

The Cosmic Captive

Subtier 1-2

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A. Asteroid Surface

EARTH ELEMENTAL, SMALL (2)

CR 1

N Small outsider (earth, elemental, extraplanar)

Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +4

DEFENSE

AC 17, touch 10, flat-footed 17 (-1 Dex, +7 natural, +1 size)

hp 13 (2d10+2)

Fort +4, **Ref** -1, **Will** +3

Immune elemental traits

OFFENSE

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

Melee slam +6 (1d6+4)

w/ **Power Attack** slam +5 (1d6+7)

Special Attacks earth mastery

STATISTICS

Str 16, **Dex** 8, **Con** 13, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +4; **CMD** 13

Feats Improved Bull Rush^B, Power Attack

Skills Appraise +1, Climb +7, Knowledge (dungeoneering) +1, Knowledge (planes) +1, Perception +4, Stealth +7

Language Terran

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.)

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

Common – Horrors from Beyond

TSAALGREND
CR 2

N Small plant

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +4

DEFENSE
AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)

hp 19 (3d8+6)

Fort +5, **Ref** +3, **Will** +1

Immune plant traits; **Resist** acid 5, electricity 5

Weaknesses light blindness, vulnerable to fire

OFFENSE
Speed 10 ft., climb 10 ft., fly 40 ft. (poor)

Melee bite +5 (1d4+2 plus grab), 2 tendrils +3 (1d4+1 plus grab)

Special Attacks grab (Medium), spores

STATISTICS
Str 15, **Dex** 15, **Con** 15, **Int** 3, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +3; **CMD** 15 (17 vs. trip)

Feats Flyby Attack, Multiattack

Skills Climb +10, Fly +5, Perception +4

Languages spore communication

SPECIAL ABILITIES

Spores (Ex) As a standard action, a tsaalgrend can release a cloud of toxic spores in a 10-foot-radius spread. Each living creature within this area must succeed at a DC 13 Fortitude save or become paralyzed with fear as it vividly hallucinates for 1d4 rounds. A creature that successfully saves against this effect is immune to the same tsaalgrend's spores for 24 hours. This is a mind-affecting fear and paralysis effect. The save DC is Constitution-based.

Common – Akitonian Explorers

SUPERSTITIOUS MERCENARY (3)

CR 1/2

Human fighter 1

N Medium humanoid (human) **Init** +2; **Senses** Perception +2

DEFENSE

AC 20, touch 12, flat-footed 18 (+6 armor, +2 Dex, +2 shield)

hp 14 (1d10+4)

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

OFFENSE

Speed 30 ft.

Melee longsword +4 (1d8+3/19–20) or cold iron dagger +4 (1d4+3/19–20)

w/ Power Attack longsword +3 (1d8+5/19–20) or cold iron dagger +3 (1d4+5/19–20)

Ranged heavy crossbow +3 (1d10/19–20)

STATISTICS

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

Base Atk +1; **CMB** +4; **CMD** 16

Feats Iron Will, Power Attack, Toughness

Skills Heal +2, Perception +2, Survival +5

Languages Common

Combat Gear *potion of cure light wounds*, alchemist's fire, holy water, oil (2), healer's kit (2 uses remaining); **Other Gear** breastplate, heavy wooden shield, cold iron dagger, heavy crossbow with 20 bolts, longsword, bedroll, tindertwigs (2), whetstone, wooden holy symbol, 3 gp

Common – Native Creatures

DOSSENUS (2)
CR 1

N Small aberration

Init +0; **Senses** darkvision 60 ft.; **Perception** +5

DEFENSE
AC 12, touch 11, flat-footed 12 (+1 natural, +1 size)

hp 13 (2d8+4)

Fort +2, **Ref** +0, **Will** +3; +4 vs. poison

Weaknesses hydrophobia, vulnerable to sonic

OFFENSE
Speed 30 ft., burrow 30 ft., climb 30 ft.

Melee bite +4 (1d6+3/19–20)

Special Attacks devastating maw, sneak attack +1d6, swarming

STATISTICS
Str 12, **Dex** 11, **Con** 14, **Int** 3, **Wis** 10, **Cha** 5

Base Atk +1; **CMB** +1; **CMD** 11 (15 vs. trip)

Feats Improved Critical^B (bite), Weapon Focus (bite), Weapon Specialization^B (bite)

Skills Climb +17, **Perception** +5; **Racial Modifiers** +8 Climb

Languages Aklo

SPECIAL ABILITIES
Burrow (Ex) A dossenus can burrow through stone (or weaker materials such as wood) as easily as dirt.

Devastating Maw (Ex) A dossenus' bite attack counts as adamantite for the purposes of overcoming DR and bypassing hardness.

