

# 7-00 The Sky Key Solution

## Subtier 1-2

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## Common Encounter – Beasts of a Civilized Age

**GIANT AMOEBA (2)****CR 1**

N Small ooze (aquatic)

**Init** –5; **Senses** blindsight 30 ft.; **Perception** –5

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**DEFENSE**

**AC** 6, **touch** 6, **flat-footed** 6 (–5 Dex, +1 size)

**hp** 15 (2d8+6)

**Fort** +3, **Ref** –5, **Will** –5

**Defensive Abilities** ooze traits

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**OFFENSE**

**Speed** 10 ft., **climb** 10 ft., **swim** 20 ft.

**Melee** slam +3 (1d3+1 plus 1d3 acid and grab)

**Space** 5 ft.; **Reach** 5 ft.

**Special Attacks** constrict (1d3+1 plus 1d3 acid)

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**STATISTICS**

**Str** 12, **Dex** 1, **Con** 16, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +1; **CMB** +1 (+5 grapple); **CMD** 6 (can't be tripped)

**Skills** Climb +9, Swim +9

**SQ** amphibious

## Common Encounter – Serpentfolk Guards

**LIZARDFOLK (2)****CR 1**

N Medium humanoid (reptilian)

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

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**DEFENSE**

**AC** 17, touch 10, flat-footed 17 (+5 natural, +2 shield)

**hp** 11 (2d8+2)

**Fort** +4, **Ref** +0, **Will** +0

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**OFFENSE**

**Speed** 30 ft., swim 15 ft.

**Melee** morningstar +2 (1d8+1), bite +0 (1d4), or  
claw +2 (1d4+1), bite +2 (1d4+1)

**Ranged** javelin +1 (1d6+1)

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**STATISTICS**

**Str** 13, **Dex** 10, **Con** 13, **Int** 9, **Wis** 10, **Cha** 10

**Base Atk** +1; **CMB** +2; **CMD** 12

**Feats** Multiattack

**Skills** Acrobatics +2, Perception +1, Swim +8; **Racial Modifiers** +4 Acrobatics

**Languages** Draconic

**SQ** hold breath

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**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.

## Common Encounter – The Scales of Ydersius

### PROTEAN, GIANT VOIDWORM

CR 3

CN Small outsider (chaotic, extraplanar, protean, shapechanger)

**Init** +2; **Senses** blindsense 30 ft., darkvision 30 ft., *detect law*; Perception +8

#### DEFENSE

**AC** 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size)

**hp** 22 (3d10+6); fast healing 2

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

**Defensive Abilities** amorphous anatomy, freedom of movement; **Immune** acid; **Resist** electricity 10, sonic 10

#### OFFENSE

**Speed** 20 ft., fly 50 ft. (perfect)

**Melee** bite +6 (1d4), tail slap +1 (1d4 plus confusion)

**Spell-Like Abilities** (CL 6th; concentration +7)

Constant—*detect law*

At will—*dancing lights*, *ghost sound* (DC 11), *prestidigitation*

3/day—*blur* (self only), *obscuring mist*

1/week—*commune* (CL 12th, 6 questions)

#### STATISTICS

**Str** 11, **Dex** 15, **Con** 14, **Int** 8, **Wis** 8, **Cha** 13

**Base Atk** +3; **CMB** +2; **CMD** 14 (can't be tripped)

**Feats** Skill Focus (Perception), Weapon Finesse

**Skills** Acrobatics +8, Bluff +7, Escape Artist +6, Fly +16, Knowledge (arcana) +5, Perception +8, Stealth +10

**Languages** Common, Protean

**SQ** change shape (2 forms, both of which must be Tiny animals; *beast shape II*)

#### SPECIAL ABILITIES

**Confusion (Su)** A creature struck by a voidworm's tail slap must make a DC 12 Will save or become confused for 1 round. This is a mind-affecting effect. The save DC is Charisma-based.

**Change Shape (Su)** A protean's form is not fixed. Once per day as a standard action, a protean may change shape into any Small, Medium, or Large animal, elemental, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin. A protean can resume its true form as a free action, and when it does so, it gains the effects of a *heal* spell (CL equal to the protean's HD).

