

Alarm Trap

School abjuration; **Level** bard 1, ranger 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, F/DF (a tiny bell and a piece of very fine silver wire)

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

Area 20-ft.-radius emanation centered on a point in space

Duration 2 hours/level (D)

Saving Throw none; **Spell Resistance** no

Alarm creates a subtle ward on an area you select. Once the spell effect is in place, it thereafter sounds a mental or audible alarm each time a creature of Tiny or larger size enters the warded area or touches it. A creature that speaks the password (determined by you at the time of casting) does not set off the *alarm*. You decide at the time of casting whether the *alarm* will be mental or audible in nature.

Mental Alarm: A mental *alarm* alerts you (and only you) so long as you remain within 1 mile of the warded area. You note a single mental "ping" that awakens you from normal sleep but does not otherwise disturb concentration. A *silence* spell has no effect on a mental *alarm*.

Audible Alarm: An audible *alarm* produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall.

In quiet conditions, the ringing can be heard faintly as far as 180 feet away. The sound lasts for 1 round. Creatures within a *silence* spell cannot hear the ringing.

Ethereal or astral creatures do not trigger the *alarm*.

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

Constrict (Ex) (1d8+5)

Kurshu

A creature with this special attack can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). The amount of damage is given in the creature's entry and is typically equal to the amount of damage caused by the creature's melee attack. *Format:* constrict (1d8+6); *Location:* Special Attacks.

Divine Separation (Su)

Kurshu

The herald has been separated from Lissala for thousands of years, and doesn't know where her master is. The loss of her connection to the goddess severely weakens the herald, and she gains 1 negative level per day, up to a maximum of 16 negative levels. These negative levels cannot be suppressed or removed in any way (including restoration spells), except by using her feed ability. (Refer to weakness, below, for her current negative levels.) If Lissala returns and the herald regains her connection to her master, she permanently loses this weakness and its associated negative levels.

Feed (Su)

Kurshu

Once per day, the herald can devour an outsider's corpse as a full-round action. For each Hit Die of the devoured outsider, the herald automatically removes 1 negative level gained from her divine separation ability. The consumed outsider must have at least 8 Hit Dice.

Intelligence Drain (Su)

Kurshu

The herald deals 1d4–1 (minimum 0) points of Intelligence damage and drains 1 point of Intelligence each time she hits with her slam attack. (The herald does not heal any damage when she uses her Intelligence drain.) The herald drains 1d4 points of Intelligence each time she hits with her slam attack. (The herald does not heal any damage when she uses her Intelligence drain.)

Power Surge (Su)

Kurshu

Three times per day as a swift action, the herald can increase the DC of her next spell-like ability cast that round by 2.

Spell-Like Crafting (Su)

Kurshu

The herald may use any of her spell-like abilities when crafting magic items as if they were actual spells.

Weakness (Su)

Kurshu

Kurshu is experiencing even worse symptoms from not feeding due to her proximity to Krune's rune foci, which draw power directly from outsiders. As a result, Kurshu is emaciated, has shed a number of scales, and has lost some of her magical talents. In addition to her penalties for having 5 (3) negative levels, her natural armor bonus is 6 (2) lower than normal, her maximum hit point total is 50 lower, her damage reduction is reduced by 5 points, her energy resistances are 10 points lower, and her spell resistance is 5 (2) points lower. These penalties disappear 1 hour after Kurshu removes all of her negative levels from her divine separation ability.

Hover

Kurshu

Benefit: 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).

Detect Thoughts (Su)

Dark Naga

A dark naga can continuously use *detect thoughts* as per the spell (caster level 9th; Will DC 18 negates). The save DC is Charisma-based.

Guarded Thoughts (Ex)

Dark Naga

Dark nagas are immune to any form of mind reading, such as that granted by *detect thoughts*. This ability also grants a +2 racial bonus on all saves against charm effects.

Vampiric Touch, Heightened, Empowered (10d6 +50%)

School necromancy; **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range touch

Target living creature touched

Duration instantaneous/1 hour; see text

Saving Throw none; **Spell Resistance** yes

You must succeed on a melee touch attack. Your touch deals 1d6 points of damage per two caster levels (maximum 10d6). You gain temporary hit points equal to the damage you deal. You can't gain more than the subject's current hit points + the subject's Constitution score (which is enough to kill the subject). The temporary hit points disappear 1 hour later.

Heighten Spell (Metamagic)

You can cast spells as if they were a higher level.