Hydrophobia (Ex) A dossenus cannot swim and always fails Swim checks. If a dossenus becomes completely submerged in water, it must succeed at a DC 15 Will save on its turn each round or be paralyzed with fear until it is no longer submerged.

Swarming (Ex) Dossenuses are brutally efficient at swarming foes and often skitter atop one another in their haste to overwhelm and devour prey. Up to two dossenuses can share the same square at the same time. If two dossenuses sharing the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

Common – Alien Visitors

CEREBRIC FUNGUS**CR 3**

N Medium plant

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +12**Aura** unsettling appearance (60 ft., DC 14)**DEFENSE****AC** 15, touch 10, flat-footed 15 (+5 natural)**hp** 30 (4d8+12); fast healing 2**Fort** +7, **Ref** +1, **Will** +6**Defensive Abilities** otherworldly mind; **Immune** plant traits; **Resist** cold 5**Weaknesses** vulnerable to sonic**OFFENSE****Speed** 30 ft.**Melee** bite +5 (1d6+2), 2 tendrils +3 (1d4+1 plus pull)**Space** 5 ft.; **Reach** 5 ft. (15 ft. with tendrils)**Special Attacks** pull (tendrils, 5 ft.), star-shriek**Spell-Like Abilities** (CL 4th; concentration +6)Constant—*detect thoughts* (DC 14)At will—*touch of madness* (DC 14)3/day—*calm emotions* (DC 14), *touch of idiocy* (DC 14)**STATISTICS****Str** 14, **Dex** 11, **Con** 16, **Int** 15, **Wis** 20, **Cha** 15**Base Atk** +3; **CMB** +5; **CMD** 15 (21 vs. trip)**Feats** Improved Initiative, Multiattack**Skills** Bluff +6, Diplomacy +6, Perception +12, Stealth +7**Languages** telepathy 100 ft.**SPECIAL ABILITIES**

Otherworldly Mind (Ex) Any creature attempting to contact a cerebriic fungus's mind or read its thoughts with a divination spell or similar ability must succeed at a DC 16 Will save or be overwhelmed by the alien thoughts in the creature's head. Those who fail take 1d6 points of nonlethal damage and are confused for 1d6 rounds, and the divination effect immediately ends. The save is Charisma-based and includes a +2 racial bonus.

Star-Shriek (Ex) Once per day as a full-round action, a cerebriic fungus can unleash a shrill scream of madness. All creatures (except other cerebriic fungi) within 30 feet must make a DC 15 Will save or be nauseated for 1d4 rounds. This is a sonic, mind-affecting effect. The save DC is Constitution-based.

Touch of Madness (Sp) The cerebriic fungus may daze one living creature by making a successful touch attack. The target creature must succeed at a DC 14 Will save, or it becomes dazed for 1 round per caster level (4 rounds for most cerebriic fungi). The dazed subject is not stunned (so attackers get no special advantage against it). This is a mind-affecting enchantment, equivalent to a 2nd-level spell.

Unsettling Appearance (Su) A cerebriic fungus constantly scans the minds of those around it, projecting around itself a confusing collage of images gleaned from their thoughts. Creatures within 60 feet that can see the fungus must succeed at a DC 14 Will save or take a –2 penalty on attack rolls. This is a mind-affecting effect. The save DC is Charisma-based.

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

B2. Earth Guardians

EARTH ELEMENTAL, SMALL (2)
CR 1

N Small outsider (earth, elemental, extraplanar)

Init –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +4

DEFENSE
AC 17, touch 10, flat-footed 17 (–1 Dex, +7 natural, +1 size)

hp 13 (2d10+2)

Fort +4, **Ref** –1, **Will** +3

Immune elemental traits

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

Melee slam +6 (1d6+4)

 w/ Power Attack slam +5 (1d6+7)

Special Attacks earth mastery

STATISTICS
Str 16, **Dex** 8, **Con** 13, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +4; **CMD** 13

Feats Improved Bull Rush^B, Power Attack

Skills Appraise +1, Climb +7, Knowledge (dungeoneering) +1, Knowledge (planes) +1, Perception +4, Stealth +7

Language Terran

SPECIAL ABILITIES

Conduit of Earth (Su) This creature binds all creatures with the slave of Ayrzul ability that are 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.)

