

The Cosmic Captive

Subtier 10-11

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A. Asteroid Surface

EARTH ELEMENTAL, GREATER ADVANCED

CR 10

N Huge outsider (earth, elemental, extraplanar)

Init +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +18

DEFENSE

AC 25, touch 9, flat-footed 23, (+1 Dex, +14 natural, –2 size)

hp 162 (13d10+91)

Fort +15, **Ref** +5, **Will** +10

DR 10/—; **Immune** elemental traits

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee 2 slams +23 (2d10+12)

w/Power Attack 2 slams +18 (2d10+20)

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

Special Attacks earth mastery

STATISTICS

Str 34, **Dex** 12, **Con** 25, **Int** 12, **Wis** 15, **Cha** 15

Base Atk +13; **CMB** +27; **CMD** 38

Feats Awesome Blow, Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush^B, Improved Overrun, Improved Sunder, Power Attack

Skills Appraise +17, Climb +28, Knowledge (dungeoneering) +17, Knowledge (planes) +17, Perception +18, Stealth +9, Survival +18

SPECIAL ABILITIES

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

Earth Glide (Ex) A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A move earth spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

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

GOLEM, CLAY**CR 10**

N Large construct

Init –1; **Senses** darkvision 60 ft., low-light vision; **Perception** +0**DEFENSE****AC** 24, touch 8, flat-footed 24 (–1 Dex, +16 natural, –1 size)**hp** 101 (13d10+30)**Fort** +4, **Ref** +3, **Will** +4**DR** 10/adamantine and bludgeoning; **Immune** construct traits, magic**OFFENSE****Speed** 20 ft.**Melee** 2 slams +19 (2d10+7 plus cursed wound)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** berserk, haste**STATISTICS****Str** 24, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1**Base Atk** +13; **CMB** +21; **CMD** 30**SPECIAL ABILITIES**

Berserk (Ex) When a clay golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. This chance resets to 0% after 1 minute of inactivity. A berserk golem attacks the nearest living creature or smashes some object smaller than itself if no creature is within reach. Once it goes berserk, no known method can reestablish control.

Cursed Wound (Ex) The damage a clay golem deals doesn't heal naturally and resists magical healing. A character attempting to use magical healing on a creature damaged by a clay golem must succeed on a DC 26 caster level check, or the healing has no effect on the injured creature.

Haste (Su) After it has engaged in at least 1 round of combat, a clay golem can *haste* itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

Immunity to Magic (Ex) A clay golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A *move earth* spell drives the golem back 120 feet and deals 3d12 points of damage to it (no save).
- A *disintegrate* spell slows the golem (as per *slow*) for 1d6 rounds and deals 1d12 points of damage (no save).
- An *earthquake* spell cast directly at a clay golem stops it from moving on its next turn and deals 5d10 points of damage (no save).
- Any magical attack against a clay golem that deals acid damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A clay golem gets no saving throw against magical attacks that deal acid damage.

Common – Stranded Survivors

Items

POTION OF CURE LIGHT WOUNDS

Aura faint conjuration; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 50 gp; **Weight** —
The drinker regains 1d8+1 hit points

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Aura faint conjuration; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 50 gp; **Weight** —
The drinker regains 1d8+1 hit points

POTION OF CURE MODERATE WOUNDS

Aura faint conjuration; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —
The drinker regains 2d8+3 hit points

POTION OF LESSER RESTORATION

Aura faint conjuration; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —
The drinker regains 1d4 points of temporary ability damage or dispels all magical effects reducing the drinker's ability scores. The drinker is cured of fatigue, and any exhaustion is reduced to fatigue.

POTION OF HASTE

Aura faint transmutation; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 750 gp; **Weight** —
The drinker gains a +1 bonus on attack rolls, and a +1 dodge bonus on AC and Reflex saves. In addition, the drinker doubles their speed (up to 30 extra feet) and the drinker may make an extra attack whenever they full attack. This benefit lasts 5 rounds.

SCROLL OF HEAL

School conjuration (healing); **Level** alchemist 6, cleric 6, druid 7, inquisitor 6, occultist 6, shaman 7, spiritualist 6, witch 7

Caster Level 11th

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration instantaneous

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, poisoned, sickened, and stunned. It also cures 10 hit points of damage per level of the caster, to a maximum of 150 points at 15th level.

Heal does not remove negative levels or restore permanently drained ability score points.

If used against an undead creature, *heal* instead acts like *harm*.

SCROLL OF RESTORATION

School conjuration (healing); **Level** alchemist 4, cleric 4, inquisitor 4, mesmerist 4, paladin 4, shaman 4, spiritualist 4

Caster Level 7th

Casting Time 3 rounds

Components V, S, M (diamond dust worth 100 gp or 1,000 gp, see text)

Range touch

Target creature touched

Duration instantaneous

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell functions like *lesser restoration*, except that it also dispels temporary negative levels or one permanent negative level. If this spell is used to dispel a permanent negative level, it has a material component of diamond dust worth 1,000 gp. This spell cannot be used to dispel more than one permanent negative level possessed by a target in a 1-week period.

Restoration cures all temporary ability damage, and it restores all points permanently drained from a single ability score (your choice if more than one is drained). It also eliminates any fatigue or exhaustion suffered by the target.

Common – Horrors from Beyond

YENGETHE, ADVANCED (2)**CR 10**

CE Large aberration

Init +6; **Senses** blindsense 120 ft., darkvision 60 ft.; Perception +21**DEFENSE****AC** 27, touch 15, flat-footed 21 (+6 Dex, +12 natural, –1 size)**hp** 137 (11d8+88)**Fort** +11, **Ref** +11, **Will** +14**DR** 10/slashing or piercing; **Immune** cold, fear, mind-affecting effects; **SR** 20**OFFENSE****Speed** 40 ft.**Melee** 2 claws +16 (1d6+9), 4 tentacles +15 (1d6+4 plus grab)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** feeding tentacles, psychic blast**Spell-Like Abilities** (CL 10th; concentration +15)Constant—*air walk*At will—*darkness*, *telekinesis* (DC 20), *tree shape*1/year—*interplanetary teleport* (self plus 50 lbs. of objects only)**Psychic Magic** (CL 10th; concentration +15)20 PE—*control summoned creature*^{UM} (4 PE, DC 19), *demand* (8 PE, DC 23), *fear* (4 PE, DC 19), quickened *true strike* (1 PE)**STATISTICS****Str** 28, **Dex** 22, **Con** 26, **Int** 21, **Wis** 25, **Cha** 21**Base Atk** +8; **CMB** +16 (+20 grapple); **CMD** 30 (can't be tripped)**Feats** Combat Casting, Combat Expertise, Lightning Reflexes, Multiattack, Quicken Spell-Like Ability (*true strike*), Weapon Focus (tentacles)**Skills** Knowledge (arcana, geography, planes) +16, Knowledge (engineering) +19, Perception +21, Sense Motive +18, Spellcraft +19, Survival +21, Use Magic Device +16**Languages** Aklo; telepathy 60 ft.**SQ** no breath**SPECIAL ABILITIES**

Feeding Tentacles (Su) As a standard action, a yangethe can use its mouth tentacles to feed on a helpless creature or a creature it is currently grappling. In this case, if the yangethe hits with a melee touch attack, the feeding tentacles wrap around the target's body and riddle it with thousands of tiny filaments that siphon away the victim's emotions. This attack deals 1d4 points of Charisma drain. The yangethe heals 5 points of damage for every point of Charisma it drains in this manner. As long as a creature continues to suffer any of this Charisma drain, each time it attempts to sleep, it is affected as per *nightmare* (CL 10th, DC 22) and has terrifying dreams wherein the experience of being fed upon by the yangethe takes on greater and greater levels of horror. All effects from the feeding tentacles are mind-affecting effects.

Psychic Blast (Su) Once per day as a standard action, a yangethe can emit a blast of psychic energy from its mind in a 30-foot-radius burst centered on itself. All creatures in this area take 6d6 points of nonlethal damage from the intense pain and are confused for 1d6 rounds. A successful DC 20 Will save halves the damage and negates the confusion. This is a mind-affecting effect. The save DC is Charisma-based.

Psychic Magic (Sp) A creature with this ability can use the power of its mind to cast certain spells. Each spell cast using psychic magic consumes an amount of psychic energy. The creature has a maximum

amount of psychic energy (PE) per day that refreshes after a night's rest. A creature with this ability can cast any of the spells listed in this entry as long as it has enough psychic energy remaining to pay the spell's PE cost. The DC for any of these spells is equal to 10 + the amount of psychic energy used to cast the spell + the creature's Charisma or Intelligence modifier (whichever is higher). Creatures that gain access to undercast spells via this ability can cast an undercast version of the spell by spending 1 PE fewer for each level lower that the spell is cast. A psychic magic spell with a PE cost of 0 can be cast any number of times, and can be cast even if the creature has 0 PE remaining. The psychic magic granted by this ability has the same thought and emotion components as psychic spells. The monster can apply metamagic feats to these spells by spending an amount of additional PE equal to the level increase of the metamagic feat and by increasing the casting time as normal for spontaneously casting a metamagic spell. Because this ability grants psychic spellcasting, it also allows the creature to use occult skill unlocks.

Spell-Like Abilities

Air Walk (transmutation[air], VSDF, creature touched, 10min/lvl, SRyes) – Creature can walk on air like it was a hill. (Max of 45°)

Darkness (evocation[darkness], VMDF, object touched, 1min/lvl) – object radiates darkness in a 20ft. radius. Light level drops one step, nonmagical sources of light are shut off.

Telekinesis (transmutation, VS, long, concentration (1rd/lvl) or instantaneous, SRyes) – Choose 1 of 3:

Sustained Force = Move an object up to 25lbs/lvl while concentrating. Will negates, SR applies.

Combat Maneuver = 1/round while concentrating bull rush, disarm, grapple, or trip using CL + casting stat. No save, but SR applies. *Violent Thrust* = Hurl one object/creature per lvl at target. Att = CL + casting stat, damage = weapon damage or 1-1d6/25 lbs.

Psychic Magic

Control Summoned Monster (enchantment(compulsion)[mind-affecting], VS, one summoned creature, 1rd/lvl, SRyes) – WILL or creature falls under your control. Opposed Spellcraft to regain control.

Demand (enchantment(compulsion)[mind-affecting], 10 minutes, VSMDf, one creature, 1rd, SRyes) – *sending + suggestion*

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.

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

Common – Akitonian Explorers

AKITON DERVISH (2)**CR 9**

Human rogue 10

N Medium humanoid (human)

Init +8; **Senses** Perception +12**DEFENSE****AC** 20, touch 16, flat-footed 15 (+4 armor, +1 deflection, +4 Dex, +1 dodge) (+4 dodge vs. AoO)**hp** 68 (10d8+20)**Fort** +4, **Ref** +11, **Will** +2**Defensive Abilities** evasion, improved uncanny dodge, trap sense +3**OFFENSE****Speed** 30 ft.**Melee** +1 *keen rapier* +13/+8 (1d6+3/15–20)**Ranged** light crossbow +11 (1d8/19–20)**Special Attacks** sneak attack +5d6**STATISTICS****Str** 14, **Dex** 19, **Con** 12, **Int** 13, **Wis** 8, **Cha** 10**Base Atk** +7; **CMB** +9; **CMD** 25**Feats** Combat Expertise, Dodge, Improved Initiative, Mobility, Nimble Moves, Spring Attack, Weapon Finesse, Weapon Focus (rapier), Whirlwind Attack**Skills** Acrobatics +17, Climb +15, Disable Device +19, Escape Artist +17, Intimidate +13, Perception +12, Perform (dance) +13, Sleight of Hand +17, Stealth +17, Swim +15**Languages** Azlanti, Common**SQ** rogue talents (combat trick, finesse rogue, opportunist, surprise attack, weapon training), trapfinding +5**Combat Gear** *potion of blur*, *potion of cat's grace*, alchemist's fire (2); **Other Gear** +1 *studded leather*, +1 *keen rapier*, light crossbow with 20 bolts, *ring of protection* +1, masterwork thieves' tools**SPECIAL ABILITIES****Improved Uncanny Dodge (Ex)** A rogue of 8th level or higher can no longer be flanked.

This defense denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

Opportunist (Ex) Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as an attack of opportunity for that round. Even a rogue with the Combat Reflexes feat can't use the opportunist ability more than once per round.**Surprise Attack (Ex)** During the surprise round, opponents are always considered flat-footed to a rogue with this ability, even if they have already acted.**Uncanny Dodge (Ex):** Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A rogue with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action (see Combat) against her.**Whirlwind Attack** When you use the full-attack action, you can give up your regular attacks and instead make one melee attack at your highest base attack bonus against each opponent within reach. You must make a separate attack roll against each opponent.

When you use the Whirlwind Attack feat, you also forfeit any bonus or extra attacks granted by other feats, spells, or abilities.

GUARDIAN OF REASON**CR 12**

Human monk 9/assassin 4

LE Medium humanoid (human)

Init +5; **Senses** Perception +18**DEFENSE****AC** 26, touch 22, flat-footed 19 (+2 armor, +1 deflection, +5 Dex, +2 dodge, +2 monk, +2 natural, +2 Wis)**hp** 88 (9d8+4d8+22)**Fort** +9, **Ref** +15, **Will** +10; +2 vs. enchantments or poison**Defensive Abilities** improved evasion, uncanny dodge; **Immune** disease**OFFENSE****Speed** 60 ft.**Melee** unarmed strike +16/+16/+11 (1d10+1 plus 1d6 electricity) or

mwk quarterstaff +12/+12/+7 (1d6+1) or

flurry of blows (unarmed strike) +17/+17/+17/+12/+12/+7 (1d10+1 plus 1d6 electricity)

Ranged +1 *shuriken* +17/+17/+12 (1d2+2) orflurry of blows (+1 *shuriken*) +19/+19/+19/+14/+14/+9 (1d2+1)**w/ Deadly Aim** +1 *shuriken* +14/+14/+9 (1d2+8) orflurry of blows (+1 *shuriken*) +16/+16/+16/+11/+11/+6 (1d2+7)**Special Attacks** death attack (DC 16), flurry of blows, sneak attack +2d6, stunning fist (10/day, DC 18), true death (DC 19)**TACTICS****Before Combat** The guardian of reason has already imbibed a *potion of barkskin* and *potion of haste*. Their effects are already incorporated into her statistics.**STATISTICS****Str** 12, **Dex** 21, **Con** 12, **Int** 14, **Wis** 14, **Cha** 8**Base Atk** +9; **CMB** +13; **CMD** 31**Feats** Deadly Aim, Deflect Arrows, Dodge, Extra Ki, Improved Unarmed Strike, Nimble Moves, Point-Blank Shot, Step Up, Stunning Fist, Weapon Finesse, Weapon Focus (*shuriken*, unarmed strike)**Skills** Acrobatics +21 (+42 when jumping), Bluff +6, Climb +11, Diplomacy +2, Disguise +6, Intimidate +7, Knowledge (geography, local, nature) +5, Knowledge (history) +8, Knowledge (religion) +6, Perception +18, Sense Motive +12, Stealth +21, Swim +7**Languages** Auran, Azlanti, Common**SQ** fast movement, hidden weapons, high jump, ki pool (8 points, magic), maneuver training, poison use, slow fall 40 ft., wholeness of body**Combat Gear** *potion of cure serious wounds*; **Other Gear** +1 *human-bane shuriken* (5), +1 *shuriken* (20), adamantine *shuriken* (10), cold iron *shuriken* (10), masterwork quarterstaff, *belt of physical might* +2 (Str, Dex), *bracers of armor* +2, *cloak of resistance* +1, *ring of protection* +1, *shock amulet of mighty fists***SPECIAL ABILITIES****True Death (Su):** Starting at 4th level, anyone slain by an assassin's death attack becomes more difficult to bring back from the dead. Spellcasters attempting to bring a creature back from the dead using *raise dead* or similar magic must make a caster level check with a DC equal to 15 + the assassin's level or the spell fails and the material component is wasted. Casting *remove curse* the round before attempting to bring the creature back from the dead negates this chance. The DC of the *remove curse* is 10 + the assassin's level.

Items

POTION OF BLUR

Aura faint illusion; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —
The drinker gains a 20% miss chance for 3 minutes.

POTION OF CAT'S GRACE

Aura faint transmutation; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —
The drinker gains a +4 enhancement bonus to Dexterity for 3 minutes.

+1 STUDDERED LEATHER

Light armor, +4 **Armor Bonus**, +5 **Max Dex**, 0 **ACP**, **ASF** 15%, **Price** 1,175 gp; **Weight** 20 lbs.
Aura faint abjuration; **CL** 3rd; **Identify DC** 18

+1 KEEN RAPIER

One-handed martial melee weapon, 1d6 damage; **Crit** 15-20/x2; **Type** P; **Price** 8,320 gp; **Weight** 2 lbs.
Aura moderate transmutation; **CL** 10th; **Identify DC** 25
You cannot use this weapon with two hands.

RING OF PROTECTION +1

Aura faint abjuration; **CL** 5th; **Slot** ring; **Identify DC** 20; **Price** 2,000 gp; **Weight** —
The wearer gains a +1 deflection bonus to their AC.

POTION OF BLUR

Aura faint illusion; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —
The drinker gains a 20% miss chance for 3 minutes.

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Aura moderate transmutation; **CL** 10th; **Identify DC** 25
You cannot use this weapon with two hands.

RING OF PROTECTION +1

Aura faint abjuration; **CL** 5th; **Slot** ring; **Identify DC** 20; **Price** 2,000 gp; **Weight** —
The wearer gains a +1 deflection bonus to their AC.

POTION OF CURE SERIOUS WOUNDS

Aura faint conjuration; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 750 gp; **Weight** —
The drinker regains 3d8+5 hit points

+1 HUMAN BANE SHURIKEN (5)

Exotic ranged weapon, 1d2 damage; **Crit** x2; **Range** 10 ft.; **Type** P; **Price** 831 gp; **Weight** 1/2 lbs.

Aura moderate conjuration and transmutation; **CL** 8th; **Identify** DC 23

This weapon gets an additional +2 enhancement bonus when used to attack a human and deals an extra 2d6 damage.

+1 SHURIKEN (20)

Exotic ranged weapon, 1d2 damage; **Crit** x2; **Range** 10 ft.; **Type** P; **Price** 924 gp; **Weight** 2 lbs.

Aura faint transmutation; **CL** 3rd; **Identify** DC 18

BELT OF PHYSICAL MIGHT +2 (Str, Dex)

Aura strong transmutation; **CL** 12th; **Slot** belt; **Identify** DC 27; **Price** 10,000 gp; **Weight** 1 lb.

The wearer gains a +2 enhancement bonus to their Strength and Dexterity.

BRACERS OF ARMOR +2

Aura moderate conjuration; **CL** 7th; **Slot** wrists; **Identify** DC 22; **Price** 4,000 gp; **Weight** 1 lb.

The wearer gains a +2 armor bonus to their AC.

CLOAK OF RESISTANCE +1

Aura faint abjuration; **CL** 5th; **Slot** shoulders; **Identify** DC 20; **Price** 1,000 gp; **Weight** 1 lb.

The wearer gains a +1 resistance bonus to their saves.

