

Medium Air Elemental (low) (3 /1)

N Medium outsider (air, elemental, extraplanar)

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

DEFENSE

AC 19, **touch** 16, **flat** 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

BAB +4; **CMB** +6; **CMD** 22

Feats Dodge, Flyby Attack, Improved Initiative, Weap Finesse

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

SPECIAL ABILITIES

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

TACTICS

During Combat If any PC is Small or smaller, one elemental forms a whirlwind and goes after him, attempting to snatch him up and dump him over the airship's side. The elementals target flying PCs first, trusting in Efwurwa to help them flank their enemies.

Morale The elementals fight to the death.

NOTES

Whirlwind

- Does not provoke AOO, even entering space of creature.
- In whirlwind form cannot, make normal attacks and does not threaten the area around it.
- Reflex save when creature comes into contact with the whirlwind or damage as if it were hit by the slam attack.
- *Second* Reflex save or be picked up and suspended, taking slam each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind.
- Creatures trapped cannot move except to go where the whirlwind carries them or to escape the whirlwind.
- Trapped creatures must succeed on a concentration check (DC 15 + spell level) to cast a spell.
- 4 Dexterity and -2 penalty on attack rolls.
- Eject any carried creatures whenever it wishes as a free action, depositing them in its space.

Efurwa

N Medium outsider (air, elemental, extraplanar)

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

DEFENSE

AC 20, **touch** 14, **flat** 16 (+4 **Dex**, +6 natural)

hp 80 (7d10+42)

fort +11, **Ref** +11, **Will** +4

Defensive Abilities natural invisibility; **Immune** elemental traits

OFFENSE

Speed 30 ft., fly 30 (perfect)

Melee 2 slams +12 (2d6+4)

STATISTICS

Str 18, **Dex** 19, **Con** 22, **Int** 14, Wis 15, **Cha** 11

BAB +7; **CMB** +11; **CMD** 25

Feats Combat Reflexes, Improved Initiative, Lightning Reflexes, Weapon Focus (slam)

Skills Acrobatics +14, Bluff +10, Fly +22, Knowledge (planes) +12, Perception +12, Sense Motive +12, Stealth +14, Survival +12

Languages Auran, Common

SQ improved tracking

SPECIAL ABILITIES

Natural Invisibility (Ex) This ability is constant—an invisible stalker remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to the invisibility purge spell. Against foes that cannot pinpoint it, the invisible stalker gains a +20 bonus on Stealth checks when moving, or +40 when standing still—these bonuses are not included in the statistics above.

Large Air Elementals (high) (5 / 2)

Advanced Large air elemental

N Large outsider (air, elemental, extraplanar)

Init +13; **Senses** darkvision 60 ft.; **Perception** +13

DEFENSE

AC 25, **touch** 19, **flat** 15 (+9 Dex, +1 dg, +6 nat, -1 size)

hp 84 each (8d10+40)

fort +11, **Ref** +15, **Will** +4

Defensive Abilities air mast.; **DR** 5/-; **Immune** elem. traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee 2 slams +16 (1d8+6)

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

Special Attacks whirlwind (DC 20)

TACTICS

During Combat Two elementals form whirlwinds and attempt to snatch PCs up and throw them over the airship's side. The other three attack, prioritizing flying targets. They flank with each other and Efwurwa to make use of their teamwork Feats.

Morale The elementals fight to the death.

STATISTICS

Str 22, **Dex** 29, **Con** 20, **Int** 10, **Wis** 15, **Cha** 15

BAB +8, **CMB** +15; **CMD** 35

Feats Dodge, Flyby Attack, Improved Initiative, **Outflank**, **Precise Strike**, Weapon Finesse

Skills Acrobatics +20, Escape Artist +20, Fly +26, Knowledge (planes) +11, Perception +13, Stealth +16

NOTES

Outflank: +4 when flanking (teamwork)

Precise Strike: When flanking, +1d6 damage (teamwork)

Whirlwind

- Does not provoke AOO, even entering space of creature.
- Cannot make attacks or threaten in whirlwind form.
- Reflex save when creature comes into contact with the whirlwind or damage as if it were hit by the slam attack.
- *Second* Reflex save or be picked up and suspended, taking slam each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind.
- Creatures trapped cannot move except to go where the whirlwind carries them or to escape the whirlwind.
- Trapped creatures must succeed on a concentration check (DC 15 + spell level) to cast a spell.
- 4 Dexterity and -2 penalty on attack rolls.
- Eject as a free action, depositing them in its space.

Efwurwa

Female invisible stalker fighter 1/rogue 1

NE Medium outsider (air, elemental, extraplanar)

Init +10; **Senses** darkvision 60 ft.; **Perception** +14

DEFENSE

AC 23, **touch** 16, **flat** 17 (+1 armor, +6 **Dex**, +6 natural)

hp 112 (9 HD; 1d8+8d10+64)

fort +14, **Ref** +15, **Will** +4

Defensive Abilities natural invisibility; **Immune** elem. traits

OFFENSE

Speed 30 ft., fly 30 ft. (perfect)

Melee +1 menacing greatsword +15/+10 (2d6+10/19-20) or 2 slams +10 (2d6+3)

Special Attacks sneak attack +1d6

TACTICS

During Combat If any PC indicates that he can see invisible creatures, Efwurwa barks an order in Auran for all the Furies to gang up on that one person. Otherwise, she positions herself to flank multiple PCs, if possible, maximizing the benefits of her teamwork Feats and menacing sword.