CRYSMAL**CR 3**

N Small outsider (earth, elemental)

Init +2; **Senses** darkvision 60 ft., crystal sense; **Perception** +11**DEFENSE****AC** 17, touch 13, flat-footed 15 (+2 Dex, +4 natural, +1 size)**hp** 26 (4d10+4)**Fort** +7, **Ref** +8, **Will** +2**DR** 5/bludgeoning; **Immune** cold, fire; **Resist** electricity 10**OFFENSE****Speed** 30 ft., burrow 20 ft.**Melee** sting +7 (2d6+3)**Special Attacks** shard spike +7 (3d6, range increment 60 ft.)**Spell-Like Abilities** (CL 4th; concentration +6)At will—*detect magic*, *ghost sound* (DC 12), *mage hand*, *silent image* (DC 13)3/day—*dimension door*, *sanctuary* (DC 13), *touch of idiocy* (DC 14)**STATISTICS****Str** 15, **Dex** 14, **Con** 13, **Int** 6, **Wis** 13, **Cha** 14**Base Atk** +4; **CMB** +5; **CMD** 17 (29 vs. trip)**Feats** Great Fortitude^B, Lightning Reflexes, Skill Focus (Perception)**Skills** Acrobatics +9, Climb +9, Perception +11, Stealth +13 (+15 in rocky areas); **Racial Modifiers** +2 Stealth in rocky areas**Languages** Terran**SPECIAL ABILITIES****Crystal Sense (Sp)** Crysmals can sense the presence of any crystals or gems within 30 feet as if using the scent ability.**Shard Spike (Ex)** Once per day, a crysmal can launch its tail spike as a ranged attack that shatters when it hits, dealing 3d6 points of piercing damage to the target and 1d4 points of piercing damage to all creatures in adjacent squares. The spike regrows in 24 hours, but until it does, its impaired sting does only 1d6+3 damage.**Slave of Ayrzul (Su)** Ayrzul dominates this creature's will through a combat of an earth creature. If there are no conduit of earth creatures within 300 feet, the creature gains the panicked condition for 5 rounds and then loses this ability.**Dimension Door** (conjuration(teleportation), V, long, you and touched objects) – teleport anywhere w/in range**Sanctuary** (abjuration, VSDF, 1rd/lvl) – If you attack me, WILL or lose the action and you can't attack me anymore. Attacking breaks the spell.**Silent Image** (illusion (figment), VSF, long, visual figment (4+1/lvl) 10ft. cubes, concentration) – Visual illusion with no sound**Touch of Idiocy** (enchantment(compulsion)[mind-affecting], VS, living creature touched, 10min/lvl, SRyes) – Target takes 1d6 penalty to INT, WIS, CHA.

B3. Gateway to the Vault

AYRZUL NOVICE (2)

CR 1

Human cleric of Ayrzul 2

NE Medium humanoid (human)

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

DEFENSE

AC 14, touch 9, flat-footed 14 (+5 armor, –1 Dex)**hp** 22 (2d8+9)**Fort** +5, **Ref** –1, **Will** +6

OFFENSE

Speed 30 ft. (20 ft. in armor)**Melee** mwk morningstar +3 (1d8+1)**Ranged** light crossbow +0 (1d8/19–20)**Special Attacks** channel negative energy 4/day (DC 12, 1d6)**Domain Spell-Like Abilities** (CL 2nd; concentration +5)6/day—*acid dart* (1d6+1 acid), *touch of evil* (1 round)**Cleric Spells Prepared** (CL 2nd; concentration +5)1st—*bane* (DC 14), *cause fear* (DC 14), *magic stone*^D, *shield of faith*0 (at will)—*detect magic*, *guidance*, *light*, *resistance***D** Domain spell; **Domains** Earth, Evil

STATISTICS

Str 12, **Dex** 8, **Con** 14, **Int** 10, **Wis** 17, **Cha** 13**Base Atk** +1; **CMB** +2; **CMD** 11**Feats** Improved Initiative, Toughness**Skills** Linguistics +4, Perception +4, Sense Motive +8, Spellcraft +5**Languages** Common, Terran**Combat Gear** *potion of cure light wounds*, *potion of endure elements*, tanglefoot bag; **Other Gear** mwk scale mail, light crossbow with 20 bolts, mwk morningstar, iron unholy symbol of Ayrzul

Ayrzul Stonelord's Cheat Sheet

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.**Cause Fear** (necromancy [emotion, fear, mind-affecting], VS, close, one living creature with <6HD, SRyes) – WILL?shaken for 1rd:frightened for 1d4rds.**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 – 7/day, you can shoot acid out of your fingertips at a range of 30 feet. This a ranged touch attack. (+4 to hit, 1d6+1 acid damage)**Touch of Evil** – 7/day you can touch someone and they are sickened for 1 rounds. They count as good for the purpose of evil spells while sickened.

Special Attacks

Channel Negative Energy – 4 times per day, you can make a 30 ft. burst of negative energy. You can choose to heal undead or harm living. You can select up to two people in the burst to avoid the energy. The healing or damage is 1d6, and if it chosen to harm, everyone gets a WILL for half.

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.

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.

C1. Cultist Chambers

HUECUVA

CR 2

CE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +5**Aura** faithlessness (30 ft.)

