

7-00 The Sky Key Solution

Subtier 5-6

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Common Encounter – Beasts of a Civilized Age

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.

OTYUGH (2)

CR 4

N Large aberration

Init +0; **Senses** darkvision 60 ft., scent; Perception +9

DEFENSE

AC 17, touch 9, flat-footed 17 (+8 natural, –1 size)

hp 39 (6d8+12)

Fort +3, **Ref** +2, **Will** +6

Immune disease

OFFENSE

Speed 20 ft.

Melee bite +7 (1d8+4 plus disease), 2 tentacles +3 (1d6+2 plus grab)

Space 10 ft.; **Reach** 10 ft. (15 ft. with tentacle)

Special Attacks constrict (tentacle, 1d6+2)

STATISTICS

Str 18, **Dex** 10, **Con** 13, **Int** 5, **Wis** 13, **Cha** 6

Base Atk +4; **CMB** +9 (+13 grapple); **CMD** 19 (21 vs. trip)

Feats Alertness, Toughness, Weapon Focus (tentacle)

Skills Perception +9, Stealth +2 (+10 in lair);

Racial Modifiers +8 Stealth in lair

Languages Common

SPECIAL ABILITIES

Disease (Ex) Filth fever: Bite—injury; *save* Fortitude DC 14; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Common Encounter – Serpentfolk Guards

DEGENERATE SERPENTFOLK (2)

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 (3)

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, NAUNET

CR 7

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

Init +7; **Senses** blindsense 30 ft., darkvision 60 ft., detect law; Perception +15

DEFENSE

AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, –1 size)

hp 94 (9d10+45)

Fort +11, **Ref** +11, **Will** +6

Defensive Abilities amorphous anatomy, freedom of movement; **DR** 5/lawful; **Immune** acid, polymorph; **Resist** electricity 10, sonic 10; **SR** 18

OFFENSE

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

Melee bite +14 (1d8+5), tail slap +11 (1d6+2 plus grab), 2 tentacles +11 (1d6+2 plus confusion)

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

Special Attacks adaptive strike, coalesce chaos, constrict (1d6+5)

Spell-Like Abilities (CL 7th; concentration +9)

Constant—*detect law*

At will—*acid arrow*, *fog cloud*, *dimension door* (self plus 50 lbs. of objects only), *shatter* (DC 14)

1/day—*chaos hammer* (DC 16)

STATISTICS

Str 20, **Dex** 17, **Con** 20, **Int** 11, **Wis** 16, **Cha** 15

Base Atk +9; **CMB** +15; **CMD** 28

Feats Combat Reflexes, Improved Initiative, Lightning Reflexes, Multiattack, Weapon Focus (bite)

Skills Acrobatics +15, Fly +9, Intimidate +14, Perception +15, Stealth +11, Survival +15, Swim +25

Languages Abyssal, Protean

SQ change shape (*polymorph*)

SPECIAL ABILITIES

Adaptive Strike (Su) A naunet's natural weapons count as magical and chaotic for the purposes of overcoming damage reduction. As a free action once per round, a naunet may infuse all of its natural attacks with adamantine, silver, or cold iron, thereby allowing it to overcome damage reduction of those types as well.

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).

Coalesce Chaos (Su) Once per day as a standard action, three or more naunets working together can create a roiling cloud of multicolored chaos matter. This effect is identical to *solid fog* (CL 12th) and lasts for 2d6 rounds. If six or more naunets are present, the coalesced chaos instead functions as *acid fog* (CL 12th).

Confusion (Su) A creature struck by a naunet's tentacle attack is infused with raw chaos, and must make a DC 19 Will save or be confused for 1 round. Rounds of confusion dealt in this manner stack. A creature

with a chaotic component to its alignment gains a +4 bonus on saves against this effect, and creatures with the chaotic subtype are immune. This is a mind-affecting effect. The save DC is Constitution-based.
Freedom of Movement (Su) A protean has continuous *freedom of movement*, as per the spell.