RING OF PROTECTION +1

Aura faint abjuration; **CL** 5th; **Slot** ring; **Identify** DC 20; **Price** 2,000 gp; **Weight** —

The wearer gains a +1 deflection bonus to their AC.

SHOCK AMULET OF MIGHTY FISTS

Aura faint evocation; **CL** 5th; **Slot** neck; **Identify** DC 20; **Price** 4,000 gp; **Weight** —

The wearer deals an extra 1d6 electricity damage with every unarmed strike.

Common – Native Creatures

SOMALCYGOT**CR 12**

NE Large aberration

Init +7; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +26**DEFENSE****AC** 27, touch 13, flat-footed 23 (+3 Dex, +1 Dodge, +14 natural, –1 size)**hp** 189 (14d8+126)**Fort** +15, **Ref** +11, **Will** +14**Defensive Abilities** resistant evolution; **DR** 10/slashing; **Immune** acid, cold**Weaknesses** vulnerable to sonic**OFFENSE****Speed** 40 ft., burrow 20 ft.**Melee** bite +21 (2d6+12 plus 4d6 acid), 4 tentacles +19 (1d8+6 plus grab)**w/ Power Attack** bite +18 (2d6+18 plus 4d6 acid), 4 tentacles +16 (1d8+9 plus grab)**Space** 10 ft.; **Reach** 10 ft. (15 ft. with tentacles)**Special Attacks** acid spray, constrict (1d8+6, 1d8+9 w/ Power Attack)**STATISTICS****Str** 34, **Dex** 17, **Con** 28, **Int** 12, **Wis** 17, **Cha** 11**Base Atk** +10; **CMB** +23 (+27 grapple); **CMD** 37 (can't be tripped)**Feats** Cleave, Dodge, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Skill Focus (Perception)**Skills** Acrobatics +20 (+24 when jumping), Climb +29, Intimidate +17, Perception +26, Stealth +16**Languages** Aklo; telepathy 60 ft.**SQ** no breath**SPECIAL ABILITIES**

Acid Spray (Ex) Every 1d4 rounds, a somalcygot can spit a 60-foot line of acid that deals 10d6 points of acid damage. The acid continues to burn, causing each affected creature to take an additional 5d6 points of acid damage on the following round. A successful DC 26 Reflex save halves the initial damage and negates the ongoing damage. The save DC is Constitution-based.

Resistant Evolution (Su) Somalcygots have evolved in the harsh, unforgiving vacuum of space and developed fortified resistances to the myriad threats found in their environment, granting them a +2 resistance bonus on all saving throws.

Common – Alien Visitors

DENIZEN OF LENG (2)**CR 8**

CE Medium outsider (chaotic, evil, extraplanar)

Init +4; **Senses** darkvision 60 ft.; **Perception** +16**DEFENSE****AC** 21, touch 15, flat-footed 16 (+4 Dex, +1 dodge, +6 natural) (+4 dodge vs. opp attacks)**hp** 95 (10d10+40); planar fast healing 5**Fort** +11, **Ref** +11, **Will** +6**Defensive Abilities** no breath, unusual anatomy; **Immune** poison; **Resist** cold 30, electricity 30; **SR** 19**OFFENSE****Speed** 40 ft.**Melee** bite +14 (1d6+2 plus 1d6 Dexterity drain), 2 claws +14 (1d4+2)**Special Attacks** sneak attack +5d6**Spell-Like Abilities** (CL 10th; concentration +15)Constant—*tongues*3/day—*detect thoughts* (DC 17), *hypnotic pattern* (DC 17), *levitate*, *minor image* (DC 17)1/day—*locate object*, *plane shift* (DC 20, self only)**STATISTICS****Str** 14, **Dex** 18, **Con** 19, **Int** 18, **Wis** 17, **Cha** 21**Base Atk** +10; **CMB** +12; **CMD** 27**Feats** Deceitful, Dodge, Mobility, Persuasive, Weapon Finesse**Skills** Bluff +22, Diplomacy +7, Disable Device +14, Disguise +12 (+16 as humanoid), Intimidate +12, Knowledge (any one) +17, Perception +16, Profession (sailor) +8, Sense Motive +16, Sleight of Hand +17, Spellcraft +12, Stealth +17, Use Magic Device +18; **Racial Modifiers** +4 Disguise when disguised as a Medium humanoid**Languages** Aklo; *tongues***SPECIAL ABILITIES****Dexterity Drain (Su)** The otherworldly teeth and tongues of a denizen of Leng deal 1d6 points of Dexterity drain with a bite. Constructs, elementals, and other creatures that do not possess flesh are immune to this effect. A successful DC 19 Fortitude save reduces the Dexterity drain to 1 point. The save DC is Constitution-based.**Planar Fast Healing (Su)** A denizen of Leng maintains a connection to Leng at all times, and when away from Leng, it has fast healing 5. It loses this ability when on Leng or in areas where planar connections do not function. If killed, a denizen's body dissolves into nothingness in 1d4 rounds, leaving behind its equipment. A slain denizen reforms in Leng, similar to a slain summoned creature; it can be permanently killed only if its fast healing is negated.**Unusual Anatomy (Ex)** A denizen's internal anatomy varies from individual to individual, and has a 50% chance to treat any critical hit or sneak attack against it as a normal hit.**Hypnotic Pattern** (illusion(pattern)[mind-affecting], SM, medium, color lights in 10ft radius, concentration + 2rds, SRyes) – WILL or fascinated. Effect up to 2d4+lvl (max +10) HD of creatures.**Levitate** (transmutation, VSF, personal or close, 1min/lvl) – Move yourself, another person, or another object up and down. Move action to move up or down 20ft. Increasing -1 penalty per attack, up to a -5.**Minor Image** (illusion (figment), VF, concentration + 2rds, long) – silent image plus sounds (not speech)

GUG**CR 10**

CE Large aberration

Init +1; **Senses** darkvision 60 ft.; Perception +27**DEFENSE****AC** 24, touch 10, flat-footed 23 (+1 Dex, +14 natural, –1 size)**hp** 127 (15d8+60)**Fort** +9, **Ref** +6, **Will** +12**Immune** disease, poison**OFFENSE****Speed** 40 ft., climb 20 ft.**Melee** bite +17 (1d8+7), 4 claws +17 (1d6+7)**w/ Power Attack** bite +14 (1d8+13), 4 claws +14 (1d6+13)**Space** 10 ft.; **Reach** 15 ft.**Special Attacks** rend (2 claws, 1d6+10, w/ Power Attack 1d6+19)**STATISTICS****Str** 25, **Dex** 12, **Con** 18, **Int** 11, **Wis** 16, **Cha** 11**Base Atk** +11; **CMB** +19; **CMD** 30**Feats** Awesome Blow, Blind-Fight, Combat Reflexes, Greater Bull Rush, Improved Bull Rush, Lunge, Power Attack, Skill Focus (Perception)**Skills** Climb +15, Escape Artist +13, Knowledge (dungeoneering) +10, Perception +27, Stealth +15, Survival +21; **Racial Modifiers** +4 Escape Artist**Languages** Undercommon**SQ** compression**SPECIAL ABILITIES**

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

Blind-Fight In melee, every time you miss because of concealment (see Combat), you can reroll your miss chance percentile roll one time to see if you actually hit.

An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however.

You do not need to make Acrobatics skill checks to move at full speed while blinded.

Compression (Ex) The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

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

B2. Earth Guardians

EARTH ELEMENTAL, GREATER ADVANCED (2)

CR 10

N Huge outsider (earth, elemental, extraplanar)

Init +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +18

DEFENSE

AC 25, touch 9, flat-footed 23, (+1 Dex, +14 natural, –2 size)**hp** 162 (13d10+91)**Fort** +15, **Ref** +5, **Will** +10**DR** 10/—; **Immune** elemental traits

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide**Melee** 2 slams +23 (2d10+12)**w/Power Attack** 2 slams +18 (2d10+20)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** earth mastery

STATISTICS

Str 34, **Dex** 12, **Con** 25, **Int** 12, **Wis** 15, **Cha** 15**Base Atk** +13; **CMB** +27; **CMD** 38**Feats** Awesome Blow, Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush^B, Improved Overrun, Improved Sunder, Power Attack**Skills** Appraise +17, Climb +28, Knowledge (dungeoneering) +17, Knowledge (planes) +17, Perception +18, Stealth +9, Survival +18

SPECIAL ABILITIES

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

Conduit of Earth (Su) This creature binds all creatures with the Slave of Ayrzul ability within 300 feet to the elemental lord's will, compelling those creatures to fight for the demigod.

Earth Glide (Ex) A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A move earth spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

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

CRYSTAL DRAGON, ADULT**CR 10**

CG Large dragon (earth, extraplanar)

Init +1; **Senses** dragon senses, tremorsense 60 ft.; Perception +19**Aura** frightful presence (180 ft., DC 22)**DEFENSE****AC** 27, touch 10, flat-footed 26 (+ 1 Dex, +17 natural, –1 size)**hp** 149 (13d12+65)**Fort** +15, **Ref** +11, **Will** +11**DR** 5/magic; **Immune** paralysis, sleep, sonic; **SR** 21**OFFENSE****Speed** 60 ft., burrow 30 ft., climb 30 ft., fly 200 ft. (poor)**Melee** bite +19 (2d6+9/19–20), 2 claws +18 (1d8+6), tail slap +16 (1d8+9), 2 wings +16 (1d6+3)**w/ Power Attack** bite +15 (2d6+21/19–20), 2 claws +14 (1d8+14), tail slap +12 (1d8+21), 2 wings +12 (1d6+7)**Space** 10 ft.; **Reach** 5 ft. (10 ft. with bite)**Special Attacks** breath weapon (40-ft. cone, 12d4 sonic, DC 21)**Spell-Like Abilities** (CL 13th; concentration +18)At will—*color spray* (DC 17), *glitterdust* (DC 18), *rainbow pattern* (DC 20)**Spells Known** (CL 1st; concentration +7)1st (5/day)—*shield*, *unseen servant*0 (at will)—*acid splash*, *detect magic*, *ghost sound*, *read magic***STATISTICS****Str** 23, **Dex** 12, **Con** 21, **Int** 16, **Wis** 17, **Cha** 22**Base Atk** +13; **CMB** +20; **CMD** 31 (35 vs. trip)**Feats** Deceitful, Great Fortitude, Improved Critical (bite), Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (bite)**Skills** Bluff +26, Climb +30, Disguise +23, Fly +11, Intimidate +22, Knowledge (dungeoneering) +19, Perception +19, Sense Motive +19, Stealth +13**Languages** Common, Draconic, Terran, Undercommon**SQ** razor sharp**SPECIAL ABILITIES****Dragon Senses (Ex)** Dragons have darkvision 120 feet and blindsense 60 feet. They see four times as well as a human in dim light and twice as well in normal light.**Frightful Presence (Ex)** This special quality makes a creature's very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 180 feet, and the duration is 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save. An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. Frightful presence is a mind-affecting fear effect.**Razor Sharp (Ex)** All of a crystal dragon's natural attacks deal slashing damage.**Slave of Ayrzul (Su)** Ayrzul dominates this creature's will through a conduit of earth creatures. If there are no conduit of earth creatures within 300 feet, the creature gains the panicked condition for 5 rounds then loses this ability.**Rainbow Pattern** (illusion(pattern)[mind-affecting], SMF, medium, colorful lights in 20ft radius, concentration + 1rd/lvl, SRyes) – 24 HD are affected, starting with lowest HD. WILL or be fascinated. Free action to move pattern 30 ft, fascinated follow. New save vs, dangerous area.

B3. Gateway to the Vault

AYRZUL STONELORD

CR 10

Human (Garundi) cleric of Ayrzul 11

NE Medium humanoid (human)

Init +4; **Senses** Perception +13

DEFENSE

AC 19, touch 10, flat-footed 19 (+6 armor, +3 shield)**hp** 102 (11d8+44)**Fort** +10, **Ref** +4, **Will** +13**Resist** acid 10

OFFENSE

Speed 30 ft. (20 ft. in armor)**Melee** +1 *morningstar* +10/+5 (1d8+2)**Ranged** light crossbow +8 (1d8/19–20)**Special Attacks** channel negative energy 5/day (DC 17, 6d6), scythe of evil (5 rounds, 1/day)**Domain Spell-Like Abilities** (CL 11th; concentration +16)8/day—*acid dart* (1d6+5 acid), *touch of evil* (5 rounds)**Cleric Spells Prepared** (CL 11th; concentration +16)6th—*stoneskin*^D, *summon monster VI*5th—*greater command* (DC 20), *dispel good*^D, *slay living* (DC 20), *symbol of pain* (DC 20)4th—*freedom of movement*, *planetary adaptation*, *spike stones*^D (DC 19), *unholy blight* (2, DC 19)3rd—*cure serious wounds* (2), *dispel magic* (2), *magic circle against good*, *stone shape*^D2nd—*cure moderate wounds* (3), *soften earth and stone*^D, *sound burst* (2, DC 17)1st—*bane* (DC 16), *bless*, *doom* (2, DC 16), *protection from good*, *magic stone*^D, *shield of faith*0 (at will)—*detect magic*, *guidance*, *light*, *resistance***D** Domain spell; **Domains** Earth, Evil

TACTICS

Before Combat The stonelord drinks the *potion of invisibility* and uses *spike stones* to funnel the attackers into the trap. The cleric has placed a *symbol of pain* to be visible as soon as the party enters the structure. The stonelord casts *stoneskin*, *freedom of movement*, and *magic circle against good*.

During Combat The stonelord drinks a *potion of displacement* and summons earth elemental allies. The stonelord then uses *greater command* to disrupt foes before engaging in melee combat.

Morale This fanatic fears Ayrzul's wrath and fights to the death.

STATISTICS

Str 12, **Dex** 10, **Con** 14, **Int** 10, **Wis** 20, **Cha** 14**Base Atk** +8; **CMB** +9; **CMD** 19

Feats Augment Summoning, Combat Casting, Elemental Channel, Improved Initiative, Selective Channeling, Spell Focus (conjunction), Toughness

Skills Knowledge (religion) +11, Linguistics +4, Perception +13, Sense Motive +16, Spellcraft +11**Languages** Common, Terran**Combat Gear** *potion of displacement*, *potion of endure elements*, *potion of invisibility*, *scroll of dismissal*;

Other Gear +1 *scale mail*, +1 *heavy steel shield*, +1 *morningstar*, crossbow bolts (20), light crossbow, *belt of incredible dexterity* +2, *cloak of resistance* +1, *headband of inspired wisdom* +2, iron unholy symbol of Ayrzul, diamond dust (worth 750 gp)

Shadow Essence Poison injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *initial effect* 1 Str drain; *secondary effect* 1d2 Str; *cure* 1 consecutive save

Ayrzul Stonelord's Cheat Sheet

6th level spells

Stoneskin (abjuration, VSM, creature touched, 10min/lvl, SRyes) – DR 10/adamantine. Discharged when it prevents 10*lvl dmg (max 150).

Summon Monster VI (conjunction (summoning), 1 round, VSF, 1rd/lvl) – Summon a huge earth elemental, or 1d3 large earth elementals or 1d4+1 medium earth elementals

5th level spells

Dispel Good (abjuration[good], VSDF, touch, 1rd/lvl) – +4 deflection vs. good creatures, can end the spell when making a melee touch to dismiss an evil creature from another plane (WILL negates, SRyes) or end the spell to dispel an enchantment spell from a good creature.

Greater Command (enchantment(compulsion)[language-dependant, mind-affecting], V, close, 1 creature/lvl within 30 ft of each other, 1 rd/lvl, SR yes) – WILL or (Approach, Drop, Fall, Flee, Halt). New WILL every rd.

Slay Living (necromancy[death], VS, touch, SRyes) – FORT?3d6+lvl dmg:12d6+lvl dmg

Symbol of Pain – See spell description below

4th level spells

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

Planetary Adaptation (transmutation, V, personal, 1hr/lvl) – Protect yourself from the world of the Material Plane

Spike Stones (transmutation[earth], VSDF, medium, 1 20ft square/lvl, 1hr/lvl, SRyes) – Move at half speed through area, take 1d8 damage each 5 ft. If you take damage REF or speed is reduced by half for 24 hours or until you get a *cure* spell or Heal check w/ DC = the spell DC. Perception 29 to find.

Unholy Blight (evocation [evil], VS, 20ft radius, medium, SRyes) – 1d8 dmg/2lvls. Good WILL?half:full + sickened for 1d4 rds. Neutral WILL?quarter:half

3rd level spells

Cure Serious Wounds (2) (conjunction (healing), VS) – creature touched heals 3d8+lvl (max +15)

Dispel Magic (2) (abjuration, VS, medium) – Make a dispel check (1d20+CL). Target a creature, object or spell. Either dispels highest CL spell it can get off of the creature, dispels the targeted spell, or suppresses the object for 1d4 rounds as long as you make DC 11+CL. Can also be used as a generic counterspell.

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

Stone Shape (transmutation, VSMDF, stone or stone object touched, 10cu.ft. + 1cu.ft./lvl) – Reshape stone to your purpose. No fine detail. 30% chance that an object with moving parts won't work.

2nd level spells

Cure Moderate Wounds (3) (conjunction (healing), VS) – creature touched heals 2d8+lvl (max +10)

Soften Earth and Stone (transmutation[earth], VSDF, close, 10ft. square/lvl) – Creatures in mud must succeed on a REF or caught for 1d2 rds. Caught creatures cannot move, attack, or cast spells. Make your save and move at ½ speed and cannot run or charge. Creatures in loose dirt move at ½ speed and cannot run or charge.

Sound Burst (2) (evocation[sonic], VSDF, close, 10ft. radius, SRyes) – Creatures in area take 1d8 sonic and FORT or be stunned for 1 round.

1st level spells

Bane (enchantment(compulsion)[fear, mind-affecting], VSDF, 50ft burst centered on you, 1min/lvl) – WILL or -1 to att, -1 to saves vs. fear.

Bless (enchantment(compulsion)[mind-affecting], VSDF, 50ft burst centered on you, 1min/lvl) - +1 morale to att, +1 to saves vs. fear.

Doom (2) (necromancy [emotion, fear, mind-affecting], VSDF, medium, 1min/lvl, SRYes) – WILL or shaken.

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

Magic Stone (transmutation, VSDF, up to 3 pebbles touched, SRYes) – 3 stones do big damage when slung. (20ft thrown, or 50ft in a sling) +1 enhancement in hit, 1d6+1 dmg (2d6+2 vs. undead)

Shield of Faith (abjuration, VSM, creature touched, 1min/lvl) - +2+1/6lvls deflection to AC

Spell-Like Abilities

Acid Dart – 8/day, you can shoot acid out of your fingertips at a range of 30 feet. This a ranged touch attack. (+8 to hit, 1d6+5 acid damage)

Touch of Evil – 8/day you can touch someone and they are sickened for 5 rounds. They count as good for the purpose of evil spells while sickened.

Special Attacks

Channel Negative Energy – 5 times per day, you can make a 30 ft. burst of negative energy. You can choose to heal undead, harm living, heal [earth] creatures, or harm [earth] creatures. You can select up to two people in the burst to avoid the energy. The healing or damage is 6d6, and if it chosen to harm, everyone gets a WILL for half.

Scythe of Evil – Once per day, you can make a touched weapon gain the unholy property. It deals 2d6 extra damage versus good targets and counts as evil for the purpose of damage reduction.