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)**hp** 16 (3d8+3)**Fort** +2, **Ref** +3, **Will** +4**DR** 5/magic or silver; **Immune** undead traits

OFFENSE

Speed 30 ft.**Melee** 2 claws +4 (1d4+1 plus disease)

STATISTICS

Str 13, **Dex** 14, **Con** —, **Int** 4, **Wis** 12, **Cha** 12**Base Atk** +2; **CMB** +3; **CMD** 15**Feats** Improved Initiative, Weapon Focus (claw)**Skills** Perception +5, Stealth +7**Language** Common**SQ** false humanity

SPECIAL ABILITIES

Aura of Faithlessness (Su) The huecuva and all undead creatures within 30 feet receive a +2 profane bonus on Will saves made to resist channeled energy and positive energy effects.**Disease (Ex)** Filth fever: Injury; *save* Fort DC 12; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Str damage; *cure* 2 consecutive saves. The save DC is Charisma-based.**False Humanity (Su)** During the day, a huecuva is cloaked in an illusion that makes it look, sound, and feel like the living creature it once was. This effect functions similarly to disguise self—if a creature interacts directly with a huecuva, it can attempt a DC 12 Will save to see through the illusion. Regardless, the huecuva's scent never changes—it always exudes a faint stench of grave dust and decay. Creatures with the scent ability receive a +4 bonus on any Will saving throw made to see through this illusion. At night (regardless of whether the huecuva itself knows night has fallen) this illusion fades and reveals the creature for what it truly is. The save DC is Charisma-based.

ZOMBIE

CR 1/2

NE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 natural)**hp** 12 (2d8+3)**Fort** +0, **Ref** +0, **Will** +3**DR** 5/slashing; **Immune** undead traits

OFFENSE

Speed 30 ft.**Melee** slam +4 (1d6+4)

STATISTICS

Str 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10**Base Atk** +1; **CMB** +4; **CMD** 14**Feats** Toughness^B**Special Qualities** staggered

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.

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.

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

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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.

C2. Staging Grounds

WYSP, EARTH
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 wisp 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 wisp 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 wisp's natural resonance strengthens the power of its element. The wisp grants a +2 competence bonus on attack rolls and damage rolls to all creatures within 30 feet with an elemental subtype that matches the wisp'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 wisp's element gain a +1 competence bonus on attack rolls and damage rolls. The wisp's statistics already include these bonuses.

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

OREAD**CR 1/2**

Oread fighter 1

N Medium outsider (native)

Init +2; **Senses** darkvision 60 ft.; Perception +2**DEFENSE****AC** 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)**hp** 12 (1d10+2)**Fort** +4, **Ref** +2, **Will** +4**Resist** acid 5**OFFENSE****Speed** 20 ft.**Melee** longsword +3 (1d8+3/19–20)**Ranged** composite longbow +4 (1d8+2/x3)**Spell-Like Abilities** (CL 1st; concentration +0)1/day—*magic stone***STATISTICS****Str** 15, **Dex** 15, **Con** 14, **Int** 8, **Wis** 14, **Cha** 8**Base Atk** +1; **CMB** +3; **CMD** 15**Feats** Iron Will, Weapon Focus (longbow)**Skills** Intimidate +4**Languages** Common, Terran**SQ** elemental affinity**SPECIAL ABILITIES**

Earth Affinity (Ex) Oread sorcerers with the Elemental (earth) bloodline treat their Charisma score as 2 points higher for all sorcerer spells and class abilities. Oread clerics with the Earth domain cast their domain powers and spells at +1 caster level.

Elemental Bond (Su) The oread is treated as though it possessed the earth subtype for the purpose of an earth wysp's special abilities.

C3. Warden of the Vault

PECH
CR 3

N Small fey (earth)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE
AC 16, touch 12, flat-footed 15 (+1 Dex, +4 natural, +1 size)

hp 27 (6d6+6)

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

DR 5/cold iron; **Immune** petrification; **SR** 14

Weaknesses light blindness

OFFENSE
Speed 20 ft.

Melee mwk heavy pick +9 (1d4+6/×4)

w/ Power Attack mwk heavy pick +8 (1d4+9/×4)

Special Attacks earth mastery, pech magic, stone knowledge

Spell-Like Abilities (CL 10th; concentration +11)

 3/day—*stone shape, stone tell*
STATISTICS
Str 19, **Dex** 12, **Con** 13, **Int** 12, **Wis** 13, **Cha** 12

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

Feats Cleave, Great Fortitude, Power Attack

Skills Climb +13, Craft (stonemasonry) +14, Knowledge (dungeoneering) +10, Knowledge (engineering) +10, Perception +10, Profession (miner) +14, Stealth +14; **Racial Modifiers** +4 Craft (stonemasonry), +4 Profession (miner)

Languages Terran, Undercommon

SPECIAL ABILITIES

Earth Mastery (Ex) A pech gains a +1 bonus on attack and damage rolls if both it and its foes are touching the ground. If an opponent is airborne or waterborne, the pech takes a –4 penalty on attack and damage rolls. These modifiers are not precalculated into the statistics here.

