

7-00 The Sky Key Solution

Subtier 3-4

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Common Encounter – Beasts of a Civilized Age

TENTAMORT	CR 4
N Medium aberration	
Init +5; Senses all-around vision, blindsense 30 ft., darkvision 60 ft.; Perception +11	
DEFENSE	
AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)	
hp 39 (6d8+12)	
Fort +4, Ref +5, Will +7	
OFFENSE	
Speed 20 ft., climb 20 ft.	
Melee sting +6 (1d6+2 plus poison), tentacle +2 (1d6+1 plus grab)	
Space 5 ft.; Reach 10 ft.	
Special Attacks constrict (1d6+1)	
STATISTICS	
Str 15, Dex 13, Con 14, Int 1, Wis 14, Cha 6	
Base Atk +4; CMB +6 (+10 grapple); CMD 17 (can't be tripped)	
Feats Improved Initiative, Lightning Reflexes, Weapon Focus (tentacle)	
Skills Climb +10, Perception +11	
SPECIAL ABILITIES	
Poison (Ex) Sting—injury; <i>save</i> Fort DC 15; <i>frequency</i> 2 rounds; <i>effect</i> 1d4 Con plus nausea; <i>cure</i> 1 save.	

This dark blue creature has a conical body covered in angry red eyes and numerous tentacles, two of which are longer than the rest.

GIANT AMOEBA	CR 1
N Small ooze (aquatic)	
Init –5; Senses blindsight 30 ft.; Perception –5	
DEFENSE	
AC 6, touch 6, flat-footed 6 (–5 Dex, +1 size)	
hp 15 (2d8+6)	
Fort +3, Ref –5, Will –5	
Defensive Abilities ooze traits	
OFFENSE	
Speed 10 ft., climb 10 ft., swim 20 ft.	
Melee slam +3 (1d3+1 plus 1d3 acid and grab)	
Space 5 ft.; Reach 5 ft.	
Special Attacks constrict (1d3+1 plus 1d3 acid)	
STATISTICS	
Str 12, Dex 1, Con 16, Int —, Wis 1, Cha 1	
Base Atk +1; CMB +1 (+5 grapple); CMD 6 (can't be tripped)	
Skills Climb +9, Swim +9	
SQ amphibious	

Common Encounter – Serpentfolk Guards

DEGENERATE SERPENTFOLK**CR 4**

NE Medium monstrous humanoid

Init +5; **Senses** darkvision 60 ft., scent; Perception +13**DEFENSE****AC** 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)**hp** 47 (5d10+20)**Fort** +7, **Ref** +5, **Will** +5**Immune** mind-affecting effects, paralysis, poison; **SR** 15**OFFENSE****Speed** 30 ft.**Melee** mwk greatsword +11 (2d6+7/19–20), bite +6 (1d6+2 plus poison)**STATISTICS****Str** 20, **Dex** 13, **Con** 19, **Int** 4, **Wis** 13, **Cha** 6**Base Atk** +5; **CMB** +10; **CMD** 21**Feats** Great Fortitude, Improved Initiative, Weapon Focus (bite)**Skills** Escape Artist +9, Perception +13; **Racial Modifiers** +8 Escape Artist, +4 Perception**Languages** Aklo, Common, Draconic, Undercommon; telepathy 100 ft.**SPECIAL ABILITIES****Poison (Ex)** Bite—injury; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 saves**LIZARDFOLK (2)****CR 1**

N Medium humanoid (reptilian)

Init +0; **Senses** Perception +1**DEFENSE****AC** 17, touch 10, flat-footed 17 (+5 natural, +2 shield)**hp** 11 (2d8+2)**Fort** +4, **Ref** +0, **Will** +0**OFFENSE****Speed** 30 ft., swim 15 ft.**Melee** morningstar +2 (1d8+1), bite +0 (1d4), or
claw +2 (1d4+1), bite +2 (1d4+1)**Ranged** javelin +1 (1d6+1)**STATISTICS****Str** 13, **Dex** 10, **Con** 13, **Int** 9, **Wis** 10, **Cha** 10**Base Atk** +1; **CMB** +2; **CMD** 12**Feats** Multiattack**Skills** Acrobatics +2, Perception +1, Swim +8; **Racial Modifiers** +4 Acrobatics**Languages** Draconic**SQ** hold breath**SPECIAL ABILITIES****Hold Breath (Ex)** A lizardfolk can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Common Encounter – The Scales of Ydersius