## A1. Beast Riders

### LIZARDFOLK CR 1

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** morningstar +2 (1d8+1), bite +0 (1d4), or  
claw +2 (1d4+1), bite +2 (1d4+1)

**Ranged** javelin +1 (1d6+1)

#### STATISTICS

**Str** 13, **Dex** 10, **Con** 13, **Int** 9, **Wis** 10, **Cha** 10

**Base Atk** +1; **CMB** +2; **CMD** 12

**Feats** Multiattack

**Skills** Acrobatics +2, Perception +1, Swim +8; **Racial Modifiers** +4 Acrobatics

**Languages** Draconic

**SQ** hold breath

#### 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.

### DINOSAUR, COMPSOGNATHUS (2) CR 1/2

N Tiny animal

**Init** +6; **Senses** low-light vision, scent; Perception +4

#### DEFENSE

**AC** 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)

**hp** 6 (1d8+2)

**Fort** +4, **Ref** +4, **Will** +0

#### OFFENSE

**Speed** 40 ft., swim 20 ft.

**Melee** bite +1 (1d3–1 plus poison)

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

#### STATISTICS

**Str** 8, **Dex** 15, **Con** 14, **Int** 2, **Wis** 11, **Cha** 5

**Base Atk** +0; **CMB** +0; **CMD** 9

**Feats** Improved Initiative

**Skills** Perception +4, Swim +10

#### SPECIAL ABILITIES

**Poison (Ex)** Bite—injury; *save* Fort DC 12; *frequency* 1/round for 4 rounds; *effect* 1d2 Str; *cure* 1 save. *This small reptile has a snake-like neck and head, a bird-like body with strong legs for running, and a whip like tail.*

## B1. Serpentfolk Slave-Tamers

**TROGLODYTE (2)****CR 1**

CE Medium humanoid (reptilian)

**Init** –1; **Senses** darkvision 90 ft.; Perception +0**Aura** stench (30 ft., DC 13, 10 rounds)**DEFENSE****AC** 15, touch 9, flat-footed 15 (–1 Dex, +6 natural)**hp** 13 (2d8+4)**Fort** +7, **Ref** –1, **Will** +0**OFFENSE****Speed** 30 ft.**Melee** club +2 (1d6+1), claw –3 (1d4), bite –3 (1d4) or  
2 claws +2 (1d4+1), bite +2 (1d4+1)**Ranged** javelin +0 (1d6)**STATISTICS****Str** 12, **Dex** 9, **Con** 14, **Int** 8, **Wis** 11, **Cha** 11**Base Atk** +1; **CMB** +2; **CMD** 11**Feats** Great Fortitude**Skills** Stealth +5 (+9 in rocky areas); Racial Modifiers +4 Stealth (+8 in rocky areas)**Languages** Draconic**SPECIAL ABILITIES**

**Stench (Ex)** A creature with the stench special ability secretes an oily chemical that nearly every other creature finds offensive. All living creatures (except those with the stench special ability) within 30 feet must succeed on a Fortitude save (DC 10 + 1/2 stench creature's racial HD + stench creature's Con modifier; the exact DC is given in the creature's descriptive text) or be sickened. The duration of the sickened condition is given in the creature's descriptive text. Creatures that successfully save cannot be affected by the same creature's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

## C1. Guardian Idols

### YDERSIUS SERPENT STATUE

CR 2

Animated object (small)

N Small construct

**Init** +1; **Senses** darkvision 60 ft., low-light vision; Perception –5

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#### DEFENSE

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**AC** 16, touch 12, flat-footed 15 (+1 Dex, +4 natural, +1 size)

**hp** 21 (2d10+10)

**Fort** +0, **Ref** +1, **Will** –5

**Defensive Abilities** hardness 2; **Immune** construct traits

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#### OFFENSE

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**Speed** 30 ft., climb 30 ft.

**Melee** bite +3 (1d4), slam +3 (1d4)

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#### STATISTICS

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**Str** 10, **Dex** 12, **Con** —, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +2; **CMB** +1; **CMD** 12

**Skills** Climb +8

**SQ** animated object construction points (additional attack [bite], additional movement [climb], fragile body)

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#### SPECIAL ABILITIES

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**Fragile Body** The lithe body of this serpent is more fragile than most animated objects. Its hardness is 2, rather than the typical 5.