Morale Efwurwa fights as long as there is an elemental left alive. If all her minions have fallen, she flees. In either case, she plays no further role in the scenario.

STATISTICS

Str 22, **Dex** 23, **Con** 24, **Int** 16, **Wis** 15, **Cha** 9

BAB +8; **CMB** +14; **CMD** 30

Feats **Combat Reflexes**, Improved Initiative, Lightning Reflexes, **Outflank**, **Precise Strike**, Weapon Focus (slam)

Skills Acrobatics +18, Bluff +11, Escape Artist +16, Fly +26, Knowledge (planes) +15, Perception +14, Sense Motive +14, Stealth +18 (+38 while moving or +40 while still vs. foes who can't see invisible), Survival +14

Languages Auran, Common, Gnome

SQ improved tracking, trapfinding +1

Gear +1 menacing greatsword, bracers of armor +1

SPECIAL ABILITIES

Natural Invisibility (Ex) Efwurwa's invisibility extends to her gear.

NOTES

Menacing: When adjacent to a creature that is being flanked, the flanking bonus for all flanking allies increases +2

Captain Beysal (both)

CG Large outsider (air, extraplanar)

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

DEFENSE

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

hp 52 (7d10+14)

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 per 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

BAB +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.

TACTICS

During Combat Beysal fights only if the PCs didn't bribe her.

If she fights, she casts invisibility as soon as combat breaks out, then moves into position to try and flank with a Fury.

She favors caution, alternating attacking with casting invisibility to make herself harder to target.

Morale Beysal won't abandon ship, but she surrenders when reduced to 15 or fewer hit points, or after the PCs defeat Efwurwa's Fury.

Air Mephits (low) (4 / 2)

N Small outsider (air)

Init +6; **Senses** darkvision 60 ft.; **Perception** +6

DEFENSE

AC 17, **touch** 14, **flat** 14 (+2 **Dex**, +1 dodge, +3 natural, +1 size)

hp 19 (3d10+3); fast healing 2 (in gusty or windy areas)

fort +2, **Ref** +5, **Will** +3

DR 5/magic

OFFENSE

Speed 30 ft., fly 60 ft. (perfect)

Melee 2 claws +5 (1d3+1)

Special Attacks breath weapon (15-foot cone, 1d8 slashing damage, Reflex DC 13 half)

Spell-Like Abilities (CL 6th; concentration +8)

1/day—gust of wind, summon (level 2, 1 air mephit 25%)

1/hour—blur

STATISTICS

Str 13, **Dex** 15, **Con** 12, **Int** 6, Wis 11, **Cha** 14

BAB +3; **CMB** +3; **CMD** 15

Feats Dodge, Improved Initiative

Skills Bluff +8, Fly +10, **Perception** +6, Stealth +12

Languages Auran, Common

SPECIAL ABILITIES

Breath Weapon (Su) An air mephit can unleash a cone of sand and grit that deals 1d8 points of slashing damage every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus.

Boshithar

Male variant hala demon

CE Medium outsider (air, chaotic, demon, evil, extraplanar)

Init +4; **Senses** darkvision 60 ft.; **Perception** +11

Aura stormwind aura

DEFENSE

AC 18, **touch** 14, **flat** 14 (+4 **Dex**, +4 natural)

hp 51 (6d10+18)

fort +7, **Ref** +8, **Will** +3

Defensive Abilities vengeful wind; **DR** 5/cold iron or good;

Immune elec, poison; **Resist** acid 10, cold 10, fire 10; **SR** 16

Weaknesses enemy of dragons and eagles

OFFENSE

Speed 30 ft., fly 60 ft. (perfect)

Melee bite +11 (1d6+4), 2 claws +11 (1d4+4)

Special Attacks hailstorm

Spell-Like Abilities (CL 5th; concentration +8)

At Will—alter winds (DC 14)

3/day—gust of wind (DC 15), river of wind (DC 17)

1/day—control winds (DC 18)

TACTICS

During Combat Keep enemies at bay them melee once softened up.

Morale He fights to the death.

STATISTICS

Str 18, **Dex** 19, **Con** 16, **Int** 16, Wis 15, **Cha** 17

BAB +6; **CMB** +10; **CMD** 24

Feats Flyby Attack, Hover, Weapon Finesse, Wingover

Skills Acrobatics +13, Escape Artist +13, Fly +21, Intimidate +13, Knowledge (engineering) +9, Knowledge (planes) +12, **Perception** +11, Sense Motive +11, Stealth +13

Languages Abyssal, Auran, Celestial, Common, Draconic; telepathy 100 ft.