Items

Potion of Displacement – For 5 rounds, gain a 50% miss chance

Potion of Endure Elements – For 24 hours, ignore penalties created by extreme temperatures.

Potion of Invisibility – Become invisible for 3 minutes or until you attack.

Scroll of Dismissal (abjuration, CL 7, VSDF, close, one extraplanar creature, SRYes) – WILL16 or banished back to home plane. 20% chance of being sent to a different plane.

Items

SCROLL OF DISMISSAL

School abjuration; **Level** cleric 4, inquisitor 4, medium 4, occultist 4, psychic 5, shaman 4, sorcerer/wizard 5, spiritualist 5, summoner 4, unchained summoner 5

Casting Time 1 standard action

Caster Level 7th

Components V, S, DF

Range close (25 ft. + 5 ft./2 levels)

Target one extraplanar creature

Duration instantaneous

Saving Throw Will16 negates; see text; **Spell Resistance** yes

This spell forces an extraplanar creature back to its proper plane if it fails a Will save. If the spell is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own.

POTION OF DISPLACEMENT

Aura faint illusion; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 750 gp; **Weight** —

The drinker gains 50% concealment for 5 rounds.

POTION OF ENDURE ELEMENTS

Aura faint abjuration; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 50 gp; **Weight** —

A creature protected by *endure elements* suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between –50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

The potion lasts for 24 hours.

POTION OF INVISIBILITY

Aura faint illusion; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker turns invisible for 3 minutes or until they attack.

+1 SCALE MAIL

Medium armor, +6 **Armor Bonus**, +3 **Max Dex**, -3 **ACP**, **ASF** 25%, **Price** 1,200 gp; **Weight** 30 lbs.

Aura faint abjuration; **CL** 3rd; **Identify DC** 18

+1 HEAVY STEEL SHIELD

Shield, +3 **Armor Bonus**, -1 **ACP**, **ASF** 15%, **Price** 1,170 gp; **Weight** 15 lbs.

Aura faint abjuration; **CL** 3rd; **Identify DC** 18

+1 MORNINGSTAR

One-handed simple melee weapon, 1d8 damage; **Crit** x2; **Type** B&P; **Price** 2,308 gp; **Weight** 6 lbs.

Aura faint transmutation; **CL** 3rd; **Identify DC** 18

BELT OF INCREDIBLE DEXTERITY +2

Aura moderate transmutation; **CL** 8th; **Slot** belt; **Identify DC** 23; **Price** 4,000 gp; **Weight** 1 lb.

Wearing this grants a +2 enhancement bonus to Dexterity.

CLOAK OF RESISTANCE +1

Aura faint abjuration; **CL** 5th; **Slot** shoulders; **Identify DC** 20; **Price** 1,000 gp; **Weight** 1 lb.

Wearing this grants a +1 resistance bonus to all saving throws.

HEADBAND OF INSPIRED WISDOM +2

Aura moderate transmutation; **CL** 8th; **Slot** headband; **Identify DC** 23; **Price** 4,000 gp; **Weight** 1 lb.

Wearing this grants a +2 enhancement bonus to Wisdom.

HUGE EARTH ELEMENTAL CR 7

N Huge outsider (earth, elemental, extraplanar)
Init –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +13

DEFENSE

AC 19, touch 7, flat-footed 19 (–1 Dex, +12 natural, –2 size)

hp 95 (10d10+40)

Fort +11, **Ref** +2, **Will** +7

DR 5/—; **Immune** elemental traits

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee 2 slams +17 (2d8+9)

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

Special Attacks earth mastery

STATISTICS

Str 28, **Dex** 8, **Con** 19, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +21; **CMD** 30

Feats Awesome Blow, Cleave, Greater Bull Rush, Improved Bull Rush^B, Improved Overrun, Power Attack

Skills Appraise +6, Climb +18, Knowledge (dungeoneering) +4, Knowledge (planes) +7, Perception +13, Stealth +4

LARGE EARTH ELEMENTAL CR 5

N Large outsider (earth, elemental, extraplanar)
Init –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +11

DEFENSE

AC 18, touch 8, flat-footed 18 (–1 Dex, +10 natural, –1 size)

hp 68 (8d10+24)

Fort +9, **Ref** +1, **Will** +6

DR 5/—; **Immune** elemental traits

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee 2 slams +14 (2d6+7)

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

Special Attacks earth mastery

STATISTICS

Str 24, **Dex** 8, **Con** 17, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +16; **CMD** 25

Feats Cleave, Greater Bull Rush, Improved Bull Rush^B, Improved Overrun, Power Attack

Skills Appraise +6, Climb +15, Knowledge (dungeoneering) +3, Knowledge (planes) +6, Perception +11, Stealth +5

MEDIUM EARTH ELEMENTAL CR 3**XP 800**

N Medium outsider (earth, elemental, extraplanar)

Init –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +7

DEFENSE

AC 18, touch 9, flat-footed 18 (–1 Dex, +9 natural)

hp 34 (4d10+12)

Fort +7, **Ref** +0, **Will** +4

Immune elemental traits

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee slam +9 (1d8+7)

Special Attacks earth mastery

STATISTICS

Str 20, **Dex** 8, **Con** 17, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +9; **CMD** 18

Feats Cleave, Improved Bull Rush^B, Power Attack

Skills Appraise +1, Climb +10, Knowledge (dungeoneering) +2, Knowledge (planes) +2, Perception +7, Stealth +3

SPECIAL ABILITIES

Earth Glide (Ex) A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

Language Terran

B4. Heralds of Ayrzul

CRYSTAL DRAGON RAVENER

CR 17

Ancient crystal dragon ravener

CE Huge undead (dragon, earth, extraplanar)

Init +4; **Senses** blindsense 120 ft., darkvision 240 ft., dragon senses, tremorsense 120 ft.; Perception +39**Aura** cowering fear, frightful presence (300 ft., DC 31)

DEFENSE

AC 42, touch 13, flat-footed 42 (+5 deflection, +29 natural, –2 size)**hp** 367 (21d8+231)**Fort** +25, **Ref** +14, **Will** +19**Defensive Abilities** channel resistance +4, soul ward (21 points, 42 max); **DR** 15/good; **Immune** death and necromancy effects, sonic, undead traits; **SR** 28

OFFENSE

Speed 60 ft., burrow 30 ft., climb 30 ft., fly 200 ft. (poor)**Melee** bite +32 (2d8+18/17–20), 2 claws +31 (2d6+12/19–20), tail slap +29 (2d6+18/19–20), 2 wings +29 (1d8+6/19–20)**w/ Power Attack** bite +26 (2d8+36/17–20), 2 claws +25 (2d6+24/19–20), tail slap +23 (2d6+36/19–20), 2 wings +23 (1d8+12/19–20)**Space** 15 ft.; **Reach** 10 ft. (15 ft. with bite)**Special Attacks** breath weapon (50-ft cone, DC 31, 20d4 sonic plus 2 negative levels), crush (Small creatures, DC 31, 2d8+18), energy drain (breath weapon), soul consumption, soul magic**Spell-Like Abilities** (CL 21st; concentration +32)At will—*color spray* (DC 22), *glitterdust* (DC 23), *rainbow pattern* (DC 25)3/day—*prismatic spray*, *stone to flesh* (DC 27)**Sorcerer Spells Known** (CL 12th; concentration +23)6th—*mislead* (DC 27)5th—*dismissal* (DC 26), *prying eyes*4th—*dimension door*, *phantasmal killer* (DC 25), *resilient sphere* (DC 25)3rd—*displacement*, *lightning bolt* (DC 24), *major image* (DC 24), *slow* (DC 24)2nd—*blindness/deafness* (DC 23), *invisibility*, *minor image* (DC 23), *mirror image*, *see invisibility*1st—*alarm*, *feather fall*, *magic aura*, *silent image* (DC 22), *unseen servant*0—*acid splash*, *arcane mark*, *detect magic*, *detect poison*, *ghost sound* (DC 21), *mage hand*, *message*, *read magic*, *touch of fatigue* (DC 21)

STATISTICS

Str 35, **Dex** 10, **Con** —, **Int** 24, **Wis** 25, **Cha** 32**Base Atk** +21; **CMB** +35; **CMD** 50 (54 vs. trip)**Feats** Deceitful, Great Fortitude, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Lightning Reflexes, Multiattack, Power Attack, Vital Strike, Weapon Focus (bite)**Skills** Acrobatics +0 (+12 to jump), Appraise +31, Bluff +39, Climb +44, Disguise +36, Fly +16, Intimidate +43, Knowledge (dungeoneering) +31, Knowledge (geography) +31, Knowledge (planes) +31, Perception +39, Sense Motive +31, Stealth +24, Survival +31; **Racial Modifiers** +8 Intimidate, +8 Perception, +8 Stealth**Languages** Abyssal, Auran, Common, Draconic, Dwarven, Elven, Terran, Undercommon**SQ** ray reflection, razor sharp

SPECIAL ABILITIES

Breath Weapon (Su) A ravener keeps the breath weapon of the base creature. In addition, a ravener's breath weapon bestows 2 negative levels on all creatures in the area. A successful Reflex save halves the

damage and reduces the energy drain to 1 negative level. The save DC to remove these negative levels is equal to the ravener's breath weapon DC. The ravener adds 1 hit point to its soul ward ability for each negative level bestowed in this way.

Critical Hits If a ravener scores a critical hit with a natural attack, then the person being attacked takes 1 negative level and the ravener gains 5 points into its soul ward. The DC to remove this level is 31 (Charisma-based).

Cowering Fear (Su) Any creature shaken by the ravener's frightful presence is cowering instead of shaken for the first round of the effect, and shaken for the rest of the duration. Any creature that is panicked by its frightful presence is instead cowering for the duration.

Dragon Senses (Ex) Dragons have darkvision 120 feet and blindsense 60 feet. They see four times as well as a human in dim light and twice as well in normal light.

Frightful Presence (Ex) This special quality makes a creature's very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 300 feet, and the duration is 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save. An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. Frightful presence is a mind-affecting fear effect.

Ray Reflection (Ex) An ancient crystal dragon's scales reflect ray spells back upon the ray's source if the ray fails to overcome the dragon's spell resistance.

Razor Sharp (Ex) All of a crystal dragon's natural attacks deal slashing damage.

Soul Consumption (Su) When a living creature within 30 feet of a ravener dies, that creature's soul is torn from its body and pulled into the ravener's maw if the dying creature fails a DC 31 Will save. This adds a number of hit points to the ravener's soul ward equal to the dead creature's Hit Dice. Creatures that have their souls consumed in this way can only be brought back to life through *miracle*, *true resurrection*, or *wish*.

Soul Magic (Sp) A ravener retains the base creature's spellcasting capability, adding 3 levels to the base creature's caster level. This increases the number of spells known by the ravener, but the ravener loses all spell slots. Instead, whenever the ravener wishes to cast any one of its spells known, it consumes a number of hit points from its soul ward equal to the spell slot level necessary to cast the spell (including increased levels for metamagic feats and so on). If the soul ward has insufficient hit points, the ravener cannot cast that spell. Casting a spell that reduces its soul ward to exactly 0 hit points does not harm the ravener (though most are not comfortable without this buffer of soul-energy and try to replenish it quickly).

Soul Ward (Su) An intangible field of siphoned soul energy protects a ravener from destruction. This ward has a maximum number of hit points equal to twice the ravener's Hit Dice, but starts at half this amount. Whenever a ravener would be reduced below 1 hit point, all damage in excess of that which would reduce it to 1 hit point is instead dealt to its soul ward. If this damage reduces the soul ward to fewer than 0 hit points, the ravener is destroyed.

Ravener Cheat Sheet

6th level spells

Mislead (illusion [glamer, figment], S, close) – greater invis you (1rd/lvl), major image of you (concentration + 3rds)

5th level spells

Dismissal (abjuration, VSDF, close, one extraplanar creature, SRyes) – WILL or banished back to home plane. 20% chance of being sent to a different plane.

Prying Eyes (divination, 1 minute, 1 mile, levitating eyes, 1 hr/lvl) – create 1d4+lvl levitating eyes that fly around and view things.

4th level spells

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

Phantasmal Killer (illusion(phantasm)[fear, mind-affecting], VS, medium, 1 living creature, SRyes) – WILL to disbelieve. Fail and FORT?3d6:dead.

Resilient Sphere (evocation[force], VSF, close, 1ft.diameter/level sphere, 1min/lvl, SRyes) – if creature can fit in sphere, sphere forms centered around them. It's a wall of force, no dispel magic.

3rd level spells

Displacement (illusion[glamer], VM, touch, 1rd./lvl, SRyes) – 50% concealment

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

Major Image (illusion (figment), VSF, long, visual figment (4+1/lvl) 10ft. cubes, concentration+3rds) – Visual illusion with sound, smell and thermal

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.

2nd level spells

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

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

Minor Image (illusion (figment), VF, concentration + 2rds, long) – silent image plus sounds (not speech)

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.

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

1st level spells

Alarm (abjuration, VSF, close, 20ft. radius, 2hrs/lvl) – Put an alarm in a point in space

Feather Fall (transmutation, V, 1 immediate action, close, one medium or smaller freefalling creature/lvl, until landing or 1rd/lvl, SRyes) – Slows down falling rate to 60ft/rd.

Magic Aura (illusion(glamer), VSF, one touched object up to 5lbs/lvl, 1 day/lvl) – Item registers to *detect* spells the way you want. *Identify* and other similar spells grant a WILL to get around it.

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

Unseen Servant (conjuration(creation), VSM, close, one invisible servant, 1hr/lvl) – Gain servant with a STR of 2 and a base speed of 15ft.

Spell-Like Abilities

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.

Glitterdust (conjuration, VSM, medium, 10ft. radius, 1rd/lvl) – Creatures in area are outlined, no invis. WILL or be blinded; new save every round.

Prismatic Spray (evocation, Vs, 60ft. cone, SRyes) – roll a d8, go look up the table

Rainbow Pattern (illusion(pattern)[mind-affecting], SMF, medium, colorful lights in 20ft radius, concentration + 1rd/lvl, SRyes) – 24 HD are affected, starting with lowest HD. WILL or be fascinated. Free action to move pattern 30 ft, fascinated follow. New save vs, dangerous area.

Stone to Flesh (transmutation, VSM, medium, SRyes) – Unpetrify one petrified creature or turn a column of stone into a fleshy mass. FORT15 to survive the process.

Prismatic Spray Table

1d8	Color of Beam	
1	Red	20 points fire damage (Reflex half)
2	Orange	40 points acid damage (Reflex half)
3	Yellow	80 points electricity damage (Reflex half)
4	Green	Poison (Frequency 1/rd. for 6 rd.; Init. effect death; Sec. effect 1 Con/rd.; Cure 2 consecutive Fort saves)*
5	Blue	<i>Flesh to stone</i> (Fortitude negates)
6	Indigo	Insane, as insanity spell (Will negates)
7	Violet	Sent to another plane (Will negates)
8	Struck by two rays	Roll twice more, ignoring any "8" results

C1. Cultist Chambers

PHARAONIC GUARDIAN

CR 11

LE Large undead (incorporeal)

Init +7; **Senses** darkvision 60 ft.; Perception +21

DEFENSE

AC 25, touch 21, flat-footed 18 (+5 deflection, +7 Dex, +4 shield, –1 size)**hp** 142 (15d8+75)**Fort** +10, **Ref** +12, **Will** +12**Defensive Abilities** channel resistance +4, incorporeal; **Immune** undead traits

OFFENSE

Speed fly 30 ft. (perfect)**Melee** +3 *ghost touch longsword* +19/+14/+9 (2d6+8/17–20)**Space** 10 ft., **Reach** 10 ft.**Special Attacks** insightful strike, judging gaze, soul-rending wings**Spell-Like Abilities** (CL 15th)3/day—*suggestion* (DC 18)1/day—*greater command* (DC 20)

STATISTICS

Str —, **Dex** 25, **Con** —, **Int** 13, **Wis** 16, **Cha** 21**Base Atk** +11; **CMB** +19; **CMD** 34**Feats** Combat Expertise, Combat Reflexes, Improved Critical (longsword), Improved Vital Strike, Stand Still, Step Up, Vital Strike, Weapon Focus (longsword)**Skills** Fly +13, Intimidate +23, Knowledge (history) +16, Knowledge (religion) +19, Perception +21, Sense Motive +21**Languages** Aklo, Ancient Osiriani, Auran, Infernal; telepathy 100 ft.**SQ** guardian sword and shield

SPECIAL ABILITIES

Guardian Sword and Shield (Su) A pharaonic guardian can imbue any Large sword and shield with a +3 enhancement bonus and the *ghost touch* ability. This effect lasts as long as the guardian wields them and for 1 minute thereafter. The guardian uses these as if its Strength score equaled its Charisma score.**Insightful Strike (Ex)** A pharaonic guardian gains a +4 insight bonus on attack rolls against foes whose thoughts it has read via its judging gaze ability.**Judging Gaze (Su)** A pharaonic guardian's gaze attack reads the minds of those it sees, as per *detect thoughts* with 3 rounds of concentration. This gaze has a range of 30 feet, and can be negated with a successful DC 22 Will save. This is a mind-affecting divination effect. The save DC is Charisma-based.**Soul-Rending Wings (Su)** As a standard action every 1d4 rounds, a pharaonic guardian can flare its wings to fire rays of soulcutting light in two 30-foot lines extending away from it. Living creatures in the lines gain 1 negative level (Reflex DC 22 negates). A creature whose mind the pharaonic guardian has read from its judging gaze ability takes a –2 penalty on this save. Negative levels from this ability are made permanent at the next sunrise unless the creature succeeds at a DC 22 Fortitude save. The save DCs are Charisma-based.

WITCHFIRE**CR 9**

CE Medium undead (incorporeal)

Init +10; **Senses** darkvision 60 ft.; **Perception** +16**DEFENSE****AC** 24, touch 24, flat-footed 17 (+7 deflection, +6 Dex, +1 dodge) (+4 vs. AoO)**hp** 115 (10d8+70)**Fort** +10, **Ref** +11, **Will** +10**Defensive Abilities** incorporeal, witchflame, **Immune** fire, undead traits**OFFENSE****Speed** fly 50 ft. (perfect)**Melee** incorporeal touch +13 (8d6 fire plus witchflame)**Ranged** witchflame bolt +13 (8d6 fire plus witchflame)**Spell-Like Abilities** (CL 9th; concentration +16)At will—*dancing lights*, *disguise self*, *ghost sound* (DC 17), *invisibility*, *pyrotechnics* (DC 19), *ray of enfeeblement* (DC 18)

1/day—summon (level 4, 2 will-o'-wisps 50%)

STATISTICS**Str** —, **Dex** 22, **Con** —, **Int** 17, **Wis** 16, **Cha** 25**Base Atk** +7; **CMB** +13; **CMD** 31**Feats** Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility**Skills** Bluff +17, Fly +14, Intimidate +20, Knowledge (any two) +13, Perception +16, Sense Motive +16, Stealth +19**Languages** Auran, Common, Giant**SQ** sound mimicry (animal noises)**SPECIAL ABILITIES**

Witchflame (Su) Any creature damaged by the incorporeal touch or ranged bolt attacks of a witchfire must succeed on a DC 22 Will save or become engulfed in sickly green flames. While these eerie flames deal no additional damage, the affected creature glows as per *faerie fire* and becomes sickened. While under the effects of the witchflame, the victim gains vulnerability to fire and takes half again as much damage (+50%) from fire attacks of any sort. This effect persists for 10 minutes. The supernatural flames can only be extinguished before this duration expires by a *break enchantment*, *miracle*, *remove curse*, or *wish* spell—the effective caster level of the witchflame is equal to the witchfire's HD (CL 10th for most witchfires). Any creature entering the same square as a witchfire or striking it with a melee attack must succeed on a DC 22 Will save or begin burning with witchflame, even if the attack would not otherwise harm the witchfire because of its incorporeal nature. A bolt of witchflame has a range of 60 feet with no range increment. The save DCs are Charisma-based.