[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 may push the encounter significantly above the difficulty expected for that encounter. 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, NAUNET AS A DIRE WEASEL

CR 7

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

Init +7; **Senses** low-light vision, scent; Perception +15

DEFENSE

AC 16, touch 12, flat-footed 13 (+3 Dex, +4 natural, –1 size)

hp 94 (9d10+45)

Fort +11, **Ref** +11, **Will** +6

OFFENSE

Speed 40 ft.

Melee bite +14 (1d8+7 plus grab)

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

Special Attacks blood drain (1d4+1 Con), blood rage, grab

Spell-Like Abilities (CL 7th; concentration +9)

Constant—*detect law*

At will—*acid arrow*, *fog cloud*, *dimension door* (self plus 50 lbs. of objects only), *shatter* (DC 14)

1/day—*chaos hammer* (DC 16)

STATISTICS

Str 20, **Dex** 17, **Con** 20, **Int** 11, **Wis** 16, **Cha** 15

Base Atk +9; **CMB** +15; **CMD** 28

Feats Combat Reflexes, Improved Initiative, Lightning Reflexes, Multiattack, Weapon Focus (bite)

Skills Acrobatics +15, Fly +9, Intimidate +14, Perception +15, Stealth +11, Survival +15, Swim +25

Languages Abyssal, Protean (can't speak)

SQ **change shape** (*polymorph*), compression

SPECIAL ABILITIES

Blood Drain (Ex) The creature drains blood at the end of its turn if it grapples a foe, dealing Constitution damage.

Blood Rage (Ex) When the creature takes damage in combat, on its next turn it can fly into a rage as a free action. It gains +2 Constitution and +2 Strength, but takes a –2 penalty to its AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily.

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

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.

DINOSAUR, ANKYLOSAURUS

CR 6

N Huge animal

Init +0; **Senses** low-light vision, scent; **Perception** +14

DEFENSE

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

hp 75 (10d8+30)

Fort +12, **Ref** +7, **Will** +4

OFFENSE

Speed 30 ft.

Melee tail +14 (3d6+12 plus stun)

w/ **Power Attack** tail +12 (3d6+18 plus stun)

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

STATISTICS

Str 27, **Dex** 10, **Con** 17, **Int** 2, **Wis** 13, **Cha** 8

Base Atk +7; **CMB** +17; **CMD** 27 (31 vs. trip)

Feats Great Fortitude, Improved Bull Rush, Improved Overrun, Power Attack, Weapon Focus (tail)

Skills Perception +14

SPECIAL ABILITIES

Stun (Ex) The ankylosaurus's tail can deliver a powerful, stunning blow. A creature struck by this attack must make a DC 23 save or be dazed for 1 round. If the strike is a critical hit and the target fails its save, it is instead stunned for 1d4 rounds. The save DC is Strength-based.

B1. Serpentfolk Slave-Tamers

SLAUGRAK

CR 6

CE Large outsider (chaotic, evil, extraplanar, native)

Init +1; **Senses** darkvision 120 ft., see in darkness; Perception +1

Aura stench (30 ft., DC 17, 10 rounds)

DEFENSE

AC 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, -1 size)

hp 68 (8d10+24)

Fort +9, **Ref** +7, **Will** +5

DR 10/cold iron or good; **Immune** acid, poison; **Resist** cold 10, electricity 10, fire 10

Weaknesses sunlight powerlessness

OFFENSE

Speed 30 ft.

Melee bite +13 (1d10+5/19–20 plus 1d6 acid and corrupting bite), 2 claws +12 (1d6+5)

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

Special Attacks corrupting bite, vicious jaws

Spell-Like Abilities (CL 8th; concentration +10)

1/day—*deeper darkness*, *slow* (DC 15), *unholy blight* (DC 16)

STATISTICS

Str 20, **Dex** 12, **Con** 17, **Int** 5, **Wis** 13, **Cha** 14

Base Atk +8; **CMB** +14; **CMD** 25

Feats Diehard, Endurance, Iron Will, Weapon Focus (bite)

Skills Climb +12, Intimidate +13, Stealth +8 (+12 in rocky areas), Swim +12; **Racial Modifiers** +4 Stealth in rocky areas

Languages Abyssal

SPECIAL ABILITIES

Corrupting Bite (Su) A slaugrak's caustic saliva is infused with the corrupting power of the Abyss. Any living creature that takes acid damage from a slaugrak's bite must succeed at a DC 17 Fortitude save or take 2 points of Constitution bleed damage as its blood boils and its internal organs liquefy. Creatures without a discernible anatomy (blood and internal organs) are immune to the Constitution bleed. The save DC is Constitution-based.

