

# 7-00 The Sky Key Solution

## Subtier 10-11

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## Common Encounter – Beasts of a Civilized Age

### CHUUL EVISCERATOR (2)

CR 8

Advanced chuul

CE Large aberration (aquatic)

**Init** +9; **Senses** darkvision 60 ft.; Perception +21

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#### DEFENSE

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**AC** 26, touch 14, flat-footed 21 (+5 Dex, +12 natural, –1 size)

**hp** 105 (10d8+60)

**Fort** +9, **Ref** +8, **Will** +11

**Immune** poison

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#### OFFENSE

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**Speed** 30 ft., swim 20 ft.

**Melee** 2 claws +16 (2d6+9 plus grab)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** constrict (2d6+9), paralytic tentacles

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#### STATISTICS

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**Str** 29, **Dex** 20, **Con** 22, **Int** 14, **Wis** 18, **Cha** 9

**Base Atk** +7; **CMB** +17 (+21 grapple); **CMD** 32 (36 vs. trip)

**Feats** Alertness, **Blind-Fight**, Combat Reflexes, Improved Initiative, Weapon Focus (claw)

**Skills** Intimidate +12, Knowledge (nature) +15, Perception +21, Sense Motive +18, Stealth +11, Swim +30

**Languages** Undercommon

**SQ** amphibious

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#### SPECIAL ABILITIES

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**Paralytic Tentacles (Ex)** A chuul can transfer a grappled victim from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage, instead exuding a paralytic secretion. Anyone held in the tentacles must succeed on a DC 21 Fortitude save each round on the chuul's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a victim automatically takes 1d8+9 points of damage each round from the creature's mandibles.

CE Large aberration

**Init** +1; **Senses** darkvision 60 ft.; Perception +27

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### DEFENSE

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**AC** 24, touch 10, flat-footed 23 (+1 Dex, +14 natural, -1 size)

**hp** 127 (15d8+60)

**Fort** +9, **Ref** +6, **Will** +12

**Immune** disease, poison

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### OFFENSE

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**Speed** 40 ft., climb 20 ft.

**Melee** bite +17 (1d8+7), 4 claws +17 (1d6+7)

**w/ Power Attack** bite +14 (1d8+13), 4 claws +14 (1d6+13)

**Space** 10 ft.; **Reach** 15 ft.

**Special Attacks** rend (2 claws, 1d6+10, 1d6+19 w/ Power Attack)

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### STATISTICS

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**Str** 25, **Dex** 12, **Con** 18, **Int** 11, **Wis** 16, **Cha** 11

**Base Atk** +11; **CMB** +19; **CMD** 30

**Feats** Awesome Blow, **Blind-Fight**, Combat Reflexes, Greater Bull Rush, Improved Bull Rush, **Lunge**, Power Attack, Skill Focus (Perception)

**Skills** Climb +15, Escape Artist +13, Knowledge (dungeoneering) +10, Perception +27, Stealth +15, Survival +21; Racial Modifiers +4 Escape Artist

**Languages** Undercommon

**SQ** compression

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### SPECIAL ABILITIES

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**Awesome Blow** As a standard action, the creature may perform an awesome blow combat maneuver. If the creature's maneuver succeeds against a corporeal opponent smaller than itself, its opponent takes damage (typically slam damage plus Strength bonus) and is knocked flying 10 feet in a direction of the attacking creature's choice and falls prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

**Greater Bull Rush** You receive a +2 bonus on checks made to bull rush a foe. This bonus stacks with the bonus granted by Improved Bull Rush. Whenever you bull rush an opponent, his movement provokes attacks of opportunity from all of your allies (but not you).

## Common Encounter – Serpentfolk Guards

### SERPENTFOLK PERIL COMMANDER

CR 10

Advanced serpentfolk slayer 8

NE Medium monstrous humanoid

**Init** +11; **Senses** darkvision 60 ft., scent; Perception +23

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#### DEFENSE

**AC** 24, touch 15, flat-footed 19 (+6 armor, +4 Dex, +1 dodge, +3 natural)

**hp** 144 (13d10+73)

**Fort** +15, **Ref** +18, **Will** +10

**Immune** mind-affecting effects, paralysis, poison; **SR** 23

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#### OFFENSE

**Speed** 30 ft.

**Melee** +1 *shortsword* +19/+14/+9 (1d6+2/19–20), +1 *shortsword* +19 (1d6+1/19–20), bite +15 (1d8 plus poison)

**Ranged** mwk net +21

**Special Attacks** poison, sneak attack +2d6, studied target +2 (2nd, 2 targets)

**Spell-Like Abilities** (CL 4th; concentration +6)

At will—*disguise self* (humanoid form only), *ventriloquism* (DC 13)

1/day—*blur*, *dominate person* (DC 16), *major image* (DC 15), *mirror image* (1d4+1 images), *suggestion* (DC 14)

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#### STATISTICS

**Str** 12, **Dex** 24, **Con** 20, **Int** 18, **Wis** 16, **Cha** 14

**Base Atk** +13; **CMB** +14; **CMD** 32

**Feats** Alertness, Dodge, Exotic Weapon Proficiency (net), Great Fortitude, Improved Initiative, Improved Natural Attack (bite), Quick Draw, Two-weapon Fighting, Weapon Finesse

**Skills** Acrobatics +22, Climb +9, Craft (alchemy) +12, Disguise +10, Escape Artist +23, Intimidate +16, Knowledge (arcana) +9, Knowledge (dungeoneering) +17, Perception +23, Sense Motive +23, Spellcraft +9, Stealth +19, Survival +16, Use Magic Device +11; **Racial Modifiers** +8 Escape Artist, +4 Use Magic Device

**Languages** Aklo, Azlanti, Common, Draconic, Undercommon; telepathy 100 ft.

**SQ** combat style (two-weapon combat), slayer talents (combat trick, poison use, ranger combat style, swift poison), stalker, track +4

**Combat Gear** *oil of invisibility* (2), *potion of cure serious wounds* (2); **Other Gear** +2 *chain shirt*, +1 *short swords* (2), mwk net, *cloak of resistance* +1, 460 gp

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#### SPECIAL ABILITIES

**Poison (Ex)** Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 consecutive saves.

**SERPENTFOLK IMPERILER (3)****CR 7**

Advanced serpentfolk slayer 5

NE Medium monstrous humanoid

**Init** +10; **Senses** darkvision 60 ft., scent; Perception +20

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**DEFENSE****AC** 22, touch 15, flat-footed 17 (+4 armor, +5 Dex, +3 natural)**hp** 109 (10d10+55)**Fort** +12, **Ref** +14, **Will** +8**Immune** mind-affecting effects, paralysis, poison; **SR** 20

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**OFFENSE****Speed** 30 ft.**Melee** +1 *shortsword* +15/+10 (1d6+2/19-20), +1 *shortsword* +15 (1d6+2/19-20), bite +11 (1d6 plus poison)**Ranged** mwk net +17**Special Attacks** poison, sneak attack +1d6, studied target +2 (2nd, move action)**Spell-Like Abilities** (CL 4th; concentration +6)At will—*disguise self* (humanoid form only), *ventriloquism* (DC 13)1/day—*blur*, *dominate person* (DC 16), *major image* (DC 15), *mirror image* (1d4+1 images), *suggestion* (DC 14)

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**STATISTICS****Str** 12, **Dex** 23, **Con** 20, **Int** 18, **Wis** 16, **Cha** 14**Base Atk** +10; **CMB** +11; **CMD** 27**Feats** Alertness, Double Slice, Exotic Weapon Proficiency (net), Great Fortitude, Improved Initiative, Two-weapon Fighting, Weapon Finesse**Skills** Acrobatics +19, Climb +10, Disguise +10, Escape Artist +23, Intimidate +15, Knowledge (arcana) +9, Knowledge (dungeoneering) +17, Perception +20, Sense Motive +13, Spellcraft +9, Stealth +14, Survival +11, Use Magic Device +11; **Racial Modifiers** +8 Escape Artist, +4 Use Magic Device**Languages** Aklo, Azlanti, Common, Draconic, Undercommon; telepathy 100 ft.**SQ** combat style (two-weapon combat), slayer talents (combat trick, ranger combat style), track +2**Combat Gear** *potion of cure serious wounds*; **Other Gear** +1 studded leather, +1 short swords (2), mwk net, 35 gp

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**SPECIAL ABILITIES****Poison (Ex)** bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 saves.

## Common Encounter – The Scales of Ydersius

### PROTEAN, IMENTESH (2)

CR 10

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

**Init** +7; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +20

#### DEFENSE

**AC** 25, touch 12, flat-footed 22 (+3 Dex, +13 natural, –1 size)

**hp** 123 (13d10+52); fast healing 5

**Fort** +12, **Ref** +7, **Will** +14

**Defensive Abilities** amorphous anatomy, freedom of movement; **DR** 10/lawful; **Immune** acid, polymorph;

**Resist** electricity 10, sonic 10; **SR** 21

#### OFFENSE

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

**Melee** bite +19 (2d6+7), 2 claws +19 (1d8+7), tail +17 (1d8+3 plus grab)

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

**Special Attacks** constrict (1d8+7), inflict warpwave, sneak attack +4d6

**Spell-Like Abilities** (CL 10th; concentration +15)

Constant—*detect law, tongues*

At will—*dimension door* (self plus 50 lbs. of objects only), *make whole, major creation, shatter* (DC 17), *shrink item*

3/day—*chaos hammer* (DC 19), *dispel magic, slow* (DC 18)

1/day—*break enchantment, dispel law* (DC 20), *haste, polymorph any object* (DC 23)

#### STATISTICS

**Str** 24, **Dex** 17, **Con** 18, **Int** 23, **Wis** 18, **Cha** 21

**Base Atk** +13; **CMB** +21 (+25 grapple); **CMD** 34 (can't be tripped)

**Feats** Combat Expertise, Combat Reflexes, Improved Feint, Improved Initiative, Iron Will, Multiattack, Persuasive

**Skills** Acrobatics +19, Bluff +21, Diplomacy +25, Disable Device +16, Fly +9, Intimidate +25, Knowledge (arcana) +22, Knowledge (planes) +22, Knowledge (any two) +19, Perception +20, Sense Motive +20, Stealth +15, Swim +15

**Languages** Abyssal, Protean; tongues

**SQ** **change shape** (*greater polymorph*)

#### SPECIAL ABILITIES

**Amorphous Anatomy (Ex)** A protean's vital organs shift and change shape and position constantly. This grants it a 50% chance to ignore additional damage caused by critical hits and sneak attacks, and grants it immunity to polymorph effects (unless the protean is a willing target). A protean automatically recovers from physical blindness or deafness after 1 round by growing new sensory organs to replace those that were compromised.

**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).

**Freedom of Movement (Su)** A protean has continuous *freedom of movement*, as per the spell.

**Inflict Warpwave (Su)** As a standard action, an imentesh can inflict a warpwave upon any corporeal creature within 100 feet. The target can resist the warpwave's effects with a DC 20 Fortitude save. If the imentesh wishes, it can use this ability as a swift action, but if it does so, it is affected by the warpwave

as well unless it resists the effects with its own Fortitude save. See below for a list of possible effects caused by a warpwave. The save DC is Constitution-based.

d20	Warpwave effect	d20	Warpwave effect
1	Target takes 2 Strength damage.	11	Target becomes fatigued (or exhausted if already fatigued).
2	Target takes 2 Dexterity damage.	12	Target becomes nauseated for 1d4 rds.
3	Target takes 2 Constitution damage.	13	Target is stunned for 1d4 rds.
4	Target takes 2 Intelligence damage.	14	Target is sickened for 1d4 rds.
5	Target takes 2 Wisdom damage.	15	Target is staggered for 1d4 rds.
6	Target takes 2 Charisma damage.	16	Target gains 4d6 temporary hit points.
7	Target gains 1 negative level.	17	Target is affected by a <i>heal</i> spell (CL = protean's CR).
8	Target is blinded or deafened for 1d4 rds.	18	Target is turned to stone.
9	Target is confused for 1d4 rds.	19	Target is affected by <i>baleful polymorph</i> (CL = protean's CR).
10	Target is entangled by filaments of energy for 1d4 rds.	20	Portions of the target's body burst with energy of a random type (choose between acid, cold, electricity, or fire), dealing 4d6 points of damage of the appropriate type to the target.

**Chaos Hammer** – Will save. Lawful targets in 20ft. radius burst take 5d8 damage and are slowed for 1d6 rounds. Successful save is half damage and no slow. Neutral targets take half damage, or quarter damage on a successful save.

**Dispel Law** – 1rd/lvl personal spell, +4 deflection to AC vs. lawful creatures, Discharge to touch lawful extraplanar to force WILL or banished, Discharge to auto dispel an enchantment spell cast by a lawful creature.

[Editor's note – Proteans have the ability to change shape, and then turn back to their original form as a free action and gain the ability of a *heal* spell. Because there are no tactics dictated for this encounter, having the protean starting out in an alternate form is acceptable, although it will push the encounter significantly above the difficulty expected for that encounter, as multiple strong CON poisons usually do. The editor leaves the stat block below in the case that your table has been having a relatively easy time with the encounters and you wish to use your PFS-legal GM discretion to up the challenge. If your party has been having trouble or is running low on resources, just run the protean without change shape.]