PROTEAN, GIANT VOIDWORM (2)

CR 3

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

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

DEFENSE

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

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

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

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

OFFENSE

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

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

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

Constant—*detect law*

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

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

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

STATISTICS

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

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

Feats Skill Focus (Perception), Weapon Finesse

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

Languages Common, Protean

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

SPECIAL ABILITIES

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

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

A1. Beast Riders

LIZARDFOLK (2)

CR 1

N Medium humanoid (reptilian)

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

DEFENSE

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

hp 11 (2d8+2)

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

OFFENSE

Speed 30 ft., swim 15 ft.

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

Ranged javelin +1 (1d6+1)

STATISTICS

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

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

Feats Multiattack

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

Languages Draconic

SQ hold breath

SPECIAL ABILITIES

Hold Breath (Ex) A lizardfolk can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

DINOSAUR, DIMETRODON

CR 3

N Large animal

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

DEFENSE

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, –1 size)

hp 34 (4d8+16)

Fort +8, **Ref** +6, **Will** +2

OFFENSE

Speed 30 ft.

Melee bite +8 (1d8+7/19–20)

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

Special Attacks tearing bite

STATISTICS

Str 20, **Dex** 15, **Con** 18, **Int** 1, **Wis** 12, **Cha** 3

Base Atk +3; **CMB** +9; **CMD** 21 (25 vs. trip)

Feats Improved Initiative, Weapon Focus (bite)

Skills Perception +6, Stealth +3

SPECIAL ABILITIES

Tearing Bite (Ex) A dimetrodon's jaws are filled with razor-sharp teeth of two different sizes. This gives the creature a threat range of 19–20 with its bite attack.

The massive sail on the back of this squat reptilian creature flexes and twitches as the beast stalks forward.

B1. Serpentfolk Slave-Tamers

TROGLODYTE SKULKER (3)

CR 2

Troglydyte rogue 2

CE Medium humanoid (reptilian)

Init +5; **Senses** darkvision 90 ft.; Perception +8**Aura** stench (30 ft., DC 14, 10 rounds)

DEFENSE

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)**hp** 30 (4d8+12)**Fort** +6, **Ref** +4, **Will** +1**Defensive Abilities** evasion

OFFENSE

Speed 30 ft.**Melee** mwk club +6 (1d6+3), bite +0 (1d4+1), claw +0 (1d4+1) or
bite +5 (1d4+3), 2 claws +5 (1d4+3)**Ranged** javelin +3 (1d6+3)**Special Attacks** sneak attack +1d6

STATISTICS

Str 16, **Dex** 13, **Con** 16, **Int** 8, **Wis** 13, **Cha** 9**Base Atk** +2; **CMB** +5; **CMD** 16**Feats** Improved Initiative, Point-Blank Shot**Skills** Acrobatics +8, Climb +7, Disable Device +2, Escape Artist +8, Knowledge (dungeoneering) +3,
Perception +8, Stealth +12 (+16 in rocky areas)**Languages** Draconic**SQ** rogue talents (fast stealth), trapfinding +1**Combat Gear** *potion of cure moderate wounds*, smokesticks (2); **Other Gear** javelins (4), mwk club, sack of
uncut gems (worth 120 gp in total), 16 gp

SPECIAL ABILITIES

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

C1. Guardian Idols

YDERSIUS GRAVEN GUARDIAN

CR 5

Graven guardian

N Medium construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)**hp** 53 (6d10+20); fast healing 2**Fort** +2, **Ref** +4, **Will** +3**DR** 5/adamantine; **Immune** construct traits; **SR** 16**Weaknesses** faith bound

OFFENSE

Speed 40 ft.**Melee** +1 *keen dagger* +11/+6 (1d4+4/17–20) or
slam +5 (1d6+1)**Special Attacks** evil weapons, honored, magic weapon**Spell-Like Abilities** (CL 5th; concentration +0)
1/day—*haste* (self only)

STATISTICS

Str 16, **Dex** 15, **Con** —, **Int** —, **Wis** 12, **Cha** 1**Base Atk** +6; **CMB** +10; **CMD** 21**Skills** Acrobatics +2 (+6 to jump)

