *mirror image*). For every 5 class levels the mesmerist possesses, one additional image appears, to a maximum of five images at 20th level. Each image lasts for 1 minute per mesmerist level or until destroyed. This is an illusion (figment) effect.

***Psychosomatic Surge:*** Psychic magic soothes the subject, alleviating her wounds temporarily. The mesmerist can trigger this trick when the subject takes damage. The subject gains a number of temporary hit points equal to  $1d8 + 1/2$  the mesmerist's level. If the damage from the triggering attack would have reduced the subject to 0 hit points or fewer, this trick grants an additional 1d8 temporary hit points. These temporary hit points last for 1 hour or until discharged.

***Reflection of Weakness:*** Psychic feedback causes an enemy to suffer from the same weakening effect it imposes on the subject. The mesmerist can trigger this trick when an attack or spell used by an enemy causes the subject to take ability damage, ability drain, bleed damage, or a minor or moderate condition listed under the touch treatment class feature. If the trick is triggered by ability damage, ability drain, or bleed damage, the amount of damage or drain the subject takes is reduced by 2 points (to a minimum of 0 points), and the creature that made the attack or cast the spell takes 2 points of ability damage to an ability score of the mesmerist's choice. The monster can attempt a Will save to negate the ability damage. This ability can be used if the attacker inflicts a curse, disease, or poison that deals ability damage or drain, but only if it deals that damage immediately, with no onset time. If the trick is triggered by the subject gaining a condition, the subject is still affected by the condition, but the attacker takes a condition of the mesmerist's choice for 1 round. This condition must come from the minor condition or moderate condition lists of the touch treatment class feature. The enemy can attempt a Will save to avoid gaining the condition. The mesmerist doesn't need to have touch treatment to select or use this trick.

***Painful Stare (Su):*** When an attack that deals damage hits the target of a mesmerist's hypnotic stare, the mesmerist can cause the target to take an amount of additional damage equal to  $1/2$  the mesmerist's class level (minimum 1). The mesmerist can use this ability as a free action, and can use it even if it isn't his turn. If the mesmerist uses this ability to increase his own damage, the additional damage increases

by 1d6 points for every 3 class levels the mesmerist possesses. This damage is precision damage and is not multiplied on a critical hit. A mesmerist can trigger this ability only once per round, but a single creature can take damage from multiple mesmerists' painful stares in a round. *(This damage is increased to +7/+4d6 by the Intense Stare feat)*

**Towering Ego (Su):** At 2nd level, a mesmerist gains a bonus equal to his Charisma bonus (minimum 0) on Will saving throws. If the mesmerist is under any effect that would prevent him from providing the emotional component of psychic spells, he loses this bonus on saving throws.

**Bold Stare (Su):** At 3rd level and every 4 levels thereafter, a mesmerist's hypnotic stare imposes a further effect upon its target. The mesmerist chooses one option each time he gains a new bold stare improvement, and the choice can't be changed later. The mesmerist can't choose the same bold stare improvement more than once unless otherwise noted. All of the mesmerist's bold stare improvements affect the target as long as it is affected by the mesmerist's hypnotic stare.

**Sluggishness:** The target of the hypnotic stare has all of its speeds reduced by 5 feet (to a minimum of 5 feet), and the hypnotic stare penalty also applies to the target's Reflex saving throws.

**Timidity:** The hypnotic stare penalty also applies to damage rolls.

**Touch Treatment (Su):** At 3rd level, the mesmerist can help allies shake off harmful conditions—especially those that affect their minds—by channeling psychic energy through his healing hands. He can use touch treatment a number of times per day equal to 3 + his Charisma modifier. Using the ability is a standard action (or a swift action if the mesmerist uses it on himself), and the mesmerist must be able to touch his target. He can remove one condition from one target each time he uses this ability. At 3rd level, he can remove any condition on the minor conditions list. At 6th level, he can remove any condition on the minor or moderate conditions list, and at 10th level, he can remove any condition on the minor, moderate, or greater conditions list.

**Minor Conditions:** Fascinated, shaken.

**Moderate Conditions:** Confused, dazed, frightened, sickened.

**Greater Conditions:** Cowering, nauseated, panicked, stunned.

### Loaralis' Spells

#### Mesmerist 4<sup>th</sup> level spells

**Dominate Person** (enchantment (compulsion) [mind-affecting], 1 round, VS, close, one humanoid, 1 day/level, SRyes) – WILL or follow commands of caster. Forced to take actions against its nature = save w/ a +2 bonus. Command as a move action.