Gear golebane scarab, manacles of cooperation

SPECIAL ABILITIES

Enemy of Dragons and Eagles (Ex) Halas are hated enemies of dragons and eagles. Those creatures gain a +2 bonus on attack and damage rolls against hala demons.

Hailstorm (Su) A hala can call down hailstones from surrounding clouds once every 1d4 rounds as a standard action. These hailstones deal 1d6 points of bludgeoning damage and 1d6 points of cold damage to all creatures within a 20-foot radius that have no overhead cover. A DC 16 Reflex save halves this damage. The save DC is Con based.

Stormwind Aura (Su) Winds shield a hala from any other wind effects. If Hala is crit, his blast also takes the form of a 60-foot-long gale, treated as a gust of wind spell, directed from the hala toward the opponent that scored the critical hit against it. Any creature in or that enters the area of effect must make a DC 16 Reflex save or take 3d6 points of electricity damage. The save DC is Constitution-based.

NOTES

Wingover: Can turn 180° as free action 1/turn no check.

River of wind: 120' line; 5 rds. 4d6 nonlethal knocked prone. Fort halves damage, no prone. If start turn in wind 2d6 nonlethal, Fort for 1d6 and not prone. *Air subtype/freedom of movement immune.*

Gust of Wind: 60-line; 1 rd. All flying take -4 penalty on Fly checks. Tiny or smaller flying creatures must make a DC 25 Fly skill check or be blown back 2d6 x 10 feet and take 2d6 points of damage. Small or smaller flying creatures must make a DC 20 Fly skill check to move against the force of the wind. *Small* creatures are knocked prone. *Medium* or smaller creatures are unable to move forward against the force of the wind unless beat a DC 15 Strength check.

Mist Drakes (high) (4/2)

Advanced mist drakes

NE Large dragon (air)

Init +4; **Senses** darkvision 60 ft., fogvision, low-light vision, scent; **Perception** +12

DEFENSE

AC 23, **touch** 14, **flat** 18 (+4 **Dex**, +1 dodge, +9 nat, -1 size)

hp 69 each (6d12+30)

fort +10, **Ref** +9, **Will** +8

Immune paralysis, sleep

OFFENSE

Speed 30 ft., fly 80 ft. (average)

Melee bite +11 (2d6+6), tail slap +6 (1d8+3)

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

Special Attacks fogburst (20' radius 3d6 blud DC 18 ref half)

TACTICS

During Combat The drakes attempt to disorient the PCs with fogbursts and then hide within the created clouds, making hit-and-run attacks from concealment.

Morale Fee if reduced to 15 hit points or fewer.

STATISTICS

Str 23, **Dex** 19, **Con** 20, **Int** 13, **Wis** 16, **Cha** 14

BAB +6; **CMB** +13; **CMD** 28

Feats Dodge, Flyby Attack, Hover

Skills Fly +11, Intimidate +11, Knowledge (planes) +10,

Perception +12, Sense Motive +12, Stealth +9 (+17 in fog or mist), Survival +12;

Languages Auran, Draconic

SQ misty camouflage, **Speed** surge

Gear horn of fog (one drake only), wind fan (one drake only)

SPECIAL ABILITIES

Fogburst (Su) Solid fog 60' 3d6 bludgeoning to all creatures in 20-foot radius (Reflex DC 18 half). Flying creatures that fail Reflex are pushed 1d4×5 feet from center of the fogburst (taking 1d6 points of damage / 10' hit solid object). Creatures ground knocked prone on failed save. The area is filled with mist (as per obscuring mist) for 1d4 rounds. Recharge in 1d6 rounds. DC is Constitution-based.

Fogvision (Ex) Se normally through any fogs.

Misty Camouflage (Ex) Use Stealth to hide whenever it in or adjacent to area of mist, even while being observed.

Speed Surge (Ex) Three times per day as a swift action, a mist drake can draw on its draconic heritage for a boost of strength and Speed that enables it to take an additional move action in that round.

Boshithar (high)

Male variant hala demon

CE Medium outsider (air, chaotic, demon, evil, extraplanar)

Init +6; **Senses** darkvision 60 ft.; **Perception** +14

Aura stormwind aura

DEFENSE

AC 22, **touch** 16, **flat** 16 (+6 **Dex**, +6 natural)

hp 95 (10d10+40)

fort +12, **Ref** +14, **Will** +6

Defensive Abilities vengeful wind; **DR** 10/good or cold iron; **Immune** electric, poison; **Resist** aci, cold, fire 10; **SR** 19

Weaknesses enemy of dragons and eagles

OFFENSE

Speed 30 ft., fly 60 ft. (perfect)

Melee bite +16 (1d6+5), 2 claws +16 (1d4+5)

Special Attacks hailstorm

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

At Will—alter winds (DC 15)

3/day—gust of wind (DC 16), river of wind (DC 18)

1/day—control winds (DC 19)

STATISTICS

Str 20, **Dex** 23, **Con** 18, **Int** 16, **Wis** 15, **Cha** 19

BAB +10; **CMB** +16; **CMD** 32

Feats Flyby Attack, Hover, Weapon Finesse, Weapon Focus (bite), Weapon Focus (claw), Wingover

Skills Acrobatics +19, Escape Artist +19, Fly +27, Intimidate +17, Knowledge (engineering) +13, Knowledge (planes) +16, **Perception** +15, Sense Motive +15, Stealth +19

Languages Abyssal, Auran, Celestial, Common, Draconic; telepathy 100 ft.