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 +1 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

CR 4

NE Medium monstrous humanoid

Init +9; Senses darkvision 60 ft., scent; Perception +10

DEFENSE

AC 18, touch 15, flat-footed 13 (+5 Dex, +3 natural)**hp** 42 (5d10+15)**Fort** +6, **Ref** +9, **Will** +6**Immune** mind-affecting effects, paralysis, poison; **SR** 15

OFFENSE

Speed 30 ft.**Melee** mwk dagger +11 (1d4–1/19–20), bite +5 (1d6–1 plus poison)**Spell-Like Abilities** (CL 4th; concentration +7)At will—*disguise self* (humanoid form only, DC 14), *ventriloquism* (DC 14)1/day—*blur*, *mirror image* (1d4+1 images), *suggestion* (DC 16)

STATISTICS

Str 8, **Dex** 21, **Con** 17, **Int** 18, **Wis** 15, **Cha** 16**Base Atk** +5; **CMB** +4; **CMD** 19**Feats** Great Fortitude, Improved Initiative, Weapon Finesse**Skills** Acrobatics +10, Disguise +8, Escape Artist +18, Knowledge (arcana) +9, Perception +10, Sense Motive +7, Spellcraft +9, Use Magic Device +12; **Racial Modifiers** +4 Use Magic Device, +8 Escape Artist**Languages** Aklo, Common, Draconic, Undercommon; telepathy 100 ft.

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 saves. The save DC is Constitution-based.

SNAKE, CONSTRICTOR

CR 2

N Medium animal

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

DEFENSE

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

OFFENSE

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

STATISTICS

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

E1. Scions of the Serpent God

SERPENTFOLK EXEMPLAR

CR 6

Half-fiend advanced serpentfolk

NE Medium outsider (monstrous humanoid, native)

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

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

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)

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

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.

F. Unwelcome Reception

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

AZLANTI CITIZEN (3)	CR 1/3
Human expert 1	
N Medium humanoid (human)	
Init +2; Senses Perception +4	
DEFENSE	
AC 13, touch 12, flat-footed 11 (+1 armor, +2 Dex)	
hp 4 (1d8)	
Fort +0, Ref +2, Will +2	
OFFENSE	
Speed 30 ft.	
Melee dagger –1 (1d4–1/19–20)	
STATISTICS	
Str 8, Dex 15, Con 11, Int 12, Wis 10, Cha 9	
Base Atk +0; CMB –1; CMD 11	
Feats Run, Skill Focus (Craft [jewelry])	
Skills Appraise +5, Craft (jewelry) +8, Diplomacy +3, Disable Device +6, Knowledge (history, local, nobility) +5, Perception +4, Use Magic Device +3	
Languages Azlanti	
Combat Gear acid; Other Gear padded armor, dagger, mwk artisan's tools, 188 gp	

Time Storm – Primordial Ooze

GRAY OOZE
CR 4

N Medium ooze

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

DEFENSE
AC 5, touch 5, flat-footed 5 (–5 Dex)

hp 50 (4d8+32)

Fort +9, **Ref** –4, **Will** –4

Defensive Abilities ooze traits; Immune cold, fire

OFFENSE
Speed 10 ft.

Melee slam +6 (1d6+4 plus 1d6 acid and grab)

Special Attacks acid, constrict (1d6+1 plus 1d6 acid)

STATISTICS
Str 16, **Dex** 1, **Con** 26, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +6 (+10 grapple); **CMD** 11 (can't be tripped)

SQ transparent

SPECIAL ABILITIES
Acid (Ex) The digestive acid that covers a gray ooze dissolves metals and organic material, but not stone.

Each slam and constrict attack deals 1d6 additional acid damage. Armor or clothing worn by a creature grappled by a gray ooze takes the same amount of acid damage unless the wearer succeeds on a DC 20 Reflex saving throw. A wooden or metal weapon that strikes a gray ooze takes 1d6 acid damage unless the weapon's wielder succeeds on a DC 20 Reflex save. The ooze's touch deals 12 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for 1 full round in order to deal this damage. The save DCs are Constitution-based.

Transparent (Ex) Due to its lack of vivid coloration, a gray ooze is difficult to discern from its surroundings in most environments. A DC 15 Perception check is required to notice the gray ooze. Any creature that fails to notice a gray ooze and walks into it automatically suffers damage as if struck by the ooze's slam attack and is immediately subject to a grab attempt by the ooze.