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

Pyrotechnics (transmutation, VSM, long, one fire source) – Extinguish fire, cause either fireworks or smoke cloud. Fireworks blind those w/in 120 ft WILL or be blind for 1d4+1 rds. (SR applies). Smoke cloud, spreads within 20ft., blocks line of sight, and those in cloud FORT or take -4 STR & DEX while in and 1d4+1 rds after they leave the cloud.

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

WILL-O'-WISP (for the witchfire's summon ability)**CR 6****XP 2,400**

CE Small aberration (air)

Init +13; **Senses** darkvision 60 ft.; **Perception** +17**DEFENSE****AC** 26, touch 26, flat-footed 16; (+5 deflection, +9 Dex, +1 dodge, +1 size)**hp** 40 (9d8)**Fort** +3, **Ref** +12, **Will** +9**Defensive Abilities** natural invisibility; **Immune** magic**OFFENSE****Speed** fly 50 ft. (perfect)**Melee** shock +16 touch (2d8 electricity)**STATISTICS****Str** 1, **Dex** 29, **Con** 10, **Int** 15, **Wis** 16, **Cha** 14**Base Atk** +6; **CMB** +0; **CMD** 24**Feats** Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse**Skills** Acrobatics +21, Bluff +11, Escape Artist +21, Fly +31, Perception +17, Stealth +25**Languages** Aklo, Common**SQ** feed on fear**SPECIAL ABILITIES****Feed on Fear (Su)** Any time a will-o'-wisp is within 15 feet of a dying creature or creature subject to a fear effect, it gains fast healing 5.**Immunity to Magic (Ex)** Will-o'-wisps are immune to all spells and spell-like abilities that allow spell resistance, except *magic missile* and *maze*.**Natural Invisibility (Ex)** Will-o'-wisps have the ability to extinguish their natural glow as a move action, effectively becoming invisible, as per the spell.

Items**POTION OF ENDURE ELEMENTS**

Aura faint abjuration; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 50 gp; **Weight** —

A creature protected by *endure elements* suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between –50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

The potion lasts for 24 hours.

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Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

The potion lasts for 24 hours.

POTION OF CURE LIGHT WOUNDS

Aura faint conjuration; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 50 gp; **Weight** —

The drinker regains 1d8+1 hit points

POTION OF CURE LIGHT WOUNDS

Aura faint conjuration; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 50 gp; **Weight** —

The drinker regains 1d8+1 hit points

POTION OF REMOVE DISEASE

Aura faint conjuration; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 750 gp; **Weight** —

The drinker can roll 1d20+5 against the DC of each disease affecting them. Success means that the disease is cured.

WAND OF LESSER RESTORATION (5 charges)

Aura faint conjuration; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 450 gp; **Weight** —

The drinker regains 1d4 points of temporary ability damage or dispels all magical effects reducing the drinker's ability scores. The drinker is cured of fatigue, and any exhaustion is reduced to fatigue. (Lesser restoration is on the alchemist, cleric, druid, inquisitor, mesmerist, paladin, shaman, and spiritualist spell lists.)

ELIXIR OF HEAL

Aura faint conjuration; **CL** 11th; **Slot** —; **Identify DC** 26; **Price** ? gp; **Weight** —

Drinking this immediately ends any and all of the following adverse conditions affecting the drinker: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feeble-minded, insanity, nauseated, poisoned, sickened, and stunned. It also cures 110 hit points of damage from the drinker.

SCROLL OF LIFE BUBBLE

School abjuration; **Level** cleric 5, druid 4, occultist 4, psychic 5, ranger 3, sorcerer/wizard 5

Casting Time 1 standard action

Caster Level 9th

Components V, S, M/DF (a bit of eggshell)

Range touch

Target creatures touched, up to one/level

Duration 2 hours/level; see text

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You surround the touched creatures with a constant and moveable 1-inch shell of tolerable living conditions. This shell enables the subjects to breathe freely, even underwater or in a vacuum, as well as making them immune to harmful gases and vapors, including inhaled diseases and poisons and spells like *cloudkill* and *stinking cloud*. In addition, the shell protects subjects from extremes of temperature (per *endure elements*) as well as extremes of pressure.

Life bubble does not provide protection from negative or positive energy (such as found on the Negative and Positive Energy planes), the ability to see in conditions of poor visibility (such as in smoke or fog), nor the ability to move or act normally in conditions that impede movement (such as underwater).

When you cast this spell it has a total duration of 2 hours per caster level. You can divide this duration up in any manner you wish, not necessarily equally, between up to 1 creature per caster level.

C2. Staging Grounds

ADIL IK SAMARA

CR 11

Unique half-fiend shaitan genie

LE Large outsider (earth, extraplanar, native)

Init +6; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +17

DEFENSE

AC 25, touch 14, flat-footed 23 (+2 Dex, +11 natural, +3 profane, –1 size)**hp** 137 (11d10+77)**Fort** +16, **Ref** +8, **Will** +13**DR** 5/good and magic; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 23

OFFENSE

Speed 20 ft., burrow 60 ft., climb 20 ft.**Melee** +1 *adamantine morningstar* +18/+13/+8 (2d6+11) or 2 slams +17 (2d6+7)**w/ Power Attack** +1 *adamantine morningstar* +15/+10/+5 (2d6+20) or 2 slams +14 (2d6+13)**Ranged** ferrous spike +12 (6d6+7)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** smite good (+4 attack, +11 damage), unbound earth mastery**Spell-Like Abilities** (CL 11th; concentration +15, +19 defensively)At will—*meld into stone*, *plane shift* (willing targets to elemental planes, astral plane, or material plane only; DC 21), *soften earth and stone*, *stone shape*, *veil* (self only) (DC 20)3/day—*poison* (DC 18), quickened *glitterdust* (DC 16), *rusting grasp*, *stone tell*, *stoneskin*, *wall of stone*1/day—*blistering word* (DC 21), *contagion* (DC 18), *transmute mud to rock*, *transmute rock to mud*, *unholy blight* (DC 18)

STATISTICS

Str 24, **Dex** 15, **Con** 23, **Int** 16, **Wis** 16, **Cha** 19**Base Atk** +11; **CMB** +19 (+23 bull rush); **CMD** 35 (37 vs. bull rush)**Feats** Combat Casting, Greater Bull Rush, Improved Bull Rush, Improved Initiative^B, Power Attack, Quicken Spell-Like Ability (*glitterdust*), Toughness**Skills** Appraise +17, Bluff +18, Climb +29, Craft (gemcutting) +17, Knowledge (engineering) +17, Knowledge (planes) +17, Perception +17, Sense Motive +17, Spellcraft +17**Languages** Abyssal, Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.**SQ** metalmorph, stone curse, stone glide**Gear** +1 *adamantine morningstar*

SPECIAL ABILITIES

Blistering Word (Sp) This spell-like ability functions as per *blasphemy*, but it petrifies rather than kills and affects creatures without the earth subtype rather than nonevil creatures.**Conduit of Earth (Su)** Adil binds all creatures with the slave of Ayrzul ability within 300 feet to Ayrzul's will, compelling those creatures to fight for the demigod.**Ferrous Spike (Su)** Adil can create and hurl a metal javelin at a target as a standard action. This attack has a range increment of 30 feet and interacts with damage reduction and regeneration as if it were made of adamantine, cold iron, and silver. When making the attack, Adil gains a +4 bonus on the attack roll if her opponent is wearing metal or stone armor. After resolving the attack, the javelin crumbles to dust.**Fossilized Faith (Su)** Adil has received the vile gifts of Ayrzul, providing her the half-fiend template as well as a +3 profane bonus to her Armor Class and on all saving throws. This also modifies her list of spell-like abilities, damage reduction, earth mastery ability, speed, and natural attacks.

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

Metalmorph (Su) As a standard action, Adil may touch a single metal object of no more than 10 pounds and transform it into any other metal for 1 day.

Smite Good (Su) Once per day as a swift action, Adil can smite good as per the smite evil ability of an 11th-level paladin, except affecting a good target. The smite persists until the target is dead or Adil rests.

Stone Curse (Su) If Adil wins a bull rush check by 5 or more and pushes her target into a stone barrier, the target must make a DC 22 Reflex save or be forced into the barrier as if the target had cast *meld into stone* until the victim makes a successful DC 22 Fortitude save as a full-round action to exit the stone. The save DCs are Strength-based.

Stone Glide (Su) This functions as the earth elemental's earth glide ability, except the shaitan can move through stone, dirt, crystal, or metal.

Unbound Earth Mastery (Ex) Adil gains a +1 bonus on attack and damage rolls and a +2 bonus on opposed Strength-based checks if both she and her foe are touching the ground. Thanks to Ayrzul's blessing, she takes no penalty on attack and damage rolls against airborne or waterborne opponents.

Blistering Word (evocation [evil, sonic], V, nonearth creatures in a 40ft radius from you, SRyes) –

HD = 11 -> Dazed

HD = 7, 8, 9, 10 -> Weakened, Dazed

HD = 2, 3, 4, 5, 6 -> Paralyzed, Weakened, Dazed

HD < 2 -> Petrified, Paralyzed, Weakened, Dazed

Dazed = WILL or Dazed for 1rd

Weakened = Strength scored decreased by 2d6. WILL for half

Paralyzed = Paralyzed and helpless for 1d10min. WILL for 1rd.

Petrified = Petrified. WILL for 3d6+lvl dmg instead.

Poison (necromancy, VSDF, living creature touched, SRyes) – FORT or contract poison that deals 1d3CON per rd. for 6 rds. 1 save to cure.

Quickened Glitterdust (conjunction, swift, VSM, medium, 10ft. radius, 1rd/lvl) – Creatures in area are outlined, no invis. WILL or be blinded; new save every round.

Rusting Grasp (transmutation, VSDF, one nonmagical ferrous object/ferrous creature) – No Magic Items, Touch armor and AC reduced by 1d6. Touch weapon, provoke an AOO, then weapon is destroyed. Deal 3d6+lvl vs. a ferrous creature.

Stone Shape (transmutation, VSMDF, stone or stone object touched, 10cu.ft. + 1cu.ft./lvl) – Reshape stone to your purpose. No fine detail. 30% chance that an object with moving parts won't work.

Stoneskin (abjuration, VSM, creature touched, 10min/lvl, SRyes) – DR 10/adamantine. Discharged when it prevents 10*lvl dmg (max 150).

Unholy Blight (evocation [evil], VS, 20ft radius, medium, SRyes) – 1d8 dmg/2lvls. Good WILL?half:full + sickened for 1d4 rds. Neutral WILL?quarter:half

Veil (illusion[glamer], VS, long, 1+ creatures w/in 30 ft of each other, concentration+1hr/lvl) – You control how the targets look, feel, and smell. They resume their appearance when slain.

Wall of Stone (conjunction[creation][earth], VSMDF, medium, stone wall of 1 5ft.square/lvl) – 1in thick/4lvls. Must merge with and be supported by existing stone, avoid entrapment of a creature by a REF.

+1 ADAMANTINE MORNINGSTAR

One-handed simple melee weapon, 1d8 damage; **Crit** x2; **Type** B&P; **Price** 5,308 gp; **Weight** 6 lbs.

Aura faint transmutation; **CL** 3rd; **Identify** DC 18

SHAITAN (2)**CR 7**

LN Large outsider (earth, extraplanar)

Init +5; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +14**DEFENSE****AC** 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, –1 size)**hp** 85 (9d10+36)**Fort** +10, **Ref** +4, **Will** +8**Immune** electricity**OFFENSE****Speed** 20 ft., burrow 60 ft., climb 20 ft.**Melee** 2 slams +13 (2d6+5) or mwk scimitar +14/+9 (1d8+7/18–20)**w/ Power Attack** 2 slams +10 (2d6+11) or mwk scimitar +11/+6 (1d8+16/18–20)**Space** 10 ft., **Reach** 10 ft.**Special Attacks** earth mastery, metalmorph, stone curse**Spell-Like Abilities** (CL 9th, concentration +11, +15 defensively)At will—*meld into stone*, *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *soften earth and stone*, *stone shape*, *veil* (self only)3/day—quicken *glitterdust* (DC 14), *stoneskin*, *rusting grasp*, *stone tell*, *wall of stone*1/day—*transmute mud to rock*, transmute rock to mud**STATISTICS****Str** 20, **Dex** 13, **Con** 19, **Int** 14, **Wis** 14, **Cha** 15**Base Atk** +9; **CMB** +15; **CMD** 26**Feats** Combat Casting, Greater Bull Rush, Improved Bull Rush, Improved Initiative^B, Power Attack, Quicken Spell-Like Ability (*glitterdust*)**Skills** Appraise +14, Bluff +14, Climb +25, Craft (gemcutting) +14, Knowledge (engineering) +14, Perception +14, Sense Motive +14, Spellcraft +14**Languages** Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.**SQ** stone glide**SPECIAL ABILITIES****Earth Mastery (Ex)** A shaitan gains a +1 bonus on attack and damage rolls and a +2 bonus on opposed Strength-based checks if both it and its foe are touching the ground. It takes a –4 penalty on attack and damage rolls against airborne or waterborne opponents.**Metalmorph (Su)** As a standard action, a shaitan may touch a single metal object of no more than 10 pounds and transform it into any other metal for 1 day.**Slave of Ayrzul (Su)** Ayrzul dominates this creature's will through a conduit of earth creatures. If there are no conduit of earth creatures within 300 feet, the creature gains the panicked condition and then loses this ability.**Stone Curse (Su)** If a shaitan wins a bull rush check by 5 or more and pushes its target into a stone barrier, the target must make a DC 19 Reflex save or be forced into the barrier as if the target had cast *meld into stone* until the victim makes a successful DC 19 Fortitude save as a full-round action to exit the stone.

The save DCs are Strength-based.

Stone Glide (Su) This functions as the earth elemental's earth glide ability, except the shaitan can move through stone, dirt, crystal, or metal.

WYSP, EARTH (2)**CR 2**

N Tiny outsider (earth, elemental)

Init +1; **Senses** darkvision 60 ft., tremorsense 30 ft.; **Perception** +7**Aura** resonance (30 ft.)**DEFENSE****AC** 14, touch 13, flat-footed 13 (+1 Dex, +1 natural, +2 size)**hp** 25 (3d10+9)**Fort** +5, **Ref** +4, **Will** +2**DR** 1/—; **Immune** elemental traits**OFFENSE****Speed** 20 ft., burrow 20 ft.**Melee** 2 tendrils +9 (1d3+4)**w/ Power Attack** 2 tendrils +8 (1d3+6)**Space** 2-1/2 ft.; **Reach** 0 ft.**STATISTICS****Str** 14, **Dex** 13, **Con** 14, **Int** 10, **Wis** 13, **Cha** 13**Base Atk** +3; **CMB** +2; **CMD** 14 (can't be tripped)**Feats** Power Attack, Toughness**Skills** Bluff +7, Climb +8, Knowledge (dungeoneering, engineering, planes) +5, **Perception** +7, **Sense Motive** +7**Languages** Terran**SQ** living battery, servitor**SPECIAL ABILITIES**

Living Battery (Ex) As an immediate action, a wysp can kill itself to cause a creature benefiting from its resonance to heal 2 hit points for each of that creature's HD. If the wysp uses this ability, its death can't be prevented, and its life can't be restored by any effect less than *true resurrection*, *miracle*, or *wish*, even if such an effect can normally revive an outsider.

Resonance (Ex) A wysp's natural resonance strengthens the power of its element. The wysp grants a +2 competence bonus on attack rolls and damage rolls to all creatures within 30 feet with an elemental subtype that matches the wysp's, and to the DCs of all racial spell-like, supernatural, and extraordinary abilities of such creatures (as usual, this does not include creatures assuming an elemental form). Kineticists within 30 feet who share the wysp's element gain a +1 competence bonus on attack rolls and damage rolls. The wysp's statistics already include these bonuses.

Servitor (Ex) A wysp is a natural servitor. When it uses the aid another action to assist a creature benefiting from its resonance, the wysp can grant that creature a +4 bonus instead of +2. No other effect can increase this bonus beyond +4.

C3. Warden of the Vault

PHARAONIC GUARDIAN

CR 11

LE Large undead (incorporeal)

Init +7; **Senses** darkvision 60 ft.; Perception +21

DEFENSE

AC 25, touch 21, flat-footed 18 (+5 deflection, +7 Dex, +4 shield, –1 size)**hp** 142 (15d8+75)**Fort** +10, **Ref** +12, **Will** +12**Defensive Abilities** channel resistance +4, incorporeal; **Immune** undead traits

OFFENSE

Speed fly 30 ft. (perfect)**Melee** +3 *ghost touch longsword* +19/+14/+9 (2d6+8/17–20)**Space** 10 ft., **Reach** 10 ft.**Special Attacks** insightful strike, judging gaze, soul-rending wings**Spell-Like Abilities** (CL 15th)3/day—*suggestion* (DC 18)1/day—*greater command* (DC 20)

STATISTICS

Str —, **Dex** 25, **Con** —, **Int** 13, **Wis** 16, **Cha** 21**Base Atk** +11; **CMB** +19; **CMD** 34**Feats** Combat Expertise, Combat Reflexes, Improved Critical (longsword), Improved Vital Strike, Stand Still, Step Up, Vital Strike, Weapon Focus (longsword)**Skills** Fly +13, Intimidate +23, Knowledge (history) +16, Knowledge (religion) +19, Perception +21, Sense Motive +21**Languages** Aklo, Ancient Osiriani, Auran, Infernal; telepathy 100 ft.**SQ** guardian sword and shield

SPECIAL ABILITIES

Guardian Sword and Shield (Su) A pharaonic guardian can imbue any Large sword and shield with a +3 enhancement bonus and the *ghost touch* ability. This effect lasts as long as the guardian wields them and for 1 minute thereafter. The guardian uses these as if its Strength score equaled its Charisma score.**Insightful Strike (Ex)** A pharaonic guardian gains a +4 insight bonus on attack rolls against foes whose thoughts it has read via its judging gaze ability.**Judging Gaze (Su)** A pharaonic guardian's gaze attack reads the minds of those it sees, as per *detect thoughts* with 3 rounds of concentration. This gaze has a range of 30 feet, and can be negated with a successful DC 22 Will save. This is a mind-affecting divination effect. The save DC is Charisma-based.**Soul-Rending Wings (Su)** As a standard action every 1d4 rounds, a pharaonic guardian can flare its wings to fire rays of soulcutting light in two 30-foot lines extending away from it. Living creatures in the lines gain 1 negative level (Reflex DC 22 negates). A creature whose mind the pharaonic guardian has read from its judging gaze ability takes a –2 penalty on this save. Negative levels from this ability are made permanent at the next sunrise unless the creature succeeds at a DC 22 Fortitude save. The save DCs are Charisma-based.