See in Darkness (Su) The creature can see perfectly in darkness of any kind, including that created by *deeper darkness*.

Sunlight Powerlessness (Ex) If the creature is in sunlight (but not in an area of *daylight* or similar spells), it cannot attack and is staggered.

Vicious Jaws (Ex) A slaugrak's bite attack threatens a critical hit on a roll of 19–20.

This hulking reptilian humanoid's torso bristles with twitching vestigial limbs, milk-white eyes, and drooling half-formed mouths. The creature's oversized maw is filled with curved teeth reminiscent of sickle blades.

Deeper Darkness – 60ft. radius of darkness, lowers light levels 2 steps, shuts off mundane light, can bring the level down to supernatural darkness

Slow – Will save or -1 to hit, AC, Ref, staggered, speed cut in half.

Unholy Blight – Will save. If good, damage is 4d8 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.

TROGLODYTE SKULKER (2)**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 (2)

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, ADVANCED

CR 5

NE Medium monstrous humanoid

Init +11; **Senses** darkvision 60 ft., scent; **Perception** +12

DEFENSE

AC 22, touch 17, flat-footed 15 (+7 Dex, +5 natural)

hp 52 (5d10+25)

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

Immune mind-affecting effects, paralysis, poison; **SR** 15

OFFENSE

Speed 30 ft.

Melee mwk dagger +13 (1d4+1/19–20), bite +7 (1d6 plus poison)

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

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

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

STATISTICS

Str 12, **Dex** 25, **Con** 21, **Int** 22, **Wis** 19, **Cha** 20

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

Feats Great Fortitude, Improved Initiative, Weapon Finesse

Skills Acrobatics +12, Disguise +10, Escape Artist +20, Intimidate +10, Knowledge (arcana) +11, Perception +12, Sense Motive +9, Spellcraft +11, Stealth +15, Use Magic Device +14; **Racial Modifiers** +4 Use Magic Device, +8 Escape Artist

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

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.

SNAKE, EMPEROR COBRA

CR 5

N Large animal

Init +6; **Senses** low-light vision, scent; **Perception** +13

DEFENSE

AC 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, –1 size)

hp 51 (6d8+24)

Fort +9, **Ref** +7, **Will** +5

OFFENSE

Speed 30 ft., climb 30 ft., swim 30 ft.

Melee bite +10 (2d6+9 plus poison)

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

STATISTICS

Str 22, **Dex** 15, **Con** 18, **Int** 1, **Wis** 17, **Cha** 2

Base Atk +4; **CMB** +11; **CMD** 23 (can't be tripped)

Feats Improved Initiative, Skill Focus (Stealth), Weapon Focus (bite)

Skills Acrobatics +10, Climb +14, Perception +13, Stealth +11, Swim +14; **Racial Modifiers** Acrobatics+8, +4 Perception, +4 Stealth

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d3 Con; *cure* 2 consecutive saves.

E1. Scions of the Serpent God

SERPENTFOLK EXEMPLAR (2)

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

Time Storm – Primordial Ooze

OCHRE POOL**CR 6**

Giant ochre jelly

N Huge ooze

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

DEFENSE**AC** 6, touch 3, flat-footed 6 (–5 Dex, +3 natural, –2 size)**hp** 75 (6d8+48)**Fort** +10, **Ref** –3, **Will** –3**Defensive Abilities** split; **Immune** electricity, mind-affecting effects, ooze traits, slashing and piercing damage

OFFENSE**Speed** 10 ft., climb 10 ft.**Melee** slam +6 (2d6+6 plus 1d6 acid and grab)**Space** 15 ft.; **Reach** 10 ft.**Special Attacks** constrict (2d6+6 plus 1d6 acid)

STATISTICS**Str** 18, **Dex** 1, **Con** 26, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +4; **CMB** +10 (+14 grapple); **CMD** 15 (can't be tripped)**Skills** Climb +12

SPECIAL ABILITIES

Acid (Ex) An ochre jelly secretes a digestive acid that dissolves only flesh (not bone) when it strikes a foe—creatures not made of flesh (including most constructs and oozes, skeletal undead, plants, and incorporeal creatures) are immune to the ochre jelly's acid damage.

