

# 7-00 The Sky Key Solution

## Subtier 7-8

These stat blocks and other notes were compiled by J. McTeague. If you notice any errors, please contact me at [iammars21@gmail.com](mailto:iammars21@gmail.com).

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## Common Encounter – Beasts of a Civilized Age

### CHUUL (2)

CR 7

CE Large aberration (aquatic)

**Init** +7; **Senses** darkvision 60 ft.; Perception +19

#### DEFENSE

**AC** 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size)

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

**Fort** +7, **Ref** +6, **Will** +9

**Immune** poison

#### OFFENSE

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

**Melee** 2 claws +14 (2d6+7 plus grab)

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

**Special Attacks** constrict (2d6+7), paralytic tentacles

#### STATISTICS

**Str** 25, **Dex** 16, **Con** 18, **Int** 10, **Wis** 14, **Cha** 5

**Base Atk** +7; **CMB** +15 (+19 grapple); **CMD** 28 (32 vs. trip)

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

**Skills** Knowledge (nature) +8, Perception +19, Sense Motive +9, Stealth +9, Swim +28

**Languages** Undercommon

**SQ** amphibious

#### SPECIAL ABILITIES

**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 19 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+7 points of damage each round from the creature's mandibles.

## Common Encounter – Serpentfolk Guards

### DEGENERATE SERPENTFOLK (2)

CR 4

NE Medium monstrous humanoid

**Init** +5; **Senses** darkvision 60 ft., scent; Perception +13

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#### 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

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#### OFFENSE

**Speed** 30 ft.

**Melee** mwk greatsword +11 (2d6+7/19–20), bite +6 (1d6+2 plus poison)

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#### 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.

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#### SPECIAL ABILITIES

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

**SERPENTFOLK IMPERILER****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, NAUNET (2)

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.]

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**PROTEAN, NAUNET AS A DIRE WEASEL (2)****CR 7**

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

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

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**DEFENSE**

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**AC** 16, touch 12, flat-footed 13 (+3 Dex, +4 natural, –1 size)**hp** 94 (9d10+45)**Fort** +11, **Ref** +11, **Will** +6

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**OFFENSE**

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**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)

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**STATISTICS**

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**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

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**SPECIAL ABILITIES**

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**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

## DEGENERATE SERPENTFOLK (3)

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

## DINOSAUR, TRICERATOPS

CR 8

N Huge animal

**Init** –1; **Senses** low-light vision, scent; Perception +21

### DEFENSE

**AC** 21, touch 7, flat-footed 21 (–1 Dex, +14 natural, –2 size)

**hp** 119 (14d8+56)

**Fort** +15, **Ref** +8, **Will** +5

### OFFENSE

**Speed** 30 ft.

**Melee** gore +17 (2d10+12)

**w/Power Attack** gore +14 (2d10+21)

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

**Special Attacks** powerful charge (gore, 4d10+16, 4d10+25), trample (1d8+12, DC 25)

### STATISTICS

**Str** 26, **Dex** 9, **Con** 19, **Int** 2, **Wis** 12, **Cha** 7

**Base Atk** +10; **CMB** +20; **CMD** 29 (33 vs. trip)

**Feats** Great Fortitude, Improved Bull Rush, Improved Critical, Power Attack, Run, Skill Focus (Perception),  
Weapon Focus (gore)

**Skills** Perception +24

## B1. Serpentfolk Slave-Tamers

### SERPENTFOLK ILLUSIONIST

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

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## SPECIAL ABILITIES

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**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], VSFDF, 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 CHAMPION****CR 7**

Trogodyte fighter 6

CE Medium humanoid (reptilian)

**Init** +1; **Senses** darkvision 90 ft.; Perception +3**Aura** stench (30 ft., DC 15, 10 rounds)**DEFENSE****AC** 23, touch 11, flat-footed 22 (+6 armor, +1 Dex, +6 natural)**hp** 82 (8 HD; 2d8+6d10+40)**Fort** +13, **Ref** +4, **Will** +4 (+2 vs. fear)**Defensive Abilities** bravery +2**OFFENSE****Speed** 30 ft.**Melee** mwk lance +13/+8 (1d8+7/×3), bite +6 (1d4+2), claw +6 (1d4+2)**w/ Power Attack** mwk lance +11/+6 (1d8+13/×3), bite +4 (1d4+4), claw +4 (1d4+4)**Ranged** javelin +9/+4 (1d6+5)**Special Attacks** weapon training (spears +1)**STATISTICS****Str** 18, **Dex** 12, **Con** 18, **Int** 8, **Wis** 13, **Cha** 9**Base Atk** +7; **CMB** +11 (+13 bull rush); **CMD** 22 (24 vs. bull rush)**Feats** Improved Bull Rush, Mounted Combat, Power Attack, Quick Draw, Ride-By Attack, Spirited Charge, Toughness, Unseal**Skills** Handle Animal +6, Intimidate +6, Perception +3, Ride +6, Stealth +3 (+7 in rocky areas)**Languages** Draconic**SQ** armor training 1**Combat Gear** *potion of cure moderate wounds*; **Other Gear** mwk breastplate, javelins (7), mwk lance, *belt of giant strength +2*, *cloak of resistance +1*, 33 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.