EARTH ELEMENTAL, GREATER ADVANCED**CR 10**

N Huge outsider (earth, elemental, extraplanar)

Init +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +18**DEFENSE****AC** 25, touch 9, flat-footed 23, (+1 Dex, +14 natural, –2 size)**hp** 162 (13d10+91)**Fort** +15, **Ref** +5, **Will** +10**DR** 10/—; **Immune** elemental traits**OFFENSE****Speed** 20 ft., burrow 20 ft., earth glide**Melee** 2 slams +23 (2d10+12)**w/Power Attack** 2 slams +18 (2d10+20)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** earth mastery**STATISTICS****Str** 34, **Dex** 12, **Con** 25, **Int** 12, **Wis** 15, **Cha** 15**Base Atk** +13; **CMB** +27; **CMD** 38**Feats** Awesome Blow, Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush^B, Improved Overrun, Improved Sunder, Power Attack**Skills** Appraise +17, Climb +28, Knowledge (dungeoneering) +17, Knowledge (planes) +17, Perception +18, Stealth +9, Survival +18**SPECIAL ABILITIES**

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

Earth Glide (Ex) A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A move earth spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

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

C3. Optional

CHALCHIKOSI**CR 16**

Xiomorn ghost

LE Medium undead (outsider, earth, elemental, extraplanar, incorporeal)

Init +8; **Senses** darkvision 60 ft., tremorsense 120 ft.; Perception +31**DEFENSE****AC** 28, touch 28, flat-footed 19 (+9 deflection, +8 Dex, +1 dodge)**hp** 232 (16d8+144); fast healing 5**Fort** +14, **Ref** +18, **Will** +14**Defensive Abilities** channel resistance +4, incorporeal, rejuvenation; **DR** 10/adamantine and bludgeoning;**Immune** flanking, undead traits; **SR** 25**OFFENSE****Speed** fly 30 ft. (perfect)**Melee** corrupting touch +24 touch (16d6) or

4 claws +24 (2d4+8/19–20)

w/ Power Attack 4 claws +19 (2d4+18/19–20)**Special Attacks** corrupting gaze (DC 27), crystal burst, crystallization (DC 27), draining touch, infused earth, malevolence (DC 27), rend (2 claws, 2d4+9, w/ Power Attack 2d4+19), telekinesis (DC 27)**Spell-Like Abilities** (CL 16th; concentration +25)At will—*dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *shatter* (DC 21), *statue, stone shape*, *stone tell*3/day—*command stone* (DC 28), *flesh to stone* (DC 25), *spike stones* (DC 23), *wall of stone*1/day—*summon monster VII* (earth elementals only), *symbol of scrying*^{UM}**STATISTICS****Str** —, **Dex** 27, **Con** —, **Int** 27, **Wis** 18, **Cha** 28**Base Atk** +16; **CMB** +24 (+26 sunder); **CMD** 44 (46 vs. sunder)**Feats** Combat Reflexes, Dodge, Improved Critical (claw), Improved Sunder, Mobility, Power Attack, Spring Attack, Weapon Finesse**Skills** Acrobatics +20, Climb +35, Craft (sculpture) +13, Disable Device +22, Fly +16, Heal +20, Knowledge (arcana) +27, Knowledge (dungeoneering) +27, Knowledge (geography) +27, Knowledge (nature) +27, Knowledge (planes) +27, Perception +31, Sense Motive +23, Spellcraft +27, Stealth +35, Use Magic Device +28; **Racial Modifiers** +8 Perception, +8 Stealth**SPECIAL ABILITIES****Command Stone (Sp)** This ability functions as per *dominate monster*, equivalent to a 9th-level spell, but only on creatures with the earth subtype or constructs made out of stone. When used against a construct, this ability overcomes any spell resistance, but the effects last for only 1 round per level.**Corrupting Gaze (Su)** The ghost is disfigured through age or violence, and has a gaze attack with a range of 30 feet that causes 2d10 damage and 1d4 Charisma damage (Fortitude save negates Charisma damage but not physical damage).**Corrupting Touch (Su)** All ghosts gain this incorporeal touch attack. By passing part of its incorporeal body through a foe's body as a standard action, the ghost inflicts a number of d6s equal to its CR in damage. This damage is not negative energy—it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Fortitude save halves the damage inflicted.**Crystal Burst (Su)** As a standard action once every 1d4 rounds, a xiomorn can create an explosion of razor-sharp crystals at a range of up to 120 feet. These crystals fill a 30-foot-radius burst and deal 12d6 points of piercing and slashing damage (Reflex DC 27 half). The save DC is Charisma-based.

Crystallization (Su) A creature struck by a xiomorn's claw must succeed at a DC 27 Fortitude save or take 1 point of Dexterity drain. On a critical hit, the claw deals 2 points of Dexterity drain on a failed save. As long as a creature suffers any of this drain, portions of its body appear as living green crystal and it gains the earth creature subtype. A creature drained to 0 Dexterity in this manner transforms into a green crystal statue, as if affected by *flesh to stone*. The save DC is Charisma-based.

Infused Earth (Su) Thousands of small stones orbit Chalchikosi's incorporeal form. Chalchikosi can strike with these to emulate the physical attacks it had while alive, including claws with crystallization and crystal burst. After using this ability it takes 1d4 rounds for Chalchikosi to regather the stones to use again. Chalchikosi has Strength 22 when using these attacks. This otherwise functions as one of its ghost special attacks.

Item Mastery (Ex) A xiomorn can always activate spell trigger and spell completion items as if the spell were on its class list. For the purposes of crafting magic items or constructs, it is treated as though it possessed all item creation feats.

Malevolence (Su) The ghost's jealousy of the living is particularly potent. Once per round, the ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th or the ghost's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be adjacent to the target. The target can resist the attack with a successful Will save. A creature that successfully saves is immune to that same ghost's malevolence for 24 hours.

Telekinesis (Su) The ghost's death involved great physical trauma. The ghost can use *telekinesis* as a standard action once every 1d4 rounds (caster level 12th or equal to the ghost's HD, whichever is higher).

Dispel Magic (abjuration, VS, medium) – Make a dispel check (1d20+CL). Target a creature, object or spell. Either dispels highest CL spell it can get off of the creature, dispels the targeted spell, or suppresses the object for 1d4 rounds as long as you make DC 11+CL. Can also be used as a generic counterspell.

Flesh to Stone (transmutation, VSM, medium, one creature, SRyes) – FORT or turned into a statue.

Greater Teleport (conjunction(teleportation), V, personal and touch) – Teleport you and 1 medium creature/3 levels. No range limit.

Spike Stones (transmutation [earth], VSDF, Medium, 20 ft. square/lvl, 1hr/lvl, SRyes) – Moving through the area causes people to take 1d8 dmg for each 5ft., REF or movement is reduced by half until wounds are treat by a Heal check (DC=DC of spell)

Stone Shape (transmutation, VSMDF, stone or stone object touched, 10cu.ft. + 1cu.ft./lvl) – Reshape stone to your purpose. No fine detail. 30% chance that an object with moving parts won't work.

Summon Monster VII (conjunction (summoning), 1 round, VSF, 1rd/lvl) – Summon a greater earth elemental, or 1d3 huge earth elementals or 1d4+1 large earth elementals

Wall of Stone (conjunction(creation)[earth], VSMDF, medium, stone wall of 1 5ft.square/lvl) – 1in thick/4lvls. Must merge with and be supported by existing stone, avoid entrapment of a creature by a REF.

GREATER EARTH ELEMENTAL CR 9

N Huge outsider (earth, elemental, extraplanar)
Init –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +16

DEFENSE

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

hp 136 (13d10+65)

Fort +13, **Ref** +3, **Will** +8

DR 10/—; **Immune** elemental traits

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee 2 slams +21 (2d10+10)

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

Special Attacks earth mastery

STATISTICS

Str 30, **Dex** 8, **Con** 21, **Int** 8, **Wis** 11, **Cha** 11

Base Atk +13; **CMB** +25; **CMD** 34

Feats Awesome Blow, Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush^B, Improved Overrun, Improved Sunder, Power Attack

Skills Appraise +10, Climb +25, Knowledge (dungeoneering) +10, Knowledge (planes) +13, Perception +16, Stealth +7

HUGE EARTH ELEMENTAL CR 7

N Huge outsider (earth, elemental, extraplanar)
Init –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +13

DEFENSE

AC 19, touch 7, flat-footed 19 (–1 Dex, +12 natural, –2 size)

hp 95 (10d10+40)

Fort +11, **Ref** +2, **Will** +7

DR 5/—; **Immune** elemental traits

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee 2 slams +17 (2d8+9)

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

Special Attacks earth mastery

STATISTICS

Str 28, **Dex** 8, **Con** 19, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +21; **CMD** 30

Feats Awesome Blow, Cleave, Greater Bull Rush, Improved Bull Rush^B, Improved Overrun, Power Attack

Skills Appraise +6, Climb +18, Knowledge (dungeoneering) +4, Knowledge (planes) +7, Perception +13, Stealth +4

LARGE EARTH ELEMENTAL CR 5

N Large outsider (earth, elemental, extraplanar)
Init –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +11

DEFENSE

AC 18, touch 8, flat-footed 18 (–1 Dex, +10 natural, –1 size)

hp 68 (8d10+24)

Fort +9, **Ref** +1, **Will** +6

DR 5/—; **Immune** elemental traits

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee 2 slams +14 (2d6+7)

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

Special Attacks earth mastery

STATISTICS

Str 24, **Dex** 8, **Con** 17, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +16; **CMD** 25

Feats Cleave, Greater Bull Rush, Improved Bull Rush^B, Improved Overrun, Power Attack

Skills Appraise +6, Climb +15, Knowledge (dungeoneering) +3, Knowledge (planes) +6, Perception +11, Stealth +5

SPECIAL ABILITIES

Earth Glide (Ex) A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

Language Terran

TELEKINESIS

School transmutation; **Level** sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

Range long (400 ft. + 40 ft./level)

Target or Targets see text

Duration concentration (up to 1 round/level) or instantaneous; see text

Saving Throw Will negates (object) or none; see text; **Spell Resistance** yes (object); see text

You move objects or creatures by concentrating on them. Depending on the version selected, the spell can provide a gentle, sustained force, perform a variety of combat maneuvers, or exert a single short, violent thrust.

Sustained Force: A sustained force moves an object weighing no more than 25 pounds per caster level (maximum 375 pounds at 15th level) up to 20 feet per round. A creature can negate the effect on an object it possesses with a successful Will save or with spell resistance.

This version of the spell can last 1 round per caster level, but it ends if you cease concentration. The weight can be moved vertically, horizontally, or in both directions. An object cannot be moved beyond your range. The spell ends if the object is forced beyond the range. If you cease concentration for any reason, the object falls or stops.

An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. You might even be able to untie simple knots, though delicate activities such as these require DC 15 Intelligence checks.

Combat Maneuver: Alternatively, once per round, you can use *telekinesis* to perform a bull rush, disarm, grapple (including pin), or trip. Resolve these attempts as normal, except that they don't provoke attacks of opportunity, you use your caster level in place of your Combat Maneuver Bonus, and you add your Intelligence modifier (if a wizard) or Charisma modifier (if a sorcerer) in place of your Strength or Dexterity modifier. No save is allowed against these attempts, but spell resistance applies normally. This version of the spell can last 1 round per caster level, but it ends if you cease concentration.

Violent Thrust: Alternatively, the spell energy can be spent in a single round. You can hurl one object or creature per caster level (maximum 15) that are within range and all within 10 feet of each other toward any target within 10 feet per level of all the objects. You can hurl up to a total weight of 25 pounds per caster level (maximum 375 pounds at 15th level).

You must succeed on attack rolls (one per creature or object thrown) to hit the target with the items, using your base attack bonus + your Intelligence modifier (if a wizard) or Charisma modifier (if a sorcerer). Weapons cause standard damage (with no Strength bonus; note that arrows or bolts deal damage as daggers of their size when used in this manner). Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds (for hard, dense objects). Objects and creatures that miss their target land in a square adjacent to the target.

Creatures who fall within the weight capacity of the spell can be hurled, but they are allowed Will saves (and spell resistance) to negate the effect, as are those whose held possessions are targeted by the spell.

If a telekinesed creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

D1. Forest of Exiles

NEREID (2)

CR 10

CN Medium fey (water)

Init +9; **Senses** low-light vision; Perception +21**Aura** beguiling aura (30-ft., DC 23)

DEFENSE

AC 25, touch 25, flat-footed 15 (+5 deflection, +9 Dex, +1 dodge) (+4 vs. AoO)**hp** 126 (12d6+84)**Fort** +9, **Ref** +15, **Will** +12**Defensive Abilities** transparency; **DR** 10/cold iron; **Immune** cold, poison; **SR** 21**Weaknesses** shawl, sickened

OFFENSE

Speed 30 ft., swim 60 ft.**Melee** touch +8 (poison)**Ranged** spray +13 touch (poison)**Special Attacks** drowning kiss**Spell-Like Abilities** (CL 12th; concentration +17)At will—*control water*, *suggestion* (DC 18; only against creatures that are currently fascinated by her beguiling aura)1/day—*summon monster VI* (water elementals only)

STATISTICS

Str 11, **Dex** 29, **Con** 24, **Int** 14, **Wis** 22, **Cha** 21**Base Atk** +6; **CMB** +13; **CMD** 37**Feats** Ability Focus (beguiling aura), Agile Maneuvers, Defensive Combat Training, Dodge, Mobility, Weapon Finesse**Skills** Bluff +18, Escape Artist +22, Knowledge (nature) +15, Perception +19, Perform (sing) +18, Sense Motive +19, Stealth +22, Swim +21**Languages** Aquan, Common, Sylvan**SQ** change shape (medium water elemental, *elemental body II*), unearthly grace

SPECIAL ABILITIES

Beguiling Aura (Su) Any creature sexually attracted to women runs the risk of being beguiled by a nereid if it looks upon her beauty from a distance of 30 feet or less. If the creature fails a DC 23 Will save, it is immediately fascinated. A nereid may use her *suggestion* spell-like ability at will against creatures that are fascinated by her beguiling aura. This is a mind-affecting compulsion effect. The save DC is Charisma-based.

Drowning Kiss (Su) A nereid can flood the lungs of a willing, helpless, or fascinated creature by touching it (traditionally by kissing the creature on the lips). If the target cannot breathe water, it cannot hold its breath and immediately begins to drown. On its turn, the target can attempt a DC 23 Fortitude save to cough up this water; otherwise it falls unconscious at 0 hp. On the next round, the target must save again or drop to –1 hit points and be dying; on the third round it must save again or die. The save DC is Constitution-based.

Poison (Ex) Touch or spray—contact (range 30-ft.); *save* Fort DC 23; *frequency* 1/round for 6 rounds; *effect* 1d2 Con plus blindness; *cure* 2 consecutive saves.

Shawl (Ex) A nereid's shawl (hardness 2, hp 6) contains a portion of her life force. If the shawl is ever destroyed, the nereid takes 1d6 points of Constitution drain per hour until she dies. A nereid can craft a new shawl from water by making a DC 25 Will save, but each attempt takes 1d4 hours to complete. Attempts to destroy or steal a nereid's shawl require the sunder or disarm attempts.

Transparency (Su) When underwater, a nereid's body becomes transparent, effectively rendering her invisible. She can become visible or transparent at will as a free action.

Unearthly Grace (Su) A nereid adds her Charisma bonus as a deflection bonus to her Armor Class and CMD if she wears no armor.

Summon Monster VI (conjuration (summoning), 1 round, VSF, 1rd/lvl) – Summon a huge water elemental, or 1d3 large water elementals or 1d4+1 medium water elementals. (These elementals will be sickened and will have the penalties from water mastery.)

HUGE WATER ELEMENTAL CR 7

XP 3,200

N Huge outsider (elemental, extraplanar, water)

Init +4; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 21, touch 13, flat-footed 16 (+4 Dex, +1 dodge, +8 natural, –2 size)

hp 95 (10d10+40)

Fort +11, **Ref** +11, **Will** +3

DR 5/—; **Immune** elemental traits

OFFENSE

Speed 20 ft., swim 90 ft.

Melee 2 slams +9 (2d6+1)

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

Special Attacks drench, vortex (DC 22), water mastery

STATISTICS

Str 24, **Dex** 18, **Con** 19, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +19; **CMD** 34

Feats Cleave, Dodge, Great Cleave, Improved Bull Rush, Power Attack

Skills Acrobatics +11, Escape Artist +15, Knowledge (planes) +7, Perception +13, Stealth +3, Swim +26

LARGE WATER ELEMENTAL CR 5

N Large outsider (elemental, extraplanar, water)

Init +2; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 18, touch 12, flat-footed 15 (+2 Dex, +1 dodge, +6 natural, –1 size)

hp 68 (8d10+24)

Fort +9, **Ref** +8, **Will** +2

DR 5/—; **Immune** elemental traits

OFFENSE

Speed 20 ft., swim 90 ft.

Melee 2 slams +6 (1d8-1)

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

Special Attacks drench, vortex (DC 19), water mastery

STATISTICS

Str 20, **Dex** 14, **Con** 17, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +14; **CMD** 27

Feats Cleave, Dodge, Great Cleave, Power Attack

Skills Acrobatics +9, Escape Artist +11, Knowledge (planes) +5, Perception +9, Stealth +5, Swim +24

MEDIUM WATER ELEMENTAL CR 3

N Medium outsider (elemental, extraplanar, water)

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

DEFENSE

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

hp 30 (4d10+8)

Fort +6, **Ref** +5, **Will** +1

Immune elemental traits

OFFENSE

Speed 20 ft., swim 90 ft.

Melee slam +1 (1d8-2)

Special Attacks drench, vortex (DC 15), water mastery

STATISTICS

Str 16, **Dex** 12, **Con** 15, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +7; **CMD** 18

Feats Cleave, Power Attack

Skills Acrobatics +6, Escape Artist +6, Knowledge (planes) +2, Perception +5, Stealth +6, Swim +16

SPECIAL ABILITIES

Languages Aquan

Water Mastery (Ex) A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

D2. A Remnant of Iovo

Items

POTION OF ENDURE ELEMENTS

Aura faint abjuration; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 50 gp; **Weight** —

A creature protected by *endure elements* suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between –50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

The potion lasts for 24 hours.

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The potion lasts for 24 hours.

POTION OF CURE LIGHT WOUNDS

Aura faint conjuration; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 50 gp; **Weight** —

The drinker regains 1d8+1 hit points

POTION OF CURE LIGHT WOUNDS

Aura faint conjuration; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 50 gp; **Weight** —

The drinker regains 1d8+1 hit points

POTION OF REMOVE DISEASE

Aura faint conjuration; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 750 gp; **Weight** —

The drinker can roll 1d20+5 against the DC of each disease affecting them. Success means that the disease is cured.

WAND OF LESSER RESTORATION (5 charges)

Aura faint conjuration; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 450 gp; **Weight** —

The drinker regains 1d4 points of temporary ability damage or dispels all magical effects reducing the drinker's ability scores. The drinker is cured of fatigue, and any exhaustion is reduced to fatigue. (Lesser restoration is on the alchemist, cleric, druid, inquisitor, mesmerist, paladin, shaman, and spiritualist spell lists.)

