

MIREBORN LIZARDFOLK CR 1

Variant lizardfolk

N Medium humanoid (reptilian)

Init +0; **Senses** Perception +1**DEFENSE****AC** 17, touch 10, flat-footed 17 (+5 natural, +2 shield)**hp** 11 (2d8+2)**Fort** +4, **Ref** +0, **Will** +0**OFFENSE****Speed** 30 ft., swim 15 ft.**Melee** mwk terbutje +3 (1d8+1/19–20), bite +0 (1d4) or claw +2 (1d4+1), bite +2 (1d4+1)**Ranged** longbow +1 (1d8/x3)**STATISTICS****Str** 13, **Dex** 10, **Con** 13, **Int** 9, **Wis** 10, **Cha** 10**Base Atk** +1; **CMB** +2; **CMD** 12**Feats** Multiattack**Skills** Acrobatics +4, Perception +1, Swim +10; **Racial****Modifiers** +4 Acrobatics**Languages** Draconic**SQ** hold breath**Possessions** mwk terbutje, longbow, 10 arrows**SPECIAL ABILITIES****Hold Breath (Ex)** A lizardfolk can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.**OOZE MEPHIT CR 3**

N Small outsider (water)

Init +6; **Senses** darkvision 60 ft.; Perception +6**DEFENSE****AC** 17, touch 14, flat-footed 14 (+2 Dex, +1 dodge, +3 natural, +1 size)**hp** 19 (3d10+3); fast healing 2 (only in wet or muddy environments)**Fort** +2, **Ref** +5, **Will** +3**DR** 5/magic**OFFENSE****Speed** 30 ft., swim 30 ft.**Melee** 2 claws +5 (1d3+1)**Special Attacks** breath weapon (15-foot cone, 1d4 acid, DC 13)**Spell-Like Abilities** (CL 6th; concentration +8)1/day—*acid arrow* 1/hour, *stinking cloud* 1/day (DC 15), summon (level 2, 1 ooze mephit 25%)**STATISTICS****Str** 13, **Dex** 15, **Con** 12, **Int** 6, **Wis** 11, **Cha** 14**Base Atk** +3; **CMB** +3; **CMD** 15**Feats** Dodge, Improved Initiative**Skills** Bluff +8, Fly +10, Perception +6, Stealth +12**Languages** Aquan, Common**SPECIAL ABILITIES****Breath Weapon (Su)** an ooze mephit can unleash a cone of slime that deals 1d4 acid damage. The slime also causes living creatures to be sickened for 3 rounds. This can be used every 4 rounds as a standard action. A Reflex save halves the damage and negates the sickened effect. The DC is Constitution-based and includes a +1 racial bonus.**MEDIUM LIGHTNING ELEMENTAL CR 3**

N Medium outsider (air, elemental, extraplanar)

Init +8; **Senses** darkvision 60 ft.; Perception +7**DEFENSE****AC** 16, touch 15, flat-footed 11 (+4 Dex, +1 dodge, +1 natural)**hp** 26 (4d10+4)**Fort** +5, **Ref** +8, **Will** +1

Immune electricity, elemental traits

OFFENSE**Speed** fly 100 ft. (perfect)**Melee** slam +8 (1d6+3 plus 1d4 electricity)**Special Attacks** metal mastery, spark leap**STATISTICS****Str** 14, **Dex** 19, **Con** 12, **Int** 4, **Wis** 11, **Cha** 11**Base Atk** +4; **CMB** +6; **CMD** 21**Feats** Dodge, Improved Initiative, Weapon FinesseB**Skills** Acrobatics +11, Escape Artist +9, Fly +12, Knowledge (planes) +2, Perception +7**Languages** Auran**SPECIAL ABILITIES****Metal Mastery (Ex)** A lightning elemental gains a +3 bonus on attack rolls if its opponent is wearing metal armor, is wielding a metal weapon, or is made of metal (such as an iron golem).**Spark Leap (Ex)** A lightning elemental gains a +10 bonus on bull rush, disarm, overrun, and trip attacks when it charges a creature against whom its metal mastery ability applies.**SHAMBLING MOUND CR 6**