Benefit: A heightened spell has a higher spell level than normal (up to a maximum of 9th level). Unlike other metamagic feats, Heighten Spell actually increases the effective level of the spell that it modifies. All effects dependent on spell level (such as saving throw DCs and ability to penetrate a lesser globe of invulnerability) are calculated according to the heightened level. The heightened spell is as difficult to prepare and cast as a spell of its effective level.

Empower Spell (Metamagic)

You can increase the power of your spells, causing them to deal more damage.

Benefit: All variable, numeric effects of an empowered spell are increased by half, including bonuses to those dice rolls.

Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered spell uses up a spell slot two levels higher than the spell's actual level.

Disruptive (Combat)

Your training makes it difficult for enemy spellcasters to safely cast spells near you.

Benefit: The DC to cast spells defensively increases by +4 for all enemies that are within your threatened area. This increase to casting spells defensively only applies if you are aware of the enemy's location and are capable of taking an attack of opportunity. If you can only take one attack of opportunity per round and have already used that attack, this increase does not apply.

Blackstrike

Vital Strike (Combat)

You make a single attack that deals significantly more damage than normal.

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

Blackstrike

Hide in Plain Sight (Su):

A shadowdancer can use the Stealth skill even while being observed. As long as she is within 10 feet of an area of dim light, a shadowdancer can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

Blackstrike

Blur (potion of)

School illusion (glamer); **Level** bard 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V

Range touch

Target creature touched

Duration 1 min./level (D)

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

The subject's outline appears blurred, shifting, and wavering. This distortion grants the subject concealment (20% miss chance).

A see invisibility spell does not counteract the blur effect, but a true seeing spell does.

Opponents that cannot see the subject ignore the spell's effect (though fighting an unseen opponent carries penalties of its own).

Blackstrike

Hazard: Mist

The mist not only helps to preserve Krune's flesh, but it also slows down anyone else who comes in contact with it, potentially also causing victims to hibernate. A creature that ends its turn in the mist must succeed at a DC 15 Will save (DC 17 in Subtier 10–11) or be staggered as per the *slow* spell for 1 round. A creature that fails 3 consecutive saves against this effect falls asleep. A sleeping creature is awakened when it takes damage or if an adjacent creature awakens it with a standard action. Krune is immune to this effect, and creatures he summons gain a +4 resistance bonus to will saving throws against this effect.

Slow

School transmutation; **Level** bard 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a drop of molasses)

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

Targets one creature/level, no two of which can be more than 30 ft. apart

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

An affected creature moves and attacks at a drastically slowed rate. Creatures affected by this spell are staggered and can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a –1 penalty on attack rolls, AC, and Reflex saves. A slowed creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed.

Multiple slow effects don't stack. Slow counters and dispels haste.

Glyph of Warding (3d8, Reflex 17 for half) (4d8, Reflex 17 for half)

School abjuration; **Level** cleric 3

Casting Time 10 minutes

Components V, S, M (powdered diamond worth 200 gp)

Range touch

Target or Area object touched or up to 5 sq. ft./level

Duration permanent until discharged (D)

Saving Throw see text; **Spell Resistance** no (object) and yes; see text

This powerful inscription harms those who enter, pass, or open the warded area or object. A *glyph of warding* can guard a bridge or passage, ward a portal, trap a chest or box, and so on.

You set all of the conditions of the ward. Typically, any creature entering the warded area or opening the warded object without speaking a password (which you set when casting the spell) is subject to the magic it stores. Alternatively or in addition to a password trigger, glyphs can be set according to physical characteristics (such as height or weight) or creature type, subtype, or kind. Glyphs can also be set with respect to good, evil, law, or chaos, or to pass those of your religion. They cannot be set according to class, HD, or level. Glyphs respond to invisible creatures normally but are not triggered by those who travel past them ethereally.

Multiple glyphs cannot be cast on the same area. However, if a cabinet has three different drawers, each can be separately warded. When casting the spell, you weave a tracery of faintly glowing lines around the warding sigil. A glyph can be placed to conform to any shape up to the limitations of your total square footage. When the spell is completed, the glyph and tracery become nearly invisible.

Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled.

Mislead, *polymorph*, and *non-detection* (and similar magical effects) can fool a glyph, though nonmagical disguises and the like can't. *Read magic* allows you to identify a *glyph of warding* with a DC 13 Knowledge (arcana) check. Identifying the glyph does not discharge it and allows you to know the basic nature of the glyph (version, type of damage caused, what spell is stored).

Note: Magic traps such as *glyph of warding* are hard to detect and disable. A character with trapfinding can use the Perception skill to find the glyph and Disable Device to thwart it. The DC in each case is 25 + spell level, or 28 for *glyph of warding*.

Depending on the version selected, a glyph either blasts the intruder or activates a spell.