**PROTEAN, IMENTESH as a CATOBLEPAS (2)****CR 10**

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

**Init** +7; **Senses** darkvision 60 ft., low-light vision; Perception +20**Aura** stench (30 ft., DC 21, 10 rounds)

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**DEFENSE****AC** 25, touch 12, flat-footed 22 (+3 Dex, +13 natural, -1 size)**hp** 123 (13d10+52)**Fort** +12, **Ref** +7, **Will** +14**SR** 23

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**OFFENSE****Speed** 40 ft. swim 20 ft.**Melee** bite +19 (3d6+7), gore +19 (2d8+5), 2 hooves +16 (1d8+3)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** breath weapon (60ft. cone, poison, Fortitude DC 21, usable every 1d4 rounds), sneak attack +4d6, trample (4d6+10, DC 24)**Spell-Like Abilities** (CL 10th; concentration +15)Constant—*detect law, tongues*At will—*dimension door* (self plus 50 lbs. of objects only), *make whole, major creation, shatter* (DC 17), *shrink item*3/day—*chaos hammer* (DC 19), *dispel magic, slow* (DC 18)1/day—*break enchantment, dispel law* (DC 20), *haste, polymorph any object* (DC 23)

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**STATISTICS****Str** 24, **Dex** 17, **Con** 18, **Int** 23, **Wis** 18, **Cha** 21**Base Atk** +13; **CMB** +21; **CMD** 34 (38 vs. trip)**Feats** Combat Expertise, Combat Reflexes, Improved Feint, Improved Initiative, Iron Will, Multiattack, Persuasive**Skills** Acrobatics +19, Bluff +21, Diplomacy +25, Disable Device +16, Fly +9, Intimidate +25, Knowledge (arcana) +22, Knowledge (planes) +22, Knowledge (any two) +19, Perception +20, Sense Motive +20, Stealth +15, Swim +15**Languages** Abyssal, Protean; tongues**SQ** **change shape** (*greater polymorph*)

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**SPECIAL ABILITIES****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).**Poison Breath (Ex)** A catoblepas's horrid, stinking breath is 60-foot cone of poison gas. Breath—contact; *save* Fort DC 21; *frequency* 1/round for 6 rounds; *effect* 1d6 Con damage; *cure* 3 consecutive saves. The save DC is Constitution-based.**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.

# A1. Beast Riders

## SERPENTFOLK BRUISER (3) CR 7

Degenerate serpentfolk fighter 3  
NE Medium monstrous humanoid  
**Init** +7; **Senses** darkvision 60 ft., scent;  
Perception +13

### DEFENSE

**AC** 20, touch 13, flat-footed 17 (+3 Dex, +7 natural)  
**hp** 88 (8d10+40)  
**Fort** +8, **Ref** +8, **Will** +9 (+1 vs. fear)  
**Immune** mind-affecting effects, paralysis, poison; **SR** 18

### OFFENSE

**Speed** 30 ft.  
**Melee** mwk greatclub +16/+11 (1d10+10), bite +10 (1d6+3 plus poison)  
**w/ Power Attack** mwk greatclub +13/+8 (1d10+19), bite +7 (1d6+6 plus poison)  
**Ranged** javelin +11 (1d6+7)  
**Special Attacks** poison

### STATISTICS

**Str** 24, **Dex** 16, **Con** 18, **Int** 6, **Wis** 14, **Cha** 4  
**Base Atk** +8; **CMB** +15; **CMD** 28  
**Feats** Improved Initiative, Iron Will, Lunge, Power Attack, Toughness, Vital Strike  
**Skills** Escape Artist +11, Handle Animal +8, Perception +13, Ride +10; **Racial Modifiers** +8 Escape Artist, +4 Perception  
**Languages** Aklo, Common, Draconic, Undercommon; telepathy 100 ft.  
**SQ** armor training 1  
**Other Gear** javelin (3), mwk greatclub

### SPECIAL ABILITIES

**Poison (Ex)** Poison—injury; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 cons saves.

## DINOSAUR, FIENDISH TYRANNOSAURUS CR 10

N Gargantuan animal  
**Init** +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +37

### DEFENSE

**AC** 21, touch 7, flat-footed 20 (+1 Dex, +14 natural, -4 size)  
**hp** 153 (18d8+72)  
**Fort** +15, **Ref** +12, **Will** +10  
**DR** 10/good; **Resist** cold 15, fire 15; **SR** 15

### OFFENSE

**Speed** 40 ft.  
**Melee** bite +20 (4d6+22/19–20 plus grab)  
**Space** 20 ft.; **Reach** 20 ft.  
**Special Attacks** smite good 1/day (+0 hit, +18 damage), swallow whole (2d8+11, AC 17, hp 15)

### STATISTICS

**Str** 32, **Dex** 13, **Con** 19, **Int** 2, **Wis** 15, **Cha** 10  
**Base Atk** +13; **CMB** +28 (+32 grapple); **CMD** 39  
**Feats** Bleeding Critical, Critical Focus, Diehard, Endurance, Improved Critical (bite), Improved Initiative, Iron Will, Run, Skill Focus (Perception)  
**Skills** Perception +37; **Racial Modifiers** +8 Perception  
**SQ** powerful bite

### SPECIAL ABILITIES

**Bleeding Critical** Whenever you score a critical hit with a slashing or piercing weapon, your opponent takes 2d6 points of bleed damage each round on his turn, in addition to the damage dealt by the critical hit. Bleed damage can be stopped by a DC 15 Heal skill check or through any magical healing. The effects of this feat stack.

**Powerful Bite (Ex)** A tyrannosaurus applies twice its Strength modifier to bite damage.

## B1. Serpentfolk Slave-Tamers

### SERPENTFOLK ILLUSIONIST (2)

CR 8

Advanced serpentfolk illusionist 4

NE Medium monstrous humanoid

**Init** +10; **Senses** darkvision 60 ft., scent; Perception +13

#### DEFENSE

**AC** 21, touch 17, flat-footed 15 (+1 deflection, +6 Dex, +4 natural)

**hp** 99 (9 HD; 5d10+4d6+58)

**Fort** +7, **Ref** +11, **Will** +9

**Immune** mind-affecting effects, paralysis, poison; **SR** 19

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk dagger +8/+3 (1d4/19–20), bite +2 (1d6 plus poison)

**Spell-Like Abilities** (CL 4th; concentration +8)

At will—*disguise self* (DC 15, humanoid form only), *ventriloquism* (DC 15)

1/day—*blur*, *dominate person* (DC 19), *major image* (DC 17), *mirror image* (1d4+1 images), *suggestion* (DC 17)

**Arcane School Spell-Like Abilities** (CL 4th; concentration +10)

9/day—blinding ray

**Illusionist Spells Prepared** (CL 4th; concentration +10)

2nd—*blindness/deafness* (DC 18), *detect thoughts* (DC 18), *illusion of calm*<sup>UM</sup> (DC 19), *invisibility*, *pernicious poison*<sup>UC</sup>

1st—*color spray* (2, DC 18), *hypnotism* (DC 18), *shield*, *silent image* (DC 18), *vanish*<sup>APG</sup>

0 (at will)—*dancing lights*, *detect magic*, *mage hand*, *read magic*

**Opposition Schools** conjuration, evocation

#### TACTICS

**During Combat** A serpentfolk illusionist seeks to deceive opponents with spells until it can debilitate them with *blindness/deafness*, *color spray*, or a venomous bite enhanced with *pernicious poison*. Otherwise, it attacks with its wand or uses *suggestion* and *dominate person* to turn enemies into allies.

#### STATISTICS

**Str** 10, **Dex** 22, **Con** 21, **Int** 22, **Wis** 13, **Cha** 18

**Base Atk** +7; **CMB** +7; **CMD** 24

**Feats** Combat Casting, Improved Initiative, Scribe Scroll, Spell Focus (enchantment), Spell Focus (illusion), Toughness

**Skills** Acrobatics +11, Bluff +10, Diplomacy +10, Disguise +10, Escape Artist +19, Intimidate +12, Knowledge (arcana) +18, Knowledge (dungeoneering, nobility, religion) +10, Knowledge (history, planes) +12, Perception +13, Sense Motive +7, Spellcraft +18, Use Magic Device +15; **Racial Modifiers** +8 Escape Artist, +4 Use Magic Device

**Languages** Abyssal, Aklo, Common, Draconic, Elven, Undercommon; telepathy 100 ft.

**SQ** *arcane bond (viper)*, extended illusions (+2 rounds)

**Combat Gear** *potions of cure moderate wounds* (2), *scrolls of blur* (2), *scrolls of daze monster* (2), *scrolls of hideous laughter* (2), *scroll of hold person*, *scrolls of invisibility* (2), *scrolls of mirror image* (2), *scrolls of touch of idiocy* (2), *wand of mage armor* (20 charges), *wand of magic missile* (20 charges); **Other Gear** mwk dagger, *amulet of natural armor +1*, *ring of protection +1*, spellbook, 273 gp

#### SPECIAL ABILITIES

**Poison (Ex)** Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 saves. The save DC is Constitution-based.

### Serpentfolk Illusionist's Cheat Sheet

#### 2<sup>nd</sup> level spells

**Blindness/Deafness** (necromancy, V, medium, one living creature, SRyes) – FORT or permanently blind or deaf.

**Detect Thoughts** (divination[mind-affecting], VSDF, 60ft. cone, concentration up to 1 min/lvl) – Like detect magic, but for thoughts. People in cone get WILL to hide their thoughts.

**Illusion of Calm** (illusion(figment), VS, personal, 1min/lvl) – Illusion stops you from provoking for spells, ranged attacks w/ thrown weapon or move from 1<sup>st</sup> square. If a creature hits you, they get WILL to disbelieve.

**Invisibility** (illusion[glamer], VSM, creature touched, 1min/lvl, SRyes) – Become invisible until you attack

**Pernicious Poison** (necromancy[poison], creature touched, 10min/lvl, SRyes) – Target takes -4 to saves vs. poison, poisons last 2 more freq. increments, checks to cure the poison take a -4.

#### 1<sup>st</sup> level spells

**Color Spray** (illusion(pattern)[mind-affecting], VSM, 15ft cone, SRyes) – WILL. If fail <=2HD are unconscious, blind and stunned for 2d4rds, <=4HD are blind and stunned for 1d4rd, everyone are stunned for 1rd.

**Hypnotism** (enchantment(compulsion)[mind-affecting], 1round, VS, close, several living creatures, no 2 of which may be more than 30ft. apart, 2d4rds, SRyes) – 2d4 HD creatures are hypnotized

**Shield** (abjuration[force], VS, personal, 1min/lvl) – +4 force shield, blocks magic missiles

**Silent Image** (illusion (figment), VSF, long, visual figment (4+1/lvl) 10ft. cubes, concentration) – Visual illusion with no sound

**Vanish** (illusion[glamer], VSM, creature touched, 1rd/lvl (max 5), SRyes) – Become invisible until you attack

#### Scrolls

**Blur** (illusion[glamer], V, creature touched, 1min/lvl, SRyes) – 20% miss chance

**Daze Monster** (enchantment(compulsion)[mind-affecting], medium, one living creature < 6HD, 1 rd, SRyes) – Will or dazed for 1 round.

**Hideous Laughter** (enchantment(compulsion)[mind-affecting], VSM, close, one creature, 1rd/lvl, SRyes) – Target falls prone, can take no actions. On its next turn, can full-round action to get a new save once.

**Hold Person** (enchantment (compulsion)[mind-affecting], VSDF, medium, 1rd/lvl(D), SRyes) – WILL or humanoid is paralyzed. Full-round gives another save.

**Invisibility** (illusion[glamer], VSM, creature touched, 1min/lvl, SRyes) – Become invisible until you attack

**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.

**Touch of Idiocy** (enchantment(compulsion)[mind-affecting], VS, living creature touched, 10min/lvl, SRyes) – Target takes 1d6 penalty to INT, WIS, CHA.

**TROGLODYTE WARREN GUARD (2)****CR 9**

Trogloodyte barbarian (brutal pugilist) 8

CE Medium humanoid (reptilian)

**Init** +1; **Senses** darkvision 90 ft.; Perception +14**Aura** stench (30 ft., DC 16, 10 rounds)

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**DEFENSE****AC** 19, touch 11, flat-footed 18 (+2 armor, +1 Dex, +8 natural, -2 rage)**hp** 124 (10 HD; 2d8+8d12+58)**Fort** +15, **Ref** +4, **Will** +8**Defensive Abilities** improved savage grapple; **DR** 1/—

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**OFFENSE****Speed** 40 ft.**Melee** +1 *bite* +16 (1d4+7), 2 +1 *claws* +16 (1d6+7)**w/ Power Attack** +1 *bite* +13 (1d4+13), 2 +1 *claws* +13 (1d6+13)**Ranged** javelin +10 (1d6+6)**Special Attacks** rage (21 rounds/day), rage powers (intimidating glare, knockback, strength surge +8, terrifying howl [DC 20])

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**TACTICS****Before Combat** The warren guard drinks her *potion of barkskin* if she believes danger is coming.**During Combat** The warren guard rages and starts attacking with her natural attacks. She uses intimidating glare, following it up with terrifying howl once one or two enemies are shaken. She uses knockback to drive opponents away from her allies or grapples them to get them under control.**Base Statistics** Without *barkskin* and when she's not raging, the barbarian's statistics are **AC** 19, touch 13, flat-footed 18; **hp** 104; **Fort** +13, **Will** +6; **Melee** +1 *bite* +14 (1d4+5), 2 +1 *claws* +14 (1d6+5); **Ranged** javelin +10 (1d6+4); **Str** 18, **Con** 16; **CMB** +13 (+17 bull rush, +15 grapple).

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**STATISTICS****Str** 22, **Dex** 13, **Con** 20, **Int** 8, **Wis** 13, **Cha** 9**Base Atk** +9; **CMB** +15 (+19 bull rush, +17 grapple); **CMD** 24 (26 vs. bull rush)**Feats** **Diehard**, Improved Bull Rush, Improved Natural Attack (claws), Iron Will, Power Attack**Skills** Acrobatics +7 (+11 when jumping), Heal +7, Intimidate +12, Perception +14, Stealth +5 (+9 in rocky areas); **Racial Modifiers** +4 Acrobatics when jumping, +4 Stealth (+8 in rocky areas)**Languages** Draconic**SQ** fast movement**Combat Gear** *potion of barkskin*, *potion of cure serious wounds*; **Other Gear** *amulet of mighty fists* +1, *bracers of armor* +2, *cloak of resistance* +1

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**SPECIAL ABILITIES****Improved Savage Grapple (Ex)** At 5th level, the brutal pugilist takes no penalties to Dexterity, attack rolls, and combat maneuver checks when she has the grappled condition. She also is treated as one size larger than her actual size when determining whether she can grapple or be grappled by another creature.**Intimidating Glare (Ex)** The barbarian can make an Intimidate check against one adjacent foe as a move action. If the barbarian successfully demoralizes her opponent, the foe is shaken for 1d4 rounds + 1 round for every 5 points by which the barbarian's check exceeds the DC.**Knockback (Ex)** Once per round, the barbarian can make a bull rush attempt against one target in place of a melee attack. If successful, the target takes damage equal to the barbarian's Strength modifier and is moved back as normal. The barbarian does not need to move with the target if successful. This does not provoke an attack of opportunity.