Pech Magic (Sp) Four pechs working together can cast *wall of stone* once per day. Eight pechs working together can cast *stone to flesh* (DC 17) once per day. These spell-like abilities function at CL 10th. Each pech must use a full-round action to take part in the casting. The save DCs are modified by the highest Charisma modifier in the group.

Stone Knowledge (Ex) A pech's knowledge of earth and stone grants a +1 racial bonus on attack and damage rolls and the benefits of the Improved Critical feat against creatures and objects made of stone or earth or with the earth subtype. Knowledge (dungeoneering), Knowledge (engineering) and Profession (miner) are always class skills for a pech.

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.

D1. Forest of Exiles

WATER ELEMENTAL, SMALL (4)
CR 1

N Small outsider (elemental, extraplanar, water)

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

DEFENSE
AC 17, **touch** 11, **flat-footed** 17 (+6 natural, +1 size)

hp 13 (2d10+2)

Fort +2, **Ref** +1, **Will** -2

Immune elemental traits

Weaknesses sickened

OFFENSE
Speed 20 ft., swim 90 ft.

Melee slam +3 (1d6+1)

 w/ Power Attack slam +2 (1d6+4)

Special Attacks drench, vortex (DC 13), water mastery

STATISTICS
Str 14, **Dex** 10, **Con** 13, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +1; **CMD** 13

Feats Power Attack

Skills Acrobatics +2, Escape Artist +2, Knowledge (planes) -1, Perception +2, Stealth +6, Swim +12

Language Aquan

SPECIAL ABILITIES

Drench (Ex) The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as per *dispel magic* (caster level equals elemental's HD).

Vortex (Su) A water elemental can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack, but can only form underwater and cannot leave the water.

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 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.

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.

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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.

D3. Servants of Kelizandri

DEEP ONE (2)
CR 1

CE Medium monstrous humanoid (aquatic, deep one)

Init –1; **Senses** darkvision 60 ft., low-light vision; **Perception** +7

DEFENSE
AC 12, touch 9, flat-footed 12 (–1 Dex, +3 natural)

hp 17 (2d10+6)

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

Defensive Abilities deep dweller, immortal; **Resist** cold 5

OFFENSE
Speed 20 ft., swim 40 ft.

Melee 2 claws +5 (1d4+3)

STATISTICS
Str 17, **Dex** 9, **Con** 16, **Int** 12, **Wis** 15, **Cha** 10

Base Atk +2; **CMB** +5; **CMD** 14

Feats Great Fortitude

Skills Intimidate +5, Knowledge (religion) +6, Perception +7, Stealth +4 (+8 underwater), Survival +7, Swim +16; **Racial Modifiers** +4 Stealth underwater

Languages Aklo, Common

SQ amphibious, devoted, item use

SPECIAL ABILITIES

Deep Dweller (Ex) Deep ones are immune to damage from water pressure; their bodies are capable of instantly adjusting to different water depths or even the surface with ease.

Devoted (Ex) Deep ones are fanatically religious, be it to the worship of a Great Old One, an elder deep one, or some other divinity. A deep one gains one bonus skill rank per Hit Die that must be placed in Knowledge (religion), and this skill is a class skill for all deep ones.

Immortal (Ex) A deep one does not age. Barring death from violence, disease, or misadventure, a deep one can live forever. Deep ones are immune to effects that cause magical aging.

Item Use (Su) A deep one can activate spell-trigger items like staves and wands as if it were a spellcaster of the appropriate class.

E2. Prison Guards

DEEP ONE
CR 1

CE Medium monstrous humanoid (aquatic, deep one)

Init –1; **Senses** darkvision 60 ft., low-light vision; **Perception** +7

DEFENSE
AC 12, touch 9, flat-footed 12 (–1 Dex, +3 natural)

hp 17 (2d10+6)

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

Defensive Abilities deep dweller, immortal; **Resist** cold 5

OFFENSE
Speed 20 ft., swim 40 ft.

Melee 2 claws +5 (1d4+3)

STATISTICS
Str 17, **Dex** 9, **Con** 16, **Int** 12, **Wis** 15, **Cha** 10

Base Atk +2; **CMB** +5; **CMD** 14

Feats Great Fortitude

Skills Intimidate +5, Knowledge (religion) +6, Perception +7, Stealth +4 (+8 underwater), Survival +7, Swim +16; **Racial Modifiers** +4 Stealth underwater

Languages Aklo, Common

SQ amphibious, devoted, item use

SPECIAL ABILITIES

Deep Dweller (Ex) Deep ones are immune to damage from water pressure; their bodies are capable of instantly adjusting to different water depths or even the surface with ease.