Time Storm – Dinosaur Redux

DINOSAUR, VELOCIRAPTOR (2)**CR 2**

N Small animal

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

DEFENSE

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

hp 22 (3d8+9)

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

Defensive Abilities evasion

OFFENSE

Speed 60 ft.

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

Special Attacks leaping charge

STATISTICS

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

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

Feats Improved Initiative, Weapon Finesse

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

SPECIAL ABILITIES

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

Time Storm – The First Humans

CAVEPERSON HUNTER

CR 2

Human barbarian 3

N Medium humanoid (human)

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

DEFENSE

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

OFFENSE

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

TACTICS

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

STATISTICS

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

THYLACINE (3)

CR 1/2

N Small animal

Init +2; **Senses** low-light vision; Perception +8

DEFENSE

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size)**hp** 7 (1d8+3)**Fort** +5, **Ref** +4, **Will** +1

OFFENSE

Speed 30 ft.**Melee** bite +2 (1d4+1/19–20)

STATISTICS

Str 12, **Dex** 15, **Con** 16, **Int** 2, **Wis** 13, **Cha** 7**Base Atk** +0; **CMB** +0; **CMD** 12 (16 vs. trip)**Feats** Skill Focus (Perception)**Skills** Perception +8**SQ** powerful jaws

SPECIAL ABILITIES

Powerful Jaws (Ex) A thylacine's muscular jaws threaten a critical hit on a natural roll of 19 or 20.*This catlike creature has a striped pelt and whiskers that jut from a long muzzle filled with sharp teeth.*

Time Storm – What Shall Remain

SKELETAL CHAMPION (2)**CR 2**

Human skeletal champion warrior 1

NE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 21, touch 12, flat-footed 19 (+6 armor, +1 Dex, +2 natural, +2 shield)

hp 17 (3 HD; 2d8+1d10+3)

Fort +3 **Ref** +1 **Will** +3; channel resistance +4

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

OFFENSE

Speed 30 ft.

Melee mwk longsword +7 (1d8+3/19–20)

w/ Power Attack mwk longsword +6 (1d8+5/19–20)

STATISTICS

Str 17, **Dex** 13, **Con** —, **Int** 9, **Wis** 10, **Cha** 12

Base Atk +2; **CMB** +5; **CMD** 16

Feats Cleave, Improved Initiative^B, Power Attack, Weapon Focus (longsword)

Skills Intimidate +7, Perception +6, Stealth –1

Gear breastplate, heavy steel shield, mwk longsword

Fate's Anchors – Alrule Shahan

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

AZLANTI CITIZEN (3)	CR 1/3
Human expert 1	
N Medium humanoid (human)	
Init +2; Senses Perception +4	
DEFENSE	
AC 13, touch 12, flat-footed 11 (+1 armor, +2 Dex)	
hp 4 (1d8)	
Fort +0, Ref +2, Will +2	
OFFENSE	
Speed 30 ft.	
Melee dagger –1 (1d4–1/19–20)	
STATISTICS	
Str 8, Dex 15, Con 11, Int 12, Wis 10, Cha 9	
Base Atk +0; CMB –1; CMD 11	
Feats Run, Skill Focus (Craft [jewelry])	
Skills Appraise +5, Craft (jewelry) +8, Diplomacy +3, Disable Device +6, Knowledge (history, local, nobility) +5, Perception +4, Use Magic Device +3	
Languages Azlanti	
Combat Gear acid; Other Gear padded armor, dagger, mwk artisan's tools, 188 gp	

Fate's Anchors – Binui Skostravalus

HARBINGERS OF FATE SPY
CR 3

Human rogue 4

CN Medium humanoid (human)