**Savage Grapple (Ex)** At 2nd level, the brutal pugilist takes only half the normal penalties to Dexterity, attack rolls, and combat maneuver checks when she has the grappled condition. She can make an attack of opportunity against creatures trying to grapple her even if they possess the Improved Grapple feat or the grab special attack. If she hits with this attack of opportunity, she gains a +2 circumstance bonus to her CMD against the grapple attempt. She cannot make these attacks of opportunity once a grapple has succeeded.

**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.

**Strength Surge (Ex)** The barbarian adds her barbarian level on one Strength check or combat maneuver check, or to her Combat Maneuver Defense when an opponent attempts a maneuver against her. This power is used as an immediate action. This power can only be used once per rage.

**Terrifying Howl (Ex)** The barbarian unleashes a terrifying howl as a standard action. All shaken enemies within 30 feet must make a Will save (DC equal to 10 + 1/2 the barbarian's level + the barbarian's Strength modifier) or be panicked for 1d4+1 rounds. Once an enemy has made a save versus terrifying howl (successful or not), it is immune to this power for 24 hours.

# C1. Guardian Idols

## YDERSIUS ASCENDANT GUARDIANS (3)

CR 9

Advanced graven guardian

N Huge construct

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

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### DEFENSE

**AC** 22, touch 8, flat-footed 22 (+14 natural, -2 size)

**hp** 105 (6d10+40); fast healing 2

**Fort** +3, **Ref** +3, **Will** +4

**DR** 5/adamantine; **Immune** construct traits; **SR** 21

**Weaknesses** faith bound

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### OFFENSE

**Speed** 40 ft.

**Melee** +3 *keen dagger* +20/+15 (1d8+12/17-20) or slam +12 (2d6+4)

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

**Special Attacks** evil weapons, honored, magic weapon

**Spell-Like Abilities** (CL 9th; concentration +0)

3/day—*haste* (self only)

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### STATISTICS

**Str** 28, **Dex** 11, **Con** —, **Int** —, **Wis** 12, **Cha** 1

**Base Atk** +9; **CMB** +21; **CMD** 30

**Skills** Acrobatics +0 (+4 to jump)

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### SPECIAL ABILITIES

**Construct Traits (Ex)** Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

**Evil Weapons (Su)** The graven guardian's weapon and slam attacks are treated as evil-aligned. Its magic weapon deals +1d6 points of damage to good targets.

**Faith Bound (Su)** The graven guardian cannot attack any creature that openly wears or displays the holy or unholy symbol of the deity to which the graven guardian is dedicated unless that creature first attacks the graven guardian.

**Honored (Su)** The graven guardian gains a +1 bonus on attack rolls and combat maneuver checks.

**Magic Weapon (Su)** The graven guardian that carries its deity's favored weapon treats that weapon as a +3 weapon as long as the guardian wields it. If the weapon is a melee weapon, it gains the *keen* weapon special ability (even if the weapon is a bludgeoning weapon). If it is a thrown weapon, it gains the *returning* weapon special ability. If it is a ranged weapon, it gains the *seeking* weapon special ability, and generates new ammunition with each attack (this ammunition is destroyed whether or not it hits).

# D1. Temple Attendants

## SERPENTFOLK BONE PROPHET

CR 11

Advanced serpentfolk oracle 7

NE Medium monstrous humanoid

**Init** +8; **Senses** darkvision 60 ft., scent; Perception +19

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### DEFENSE

**AC** 23, touch 13, flat-footed 20 (+7 armor, +2 Dex, +1 dodge, +3 natural)

**hp** 137 (12 HD; 5d10+7d8+79)

**Fort** +11, **Ref** +11, **Will** +16

**Immune** mind-affecting effects, paralysis, poison; **SR** 22

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### OFFENSE

**Speed** 15 ft.

**Melee** +1 *quarterstaff* +12/+7 (1d6+2), bite +6 (1d6 plus poison)

**Spell-Like Abilities** (CL 4th; concentration +9)

At will—*disguise self* (DC 16, humanoid form only), *ventriloquism* (DC 16)

1/day—*blur*, *dominate person* (DC 20), *major image* (DC 18), *mirror image* (1d4+1 images), *suggestion* (DC 18)

**Oracle Spells Known** (CL 7th; concentration +12, +16 defensively)

3rd (5/day)—*animate dead*, *bestow curse* (DC 18), *chain of perdition*<sup>UC</sup>, *inflict serious wounds* (DC 18)

2nd (7/day)—*dread bolt*<sup>UM</sup> (DC 17), *false life*, *hold person* (DC 17), *inflict moderate wounds* (DC 17), *instrument of agony*<sup>UC</sup>

1st (8/day)—*cause fear* (DC 16), *cure light wounds*, *inflict light wounds* (DC 16), *murderous command*<sup>UM</sup> (DC 16), *obscuring mist*, *ray of sickening*<sup>UM</sup> (DC 16), *shield of faith*

0 (at will)—*bleed* (DC 15), *detect magic*, *detect poison*, *guidance*, *light*, *resistance*, *stabilize*

**Mystery** bones

---

### TACTICS

**During Combat** The bone prophet enforces mental control over enemies with *hold person*, *murderous command*, and *suggestion*. It casts *bestow curse* and *chain of perdition* to hamper those that come too close, and uses its damaging spells and scrolls against its most dangerous opponents.

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### STATISTICS

**Str** 12, **Dex** 19, **Con** 20, **Int** 18, **Wis** 19, **Cha** 20

**Base Atk** +10; **CMB** +11; **CMD** 26

**Feats** Combat Casting, Command Undead, Dodge, Great Fortitude, Improved Initiative, Iron Will, Toughness

**Skills** Acrobatics +5, Bluff +15, Diplomacy +15, Disguise +15, Escape Artist +10, Heal +11, Intimidate +13, Knowledge (arcana, history, religion) +17, Perception +19, Sense Motive +14, Spellcraft +18, Use Magic Device +15; **Racial Modifiers** +8 Escape Artist, +4 Use Magic Device

**Languages** Aklo, Common, Draconic, Undercommon; telepathy 100 ft.

**SQ** oracle's curse (lame), revelations (bleeding wounds, death's touch, undead servitude [8/day, DC 18])

**Combat Gear** *bead of force*, *potions of cure moderate wounds* (2), *potion of invisibility*, *scroll of greater command*, *scroll of slay living*, *wand of cure moderate wounds* (10 charges); **Other Gear** +1 chainmail, +1 *quarterstaff*, *cloak of resistance* +1, *headband of inspired wisdom* +2, unholy symbol, 175 gp

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### SPECIAL ABILITIES

**Bleeding Wounds (Su)** Whenever a creature takes damage from one of your spells or effects that causes negative energy damage (such as *inflict light wounds* or the death's touch revelation), it begins to bleed,

taking 1 point of damage each round. At 5th level, and every five levels thereafter, this damage increases by 1. The bleeding can be stopped by a DC 15 Heal check or any effect that heals damage.

**Death's Touch (Su)** You can cause terrible wounds to appear on a creature with a melee touch attack. This attack deals 1d6 points of negative energy damage +1 point for every two oracle levels you possess. If used against an undead creature, it heals damage and grants a +2 channel resistance for 1 minute. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

**Poison (Ex)** Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 saves. The save DC is Constitution-based.

**Undead Servitude (Su)** You gain Command Undead as a bonus feat. You can channel negative energy a number of times per day equal to 3 + your Charisma modifier, but only to use Command Undead. You can take other feats to add to this ability, such as Improved Channeling, but not feats that alter this ability, such as Alignment Channel.

### Serpentfolk Bone Prophet's Cheat Sheet

#### 3<sup>rd</sup> level spells

**Animate Dead** (necromancy[evil], VSM, touch) – Up to 2\*CL HD of undead, either skeletons or zombies.

**Bestow Curse** (necromancy[curse], VS, touch, permanent, SRyes) – WILL or cursed. Either -6 to an ability; -4 on att, saves, ability checks, skills; or 50% chance to do nothing each turn

**Chain of Perdition** (evocation[force], VSMDF, close, 10ft. chain, 1rd/lvl, SRyes) – 10ft. force chain can perform dirty trick (blind/entangle), drap, reposition, trip with CMB = CL + casting stat, doesn't provoke, doesn't need to see. Move action to move the chain.

**Inflict Serious Wounds** (necromancy, VS, creature touched, SRyes) – Deals 3d8+lvl (max +15) negative energy damage, WILL ½.

#### 2<sup>nd</sup> level spells

**Dread Bolt** (evocation[evil], VSDF, close, arrow-shaped projectile of evil energy, SRyes) – Ranged touch. Good creature takes 1d8/2lvls (max 5d8) and sickened for 1rd. Will half and no sicken. Neutral half or save for quarter.

**False Life** (necromancy, VSM, 1hour/lvl) – 1d10+lvl (max +10) temp hp

**Hold Person** (enchantment (compulsion)[mind-affecting], VSDF, medium, 1rd/lvl(D), SRyes) – WILL or humanoid is paralyzed. Full-round gives another save.

**Inflict Moderate Wounds** (necromancy, VS, creature touched, SRyes) – Deals 2d8+lvl (max +10) negative energy damage, WILL ½.

**Instrument of Agony** (transmutation, VS, weapon touched, 1min/lvl) – Weilder gets +2 moral to intimidate. Free action to discharge on hit, SR applies to this, mind-affecting. WILL?sickened 1rd:nauseated 1d4 rds.

#### 1<sup>st</sup> level spells

**Cause Fear** (necromancy [emotion, fear, mind-affecting], VS, close, one living creature with <6HD, SRyes) – WILL?shaken for 1rd:frightened for 1d4rds.

**Cure Light Wounds** (conjunction (healing), VS) – creature touched heals 1d8+lvl (max +5)

**Inflict Light Wounds** (necromancy, VS, creature touched, SRyes) – Deals 1d8+lvl (max +5) negative energy damage, WILL ½.

**Murderous Command** (enchantment (compulsion)[mind-affecting], V, close, 1rd, SRyes) – WILL or try to kill your nearest ally with a melee or natural weapon. If none are in reach, get as close as possible.

**Obscuring Mist** (conjunction (creation), VS, 20ft radius from you, 1min/lvl) – Within 5ft is concealed. Past that is totally concealed. Winds, fire remove it.

**Ray of Sickening** (necromancy, VSM, close, ray, 1min/lvl, SRyes) – Black ray causes target to FORT or become sickened.

Notable combat gear

**Bead of Force** – Can be thrown up to 60 ft. Explodes on impact, dealing 5d6 force to all creatures in 10ft. radius. Resilient Sphere forms in 10ft. radius (DC 16 Reflex to avoid being trapped.)

**Scroll of Greater Command** (CL9, DC 17) – Command, but for 1 creature/level and 1rd/level. They get a new save every round.

**Scroll of Slay Living** (CL 9, DC 17) – FORT?3d6+9 damage:12d6+9 damage. This is a death effect.

**SNAKE, GIANT ANACONDA**

**CR 10**

N Gargantuan animal

**Init** +6; **Senses** low-light vision, scent; **Perception** +22

**DEFENSE**

**AC** 25, touch 9, flat-footed 22 (+2 Dex, +1 dodge, +16 natural, –4 size)

**hp** 126 (12d8+72)

**Fort** +14, **Ref** +10, **Will** +5

**OFFENSE**

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

**Melee** bite +19 (4d6+19/19–20 plus grab)

**w/ Power Attack** bite +16 (4d6+28/19–20 plus grab)

**Space** 20 ft.; **Reach** 20 ft.

**Special Attacks** constrict (4d6+19, 4d6+28 w/ Power Attack)

**STATISTICS**

**Str** 36, **Dex** 14, **Con** 23, **Int** 1, **Wis** 13, **Cha** 2

**Base Atk** +9; **CMB** +26 (+30 grapple); **CMD** 39 (can't be tripped)

**Feats** Dodge, Improved Critical (bite), Improved Initiative, Power Attack, Skill Focus (Perception), Weapon Focus (bite)

**Skills** Climb +21, Perception +22, Swim +21

# E1. Scions of the Serpent God

## SERPENTFOLK EXEMPLAR (3)

CR 6

Half-fiend advanced serpentfolk

NE Medium outsider (monstrous humanoid, native)

**Init** +10; **Senses** darkvision 60 ft., scent; Perception +12

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### DEFENSE

**AC** 22, touch 17, flat-footed 16 (+1 deflection, +6 Dex, +5 natural)

**hp** 52 (5d10+25)

**Fort** +8, **Ref** +10, **Will** +8

**DR** 5/magic; **Immune** mind-affecting effects, paralysis, poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 17

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### OFFENSE

**Speed** 30 ft., fly 60 ft. (good)

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

**Special Attacks** poison, smite good (+4 to hit & AC, +5 to damage, as paladin but vs. good)

**Spell-Like Abilities** (CL 4th; concentration +8)

At will—*disguise self* (humanoid form only), *ventriloquism* (DC 15)

3/day—*darkness*

1/day—*blur*, *desecrate*, *mirror image* (1d4+1 images), *suggestion* (DC 16), *unholy blight* (DC 18)

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### STATISTICS

**Str** 13, **Dex** 22, **Con** 21, **Int** 20, **Wis** 19, **Cha** 18

**Base Atk** +5; **CMB** +6; **CMD** 23

**Feats** Great Fortitude, Improved Initiative, Weapon Finesse

**Skills** Acrobatics +11, Escape Artist +14, Fly +10, Intimidate +12, Knowledge (arcana) +10, Knowledge (history) +10, Knowledge (planes) +10, Knowledge (religion) +10, Perception +12, Sense Motive +9, Stealth +14, Swim +9, Use Magic Device +13; **Racial Modifiers** +8 Escape Artist, +4 Use Magic Device

**Languages** Abyssal, Aklo, Common, Draconic, Infernal, Undercommon; telepathy 100 ft.

**Combat Gear** *potion of greater magic fang* (CL 6th); **Other Gear** *amulet of natural armor +1*, *ring of protection +1*, 800 gp

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### SPECIAL ABILITIES

**Poison (Ex)** Bite—injury; save Fort DC 17; frequency 1/round for 6 rounds; effect 1d2 Str; cure 2 saves.

**Unholy Blight** – Will save. If good, damage is 2d8 and sickened for 1d4 rds, or half damage and no sickened if you make the save. If neutral, half damage, or quarter damage if you make the save.