Combat Gear potion of cure serious wounds; Other Gear cloak of resistance +1, golembane scarab, manacles of cooperation APG

SPECIAL ABILITIES

Enemy of Dragons and Eagles (Ex) Halas are hated enemies of dragons and eagles. Those creatures gain a +2 bonus on attack and damage rolls against hala demons.

Hailstorm (Su) A hala can call down hailstones from surrounding clouds once every 1d4 rounds as a standard action. These hailstones deal 1d6 points of bludgeoning damage and 1d6 points of cold damage to all creatures within a 20-foot radius that have no overhead cover. A DC 16 Reflex save halves this damage. The save DC is Con based.

Stormwind Aura (Su) Winds shield a hala from any other wind effects. If Hala is crit, his blast also takes the form of a 60-foot-long gale, treated as a gust of wind spell, directed from the hala toward the opponent that scored the critical

hit against it. Any creature in or that enters the area of effect must make a DC 16 Reflex save or take 3d6 points of electricity damage. The save DC is Constitution-based.

NOTES

Wingover: Can turn 180° as free action 1/turn no check.

River of wind: 120' line; 8 rds. 4d6 nonlethal knocked prone. Fort halves damage, no prone. If start turn in wind 2d6 nonlethal, Fort for 1d6 and not prone. *Air subtype/ freedom of movement immune.*

Gust of Wind: 60-line; 1 rd. All flying take -4 penalty on Fly checks. Tiny or smaller flying creatures must make a DC 25 Fly skill check or be blown back 2d6 x 10 feet and take 2d6 points of damage. Small or smaller flying creatures must make a DC 20 Fly skill check to move against the force of the wind. *Small* creatures are knocked prone. *Medium* or smaller creatures are unable to move forward against the force of the wind unless beat a DC 15 Strength check.

Advanced Hungry Fog (low)

N Huge ooze (Pathfinder RPG Bestiary 3 290, 152)

Init -1; **Senses Perception** -3

Aura bewitching brume (10 ft., DC 10)

DEFENSE

AC 9, **touch** 7, **flat** 9 (-1 **Dex**, +2 natural, -2 size)

hp 73 (7d8+42)

fort +8, **Ref** +1, **Will** -1

Defensive Abilities gaseous, negative energy affinity; **DR**

10/ magic; **Immune** acid, electricity, sonic, ooze traits;

Resist cold 10

Weaknesses vulnerability to wind

OFFENSE

Speed fly 15 ft. (perfect)

Melee touch +5 (6d6 negative energy)

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

Special Attacks enveloping mists (3d6 negative energy and staggered, DC 21)

TACTICS

During Combat The fog floats over and engulfs the PCs. If damaged for more than half its hit points, it flies upwards and attacks using its Reach.

Morale Starving and mindless, the hungry fog fights until killed.

STATISTICS

Str -, **Dex** 8, **Con** 22, **Int** -, **Wis** 5, **Cha** 5

it away, disrupting the tenuous link Bozhithar forged with his home.

BAB +5; **CMB** +7; **CMD** 16 (can't be tripped)

Skills Fly +3

SPECIAL ABILITIES

Bewitching Brume (Su) Any creature within 10 feet of a hungry fog or currently being affected by its enveloping mists must succeed on a DC 10 Will save at the start of that creature's turn or become shaken for 1 round at the half-glimpsed shapes of phantoms floating within the fog. This is a mind-affecting fear effect. The save DC is Charisma-based.

Enveloping Mists (Ex) A hungry fog can engulf foes who fail a Reflex save, as per the engulf universal monster rule. A creature engulfed by a hungry fog does not gain the pinned condition and may move normally—such a creature is not in danger of suffocating, but as long as it begins its turn engulfed, it is staggered in addition to the damage the attack causes. The save DC to avoid the enveloping mists is Constitution-based.

Gaseous (Ex) A hungry fog has a body composed of eerie mist. It can pass through small holes or narrow openings, even mere cracks, but cannot enter water or other liquid. It has no Strength score, and cannot manipulate objects as a result.

Vulnerable to Wind (Ex) A hungry fog is treated as a Tiny creature for the purposes of determining the effects high wind has upon it.

4-player Adjustment

The hungry fog is weaker than normal due to starvation. It has the fatigued condition. Additionally, reduce the Reflex save DC to avoid the enveloping mists to 18 and the damage that its touch attack deals to 5d6 points

Nue

NE Large magical beast

Init +9; **Senses** darkvision 60 ft., low-light vision; **Perception** +10

DEFENSE

AC 24, **touch** 15, **flat** 18 (+5 **Dex**, +1 dodge, +9 natural, -1 size)

hp 126 (12d10+60)

fort +13, **Ref** +13, **Will** +7

OFFENSE

Speed 30 ft.