## D1. Temple Attendants

**SERU****CR 3**

NE Small magical beast

**Init** +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

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**DEFENSE**

**AC** 15, touch 14, flat-footed 12 (+2 Dex, +1 dodge, +1 natural, +1 size)

**hp** 22 (3d10+6)

**Fort** +5, **Ref** +5, **Will** +2

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**OFFENSE**

**Speed** 20 ft., fly 40 ft. (average)

**Melee** bite +6 (1d4–2 plus poison)

**Ranged** spit venom +6 ranged touch (poison)

**Special Attacks** poison, spit venom

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**STATISTICS**

**Str** 6, **Dex** 15, **Con** 14, **Int** 11, **Wis** 13, **Cha** 10

**Base Atk** +3; **CMB** +0; **CMD** 13

**Feats** Dodge, Flyby Attack, Improved Initiative, Weapon Finesse

**Skills** Bluff +7, Fly +4, Perception +10, Stealth +10 (+14 in rocky areas); **Racial Modifiers** +4 Bluff, +4 Perception

**Languages** Aklo, Common (can't speak any language); telepathy 60 ft.

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**SPECIAL ABILITIES**

**Poison (Ex)** Bite or spit venom—injury; save Fort DC 15; frequency 1/minute for 6 minutes; effect 1 Con damage plus blindness for 1 minute; cure 1 save.

**Spit Venom (Ex)** As a standard action, a seru can spit venom up to 30 feet. This is a ranged touch attack with no range increment. Any opponent hit by this attack is exposed to the seru's poison.

*The sound of flapping wings and an angry hiss accompany the appearance of this flying snake.*

## E1. Scions of the Serpent God

### SNAKE, CONSTRUCTOR

CR 2

N Medium animal

**Init** +3; **Senses** scent; Perception +12

#### DEFENSE

**AC** 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)**hp** 19 (3d8+6)**Fort** +4, **Ref** +6, **Will** +2

#### OFFENSE

**Speed** 20 ft., climb 20 ft., swim 20 ft.**Melee** bite +5 (1d4+4 plus grab)**Special Attacks** constrict (1d4+4)

#### STATISTICS

**Str** 17, **Dex** 17, **Con** 12, **Int** 1, **Wis** 12, **Cha** 2**Base Atk** +2; **CMB** +5 (+9 grapple); **CMD** 18 (can't be tripped)**Feats** Skill Focus (Perception), Toughness**Skills** Acrobatics +15, Climb +11, Perception +12, Stealth +11, Swim +11; **Racial Modifiers** +4 Perception, +4 Stealth, +8 Acrobatics

### HUMAN SKELETON (4)

CR 1/3

NE Medium undead

**Init** +6; **Senses** darkvision 60 ft.; Perception +0

#### DEFENSE

**AC** 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)**hp** 4 (1d8)**Fort** +0, **Ref** +2, **Will** +2**DR** 5/bludgeoning; **Immune** cold, undead traits

#### OFFENSE

**Speed** 30 ft.**Melee** broken scimitar +0 (1d6), claw –3 (1d4+1) or  
2 claws +2 (1d4+2)

#### STATISTICS

**Str** 15, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10**Base Atk** +0; **CMB** +2; **CMD** 14**Feats** Improved Initiative<sup>B</sup>**Gear** broken chain shirt, broken scimitar

## F. Unwelcome Reception

**AZLANTI CITIZEN (3)****CR 1/3**

Human expert 1

N Medium humanoid (human)

Init +2; Senses Perception +4

**DEFENSE**

**AC** 13, touch 12, flat-footed 11 (+1 armor, +2 Dex)

**hp** 4 (1d8)

**Fort** +0, **Ref** +2, **Will** +2

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**OFFENSE**

**Speed** 30 ft.

**Melee** dagger –1 (1d4–1/19–20)

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**STATISTICS**

**Str** 8, **Dex** 15, **Con** 11, **Int** 12, **Wis** 10, **Cha** 9

**Base Atk** +0; **CMB** –1; **CMD** 11

**Feats** Run, Skill Focus (Craft [jewelry])

**Skills** Appraise +5, Craft (jewelry) +8, Diplomacy +3, Disable Device +6, Knowledge (history, local, nobility) +5, Perception +4, Use Magic Device +3

**Languages** Azlanti

**Combat Gear** acid; **Other Gear** padded armor, dagger, mwk artisan's tools, 188 gp

## Time Storm – Primordial Ooze

**GIANT AMOEBA, ATROCIOUS****CR 2**

Giant giant amoeba

N Medium ooze (aquatic)

