

## LEAD GOLEM CR 10

N Large construct

**Init** -2; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

### DEFENSE

**AC** 26, touch 7, flat-footed 26 (-2 Dex, +19 natural, -1 size)

**hp** 107 (14d10+30)

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

**DR** 10/adamantine; **Immune** acid, construct traits, electricity, magic

### OFFENSE

**Speed** 20 ft.

**Melee** 2 slams +21 (2d10+8)

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

**Special Attacks** retributive miasma

### TACTICS

**During Combat** The lead golem attempts to corner melee opponents, hoping to inflict its retributive miasma on as many foes as possible. It does not generally pursue foes that leave the room, unless attacked from outside the room.

**Morale** The lead golem fights until it is destroyed.

### STATISTICS

**Str** 26, **Dex** 7, **Con** —, **Int** —, **Wis** 11, **Cha** 1

**Base Atk** +14; **CMB** +23; **CMD** 31 (39 vs. bull rush, reposition)

**SQ** divination screen, intractable density

### SPECIAL ABILITIES

**Divination Screen (Ex)** Divination spells cast within 60 feet of a lead golem automatically fail.

**Immunity to Magic (Ex)** A lead golem is immune to spells or spell-like abilities that allow spell resistance. Certain spells and effects function differently against a lead golem, as noted below.

- A magical attack that deals acid damage instead coats the lead golem, granting its slam attacks an additional 1d6 acid damage for the following 1d4 rounds.

- A gust of wind or neutralize poison spell directed at the lead golem dissipates any clouds created by the golem's retributive miasma ability and prevents it from using that ability for 1d6 rounds.

**Intractable Density (Ex)** The weight and sturdiness of its form grants the lead golem a +8 racial bonus on CMD versus bull rush and reposition combat maneuvers.

**Retributive Miasma (Ex)** Any attack that overcomes the damage reduction of the lead golem causes fine lead particles to fill the air within a 5-foot radius of the lead golem. This cloud of lead persists for 1 round; any creatures within the area or that pass through the cloud are exposed to the cloud's poisonous effects. Subsequent attacks damaging the golem increase the duration of the cloud by 1 round each.

**Poison Cloud**—inhaled; save Fort 16;

frequency 1/round for 6 rounds; effect 1d3 Constitution and 1d3 Wisdom damage;

cure 2 saves. The save DC is Constitution-based.

**4 player adjustment:** The lead golem has deteriorated; it has a -2 penalty to AC and on attack rolls and saving throws. Additionally, reduce the DC of its retributive miasma by 2.

## SPECTRES (3) CR 7

LE Medium undead (incorporeal)

**Init** +7; **Senses** darkvision 60 ft.; **Perception** +17

**Aura** unnatural aura (30 ft.)

### DEFENSE

**AC** 15, touch 15, flat-footed 12 (+2 deflection, +3 Dex)

**hp** 52 (8d8+16)

**Fort** +4, **Ref** +5, **Will** +9

**Defensive Abilities** incorporeal, channel resistance +2; **Immune** undead traits

**Weaknesses** resurrection vulnerability, sunlight powerlessness

### OFFENSE

**Speed** fly 80 ft. (perfect)

**Melee** incorporeal touch +10 (1d8 plus energy drain)

**Special Attacks** create spawn, energy drain (2 levels, DC 16)

### TACTICS

**During Combat** The spectres lurk in the shadows behind the sky lifts, attacking as soon as any creature appears on a lift or enters the area. They focus their attacks on the same foe, flanking if possible. They pursue foes that flee into other areas of Deep Sky, passing through walls to pursue foes as necessary.

**Morale** The spectres retreat if Kalvanon is defeated or flees, but otherwise fight until destroyed.

### STATISTICS

**Str** —, **Dex** 16, **Con** —, **Int** 14, **Wis** 16, **Cha** 15

**Base Atk** +6; **CMB** +6; **CMD** 21

**Feats** Blind-Fight, Improved Initiative, Skill Focus (Perception), Weapon Focus (touch)

**Skills** Fly +11, Intimidate +13, Knowledge (history) +10, Knowledge (religion) +13, Perception +17, Stealth +14, Survival +11

**Languages** Common

### SPECIAL ABILITIES

**Create Spawn (Su)** Any humanoids slain by a spectre become spectres themselves in 1d4 rounds. Spawn so created are less powerful than typical spectres, and suffer a –2 penalty on all d20 rolls and checks, receive –2 hp per HD, and only drain one level on a touch. Spawn are under the command of the spectre that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed spectres. They do not possess any of the abilities they had in life.

**Resurrection Vulnerability (Su)** A raise dead or similar spell cast on a spectre destroys it (Will negates). Using the spell in this way does not require a material component.

**Sunlight Powerlessness (Ex)** Spectres are powerless in natural sunlight (not merely a daylight spell) and flee from it. A spectre caught in sunlight cannot attack and is staggered.