N Large plant

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +11**DEFENSE****AC** 19, touch 9, flat-footed 19 (+10 natural, –1 size)**hp** 67 (9d8+27)**Fort** +9, **Ref** +5, **Will** +5Immune electricity, plant traits; **Resist** fire 10**OFFENSE****Speed** 20 ft., swim 20 ft.**Melee** 2 slams +11 (2d6+5 plus grab)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** constrict (2d6+7)**STATISTICS****Str** 21, **Dex** 10, **Con** 17, **Int** 7, **Wis** 10, **Cha** 9**Base Atk** +6; **CMB** +12 (+16 grapple); **CMD** 22**Feats** Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)**Skills** Perception +11, Stealth +8 (+16 in swamps or forest), Swim +13; **Racial Modifiers** +4 Perception, +4 Stealth (+12 in swamps or forests)**Languages** Common, Sylvan (cannot speak)**SQ** electric fortitude**SPECIAL ABILITIES****Electric Fortitude (Ex)** Shambling mounds take no damage from electricity. Instead, any electricity attack used against a shambling mound temporarily increases its Constitution score by 1d4 points. The shambling mound loses these temporary points at the rate of 1 per hour.**CENTIPEDE SWARM CR 4**

XP 1,200

N Diminutive vermin (swarm)

Init +4; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +4**DEFENSE****AC** 18, touch 18, flat-footed 14 (+4 Dex, +4 size)**hp** 31 (9d8–9)**Fort** +5, **Ref** +7, **Will** +3**Defensive Abilities** swarm traits, **Immune** weapon damage**OFFENSE****Speed** 30 ft., climb 30 ft.**Melee** swarm (2d6 plus poison)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** distraction (DC 13), poison

STATISTICS**Str** 1, **Dex** 19, **Con** 8, **Int** —, **Wis** 10, **Cha** 2**Base Atk** +6; **CMB** —; **CMD** —**Feats** Weapon Finesse^B**Skills** Climb +12, Perception +4; **Racial Modifiers** +4 Perception**SPECIAL ABILITIES****Poison (Ex)** Bite—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d4 Dex damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.**MAGDI KUKOYI (CULTIST)****CR 2**

Human cleric 3

N Medium humanoid

Init +1; **Senses** Perception +3**DEFENSE****AC** 18, touch 11, flat-footed 17 (+6 armor, +1 Dex, +1 shield)**hp** 16 (3d8+3)**Fort** +4, **Ref** +2, **Will** +5**OFFENSE****Speed** 20 ft.**Melee** mwk sickle +3 (1d6)**Ranged** dart +3 (1d4)**Special Attacks** channel negative energy 6/day (DC 14, 2d6)**Domain Spell-Like Abilities** (CL 3rd; concentration +5); 6/day—*rebuke death* (1d4+1), *touch of evil* (1 round)**Cleric Spells Prepared** (CL 3rd; concentration +5)**Domain Spell-Like Abilities** (CL 3rd; concentration +5)5/day—*icicle* (1d6+1 cold)**Druid Spells Prepared** (CL 3rd; concentration +5)2nd—*cure moderate wounds*, *fog cloud*^P, *hold person* (DC 14)1st—*endure elements*, *entropic shield*, *obscuring mist*^P, *summon monster I*0 (at will)—*create water*, *light*, *purify food and drink* (DC 13), *resistance***D** domain spell; **Domains** Air, Water**STATISTICS****Str** 10, **Dex** 13, **Con** 12, **Int** 8, **Wis** 15, **Cha** 16**Base Atk** +2; **CMB** +2; **CMD** 13**Feats** Alignment Channel, Combat Casting, Selective Channeling**Skills** Knowledge (planes) +4, Knowledge (religion) +4, Linguistics +4, Perception +3, Sense Motive +6, Spellcraft +3**Languages** Abyssal, Common, Infernal**Combat Gear** bloodroot poison (1 dose), vials of unholy water (2); **Other Gear** chainmail, light steel shield, darts (4), masterwork sickle, silver unholy symbol**MONITOR LIZARD****CR 2**

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +8**DEFENSE****AC** 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)**hp** 22 (3d8+9)**Fort** +8, **Ref** +5, **Will** +2**OFFENSE****Speed** 30 ft., swim 30 ft.**Melee** bite +5 (1d8+4 plus grab and poison)**STATISTICS****Str** 17, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 6**Base Atk** +2; **CMB** +5 (+9 grapple); **CMD** 17 (21 vs. trip)**Feats** Great Fortitude, Skill Focus (Perception)**Skills** Climb +7, Perception +8, Stealth +10 (+14 in undergrowth), Swim +11; **Racial Modifiers** +4 Stealth (+8 in undergrowth)**SPECIAL ABILITIES****Poison (Ex)** Bite—injury; *save* Fort DC 14; *onset* 1 minute; *frequency* 1/hour for 6 hours; *effect* 1d2 Dexterity damage; *cure* 1 save. The save DC is Constitution-based.**SHOCKER LIZARD****CR 2**