**Init** –5; **Senses** blindsight 30 ft.; **Perception** –5

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**DEFENSE**

**AC** 8, touch 5, flat-footed 8 (–5 Dex, +3 natural)

**hp** 19 (2d8+10)

**Fort** +5, **Ref** –5, **Will** –5

**Defensive Abilities** ooze traits

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**OFFENSE**

**Speed** 10 ft., climb 10 ft., swim 20 ft.

**Melee** slam +4 (1d4+4 plus 1d4 acid and grab)

**Space** 5 ft.; **Reach** 5 ft.

**Special Attacks** constrict (1d4+4 plus 1d4 acid)

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**STATISTICS**

**Str** 16, **Dex** 1, **Con** 20, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +1; **CMB** +4 (+8 grapple); **CMD** 9 (can't be tripped)

**Skills** Climb +11, Swim +11

**SQ** amphibious

## Time Storm – Dinosaur Redux

**DINOSAUR, VELOCIRAPTOR****CR 2**

N Small animal

**Init** +7; **Senses** low-light vision, scent; Perception +10

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**DEFENSE**

**AC** 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)

**hp** 22 (3d8+9)

**Fort** +6, **Ref** +6, **Will** +3

**Defensive Abilities** evasion

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**OFFENSE**

**Speed** 60 ft.

**Melee** bite +6 (1d4+1), 2 talons +6 (1d6+1/19–20)

**Special Attacks** leaping charge

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**STATISTICS**

**Str** 13, **Dex** 17, **Con** 17, **Int** 2, **Wis** 14, **Cha** 14

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

**Feats** Improved Initiative, Weapon Finesse

**Skills** Acrobatics +11 (+23 when jumping), Perception +10, Stealth +15; **Racial Modifiers** +4 Acrobatics, +4 Perception, +4 Stealth

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**SPECIAL ABILITIES**

**Leaping Charge (Ex)** A velociraptor can jump while charging, allowing it to ignore difficult terrain when it charges. When a velociraptor makes a charge in this way, it deals double damage with its talons.

## Time Storm – The First Humans

### CAVEPERSON HUNTER

CR 2

Human barbarian 3

N Medium humanoid (human)

**Init** +1; **Senses** Perception +7

#### DEFENSE

**AC** 14, touch 10, flat-footed 12 (+4 armor, +2 Dex, –2 rage)**hp** 37 (3d12+12)**Fort** +8, **Ref** +5, **Will** +4**Defensive Abilities** trap sense +1, uncanny dodge

#### OFFENSE

**Speed** 30 ft.**Melee** greatclub +8 (1d10+7)**w/ Power Attack** greatclub +7 (1d10+10)**Ranged** atlatl dart +5 (1d6+5)**Special Attacks** rage (10 rounds/day), rage power (knockback – 1/round bull rush instead of attack, deal STR modifier damage)

#### TACTICS

**Base Statistics** When not raging, the caveperson hunter's statistics are **AC** 15, touch 11, flat-footed 14; **hp** 31; **Fort** +7; **Str** 17, **Con** 12; **CMB** +6

#### STATISTICS

**Str** 21, **Dex** 14, **Con** 16, **Int** 10, **Wis** 13, **Cha** 8**Base Atk** +3; **CMB** +8; **CMD** 18**Feats** Great Fortitude, Power Attack, Lightning Reflexes**Skills** Handle Animal +5, Knowledge (nature) +6, Perception +7, Ride +6, Survival +7**SQ** fast movement**Gear** mwk hide armor, atlatl dart<sup>UC</sup> (3), greatclub

## Time Storm – What Shall Remain

**HUMAN SKELETON (4)****CR 1/3**

NE Medium undead

**Init** +6; **Senses** darkvision 60 ft.; Perception +0

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**DEFENSE**

**AC** 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)

**hp** 4 (1d8)

**Fort** +0, **Ref** +2, **Will** +2

**DR** 5/bludgeoning; **Immune** cold, undead traits

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**OFFENSE**

**Speed** 30 ft.

**Melee** broken scimitar +0 (1d6), claw –3 (1d4+1) or  
2 claws +2 (1d4+2)

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**STATISTICS**

**Str** 15, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10

**Base Atk** +0; **CMB** +2; **CMD** 14

**Feats** Improved Initiative<sup>B</sup>

**Gear** broken chain shirt, broken scimitar

## Fate's Anchors – Alrule Shahan

**AZLANTI CITIZEN (3)****CR 1/3**

Human expert 1

N Medium humanoid (human)