Split (Ex) Slashing weapons, piercing weapons, and electricity attacks deal no damage to an ochre jelly. Instead the creature splits into two identical jellies, each with half of the original creature's current hit point total, rounded down. A jelly with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Time Storm – Dinosaur Redux

DINOSAUR, ANKYLOSAURUS**CR 6**

N Huge animal

Init +0; **Senses** low-light vision, scent; Perception +14**DEFENSE****AC** 22, touch 8, flat-footed 22 (+14 natural, –2 size)**hp** 75 (10d8+30)**Fort** +12, **Ref** +7, **Will** +4**OFFENSE****Speed** 30 ft.**Melee** tail +14 (3d6+12 plus stun)**w/ Power Attack** tail +12 (3d6+18 plus stun)**Space** 15 ft.; **Reach** 15 ft.**STATISTICS****Str** 27, **Dex** 10, **Con** 17, **Int** 2, **Wis** 13, **Cha** 8**Base Atk** +7; **CMB** +17; **CMD** 27 (31 vs. trip)**Feats** Great Fortitude, Improved Bull Rush, Improved Overrun, Power Attack, Weapon Focus (tail)**Skills** Perception +14**SPECIAL ABILITIES**

Stun (Ex) The ankylosaurus's tail can deliver a powerful, stunning blow. A creature struck by this attack must make a DC 23 save or be dazed for 1 round. If the strike is a critical hit and the target fails its save, it is instead stunned for 1d4 rounds. The save DC is Strength-based.

Time Storm – The First Humans

CAVEPERSON HUNTER (2)

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

MEGAFAUNA, MEGATHERIUM

CR 5

N Huge animal

Init +0; **Senses** low-light vision, scent; Perception +14

DEFENSE

AC 18, touch 8, flat-footed 18 (+10 natural, –2 size)

hp 59 (7d8+28)

Fort +9, **Ref** +5, **Will** +3

OFFENSE

Speed 30 ft., climb 10 ft.

Melee 2 claws +10 (1d8+7 plus trip)

w/ Power Attack 2 claws +8 (1d8+11 plus trip)

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

Special Attacks rend (2 claws, 1d8+10, 1d8+16 w/ Power Attack)

STATISTICS

Str 25, **Dex** 10, **Con** 19, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +5; **CMB** +14; **CMD** 24 (28 vs. trip)

Feats Awesome Blow, Improved Bull Rush, Power Attack, Skill Focus (Perception)

Skills Climb +15, Perception +14

The great sloth, standing on its hind legs, can reach the treetops with its agile tongue to grab at foliage.

Time Storm – What Shall Remain

BLAST SHADOW **CR 5**

CE Medium undead (fire)

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

DEFENSE

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

hp 60 (8d8+24)

Fort +5, **Ref** +6, **Will** +9

Immune fire, undead traits

Weaknesses vulnerable to cold

OFFENSE

Speed 40 ft.

Melee 2 claws +11 (1d8+2 plus 1d6 fire)

Special Attacks cloud of smoke and flame, death burst

STATISTICS

Str 15, **Dex** 18, **Con** —, **Int** 11, **Wis** 13, **Cha** 16

Base Atk +6; **CMB** +8; **CMD** 22

Feats Improved Initiative, Iron Will, Weapon Finesse, Weapon Focus (claw)

Skills Climb +13, Intimidate +14, Perception +12, Stealth +15

Languages Common

SPECIAL ABILITIES

Cloud of Smoke and Fire (Su) A blast shadow can, as a free action, surround itself with a cloud of smoke that burns living flesh. While active, the blast shadow gains concealment, and all living creatures within 5 feet take 1d6 points of fire damage per round. If the blast shadow takes any cold damage, this cloud is dispelled and cannot be renewed for 1d6 rounds.