N Small magical beast

Init +6; **Senses** darkvision 60 ft., electricity sense, low-light vision; Perception +8**DEFENSE****AC** 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size) **hp** 19 (3d10+3)**Fort** +4, **Ref** +5, **Will** +2**Immune** electricity**OFFENSE****Speed** 40 ft., climb 20 ft., swim 20 ft.**Melee** bite +4 (1d4)**Special Attacks** shock**STATISTICS****Str** 10, **Dex** 15, **Con** 13, **Int** 2, **Wis** 13, **Cha** 6**Base Atk** +3; **CMB** +2; **CMD** 14 (18 vs. trip)**Feats** Improved Initiative, Skill Focus (Stealth)**Skills** Climb +8, Perception +8, Stealth +17, Swim +8; **Racial Modifiers** +2 Perception, +4 Stealth**SPECIAL ABILITIES****Electricity Sense (Ex)** Shocker lizards automatically detect any electrical discharges within 100 feet.**Shock (Su)** Shocker lizards can deliver an electrical shock to a single opponent within 5 feet. This attack deals 1d8 points of nonlethal electricity damage to living opponents (Reflex DC 12 half). This save DC is Constitution-based. Additionally, if two or more shocker lizards are within 20 feet of each other, they can work together to create a lethal shock once every 1d4 rounds. This effect has a radius of 20 feet, centered on any one contributing lizard. All creatures within that radius take 2d8 points of lethal electricity damage for each lizard contributing to the shock, to a maximum of 12d8. A Reflex save (DC 10 + the number of lizards contributing) halves the damage.**SHATHVA'S HUSBAND****CR 2**

Male advanced lizardfolk

N Medium humanoid (reptilian)

Init +2; **Senses** Perception +4**DEFENSE****AC** 21, touch 12, flat-footed 19 (+2 Dex, +7 natural, +2 shield) **hp** 15 (2d8+6)**Fort** +6, **Ref** +2, **Will** +2**OFFENSE****Speed** 30 ft., swim 15 ft.**Melee** morningstar +4 (1d8+3), bite +2 (1d4+1) or claw +4 (1d4+3), bite +4 (1d4+3)**Ranged** javelin +3 (1d6+3)**STATISTICS****Str** 17, **Dex** 14, **Con** 17, **Int** 13, **Wis** 14, **Cha** 14**Base Atk** +1; **CMB** +4; **CMD** 16**Feats** Multiattack**Skills** Acrobatics +5, Perception +4, Swim +10; **Racial Modifiers** +4 Acrobatics**Languages** Draconic**SQ** hold breath**Possessions** heavy wooden shield, morningstar, 3 javelins**SPECIAL ABILITIES****Hold Breath (Ex)** A lizardfolk can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

SHADOW **CR 3**

CE Medium undead (incorporeal)

Init +2; **Senses** darkvision 60 ft.; Perception +8**DEFENSE****AC** 15, touch 15, flat-footed 12 (+2 deflection, +2 Dex, +1 dodge)**hp** 19 (3d8+6)**Fort** +3, **Ref** +3, **Will** +4**Defensive Abilities** incorporeal, channel resistance +2;**Immune** undead traits**OFFENSE****Speed** fly 40 ft. (good)**Melee** incorporeal touch +4 (1d6 Strength damage)**Special Attacks** create spawn**STATISTICS****Str** —, **Dex** 14, **Con** —, **Int** 6, **Wis** 12, **Cha** 15**Base Atk** +2; **CMB** +4; **CMD** 17**Feats** Dodge, Skill Focus (Perception)**Skills** Fly +11, Perception +8, Stealth +8 (+12 in dim light, +4 in bright light); **Racial Modifiers** +4 Stealth in dim light (–4 in bright light)**SPECIAL ABILITIES****Create Spawn (Su)** A humanoid creature killed by a shadow's Strength damage becomes a shadow under the control of its killer in 1d4 rounds.**Strength Damage (Su)** A shadow's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.**KAPOACINTH** **CR 4**

Variant gargoyle

CE Medium monstrous humanoid (earth)