**Unnatural Aura (Su)** Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so unless a master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check. A panicked animal remains so as long as it is within 30 feet of the spectre.

**Incorporeal:** Creatures with the incorporeal condition do not have a physical body. Incorporeal creatures are immune to all nonmagical attack forms. Incorporeal creatures take half damage (50%) from magic weapons, spells, spell-like effects, and supernatural effects. Incorporeal creatures take full damage from other incorporeal creatures and effects, as well as all force effects.

**4 player adjustment: Remove one spectre from the encounter.**

## KALVANON CR 7

Female human ghost water elemental 6 (Bestiary 144, Advanced Player's Guide 142)

CE Medium undead (augmented humanoid, incorporeal)

**Init** +2; **Senses** darkvision 60 ft.; **Perception** +18

### DEFENSE

**AC** 15, touch 15, flat-footed 13 (+3 deflection, +2 Dex)

**hp** 47 (6d6+24)

**Fort** +5, **Ref** +4, **Will** +6

**Defensive Abilities** channel resistance +4, incorporeal, rejuvenation;

**Immune** undead traits

### OFFENSE

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

**Melee** corrupting touch +5 (7d6)

**Special Attacks** cold blast (6/day, 1d6+3 plus staggered, DC 16), corrupting gaze (DC 16)

Wizard Spells Prepared (CL 6th; concentration +9)

**3rd**—dispel magic, elemental aura APG (DC 16), hydraulic torrent APG, protection from energy

**2nd**—acid arrow, blindness/deafness (DC 15), elemental touch APG (DC 15), fog cloud, shatter (DC 15)

**1st**—chill touch (DC 14), grease, hydraulic push APG, mage armor, obscuring mist

0 (at will)—dancing lights, daze (DC 13), mage hand, read magic

Opposition School Fire

### TACTICS

**During Combat** Kalvanon positions herself above the sky lifts and attempts to disorient and damage her foes with spells. She pursues foes that flee, passing through walls if necessary.

**Morale** Kalvanon fights until reduced to 10 or fewer hit points, at which point she flees to the bottom of the cavern in area A4.

### STATISTICS

**Str** —, **Dex** 14, **Con** —, **Int** 17, **Wis** 12, **Cha** 16

**Base Atk** +3; **CMB** +5; **CMD** 18

**Feats** Combat Casting, Elemental Focus (cold) APG, Eschew Materials, Flyby Attack, Scribe Scroll, Widen Spell

**Skills** Appraise +12, Fly +22, Knowledge (arcana) +12, Knowledge (planes) +12, Perception +18, Spellcraft +12, Stealth +10, Swim +3; **Racial Modifiers** +8 Perception, +8 Stealth

**Languages** Aquan, Jistka, Terran

**SQ** arcane bond (familiar), water supremacy

**Gear** none, as her gear is at the bottom of the cavern (area A4)

### Hydraulic Torrent

Casting Time 1 standard action

Range 60 ft. / Area 60-ft. line

Duration instantaneous

Saving Throw none; Spell Resistance yes

You call forth a powerful stream of water that batters all creatures and obstacles in its path until it strikes something it cannot push past. Against creatures and moveable objects this stream acts as a bull rush. You can bull rush creatures of any size, not just those one size larger than your own.

Make a combat maneuver check and apply its results to each creature within the area. Your CMB for this bull rush is +9 This bull rush does not provoke an attack of opportunity.

## ILLATON CR 10

Male shaitan barbarian (unchained) 3 (Bestiary 143, Pathfinder Unchained 8)

CN Large outsider (earth, extraplanar)

**Init** +7; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +16

### DEFENSE

**AC** 27, touch 10, flat-footed 24 (+7 armor, +3 Dex, +10 natural, -1 size, -2 rage)

**hp** 143 (12 HD; 9d10+3d12+75)

**Fort** +15, **Ref** +9, **Will** +12

**Defensive Abilities** danger sense +1, uncanny dodge; **Immune** electricity

### OFFENSE

**Speed** 20 ft., burrow 60 ft., climb 20 ft.; stone glide

**Melee** +1 earth breaker +21/+16/+11 (3d6+13/×3) or  
2 slams +15 (2d6+5)

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

**Special Attacks** earth mastery, metalmorph, rage (12 rounds/day), rage power (knockback), stone curse

**Spell-Like Abilities** (CL 9th; concentration +12)

**At will**—meld into stone, plane shift (willing targets to elemental planes, Astral Plane, or Material Plane only), soften earth and stone, stone shape, veil (self only)

**3/day**—quicken glitterdust (DC 15), rusting grasp, stone tell, stonesskin, wall of stone

**1/day**—transmute mud to rock, transmute rock to mud

### TACTICS

**Before Combat** If Illaton is aware of the PCs, he uses meld into stone to hide and observe the PCs and casts stonesskin.