Death Burst (Su) When a blast shadow is reduced to 0 or fewer hit points, it explodes in a blast of flame. All creatures within 30 feet take 4d6 points of fire damage. A DC 17 Reflex save results in half damage. The save DC is Charisma-based.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a

Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Burnt pieces of flesh still cling to the charred bones of this walking horror. A pale light and thin wisps of smoke issue from cracks in its body, as if an inferno hides within, barely contained by the scraps of melted armor and gear fused to its flesh. Two burning orbs peer out from where its eyes should be, and a trail of smoke rises up from its skull. The thing reaches out with gnarled and twisted claws that glow with intense heat.

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 SOLDIER	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 long spear)	
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 <i>potion of barkskin</i> , <i>potion of cure moderate wounds</i> , alchemist's fire (2), holy water; Other Gear mwk half-plate, cold iron kukri, javelins (4), long spear, mwk halberd, mwk heavy flail, morningstar, cloak of resistance +1, antitoxin, sunrod, 325 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 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

Fate's Anchors – Romnus Vagarti

HARBINGER MAGE

CR 5

Female human sorcerer 6
N Medium humanoid (human)
Init +6; **Senses** Perception +1

DEFENSE

AC 18, touch 14, flat-footed 15 (+4 armor, +1 deflection, +2 Dex, +1 dodge)
hp 35 (6d6+12)
Fort +4, **Ref** +5, **Will** +7
Resist electricity 10

OFFENSE

Speed 30 ft.
Melee spear +2 (1d8–1/×3)
Ranged mwk light crossbow +6 (1d8/19–20) or
elemental ray +5 touch (1d6+3 electricity)
Bloodline Spell-Like Abilities (CL 6th; concentration +10)
7/day—elemental ray (1d6+3 electricity)
Sorcerer Spells Known (CL 6th; concentration +10)
3rd (4/day)—*lightning bolt* (DC 19)
2nd (6/day)—*gust of wind* (DC 18), *scorching ray* (electricity), *spectral hand*
1st (7/day)—*burning hands* (electricity) (DC 17), *mage armor*, *magic missile*, *obscuring mist*, *shocking grasp*
0 (at will)—*acid splash*, *dancing lights*, *detect magic*, *ghost sound* (DC 14), *mage hand*, *ray of frost*, *read magic*
Bloodline elemental

TACTICS

Before Combat The sorcerer casts *mage armor*.
During Combat The sorcerer favors her electricity spells, casting *lightning bolt* or *scorching ray*, or using her *spectral hand* to deliver *shocking grasp* attacks. She prefers ranged combat, using a scroll of *fly* or *levitate* to avoid opponents on the ground.
Base Statistics Without *mage armor*, the sorcerer's statistics are **AC** 14, touch 14, flat-footed 11.

STATISTICS

Str 8, **Dex** 14, **Con** 13, **Int** 10, **Wis** 12, **Cha** 18
Base Atk +3; **CMB** +2; **CMD** 16
Feats Dodge, Eschew Materials, Greater Spell Focus (evocation), Improved Initiative, Spell Focus (evocation)
Skills Fly +10, Knowledge (arcana) +9, Linguistics +1, Spellcraft +9
Languages Auran, Common
SQ bloodline arcana (change energy damage spells to electricity)
Combat Gear *scroll of fly*, *scroll of gaseous form*, *scroll of levitate*; **Other Gear** mwk crossbow with 20 bolts, *cloak of resistance +1*, *ring of protection +1*, 414 gp

Harbinger Mage Cheat Sheet

3rd level spells

Lightning Bolt (evocation [electricity], VSM, 120ft. line, SRyes) – 6d6 electricity, REF half.

2nd level spells

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.

Scorching Ray (electric) (evocation[electricity], VS, close, SRyes) – 1 ray of electricity, deals 4d6 dmg.

Spectral Hand (necromancy, VS, medium, 1min/lvl) – Take 1d4dmg, hand lets you make melee touch at medium range with +2 bonus. AC of 22 + Int, improved evasion, your saves and hp = dmg you took at the start of the spell.

1st level spells

Burning Hands (electric) (evocation[electricity], VS, 15ft cone, SR yes) – 5d4 electricity, 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.