Init +6; **Senses** darkvision 60 ft.; Perception +5**DEFENSE****AC** 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)**hp** 42 (5d10+15)**Fort** +4, **Ref** +6, **Will** +4**DR** 10/magic**OFFENSE****Speed** 40 ft., swim 60 ft.**Melee** 2 claws +7 (1d6+2), bite +7 (1d4+2), gore +7 (1d4+2)**STATISTICS****Str** 15, **Dex** 14, **Con** 16, **Int** 6, **Wis** 11, **Cha** 7**Base Atk** +5; **CMB** +7; **CMD** 19**Feats** Hover, Improved Initiative, Skill Focus (Fly)**Skills** Fly +12, Perception +5, Stealth +11 (+17 in stony areas);**Racial Modifiers** +2 Stealth (+6 in stony environs)**Languages** Common, Terran**SQ** freeze**SPECIAL ABILITIES****Freeze (Ex)** A gargoyle can hold itself so still it appears to be a statue. A gargoyle that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.**ELECTRIC EEL** **CR 2**

N Small animal

Init +6; **Senses** low-light vision; Perception +4**DEFENSE****AC** 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size)**hp** 17 (2d8+8)**Fort** +7, **Ref** +5, **Will** +0**Resist** electricity 10**OFFENSE****Speed** 5 ft., swim 30 ft.**Melee** bite +3 (1d6+1) and tail –2 touch (1d6 electricity)**STATISTICS****Str** 13, **Dex** 14, **Con** 19, **Int** 1, **Wis** 10, **Cha** 6**Base Atk** +1; **CMB** +1; **CMD** 13 (can't be tripped)**Feats** Improved Initiative**Skills** Escape Artist +10, Perception +4, Stealth +10, Swim +9;**Racial Modifiers** +8 Escape Artist**SPECIAL ABILITIES****Electricity (Ex)** An electric eel can produce a powerful jolt of electricity from its tail, delivering the jolt with a successful touch attack. On a critical hit, the creature struck must make a DC 15 Fortitude save or be stunned for 1d4 rounds. The save DC is Constitution-based.**GHOUL** **CR 1****XP** 400

CE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +7**DEFENSE****AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)**hp** 13 (2d8+4)**Fort** +2, **Ref** +2, **Will** +5**Defensive Abilities** channel resistance +2**OFFENSE****Speed** 30 ft.**Melee** bite +3 (1d6+1 plus disease and paralysis) and 2 claws +3 (1d6+1 plus paralysis)**Special Attacks** paralysis (1d4+1 rounds, DC 13, elves are immune to this effect)**STATISTICS****Str** 13, **Dex** 15, **Con** —, **Int** 13, **Wis** 14, **Cha** 14**Base Atk** +1; **CMB** +2; **CMD** 14**Feats** Weapon Finesse**Skills** Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +3**Languages** Common**SPECIAL ABILITIES****Disease (Su)** *Ghoul Fever*: Bite—injury; save Fort DC 13; onset 1 day; frequency 1/day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.**CHITAU LI** **CR 5**

Male wraith

LE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft., lifestense; Perception +10**Aura** unnatural aura (30 ft.)**DEFENSE****AC** 18, touch 18, flat-footed 14 (+5 deflection, +3 Dex)**hp** 47 (5d8+25)**Fort** +6, **Ref** +4, **Will** +6**Defensive Abilities** channel resistance +2, incorporeal;**Immune** undead traits**Weaknesses** sunlight powerlessness**OFFENSE****Speed** fly 60 ft. (good)**Melee** incorporeal touch +6 (1d6 negative energy plus 1d6 Con drain)**Special Attack** create spawn**STATISTICS****Str** —, **Dex** 16, **Con** —, **Int** 14, **Wis** 14, **Cha** 21**Base Atk** +3; **CMB** +6; **CMD** 21

Feats Blind-Fight, Combat Reflexes, Improved Initiative
Skills Diplomacy +10, Fly +7, Intimidate +13, Knowledge (planes) +7, Perception +10, Sense Motive +10, Stealth +11

Languages Common, Infernal

SPECIAL ABILITIES

Create Spawn (Su) A humanoid slain by a wraith becomes a wraith in 1d4 rounds. These spawn are less powerful than typical wraiths, and suffer a -2 penalty on all d20 rolls and checks, receive -2 hp per HD, and only drain 1d2 points of Constitution on a touch. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become free-willed wraiths. They do not possess any of the abilities they had in life.

Constitution Drain (Su) Creatures hit by a wraith's touch attack must succeed on a DC 17 Fortitude save or take 1d6 points of Constitution drain. On each successful attack, the wraith gains 5 temporary hit points. The save DC is Charisma-based.