Blast Glyph: A *blast glyph* deals 1d8 points of damage per two caster levels (maximum 5d8) to the intruder and to all within 5 feet of him or her. This damage is acid, cold, fire, electricity, or sonic (caster's choice, made at time of casting). Each creature affected can attempt a Reflex save to take half damage. Spell resistance applies against this effect.

Spell Glyph: You can store any harmful spell of 3rd level or lower that you know. All level-dependent features of the spell are based on your caster level at the time of casting the glyph. If the spell has a target, it targets the intruder. If the spell has an area or an amorphous effect, the area or effect is centered on the intruder. If the spell summons creatures, they appear as close as possible to the intruder and attack. Saving throws and spell resistance operate as normal, except that the DC is based on the level of the spell stored in the glyph.

Contingency (Su)

Krune

Krune used a *wish* to cast *contingency* before entering stasis. If Krune is ever affected by a spell effect that would impede his ability to teleport, that spell effect is targeted by *dispel magic* (CL 17th).

Exceptional Stats (Ex)

Krune

Krune is an exceptionally talented wizard and a prodigy of rune magic. As a result, his ability scores were generated using 25 points, rather than using the standard 15 point buy used to create most NPCs. Krune also has far more wealth than an NPC of his level would normally have. These modifications increase his total CR by 2.

Inherent Bonuses:

Krune

Krune has used *wish* spells to increase his stats. He has a +3 inherent bonus to his Intelligence, Wisdom, and Charisma ability scores.

Permanent Spells (Sp)

Krune

Krune has made the following spells permanent on himself: *arcane sight*, *darkvision*, and *see invisibility*.

Runelord's Dominion (Su)

Krune

One of Krune's most powerful tattoos was granted to him directly by Lissala and grants him control over others' runes. As a swift action, Krune can subtly alter the Thassilonian runes on one creature or 10-foot-square area that he can sense with his runesight ability. He may instead alter any number of runes that he can sense as a standard action. An altered rune that would normally grant a bonus to attacks, damage, ability checks, skill checks, ability scores, or saving throws instead inflicts an equal penalty to the same statistics. (See Runelord's Dominion, below.) Thassilonian runes that provide other beneficial effects are altered to provide the opposite effect, per GM discretion. This is a curse effect (Will DC 25 negates). The save DC is Charisma-based.

Runes of Power (Su)

Krune

The mystic runes that cover Krune's body are foci for powerful arcane enhancements. These include a rune of armor that hardens his flesh and grants him a +6 bonus to natural armor; a rune of alacrity that grants him a +4 dodge bonus to AC and a +4 insight bonus to Initiative checks; a rune of defense that grants him a +5 deflection bonus to AC and a +5 resistance bonus to saving throws; a rune of control that grants a +3 competence bonus on attack rolls with *Krune's dragon-tooth longspear* and protects him from any creature he conjures as if he were protected by *protection from evil*, except it protects against all such creatures regardless of alignment or subtype; and 3 runes of life that grant him an additional 40 hit points each. These are already factored into his stats; see Weakening Krune on page 18 for disabling these benefits.

Runesight (Su)

Krune

Several of the runes on Krune's body allow him to sense the presence of all other Thassilonian runes within 60 feet, just as if he possessed the blindsense ability.

Runic Ability Bonuses (Su)

Krune

Some of Krune's mystic runes contain powerful magic that augments his ability scores, providing a +6 enhancement bonus to his Intelligence, Wisdom, and Charisma ability scores.

Combined Spells (Su): (2nd) (3rd)

Vandiana

A mystic theurge can prepare and cast spells from one of his spellcasting classes using the available slots from any of his other spellcasting classes. Spells prepared or cast in this way take up a slot one level higher than they originally occupied. This ability cannot be used to cast a spell at a lower level if that spell exists on both spell lists. At 1st level, a mystic theurge can prepare 1st-level spells from one of his spellcasting classes using the 2nd-level slots of the other spellcasting class. Every two levels thereafter, the level of spells that can be cast in this way increases by one, to a maximum of 5th-level spells at 9th level (these spells would take up 6th-level spell slots). The components of these spells do not change, but they otherwise follow the rules for the spellcasting class used to cast the spell.

Spontaneous spellcasters can only select spells that they have prepared that day using non-spontaneous classes for this ability, even if the spells have already been cast. For example, a cleric/sorcerer/mystic theurge can use this ability to spontaneously cast a *bless* spell using a 2nd-level sorcerer spell slot, if the character had a prepared *bless* spell using a 1st-level cleric spell slot, even if that spell had already been cast that day.