ELIXIR OF HEAL

Aura faint conjuration; **CL** 11th; **Slot** —; **Identify DC** 26; **Price** ? gp; **Weight** —

Drinking this immediately ends any and all of the following adverse conditions affecting the drinker: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feeble-minded, insanity, nauseated, poisoned, sickened, and stunned. It also cures 110 hit points of damage from the drinker.

SCROLL OF LIFE BUBBLE

School abjuration; **Level** cleric 5, druid 4, occultist 4, psychic 5, ranger 3, sorcerer/wizard 5

Casting Time 1 standard action

Caster Level 9th

Components V, S, M/DF (a bit of eggshell)

Range touch

Target creatures touched, up to one/level

Duration 2 hours/level; see text

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You surround the touched creatures with a constant and moveable 1-inch shell of tolerable living conditions. This shell enables the subjects to breathe freely, even underwater or in a vacuum, as well as making them immune to harmful gases and vapors, including inhaled diseases and poisons and spells like *cloudkill* and *stinking cloud*. In addition, the shell protects subjects from extremes of temperature (per *endure elements*) as well as extremes of pressure.

Life bubble does not provide protection from negative or positive energy (such as found on the Negative and Positive Energy planes), the ability to see in conditions of poor visibility (such as in smoke or fog), nor the ability to move or act normally in conditions that impede movement (such as underwater).

When you cast this spell it has a total duration of 2 hours per caster level. You can divide this duration up in any manner you wish, not necessarily equally, between up to 1 creature per caster level.

D3. Servants of Kelizandri

ADLET

CR 10

CN Medium humanoid (adlet, cold)

Init +12; **Senses** low-light vision, scent; **Perception** +13

DEFENSE

AC 24, touch 19, flat-footed 15 (+8 Dex, +1 dodge, +5 natural)**hp** 127 (15d8+60)**Fort** +9, **Ref** +17, **Will** +8**Immune** cold**Weaknesses** vulnerability to fire

OFFENSE

Speed 40 ft.**Melee** +1 *spear* +17/+12/+7 (1d8+7/×3), bite +10 (1d6+2 plus 1d6 cold)**w/ Power Attack** +1 *spear* +14/+9/+4 (1d8+16/×3), bite +7 (1d6+5 plus 1d6 cold)**Special Attacks** frozen breath**Spell-Like Abilities** (CL 10th; concentration +11)Constant—*pass without trace*At will—*ray of frost*3/day—*fog cloud*, *sleet storm*1/day—*ice storm*, *wind walk* (self only)

STATISTICS

Str 18, **Dex** 26, **Con** 18, **Int** 13, **Wis** 17, **Cha** 13**Base Atk** +11; **CMB** +15; **CMD** 35**Feats** **Diehard**, Dodge, Endurance, Improved Initiative, Power Attack, Run, Self-Sufficient, Weapon Focus (spear)**Skills** Acrobatics +13 (+17 when jumping), Climb +12, Handle Animal +9, Heal +5, Perception +13, Stealth +13 (+21 in snow), Survival +20, Swim +9; **Racial Modifiers** +8 Stealth in snow**Languages** Adlet, Common**SQ** arctic stride

SPECIAL ABILITIES

Arctic Stride (Ex) An adlet can move through any sort of difficult terrain at its normal speed while within arctic or snowy terrain. Magically altered terrain affects an adlet normally.**Frozen Breath (Su)** An adlet's breath is supernaturally cold, and deals an additional 1d6 points of cold damage with its bite as a result. Once every 1d4 rounds as a swift action, it can exhale, filling a 10-foot-radius spread around it with frigid air that deals 2d6 points of cold damage and staggers those in the area with numbing cold for 1d6 rounds. A DC 21 Fortitude save negates the staggered effect but not the cold damage. The save DC is Constitution-based.**Fog Cloud** (conjuration (creation), VS, medium, 20ft radius, 10min/lvl) – Within 5ft is concealed. Past that is totally concealed. Winds remove it.**Ice Storm** (evocation[cold], VSM, long, 20ft. cylinder, 40ft. high, 1rd/lvl, SRyes) – 3d6 bludgeoning and 2d6 cold in cylinder. Heavy snow and sleet cause -4 to perception and area is difficult terrain.**Sleet Storm** (conjuration(creation)[cold], VSMDF, long, cylinder 40ft radius 20ft high, 1rd/lvl) – Sleet blocks all sight, DC10 Acrobatics to move through it at ½ speed. Fail by 5 and fall.

ICE ELEMENTAL, HUGE (3)**CR 7**

N Huge outsider (air, cold, elemental, extraplanar, water)

Init +7; **Senses** darkvision 60 ft., snow vision; **Perception** +13**DEFENSE****AC** 20, touch 12, flat-footed 16 (+3 Dex, +1 dodge, +8 natural, –2 size)**hp** 95 (10d10+40)**Fort** +11, **Ref** +10, **Will** +3**DR** 5/—; **Immune** cold, elemental traits**Weaknesses** vulnerable to fire**OFFENSE****Speed** 20 ft., burrow (ice and snow only) 20 ft., swim 60 ft.**Melee** 2 slams +15 (2d6+7 plus 1d8 cold)**w/ Power Attack** 2 slams +12 (2d6+13 plus 1d8 cold)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** numbing cold (DC 19)**STATISTICS****Str** 24, **Dex** 16, **Con** 19, **Int** 6, **Wis** 11, **Cha** 11**Base Atk** +10; **CMB** +19; **CMD** 33 (can't be tripped)**Feats** Cleave, Dodge, Great Cleave, Improved Initiative, Power Attack**Skills** Intimidate +13, Knowledge (planes) +11, Perception +13, Stealth +8, Swim +15**SQ** ice glide, icewalking**SPECIAL ABILITIES**

Ice Glide (Su) A burrowing ice elemental can pass through nonmagical ice and snow as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *control water* spell cast on an area containing a burrowing ice elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Icwalking (Ex) This ability works as per *spider climb*, but the surfaces the elemental climbs must be icy. The elemental can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

Numbing Cold (Su) When an ice elemental deals cold damage to a creature, that creature must succeed on a DC 19 Fortitude save or be staggered for 1 round.

Snow Vision (Ex) An ice elemental can see perfectly well in snowy conditions and does not take any penalties on Perception checks while in snow.

E2. Prison Guards

GOLEM, CORAL (2)

CR 9

N Large construct

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

DEFENSE

AC 21, touch 9, flat-footed 21 (+12 natural, –1 size)**hp** 96 (12d10+30) fast healing 5**Fort** +4, **Ref** +4, **Will** +4**DR** 10/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.**Melee** 2 claws +18 (1d6+10/19–20 plus bleed)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** bleed (1d6)

STATISTICS

Str 24, **Dex** 11, **Con** —, **Int** —, **Wis** 11, **Cha** 1**Base Atk** +12; **CMB** +20; **CMD** 30**Feats** Improved Critical^B (claw)**SQ** aquatic reconstruction, powerful blows (slam)

SPECIAL ABILITIES

Aquatic Reconstruction (Ex) Whenever a coral golem is touching a body of saltwater of a size equal to or greater than its own size, it gains fast healing 5. (This ability is always on during this encounter)

Immunity to Magic (Ex) A coral golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- Any spell with the water descriptor heals a coral golem 1d6 points of damage per level of the caster (maximum 10d6).
- *Transmute rock to mud* slows a coral golem (as per *slow*) for 1d6 rounds (no save).
- *Transmute mud to rock* increases the golem's bleed damage to 2d6 for 3 rounds.
- *Soften earth and stone* causes a coral golem to lose its damage reduction for 3 rounds.

Extreme Cold

Extreme cold (below –20° F) deals 1d6 points of lethal damage per minute (no save). In addition, a character must make a Fortitude save (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage.

BISHA GA TSUKU**CR 9**

NE Medium outsider (cold, native)

Init +10; **Senses** darkvision 60 ft.; Perception +19**Aura** frightful presence (30 ft., DC 20), hoarfrost halo (30 ft., DC 20)**DEFENSE****AC** 22, touch 16, flat-footed 16 (+6 Dex, +6 natural)**hp** 114 (12d10+48)**Fort** +12, **Ref** +10, **Will** +12**Immune** cold; **SR** 20**Weaknesses** vulnerable to fire**OFFENSE****Speed** 15 ft., fly 60 ft. (good)**Melee** 3 tentacles +18 (2d6+5/19–20 plus 1d6 cold)**w/ Power Attack** 3 tentacles +14 (2d6+13/19–20 plus 1d6 cold)**Space** 5 ft.; **Reach** 5 ft. (15 ft. with tentacles)**Special Attacks** sneak attack +1d6, **soul-thieving chill****Spell-Like Abilities** (CL 12th; concentration +16)3/day—*detonate* (DC 18, cold only)1/day—*cold ice strike* (DC 20), *freezing sphere* (DC 20), *wall of ice* (DC 18)**STATISTICS****Str** 20, **Dex** 22, **Con** 18, **Int** 13, **Wis** 19, **Cha** 19**Base Atk** +12; **CMB** +17; **CMD** 33 (can't be tripped)**Feats** Dazing Assault, Flyby Attack, Improved Critical (tentacle), Improved Initiative, Power Attack, Weapon Focus (tentacle)**Skills** Acrobatics +21, Fly +25, Knowledge (geography) +15, Knowledge (nature) +14, Knowledge (planes) +11, Perception +19, Spellcraft +12, Stealth +21**Languages** Common (can't speak)**SPECIAL ABILITIES**

Dazing Assault You can choose to take a –5 penalty on all melee attack rolls and combat maneuver checks to daze opponents you hit with your melee attacks for 1 round, in addition to the normal damage dealt by the attack. A successful Fortitude save negates the effect. The DC of this save is 10 + your base attack bonus. You must choose to use this feat before making the attack roll, and its effects last until your next turn.

Frightful Presence (Ex) This special quality makes a creature's very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 180 feet, and the duration is 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save. An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. Frightful presence is a mind-affecting fear effect.

Hoarfrost Halo (Su) A bisha ga tsuku projects an aura of cold that freezes the surrounding air into a dense cloud of icy mist. This functions similarly to the spell *obscuring mist*, but the bisha ga tsuku can see through its own hoarfrost halo, and the halo moves with the bisha ga tsuku in a 30-foot radius. Creatures in the aura take 2d6 points of cold damage at the start of their turn due to the intense cold. This aura can be dispelled, but the bisha ga tsuku can resume or dismiss its hoarfrost halo as a free action.

Soul-Thieving Chill (Su) Any creature that takes cold damage from a bisha ga tsuku's tentacle attack or hoarfrost halo must succeed at a DC 20 Fortitude save or take 1d4 points of Charisma damage. On a

successful critical hit, a bisha ga tsuku deals an additional 1d6 points of cold damage, and the target takes 1d4 points of Charisma drain instead of Charisma damage on a failed save.

Cold Ice Strike (evocation[cold], swift, VS, 30ft line, SRyes) – 1d6 cold/lvl, REF half.

Detonate (evocation[acid, cold, electricity, or fire], VSM, 30ft radius from you, SRyes) – 1rd after you cast, you explode. This deals 1d8 acid, cold, electric or fire/lvl (max 10d8) to everything w/in 15 ft, and half that to everything within 30 ft. REF half. You automatically take half damage.

Freezing Sphere (evocation[cold], VSF, SRyes) – 40ft. radius takes 1d6 cold/lvl (max 15d6). REF half. Water creatures take 1d8/lvl instead. Water in the area becomes ice for 1rd/lvl. Breaking the Ice is a Strength 25 or Escape Artist 25. Can hold the sphere for 1 rd/lvl.

Wall of Ice

School evocation [cold]; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (a piece of quartz or rock crystal)

Range medium (100 ft. + 10 ft./level)

Effect anchored plane of ice, up to one 10-ft. square/level, or hemisphere of ice with a radius of up to 3 ft. + 1 ft./level

Duration 1 min./level

Saving Throw Reflex negates; see text; **Spell Resistance** yes

This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A *wall of ice* cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Any creature adjacent to the wall when it is created may attempt a Reflex save to disrupt the wall as it is being formed. A successful save indicates that the spell automatically fails. Fire can melt a *wall of ice*, and it deals full damage to the wall (instead of the normal half damage taken by objects). Suddenly melting a *wall of ice* creates a great cloud of steamy fog that lasts for 10 minutes.

Ice Plane: A sheet of strong, hard ice appears. The wall is 1 inch thick per caster level. It covers up to a 10-foot-square area per caster level (so a 10th-level wizard can create a *wall of ice* 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, or any other combination of length and height that does not exceed 1,000 square feet). The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

Each 10-foot square of wall has 3 hit points per inch of thickness. Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + caster level.

Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the wall) takes 1d6 points of cold damage + 1 point per caster level (no save).

Hemisphere: The wall takes the form of a hemisphere whose maximum radius is 3 feet + 1 foot per caster level. The *hemisphere* is as hard to break through as the *ice plane* form, but it does not deal damage to those who go through a breach.

F1. Servants of Ymeri

LAVA LURKER (3)

CR 9

N Medium outsider (elemental, extraplanar, fire)

Init +5; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +15

DEFENSE

AC 22, touch 11, flat-footed 21 (+1 Dex, +11 natural)

hp 114 (12d10+48)

Fort +12, **Ref** +9, **Will** +4

Immune electricity, elemental traits, fire

Weaknesses vulnerable to cold, vulnerable to water

OFFENSE

Speed 30 ft., swim 30 ft. (in molten rock only)

Melee 2 slams +20 (1d6+8 plus burn)

w/ Power Attack 2 slams +16 (1d6+16 plus burn)

Ranged magma ball +14 (1d6+8 plus burn)

w/ Deadly Aim magma ball +10 (1d6+16 plus burn)

Special Attacks burn (1d6 fire, DC 20), death throes

STATISTICS

Str 26, **Dex** 13, **Con** 18, **Int** 5, **Wis** 10, **Cha** 11

Base Atk +12; **CMB** +20; **CMD** 31

Feats Combat Reflexes, Deadly Aim, Improved Initiative, Power Attack, Stand Still, Weapon Focus (magma ball)

Skills Perception +15, Stealth +16 (+20 in magma), Swim +31; **Racial Modifiers** +4 Stealth in magma
Languages Ignan

SPECIAL ABILITIES

Burn (Ex) A creature with the burn special attack deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

Death Throes (Ex) When a lava lurker is slain, its body implodes, creating an extinguishing vacuum. All creatures within a 5-foot-radius burst take 8d6 points of cold damage (Reflex DC 20 half). In addition to the damage, every affected square is targeted by *quench* (CL 10th). This also targets all fire effects and magic items that create and control flame. If the lava lurker is killed in a pool of magma, it solidifies the rock within the area of effect, though in an active magma flow or similar natural and nearly endless supply of molten rock, cooled rock might melt again after only a few moments. The save DC is Constitution-based.

Vulnerable to Water (Ex) If a significant amount of water— such as the contents of a large bucket, the liquid created by a *create water* spell, or a blow from a water elemental— strikes a lava lurker, the lava lurker must succeed at a DC 20 Fortitude save or be staggered for 2d4 rounds. A lava lurker that is immersed in water is automatically staggered and must succeed at a DC 20 Fortitude save each round or be petrified (this DC increases by 1 on each subsequent round), reverting to its molten stone form once the water is gone.

F2. Crash Site

WITCHFIRE	CR 9
CE Medium undead (incorporeal)	
Init +10; Senses darkvision 60 ft.; Perception +16	
DEFENSE	
AC 24, touch 24, flat-footed 17 (+7 deflection, +6 Dex, +1 dodge) (+4 vs. AoO)	
hp 115 (10d8+70)	
Fort +10, Ref +11, Will +10	
Defensive Abilities incorporeal, witchflame, Immune fire, undead traits	
OFFENSE	
Speed fly 50 ft. (perfect)	
Melee incorporeal touch +13 (8d6 fire plus witchflame)	
Ranged witchflame bolt +13 (8d6 fire plus witchflame)	
Spell-Like Abilities (CL 9th; concentration +16)	
At will— <i>dancing lights</i> , <i>disguise self</i> , <i>ghost sound</i> (DC 17), <i>invisibility</i> , <i>pyrotechnics</i> (DC 19), <i>ray of enfeeblement</i> (DC 18)	
1/day—summon (level 4, 2 will-o'-wisps 50%)	
STATISTICS	
Str —, Dex 22, Con —, Int 17, Wis 16, Cha 25	
Base Atk +7; CMB +13; CMD 31	
Feats Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility	
Skills Bluff +17, Fly +14, Intimidate +20, Knowledge (any two) +13, Perception +16, Sense Motive +16, Stealth +19	
Languages Auran, Common, Giant	
SQ sound mimicry (animal noises)	
SPECIAL ABILITIES	
Witchflame (Su) Any creature damaged by the incorporeal touch or ranged bolt attacks of a witchfire must succeed on a DC 22 Will save or become engulfed in sickly green flames. While these eerie flames deal no additional damage, the affected creature glows as per <i>faerie fire</i> and becomes sickened. While under the effects of the witchflame, the victim gains vulnerability to fire and takes half again as much damage (+50%) from fire attacks of any sort. This effect persists for 10 minutes. The supernatural flames can only be extinguished before this duration expires by a <i>break enchantment</i> , <i>miracle</i> , <i>remove curse</i> , or <i>wish</i> spell—the effective caster level of the witchflame is equal to the witchfire's HD (CL 10th for most witchfires). Any creature entering the same square as a witchfire or striking it with a melee attack must succeed on a DC 22 Will save or begin burning with witchflame, even if the attack would not otherwise harm the witchfire because of its incorporeal nature. A bolt of witchflame has a range of 60 feet with no range increment. The save DCs are Charisma-based.	
Invisibility (illusion[glamer], VSM, creature touched, 1min/lvl, SRyes) – Become invisible until you attack	
Pyrotechnics (transmutation, VSM, long, one fire source) – Extinguish fire, cause either fireworks or smoke cloud. Fireworks blind those w/in 120 ft WILL or be blind for 1d4+1 rds. (SR applies). Smoke cloud, spreads within 20ft., blocks line of sight, and those in cloud FORT or take -4 STR & DEX while in and 1d4+1 rds after they leave the cloud.	
Ray of Enfeeblement (necromancy, VS, close, ray, 1rd/lvl, SRyes) – Target takes 1d6+1/2lvl STR penalty (max 1d6+5, FORT half)	

VERCITE RISEN CAPTAIN**CR 11**

Advanced pale stranger

NE Medium undead

Init +9; **Senses** darkvision 60 ft.; Perception +22**Aura** fear (10 ft., DC 21)**DEFENSE****AC** 28, touch 20, flat-footed 21 (+2 armor, +6 Dex, +1 dodge, +3 luck, +6 natural)**hp** 157 (15d8+90)**Fort** +11, **Ref** +12, **Will** +15**Defensive Abilities** channel resistance +4; **DR** 10/bludgeoning and magic; **Immune** undead traits; **SR** 21**OFFENSE****Speed** 30 ft.**Ranged** +1 *pistols* +17/+17/+12/+12/+7 (1d8+1/19–20/x4)**w/ Deadly Aim** +1 *pistols* +14/+14/+9/+9/+4 (1d8+7/19–20/x4)**Special Attacks** pistols, stranger's shot**STATISTICS****Str** 21, **Dex** 25, **Con** —, **Int** 15, **Wis** 22, **Cha** 22**Base Atk** +11; **CMB** +16; **CMD** 37**Feats** Deadly Aim, Dodge, Improved Critical (pistol), Improved Initiative, Improved Two-Weapon Fighting, Point-Blank Shot, Precise Shot, Quick Draw^B, Two-Weapon Fighting**Skills** Acrobatics +22, Climb +13, Intimidate +24, Perception +24, Ride +17, Sense Motive +17, Stealth +25, Swim +10**Languages** Common**SQ** stranger's luck**Gear** leather armor, 2 pistols**SPECIAL ABILITIES**

Pistols (Su) A pale stranger fights with two pistols. A pistol has a range increment of 20 feet and deals both bludgeoning and piercing damage. At a range of up to 20 feet, a pale stranger's pistol attacks resolve as touch attacks. While pistols normally consume bullets and black powder when fired, a pale stranger's pistols supernaturally reload the instant it fires them, allowing the undead to make multiple attacks in a round with the weapons. In addition, any pistol a pale stranger wields functions as a *+1 pistol*. A pale stranger does not provoke attacks of opportunity when it fires a pistol in melee, and treats pistols as light weapons for the purposes of determining penalties from Two-Weapon Fighting.