**Enervation** (necromancy, VS, close, ray of negative energy, SRyes) – Ranged touch attack deals 1d4 negative levels for 1 hour/lvl. Undead gain 1d4\*5 temps.

#### Mesmerist 3<sup>rd</sup> level spells

**Confusion** (enchantment(compulsion)[mind-affecting], VSMDF, medium, all creatures in a 15ft radius burst, 1rd/lvl, SRyes) – WILL or confused for duration.

**Displacement** (illusion[glamer], VM, touch, 1rd./lvl, SRyes) – 50% concealment

**Greater Oneric Horror** (illusion (phantasm)[mind-affecting], TE, medium, one living creature, 1rd/lvl, SRyes) – WILL or target believes that its being attacked by a nightmare. They make a full attack against it every round, and make a new WILL afterwards. If they fail the save, they take 1 point of STR damage. Once they make the save, they are fatigued for a number of minutes equal to the number of rounds the spell lasted.

**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.

#### Mesmerist 2<sup>nd</sup> level spells

**Blur** (illusion[glamer], T, creature touched, 1min/lvl, SRyes) – 20% miss chance

**Calm Emotions** (enchantment(compulsion)[emotion, mind-affecting], VSDF, medium, 20ft. radius, concentration up to 1rd/lvl, SRyes) – WILL or emotions suppressed. No raging or violent actions. Also morale bonuses, fear effects and confusion effects are auto-suppressed.

**Detect Thoughts** (divination[mind-affecting], VSDF, 60ft. cone, concentration up to 1 min/lvl) – Like detect magic, but for thoughts. People in cone get WILL to hide their thoughts.

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

**Oneric Horror** (illusion (phantasm)[mind-affecting], TE, medium, one living creature, 1rd/lvl, SR yes) – WILL or target believes that its being attacked by a nightmare. They make a full attack against it every round, and make a new WILL afterwards. Once they make the save, they are fatigued for 1 minute.

#### Mesmerist 1<sup>st</sup> level spells

**Forbid Action** (enchantment (compulsion)[language-dependent, mind-affecting], T, close, one creature, 1rd., SRyes) – WILL or target cannot do one of the following: Attack, Cast, Communicate, Draw or Move

**Grease** (conjunction (creation), TEM, 1min/lvl) – Make a 10ft. square slippery. REF or fall over, Walk at half speed w/ a DC10 Acrobatics. Failure = can't move and REF or fall. OR make a weapon slippery. REF to avoid. Fail and drop the item and REF to pick it pack up or use it. OR +10 to one target's Escape Artist/CMB checks to get out of a grapple and CMD to avoid being grappled.

**Hideous Laughter** (enchantment(compulsion)[mind-affecting], TEM, close, one creature, 1rd/lvl, SRyes) – Target falls prone, can take no actions. On its next turn, can full-round action to get a new save once.

**Murderous Command** (enchantment (compulsion)[mind-affecting], T, close, 1rd, SRyes) – WILL or try to kill your nearest ally with a melee or natural weapon. If none are in reach, get as close as possible.

**Ray of Enfeeblement** (necromancy, VS, close, ray, 1rd/lvl, SRyes) – Target takes 1d6+1/2lvl STR penalty (max 1d6+5, FORT half)

#### Sorcerer 3<sup>rd</sup> level spells

**Dispel Magic** (abjuration, VS, medium) – Make a dispel check (1d20+CL). Target a creature, object or spell. Either dispels highest CL spell it can get off of the creature, dispels the targeted spell, or suppresses the object for 1d4 rounds as long as you make DC 11+CL. Can also be used as a generic counterspell.

**Haste** (transmutation, VSM, close, one creature/lvl all w/in 30ft. of each other, 1rd/lvl, SRyes) - Make 1 extra attack on a full attack, +1 attack, +1 dodge to AC, REF, double speed up to 30ft. extra.

#### Sorcerer 2<sup>nd</sup> level spells

**False Life** (necromancy, VSM, 1hour/lvl) – 1d10+lvl (max +10) temp hp

**Invisibility** (illusion[glamer], VSM, creature touched, 1min/lvl, SRyes) – Become invisible until you attack

**Resist Energy** (abjuration, VSDF, 10min/lvl) – Resist 20 (acid, cold, electric, fire or sonic)

#### Sorcerer 1<sup>st</sup> level spells

**Alarm** (abjuration, VSF, close, 20ft. radius, 2hrs/lvl) – Put an alarm in a point in space

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

**Shield** (abjuration[force], VS, personal, 1min/lvl) – +4 force shield, blocks magic missiles

**True Strike** (divination, VF, personal) – Next attack gets a +20 insight bonus

**Unseen Servant** (conjunction(creation), VSM, close, one invisible servant, 1hr/lvl) – Gain servant with a STR of 2 and a base speed of 15ft.