Init +2; Senses Perception +4

**DEFENSE**

**AC** 13, touch 12, flat-footed 11 (+1 armor, +2 Dex)

**hp** 4 (1d8)

**Fort** +0, **Ref** +2, **Will** +2

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**OFFENSE**

**Speed** 30 ft.

**Melee** dagger –1 (1d4–1/19–20)

---

**STATISTICS**

**Str** 8, **Dex** 15, **Con** 11, **Int** 12, **Wis** 10, **Cha** 9

**Base Atk** +0; **CMB** –1; **CMD** 11

**Feats** Run, Skill Focus (Craft [jewelry])

**Skills** Appraise +5, Craft (jewelry) +8, Diplomacy +3, Disable Device +6, Knowledge (history, local, nobility) +5, Perception +4, Use Magic Device +3

**Languages** Azlanti

**Combat Gear** acid; **Other Gear** padded armor, dagger, mwk artisan's tools, 188 gp

## Fate's Anchors – Binui Skostravalus

### HARBINGERS OF FATE THIEF

CR 1/2

Human rogue 1

NE Medium humanoid (human)

**Init** +7; **Senses** Perception +3

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#### DEFENSE

**AC** 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

**hp** 10 (1d8+2)

**Fort** +1, **Ref** +5, **Will** –1

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#### OFFENSE

**Speed** 30 ft.

**Melee** short sword +3 (1d6+2/19–20)

**Ranged** dagger +3 (1d4+2/19–20)

**Special Attacks** sneak attack +1d6

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#### TACTICS

**Before Combat** The rogue hides so he can use sneak attack.

**During Combat** The rogue continues to engage his initial opponent in melee, or throws acid if all his opponents are at range.

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#### STATISTICS

**Str** 14, **Dex** 17, **Con** 13, **Int** 10, **Wis** 8, **Cha** 12

**Base Atk** +0; **CMB** +2; **CMD** 15

**Feats** Improved Initiative, Weapon Finesse

**Skills** Acrobatics +7, Climb +6, Disable Device +7, Escape Artist +7, Knowledge (local) +4, Perception +3, Sleight of Hand +7, Stealth +7, Swim +6

**Languages** Common

**SQ** trapfinding +1

**Combat Gear** *potion of cure light wounds*, acid (2), smokestick, tanglefoot bag; **Other Gear** mwk studded leather, daggers (5), short sword, thieves' tools, 25 gp

## Fate's Anchors – Gad Gemple

**GAD GEMPLE**
**CR 3**

Human sorcerer 4

N Medium humanoid (human)

Init +2; Senses Perception +1

**DEFENSE**
**AC** 17, touch 13, flat-footed 14 (+4 armor, +2 Dex, +1 dodge)**hp** 24 (4d6+8)**Fort** +3, **Ref** +6, **Will** +6**Resist** acid 5, cold 5
**OFFENSE**
**Speed** 30 ft.**Melee** dagger +1 (1d4–1/19–20)**Ranged** dagger +4 (1d4–1/19–20)**Bloodline Spell-Like Abilities** (CL 4th; concentration +8)

7/day—heavenly fire (1d4+2 divine energy)

**Sorcerer Spells Known** (CL 4th; concentration +8)2nd (4/day)—*acid arrow*1st (7/day)—*bless, mage armor, magic missile, ray of enfeeblement* (DC 15)0 (at will)—*daze* (DC 14), *detect magic, light, mending, ray of frost, resistance***Bloodline** Celestial
**TACTICS**
**Before Combat** Gad casts *mage armor* in case any of the creatures from the time storm attack him.**During Combat** Gad would prefer not to fight. However, he is baffled and enraged if the PCs attack him, and he fights back.**Morale** If reduced to fewer than 10 hit points, Gad drinks his *potion of fly* and attempts to run away.**Base Statistics** Without *mage armor*, Gad's statistics are **AC** 13, touch 13, flat-footed 10.
**STATISTICS**
**Str** 8, **Dex** 14, **Con** 13, **Int** 10, **Wis** 12, **Cha** 18**Base Atk** +2; **CMB** +1; **CMD** 14**Feats** Combat Casting, Dodge, Eschew Materials, Lightning Reflexes**Skills** Diplomacy +7, Handle Animal +5, Heal +5, Knowledge (arcana) +5, Knowledge (religion) +4, Spellcraft +4**Languages** Common**SQ** bloodline arcana (summoned creatures gain DR 4/evil)**Combat Gear** *potion of cure moderate wounds, potion of fly, scroll of bear's endurance, scroll of resist energy*; **Other Gear** dagger (5), *cloak of resistance +1*, 40 gp