**SERPENTFOLK BONE PROPHET****CR 11**

Advanced serpentfolk oracle 7

NE Medium monstrous humanoid

**Init** +8; **Senses** darkvision 60 ft., scent; Perception +19**DEFENSE****AC** 23, touch 13, flat-footed 20 (+7 armor, +2 Dex, +1 dodge, +3 natural)**hp** 137 (12 HD; 5d10+7d8+79)**Fort** +11, **Ref** +11, **Will** +16**Immune** mind-affecting effects, paralysis, poison; **SR** 22**OFFENSE****Speed** 15 ft.**Melee** +1 *quarterstaff* +12/+7 (1d6+2), bite +6 (1d6 plus poison)**Spell-Like Abilities** (CL 4th; concentration +9)At will—*disguise self* (DC 16, humanoid form only), *ventriloquism* (DC 16)1/day—*blur*, *dominate person* (DC 20), *major image* (DC 18), *mirror image* (1d4+1 images), *suggestion* (DC 18)**Oracle Spells Known** (CL 7th; concentration +12, +16 defensively)3rd (5/day)—*animate dead*, *bestow curse* (DC 18), *chain of perdition*<sup>UC</sup>, *inflict serious wounds* (DC 18)2nd (7/day)—*dread bolt*<sup>UM</sup> (DC 17), *false life*, *hold person* (DC 17), *inflict moderate wounds* (DC 17), *instrument of agony*<sup>UC</sup>1st (8/day)—*cause fear* (DC 16), *cure light wounds*, *inflict light wounds* (DC 16), *murderous command*<sup>UM</sup> (DC 16), *obscuring mist*, *ray of sickening*<sup>UM</sup> (DC 16), *shield of faith*0 (at will)—*bleed* (DC 15), *detect magic*, *detect poison*, *guidance*, *light*, *resistance*, *stabilize***Mystery** bones**TACTICS****During Combat** The bone prophet enforces mental control over enemies with *hold person*, *murderous command*, and *suggestion*. It casts *bestow curse* and *chain of perdition* to hamper those that come too close, and uses its damaging spells and scrolls against its most dangerous opponents.**STATISTICS****Str** 12, **Dex** 19, **Con** 20, **Int** 18, **Wis** 19, **Cha** 20**Base Atk** +10; **CMB** +11; **CMD** 26**Feats** Combat Casting, Command Undead, Dodge, Great Fortitude, Improved Initiative, Iron Will, Toughness**Skills** Acrobatics +5, Bluff +15, Diplomacy +15, Disguise +15, Escape Artist +10, Heal +11, Intimidate +13, Knowledge (arcana, history, religion) +17, Perception +19, Sense Motive +14, Spellcraft +18, Use Magic Device +15; **Racial Modifiers** +8 Escape Artist, +4 Use Magic Device**Languages** Aklo, Common, Draconic, Undercommon; telepathy 100 ft.**SQ** oracle's curse (lame), revelations (bleeding wounds, death's touch, undead servitude [8/day, DC 18])**Combat Gear** *bead of force*, *potions of cure moderate wounds* (2), *potion of invisibility*, *scroll of greater command*, *scroll of slay living*, *wand of cure moderate wounds* (10 charges); **Other Gear** +1 *chainmail*, +1 *quarterstaff*, *cloak of resistance* +1, *headband of inspired wisdom* +2, unholy symbol, 175 gp**SPECIAL ABILITIES****Bleeding Wounds (Su)** Whenever a creature takes damage from one of your spells or effects that causes negative energy damage (such as *inflict light wounds* or the death's touch revelation), it begins to bleed, taking 1 point of damage each round. At 5th level, and every five levels thereafter, this damage increases by 1. The bleeding can be stopped by a DC 15 Heal check or any effect that heals damage.

**Death's Touch (Su)** You can cause terrible wounds to appear on a creature with a melee touch attack. This attack deals 1d6 points of negative energy damage +1 point for every two oracle levels you possess. If used against an undead creature, it heals damage and grants a +2 channel resistance for 1 minute. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

**Poison (Ex)** Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 saves. The save DC is Constitution-based.

**Undead Servitude (Su)** You gain Command Undead as a bonus feat. You can channel negative energy a number of times per day equal to 3 + your Charisma modifier, but only to use Command Undead. You can take other feats to add to this ability, such as Improved Channeling, but not feats that alter this ability, such as Alignment Channel.

### Serpentfolk Bone Prophet's Cheat Sheet

#### 3<sup>rd</sup> level spells

**Animate Dead** (necromancy[evil], VSM, touch) – Up to 2\*CL HD of undead, either skeletons or zombies.

**Bestow Curse** (necromancy[curse], VS, touch, permanent, SRyes) – WILL or cursed. Either -6 to an ability; -4 on att, saves, ability checks, skills; or 50% chance to do nothing each turn

**Chain of Perdition** (evocation[force], VSMDF, close, 10ft. chain, 1rd/lvl, SRyes) – 10ft. force chain can perform dirty trick (blind/entangle), drap, reposition, trip with CMB = CL + casting stat, doesn't provoke, doesn't need to see. Move action to move the chain.

**Inflict Serious Wounds** (necromancy, VS, creature touched, SRyes) – Deals 3d8+lvl (max +15) negative energy damage, WILL ½.

#### 2<sup>nd</sup> level spells

**Dread Bolt** (evocation[evil], VSDF, close, arrow-shaped projectile of evil energy, SRyes) – Ranged touch. Good creature takes 1d8/2lvls (max 5d8) and sickened for 1rd. Will half and no sicken. Neutral half or save for quarter.

**False Life** (necromancy, VSM, 1hour/lvl) – 1d10+lvl (max +10) temp hp

**Hold Person** (enchantment (compulsion)[mind-affecting], VSDF, medium, 1rd/lvl(D), SRyes) – WILL or humanoid is paralyzed. Full-round gives another save.

**Inflict Moderate Wounds** (necromancy, VS, creature touched, SRyes) – Deals 2d8+lvl (max +10) negative energy damage, WILL ½.

**Instrument of Agony** (transmutation, VS, weapon touched, 1min/lvl) – Weilder gets +2 moral to intimidate. Free action to discharge on hit, SR applies to this, mind-affecting. WILL?sickened 1rd:nauseated 1d4 rds.

#### 1<sup>st</sup> level spells

**Cause Fear** (necromancy [emotion, fear, mind-affecting], VS, close, one living creature with <6HD, SRyes) – WILL?shaken for 1rd:frightened for 1d4rds.

**Cure Light Wounds** (conjuration (healing), VS) – creature touched heals 1d8+lvl (max +5)

**Inflict Light Wounds** (necromancy, VS, creature touched, SRyes) – Deals 1d8+lvl (max +5) negative energy damage, WILL ½.

**Murderous Command** (enchantment (compulsion)[mind-affecting], V, close, 1rd, SRyes) – WILL or try to kill your nearest ally with a melee or natural weapon. If none are in reach, get as close as possible.

**Obscuring Mist** (conjuration (creation), VS, 20ft radius from you, 1min/lvl) – Within 5ft is concealed. Past that is totally concealed. Winds, fire remove it.

**Ray of Sickening** (necromancy, VSM, close, ray, 1min/lvl, SRyes) – Black ray causes target to FORT or become sickened.

Notable combat gear

**Bead of Force** – Can be thrown up to 60 ft. Explodes on impact, dealing 5d6 force to all creatures in 10ft. radius. Resilient Sphere forms in 10ft. radius (DC 16 Reflex to avoid being trapped.)

**Scroll of Greater Command** (CL9, DC 17) – Command, but for 1 creature/level and 1rd/level. They get a new save every round.

**Scroll of Slay Living** (CL 9, DC 17) – FORT?3d6+9 damage:12d6+9 damage. This is a death effect.

**COUATL, EVIL**

**CR 10**

*Pathfinder RPG Bestiary 49*

CE Large outsider (native)

**Init** +7; **Senses** darkvision 60 ft., *detect chaos/evil/good/law*; Perception +23

---

**DEFENSE**

**AC** 22, touch 13, flat-footed 18 (+3 Dex, +1 dodge, +9 natural, –1 size)

**hp** 126 (12d10+60)

**Fort** +9, **Ref** +13, **Will** +14

---

**OFFENSE**

**Speed** 20 ft., fly 60 ft. (good)

**Melee** bite +16 (1d8+7 plus grab and poison)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** constrict (1d8+7)

**Spell-Like Abilities** (CL 9<sup>th</sup>, concentration +12)

Constant—*detect chaos, detect evil, detect good, detect law*

At will—*detect thoughts* (DC 15), *ethereal jaunt* (CL 16<sup>th</sup>), *invisibility, plane shift* (DC 20)

**Spells Known** (CL 9<sup>th</sup>, concentration +12)

4<sup>th</sup> (4/day)—*charm monster* (DC 17), *freedom of movement*

3<sup>rd</sup> (7/day)—*gaseous form, magic circle against good, summon monster III*

2<sup>nd</sup> (7/day)—*cure moderate wounds, eagle's splendor, scorching ray, silence* (DC 15)

1<sup>st</sup> (7/day)—*endure elements, mage armor, obscuring mist, protection from chaos, true strike*

0 (at will)—*daze, disrupt undead, light, ray of frost, read magic, resistance, stabilize*

---

**STATISTICS**

**Str** 20, **Dex** 16, **Con** 20, **Int** 17, **Wis** 19, **Cha** 17

**Base Atk** +12; **CMB** +18 (+22 grapple); **CMD** 32 (can't be tripped)

**Feats** Alertness, Dodge, **Empower Spell**, Eschew Materials, Improved Initiative, Iron Will, Lightning Reflexes

**Skills** Acrobatics +18, Bluff +9, Diplomacy +18, Fly +20, Knowledge (arcana) +9, Knowledge (religion) +12, Perception +23, Sense Motive +15, Spellcraft +15, Survival +16, Use Magic Device +18

**Languages** Abyssal, Azlanti, Draconic; telepathy 100 ft.

**SPECIAL ABILITIES**

**Spells** A couatl casts spells as a 9<sup>th</sup>-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a couatl, meaning that the creature does not need a divine focus to cast them.

**Poison (Ex)** Injury—bite; *save* Fortitude DC 16; *frequency* 1/minute for 10 minutes; *effect* 1d4 Str; *cure* 2 consecutive saves. The DC is Constitution-based.

## Couatil's Cheat Sheet

### 4<sup>th</sup> level spells

**Charm Monster** (enchantment(charm)[mind-affecting], VS, close, 1 living creature, 1day/lvl) – WILL or target monster is your friend.

**Freedom of Movement** (abjuration, VSM, creature touched, 10min/lvl, SRyes) – Can attack and move normally, cannot be grappled.

### 3<sup>rd</sup> level spells

**Gaseous Form** (transmutation, SMDF, willing creature touched, 2min/lvl) – Creature becomes mist. Loses armor, gain DR10/magic, immune to poison, sneak attacks, crits. Can't attack, cast spells with verbal, somatic or material components, use supernatural abilities. Fly speed of 10 ft, auto pass fly checks.

**Magic Circle Against Good** (Abjuration [evil], VSMDf, touch, 10ft radius from touched creature, 10 min/lvl) – Grants Pro: Good in 10ft. radius from around touched creature.

**Summon Monster III** (conjuration (summoning), 1 round, VSF, 1rd/lvl) – Summon an extraplanar creature, or 1d3 from SM II or 1d4+1 from SM I

### 2<sup>nd</sup> level spells

**Cure Moderate Wounds** (conjuration (healing), VS) – creature touched heals 2d8+lvl (max +10)

**Eagle's Splendor** (transmutation, VSMDf, creature touched, 1min/lvl, SRyes) – +4 CHA enhancement

**Scorching Ray** (evocation[fire], VS, close, SRyes) – 1 ray of fire (2 at 7, 3 at 11), each deals 4d6 fire dmg.

**Silence** (illusion [glamer], 1 round, VS, long, 20ft radius on an object, 1rd/lvl, SRyes) – Silence in the area. Unwilling targets get WILL to resist.

### 1<sup>st</sup> level spells

**Endure Elements** (abjuration, VS, creature touched, 24 hrs, SRyes) – Protected from environment between -50 and 140°F

**Mage Armor** (conjuration(creation)[force], creature touched, 1hr/lvl) - +4 armor bonus

**Obscuring Mist** (conjuration (creation), VS, 20ft radius from you, 1min/lvl) – Within 5ft is concealed. Past that is totally concealed. Winds, fire remove it.

**Protection from Chaos** (abjuration[evil], VSMDf, 1 action, creature touched, 1min/lvl) - +2 deflection, +2 resistance vs stuff from chaotic creatures, no being touched by chaotic summoned creatures, protection from mental control by chaotic creatures

**True Strike** (divination, VF, personal) – Next attack gets a +20 insight bonus

### Spell-Like Abilities

**Detect Thoughts** (divination[mind-affecting], VSFDF, 60ft. cone, concentration up to 1 min/lvl) – Like detect magic, but for thoughts. People in cone get WILL to hide their thoughts.

**Ethereal Jaunt** (transmutation, VS, personal, 1rd/lvl) – Travel to the ethereal plane. Invisible, insubstantial, fly at half speed. Force effects & abjurations work. Can't affect material things.