Melee bite +17 (2d6+6 plus energy drain), bite +17 (1d4+6 plus poison), 2 claws +17 (1d6+6)

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

Special Attacks energy drain (2 levels, DC 16), pounce

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

3/day—contagion (DC 14), hold person (DC 13)

1/day—nightmare (DC 15), shout (DC 14), waves of fatigue

STATISTICS

Str 22, **Dex** 21, **Con** 20, **Int** 7, Wis 17, **Cha** 10

BAB +12; **CMB** +19; **CMD** 35 (39 vs. trip)

Feats Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Mobility, Skill Focus (Stealth)

Skills Climb +13, **Perception** +10, Stealth +11

Languages Common

SQ cloud form

SPECIAL ABILITIES

Cloud Form (Su) A nue can change into the form of a 10-foot black cloud or back to its normal form as a standard action. A nue in cloud form is otherwise treated as if under the effects of gaseous form, except that it obscures vision like fog cloud.

Poison (Ex) Bite—injury; save fort DC 21; frequency 1/round for 6 rounds; effect 1d4 Strength damage; cure 2 consecutive saves. The save DC is Constitution-based.

4-Player Adjustment

The nue is weaker than normal because of starvation. It has the fatigued condition, and its energy drain inflicts only 1 negative level.

Cloud Golems (low) (3/2)

N Medium construct

Init +5; **Senses** darkvision 60 ft., low-light; **Perception** +2

DEFENSE

AC 17, **touch** 15, **flat** 12 (+5 **Dex**, +2 natural)

hp 47 each (5d10+20); gather clouds

fort +1, **Ref** +6, **Will** +3

Immune construct traits, electricity, magic

OFFENSE

Speed 30 ft., fly 20 ft. (average)

Melee 2 slams +8 (1d6+3 plus 1d6 electricity)

TACTICS

During Combat The golems lumber forward and attack the closest PC.

Morale The golems fight until destroyed.

STATISTICS

Str 16, **Dex** 20, **Con** –, **Int** –, **Wis** 14, **Cha** 1

BAB +5; **CMB** +8; **CMD** 23

Skills Fly +5

SPECIAL ABILITIES

Gather Clouds (Su) A cloud golem has fast healing 2 when it is in within 100 feet of clouds, mist, or fog.

Immunity to Magic (Ex) A cloud golem is Immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against a cloud golem, as noted below.

- A control winds spell destabilizes a cloud golem's body and dazes it for 1 round.
- A magical effect that deals electricity damage affects the cloud golem as per haste for 1d6 rounds and ends any slow effect on it.
- A gust of wind or wind wall spell affects the cloud golem as per slow for 1d6 rounds and breaks any haste effect on it.
- An alter winds spell deals 2d6 points of damage to a cloud golem.

Advanced Cloud Golem (high) (3/2)

N Large construct

Init +6; **Senses** darkvision 60 ft., low-light; **Perception** +3

DEFENSE

AC 20, **touch** 15, **flat** 14 (+6 **Dex**, +5 natural, -1 size)

hp 85 each (10d10+30); gather clouds

fort +3, **Ref** +9, **Will** +6

Immune construct traits, electricity, magic

OFFENSE

Speed 30 ft., fly 20 ft. (average)

Melee 2 slams +16 (2d6+5 plus 1d6 electricity)

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

TACTICS

During Combat The golems lumber forward and attack the closest PC.

Morale The golems fight until destroyed.

STATISTICS

Str 20, **Dex** 22, **Con** –, **Int** –, **Wis** 16, **Cha** 1

BAB +10; **CMB** +16; **CMD** 32

Skills Fly +4

SPECIAL ABILITIES

Gather Clouds (Su) A cloud golem has fast healing 2 when it is in within 100 feet of clouds, mist, or fog.

Immunity to Magic (Ex) A cloud golem is Immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against a cloud golem, as noted below.

- A control winds spell destabilizes a cloud golem's body and dazes it for 1 round.
- A magical effect that deals electricity damage affects the cloud golem as per haste for 1d6 rounds and ends any slow effect on it.
- A gust of wind or wind wall spell affects the cloud golem as per slow for 1d6 rounds and breaks any haste effect on it.
- An alter winds spell deals 2d6 points of damage to a cloud golem.

Sylphs (low)

N Medium outsider (native)

Init +2; **Senses** darkvision 60 ft.; **Perception** +3

DEFENSE

AC 20, **touch** 13, **flat** 17 (+4 armor, +2 **Dex**, +1 dodge, +2 natural, +1 shield)

hp 41 (5d8+15)

fort +5, **Ref** +3, **Will** +9; +4 vs. air or electricity descriptor spells or effects that control or modify the weather

Resist electricity 5

OFFENSE

Speed 30 ft.