Init +2; **Senses** Perception +8
DEFENSE
AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)**hp** 21 (4d8)**Fort** +1, **Ref** +6, **Will** +2**Defensive Abilities** evasion, trap sense +1, uncanny dodge
OFFENSE
Speed 30 ft.**Melee** mwk rapier +3 (1d6–1/18–20)**Ranged** light crossbow +5 (1d8/19–20)**Special Attacks** sneak attack +2d6**Rogue Spell-Like Abilities** (CL 4th, concentration +5)3/day—*prestidigitation*2/day—*disguise self*
STATISTICS
Str 8, **Dex** 14, **Con** 10, **Int** 13, **Wis** 12, **Cha** 18**Base Atk** +3; **CMB** +2; **CMD** 14**Feats** Combat Expertise, Deceitful, Improved Feint**Skills** Bluff +13, Diplomacy +11, Disable Device +9, Disguise +13, Heal +3, Knowledge (local) +8, Perception +8, Perform (sing) +9, Sense Motive +8, Sleight of Hand +9, Stealth +9, Use Magic Device +11**Languages** Common, Kelish**SQ** rogue talents (major magic, minor magic), trapfinding +2**Combat Gear** *potion of cure moderate wounds*, *scroll of bless*, *scroll of burning hands*, *scroll of cure light wounds*, *scroll of magic missile*, alchemist's fire (2), holy water, thunderstone; **Other Gear** +1 *studded leather*, light crossbow with 10 bolts, mwk rapier, disguise kit, everburning torch, healer's kit, thieves' tools, wizard's spellbook, wooden holy symbol, 129 gp
SPECIAL ABILITIES

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.
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 APPRENTICE**CR 1**

Human sorcerer 2

N Medium humanoid (human)

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

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

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

heavy mace, mwk heavy crossbow with 20 bolts, spiked gauntlet, uncut gems (worth 100 gp), 43 gp

Fate's Anchors – Romnus Vagarti

HARBINGER MAGE INITIATE
CR 3

Human sorcerer 4

N Medium humanoid (human)

Init +5; **Senses** Perception +2**DEFENSE****AC** 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)**hp** 28 (4d6+12)**Fort** +4, **Ref** +3, **Will** +7**Defensive Abilities** fated (+1)**OFFENSE****Speed** 30 ft.**Melee** mwk spear +4 (1d8+1/x3) or
shocking grasp +3 touch (4d6 electricity)**Ranged** light crossbow +3 (1d8/19–20)**Bloodline Spell-Like Abilities** (CL 4th; concentration +8)
7/day—touch of destiny (+2)**Sorcerer Spells Known** (CL 4th; concentration +8, +12 defensively)2nd (4/day)—*mirror image* (1d4+1 images)1st (7/day)—*alarm*, *enlarge person* (DC 15), *mage armor*, *shocking grasp*0 (at will)—*acid splash*, *bleed* (DC 14), *detect magic*, *mage hand*, *read magic*, *touch of fatigue* (DC 14)**Bloodline** destined**TACTICS****Before Combat** The sorcerer casts *mage armor*.**During Combat** The sorcerer casts *mirror image*, then enters melee with *shocking grasp*. If her opponents are difficult, she backs away and uses her scrolls and alchemical items.**Base Statistics** Without *mage armor*, the sorcerer's statistics are **AC** 11, touch 11, flat-footed 10.**STATISTICS****Str** 12, **Dex** 13, **Con** 14, **Int** 8, **Wis** 10, **Cha** 18**Base Atk** +2; **CMB** +3; **CMD** 14**Feats** Combat Casting, Eschew Materials, Improved Initiative, Iron Will**Skills** Bluff +9, Disguise +6, Intimidate +9, Perception +2**Languages** Common**SQ** bloodline arcana (gain luck bonus on saves when casting personal-range spells)**Combat Gear** *potion of spider climb*, *scrolls of cat's grace* (2), *scroll of slow*, acid flask, tanglefoot bag;**Other Gear** light crossbow with 10 bolts, mwk spear, *cloak of resistance +1*, 28 gp

LIGHTNING ELEMENTAL, SMALL (2)**CR 1**

N Small outsider (air, elemental, extraplanar)

Init +6; **Senses** darkvision 60 ft.; **Perception** +5**DEFENSE****AC** 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)**hp** 11 (2d10)**Fort** +3, **Ref** +5, **Will** +0**Immune** electricity, elemental traits**OFFENSE****Speed** fly 100 ft. (perfect)**Melee** slam +5 (1d4 plus 1d3 electricity)**Special Attacks** metal mastery, spark leap**STATISTICS****Str** 10, **Dex** 15, **Con** 10, **Int** 4, **Wis** 11, **Cha** 11**Base Atk** +2; **CMB** +1; **CMD** 13**Feats** Improved Initiative, Weapon Finesse**Skills** Acrobatics +7, Escape Artist +6, Fly +12, Knowledge (planes) +1, Perception +5**Languages** Auran**SPECIAL ABILITIES****Metal Mastery (Ex)** A lightning elemental gains a +3 bonus on attack rolls if its opponent is wearing metal armor, is wielding a metal weapon, or is made of metal (such as an iron golem).**Spark Leap (Ex)** A lightning elemental gains a +10 bonus on bull rush, disarm, overrun, and trip attacks when it charges a creature against whom its metal mastery ability applies.