**Invisibility** (illusion[glamer], VSM, creature touched, 1min/lvl, SRyes) – Become invisible until you attack

**Plane Shift** (conjuration(teleportation), VSF, creature touched or up to 8 willing creatures) – WILL or be shifted to another plane.

## F. Unwelcome Reception

### AZLANTI SOLDIER (4) CR 4

Human warrior 6  
CN Medium humanoid (human)

**Init** +0; **Senses** Perception +4

#### DEFENSE

**AC** 18, touch 10, flat-footed 18 (+8 armor)

**hp** 51 (6d10+18)

**Fort** +7, **Ref** +3, **Will** +3

#### OFFENSE

**Speed** 20 ft.

**Melee** mwk heavy flail +9/+4 (1d10+3/19–20) or mwk halberd +9/+4 (1d10+3/×3) or longspear +8/+3 (1d8+3/×3) or morningstar +8/+3 (1d8+2) or cold iron kukri +8/+3 (1d4+2/18–20)

**w/ Power Attack** mwk heavy flail +7/+2 (1d10+9/19–20) or

mwk halberd +7/+2 (1d10+9/×3) or

longspear +6/+1 (1d8+9/×3) or

morningstar +6/+1 (1d8+6) or

cold iron kukri +6/+1 (1d4+6/18–20)

**Ranged** javelin +6 (1d6+2)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

#### STATISTICS

**Str** 14, **Dex** 10, **Con** 12, **Int** 9, **Wis** 11, **Cha** 8

**Base Atk** +6; **CMB** +8; **CMD** 18

**Feats** Diehard, Endurance, Power Attack, Toughness

**Skills** Climb +0, Handle Animal +3, Intimidate +6, Knowledge (local) +0, Perception +4, Swim +0

**Languages** Azlanti

**Combat Gear** *potion of barkskin*, *potion of cure moderate wounds*, alchemist's fire (2), holy water; **Other Gear** mwk half-plate, cold iron kukri, javelins (4), longspear, mwk halberd, mwk heavy flail, morningstar, cloak of resistance +1, antitoxin, sunrod, 325 gp

### AZLANTI CHAMPION CR 8

Human warrior 10  
NE Medium humanoid (human)

**Init** +3; **Senses** Perception +4

#### DEFENSE

**AC** 19, touch 15, flat-footed 15 (+3 armor, +1 deflection, +3 Dex, +1 dodge, +1 shield)

**hp** 75 (10d10+20)

**Fort** +7, **Ref** +6, **Will** +2

#### OFFENSE

**Speed** 30 ft.

**Melee** +1 short sword +12/+7 (1d8+3), mwk light mace +11 (1d6+1) or trident +12/+7 (1d8+3)

**Ranged** trident +13 (1d8+3) or dart +13 (1d4+2) or

net +9 ranged touch (entangle)

#### STATISTICS

**Str** 14, **Dex** 16, **Con** 10, **Int** 10, **Wis** 8, **Cha** 11

**Base Atk** +10; **CMB** +12; **CMD** 27

**Feats** Dazzling Display, Dodge, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (short sword)

**Skills** Acrobatics +12, Intimidate +8, Perception +4, Sense Motive +9

**Languages** Azlanti

**Combat Gear** *potion of cure moderate wounds*, *potion of heroism*; **Other Gear** studded leather, +1 short sword, darts (10), net, mwk light mace, trident, *belt of giant strength* +2, *ring of protection* +1, antitoxin, 240 gp

# Time Storm – Primordial Ooze

## IMMENSE PUDDING (3)

CR 8

Giant black pudding

N Gargantuan ooze

**Init** –5; **Senses** blindsight 60 ft.; Perception –5

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### DEFENSE

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**AC** 4, touch 1, flat-footed 4 (+3 natural, –4 size, –5 Dex)

**hp** 125 (10d8+60)

**Fort** +11, **Ref** –2, **Will** –2

**Defensive Abilities** split, ooze traits

---

### OFFENSE

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**Speed** 20 ft., climb 20 ft.

**Melee** slam +8 (3d6+7 plus 3d6 acid plus grab)

**Space** 20 ft.; **Reach** 15 ft.

**Special Attacks** constrict (3d6+7 plus 3d6 acid), corrosion

---

### STATISTICS

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**Str** 20, **Dex** 1, **Con** 26, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +7; **CMB** +14 (+20 grapple); **CMD** 21 (31 vs. bull rush, can't be tripped)

**Skills** Climb +13

**SQ** ooze traits, suction

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### SPECIAL ABILITIES

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**Acid (Ex)** A black pudding secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Each time a creature suffers damage from a black pudding's acid, its clothing and armor take the same amount of damage from the acid. A DC 23 Reflex save prevents damage to clothing and armor. A metal or wooden weapon that strikes a black pudding takes 3d6 acid damage unless the weapon's wielder succeeds on a DC 23 Reflex save. If a black pudding remains in contact with a wooden or metal object for 1 full round, it inflicts 23 points of acid damage (no save) to the object. The save DCs are Constitution-based.

**Corrosion (Ex)** An opponent that is being constricted by a black pudding suffers a –4 penalty on Reflex saves made to resist acid damage applying to clothing and armor.

**Split (Ex)** Slashing and piercing weapons deal no damage to a black pudding. Instead, the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

**Suction (Ex)** The black pudding can create powerful suction against any surface as it climbs, allowing it to cling to inverted surfaces with ease. A black pudding can establish or release suction as a swift action, and as long as it is using suction, it moves at half speed. Because of the suction, a black pudding's CMD score gets a +10 circumstance bonus to resist bull rush, awesome blows, and other attacks and effects that attempt to physically move it from its location.

# Time Storm – Dinosaur Redux

## DINOSAUR, TYRANNOSAURUS (2)

CR 9

N Gargantuan animal

**Init** +5; **Senses** low-light vision, scent; Perception +37

### DEFENSE

**AC** 21, touch 7, flat-footed 20 (+1 Dex, +14 natural, -4 size)

**hp** 153 (18d8+72)

**Fort** +15, **Ref** +12, **Will** +10

### OFFENSE

**Speed** 40 ft.

**Melee** bite +20 (4d6+22/19-20 plus grab)

**Space** 20 ft.; **Reach** 20 ft.

**Special Attacks** swallow whole (2d8+11, AC 17, hp 15)

### STATISTICS

**Str** 32, **Dex** 13, **Con** 19, **Int** 2, **Wis** 15, **Cha** 10

**Base Atk** +13; **CMB** +28 (+32 grapple); **CMD** 39

**Feats** Bleeding Critical, **Critical Focus**, Diehard, Endurance, Improved Critical (bite), Improved Initiative, Iron Will, Run, Skill Focus (Perception)

**Skills** Perception +37; **Racial Modifiers** +8 Perception

**SQ** powerful bite

### SPECIAL ABILITIES

**Bleeding Critical** Whenever you score a critical hit with a slashing or piercing weapon, your opponent takes 2d6 points of bleed damage each round on his turn, in addition to the damage dealt by the critical hit. Bleed damage can be stopped by a DC 15 Heal skill check or through any magical healing. The effects of this feat stack.

**Powerful Bite (Ex)** A tyrannosaurus applies twice its Strength modifier to bite damage.

# Time Storm – The First Humans

## CAVEPERSON WARLEADER (3)

CR 6

Human barbarian 7

N Medium humanoid (human)

**Init** +1; **Senses** Perception +11

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### DEFENSE

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**AC** 14, touch 10, flat-footed 12 (+4 armor, +1 Dex, +1 dodge, –2 rage)

**hp** 86 (7d12+35)

**Fort** +11, **Ref** +5, **Will** +5

**Defensive Abilities** improved uncanny dodge, trap sense +2; DR 1/—

---

### OFFENSE

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**Speed** 30 ft.

**Melee** mwk greatclub +14/+9 (1d10+9)

**w/ Power Attack** mwk greatclub +12/+7 (1d10+15)

**Ranged** atlatl dart +4 (1d6+6)

**Special Attacks** rage (18 rounds/day), rage powers (intimidating glare, knockback, powerful blow +2)

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### TACTICS

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**Base Statistics** When not in rage, the caveperson warleader's statistics are **AC** 16, touch 12, flat-footed 14; **hp** 72; **Fort** +9; **Str** 18, **Con** 14; **CMB** +11; **Skills** Climb +8, Intimidate +13, Swim +8

---

### STATISTICS

---

**Str** 22, **Dex** 13, **Con** 18, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +7; **CMB** +13; **CMD** 23

**Feats** Dodge, Great Fortitude, Intimidating Prowess, Lightning Reflexes, Power Attack

**Skills** Acrobatics +5, Climb +10, Handle Animal +5, Intimidate +15, Knowledge (nature) +6, Perception +11, Ride +5, Survival +7, Swim +10

**SQ** fast movement

**Gear** mwk hide armor, atlatl dart<sup>UC</sup> (5), mwk greatclub

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### SPECIAL ABILITIES

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**Intimidating Glare (Ex)** The barbarian can make an Intimidate check against one adjacent foe as a move action. If the barbarian successfully demoralizes her opponent, the foe is shaken for 1d4 rounds + 1 round for every 5 points by which the barbarian's check exceeds the DC.

**Knockback (Ex)** Once per round, the barbarian can make a bull rush attempt against one target in place of a melee attack. If successful, the target takes damage equal to the barbarian's Strength modifier and is moved back as normal. The barbarian does not need to move with the target if successful. This does not provoke an attack of opportunity.

**Powerful Blow (Ex)** The barbarian gains a +1 bonus on a single damage roll. This bonus increases by +1 for every 4 levels the barbarian has attained. This power is used as a swift action before the roll to hit is made. This ability may only be used once per rage.

**MASTODON****CR 9**

N Huge animal

**Init** +1; **Senses** low-light vision, scent; **Perception** +24

---

**DEFENSE****AC** 21, touch 9, flat-footed 20 (+1 Dex, +12 natural, -2 size)**hp** 133 (14d8+70)**Fort** +14, **Ref** +10, **Will** +7

---

**OFFENSE****Speed** 40 ft.**Melee** gore +21 (2d8+12), slam +20 (2d6+12)**w/ Power Attack** gore +18 (2d8+18), slam +17 (2d6+18)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** trample (2d8+18, DC 29)

---

**STATISTICS****Str** 34, **Dex** 12, **Con** 21, **Int** 2, **Wis** 13, **Cha** 7**Base Atk** +10; **CMB** +24, **CMD** 35 (39 vs. trip)**Feats** Endurance, Improved Bull Rush, Improved Iron Will, Iron Will, Power Attack, Skill Focus (Perception),  
Weapon Focus (gore)**Skills** Perception +24

# Time Storm – What Shall Remain

## **BODAK (3)**

**CR 8**

CE Medium undead (extraplanar)

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

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### **DEFENSE**

**AC** 21, touch 13, flat-footed 18 (+2 Dex, +1 dodge, +8 natural)

**hp** 85 (10d8+40)

**Fort** +6, **Ref** +5, **Will** +8

**DR** 10/cold iron; **Immune** electricity, undead traits; **Resist** acid 10, fire 10

**Weaknesses** vulnerability to sunlight

---

### **OFFENSE**

**Speed** 20 ft.

**Melee** 2 slams +9 (1d8+1)

**Special Attacks** death gaze

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### **STATISTICS**

**Str** 13, **Dex** 15, **Con** —, **Int** 6, **Wis** 13, **Cha** 16

**Base Atk** +7; **CMB** +8; **CMD** 21

**Feats** Dodge, Improved Initiative, Mobility, Toughness, Weapon Focus (slam)

**Skills** Intimidate +11, Perception +14, Stealth +10

**Languages** Common

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### **SPECIAL ABILITIES**

**Death Gaze (Su)** 1d4 negative levels, 30 feet; Fortitude DC 18 negates. The save DC is Charisma-based. A humanoid slain by a bodak's death gaze rises as a bodak 24 hours later. This is a death effect.

**Vulnerability to Sunlight (Ex)** Bodaks loathe sunlight, for its merest touch burns their impure flesh. Each round of exposure to direct sunlight deals 2d6 points of damage to a bodak.