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Immortal (Ex) A deep one does not age. Barring death from violence, disease, or misadventure, a deep one can live forever. Deep ones are immune to effects that cause magical aging.

Item Use (Su) A deep one can activate spell-trigger items like staves and wands as if it were a spellcaster of the appropriate class.

WATER ELEMENTAL, SMALL**CR 1**

N Small outsider (elemental, extraplanar, water)

Init -2; **Senses** darkvision 60 ft.; **Perception** +2**DEFENSE****AC** 17, **touch** 11, **flat-footed** 17 (+6 natural, +1 size)**hp** 13 (2d10+2)**Fort** +2, **Ref** +1, **Will** -2**Immune** elemental traits**Weaknesses** sickened**OFFENSE****Speed** 20 ft., swim 90 ft.**Melee** slam +3 (1d6+1)**w/ Power Attack** slam +2 (1d6+4)**Special Attacks** drench, vortex (DC 13), water mastery**STATISTICS****Str** 14, **Dex** 10, **Con** 13, **Int** 4, **Wis** 11, **Cha** 11**Base Atk** +2; **CMB** +1; **CMD** 13**Feats** Power Attack**Skills** Acrobatics +2, Escape Artist +2, Knowledge (planes) -1, Perception +2, Stealth +6, Swim +12**Language** Aquan**SPECIAL ABILITIES****Drench (Ex)** The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as per *dispel magic* (caster level equals elemental's HD).**Vortex (Su)** A water elemental can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack, but can only form underwater and cannot leave the water.**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 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.

F1. Servants of Ymeri

IFRIT (2)
CR 1/2

Ifrit sorcerer 1

N Medium outsider (native)

Init +3; **Senses** darkvision 60 ft.; Perception –2

DEFENSE
AC 13, touch 13, flat-footed 10 (+3 Dex)

hp 8 (1d6+2)

Fort +1, **Ref** +3, **Will** +0

Resist fire 5

OFFENSE
Speed 30 ft.

Melee scimitar +0 (1d6/18–20)

Bloodline Spell-Like Abilities (CL 1st; concentration +4)

 6/day—*elemental ray* (1d6 fire)

Ifrit Spell-Like Abilities (CL 1st; concentration +4)

 1/day—*burning hands* (DC 15)

Sorcerer Spells Known (CL 1st; concentration +4)

 1st (4/day)—*burning hands* (DC 15), *mage armor*

 0 (at will)—*acid splash*, *detect magic*, *flare* (DC 14), *prestidigitation*
Bloodline elemental (fire)

STATISTICS
Str 10, **Dex** 16, **Con** 12, **Int** 13, **Wis** 6, **Cha** 17

Base Atk +0; **CMB** +0; **CMD** 13

Feats Eschew Materials^B, Martial Weapon Proficiency (scimitar)

Skills Bluff +7, Knowledge (arcana) +5, Spellcraft +5

Languages Common, Gnome, Ignan

SQ bloodline arcana, fire affinity

SPECIAL ABILITIES

Fire Affinity (Ex) Ifrit sorcerers with the elemental (fire) bloodline treat their Charisma score as 2 points higher for all sorcerer spells and class abilities. Ifrit spellcasters with the Fire domain use their domain powers and spells at +1 caster level.

FIRE ELEMENTAL, SMALL**CR 1**

N Small outsider (elemental, extraplanar, fire)

Init +5; **Senses** darkvision 60 ft.; **Perception** +4**DEFENSE****AC** 16, touch 13, flat-footed 14 (+1 Dex, +1 dodge, +3 natural, +1 size)**hp** 11 (2d10)**Fort** +3, **Ref** +4, **Will** +0**Immune** elemental traits, fire**Weaknesses** vulnerability to cold**OFFENSE****Speed** 50 ft.**Melee** slam +4 (1d4 plus burn)**Special Attacks** burn (1d4, DC 11)**STATISTICS****Str** 10, **Dex** 13, **Con** 10, **Int** 4, **Wis** 11, **Cha** 11**Base Atk** +2; **CMB** +1; **CMD** 13**Feats** Dodge, Improved Initiative^B, Weapon Finesse^B**Skills** Acrobatics +5, Climb +4, Escape Artist +5, Intimidate +4, Knowledge (planes) +1, Perception +4**Language** Ignan

F2. Crash Site

GHOUL (2)
CR 1

CE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +7

DEFENSE
AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 13 (2d8+4)

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

Defensive Abilities channel resistance +2

OFFENSE
Speed 30 ft.