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

LIGHTNING ELEMENTAL, MEDIUM (2)

CR 3

N Medium outsider (air, elemental, extraplanar)

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

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

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

HARBINGERS OF FATE STRONGARM (2) CR 2

Half-orc fighter 3

NE Medium humanoid (human, orc)

Init +5; **Senses** darkvision 60 ft.; Perception -1

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor)

hp 30 (3d10+9)

Fort +5, **Ref** +2, **Will** +2; +1 vs. fear

Defensive Abilities bravery +1, orc ferocity

OFFENSE

Speed 30 ft.

Melee mwk greataxe +7 (1d12+4/×3) or
sap +6 (1d6+3 nonlethal)

Ranged javelin +4 (1d6+3)

STATISTICS

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

Base Atk +3; **CMB** +6; **CMD** 17

Feats Cleave, Improved Initiative, Iron Will,
Power Attack

Skills Climb +5, Intimidate +9, Survival +3, Swim
+5

Languages Common, Orc

SQ armor training 1, orc blood, weapon
familiarity

Combat Gear *potion of bull's strength*, *potion of cure moderate wounds*, *potion of enlarge person* (CL 3rd); **Other Gear** mwk breastplate, javelins (4), mwk greataxe, sap, sack, gold necklace (worth 100 gp), 124 gp

LIGHTNING ELEMENTAL, MEDIUM CR 3

N Medium outsider (air, elemental, extraplanar)

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

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

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.

Enlarge	Bull's Power	Greataxe	Sap
		mwk greataxe +7 (1d12+4/×3)	sap +6 (1d6+3 nonlethal)
	X	mwk greataxe +6 (1d12+7/×3)	sap +5 (1d6+5 nonlethal)
	X	mwk greataxe +9 (1d12+7/×3)	sap +8 (1d6+5 nonlethal)
	X	mwk greataxe +8 (1d12+10/×3)	sap +7 (1d6+7 nonlethal)
X		mwk greataxe +6 (3d6+6/×3)	sap +5 (1d8+4 nonlethal)
X		mwk greataxe +5 (3d6+9/×3)	sap +4 (1d8+6 nonlethal)
X	X	mwk greataxe +8 (3d6+9/×3)	sap +7 (1d8+6 nonlethal)
X	X	mwk greataxe +7 (3d6+12/×3)	sap +6 (1d8+8 nonlethal)

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 SIMULACRUM (3)

CR 5

Female human magus (staff magus) 6

LE Medium humanoid (human)

Init +2; **Senses** Perception +5

DEFENSE

AC 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)

hp 49 (6d8+18)

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

OFFENSE

Speed 30 ft.

Melee +2 *shock darkwood quarterstaff* +8 (1d6+3 plus 1d6 electricity)

Ranged touch +6

Special Attacks arcane pool (+2, 7 points), magus arcana (maneuver mastery, silent magic), spell combat, **spell recall**, spellstrike

Magus Spells Prepared (CL 6th; concentration +10, +14 defensively)

2nd—*defensive shock*^{UM}, *frigid touch*^{UM}, *mirror image* (1d4+2 images), *scorching ray*

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

0 (at will)—*acid splash*, *detect magic*, *mage hand*, *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 +2 *shock 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 +4; **CMB** +5 (+9 trip, +12 with quarterstaff); **CMD** 17 (21 vs. trip)

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

Skills Fly +11, Intimidate +9, Knowledge (arcana) +13, Knowledge (history) +10, Perception +5, Spellcraft +13, Use Magic Device +9

Languages Aklo, Azlanti, Common, Draconic, Elven

Other Gear +1 *mithral chain shirt*, +1 *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.

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 Simulacrum's Cheat Sheet

2nd Level Spells

Defensive Shock (evocation[electricity], VSM, personal, 1min/lvl or until discharged) – Every time you are touched or hit with a handheld weapon, attacker takes 3d6 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+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.

Scorching Ray (evocation[fire], VS, close, SRyes) – 1 ray of fire, deals 4d6 fire dmg.

1st Level Spells

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

Magic Missile (2) (evocation[force], VS, medium, SRyes) – 3 1d4+1 missiles of force

Ray of Enfeeblement (necromancy, VS, close, ray, 1rd/lvl, SRyes) – Target takes 1d6+3 STR penalty (FORT half)

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