#### Scrolls

**Fickle Winds** (transmutation [air], VS, 1 Medium creature/lvl all w/in 30ft of each other, 1min/lvl, SRyes) – every target has personal wind wall that doesn't harm them (arrows and bolts are deflected). Large = 4 creatures, Huge = 8, Gargantuan = 16, Colossal = 32

### Loaralis' Action Cheat Sheet

#### Full Round Action

**Charge** – Loaralis can move up to double speed and make an attack at the end with a +2 bonus. She takes a -2 penalty to AC until her next turn.

**Dazzling Display** – Loaralis can make an Intimidate check to demoralize. The result applies to all enemies within 30 feet.

**Full Attack** – Loaralis makes all her attacks (including an extra bite attack for the *haste*). Don't forget to trigger Painful Stare and Snatch.

#### Standard Action

**Breath Weapon** – Loaralis uses her breath weapon, then can't use it for 1d4 more rounds.

**Cast a Spell** – Loaralis can cast either her mesmerist spells, her sorcerer spells, or one of her racial spell-like abilities.

**Crush** – Loaralis can crush all Small creatures in the space where she lands.

**Deadly Stroke** – Loaralis makes a single bite attack against a flat-footed opponent (or shaken, thanks to Shatter Defenses). If so, the attack deal double damage and 1 Con bleed. Don't forget to trigger Painful Stare and Snatch.

**Implant a Mesmerist Trick** – Loaralis can put one of her Meserist tricks on herself to trigger later. (This is only really useful if she burrowed into the ground with the intention of coming back later.)

**Maintain a Grapple** – Loaralis can roll a grapple check at +5 to try to maintain a grapple.

#### Move Action

**Move** – Loaralis can move up to her full speed with any one of her movement speeds. She can hover with her fly speed without making a check, and can generate concealment that way.

#### Swift Action

**Hypnotic Stare** – Loaralis can affect one person within 30 feet with her hypnotic stare. This gives them a -3 to damage rolls, Reflex and Will saves, as well as reducing all the target's speeds by 5 feet.

**Intimidating Glance** – Loaralis can roll an Intimidate check to demoralize the target of her stare.

**Touch Treatment (on herself)** – Loaralis can remove any condition from the touch treatment list.

#### Free Action

**Painful Stare** – Once per round, when the target of her stare would take damage, Loaralis can cause that damage to be increased by 7 (or 4d6 if Loaralis is the one doing the damage). She can use this even if it isn't her turn.

**Trigger a Mesmerist Trick** – Loaralis can trigger a mesmerist trick even if it isn't her turn as long as the trigger for the trick has come up.

**Collapse! Rules**

Characters in the bury zone of a cave-in take 8d6 points of damage, or half that amount if they make a DC 15 Reflex save. They are subsequently buried. Characters in the slide zone take 3d6 points of damage, or no damage at all if they make a DC 15 Reflex save. Characters in the slide zone who fail their saves are buried.

Characters take 1d6 points of nonlethal damage per minute while buried. If such a character falls unconscious, he must make a DC 15 Constitution check each minute. If it fails, he takes 1d6 points of lethal damage each minute until freed or dead.

Characters who aren't buried can dig out their friends. In 1 minute, using only her hands, a character can clear rocks and debris equal to five times her heavy load limit.

The amount of loose stone that fills a 5-foot-by-5-foot area weighs 1 ton (2,000 pounds). Armed with an appropriate tool, such as a pick, crowbar, or shovel, a digger can clear loose stone twice as quickly as by hand.

A buried character can attempt to free himself with a DC 25 Strength check.

Strength	Heavy Load * 5	Strength	Heavy Load * 5
1	50 lbs	16	1150 lbs
2	100 lbs	17	1300 lbs
3	150 lbs	18	1500 lbs
4	200 lbs	19	1750 lbs
5	250 lbs	20	2000 lbs
6	300 lbs	21	2300 lbs
7	350 lbs	22	2600 lbs
8	400 lbs	23	3000 lbs
9	450 lbs	24	3500 lbs
10	500 lbs	25	4000 lbs
11	575 lbs	26	4600 lbs
12	650 lbs	27	5200 lbs
13	750 lbs	28	6000 lbs
14	875 lbs	29	7000 lbs
15	1000 lbs	+10	*4