*The flesh of this emaciated creature appears charred or dried, and its empty eye sockets seep trails of smoke.*

## Fate's Anchors – Alrule Shahan

### AZLANTI SOLDIER (4) CR 4

Human warrior 6  
CN Medium humanoid (human)

**Init** +0; **Senses** Perception +4

#### DEFENSE

**AC** 18, touch 10, flat-footed 18 (+8 armor)

**hp** 51 (6d10+18)

**Fort** +7, **Ref** +3, **Will** +3

#### OFFENSE

**Speed** 20 ft.

**Melee** mwk heavy flail +9/+4 (1d10+3/19–20) or mwk halberd +9/+4 (1d10+3/×3) or longspear +8/+3 (1d8+3/×3) or morningstar +8/+3 (1d8+2) or cold iron kukri +8/+3 (1d4+2/18–20)

**w/ Power Attack** mwk heavy flail +7/+2 (1d10+9/19–20) or

mwk halberd +7/+2 (1d10+9/×3) or

longspear +6/+1 (1d8+9/×3) or

morningstar +6/+1 (1d8+6) or

cold iron kukri +6/+1 (1d4+6/18–20)

**Ranged** javelin +6 (1d6+2)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

#### STATISTICS

**Str** 14, **Dex** 10, **Con** 12, **Int** 9, **Wis** 11, **Cha** 8

**Base Atk** +6; **CMB** +8; **CMD** 18

**Feats** Diehard, Endurance, Power Attack, Toughness

**Skills** Climb +0, Handle Animal +3, Intimidate +6, Knowledge (local) +0, Perception +4, Swim +0

**Languages** Azlanti

**Combat Gear** *potion of barkskin*, *potion of cure moderate wounds*, alchemist's fire (2), holy water; **Other Gear** mwk half-plate, cold iron kukri, javelins (4), longspear, mwk halberd, mwk heavy flail, morningstar, cloak of resistance +1, antitoxin, sunrod, 325 gp

### AZLANTI CHAMPION CR 8

Human warrior 10  
NE Medium humanoid (human)

**Init** +3; **Senses** Perception +4

#### DEFENSE

**AC** 19, touch 15, flat-footed 15 (+3 armor, +1 deflection, +3 Dex, +1 dodge, +1 shield)

**hp** 75 (10d10+20)

**Fort** +7, **Ref** +6, **Will** +2

#### OFFENSE

**Speed** 30 ft.

**Melee** +1 short sword +12/+7 (1d8+3), mwk light mace +11 (1d6+1) or trident +12/+7 (1d8+3)

**Ranged** trident +13 (1d8+3) or dart +13 (1d4+2) or

net +9 ranged touch (entangle)

#### STATISTICS

**Str** 14, **Dex** 16, **Con** 10, **Int** 10, **Wis** 8, **Cha** 11

**Base Atk** +10; **CMB** +12; **CMD** 27

**Feats** Dazzling Display, Dodge, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (short sword)

**Skills** Acrobatics +12, Intimidate +8, Perception +4, Sense Motive +9

**Languages** Azlanti

**Combat Gear** *potion of cure moderate wounds*, *potion of heroism*; **Other Gear** studded leather, +1 short sword, darts (10), net, mwk light mace, trident, *belt of giant strength* +2, *ring of protection* +1, antitoxin, 240 gp

# Fate's Anchors – Binui Skostravalus

## HARBINGER ASSASSIN

CR 9

Human rogue 10

N Medium humanoid (human)

**Init** +8; **Senses** Perception +12

---

### DEFENSE

**AC** 20, touch 16, flat-footed 15 (+4 armor, +1 deflection, +4 Dex, +1 dodge)

**hp** 68 (10d8+20)

**Fort** +4, **Ref** +11, **Will** +2

**Defensive Abilities** evasion, improved uncanny dodge, trap sense +3

---

### OFFENSE

**Speed** 30 ft.

**Melee** +1 *keen rapier* +13/+8 (1d6+3/15–20)

**Ranged** light crossbow +11 (1d8/19–20)

**Special Attacks** sneak attack +5d6

---

### STATISTICS

**Str** 14, **Dex** 19, **Con** 12, **Int** 13, **Wis** 8, **Cha** 10

**Base Atk** +7; **CMB** +9; **CMD** 25

**Feats** Combat Expertise, Dodge, Improved Initiative, Mobility, Nimble Moves, Spring Attack, Weapon Finesse, Weapon Focus (rapier), Whirlwind Attack

**Skills** Acrobatics +17, Climb +15, Disable Device +19, Escape Artist +17, Intimidate +13, Perception +12, Perform (dance) +13, Sleight of Hand +17, Stealth +17, Swim +15

**Languages** Common, Elven

**SQ** rogue talents (combat trick, finesse rogue, opportunist, surprise attack, weapon training), trapfinding +5

**Combat Gear** *potion of blur*, *potion of cat's grace*, alchemist's fire (2); **Other Gear** +1 *studded leather*, +1 *keen rapier*, light crossbow with 20 bolts, *ring of protection* +1, *mwk thieves' tools*, 480 gp

---

### SPECIAL ABILITIES

**Opportunist (Ex)** Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as an attack of opportunity for that round. Even a rogue with the Combat Reflexes feat can't use the opportunist ability more than once per round.

**Surprise Attack (Ex)** During the surprise round, opponents are always considered flat-footed to a rogue with this ability, even if they have already acted.

**Uncanny Dodge (Ex)** Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A rogue with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action (see Chapter 8) against her.

## 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.

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#### 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 ELITE

CR 9

Human sorcerer 10

N Medium humanoid (human)

**Init** +5; **Senses** Perception +7

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### DEFENSE

**AC** 19, touch 12, flat-footed 18 (+4 armor, +1 deflection, +1 Dex, +3 natural)

**hp** 82 (10d6+45)

**Fort** +8, **Ref** +5, **Will** +9

**DR** 10/adamantine (90 points); **Resist** electricity 10

---

### OFFENSE

**Speed** 30 ft.

**Melee** mwk longspear +8 (1d8+3/×3) or 2 claws +7 (1d6+2)

**Special Attacks** breath weapon (60-foot line, 10d6 electricity, DC 20, 1/day), claws (2, 1d6+2, treated as magic weapons, 7 rounds/day)

**Sorcerer Spells Known** (CL 10th; concentration +15, +19 defensively)

5th (4/day)—*lightning arc*<sup>UM</sup> (DC 22)

4th (6/day)—*fear* (DC 19), *shout* (DC 21), *stoneskin*

3rd (7/day)—*fireball* (DC 20), *fly*, *lightning bolt* (DC 20), *stinking cloud* (DC 18)

2nd (7/day)—*acid arrow*, *bull's strength*, *false life*, *resist energy*, *scorching ray*

1st (8/day)—*burning hands* (DC 18), *mage armor*, *magic missile*, *ray of enfeeblement* (DC 16), *shield*, *shocking grasp* (DC 18)

0 (at will)—*acid splash*, *arcane mark*, *bleed* (DC 15), *detect magic*, *flare* (DC 17), *ray of frost*, *read magic*, *resistance*, *touch of fatigue* (DC 15)

**Bloodline** draconic (blue)

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### TACTICS

**Before Combat** The sorcerer casts *false life*, *mage armor*, and *stoneskin* on herself.

**During Combat** The sorcerer casts *fly* on the first round of combat along with a quickened *magic missile*.

She maneuvers so she can catch as many opponents as possible with her breath weapon.

**Base Statistics** Without *false life*, *mage armor*, and *stoneskin*, the sorcerer's statistics are **AC** 15, touch 12, flat-footed 14; **hp** 67; **DR** —.

---

### STATISTICS

**Str** 14, **Dex** 12, **Con** 14, **Int** 10, **Wis** 8, **Cha** 20

**Base Atk** +5; **CMB** +7; **CMD** 19

**Feats** Combat Casting, Eschew Materials, Great Fortitude, Greater Spell Focus (evocation), Improved Initiative, Iron Will, **Quicken Spell**, Spell Focus (evocation)

**Skills** Fly +9, Intimidate +13, Linguistics +1, Perception +7, Spellcraft +7

**Languages** Common, Draconic

**SQ** **bloodline arcana** (electricity spells deal +1 damage per die)

**Combat Gear** *potion of cure serious wounds*, *wand of acid arrow* (15 charges); **Other Gear** mwk longspear, *amulet of natural armor* +1, *cloak of resistance* +1, *headband of alluring charisma* +2, *ring of protection* +1, signet ring, diamond dust (worth 500 gp), 825 gp

## Harbinger Mage Elite Cheat Sheet

### 5<sup>th</sup> level spells

**Lightning Arc** (evocation[electricity], VSM, long, two creatures/objects no more than 60ft. apart, SRyes)  
– Line of lightning hits targets and things between them. 10d6+10 electricity, sets combustables on fire.

### 4<sup>th</sup> level spells

**Fear** (necromancy[emotion, fear, mind-affecting], VSM, 30ft. cone, 1rd/lvl or 1rd, SRyes) – WILL. Fail and be panicked for 1rd/lvl. Succeed and be shaken for 1 rd.

**Shout** (evocation[sonic], V, 30ft. cone, SRyes) – creatures in area take 5d6 sonic and deafened for 2d6rds. FORT half and no deaf. Crystalline objects/creatures take 1d6sonic/lvl (max 15d6). FORT half, REF to negate the damage to objects you are holding. *Silence* stops this.

**Stoneskin** (abjuration, VSM, creature touched, 10min/lvl, SRyes) – DR 10/adamantine. Discharged when it prevents 100 dmg.

### 3<sup>rd</sup> level spells

**Fireball** (evocation [fire], VSM, long, 20ft. radius, SRyes) – 10d6 fire, REF half.

**Fly** (transmutation, VSF, creature touched, 1min/lvl, SRyes) – Creature gains fly speed of 60ft, +1/2 lvl to Fly checks.

**Lightning Bolt** (evocation [electricity], VSM, 120ft. line, SRyes) – 10d6+10 electricity, REF half.

### **Stinking Cloud**

### 2<sup>nd</sup> level spells

**Acid Arrow** (conjuration(creation)[acid], VSM, long, 4rds) – Ranged touch deals 2d4 acid/rd.

**Bull's Strength** (transmutation, VSMDf, creature touched, 1min/lvl, SRyes) – +4 STR enhancement

**False Life** (necromancy, VSM, 1hour/lvl) – 1d10+10 temp hp

**Resist Energy** (abjuration, VSDF, 10min/lvl) – Resist 20 (acid, cold, electric, fire or sonic)

**Scorching Ray** (evocation[fire], VS, close, SRyes) – 2 rays of fire, each deals 4d6 dmg.

### 1<sup>st</sup> level spells

**Burning Hands** (evocation[fire], VS, 15ft cone, SR yes) – 5d4 fire, REF half

**Mage Armor** (conjuration(creation)[force], creature touched, 1hr/lvl) - +4 armor bonus

**Magic Missile** (evocation[force], VS, medium, SRyes) – 3 1d4+1 missiles of force

**Obscuring Mist** (conjuration (creation), VS, 20ft radius from you, 1min/lvl) – Within 5ft is concealed. Past that is totally concealed. Winds, fire remove it.

**Shield** (abjuration[force], VS, personal, 1min/lvl) – +4 force shield, blocks magic missiles

**Shocking Grasp** (evocation[electricity], VS, creature touched, SRyes) – 5d6 electricity. +3 if target is wearing metal armor or is carrying a metal weapon.

# Fate's Anchors – Romnus Vagarti

## HARBINGER MAGE GRANDMASTER

CR 12

Human sorcerer 13

LE Medium humanoid (human)

**Init** +6; **Senses** *see invisibility*; Perception +11

---

### DEFENSE

**AC** 22, touch 15, flat-footed 19 (+4 armor, +2 deflection, +2 Dex, +1 dodge, +3 natural)

**hp** 141 (13d6+93)

**Fort** +10, **Ref** +10, **Will** +9

**Resist** electricity 10

---

### OFFENSE

**Speed** 30 ft., fly 60 ft. (good)

**Melee** 2 claws +7 (1d6+1 plus 1d6 electricity) or  
mwk morningstar +8/+3 (1d8+1)

**Ranged** mwk javelin +9 (1d6+1)

**Special Attacks** claws (2, 1d4+1 plus 1d6 electricity, treated as magic weapons, 8 rounds/day), breath weapon (60-foot line, 13d6 electricity, DC 21, 1/day)

**Sorcerer Spells Known** (CL 13th; concentration +18, +22 defensively)

6th (4/day)—*acid fog, chain lightning* (DC 23), *form of the dragon I*

5th (7/day)—*cone of cold* (DC 22), *feeblemind* (DC 20), *overland flight, spell resistance*

4th (7/day)—*black tentacles, charm monster* (DC 19), *dimension door, fear* (DC 19), *ice storm*

3rd (7/day)—*fireball* (DC 20), *fly, haste, lightning bolt* (DC 20), *slow* (DC 18)

2nd (7/day)—*bear's endurance, false life, gust of wind* (DC 19), *resist energy, scorching ray, see invisibility*

1st (8/day)—*grease, mage armor, magic missile, ray of enfeeblement* (DC 16), *shield, shocking grasp*

0 (at will)—*acid splash, bleed* (DC 15), *detect magic, flare* (DC 17), *light, mage hand, mending, ray of frost, read magic*

**Bloodline** draconic (blue)

---

### TACTICS

**Before Combat** The sorcerer casts *bear's endurance, false life, fly, mage armor*, and *see invisibility*.

**During Combat** The sorcerer prefers to fight with her electricity spells, such as *chain lightning* and *lightning bolt*, and saves her breath weapon until her foes are lined up so she can catch as many as possible in its effect. She uses spells such as *black tentacles, grease*, and *ice storm* to hinder her opponents. If forced into melee combat, the sorcerer casts *haste* and *form of the dragon I*.

**Base Statistics** Without *bear's endurance, false life, fly*, and *mage armor*, the sorcerer's statistics are **AC** 18, touch 15, flat-footed 15; **hp** 126; **Fort** +8; **Speed** 30 ft.

---

### STATISTICS

**Str** 12, **Dex** 14, **Con** 18, **Int** 10, **Wis** 8, **Cha** 21

**Base Atk** +6; **CMB** +7; **CMD** 22

**Feats** Combat Casting, Dodge, Eschew Materials, Greater Spell Focus (evocation), Improved Initiative, Lightning Reflexes, **Maximize Spell**, Mobility, Quick Draw, Spell Focus (evocation), Toughness

**Skills** Bluff +12, Fly +10, Intimidate +20, Knowledge (arcana) +7, Linguistics +1, Perception +11, Spellcraft +7

**Languages** Common, Draconic

**SQ** **bloodline arcana** (electricity spells deal +1 damage per die)

**Combat Gear** *potions of cure serious wounds (2), wand of vampiric touch (10 charges); Other Gear* mwk javelins (2), mwk morningstar, *amulet of natural armor +1, bag of holding (type I), cloak of resistance +2, headband of alluring charisma +2, ring of protection +2, 1,839 gp*

### Harbinger Mage Grandmaster Cheat Sheet

#### 6<sup>th</sup> level spells

**Acid Fog** (conjuration(creation)[acid], VSM, medium, 20ft. radius of fog, 1rd/lvl) – fog cloud causes people inside to move half speed, -2 to melee att/dmg, prevent ranged weapons, and deals 2d6 acid every turn on your turn.

**Chain Lightning** (evocation[electricity], VSF, long, one primary + one secondary/lvl w/in 30 ft of primary, SRyes) – Each target takes 1d6 electricity/lvl, REF half (secondary DC is 2 lower)

**Form of the Dragon I** (transmutation(polymorph), VSM, personal, 1min/lvl) – See below cheat sheet for details.

#### 5<sup>th</sup> level spells

**Cone of Cold** (evocation[cold], VSM, 60ft. cone, SRyes) – 1d6/lvl cold dmg (max 15d6). REF for half.

**Feeblemind** (enchantment (compulsion) [mind-affecting], VSM, medium, one creature, SRyes) – WILL or INT and CHA become 1. Unable to use INT/CHA skills, cast spells, understand language, or communicate coherently. Arcane casters take a -4 penalty to this save.