Stranger's Luck (Su) A pale stranger gains a +3 luck bonus to AC and has no chance of misfire when using firearms.

Stranger's Shot (Ex) As a full-round action, a pale stranger can take careful aim with one of its firearms and take a single, ruinous shot. This single shot always resolves as a touch attack, regardless of the actual range. If the pale stranger threatens a critical hit with this shot, it automatically confirms the critical hit. Regardless of whether the shot is a critical hit or not, it deals +6d6 points of damage.

WILL-O'-WISP (for the witchfire's summon ability)**CR 6****XP 2,400**

CE Small aberration (air)

Init +13; **Senses** darkvision 60 ft.; **Perception** +17**DEFENSE****AC** 26, touch 26, flat-footed 16; (+5 deflection, +9 Dex, +1 dodge, +1 size)**hp** 40 (9d8)**Fort** +3, **Ref** +12, **Will** +9**Defensive Abilities** natural invisibility; **Immune** magic**OFFENSE****Speed** fly 50 ft. (perfect)**Melee** shock +16 touch (2d8 electricity)**STATISTICS****Str** 1, **Dex** 29, **Con** 10, **Int** 15, **Wis** 16, **Cha** 14**Base Atk** +6; **CMB** +0; **CMD** 24**Feats** Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse**Skills** Acrobatics +21, Bluff +11, Escape Artist +21, Fly +31, Perception +17, Stealth +25**Languages** Aklo, Common**SQ** feed on fear**SPECIAL ABILITIES****Feed on Fear (Su)** Any time a will-o'-wisp is within 15 feet of a dying creature or creature subject to a fear effect, it gains fast healing 5.**Immunity to Magic (Ex)** Will-o'-wisps are immune to all spells and spell-like abilities that allow spell resistance, except *magic missile* and *maze*.**Natural Invisibility (Ex)** Will-o'-wisps have the ability to extinguish their natural glow as a move action, effectively becoming invisible, as per the spell.**Items****ARC RIFLE (8 charges)**Two-handed exotic (firearm) ranged weapon, 2d6 electricity damage; **Crit** x2; **Range** 150 ft.; **Capacity** 20, **Usage** 1 charge; **Price** 20,000 gp; **Weight** 6 lbs.

Automatic, Touch

An arc pistol emits bolts of ionized particles that it then electrifies, creating a crackling beam of electricity between it and its target. Arc pistols gain a +2 circumstance bonus on attack rolls against targets that are metal or are wearing medium or heavy metal armor. All attacks with an arc pistol are ranged touch attacks. A semi-automatic weapon normally fires one shot as an attack. However, the user can take a full-attack action to fire twice, as if using the Rapid Shot feat (including taking a –2 penalty on all attacks). If the wielder has the Rapid Shot feat, she can use the additional shot from that as well, but the penalty for all shots fired in that round increases to –6. As an automatic weapon, the arc rifle can function as a semi-automatic firearm, but the rifle in this adventure does not have enough charges remaining to fire a constant stream of shots as an automatic firearm otherwise could.

POTION OF ENDURE ELEMENTS

Aura faint abjuration; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 50 gp; **Weight** —

A creature protected by *endure elements* suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between –50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

The potion lasts for 24 hours.

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The potion lasts for 24 hours.

POTION OF CURE LIGHT WOUNDS

Aura faint conjuration; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 50 gp; **Weight** —

The drinker regains 1d8+1 hit points

POTION OF CURE LIGHT WOUNDS

Aura faint conjuration; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 50 gp; **Weight** —

The drinker regains 1d8+1 hit points

POTION OF REMOVE DISEASE

Aura faint conjuration; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 750 gp; **Weight** —

The drinker can roll 1d20+5 against the DC of each disease affecting them. Success means that the disease is cured.

WAND OF LESSER RESTORATION (5 charges)

Aura faint conjuration; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 450 gp; **Weight** —

The drinker regains 1d4 points of temporary ability damage or dispels all magical effects reducing the drinker's ability scores. The drinker is cured of fatigue, and any exhaustion is reduced to fatigue. (Lesser restoration is on the alchemist, cleric, druid, inquisitor, mesmerist, paladin, shaman, and spiritualist spell lists.)

ELIXIR OF HEAL

Aura faint conjuration; **CL** 11th; **Slot** —; **Identify DC** 26; **Price** ? gp; **Weight** —

Drinking this immediately ends any and all of the following adverse conditions affecting the drinker: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, poisoned, sickened, and stunned. It also cures 110 hit points of damage from the drinker.

SCROLL OF LIFE BUBBLE

School abjuration; **Level** cleric 5, druid 4, occultist 4, psychic 5, ranger 3, sorcerer/wizard 5

Casting Time 1 standard action

Caster Level 9th

Components V, S, M/DF (a bit of eggshell)

Range touch

Target creatures touched, up to one/level

Duration 2 hours/level; see text

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You surround the touched creatures with a constant and moveable 1-inch shell of tolerable living conditions. This shell enables the subjects to breathe freely, even underwater or in a vacuum, as well as making them immune to harmful gases and vapors, including inhaled diseases and poisons and spells like *cloudkill* and *stinking cloud*. In addition, the shell protects subjects from extremes of temperature (per *endure elements*) as well as extremes of pressure.

Life bubble does not provide protection from negative or positive energy (such as found on the Negative and Positive Energy planes), the ability to see in conditions of poor visibility (such as in smoke or fog), nor the ability to move or act normally in conditions that impede movement (such as underwater).

When you cast this spell it has a total duration of 2 hours per caster level. You can divide this duration up in any manner you wish, not necessarily equally, between up to 1 creature per caster level.

PRESSURE SUIT

Aura faint abjuration; **CL** 5th; **Slot** body and head (see text); **Identify DC** 20; **Price** 4,000 gp; **Weight** 30 lbs.

This magical full-body suit completely protects the wearer from temperature extremes (as if by *endure elements*) and pressure dangers of hard vacuum and all worlds in the system (save the sun), though it only carries enough air for 3 days before it must be recharged in breathable atmosphere (such as that inside a ship). If the suit's seal is broken—such as the helmet being removed to eat or drink—all the air escapes in 2d6 rounds. A suit with a broken seal confers only the benefits of *endure elements*. The suit automatically repairs small holes, but if it is struck by a critical hit from a piercing or slashing weapon, the wearer of the pressure suit must succeed at a Reflex save (DC equal to the opponent's confirmation roll) or the seal breaks. A suit with a broken seal can be repaired with a DC 18 Craft (armor) check or a *make whole* spell. The suit does not compensate for changes in gravity. Wearing a pressure suit imposes a –1 armor check penalty; this penalty stacks with those provided by other equipment (such as armor). Since it takes up both the body and head slots, armor can be worn over a pressure suit, but robes and helms cannot.

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G1. Inferno's Court

EFREETI MALIK**CR 10**

Efreeti malik genie

LE Large outsider (extraplanar, fire)

Init +7; **Senses** darkvision 60 ft.; Perception +18**DEFENSE****AC** 21, touch 13, flat-footed 17 (+3 Dex, +1 dodge, +8 natural, –1 size)**hp** 123 (13d10+52)**Fort** +8, **Ref** +13, **Will** +10**Immune** fire**Weaknesses** vulnerable to cold**OFFENSE****Speed** 20 ft., fly 40 ft. (perfect)**Melee** mwk falchion +19/+14/+9 (2d6+9/18–20) or 2 slams +18 (1d8+6)**w/ Power Attack** mwk falchion +15/+10/+5 (2d6+21/18–20) or 2 slams +14 (1d8+14)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** change size, heat**Spell-Like Abilities** (CL 15th; concentration +17, +21 defensively)Constant—*detect magic*At will—*plane shift* (willing targets to elemental planes, astral plane, or material plane only), *produce flame*, *pyrotechnics* (DC 14), *scorching ray*3/day—*fireball* (DC 15), *heat metal* (DC 14), *invisibility*, quickened *scorching ray*, *wall of fire*, *wish* (to nongenies only)1/day—*gaseous form*, *greater invisibility*, *permanent image* (DC 18), *pyroclastic storm* (as *ice storm* but deals fire damage instead of cold damage)**STATISTICS****Str** 23, **Dex** 17, **Con** 18, **Int** 12, **Wis** 14, **Cha** 15**Base Atk** +13; **CMB** +20; **CMD** 34**Feats** Combat Casting, Combat Reflexes, Deceitful, Dodge, Improved Initiative^B, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability (scorching ray)**Skills** Bluff +22, Craft (blacksmithing) +15, Disguise +10, Fly +14, Intimidate +18, Perception +18, Sense Motive +18, Spellcraft +17, Stealth +10**Languages** Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.**SQ** change shape (humanoid or giant; *alter self* or *giant form I*)**Gear** mwk falchion**SPECIAL ABILITIES****Change Size (Sp)** Twice per day, an efreeti can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the efreeti chooses when using the ability), except that the ability can work on the efreeti. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.**Heat (Ex)** An efreeti's body deals 1d6 points of fire damage whenever it hits in melee, or in each round it grapples.

Efreeti Malik Cheat Sheet

At-Will

Produce Flame (evocation[fire], 1min/lvl, SRyes) – Either melee touch or ranged touch. Touch deals 1d6+lvl (max +5) fire dmg. Every time you use a touch, duration reduces by 1 minute.

Pyrotechnics (transmutation, VSM, long, one fire source) – Extinguish fire, cause either fireworks or smoke cloud. Fireworks blind those w/in 120 ft WILL or be blind for 1d4+1 rds. (SR applies). Smoke cloud, spreads within 20ft., blocks line of sight, and those in cloud FORT or take -4 STR & DEX while in and 1d4+1 rds after they leave the cloud.

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

3/day

Fireball (evocation [fire], VSM, long, 20ft. radius, SRyes) – 1d6/lvl fire (max 10d6), REF half.

Heat Metal (transmutation[fire], VSDF, close, metal equipment of one creature/2lvs w/in a 30ft. circle, 7 rounds, SRyes) – WILL or metal equipment becomes really hot. Per round dmg: 0/1d4/2d4/2d4/2d4/1d4/0. All of it fire dmg.

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

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

1/day

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

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

Permanent Image (illusion (figment), VSF, long, figment in a 20ft. cube + 10ft. cube/lvl, permanent) – Visual illusion with auditory, olfactory and thermal elements

Pyroclastic Storm (evocation[fire], VSM, long, 20ft. cylinder, 40ft. high, 1rd/lvl, SRyes) – 3d6 bludgeoning and 2d6 fire in cylinder. Heavy ash causes -4 to perception and area is difficult terrain.

WALL OF FIRE

School evocation [fire]; **Level** druid 5, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M/DF (a piece of phosphor)

Range medium (100 ft. + 10 ft./level)

Effect opaque sheet of flame up to 20 ft. long/level or a ring of fire with a radius of up to 5 ft./two levels; either form 20 ft. high

Duration concentration + 1 round/level

Saving Throw none; **Spell Resistance** yes

An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears, and to all creatures in the area on your turn each round. In addition, the wall deals 2d6 points of fire damage + 1 point of fire damage per caster level (maximum +20) to any creature passing through it. The wall deals double damage to undead creatures.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 points or more of cold damage in 1 round, that length goes away. (Do not divide cold damage by 2, as normal for objects.)

Wall of fire can be made permanent with a *permanency* spell. A permanent *wall of fire* that is extinguished by cold damage becomes inactive for 10 minutes, then reforms at normal strength.

GIANT, FIRE**CR 10**

LE Large humanoid (fire, giant)

Init –1; **Senses** low-light vision; **Perception** +14**DEFENSE****AC** 24, touch 8, flat-footed 24 (+8 armor, –1 Dex, +8 natural, –1 size)**hp** 142 (15d8+75)**Fort** +14, **Ref** +4, **Will** +9**Defensive Abilities** rock catching; **Immune** fire**Weaknesses** vulnerability to cold**OFFENSE****Speed** 40 ft. (30 ft. in armor)**Melee** greatsword +21/+16/+11 (3d6+15) or

2 slams +20 (1d8+10)

w/ Power Attack greatsword +18/+13/+8 (3d6+24) or

2 slams +17 (1d8+16)

Ranged rock +10 (1d8+15 plus 1d6 fire)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** heated rock, rock throwing (120 ft.)**STATISTICS****Str** 31, **Dex** 9, **Con** 21, **Int** 10, **Wis** 14, **Cha** 10**Base Atk** +11; **CMB** +22; **CMD** 31**Feats** Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Martial Weapon Proficiency (greatsword), Power Attack, Weapon Focus (greatsword)**Skills** Climb +14, Craft (any one) +8, Intimidate +11, Perception +14**Languages** Common, Giant**SPECIAL ABILITIES****Heated Rock (Su)** Fire giants transfer the heat of their bodies to rocks as part of an attack action when they throw rocks. A heated rock deals 1d6 points of additional fire damage on a hit.

H1. Hitching a Ride

PHARAONIC GUARDIAN

CR 11

LE Large undead (incorporeal)

Init +7; **Senses** darkvision 60 ft.; Perception +21

DEFENSE

AC 25, touch 21, flat-footed 18 (+5 deflection, +7 Dex, +4 shield, –1 size)**hp** 142 (15d8+75)**Fort** +10, **Ref** +12, **Will** +12**Defensive Abilities** channel resistance +4, incorporeal; **Immune** undead traits

OFFENSE

Speed fly 30 ft. (perfect)**Melee** +3 *ghost touch longsword* +19/+14/+9 (2d6+8/17–20)**Space** 10 ft., **Reach** 10 ft.**Special Attacks** insightful strike, judging gaze, soul-rending wings**Spell-Like Abilities** (CL 15th)3/day—*suggestion* (DC 18)1/day—*greater command* (DC 20)

STATISTICS

Str —, **Dex** 25, **Con** —, **Int** 13, **Wis** 16, **Cha** 21**Base Atk** +11; **CMB** +19; **CMD** 34**Feats** Combat Expertise, Combat Reflexes, Improved Critical (longsword), Improved Vital Strike, Stand Still, Step Up, Vital Strike, Weapon Focus (longsword)**Skills** Fly +13, Intimidate +23, Knowledge (history) +16, Knowledge (religion) +19, Perception +21, Sense Motive +21**Languages** Aklo, Ancient Osiriani, Auran, Infernal; telepathy 100 ft.**SQ** guardian sword and shield

SPECIAL ABILITIES

Guardian Sword and Shield (Su) A pharaonic guardian can imbue any Large sword and shield with a +3 enhancement bonus and the *ghost touch* ability. This effect lasts as long as the guardian wields them and for 1 minute thereafter. The guardian uses these as if its Strength score equaled its Charisma score.**Insightful Strike (Ex)** A pharaonic guardian gains a +4 insight bonus on attack rolls against foes whose thoughts it has read via its judging gaze ability.**Judging Gaze (Su)** A pharaonic guardian's gaze attack reads the minds of those it sees, as per *detect thoughts* with 3 rounds of concentration. This gaze has a range of 30 feet, and can be negated with a successful DC 22 Will save. This is a mind-affecting divination effect. The save DC is Charisma-based.**Soul-Rending Wings (Su)** As a standard action every 1d4 rounds, a pharaonic guardian can flare its wings to fire rays of soulcutting light in two 30-foot lines extending away from it. Living creatures in the lines gain 1 negative level (Reflex DC 22 negates). A creature whose mind the pharaonic guardian has read from its judging gaze ability takes a –2 penalty on this save. Negative levels from this ability are made permanent at the next sunrise unless the creature succeeds at a DC 22 Fortitude save. The save DCs are Charisma-based.

TOTENMASKE (2)**CR 7**

NE Medium undead (shapechanger)

Init +10; **Senses** darkvision 60 ft.; Perception +15**DEFENSE****AC** 20, touch 16, flat-footed 14 (+6 Dex, +4 natural)**hp** 85 (10d8+40)**Fort** +7, **Ref** +9, **Will** +9**Immune** undead traits; **Resist** cold 20**OFFENSE****Speed** 50 ft.**Melee** bite +13 (1d8+4 plus 1d4 Cha drain), 2 claws +13 (1d6+4)**Special Attacks** fleshdrink, shape flesh**STATISTICS****Str** 18, **Dex** 23, **Con** —, **Int** 16, **Wis** 15, **Cha** 19**Base Atk** +7; **CMB** +11; **CMD** 27**Feats** Ability Focus (Charisma drain), Combat Expertise, Combat Reflexes, Improved Initiative, Weapon Finesse**Skills** Acrobatics +16 (+24 jump), Bluff +14, Diplomacy +14, Disguise +17, Perception +15, Sense Motive +15, Stealth +19**Languages** Abyssal, Celestial, Common, Infernal**SQ** change shape (the previous humanoid it successfully used its fleshdrink ability on; *alter self*)**SPECIAL ABILITIES****Charisma Drain (Su)** A totenmaske can eat the hopes and dreams of a creature it bites, dealing 1d4 points of Charisma drain unless the victim makes a DC 21 Will save. The save DC is Charisma-based.**Fleshdrink (Su)** If a totenmaske hits a single creature with both claw attacks, the hollow claws drain away some of the target's flesh, dealing 1d6 points of Constitution damage and making the victim sickened for 1d4 rounds. A successful DC 19 Fortitude save negates the Constitution damage and reduces the sickened condition duration to 1 round. The save DC is Charisma-based.**Shape Flesh (Su)** By spending 1 minute in contact with a helpless creature, a totenmaske can reshape the target's face, causing flesh to cover vital features. The target may attempt a DC 19 Fortitude save to resist. Changes are permanent, but can be reversed with *heal*, *restoration*, or *regeneration*, or by surgically opening the sealed flesh with a DC 15 Heal check that takes 1d3 rounds and deals 1d4 points of damage even if the check is not successful. A totenmaske can use this ability on one of four different features per use: ears (target becomes deaf), eyes (target becomes blind), mouth (target cannot speak or eat), or nose (target cannot smell). Multiple uses can have increasingly serious effects (such as sealing the mouth and nose, which causes suffocation). The save DC is Charisma-based.