Runelord's Dominion

Over the course of Season 4, Pathfinders have had opportunities to acquire Sihedron brands. When affected by the runelord's dominion ability, each brand might cause a penalty instead of offering a benefit. GMs can use these as examples for warping other Sihedron brands.

Ioun Stone, Ocher Rhomboid: The PC loses the bonus feat granted by the *ioun stone* and also one other feat at random. Loss of these feats may mean that the PC no longer qualifies for other feats that he has. When Krune affects this item, a Thassilonian rune appears on the surface of the *ioun stone*.

Sigil Wafer: The PC loses the +2 profane bonus to the chosen ability score and instead takes a –2 penalty to that ability score.

Sihedron Brand (basic): The brand no longer grants a +4 bonus on Knowledge checks and instead bestows a –4 penalty on Knowledge checks regarding Thassilon and Spellcraft checks to identify Thassilonian magic.

Sihedron Brand (endurance): The brand no longer grants a +2 profane bonus on Fortitude saving throws and instead bestows a –2 penalty on Fortitude saving throws. The brand no longer grants temporary hit points and instead deals damage to the character equal to twice her character level.

Sihedron Brand (service): The brand no longer grants a +1 or +2 profane bonus on attack and damage rolls against summoned creatures and a +1 or +2 profane bonus to AC against summoned creatures. Instead, it bestows an equal penalty on such attack rolls and damage rolls and to AC against summoned creatures.

Weakening Krune

Krune is a very talented wizard, but he derives much of his power from the runes covering his body. Many of these runes are cryptic formulae for secret spells, and Krune is able to prepare many of his spells merely by using these runes as a reference. The marks' greatest power is that they channel powerful rune magic from Krune's sanctum, infusing his body with powerful, virtually permanent protective spells. Rather than scatter the sources of his power across his kingdom, Krune used his small sanctum both to store the massive Thassilonian carvings that harness the rune magic's energy and to sequester his body. Thus, he only had to conceal one location, but anyone who invades his sanctum is also able to sabotage Krune's greatest strength.

By disabling one or more of these giant runes, it's possible for a group of comparably low-level adventurers to fight the runelord and win. Each of the seven runes grants Krune a defined benefit (already incorporated into his stats), such as a bonus to AC or additional hit points. In Subtier 7–8, disabling a rune causes Krune to lose all of the rune's benefits, such as all 6 points of his natural armor bonus. In Subtier 10–11, disabling a rune instead cuts the rune's numerical benefits in half (rounded down), such as reducing his natural armor bonus to +3 from his rune of armor or his deflection and resistance bonuses to +2 from his rune of defense.

***Rune of alacrity* (area **A3b**):** This rune grants Krune a +4 dodge bonus to AC and a +4 insight bonus on Initiative checks. ***Rune of armor* (area **A3e**):** This rune grants Krune a +6 natural armor bonus to AC.

***Rune of control* (area **A3f**):** This rune grants Krune a +3 competence bonus on attack rolls with *Krune's dragon-tooth spear*. It also protects him from any creature he conjures as if he were protected by *protection from evil*, except it protects against all such creatures regardless of alignment or subtype.

***Rune of defense* (area **A3c**):** This rune grants Krune a +5 deflection bonus to AC and a +5 resistance bonus on saving throws.

***Rune of life* (areas **A3a**, **A3d**, and **A3g**):** Each of these 3 runes grant Krune 40 additional hit points and increases his fast healing by 1.

In addition, disabling one or more runes forces Krune to use more of his own magic to revive himself, expending one or more of his spell slots and lowering his caster level for the purpose of determining level-dependent effects for 24 hours. In Subtier 7–8, every rune weakens Krune in this way. In Subtier 10–11, the first disabled rune weakens Krune, and the PCs can weaken him one step further for every two additional runes they disable (treat 3 runes disabled as 2 for the table below, 5 runes disabled as 3, and all 7 runes disabled as 4). These effects are cumulative.

1 disabled: Reduce Krune's caster level by 1. Expend quickened *summon monster V*.

2 disabled: Reduce Krune's caster level by 1. Expend *foresight* and quickened *wall of stone*.

3 disabled: Expend empowered *summon monster VI* and quickened *summon monster IV*.

4 disabled: Reduce Krune's caster level by 1. Expend quickened *black tentacles* and quickened *summon monster V*.

5 disabled (Subtier 7–8 only): Reduce Krune's caster level by 1. Expend empowered *cloudkill*.

6 disabled (Subtier 7–8 only): Expend *greater teleport*, *horrid wilting*, and *summon monster VII*.

7 disabled (Subtier 7–8 only): Reduce Krune's caster level by 1. Expend quickened *dimension door*.