**Overland Flight** (transmutation, VS, personal, 1hr/lvl) - You gain fly speed of 40ft, +1/2 lvl to Fly checks.

**Spell Resistance** (abjuration, VSDF, creature touched, 1min/lvl, SRyes) – Target gains SR 12+lvl

#### 4<sup>th</sup> level spells

**Black Tentacles** (conjuration(creation), VSM, medium, 20ft. radius, 1rd/lvl) – Grapple creatures in the area for lvl+5. 1d6+4dmg to grappled creatures. Area is difficult terrain.

**Charm Monster** (enchantment(charm)[mind-affecting], VS, close, 1 living creature, 1day/lvl) – WILL or target monster is your friend.

**Dimension Door** (conjuration(teleportation), V, long, you and touched objects) – teleport anywhere w/in range

**Fear** (necromancy[emotion, fear, mind-affecting], VSM, 30ft. cone, 1rd/lvl or 1rd, SRyes) – WILL. Fail and be panicked for 1rd/lvl. Succeed and be shaken for 1 rd.

**Ice Storm** (evocation[cold], VSM, long, 20ft. cylinder, 40ft. high, 1rd/lvl, SRyes) – 3d6 bludgeoning and 2d6 cold in cylinder. Heavy snow and sleet cause -4 to perception and area is difficult terrain.

#### 3<sup>rd</sup> level spells

**Fireball** (evocation [fire], VSM, long, 20ft. radius, SRyes) – 10d6 fire, REF half.

**Fly** (transmutation, VSF, creature touched, 1min/lvl, SRyes) – Creature gains fly speed of 60ft, +1/2 lvl to Fly checks.

**Haste** (transmutation, VSM, close, one creature/lvl all w/in 30ft. of each other, 1rd/lvl, SRyes) - Make 1 extra attack on a full attack, +1 attack, +1 dodge to AC, REF, double speed up to 30ft. extra.

**Lightning Bolt** (evocation [electricity], VSM, 120ft. line, SRyes) – 1d6/lvl (max 10d6) electricity, REF half.

**Slow** (transmutation, VSM, close, 1 creature/lvl, all w/in 30ft. of each other, 1rd/lvl, SRyes) – WILL or staggered, -1 AC, attacks, REF, half movement.

#### 2<sup>nd</sup> level spells

**Bear's Endurance** (transmutation, VSMDf, creature touched, 1min/lvl, SRyes) – +4 CON enhancement

**False Life** (necromancy, VSM, 1hour/lvl) – 1d10+lvl (max +10) temp hp

**Gust of Wind** (evocation[air], VS, 60ft. line of severe wind, 1rd) – FORT or tiny creatures are knocked prone, roll 1d4\*10ft, take 1 nonlethal for every 10 ft. rolled, small creatures are knocked prone, medium creatures can't move forward except for DC15 Strength check. -4 penalty to ranged attacks no matter the size.

**Resist Energy** (abjuration, VSDF, 10min/lvl) – Resist 30 (acid, cold, electric, fire or sonic)

**Scorching Ray** (evocation[fire], VS, close, SRyes) – 1 ray of fire (2 at 7, 3 at 11), each deals 4d6 fire dmg.

**See Invisibility** (divination, VSM, personal, 10min/lvl) – See invisible/ethereal creatures

#### 1<sup>st</sup> level spells

**Grease** (conjuration (creation), VSM, 1min/lvl) – Make a 10ft. square slippery. REF or fall over, Walk at half speed w/ a DC10 Acrobatics. Failure = can't move and REF or fall. OR make a weapon slippery. REF to avoid. Fail and drop the item and REF to pick it pack up or use it. OR +10 to one target's Escape Artist/CMB checks to get out of a grapple and CMD to avoid being grappled.

**Mage Armor** (conjuration(creation)[force], creature touched, 1hr/lvl) - +4 armor bonus Magic Missile

**Ray of Enfeeblement** (necromancy, VS, close, ray, 1rd/lvl, SRyes) – Target takes 1d6+1/2lvl STR penalty (max 1d6+5, FORT half)

**Shield** (abjuration[force], VS, personal, 1min/lvl) – +4 force shield, blocks magic missiles

**Shocking Grasp** (evocation[electricity], VS, creature touched, SRyes) – 5d6 electricity. +3 if target is wearing metal armor or is carrying a metal weapon.

### **FORM OF THE DRAGON I**

**School** transmutation (polymorph); **Level** sorcerer/wizard 6

**Casting Time** 1 standard action

**Components** V, S, M (a scale of the dragon type you plan to assume)

**Range** personal

**Target** you

**Duration** 1 min./level (D)

**Saving Throw** see text; **Spell Resistance** no

You become a Medium chromatic or metallic dragon (see the *Pathfinder RPG Bestiary*). You gain a +4 size bonus to Strength, a +2 size bonus to Constitution, a +4 natural armor bonus, fly 60 feet (poor), darkvision 60 feet, a breath weapon, and resistance to one element. You also gain one bite (1d8), two claws (1d6), and two wing attacks (1d4). Your breath weapon and resistance depend on the type of dragon. You can only use the breath weapon once per casting of this spell. All breath weapons deal 6d8 points of damage and allow a Reflex save for half damage. In addition, some of the dragon types grant additional abilities, as noted below.

*Black dragon*: 60-foot line of acid, resist acid 20, swim 60 feet

*Blue dragon*: 60-foot line of electricity, resist electricity 20, burrow 20 feet

*Green dragon*: 30-foot cone of acid, resist acid 20, swim 40 feet

*Red dragon*: 30-foot cone of fire, resist fire 30, vulnerability to cold

*White dragon*: 30-foot cone of cold, resist cold 20, swim 60 feet, vulnerability to fire

*Brass dragon*: 60-foot line of fire, resist fire 20, burrow 30 feet, vulnerability to cold

*Bronze dragon*: 60-foot line of electricity, resist electricity 20, swim 60 feet

*Copper dragon*: 60-foot line of acid, resist acid 20, *spider climb* (always active)

*Gold dragon*: 30-foot cone of fire, resist fire 20, swim 60 feet

*Silver dragon*: 30-foot cone of cold, resist cold 30, vulnerability to fire

**LIGHTNING ELEMENTAL, MEDIUM (4)****CR 3**

N Medium outsider (air, elemental, extraplanar)

**Init** +8; **Senses** darkvision 60 ft.; **Perception** +7

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**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

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**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 Finesse**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.

# G1. The Aetheric Reservoir

## HARBINGER GUARDIAN (2) CR 8

Half-elf ranger 9

CE Medium humanoid (elf, human)

**Init** +1; **Senses** low-light vision; Perception +16

### DEFENSE

**AC** 19, touch 12, flat-footed 18 (+4 armor, +1 deflection, +1 Dex, +3 natural)

**hp** 81 (9d10+27)

**Fort** +8, **Ref** +7, **Will** +5; +2 vs. enchantments

**Defensive Abilities** evasion; **Immune** sleep

### OFFENSE

**Speed** 30 ft.

**Melee** mwk spiked chain +14/+9 (2d4+6)

**Ranged** +1 composite longbow +12/+7 (1d8+5/19–20/x3)

**Special Attacks** favored enemy (aquatic humanoids +4, humans +2)

**Ranger Spells Prepared** (CL 6th; concentration +8)

2nd—*barkskin*, *snare*

1st—*pass without trace*, *speak with animals* (2)

### TACTICS

**Before Combat** The ranger casts *barkskin* and *pass without trace*.

**During Combat** The ranger attacks from stealth using his bow.

**Base Statistics** Without *barkskin*, the ranger's statistics are **AC** 16, touch 12, flat-footed 15.

### STATISTICS

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

**Base Atk** +9; **CMB** +13; **CMD** 25

**Feats** Deadly Aim, Endurance, Exotic Weapon Proficiency (spiked chain), Improved Critical (composite longbow), Point-Blank Shot, Rapid Shot, Skill Focus (Stealth), Vital Strike, Weapon Focus (composite longbow)

**Skills** Climb +12, Handle Animal +6, Knowledge (nature) +12, Perception +16, Stealth +16, Survival +14, Swim +16

**Languages** Common, Elven

**SQ** elf blood, favored terrain (forest +2, swamp +4), hunter's bond (companions), swift tracker, track +4, wild empathy +8, woodland stride

**Combat Gear** +1 frost arrows (5), +1 humanbane arrows (5); *potion of cure moderate wounds*, *potion of haste*, *potion of water breathing*; **Other Gear** +1 studded leather, +1 composite longbow (+4 Str) with 20 arrows, mwk spiked chain, *ring of protection* +1, 290 gp

## LIGHTNING ELEMENTAL, LARGE (2) CR 5

N Large outsider (air, elemental, extraplanar)

**Init** +10; **Senses** darkvision 60 ft.; Perception +11

### DEFENSE

**AC** 18, touch 16, flat-footed 11 (+6 Dex, +1 dodge, +2 natural, –1 size)

**hp** 60 (8d10+16)

**Fort** +8, **Ref** +12, **Will** +2

**DR** 5/—; **Immune** electricity, elemental traits

### OFFENSE

**Speed** fly 100 ft. (perfect)

**Melee** 2 slams +13 (1d8+3 plus 1d6 electricity)

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

**Special Attacks** metal mastery, spark leap

### STATISTICS

**Str** 16, **Dex** 23, **Con** 14, **Int** 6, **Wis** 11, **Cha** 11

**Base Atk** +8; **CMB** +12; **CMD** 29

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

**Skills** Acrobatics +17, Escape Artist +17, Fly +12, Knowledge (planes) +9, Perception +11

**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.

**HARBINGER ASSASSIN****CR 9**

Human rogue 10

N Medium humanoid (human)

**Init** +8; **Senses** Perception +12

---

**DEFENSE****AC** 20, touch 16, flat-footed 15 (+4 armor, +1 deflection, +4 Dex, +1 dodge)**hp** 68 (10d8+20)**Fort** +4, **Ref** +11, **Will** +2**Defensive Abilities** evasion, improved uncanny dodge, trap sense +3

---

**OFFENSE****Speed** 30 ft.**Melee** +1 *keen rapier* +13/+8 (1d6+3/15–20)**Ranged** light crossbow +11 (1d8/19–20)**Special Attacks** sneak attack +5d6

---

**STATISTICS****Str** 14, **Dex** 19, **Con** 12, **Int** 13, **Wis** 8, **Cha** 10**Base Atk** +7; **CMB** +9; **CMD** 25**Feats** Combat Expertise, Dodge, Improved Initiative, Mobility, Nimble Moves, Spring Attack, Weapon Finesse, Weapon Focus (rapier), Whirlwind Attack**Skills** Acrobatics +17, Climb +15, Disable Device +19, Escape Artist +17, Intimidate +13, Perception +12, Perform (dance) +13, Sleight of Hand +17, Stealth +17, Swim +15**Languages** Common, Elven**SQ** rogue talents (combat trick, finesse rogue, opportunist, surprise attack, weapon training), trapfinding +5**Combat Gear** *potion of blur*, *potion of cat's grace*, alchemist's fire (2); **Other Gear** +1 *studded leather*, +1 *keen rapier*, light crossbow with 20 bolts, *ring of protection* +1, *mwk thieves' tools*, 480 gp

---

**SPECIAL ABILITIES**

**Opportunist (Ex)** Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as an attack of opportunity for that round. Even a rogue with the Combat Reflexes feat can't use the opportunist ability more than once per round.

**Surprise Attack (Ex)** During the surprise round, opponents are always considered flat-footed to a rogue with this ability, even if they have already acted.

**Uncanny Dodge (Ex)** Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A rogue with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action (see Chapter 8) against her.

# The Many Arodeths

## ARODETH IDEALIZED SIMULACRUM (3)

CR 9

Female human magus (staff magus) 10

LE Medium humanoid (human)

**Init** +2; **Senses** Perception +9

### DEFENSE

**AC** 21, touch 12, flat-footed 19 (+5 armor, +2 Dex, +4 shield)

**hp** 79 (10d8+30)

**Fort** +8, **Ref** +5, **Will** +6

**DR** 10/adamantine (100 points)

### OFFENSE

**Speed** 30 ft.

**Melee** +4 *shock darkwood quarterstaff* +13/+8 (1d6+5 plus 1d6 electricity)

**Special Attacks** arcane pool (+3, 9 points), improved spell combat, magus arcana (dispelling strike, maneuver mastery, silent magic), **spell recall**, spellstrike

**Magus Spells Prepared** (CL 10th; concentration +14, +18 defensively)

4th—*dimension door*, *greater invisibility*

3rd—*dispel magic*, *haste*, *lightning bolt* (DC 17), *vampiric touch*

2nd—*cat's grace*, *defensive shock*<sup>UM</sup>, *frigid touch*<sup>UM</sup>, *mirror image*, *scorching ray*

1st—*expeditious retreat*, *magic missile* (2), *ray of enfeeblement* (DC 15), *shocking grasp* (2)

0 (at will)—*acid splash*, *detect magic*, *mage hand*, *ray of frost*, *read magic*

### TACTICS

**Before Combat** The simulacrum casts *stoneskin*.

**During Combat** On the first round of combat, the simulacrum uses her arcane pool to enhance her quarterstaff up to a +4 *shock darkwood quarterstaff* as a swift action. She prefers to fight in close quarters, using her Tripping Staff feat to deliver touch spells while tripping her foes. However, she is also careful to avoid being surrounded, and uses spells like *dimension door*, *greater invisibility*, and *mirror image* to protect herself. Overall, she adapts her strategy throughout the battle as she observes the PC's tactics.