Melee +1 club +5 (2d6+2)

Ranged sling +5 (1d4+1)

Spell-Like Abilities (CL 5th; concentration +5)

1/day—feather fall

Druid Spells Prepared (CL 5th; concentration +10)

3rd—call lightning (DC 18), gaseous form D, summon nature's ally III

2nd—barkskin, chill metal (DC 17), owl's wisdom, wind wall

1st—cure light wounds, faerie fire, obscuring mist, shillelagh, whispering wind

0 (at **Will**)—flare (DC 15), light, resistance, stabilize

D domain spell; Domain Air (Wind subdomain)

STATISTICS

Str 12, **Dex** 15, **Con** 12, **Int** 10, Wis 20, **Cha** 10

BAB +3; **CMB** +4 (+10 using wind blast); **CMD** 17

Feats Cloud Gazer, Dodge, Toughness

Skills Fly +9, Knowledge (nature) +10, Knowledge (planes) +5, Spellcraft +8, Survival +5

Languages Auran, Common, Druidic

SQ nature bond (Wind domain), nature sense, resist storm, sky's embrace, skymaster, wild empathy +5, wind blast

Combat Gear scroll of cure light wounds; Other Gear +1 darkwood wooden armor, light wooden shield, club, holly and mistletoe, spell component pouch

Small Air Elemental (summoned; 1d3)

N Small outsider (air, elemental, extraplanar)

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

DEFENSE

AC 17, **touch** 14, **flat** 14 (+3 **Dex**, +3 natural, +1 size)

hp 13 (2d10+2)

fort +4, **Ref** +6, **Will** +0

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

OFFENSE

Speed fly 100 ft. (perfect)

Melee slam +6 (1d4+1)

Special Attacks whirlwind (DC 12)

STATISTICS

Str 12, **Dex** 17, **Con** 12, **Int** 4, Wis 11, **Cha** 11

BAB +2; **CMB** +2; **CMD** 15

Feats Flyby Attack, Improved Initiative B, Weapon Finesse

Skills Acrobatics +7, Escape Artist +7, Fly +17, Knowledge (planes) +1, **Perception** +4, Stealth +11

NOTES

Call lightning: 1 rd cast; call foewn bolts that do 3d10 electricity damage (as in a storm), Can do other things or concentrate to call bolt.

Cloud Gazer: See through mists

4-player Adjustment

The sylphs have the sickened condition due to abuse. Their Wisdom scores are also 2 lower, decreasing their Perception bonus, Will save bonus, and saving throw DCs by 1, as well as removing their prepared summon nature's ally III and decreasing the CMB of their wind blast ability by 1.

Grasping Storm has 6 points in his pool to activate his storm call ability rather than 10. The lightning bolts hazard does not heal Grasping Storm. All skill or ability check DCs to escape the storm or deactivate the storm glyph are 2 points lower.

Grasping Storm (low)

Unique belker (Pathfinder RPG Bestiary 2 45)

NE Large outsider (air, elemental, evil)

Init +5; **Senses** darkvision 60 ft.; **Perception** +11

DEFENSE

AC 20, **touch** 14, **flat** 15 (+5 **Dex**, +6 natural, -1 size)

hp 68 (8d10+24)

fort +9, **Ref** +11, **Will** +2

DR 5/-; **Immune** elemental traits, electricity; **Resist** sonic 5

OFFENSE

Speed 30 ft., fly 50 ft. (perfect)

Melee bite +12 (1d6+2), 2 claws +12 (1d6+2), 2 wings +10 (1d6+1)

Ranged air blast +13 (4d6+7)

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

Special Attacks air blast, smoke claws

TACTICS

During Combat Grasping Storm stays at a distance, using its mobility and air blasts to keep opponents away. It pulls weak looking foes to itself, then either savages them in Melee or uses smoke form and claws to tear them apart from within. It pushes stronger foes into the hurricane, or orders a sylph to physically impede.

STATISTICS

Str 14, **Dex** 21, **Con** 17, **Int** 12, **Wis** 11, **Cha** 10

BAB +8; **CMB** +11 (+13 air blast); **CMD** 26 (can't be tripped)

Feats **Combat Reflexes**, Flyby Attack, Multiattack, Weapon Finesse

Skills Acrobatics +16, Escape Artist +13, Fly +22, Intimidate +8, Knowledge (planes) +12, Perception +11, Stealth +16

Languages Auran, Common

SQ storm's call, smoke form

SPECIAL ABILITIES

Storm's Call (Sp) Before Grasping Storm fell out of Hshurha's favor, the elemental lord granted the belker a measure of power over air. As a standard action, it can summon forth an air blast as a Ranged attack with a range of 120 feet. It gains a daily pool of **10 points**, which it can spend as a free action for any of the following effects. It must choose how many points it wants to spend before rolling its attack roll. Grasping Storm gains a +2 bonus on combat maneuvers that it makes as a part of using this ability.

- Grasping Storm can spend 1 or more points to enhance its air blast with the ability to push its target back. This functions as a bull rush combat maneuver, except that it can push the target back a maximum distance of 5 feet for every point that the belker spends.

- Grasping storm can spend 3 or more points to drag its target closer. If it succeeds at a combat maneuver check against a creature of size Large or smaller, that creature is pulled 15 feet closer to it, plus an additional 10 feet for every point that the belker spends.