Lifesense (Su) A wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

Sunlight Powerlessness (Ex) A wraith caught in sunlight cannot attack and is staggered.

Unnatural Aura (Su) Animals do not willingly approach within 30 feet of a wraith, unless a master makes a DC 25 Handle Animal, Ride, or wild empathy check.

MEDIUM AIR ELEMENTAL CR 3

XP 800

N Medium outsider (air, elemental, extraplanar)

Init +9; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 19, touch 16, flat-footed 13 (+5 Dex, +1 dodge, +3 natural)
hp 30 (4d10+8)

Fort +6, **Ref** +9, **Will** +1

Defensive Abilities air mastery; **Immune** elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee slam +9 (1d6+3)

Special Attacks whirlwind (DC 14)

STATISTICS

Str 14, **Dex** 21, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +6; **CMD** 22

Feats Dodge, Flyby Attack, Improved Initiative^B, Weapon Finesse^B

Skills Acrobatics +11, Escape Artist +9, Fly +17, Knowledge(planes) +1, Perception +7, Stealth +10

Languages Auran

SPECIAL ABILITIES

Air Mastery (Ex) Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.

ICE GOLEM CR 5

XP 1,600

N Medium construct (cold)

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 17, touch 9, flat-footed 17 (-1 Dex, +8 natural)

hp 53 (6d10+20)

Fort +2, **Ref** +1, **Will** +2

DR 5/adamantine; **Immune** construct traits, cold, magic

Weaknesses vulnerability to fire

OFFENSE

Speed 30 ft.

Melee 2 slams +9 (1d6+3 plus 1d6 cold)

Special Attacks breath weapon (20-ft. cone, 3d6 cold damage, Reflex DC 13 half, usable once every 1d4 rounds), cold (1d6), icy destruction

STATISTICS

Str 16, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +6; **CMB** +9; **CMD** 18

SPECIAL ABILITIES

Cold (Ex) An ice golem's body generates intense cold, dealing 1d6 points of damage with its touch. Creatures attacking an ice golem with unarmed strikes or natural weapons take this same cold damage each time one of their attacks hits.

Icy Destruction (Ex) When reduced to 0 hit points, an ice golem shatters in an explosion of jagged shards of ice. All creatures within a 10-foot burst take 3d6 points of slashing damage and 2d6 points of cold damage; a DC 13 Reflex save halves the damage. The save DC is Constitution-based.

Immunity to Magic (Ex) An ice golem is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the Fire descriptor, which affect it normally. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals electricity damage slows an ice golem (as the *slow* spell) for 2d6 rounds, with no saving throw.
- A magical attack that deals cold damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. An ice golem gets no saving throw against cold effects.

GIANT SPIDER CR 1

N Medium vermin

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural)

hp 16 (3d8+3)

Fort +4, **Ref** +4, **Will** +1

Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +2 (1d6 plus poison)

Special Attack web (+5 ranged, DC 12, hp 2)

STATISTICS

Str 11, **Dex** 17, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

Base Atk +2; **CMB** +2; **CMD** 15 (27 vs. trip)

Skills Climb +16, Perception +4 (+8 in webs), Stealth +7 (+11 in webs); **Racial Modifiers** +4 Perception, +4 Stealth (+8 in webs), +16 Climb

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Strength damage; *cure* 1 save.

DISCIPLE OF DARK WATER CR 2

Lizardfolk cleric of Kelizandri 2

NE Medium humanoid (reptilian)

Init +0; **Senses** Perception +1

DEFENSE

AC 18, touch 10, flat-footed 18 (+3 armor, +5 natural)

hp 20 (4d8+2)

Fort +6, **Ref** +2, **Will** +4

OFFENSE

Speed 30 ft., swim 15 ft.

Melee mwk trident +6 (1d8+4), bite +0 (1d4+1)

Special Attacks channel negative energy 4/day (DC 12, 1d6), destructive smite (+1, 4/day)

Domain Spell-Like Abilities (CL 2nd; concentration +3) 4/day—*icicle* (1d6+1 cold)

Cleric Spells Prepared (CL 2nd; concentration +3)

1st—*cure light wounds*, *endure elements*, *entropic shield*, *true strike*^D

0 (at will)—*bleed* (DC 11), *create water*, *light*, *resistance*

D Domain spell; **Domains** Destruction, Water

TACTICS

Before Combat Each morning the disciples cast *endure elements* on themselves to navigate the dungeon's extreme climates. If they hear combat nearby, they cast *entropic shield*.