**Base Statistics** Without *stoneskin*, the simulacrum's statistics are **DR** none.

### STATISTICS

**Str** 12, **Dex** 15, **Con** 13, **Int** 18, **Wis** 8, **Cha** 10

**Base Atk** +7; **CMB** +8 (+15 trip); **CMD** 20 (25 vs. trip)

**Feats** Combat Casting, Combat Expertise, Greater Trip, Improved Trip, Quarterstaff Master<sup>UM</sup>, Toughness, Tripping Staff<sup>UM</sup>, Weapon Focus (quarterstaff)

**Skills** Fly +15, Intimidate +13, Knowledge (arcana) +17, Knowledge (history) +14, Perception +9, Spellcraft +17, Use Magic Device +13

**Languages** Aklo, Azlanti, Common, Draconic

**SQ** knowledge pool, quarterstaff defense, staff weapon

**Gear** +1 *mithral chain shirt*, +2 *darkwood quarterstaff*, spellbook (contains all prepared spells), spell component pouch, diamond dust (worth 250 gp)

### SPECIAL ABILITIES

**Dispelling Strike (Su)** The magus can spend 1 or more points from his arcane pool as a swift action to imbue his weapon with a special power. If the weapon strikes a creature within the next minute, that creature is the subject of a targeted *dispel magic* using the magus's level as the caster level, except that

this effect cannot dispel a spell of a level higher than the number of arcane pool points expended to activate this ability (treat higher-level spells as if they do not exist and apply the dispel attempt to the remaining spells with the highest caster level). Once the strike is made, the power dissipates, even if the dispel attempt is unsuccessful.

**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.

**Silent Magic (Su)** The magus can cast one spell per day as if it were modified by the Silent Spell feat. This does not increase the casting time or the level of the spell.

### Arodeth Idealized Simulacrum's Cheat Sheet

#### 4<sup>th</sup> level Spells

**Dimension Door** (conjuration[teleportation], V, long, you and touched objects) – teleport anywhere w/in range

**Greater Invisibility** (illusion[glamer], VSMDf, personal/touch, 1rd/lvl, SRyes) – Invisibility that doesn't end when you attack

#### 3<sup>rd</sup> level Spells

##### **Dispel Magic**

**Haste** (transmutation, VSM, close, one creature/lvl all w/in 30ft. of each other, 1rd/lvl, SRyes) - Make 1 extra attack on a full attack, +1 attack, +1 dodge to AC, REF, double speed up to 30ft. extra.

**Lightning Bolt** (evocation [electricity], VSM, 120ft. line, SRyes) – 10d6 electricity, REF half.

**Vampiric Touch** (necromancy, VS, living creature touched, SRyes) – Touch deals 6d6lvls, gain temps equal to damage dealt for 1hr. Can't gain more hp than subject's current hp + CON score.

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

**Cat's Grace** (transmutation, VSMDf, creature touched, 1min/lvl, SRyes) – +4 DEX enhancement

**Defensive Shock** (evocation[electricity], VSM, personal, 1min/lvl or until discharged) – Every time you are touched or hit with a handheld weapon, attacker takes 6d6 electricity damage. SR applies. Every time damage is dealt, damage dice are halved.

**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+4lvls (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.

**Scorching Ray** (evocation[fire], VS, close, SRyes) – 3 rays of fire, each deals 4d6 fire dmg.

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

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

**Magic Missile (2)** (evocation[force], VS, medium, SRyes) – 5 1d4+1 missiles of force

**Ray of Enfeeblement** (necromancy, VS, close, ray, 1rd/lvl, SRyes) – Target takes 1d6+5 STR penalty (FORT half)

**Shocking Grasp (2)** (evocation[electricity], VS, creature touched, SRyes) – 5d6 electricity. +3 if target is wearing metal armor or is carrying a metal weapon.

## G2. The Operations Center

### LADY ARODETH

CR 12

Female human magus (staff magus) 13 (*Pathfinder RPG Ultimate Magic* 9, 49)

LE Medium humanoid (human)

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

#### DEFENSE

**AC** 28, touch 13, flat-footed 25 (+5 armor, +3 Dex, +3 natural, +7 shield)

**hp** 101 (13d8+39)

**Fort** +13, **Ref** +11, **Will** +11

**DR** 10/adamantine (130 points)

#### OFFENSE

**Speed** 30 ft.

**Melee** +4 *shocking burst darkwood quarterstaff* +18/+13 (1d6+8/19–20 plus 1d6 electricity)

**Special Attacks** arcane pool (+4, 11 points), improved spell combat, improved spell recall, magus arcana (dispelling strike, maneuver mastery, maximized magic, silent magic), spellstrike

**Magus Spells Prepared** (CL 13th; concentration +18, +22 defensively)

5th—*corrosive consumption*<sup>UM</sup>, *wall of force*

4th—*black tentacles*, *dimension door*, *greater invisibility*, *stoneskin*

3rd—*fly*, *haste*, *lightning bolt* (DC 18), *slow* (DC 18), *vampiric touch*

2nd—*cat's grace*, *defensive shock*<sup>UM</sup>, *frigid touch*<sup>UM</sup>, *mirror image* (2), *scorching ray*

1st—*corrosive shock*<sup>UM</sup>, *expeditious retreat*, *magic missile*, *ray of enfeeblement* (DC 16), *shocking grasp* (2), *true strike*

0 (at will)—*acid splash*, *detect magic*, *mage hand*, *ray of frost*, *read magic*

#### TACTICS

**Before Combat** Lady Arodeth casts *stoneskin* earlier in the day and drank a *potion of barkskin* (CL 6th) and a *potion of heroism*.

**During Combat** On the first round of combat, Lady Arodeth uses her arcane pool to enhance her quarterstaff up to a +4 *shocking burst darkwood quarterstaff* as a swift action. She prefers to fight in close quarters, using her Tripping Staff feat to deliver touch spells while tripping her foes. However, she is also careful to avoid being surrounded, and uses spells like *dimension door* and *mirror image* to protect herself, as well as *greater invisibility* if she did not cast it before the start of combat. She uses spells like *wall of force* and *black tentacles* when she can to remove PCs from the fight. Overall, she adapts her strategy throughout the battle as she observes the PC's tactics.

**Base Statistics** Without *barkskin*, *heroism*, and *stoneskin*, Lady Arodeth's statistics are **AC** 25, touch 13, flat-footed 22; **Fort** +11, **Ref** +9, **Will** +9; **DR** none; **Melee** +4 *shocking burst darkwood quarterstaff* +16/+11 (1d6+8/19–20 plus 1d6 electricity); **CMB** +11 (+19 trip); **CMD** 24 (30 vs. trip); **Skills** Diplomacy +13, Fly +19, Intimidate +16, Knowledge (arcana) +21, Knowledge (history) +18, Perception +12, Spellcraft +21, Use Magic Device +16

#### STATISTICS

**Str** 14, **Dex** 16, **Con** 13, **Int** 20, **Wis** 8, **Cha** 10

**Base Atk** +9; **CMB** +13 (+21 trip); **CMD** 24 (32 vs. trip)

**Feats** Combat Casting, Combat Expertise, Combat Reflexes, Greater Trip, Improved Critical (quarterstaff), Improved Trip, Quarterstaff Master<sup>UM</sup>, Toughness, Tripping Staff<sup>UM</sup>, Weapon Focus (quarterstaff), Weapon Specialization (quarterstaff)

**Skills** Diplomacy +15, Fly +21, Intimidate +18, Knowledge (arcana) +23, Knowledge (history) +20, Perception +14, Spellcraft +23, Use Magic Device +18

**Languages** Aklo, Azlanti, Common, Draconic, Elven

**SQ** knowledge pool, quarterstaff defense, staff weapon

**Combat Gear** ~~*potion of barkskin* (CL 6th), *potion of cure serious wounds*, *potion of heroism*~~; **Other Gear** +1 *glamered mithral chain shirt*, +2 *darkwood quarterstaff*, *belt of giant strength* +2, *cloak of resistance* +2, *headband of vast intelligence* +2, spell component pouch, spellbook (contains all prepared spells plus *arcane sight*, *death ward*, *enlarge person*, *ice storm*, *magic weapon*, *obscuring mist*, *reduce person*, *web*), *diamond dust* (worth 250 gp), 460 gp

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## SPECIAL ABILITIES

**Dispelling Strike (Su)** The magus can spend 1 or more points from his arcane pool as a swift action to imbue his weapon with a special power. If the weapon strikes a creature within the next minute, that creature is the subject of a targeted *dispel magic* using the magus's level as the caster level, except that this effect cannot dispel a spell of a level higher than the number of arcane pool points expended to activate this ability (treat higher-level spells as if they do not exist and apply the dispel attempt to the remaining spells with the highest caster level). Once the strike is made, the power dissipates, even if the dispel attempt is unsuccessful.

**Greater Trip** You receive a +2 bonus on checks made to trip a foe. This bonus stacks with the bonus granted by Improved Trip. Whenever you successfully trip an opponent, that opponent provokes attacks of opportunity.

**Maximized Magic (Su)** The magus can cast one spell per day as if it were modified by the Maximize Spell feat. This does not increase the casting time or the level of the spell.

**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.

**Silent Magic (Su)** The magus can cast one spell per day as if it were modified by the Silent Spell feat. This does not increase the casting time or the level of the spell.

**Tripping Staff** You treat quarterstaves as if they had the trip special feature. If you are a magus with the staff magus archetype, you can use spellstrike on any trip combat maneuver you make with the staff.

## Arodeth's Cheat Sheet

### 5<sup>th</sup> level Spells

**Corrosive Consumption** (conjunction(creation)[acid], VS, creature touched, 3 rounds, SRYes) – 1<sup>st</sup> round: 1acid/lvl (max 15). 2<sup>nd</sup> round: 1d4acid/lvl (max 15d4). 3<sup>rd</sup> round: 1d6acid/lvl (max 15d6). Full-round to scrape it off, or wash it off with 1 gallon to halve damage that round.

**Wall of Force** (evocation[force], VSM, close, 10sqft./lvl, 1rd/lvl) – wall of force with hardness 30, hp 20+lvl, no dispel, but disintegrate destroys it.

### 4<sup>th</sup> level Spells

**Black Tentacles** (conjunction(creation), VSM, medium, 20ft. radius, 1rd/lvl) – Grapple creatures in the area for +18. 1d6+4dmg to grappled creatures. Area is difficult terrain.

**Dimension Door** (conjunction(teleportation), V, long, you and touched objects) – teleport anywhere w/in range

**Greater Invisibility** (illusion(glamer), VSMDF, personal/touch, 1rd/lvl, SRYes) – Invisibility that doesn't end when you attack

**Stoneskin** (abjuration, VSM, creature touched, 10min/lvl, SRYes) – DR 10/adamantine. Discharged when it prevents 130 dmg.

### 3<sup>rd</sup> level Spells

**Fly** (transmutation, VSF, creature touched, 1min/lvl, SRYes) – Creature gains fly speed of 60ft, +6 lvl to Fly checks.

**Haste** (transmutation, VSM, close, one creature/lvl all w/in 30ft. of each other, 1rd/lvl, SRYes) - Make 1 extra attack on a full attack, +1 attack, +1 dodge to AC, REF, double speed up to 30ft. extra.

**Lightning Bolt** (evocation [electricity], VSM, 120ft. line, SRYes) – 10d6 electricity, REF half.

**Slow** (transmutation, VSM, close, 1 creature/lvl, all w/in 30ft. of each other, 1rd/lvl, SRYes) – WILL or staggered, -1 AC, attacks, REF, half movement.

**Vampiric Touch** (necromancy, VS, living creature touched, SRYes) – Touch deals 6d6lvls, gain temps equal to damage dealt for 1hr. Can't gain more hp than subject's current hp + CON score.

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

**Cat's Grace** (transmutation, VSMDF, creature touched, 1min/lvl, SRYes) – +4 DEX enhancement

**Defensive Shock** (evocation[electricity], VSM, personal, 1min/lvl or until discharged) – Every time you are touched or hit with a handheld weapon, attacker takes 6d6 electricity damage. SR applies. Every time damage is dealt, damage dice are halved.

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

**Mirror Image (2)** (illusion(figment), VS, personal, 1min/lvl) – 1d4+4lvls (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.

**Scorching Ray** (evocation[fire], VS, close, SRYes) – 3 rays of fire, each deals 4d6 fire dmg.

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

**Corrosive Touch** (conjunction(creation)[acid], VS, creature or object touched, SRYes) – touch deals 5d4 acid.

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

**Magic Missile** (evocation[force], VS, medium, SRYes) – 5 1d4+1 missiles of force

**Ray of Enfeeblement** (necromancy, VS, close, ray, 1rd/lvl, SRYes) – Target takes 1d6+5 STR penalty (FORT half)

**Shocking Grasp (2)** (evocation[electricity], VS, creature touched, SRYes) – 5d6 electricity. +3 if target is wearing metal armor or is carrying a metal weapon.

**True Strike** (divination, VF, personal) – Next attack gets a +20 insight bonus

**LIGHTNING ELEMENTAL, GREATER (4)**

CR 9

N Huge outsider (air, elemental, extraplanar)

**Init** +13; **Senses** darkvision 60 ft.; Perception +16**DEFENSE****AC** 22, touch 18, flat-footed 12 (+9 Dex, +1 dodge, +4 natural, -2 size)**hp** 110 (13d10+39)**Fort** +11, **Ref** +17, **Will** +6**DR** 10/—; **Immune** electricity, elemental traits**OFFENSE****Speed** fly 100 ft. (perfect)**Melee** 2 slams +20 (2d8+6 plus 2d6 electricity)w/ **Power Attack** 2 slams +16 (2d8+14 plus 2d6 electricity)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** metal mastery, spark leap**STATISTICS****Str** 22, **Dex** 29, **Con** 16, **Int** 8, **Wis** 11, **Cha** 11**Base Atk** +13; **CMB** +21; **CMD** 41**Feats** **Blind-Fight**, Dodge, Flyby Attack, Improved Initiative, Iron Will, **Mobility**, Power Attack, Weapon Finesse**Skills** Acrobatics +25, Escape Artist +25, Fly +13, Intimidate +16, Knowledge (planes) +15, Perception +16**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.