Smoke Claws (Ex) A belker using its smoke form ability can enter a target's square as a standard action that does not provoke attacks of opportunity. The target must make a *DC 17 Fortitude* save or inhale part of the creature. Smoke inside the victim solidifies into a claw and attacks the target from within, dealing 3d4 points of damage per round as a swift action. If the target moves, the belker may automatically move with the target (this movement does not count toward the belker's movement and does not provoke attacks of opportunity against the belker). Each round, the target can attempt another DC 17 Fortitude to cough out the belker's smoke, which ends the smoke claws attack and forces the belker into an adjacent square. Creatures that do not need to breathe are Immune to this attack. The save DC is Constitution-based.

Smoke Form (Su) A belker can switch from its normal form to one of pure smoke or back again a swift action. It can spend up to 20 rounds per day in smoke form. In smoke form, the belker acts as if under the effects of a gaseous form spell, except that it retains its natural fly Speed of 50 feet (perfect).

NOTES

Gaseous Form: Gains DR 10/magic and becomes immune to poison, sneak attacks, and critical hits. It can't attack. The subject also loses supernatural abilities while in gaseous form. **Per developers on the forums:** *Grasping Storm can't use Storm Call in gaseous form.*

Hazard

Lightning strikes a random creature each round (including the sylphs, but not Grasping Storm). Ranged touch attack +0 If hits, 1d4 electricity damage. If deals damage, it ricochets to Grasping Storm, healing it for equivalent.

Sylphs (high)

Sylph druid (sky druid) 7 (Pathfinder RPG Advanced Race Guide 158, Pathfinder RPG Bestiary 2 258)

N Medium outsider (native)

Init +2; **Senses** darkvision 60 ft.; **Perception** +3

DEFENSE

AC 22, **touch** 13, **flat** 19 (+4 armor, +2 **Dex**, +1 dodge, +3 natural, +2 shield)

hp 56 each (7d8+21)

fort +7, **Ref** +5, **Will** +11; +4 vs. air or electricity descriptor spells or effects that control or modify the weather

Resist electricity 10

OFFENSE

Speed 30 ft.

Melee +1 club +7 (2d6+2)

Ranged sling +7 (1d4+1)

Special Attacks wild shape 1/day

Spell-Like Abilities (CL 7th; concentration +7)

1/day—feather fall

Druid Spells Prepared (CL 7th; concentration +12)

4th—air walk D , dispel magic

3rd—call lightning (DC 18), gaseous form D , greater magic fang, summon nature's ally III

2nd—barkskin, chill metal (DC 17), owl's wisdom, summon swarm, wind wall D

1st—cure light wounds (2), faerie fire, obscuring mist, shillelagh, whispering wind D , windy escape ARG

0 (at Will)—flare (DC 15), light, resistance, stabilize D domain spell; Domain Air (Wind subdomain)

Base Statistics If the PCs haven't raised an alarm, then the sylphs haven't cast preparatory spells. Adjust their statistics as follows: **AC** 19, **touch** 13, **flat** 16, **Will** +9; **Melee** club +6 (1d6+1); Wis 16. Their spell save DCs, concentration check bonus, and wind blast **CMB** all decrease by 2.

STATISTICS

Str 12, **Dex** 15, **Con** 12, **Int** 10, Wis 20, **Cha** 10

BAB +5; **CMB** +6 (+12 using wind blast); **CMD** 19

Feats Cloud Gazer, Dodge, Natural Spell, Toughness

Skills Fly +12, Knowledge (nature) +12, Knowledge (planes) +7, Spellcraft +10, Survival +5

Languages Auran, Common, Druidic

SQ nature bond (Wind domain), nature sense, resist storm, sky's embrace, skymaster, wild empathy +7, wind blast

Combat Gear scroll of cure moderate wounds (2); Other Gear +1 darkwood wooden armor APG , +1 darkwood light wooden shield, club, cloak of resistance +1, holly and mistletoe, spell component pouch

Small Air Elemental (summoned; 1d3)

N Small outsider (air, elemental, extraplanar)

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

DEFENSE

AC 17, **touch** 14, **flat** 14 (+3 **Dex**, +3 natural, +1 size)

hp 13 (2d10+2)

fort +4, **Ref** +6, **Will** +0

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

OFFENSE

Speed fly 100 ft. (perfect)

Melee slam +6 (1d4+1)

Special Attacks whirlwind (DC 12)

STATISTICS

Str 12, **Dex** 17, **Con** 12, **Int** 4, Wis 11, **Cha** 11

BAB +2; **CMB** +2; **CMD** 15

Feats Flyby Attack, Improved Initiative B , Weapon Finesse

Skills Acrobatics +7, Escape Artist +7, Fly +17, Knowledge (planes) +1, **Perception** +4, Stealth +11

NOTES

Call lightning: 1 rd cast; call foewn bolts that do 3d10 electricity damage (as in a storm), Can do other things or concentrate to call bolt.

Dispel Magic: Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with highest caster level (DC = 11 + the spell's caster level). Can also target spell if can justify they id the spell.