H3. The Shattered Sanctum

GOLEM, FOSSIL

CR 12

N Huge construct

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

DEFENSE

AC 26, touch 9, flat-footed 25 (+1 Dex, +17 natural, –2 size)**hp** 122 (15d10+40)**Fort** +5, **Ref** +6, **Will** +5**DR** 10/adamantine and bludgeoning; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.**Melee** 2 bites +20 (6d6+7 plus petrification)**Space** 15 ft.; **Reach** 15 ft.

STATISTICS

Str 25, **Dex** 13, **Con** —, **Int** —, **Wis** 10, **Cha** 1**Base Atk** +15; **CMB** +24; **CMD** 35**Feats** Combat Reflexes^B

SPECIAL ABILITIES

Immunity to Magic (Su) A fossil golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and abilities function differently against the creature, as noted below.

- A *transmute rock to mud* spell slows a fossil golem (as per *slow*) for 2d6 rounds, with no saving throw.
- A *stone to flesh* spell negates its damage reduction and petrification ability for 1 round.

Petrification (Su) The attacks of a fossil golem gradually turn living flesh to stone. Each time the golem hits a target with one of its natural attacks, the target must make a DC 19 Fortitude save or take 1d6 points of Dexterity drain. A creature that is reduced to 0 Dexterity by this attack turns completely to stone, as if by a *flesh to stone* spell. Casting *stone to flesh* on the creature removes all Dexterity drain caused by this attack. The save DC is Constitution-based and includes a +2 racial bonus.

Final Encounter – Mercenaries

ASURA, AGHASURA

CR 11

LE Huge outsider (asura, evil, extraplanar, lawful)

Init +3; **Senses** darkvision 60 ft., scent; Perception +19**Aura** attraction (50 ft.), elusive (75 ft.)

DEFENSE

AC 23, touch 11, flat-footed 20 (+6 armor, +3 Dex, +6 natural, –2 size)**hp** 161 (14d10+84); regeneration 5 (good weapons, good spells)**Fort** +15, **Ref** +9, **Will** +11; +2 vs. enchantment spells**DR** 10/good; **Immune** curse effects, disease, poison; **Resist** acid 10, electricity 10; **SR** 22

OFFENSE

Speed 50 ft., swim 30 ft. (35 ft., swim 20 ft. in armor)**Melee** mwk scimitar +26/+21/+16 (2d6+12/15–20 plus poison), mwk scimitar +26 (2d6+12/15–20 plus poison), bite +19 (2d8+6 plus grab and poison)**w/ Power Attack** mwk scimitar +22/+17/+12 (2d6+20/15–20 plus poison), mwk scimitar +22 (2d6+20/15–20 plus poison), bite +15 (2d8+10 plus grab and poison)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** dual wielder, infused weapons, swallow whole (2d6+12 acid damage, AC 13, 16 hp)**Spell-Like Abilities** (CL 11th; concentration +15)At will—*greater teleport* (self plus 50 lbs. of objects only)3/day—*deeper darkness*1/day—*cloudkill* (DC 19), summon (level 4, 1d4+1 adhukaits, 45%, or 1 aghasura, 20%)

STATISTICS

Str 34, **Dex** 17, **Con** 23, **Int** 11, **Wis** 14, **Cha** 18**Base Atk** +14; **CMB** +28 (+32 grapple); **CMD** 41 (can't be tripped)**Feats** Cleave, Critical Focus, Great Cleave, Improved Critical (scimitar), Lightning Reflexes, Power Attack, Weapon Focus (scimitar)**Skills** Acrobatics +17, Bluff +19, Escape Artist +6, Intimidate +17, Knowledge (planes) +13, Perception +19, Sense Motive +19, Stealth +9, Swim +17; **Racial Modifiers** +6 Escape Artist, +4 Perception**Languages** Common, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Attraction Aura (Su) An aghasura exudes a 50-foot aura whenever it remains motionless for at least 1 round. All nonevil creatures that enter this area must make a DC 21 Will save to avoid being compelled to move toward the aghasura's location. If the aghasura moves, the effect ends for all currently affected creatures. This is a mind-affecting compulsion. The save DC is Charisma-based.**Dual Wielder (Ex)** An aghasura does not take a penalty on attack or damage rolls when attacking with two weapons.**Elusive Aura (Su)** Asuras exist within reality but apart from it. All but the least of asuras exude an aura that affects all creatures within the area as if by a *nonetection* spell. The size of the aura is proportional to the asura's power. The caster level check to attempt divination on creatures within the aura is 15 + the spell-like ability caster level of the asura creating the aura.**Infused Weapons (Su)** Weapons an aghasura wields are considered to be magic for the purposes of overcoming damage reduction. In addition, such weapons gain the ability to deliver the aghasura's poison on a successful attack.**Poison (Ex)** Bite or weapon—injury; *save* Fort DC 23; *frequency* 1/round for 6 rounds; *effect* 1d4 Constitution damage; *cure* 2 consecutive saves.

ASURA, UPASUNDA**CR 9****Init** +7; **Senses** all-around vision, darkvision 60 ft.; **Perception** +23**Aura** elusive (50 ft.)**DEFENSE****AC** 24, touch 21, flat-footed 16 (+7 Dex, +1 dodge, +3 insight, +3 natural)**hp** 114 (12d10+48); regeneration 5 (good weapons, good spells)**Fort** +12, **Ref** +11, **Will** +15**Defensive Abilities** improved evasion; **DR** 10/good; **Immune** curse effects, disease, flanking, poison; **Resist** acid 10, electricity 10; **SR** 20**OFFENSE****Speed** 50 ft.**Melee** mwk longsword +19/+14/+9 (1d8+6/19–20), mwk spear +19 (1d8+9/x3), mwk kukri +19 (1d4+6/18–20), 2 slams +13 (1d4+3) or 6 slams +18 (1d4+6)**w/ Power Attack** mwk longsword +15/+10/+5 (1d8+14/19–20), mwk spear +15 (1d8+21/x3), mwk kukri +15 (1d4+14/18–20), 2 slams +9 (1d4+7) or 6 slams +14 (1d4+14)**Special Attacks** infused weapons, multiweapon mastery**Spell-Like Abilities** (CL 9th; concentration +13)At will—*disguise self*, *greater teleport* (self plus 50 lbs. of objects only), *feather fall*, *see invisibility*, *spider climb*3/day—*deeper darkness*, *levitate*, *rainbow pattern* (DC 18)1/day—*haste*, *hold monster* (DC 19), *summon* (level 4, 2 *adhukaits* 45% or 1 *upasunda* 20%)**STATISTICS****Str** 22, **Dex** 24, **Con** 19, **Int** 15, **Wis** 24, **Cha** 19**Base Atk** +12; **CMB** +18 (+20 grapple); **CMD** 39 (41 vs. grapple)**Feats** Cleave, Combat Reflexes^B, Deflect Arrows^B, Dodge, Great Cleave, Improved Grapple^B, Mobility, Power Attack, Spring Attack**Skills** Acrobatics +19 (+27 when jumping), Bluff +16, Diplomacy +13, Escape Artist +25, Intimidate +16, Knowledge (arcana) +8, Knowledge (planes) +14, Perception +23, Perform (dance) +16, Sense Motive +19, Stealth +19; **Racial Modifiers** +6 Escape Artist, +4 Perception**Languages** Common, Infernal; telepathy 100 ft.**SPECIAL ABILITIES****Elusive Aura (Su)** Asuras exist within reality but apart from it. All but the least of asuras exude an aura that affects all creatures within the area as if by a *nondetection* spell. The size of the aura is proportional to the asura's power. The caster level check to attempt divination on creatures within the aura is 15 + the spell-like ability caster level of the asura creating the aura.**Infused Weapons (Su)** In addition to being evil and lawful, weapons an upasunda wields are considered to be magic for the purposes of overcoming damage reduction.**Multiweapon Mastery (Ex)** An upasunda takes no penalties when fighting with multiple weapons.**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.**Hold Monster** (enchantment (compulsion)[mind-affecting], VSDF, medium, 1rd/lvl(D), SRyes) – WILL or creature is paralyzed. Full-round gives another save**Rainbow Pattern** (illusion(pattern)[mind-affecting], SMF, medium, colorful lights in 20ft radius, concentration + 1rd/lvl, SRyes) – 24 HD are affected, starting with lowest HD. WILL or be fascinated. Free action to move pattern 30 ft, fascinated follow. New save vs, dangerous area.

Final Encounter – Ayrzul's Minions

EARTH ELEMENTAL, GREATER ADVANCED

CR 10

N Huge outsider (earth, elemental, extraplanar)

Init +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +18

DEFENSE

AC 25, touch 9, flat-footed 23, (+1 Dex, +14 natural, –2 size)**hp** 162 (13d10+91)**Fort** +15, **Ref** +5, **Will** +10**DR** 10/—; **Immune** elemental traits

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide**Melee** 2 slams +23 (2d10+12)**w/Power Attack** 2 slams +18 (2d10+20)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** earth mastery

STATISTICS

Str 34, **Dex** 12, **Con** 25, **Int** 12, **Wis** 15, **Cha** 15**Base Atk** +13; **CMB** +27; **CMD** 38**Feats** Awesome Blow, Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush^B, Improved Overrun, Improved Sunder, Power Attack**Skills** Appraise +17, Climb +28, Knowledge (dungeoneering) +17, Knowledge (planes) +17, Perception +18, Stealth +9, Survival +18

SPECIAL ABILITIES

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

Earth Glide (Ex) A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A move earth spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

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

GOLEM, CLAY**CR 10**

N Large construct

Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +0**DEFENSE****AC** 24, touch 8, flat-footed 24 (–1 Dex, +16 natural, –1 size)**hp** 101 (13d10+30)**Fort** +4, **Ref** +3, **Will** +4**DR** 10/adamantine and bludgeoning; **Immune** construct traits, magic**OFFENSE****Speed** 20 ft.**Melee** 2 slams +19 (2d10+7 plus cursed wound)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** berserk, haste**STATISTICS****Str** 24, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1**Base Atk** +13; **CMB** +21; **CMD** 30**SPECIAL ABILITIES**

Berserk (Ex) When a clay golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. This chance resets to 0% after 1 minute of inactivity. A berserk golem attacks the nearest living creature or smashes some object smaller than itself if no creature is within reach. Once it goes berserk, no known method can reestablish control.

Cursed Wound (Ex) The damage a clay golem deals doesn't heal naturally and resists magical healing. A character attempting to use magical healing on a creature damaged by a clay golem must succeed on a DC 26 caster level check, or the healing has no effect on the injured creature.

Haste (Su) After it has engaged in at least 1 round of combat, a clay golem can *haste* itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

Immunity to Magic (Ex) A clay golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A *move earth* spell drives the golem back 120 feet and deals 3d12 points of damage to it (no save).
- A *disintegrate* spell slows the golem (as per *slow*) for 1d6 rounds and deals 1d12 points of damage (no save).
- An *earthquake* spell cast directly at a clay golem stops it from moving on its next turn and deals 5d10 points of damage (no save).
- Any magical attack against a clay golem that deals acid damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A clay golem gets no saving throw against magical attacks that deal acid damage.

Final Encounter – Confronting the Leaders

ASURA, AGHASURA

CR 11

LE Huge outsider (asura, evil, extraplanar, lawful)

Init +3; **Senses** darkvision 60 ft., scent; Perception +19**Aura** attraction (50 ft.), elusive (75 ft.)

DEFENSE

AC 23, touch 11, flat-footed 20 (+6 armor, +3 Dex, +6 natural, –2 size)**hp** 161 (14d10+84); regeneration 5 (good weapons, good spells)**Fort** +15, **Ref** +9, **Will** +11; +2 vs. enchantment spells**DR** 10/good; **Immune** curse effects, disease, poison; **Resist** acid 10, electricity 10; **SR** 22

OFFENSE

Speed 50 ft., swim 30 ft. (35 ft., swim 20 ft. in armor)**Melee** mwk scimitar +26/+21/+16 (2d6+12/15–20 plus poison), mwk scimitar +26 (2d6+12/15–20 plus poison), bite +19 (2d8+6 plus grab and poison)**w/ Power Attack** mwk scimitar +22/+17/+12 (2d6+20/15–20 plus poison), mwk scimitar +22 (2d6+20/15–20 plus poison), bite +15 (2d8+10 plus grab and poison)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** dual wielder, infused weapons, swallow whole (2d6+12 acid damage, AC 13, 16 hp)**Spell-Like Abilities** (CL 11th; concentration +15)At will—*greater teleport* (self plus 50 lbs. of objects only)3/day—*deeper darkness*1/day—*cloudkill* (DC 19), summon (level 4, 1d4+1 adhukaits, 45%, or 1 aghasura, 20%)

STATISTICS

Str 34, **Dex** 17, **Con** 23, **Int** 11, **Wis** 14, **Cha** 18**Base Atk** +14; **CMB** +28 (+32 grapple); **CMD** 41 (can't be tripped)**Feats** Cleave, Critical Focus, Great Cleave, Improved Critical (scimitar), Lightning Reflexes, Power Attack, Weapon Focus (scimitar)**Skills** Acrobatics +17, Bluff +19, Escape Artist +6, Intimidate +17, Knowledge (planes) +13, Perception +19, Sense Motive +19, Stealth +9, Swim +17; **Racial Modifiers** +6 Escape Artist, +4 Perception**Languages** Common, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Attraction Aura (Su) An aghasura exudes a 50-foot aura whenever it remains motionless for at least 1 round. All nonevil creatures that enter this area must make a DC 21 Will save to avoid being compelled to move toward the aghasura's location. If the aghasura moves, the effect ends for all currently affected creatures. This is a mind-affecting compulsion. The save DC is Charisma-based.**Dual Wielder (Ex)** An aghasura does not take a penalty on attack or damage rolls when attacking with two weapons.**Elusive Aura (Su)** Asuras exist within reality but apart from it. All but the least of asuras exude an aura that affects all creatures within the area as if by a *nondetection* spell. The size of the aura is proportional to the asura's power. The caster level check to attempt divination on creatures within the aura is 15 + the spell-like ability caster level of the asura creating the aura.**Infused Weapons (Su)** Weapons an aghasura wields are considered to be magic for the purposes of overcoming damage reduction. In addition, such weapons gain the ability to deliver the aghasura's poison on a successful attack.**Poison (Ex)** Bite or weapon—injury; *save* Fort DC 23; *frequency* 1/round for 6 rounds; *effect* 1d4 Constitution damage; *cure* 2 consecutive saves.

ONI, EARTH YAI**CR 13**

NE Large outsider (giant, native, oni, shapechanger)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +17**DEFENSE****AC** 29, touch 15, flat-footed 23 (+6 Dex, +14 natural, –1 size)**hp** 184 (16d10+96); regeneration 5 (acid or fire)**Fort** +16, **Ref** +11, **Will** +14**SR** 24**OFFENSE****Speed** 50 ft., fly 50 ft. (good)**Melee** greatclub +23/+18/+13/+8 (2d8+12) or 2 slams +23 (1d10+8)**w/ Power Attack** greatclub +18/+13/+8/+3 (2d8+27) or 2 slams +18 (1d10+18)**Ranged** stony missile +21 (3d6 plus awesome blow)**Space** 10 ft., **Reach** 10 ft.**Special Attacks** spiky skin**Spell-Like Abilities** (CL 16th; concentration +18)Constant—*fly*At will—*darkness*, *invisibility* (self only), *passwall* (stone only)3/day—*spike stones* (DC 16), *stone shape*, *stone tell*1/day—*earthquake*, *repel metal or stone*, *transmute mud to rock* (DC 17), *transmute rock to mud* (DC 17)**STATISTICS****Str** 27, **Dex** 22, **Con** 23, **Int** 12, **Wis** 14, **Cha** 15**Base Atk** +16; **CMB** +25; **CMD** 41**Feats** Combat Reflexes, Improved Precise Shot, Intimidating Prowess, Iron Will, Pinpoint Targeting, Point-Blank Shot, Power Attack, Precise Shot**Skills** Bluff +21, Fly +27, Intimidate +29, Knowledge (arcana) +20, Perception +21, Sense Motive +21, Stealth +21 (+29 in rocky terrain); **Racial Modifiers** +8 Stealth in rocky terrain**Languages** Common, Giant**SQ** change shape (Medium, or Large humanoid, *alter self* or *giant form I*)**SPECIAL ABILITIES**

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

Pinpoint Targeting As a standard action, make a single ranged attack. The target does not gain any armor, natural armor, or shield bonuses to its Armor Class. You do not gain the benefit of this feat if you move this round.

Spiky Skin (Ex) An earth yai may grow spikes from its stony skin at will as a free action. These spikes are treated as armor spikes that deal 1d10 points of damage.

Stony Missile (Su) As a swift action, an earth yai can fire an incredibly dense stone from its third eye. This attack has a range of 200 feet, with no range increment, and deals 3d6 points of bludgeoning damage. Upon striking the target, the stone immediately makes an awesome blow attempt against the target using the earth yai's CMB.

Earth Yai Oni Cheat Sheet

At-Will

Darkness (evocation[darkness], VMDF, object touched, 1min/lvl) – object radiates darkness in a 20ft. radius. Light level drops one step, nonmagical sources of light are shut off.

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

Passwall (transmutation, VSM, touch, 5ft x 5ft hole, 10ft + 5ft/3lvls deep, 1hr/lvl) – Create an opening through a wall.

3/Day

Spike Stones (transmutation [earth], VSDF, Medium, 20 ft. square/lvl, 1hr/lvl, SRyes) – Moving through the area causes people to take 1d8 dmg for each 5ft., REF or movement is reduced by half until wounds are treat by a Heal check (DC=DC of spell)

Stone Shape (transmutation, VSMDf, stone or stone object touched, 10cu.ft. + 1cu.ft./lvl) – Reshape stone to your purpose. No fine detail. 30% chance that an object with moving parts won't work.

Stone Tell (divination, 10 minutes, VSDF, personal, 1min/lvl) – You can talk to stone. They can tell you who has touched them as well as whatever is concealed or covered by them.

1/Day

Earthquake (evocation[earth], VSDF, long, 80 ft. radius, 1 round) – Creatures on the ground can't move or attack, concentration check 20+lvl to cast a spell, If on ground, REF15 or fall down, also 25% chance to fall in 40ft fissures, REF20 to avoid. Fissures close in 1 round. If stuck in the fissure, 1d6 nonlethal every minute. If unconscious, DC15 CON check every minute or take 1d5 lethal damage.

Repel Metal or Stone (abjuration [earth], VS, 60ft line, 1min/lvl) – Metal or stone objects are forced away, dragging their owners with them. Move to loose a shield and free to drop it.

Transmute Mud to Rock (transmutation[earth], VSMDf, medium, up to 2 10ft cubes/lvl) – mud and quicksand becomes a soft stone. Creatures in mud get REF to escape before it's hardened to stone.

Transmute Rock to Mud (transmutation[earth], VSMDf, medium, up to 2 10ft cubes/lvl) – natural/unworked stone is turned to mud up to 10 feet deep. If you're stuck in the mud, you're reduced to 5 ft of movement and take a -2 to attack and AC. If cast on the ceiling, causes a cave-in that deals 8d6 bludgeoning, REF half.