## Fate's Anchors – Omandi Mil

**HARBINGER MAGE NOVICE****CR 1/2**

Human sorcerer 1

LN Medium humanoid (human)

**Init** +2; **Senses** Perception +1**DEFENSE****AC** 12, touch 12, flat-footed 10 (+2 Dex)**hp** 8 (1d6+2)**Fort** +3, **Ref** +2, **Will** +3**OFFENSE****Speed** 30 ft.**Melee** quarterstaff +0 (1d6)**Ranged** dart +2 (1d4)**Bloodline Spell-Like Abilities** (CL 1st; concentration +4)

6/day—touch of destiny (+1)

**Sorcerer Spells Known** (CL 1st; concentration +4, +8 defensively)1st (4/day)—*color spray* (DC 14), *magic missile*0 (at will)—*daze* (DC 13), *detect magic*, *ray of frost*, *read magic***Bloodline** destined**TACTICS****During Combat** The sorcerer casts *color spray* to neutralize groups of foes, followed by *magic missile* at any foes left standing.**STATISTICS****Str** 10, **Dex** 14, **Con** 13, **Int** 12, **Wis** 8, **Cha** 17**Base Atk** +0; **CMB** +0; **CMD** 12**Feats** Alertness, Combat Casting, Eschew Materials, Iron Will**Skills** Bluff +7, Intimidate +7, Knowledge (history) +5, Perception +1, Sense Motive +1, Spellcraft +5**Languages** Azlanti, Common**SQ** bloodline arcana (gain a luck bonus on saves when casting personal-range spells)**Combat Gear** *potion of cure light wounds*, *scrolls of disguise self* (2), *scrolls of shield* (2), *wand of sleep* (11 charges), alchemist's fire (2); **Other Gear** darts (5), quarterstaff, 33 gp

## Fate's Anchors – Romnus Vagarti

**HARBINGER MAGE APPRENTICE**
**CR 1**

Human sorcerer 2

N Medium humanoid (human)

**Init** +0; **Senses** Perception +1**DEFENSE****AC** 14, touch 10, flat-footed 14 (+4 armor)**hp** 16 (2d6+7)**Fort** +1, **Ref** +0, **Will** +2**OFFENSE****Speed** 30 ft.**Melee** heavy mace +3 (1d8+2) or spiked gauntlet +3 (1d4+2)**Ranged** mwk heavy crossbow +2 (1d10/19–20)**Bloodline Spell-Like Abilities** (CL 2nd; concentration +5)

6/day—elemental ray (1d6+1 electricity)

**Sorcerer Spells Known** (CL 2nd; concentration +5, +9 defensively)1st (5/day)—*mage armor*, *shocking grasp*0 (at will)—*acid splash*, *dancing lights*, *mending*, *read magic*, *touch of fatigue* (DC 13)**Bloodline** elemental (air)**TACTICS****Before Combat** The sorcerer casts *mage armor*.**During Combat** The sorcerer targets her opponents with *shocking grasp*.**Base Statistics** Without *mage armor*, the sorcerer's statistics are **AC** 10, touch 10, flat-footed 10.**STATISTICS****Str** 14, **Dex** 10, **Con** 13, **Int** 12, **Wis** 8, **Cha** 17**Base Atk** +1; **CMB** +3; **CMD** 13**Feats** Combat Casting, Eschew Materials, Toughness**Skills** Appraise +6, Knowledge (history) +6, Perception +1, Spellcraft +6**Languages** Azlanti, Common**SQ** bloodline arcane (change energy damage spells to electricity)**Combat Gear** potion of *cure light wounds*, scroll of *flaming sphere*, acid (2), alchemist's fire (3); **Other Gear** heavy mace, mwk heavy crossbow with 20 bolts, spiked gauntlet, uncut gems (worth 100 gp), 43 gp