Greater Magic Fang: +2 enh. bonus to a weapon

4-player Adjustment

The sylphs have the sickened condition due to abuse. Their Wisdom scores are also 2 lower, decreasing their Perception bonus, Will save bonus, and saving throw DCs by 1, as well as removing their prepared summon nature's ally III and decreasing the CMB of their wind blast ability by 1.

Grasping Storm cannot use its storm's call ability to issue forth two air blasts in the same round. The lightning bolts hazard does not heal Grasping Storm. All skill or ability check DCs to escape the storm or deactivate the storm glyph are 2 points lower.

Grasping Storm (high)

GRASPING STORM

Unique belker (Pathfinder RPG Bestiary 2 45)

NE Large outsider (air, elemental, evil)

Init +6; **Senses** darkvision 60 ft.; **Perception** +16

DEFENSE

AC 21, **touch** 15, **flat** 15 (+6 **Dex**, +6 natural, -1 size)

hp 104 (11d10+44)

fort +11, **Ref** +13, **Will** +7

DR 5/-; **Immune** elemental traits, electricity; Resist sonic 10

OFFENSE

Speed 30 ft., fly 50 ft. (perfect)

Melee bite +17 (1d6+4), 2 claws +17 (1d6+4), 2 wings +15 (1d6+2)

Ranged air blast +17 (6d6+10 plus deafened)

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

Special Attacks air blast, smoke claws

TACTICS

During Combat Grasping Storm stays at a distance, using its mobility and air blasts to keep opponents away. It opens by using two air blasts in the same round, and then uses its storm's call abilities as opportunities arise. It pulls spellcasters toward itself to harry them, then either attacks them in **Melee** or uses smoke form and claws to tear them apart from within. It pushes stronger foes into the hurricane, or orders a sylph to physically impede them.

Morale Grasping Storm would rather die than submit to physical beings, so it fights to the death.

STATISTICS

Str 18, **Dex** 23, **Con** 19, **Int** 12, **Wis** 15, **Cha** 8

BAB +11; **CMB** +16 (+18 air blast); **CMD** 32 (can't be tripped)

Feats Ability Focus (smoke claws), **Combat Reflexes**, Flyby Attack, Iron Will, Multiattack, Weapon Finesse

Skills Acrobatics +20, Escape Artist +17, Fly +26, Intimidate +10, Knowledge (planes) +15, **Perception** +16, Stealth +20; Racial Modifiers +4 Stealth

Languages Auran, Common

SQ storm's call, smoke form

SPECIAL ABILITIES

Storm's Call (Sp) Before Grasping Storm fell out of Hshurha's favor, the elemental lord granted the belker a measure of power over air. As a **standard action**, it can summon forth an air blast as a Ranged attack with a range of 120 feet. Creatures that take damage from the air blast must succeed at a **DC 19 Fortitude save or be permanently deafened** (the save DC is Constitution-based). In addition,

Grasping Storm gains a daily **pool of 14 points**, which it can spend as a free action for any of the following effects. For effects that enhance a blast, it must choose how many points it wants to spend before rolling its attack roll.

Grasping Storm gains a **+2 bonus on combat maneuvers that it makes as a part of using this ability**.

- Grasping Storm can spend 1 or more points to enhance its air blast with the ability to push its target back. This functions as a bull rush combat maneuver, except that it can push the target back a **maximum distance of 10 feet for every point that the belker spends**.
- Grasping Storm can spend **3 or more points to drag its target closer**. If it succeeds at a **combat maneuver check against a creature of size Large or smaller, that creature is pulled 30 feet closer to it, plus an additional 10 feet for every point that the belker spends**.
- Grasping Storm can spend **4 points to issue forth two air blasts in the same round**. If it does so, it takes a -2 penalty on both attack rolls. It must select two different targets within 30 feet of each other for its two attacks.

Smoke Claws (Ex) A belker using its smoke form ability can enter a target's square as a standard action that does not provoke attacks of opportunity. The target must make a **DC 22 Fortitude save or inhale part of the creature**. Smoke inside the victim solidifies into a claw and attacks the target from within, dealing 3d4 points of damage per round as a swift action. If the target moves, the belker may automatically move with the target (this movement does not count toward the belker's movement and does not provoke attacks of opportunity against the belker). Each round, the target can attempt another DC 22 Fortitude to cough out the belker's smoke, which ends the smoke claws attack and forces the belker into an adjacent square. Creatures that do not need to breathe are Immune to this attack. The save DC is Constitution-based.

Smoke Form (Su) Switch from normal form to one of pure smoke or back again a swift action. It can spend up to 20 rounds per day in smoke form. In smoke form, the belker acts as if under the effects of a gaseous form spell, except that it retains its natural fly Speed of 50 feet (perfect).

Hazard

Lightning strikes a random creature each round (including the sylphs, but not Grasping Storm). Ranged touch attack +14. If hits, 2d4 electricity damage. If deals damage, it ricochets to Grasping Storm, healing it for equivalent.

NOTES

Gaseous Form: Gains DR 10/magic and becomes immune to poison, sneak attacks, and critical hits. It can't attack. The subject also loses supernatural abilities while in gaseous form. **Per developers on the forums:** *Grasping Storm can't use Storm Call in gaseous form.*