Melee bite +3 (1d6+1 plus disease and paralysis) and 2 claws +3 (1d6+1 plus paralysis)

Special Attacks paralysis (1d4+1 rounds, DC 13, elves are immune to this effect)

STATISTICS
Str 13, **Dex** 15, **Con** —, **Int** 13, **Wis** 14, **Cha** 14

Base Atk +1; **CMB** +2; **CMD** 14

Feats Weapon Finesse

Skills Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +3

Languages Common

SPECIAL ABILITIES

Disease (Su) Ghoul Fever: Bite—injury; *save* Fort DC 13; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghastr.

Items

ARC PISTOL (8 charges)

One-handed exotic (firearm) ranged weapon, 1d8 electricity damage; **Crit** x2; **Range** 50 ft.; **Capacity** 10, **Usage** 1 charge; **Price** 10,000 gp; **Weight** 2 lbs.

Semi-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.

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.

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.

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/2lvls 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.

IFRIT**CR 1/2**

Ifrit sorcerer 1

N Medium outsider (native)

Init +3; **Senses** darkvision 60 ft.; Perception –2**DEFENSE****AC** 13, touch 13, flat-footed 10 (+3 Dex)**hp** 8 (1d6+2)**Fort** +1, **Ref** +3, **Will** +0**Resist** fire 5**OFFENSE****Speed** 30 ft.**Melee** scimitar +0 (1d6/18–20)**Bloodline Spell-Like Abilities** (CL 1st; concentration +4)6/day—*elemental ray* (1d6 fire)**Ifrit Spell-Like Abilities** (CL 1st; concentration +4)1/day—*burning hands* (DC 15)**Sorcerer Spells Known** (CL 1st; concentration +4)1st (4/day)—*burning hands* (DC 15), *mage armor*0 (at will)—*acid splash*, *detect magic*, *flare* (DC 14), *prestidigitation***Bloodline** elemental (fire)**STATISTICS****Str** 10, **Dex** 16, **Con** 12, **Int** 13, **Wis** 6, **Cha** 17**Base Atk** +0; **CMB** +0; **CMD** 13**Feats** Eschew Materials^B, Martial Weapon Proficiency (scimitar)**Skills** Bluff +7, Knowledge (arcana) +5, Spellcraft +5**Languages** Common, Gnome, Ignan**SQ** bloodline arcana, fire affinity**SPECIAL ABILITIES**

Fire Affinity (Ex) Ifrit sorcerers with the elemental (fire) bloodline treat their Charisma score as 2 points higher for all sorcerer spells and class abilities. Ifrit spellcasters with the Fire domain use their domain powers and spells at +1 caster level.

WYSP, FIRE**CR 2**

N Tiny outsider (elemental, fire)

Init +6; **Senses** darkvision 60 ft.; Perception +7**Aura** resonance (30 ft.)**DEFENSE****AC** 14, touch 14, flat-footed 12 (+2 Dex, +2 size)**hp** 19 (3d10+3)**Fort** +4, **Ref** +5, **Will** +2**Immune** elemental traits, fire**Weaknesses** vulnerable to cold**OFFENSE****Speed** 60 ft., **fly** 20 ft. (poor)**Melee** 2 tendrils +9 (1d3+2 plus burn)**Space** 2–1/2 ft.; **Reach** 0 ft.**Special Attacks** burn (1d6 fire, DC 14)**STATISTICS****Str** 10, **Dex** 15, **Con** 12, **Int** 10, **Wis** 13, **Cha** 13**Base Atk** +3; **CMB** +3; **CMD** 13 (can't be tripped)**Feats** Improved Initiative, Weapon Finesse**Skills** Bluff +7, Intimidate +7, Knowledge (planes) +6, Perception +7, Sense Motive +7, Stealth +16**Languages** Ignan**SQ** living battery, servitor**SPECIAL ABILITIES**

Living Battery (Ex) As an immediate action, a wysp can sacrifice its existence in order to cause a creature that is benefiting from its resonance to be healed 2 hit points for each of that creature's HD. If the wysp uses this ability to kill itself, its death cannot be prevented, and its life cannot be restored by any effect less than *true resurrection*, *miracle*, or *wish*, even if such an effect could 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 exists and acts as a natural servitor. When a wysp uses the aid another action to assist a creature that is benefiting from its resonance, the wysp is able to grant that creature a +4 bonus instead of a +2 bonus. No other effect is able to increase this bonus beyond +4.

H1. Hitching a Ride

HUECUVA
CR 2

CE Medium undead

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

Aura faithlessness (30 ft.)

DEFENSE
AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 16 (3d8+3)

Fort +2, **Ref** +3, **Will** +4

DR 5/magic or silver; **Immune** undead traits

OFFENSE
Speed 30 ft.

Melee 2 claws +4 (1d4+1 plus disease)

STATISTICS
Str 13, **Dex** 14, **Con** —, **Int** 4, **Wis** 12, **Cha** 12

Base Atk +2; **CMB** +3; **CMD** 15

Feats Improved Initiative, Weapon Focus (claw)

Skills Perception +5, Stealth +7

Language Common

SQ false humanity

SPECIAL ABILITIES

Aura of Faithlessness (Su) The huecuva and all undead creatures within 30 feet receive a +2 profane bonus on Will saves made to resist channeled energy and positive energy effects.