**TROGLODYTE CHAMPION'S RIDING LIZARD CR 1**

N Large animal

**Init** +2; **Senses** low-light vision, scent; Perception +6**DEFENSE****AC** 11, touch 11, flat-footed 9 (+2 Dex, -1 size)**hp** 15 (2d8+6)**Fort** +6, **Ref** +5, **Will** +1**OFFENSE****Speed** 50 ft.**Melee** 2 claws +3 (1d4+1)**Space** 10 ft.; **Reach** 5 ft.**STATISTICS****Str** 16, **Dex** 14, **Con** 17, **Int** 2, **Wis** 13, **Cha** 7**Base Atk** +1; **CMB** +5; **CMD** 17 (21 vs. trip)**Feats** Endurance, Run<sup>B</sup>**Skills** Perception +6

# C1. Guardian Idols

## YDERSIUS ASCENDANT GUARDIAN

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 IMPERILER

CR 7

Advanced serpentfolk slayer 5

NE Medium monstrous humanoid

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

---

### 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

---

### 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)

---

### 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

---

### SPECIAL ABILITIES

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

**SNAKE, EMPEROR COBRA (2)****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 (3)

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

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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 IMPERILER****CR 7**

Advanced serpentfolk slayer 5

NE Medium monstrous humanoid

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

---

**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

---

**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)

---

**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

---

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

## F. Unwelcome Reception

### AZLANTI SOLDIER (3)

CR 4

Human warrior 6

CN Medium humanoid (human)

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

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#### DEFENSE

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

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

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

---

#### OFFENSE

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**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

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**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

# Time Storm – Primordial Ooze

## IMMENSE PUDDING

CR 8

Giant black pudding

N Gargantuan ooze

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

---

### 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, TRICERATOPS****CR 8**

N Huge animal

**Init** -1; **Senses** low-light vision, scent; Perception +21**DEFENSE****AC** 21, touch 7, flat-footed 21 (-1 Dex, +14 natural, -2 size)**hp** 119 (14d8+56)**Fort** +15, **Ref** +8, **Will** +5**OFFENSE****Speed** 30 ft.**Melee** gore +17 (2d10+12)**w/Power Attack** gore +14 (2d10+21)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** powerful charge (gore, 4d10+16, 4d10+25), trample (1d8+12, DC 25)**STATISTICS****Str** 26, **Dex** 9, **Con** 19, **Int** 2, **Wis** 12, **Cha** 7**Base Atk** +10; **CMB** +20; **CMD** 29 (33 vs. trip)**Feats** Great Fortitude, Improved Bull Rush, Improved Critical, Power Attack, Run, Skill Focus (Perception),  
Weapon Focus (gore)**Skills** Perception +24

# Time Storm – The First Humans

## CAVEPERSON WARLEADER

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.

**MEGAFUNA, GLYPTODON****CR 6**

N Large animal

**Init** +0; **Senses** low-light vision, scent; **Perception** +16

---

**DEFENSE****AC** 21, touch 9, flat-footed 21 (+12 natural, -1 size)**hp** 67 (9d8+27)**Fort** +11, **Ref** +6, **Will** +4

---

**OFFENSE****Speed** 20 ft.**Melee** 2 claws +12 (1d10+7)**w/ Power Attack** 2 claws +10 (1d10+11)**Space** 10 ft.; **Reach** 5 ft.

---

**STATISTICS****Str** 25, **Dex** 10, **Con** 17, **Int** 2, **Wis** 13, **Cha** 6**Base Atk** +6; **CMB** +14; **CMD** 24 (28 vs. trip)**Feats** Endurance, Great Fortitude, Improved Bull Rush, Power Attack, Skill Focus (Perception)**Skills** Perception +16

*This armored creature has a bony, turtle-like shell from which protrude short limbs, a blunt head, and a short spiky tail.*

# Time Storm – What Shall Remain

**BLAST SHADOW (3)****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.*

# Fate's Anchors – Alrule Shahan

## AZLANTI SOLDIER (3)

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

# Fate's Anchors – Binui Skostravalus

## HARBINGERS OF FATE SPYMASTER

CR 6

Human rogue 7

NE Medium humanoid (human)

**Init** +4; **Senses** Perception +10

---

### DEFENSE

**AC** 19, touch 15, flat-footed 14 (+4 armor, +4 Dex, +1 dodge)

**hp** 42 (7d8+7)

**Fort** +4, **Ref** +10, **Will** +3

**Defensive Abilities** evasion, trap sense +2, uncanny dodge

---

### OFFENSE

**Speed** 30 ft.

**Melee**+1 rapier +10 (1d6+3/18–20)

**Ranged** mwk light crossbow +10 (1d8/19–20)

**Special Attacks** sneak attack +4d6 plus 4 bleed

---

### STATISTICS

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

**Base Atk** +5; **CMB** +7; **CMD** 22

**Feats** Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon Finesse

**Skills** Acrobatics +14, Bluff +9, Climb +12, Diplomacy +9, Disable Device +14, Disguise +9, Knowledge (local) +11, Perception +10, Sense Motive +10, Sleight of Hand +14, Stealth +14