During Combat Daruthek's disciples attack with destructive smite and tridents or hurl icicles at distant opponents. They use little strategy, pausing to heal themselves only if reduced to fewer than half their hit points.

Morale The disciples fight to the death.

STATISTICS

Str 17, **Dex** 10, **Con** 10, **Int** 12, **Wis** 13, **Cha** 12

Base Atk +2; **CMB** +5; **CMD** 15

Feats Lightning Reflexes, Power Attack

Skills Acrobatics +4, Climb +7, Handle Animal +7, Knowledge (religion) +5, Sense Motive +7, Spellcraft +7, Swim +12;

Racial Modifiers +4 Acrobatics

Languages Draconic, Polyglot

SQ hold breath

Combat Gear *scroll of spiritual weapon*; **Other Gear** +1 leather armor, mwk trident, silver unholy symbol of Kelizandri (worth 25 gp)

LADY FAFRAIL

CR 5

Female djinni

CG Large outsider (air, extraplanar)

Init +8; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 19, touch 14, flat-footed 14 (+4 Dex, +1 dodge, +5 natural, -1 size)

hp 52 (7d10+14) (currently 42)

Fort +4, **Ref** +9, **Will** +7

Immune acid

OFFENSE

Speed 20 ft., fly 60 ft. (perfect)

Melee 2 slams +10 (1d8+4) or mwk scimitar +11/+6 (1d8+4/18-20)

Space 10 ft.; **Reach** 10 ft.

Special Attacks air mastery, whirlwind (1/10 minutes, 10-50 ft. tall, 1d8+4 damage, DC 17)

Spell-Like Abilities (CL 9th)

At will—*invisibility* (self only), *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only) 1/day—*create food and water*, *create wine* (as *create water*, but wine instead), *gaseous form* (for up to 1 hour), *major creation* (created vegetable matter is permanent), *persistent image* (DC 17), *wind walk*

STATISTICS

Str 18, **Dex** 19, **Con** 14, **Int** 14, **Wis** 15, **Cha** 15

Base Atk +7; **CMB** +12; **CMD** 27

Feats Combat Casting, Combat Reflexes, Dodge, Improved Initiative^B, Wind Stance

Skills Appraise +12, Craft (any one) +12, Fly +20, Knowledge (planes) +12, Perception +12, Sense Motive +12, Spellcraft +12, Stealth +10

Languages Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

SPECIAL ABILITIES

Air Mastery (Ex) Airborne creatures take a -1 penalty on attack and damage rolls against a djinni.

AIR WYSP

CR 2

N Tiny outsider (air, elemental)

Init +4; **Senses** darkvision 60 ft.; Perception +7

Aura resonance (30 ft.)

DEFENSE

AC 16, touch 16, flat-footed 12 (+4 Dex, +2 size)

hp 19 (3d10+3)

Fort +4, **Ref** +7, **Will** +2

Immune elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee 2 tendrils +11 (1d3+2)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 10, **Dex** 19, **Con** 12, **Int** 10, **Wis** 13, **Cha** 13

Base Atk +3; **CMB** +5; **CMD** 15 (can't be tripped)

Feats Flyby Attack, Weapon Finesse

Skills Bluff +7, Fly +20, Knowledge (arcana) +4, Knowledge (planes) +6, Knowledge (religion) +4, Perception +7, Sense Motive +7, Stealth +18

Languages Auran

SQ living battery, servitor

SPECIAL ABILITIES

Living Battery (Ex) As an immediate action, a wysp can kill itself to cause a creature benefiting from its resonance to heal 2 hit points for each of that creature's HD. If the wysp uses this ability, its death can't be prevented, and its life can't be restored by any effect less than *true resurrection*, *miracle*, or *wish*, even if such an effect can normally revive an outsider.

Resonance (Ex) A wysp's natural resonance strengthens the power of its element. The wysp grants a +2 competence bonus on attack rolls and damage rolls to all creatures within 30 feet with an elemental subtype that matches the wysp's, and to the DCs of all racial spell-like, supernatural, and extraordinary abilities of such creatures (as usual, this does not include creatures assuming an elemental form).

Kineticists within 30 feet who share the wysp's element gain a +1 competence bonus on attack rolls and damage rolls. The wysp's statistics already include these bonuses.

Servitor (Ex) A wysp is a natural servitor. When it uses the aid another action to assist a creature benefiting from its resonance, the wysp can grant that creature a +4 bonus instead of +2. No other effect can increase this bonus beyond +4.