**During Combat** Illaton casts wall of stone on the first round of combat to separate the PCs, and then rushes into melee.

**Morale** By the time combat breaks out, Illaton is convinced that the PCs are untrustworthy and dangerous. Knowing that he cannot leave Deep Sky, he fights to the death.

**Base Statistics** When not raging, Illaton's statistics are: AC 29, touch 12, flat-footed 26; hp 119; Will +10; Melee +1 earth breaker +19/+14/+9 (3d6+11/×3) or 2 slams +13 (2d6+3); CMD 34 (36 vs. bull rush).

### STATISTICS

Str 24, Dex 17, Con 19, Int 16, Wis 12, Cha 17

**Base Atk** +12; **CMB** +22 (+26 bull rush); **CMD** 32 (34 vs. bull rush)

**Feats** Combat Casting, Greater Bull Rush, Improved Bull Rush, Improved Critical (earth breaker), Improved Initiative B, Power Attack, Quicken Spell-Like Ability (glitterdust)

**Skills** Acrobatics +0, Appraise +17, Bluff +17, Climb +26, Craft (gemcutting) +15, Knowledge (engineering) +18, Knowledge (planes) +18, Perception +16, Sense Motive +14, Spellcraft +18

**Languages** Aquan, Auran, Ignan, Jistka, Terran; telepathy 100 ft.

**SQ** fast movement

**Other Gear** +1 breastplate, +1 earth breaker UE, cloak of resistance +2, golembane scarab, 20 gp

**Stone Curse (Su)** If a shaitan wins a bull rush check by 5 or more and pushes its target into a stone barrier, the target must make a DC 19 Reflex save or be forced into the barrier as if the target had *meld into stone* until the victim makes a successful DC 19 Fortitude save as a full-round action to exit the stone. The save DCs are Strength-based.

4 player adjustment: Illaton's body has been somewhat weakened from millenia of captivity. Reduce his starting hit points by 30. He does not have the presence of mind to cast stonesskin.

KORJ CR 11

Ozimat (Pathfinder Campaign Setting: Planes of Power 62)

N Medium outsider (earth, elemental, extraplanar, incorporeal)

Init +5; Senses blindsight 30 ft., darkvision 60 ft.; Perception +23

#### DEFENSE

AC 22, touch 22 flat-footed 16 (+6 deflection, +5 Dex, +1 dodge)

hp 168 (16d10+80)

Fort +16, Ref +17, Will +9

Defensive Abilities incorporeal; Immune elemental traits

#### OFFENSE

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

Melee calcifying touch +21 (1d8 Dex)

#### TACTICS

Before Combat Korj does not attack unless its attitude is hostile or the PCs attack it.

During Combat Korj uses Flyby Attack to move into and out of walls each turn. It uses Vital Strike with its calcific touch ability to eliminate the most dangerous threats first, focusing on the PCs that it knows to be most dangerous from its observations of them throughout Deep Sky.

Morale When reduced below 40 hit points, or when it otherwise believes the fight is lost, Korj attempts to parley with the Pcs. See Development below.

#### STATISTICS

Str —, Dex 20, Con 19, Int 14, Wis 19, Cha 23

Base Atk +16; CMB +21; CMD 38

Feats Combat Reflexes, Dodge, Flyby Attack, Great Fortitude, Hover, Lightning Reflexes, Toughness, Vital Strike

Skills Acrobatics +21, Appraise +18, Fly +28, Intimidate +22, Knowledge (dungeoneering) +18,

Knowledge (planes) +21, Perception +23, Stealth +24

Languages Jistka, Terran

SQ earthen host

#### SPECIAL ABILITIES

Calcifying Touch (Su) An incorporeal ozimat's touch can partially petrify a living creature's body, dealing 1d8 points of Dexterity damage. When reduced to 0 Dexterity in this way, an affected creature is petrified for 24 hours. A petrified Medium creature can serve as a stone receptacle for the ozimat's earthen host ability; if used in this manner, it doubles the length of time the ozimat can remain in that form.

Earthen Host (Su) As a full-round action, an ozimat can merge with a body of inert earth or stone, shedding its incorporeality. The form must be roughly the size of a Medium creature.

A merged ozimat loses its incorporeal subtype (plus all incorporeal special qualities, including its deflection bonus to AC) and its fly speed, but gains a Strength score of 24, a +8 natural armor bonus (AC 24, touch 16, flat-footed 18), DR 5/—, and Improved Bull Rush and Power Attack as bonus feats. In earthen form, an ozimat gains 2 slam attacks with a +23 bonus to hit, each dealing 3d6+7 points of damage, but cannot use its calcifying touch. Its hit points do not change. An ozimat can maintain its earthen form for a number of rounds per day equal to its Hit Dice (typically 16).

4 player adjustment: Reduce the damage of ozimat's calcifying touch to 1d6 points of Dexterity damage and reduce its starting hit points by 30.