**Languages** Common, Halfling

**SQ** rogue talents (bleeding attack +4, fast stealth, stand up), trapfinding +3

**Combat Gear** *potion of cure moderate wounds*, *potion of invisibility*, *tanglefoot bag*; **Other Gear**+1 *studded leather*, +1 rapier, mwk light crossbow with 20 bolts, *cloak of resistance +1*, *thieves' tools*, 489 gp

---

### SPECIAL ABILITIES

**Fast Stealth (Ex)** This ability allows a rogue to move at full speed using the Stealth skill without penalty.

**Stand Up (Ex)** A rogue with this ability can stand up from a prone position as a free action. This still provokes attacks of opportunity for standing up while threatened by a foe.

**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

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

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

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

### 2<sup>nd</sup> 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.

### 1<sup>st</sup> 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.

# Fate's Anchors – Romnus Vagarti

## HARBINGER MAGE ELITE

CR 9

Human sorcerer 10

N Medium humanoid (human)

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

---

### 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)

---

### 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 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 combustibles 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.

**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 BODYGUARD (2) CR 5

Human warrior 7

N Medium humanoid (human)

**Init** +3; **Senses** Perception +8

### DEFENSE

**AC** 17, touch 9, flat-footed 17 (+7 armor, -1 Dex, +1 shield)

**hp** 59 (7d10+21)

**Fort** +7, **Ref** +1, **Will** +5

### OFFENSE

**Speed** 20 ft.

**Melee** +1 longsword +10/+5 (1d8+2/19–20) or kukri +8/+3 (1d4+1/18–20)

**Ranged** mwk light crossbow +7 (1d8/19–20)

### STATISTICS

**Str** 13, **Dex** 9, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +7; **CMB** +8; **CMD** 17

**Feats** Combat Reflexes, Improved Initiative, Iron Will, **Stand Still**, Weapon Focus (longsword)

**Skills** Intimidate +9, Perception +8, Sense Motive +8

**Languages** Common

**Combat Gear** *potion of barkskin*, *potion of bear's endurance*, *potion of cure moderate wounds*, *screaming bolt*, tanglefoot bag (2); **Other Gear** mwk banded mail, mwk light steel shield, +1 longsword, kukri, mwk light crossbow with 20 bolts, mwk manacles, 114 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.

Human rogue 7

NE Medium humanoid (human)

**Init** +4; **Senses** Perception +10

#### DEFENSE

**AC** 19, touch 15, flat-footed 14 (+4 armor, +4 Dex, +1 dodge)

**hp** 42 (7d8+7)

**Fort** +4, **Ref** +10, **Will** +3

**Defensive Abilities** evasion, trap sense +2, uncanny dodge

#### OFFENSE

**Speed** 30 ft.

**Melee**+1 rapier +10 (1d6+3/18–20)

**Ranged** mwk light crossbow +10 (1d8/19–20)

**Special Attacks** sneak attack +4d6 plus 4 bleed

#### STATISTICS

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

**Base Atk** +5; **CMB** +7; **CMD** 22

**Feats** Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon Finesse

**Skills** Acrobatics +14, Bluff +9, Climb +12, Diplomacy +9, Disable Device +14, Disguise +9, Knowledge (local) +11, Perception +10, Sense Motive +10, Sleight of Hand +14, Stealth +14

**Languages** Common, Halfling

**SQ** rogue talents (bleeding attack +4, fast stealth, stand up), trapfinding +3

**Combat Gear** *potion of cure moderate wounds*, *potion of invisibility*, *tanglefoot bag*; **Other Gear**+1 *studded leather*, +1 rapier, mwk light crossbow with 20 bolts, *cloak of resistance +1*, *thieves' tools*, 489 gp

#### SPECIAL ABILITIES

**Fast Stealth (Ex)** This ability allows a rogue to move at full speed using the Stealth skill without penalty.

**Stand Up (Ex)** A rogue with this ability can stand up from a prone position as a free action. This still provokes attacks of opportunity for standing up while threatened by a foe.

**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 Arodeaths

## ARODETH SIMULACRUM (2)

CR 5

Female human magus (staff magus) 6

LE Medium humanoid (human)

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

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### 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*<sup>UM</sup>, *frigid touch*<sup>UM</sup>, *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<sup>UM</sup>, 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

### 2<sup>nd</sup> 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.

### 1<sup>st</sup> 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.

**ARODETH IDEALIZED SIMULACRUM****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*

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#### 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

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#### 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 Simulacrum's Cheat Sheet

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

**Corrosive Consumption** (conjuration(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** (conjuration(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** (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

**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** (conjuration(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