Disease (Ex) Filth fever: Injury; *save* Fort DC 12; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Str damage; *cure* 2 consecutive saves. The save DC is Charisma-based.

False Humanity (Su) During the day, a huecuva is cloaked in an illusion that makes it look, sound, and feel like the living creature it once was. This effect functions similarly to disguise self—if a creature interacts directly with a huecuva, it can attempt a DC 12 Will save to see through the illusion. Regardless, the huecuva's scent never changes—it always exudes a faint stench of grave dust and decay. Creatures with the scent ability receive a +4 bonus on any Will saving throw made to see through this illusion. At night (regardless of whether the huecuva itself knows night has fallen) this illusion fades and reveals the creature for what it truly is. The save DC is Charisma-based.

ZOMBIE
CR 1/2

NE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +0

DEFENSE
AC 12, touch 10, flat-footed 12 (+2 natural)

hp 12 (2d8+3)

Fort +0, **Ref** +0, **Will** +3

DR 5/slashing; **Immune** undead traits

OFFENSE
Speed 30 ft.

Melee slam +4 (1d6+4)

STATISTICS
Str 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +4; **CMD** 14

Feats Toughness^B
Special Qualities staggered

H3. The Shattered Sanctum

CELEDON (2)
CR 1

N Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +2

DEFENSE
AC 12, touch 10, flat-footed 12 (+2 natural)

hp 25 (1d10+20)

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

Immune construct traits

OFFENSE
Speed 30 ft.

Melee short sword +2 (1d6+1/19–20)

Special Attack bardic performance (6/day)

STATISTICS
Str 12, **Dex** 11, **Con** —, **Int** 9, **Wis** 14, **Cha** 13

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

Feats Iron Will, Skill Focus (Knowledge [religion])

Skills Knowledge (religion) +3

Languages Common

SQ granted power, song of the gods

SPECIAL ABILITIES

Granted Power A celedon enjoys the favor of the deity who created her. Every celedon chooses one of her deity's domains and gains that domain's first granted power. Alternatively, she can choose the prophet's touch ability below. A celedon only chooses this power once and can never change her granted power.

Prophet's Touch (Su): Three times per day, a celedon can make a melee touch attack that, on a hit, forces the target to succeed at a DC 11 Fortitude save or become stunned for 1 round. A creature that succeeds is staggered for 1 round instead. Whether or not the target succeeds, any spells or effects that detect alignment read the target as being the same alignment as the celedon's deity for as long as they are stunned or staggered. This save DC is Charisma-based.

Song of the Gods (Su) A celedon has the bardic performance ability of a 3rd-level bard, granting her access to the countersong, fascinate, inspire courage, and inspire competence performances. Rather than Perform, a celedon uses Knowledge (religion) when necessary (such as to determine the saving throw result for countersong). She can make use of this ability a number of times per day equal to 4 + her Wisdom modifier and can employ either her voice or any musical instrument.

Final Encounter – Mercenaries

PETITIONER OF ABADDON (2)**CR 1**

NE Medium outsider (extraplanar)

Init +0; **Senses** darkvision 60 ft., Perception +5

DEFENSE

AC 10, touch 10, flat-footed 10

hp 16 (2d10+5); fast healing 1

Fort +4, **Ref** +3, **Will** +0

DR 5/—; **Immune** mind-affecting effects

OFFENSE

Speed 30 ft.

Melee slam +2 (1d4)

STATISTICS

Str 11, **Dex** 10, **Con** 13, **Int** 10, **Wis** 11, **Cha** 10

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

Feats Toughness

Skills Craft (locks and traps) +5, Knowledge (planes) +5, Perception +5, Sense Motive +5, Stealth +5

Languages Common

SQ petitioner traits

Final Encounter – Ayrzul’s Minions

EARTH ELEMENTAL, SMALL (2)
CR 1

N Small outsider (earth, elemental, extraplanar)

Init –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +4

DEFENSE
AC 17, touch 10, flat-footed 17 (–1 Dex, +7 natural, +1 size)

hp 13 (2d10+2)

Fort +4, **Ref** –1, **Will** +3

Immune elemental traits

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

Melee slam +6 (1d6+4)

 w/ Power Attack slam +5 (1d6+7)

Special Attacks earth mastery

STATISTICS
Str 16, **Dex** 8, **Con** 13, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +4; **CMD** 13

Feats Improved Bull Rush^B, Power Attack

Skills Appraise +1, Climb +7, Knowledge (dungeoneering) +1, Knowledge (planes) +1, Perception +4, Stealth +7

Language Terran

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.)