**LIGHTNING ELEMENTAL, SMALL****CR 1**

N Small outsider (air, elemental, extraplanar)

**Init** +6; **Senses** darkvision 60 ft.; **Perception** +5**DEFENSE****AC** 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)**hp** 11 (2d10)**Fort** +3, **Ref** +5, **Will** +0**Immune** electricity, elemental traits**OFFENSE****Speed** fly 100 ft. (perfect)**Melee** slam +5 (1d4 plus 1d3 electricity)**Special Attacks** metal mastery, spark leap**STATISTICS****Str** 10, **Dex** 15, **Con** 10, **Int** 4, **Wis** 11, **Cha** 11**Base Atk** +2; **CMB** +1; **CMD** 13**Feats** Improved Initiative, Weapon Finesse**Skills** Acrobatics +7, Escape Artist +6, Fly +12, Knowledge (planes) +1, Perception +5**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.

## G1. The Aetheric Reservoir

<b>HARBINGER OF FATE GRUNT CR 1/2</b>
Human fighter 1 N Medium humanoid (human) <b>Init</b> +2; <b>Senses</b> Perception +2
<b>DEFENSE</b>
<b>AC</b> 20, touch 12, flat-footed 18 (+6 armor, +2 Dex, +2 shield) <b>hp</b> 14 (1d10+4) <b>Fort</b> +3, <b>Ref</b> +2, <b>Will</b> +3
<b>OFFENSE</b>
<b>Speed</b> 30 ft. <b>Melee</b> longsword +4 (1d8+3/19–20) or cold iron dagger +4 (1d4+3/19–20) <b>w/ Power Attack</b> longsword +3 (1d8+5/19–20) or cold iron dagger +3 (1d4+5/19–20) <b>Ranged</b> heavy crossbow +3 (1d10/19–20)
<b>STATISTICS</b>
<b>Str</b> 17, <b>Dex</b> 14, <b>Con</b> 12, <b>Int</b> 8, <b>Wis</b> 13, <b>Cha</b> 10 <b>Base Atk</b> +1; <b>CMB</b> +4; <b>CMD</b> 16 <b>Feats</b> Iron Will, Power Attack, Toughness <b>Skills</b> Heal +2, Perception +2, Survival +5 <b>Languages</b> Azlanti <b>Combat Gear</b> <i>potion of cure light wounds</i> , alchemist's fire, holy water, oil (2), healer's kit (2 uses remaining); <b>Other Gear</b> breastplate, heavy wooden shield, cold iron dagger, heavy crossbow with 20 bolts, longsword, bedroll, tindertwigs (2), whetstone, wooden holy symbol, 3 gp

<b>LIGHTNING ELEMENTAL, SMALL CR 1</b>
N Small outsider (air, elemental, extraplanar) <b>Init</b> +6; <b>Senses</b> darkvision 60 ft.; Perception +5
<b>DEFENSE</b>
<b>AC</b> 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size) <b>hp</b> 11 (2d10) <b>Fort</b> +3, <b>Ref</b> +5, <b>Will</b> +0 <b>Immune</b> electricity, elemental traits
<b>OFFENSE</b>
<b>Speed</b> fly 100 ft. (perfect) <b>Melee</b> slam +5 (1d4 plus 1d3 electricity) <b>Special Attacks</b> metal mastery, spark leap
<b>STATISTICS</b>
<b>Str</b> 10, <b>Dex</b> 15, <b>Con</b> 10, <b>Int</b> 4, <b>Wis</b> 11, <b>Cha</b> 11 <b>Base Atk</b> +2; <b>CMB</b> +1; <b>CMD</b> 13 <b>Feats</b> Improved Initiative, Weapon Finesse <b>Skills</b> Acrobatics +7, Escape Artist +6, Fly +12, Knowledge (planes) +1, Perception +5 <b>Languages</b> Auran
<b>SPECIAL ABILITIES</b>
<b>Metal Mastery (Ex)</b> 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). <b>Spark Leap (Ex)</b> 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.