G1. The Aetheric Reservoir

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

LIGHTNING ELEMENTAL, SMALL	CR 1
N Small outsider (air, elemental, extraplanar)	
Init +6; Senses darkvision 60 ft.; Perception +5	
DEFENSE	
AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)	
hp 11 (2d10)	
Fort +3, Ref +5, Will +0	
Immune electricity, elemental traits	
OFFENSE	
Speed fly 100 ft. (perfect)	
Melee slam +5 (1d4 plus 1d3 electricity)	
Special Attacks metal mastery, spark leap	
STATISTICS	
Str 10, Dex 15, Con 10, Int 4, Wis 11, Cha 11	
Base Atk +2; CMB +1; CMD 13	
Feats Improved Initiative, Weapon Finesse	
Skills Acrobatics +7, Escape Artist +6, Fly +12, Knowledge (planes) +1, Perception +5	
Languages Auran	
SPECIAL ABILITIES	
Metal Mastery (Ex) A lightning elemental gains a +3 bonus on attack rolls if its opponent is wearing metal armor, is wielding a metal weapon, or is made of metal (such as an iron golem).	
Spark Leap (Ex) A lightning elemental gains a +10 bonus on bull rush, disarm, overrun, and trip attacks when it charges a creature against whom its metal mastery ability applies.	

HARBINGERS OF FATE SPY**CR 3**

Human rogue 4

CN Medium humanoid (human)

Init +2; **Senses** Perception +8**DEFENSE****AC** 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)**hp** 21 (4d8)**Fort** +1, **Ref** +6, **Will** +2**Defensive Abilities** evasion, trap sense +1, uncanny dodge**OFFENSE****Speed** 30 ft.**Melee** mwk rapier +3 (1d6–1/18–20)**Ranged** light crossbow +5 (1d8/19–20)**Special Attacks** sneak attack +2d6**Rogue Spell-Like Abilities** (CL 4th, concentration +5)3/day—*prestidigitation*2/day—*disguise self***STATISTICS****Str** 8, **Dex** 14, **Con** 10, **Int** 13, **Wis** 12, **Cha** 18**Base Atk** +3; **CMB** +2; **CMD** 14**Feats** Combat Expertise, Deceitful, Improved Feint**Skills** Bluff +13, Diplomacy +11, Disable Device +9, Disguise +13, Heal +3, Knowledge (local) +8, Perception +8, Perform (sing) +9, Sense Motive +8, Sleight of Hand +9, Stealth +9, Use Magic Device +11**Languages** Common, Kelish**SQ** rogue talents (major magic, minor magic), trapfinding +2**Combat Gear** *potion of cure moderate wounds, scroll of bless, scroll of burning hands, scroll of cure light wounds, scroll of magic missile, alchemist's fire (2), holy water, thunderstone*; **Other Gear** +1 *studded leather, light crossbow with 10 bolts, mwk rapier, disguise kit, everburning torch, healer's kit, thieves' tools, wizard's spellbook, wooden holy symbol, 129 gp***SPECIAL ABILITIES****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 DIMINISHED SIMULACRUM (2)

CR 3

Female human magus (staff magus) 4

LE Medium humanoid (human)

Init +2; Senses Perception +3

DEFENSE

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

hp 34 (4d8+12)

Fort +5, Ref +3, Will +3

OFFENSE

Speed 30 ft.

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

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

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

TACTICS

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

STATISTICS

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

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

Feats Combat Casting, Quarterstaff Master^{UM}, Toughness, Weapon Focus (quarterstaff)

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

Languages Aklo, Azlanti, Common, Draconic, Elven

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

SPECIAL ABILITIES

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

[Arodeth Simulacrum's Cheat Sheet](#)

2nd Level Spells

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

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

1st Level Spells

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

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

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