**HARBINGERS OF FATE THIEF****CR 1/2**

Human rogue 1

NE Medium humanoid (human)

**Init** +7; **Senses** Perception +3**DEFENSE****AC** 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)**hp** 10 (1d8+2)**Fort** +1, **Ref** +5, **Will** –1**OFFENSE****Speed** 30 ft.**Melee** short sword +3 (1d6+2/19–20)**Ranged** dagger +3 (1d4+2/19–20)**Special Attacks** sneak attack +1d6**TACTICS****Before Combat** The rogue hides so he can use sneak attack.**During Combat** The rogue continues to engage his initial opponent in melee, or throws acid if all his opponents are at range.**STATISTICS****Str** 14, **Dex** 17, **Con** 13, **Int** 10, **Wis** 8, **Cha** 12**Base Atk** +0; **CMB** +2; **CMD** 15**Feats** Improved Initiative, Weapon Finesse**Skills** Acrobatics +7, Climb +6, Disable Device +7, Escape Artist +7, Knowledge (local) +4, Perception +3, Sleight of Hand +7, Stealth +7, Swim +6**Languages** Common**SQ** trapfinding +1**Combat Gear** *potion of cure light wounds*, acid (2), smokestick, tanglefoot bag; **Other Gear** mwk studded leather, daggers (5), short sword, thieves' tools, 25 gp

## The Many Arodeths

### ARODETH DIMINISHED SIMULACRUM

CR 3

Female human magus (staff magus) 4

LE Medium humanoid (human)

Init +2; Senses Perception +3

#### DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 34 (4d8+12)

Fort +5, Ref +3, Will +3

#### OFFENSE

Speed 30 ft.

Melee +1 *darkwood quarterstaff* +6 (1d6+2)Special Attacks arcane pool (+1, 6 points), magus arcana (maneuver mastery), spell combat, **spell recall**, spellstrike

Magus Spells Prepared (CL 4th; concentration +8)

2nd—*frigid touch*<sup>UM</sup>, *mirror image*1st—*expeditious retreat*, *magic missile*, *shocking grasp* (2)0 (at will)—*acid splash*, *detect magic*, *ray of frost*, *read magic*

#### TACTICS

**During Combat** On the first round of combat, the simulacrum uses her arcane pool to enhance her quarterstaff up to a +1 *darkwood quarterstaff* as a swift action. She prefers to fight in close quarters, delivering touch spells through her quarterstaff. She uses *mirror image* to protect herself.

#### STATISTICS

Str 12, Dex 14, Con 13, Int 18, Wis 8, Cha 10

Base Atk +3; CMB +4 (+5 trip); CMD 16 (17 vs. trip)

Feats Combat Casting, Quarterstaff Master<sup>UM</sup>, Toughness, Weapon Focus (quarterstaff)

Skills Fly +9, Intimidate +7, Knowledge (arcana) +11, Knowledge (history) +8, Perception +3, Spellcraft +11, Use Magic Device +7

Languages Aklo, Azlanti, Common, Draconic, Elven

Other Gear mithral chain shirt, darkwood quarterstaff, spell component pouch, spellbook (contains all prepared spells)

#### SPECIAL ABILITIES

**Quarterstaff Master** By employing a number of different stances and techniques, you can wield a quarterstaff as a one-handed weapon. At the start of your turn, you decide whether or not you are going to wield the quarterstaff as a one-handed or two-handed weapon. When you wield it as a one-handed weapon, your other hand is free, and you cannot use the staff as a double weapon. You can take the feat Weapon Specialization in the quarterstaff even if you have no levels in fighter.

[Arodeth Simulacrum's Cheat Sheet](#)

##### 2<sup>nd</sup> Level Spells

**Frigid Touch** (evocation[cold], VS, creature touched, SRyes) – Touch deals 4d6 cold and staggered for 1rd. Crit staggers for 1 minute.

**Mirror Image** (illusion[figment], VS, personal, 1min/lvl) – 1d4+1/3lvls (max 8 total) images pop up in your space. Hits on you random between you and all your images. Miss by less than 5 pops an image.

##### 1<sup>st</sup> Level Spells

**Expeditious Retreat** (transmutation, personal, 1min/lvl) - +30 enhancement to speed

**Magic Missile** (evocation[force], VS, medium, SRyes) – 2 1d4+1 missiles of force

**Shocking Grasp (2)** (evocation[electricity], VS, creature touched, SRyes) – 4d6 electricity. +3 if target is wearing metal armor or is carrying a metal weapon.