

# The Cosmic Captive

## Subtier 3-4

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

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## A. Asteroid Surface

**EARTH ELEMENTAL, MEDIUM**

**CR 3**

N Medium outsider (earth, elemental, extraplanar)

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

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### 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

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### OFFENSE

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

**Melee** slam +9 (1d8+7)

**w/ Power Attack** slam +7 (1d8+13)

**Special Attacks** earth mastery

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### 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<sup>B</sup>, Power Attack

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

**Language** Terran

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### 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.)

**MEPHIT, EARTH****CR 3**

N Small outsider (earth, extraplanar)

**Init** +6; **Senses** darkvision 60 ft.; **Perception** +6**DEFENSE****AC** 17, touch 14, flat-footed 14 (+2 Dex, +1 dodge, +3 natural, +1 size)**hp** 19 (3d10+3); fast healing 2**Fort** +2, **Ref** +5, **Will** +3**DR** 5/magic**OFFENSE****Speed** 30 ft., fly 40 ft. (average)**Melee** 2 claws +5 (1d3+1)**Special Attacks** breath weapon (15-foot cone, 1d8 bludgeoning, Reflex DC 13 for half)**Spell-Like Abilities** (CL 6th; concentration +8)1/day—*enlarge person* (self only), *summon* (level 2, 1 mephit of the same type 25%)1/hour—*soften earth and stone***STATISTICS****Str** 13, **Dex** 15, **Con** 12, **Int** 6, **Wis** 11, **Cha** 14**Base Atk** +3; **CMB** +3; **CMD** 15**Feats** Dodge, Improved Initiative**Skills** Bluff +8, Fly +10, Perception +6, Stealth +12**Languages** Common, Terran**SPECIAL ABILITIES****Breath Weapon (Su)** An earth mephit can unleash a blast of earth and stones every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus.**Fast Healing (Ex)** An earth mephit's fast healing only works when it is underground.

## Common – Stranded Survivors

### Items

#### **POTION OF CURE LIGHT WOUNDS**

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

#### **POTION OF CURE LIGHT WOUNDS**

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

#### **POTION OF CURE MODERATE WOUNDS**

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

#### **POTION OF LESSER RESTORATION**

**Aura** faint conjuration; **CL** 3<sup>rd</sup>; **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.

## Common – Horrors from Beyond

**ADVANCED TSAALGREND**
**CR 3**

N Small plant

**Init** +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +6

**DEFENSE**
**AC** 18, touch 15, flat-footed 14 (+4 Dex, +3 natural, +1 size)

**hp** 25 (3d8+12)

**Fort** +7, **Ref** +5, **Will** +3

**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 +7 (1d4+4 plus grab), 2 tendrils +5 (1d4+2 plus grab)

**Special Attacks** grab (Medium), spores

**STATISTICS**
**Str** 19, **Dex** 19, **Con** 19, **Int** 7, **Wis** 14, **Cha** 12

**Base Atk** +2; **CMB** +5; **CMD** 19 (21 vs. trip)

**Feats** Flyby Attack, Multiattack

**Skills** Climb +12, Fly +7, Perception +6

**Languages** spore communication

**SPECIAL ABILITIES**

**Flyby Attack** When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

**Light Blindness (Ex)** Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the *daylight* spell. Such creatures are dazzled as long as they remain in areas of bright light.

**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 15 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 – Akitionian Explorers

### SHOBHAD

CR 4

N Large monstrous humanoid

**Init** +5; **Senses** darkvision 60 ft.; Perception +8

#### DEFENSE

**AC** 18, touch 10, flat-footed 17 (+4 armor, +1 Dex, +4 natural, –1 size)**hp** 47 (5d10+20)**Fort** +5, **Ref** +5, **Will** +4**Defensive Abilities** ferocity; **Resist** cold 5

#### OFFENSE

**Speed** 40 ft. (30 ft. in armor)**Melee** longsword +5 (2d6+5/19–20), longsword +5 (2d6+2/19–20), 2 slams +4 (1d6+2)**Ranged** shobhad longrifle +6 (2d6/x4) or  
2 javelins +5 (1d8+5)**Space** 10 ft.; **Reach** 10 ft.

#### STATISTICS

**Str** 20, **Dex** 13, **Con** 18, **Int** 10, **Wis** 11, **Cha** 13**Base Atk** +5; **CMB** +11; **CMD** 22**Feats** Combat Reflexes, Improved Initiative, Multiweapon Fighting, Weapon Focus<sup>B</sup> (shobhad longrifle)**Skills** Intimidate +9, Perception +8, Stealth +2, Survival +8**Languages** Giant

A shobhad longrifle is treated as a Large rifle with a range increment of 200 feet, but it functions only on low-gravity worlds.

### SAVAGE MERCENARY (2)

CR 1/2

Human barbarian 1

CN Medium humanoid (human)

**Init** +1; **Senses** Perception +5

#### DEFENSE

**AC** 15, touch 9, flat-footed 14 (+6 armor, +1 Dex, –2 rage)**hp** 17 (1d12+5)**Fort** +6, **Ref** +1, **Will** +3

#### OFFENSE

**Speed** 30 ft.**Melee** greatsword +6 (2d6+7/19–20) or heavy flail +6 (1d10+7/19–20)**Special Attacks** rage (6 rounds/day)

#### STATISTICS

**Str** 21, **Dex** 13, **Con** 18, **Int** 10, **Wis** 12, **Cha** 8**Base Atk** +1; **CMB** +6; **CMD** 15**Feats** Cleave, Power Attack**Skills** Climb +5, Knowledge (nature) +4, Perception +5, Survival +5, Swim +5**Languages** Common**SQ** fast movement**Combat Gear** *potion of cure light wounds*, *potion of remove fear*, alchemist's fire; **Other Gear** breastplate, greatsword, heavy flail, sling with 10 bullets, 5 gp

## Common – Native Creatures

**DOSSENUS, ADVANCED**
**CR 2**

N Small aberration

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

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

**hp** 17 (2d8+8)

**Fort** +4, **Ref** +2, **Will** +5; +4 vs. poison

**Weaknesses** hydrophobia, vulnerable to sonic

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

**Melee** bite +6 (1d6+6/19–20)

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

**STATISTICS**
**Str** 16, **Dex** 15, **Con** 18, **Int** 7, **Wis** 14, **Cha** 9

**Base Atk** +1; **CMB** +3; **CMD** 15 (19 vs. trip)

**Feats** Improved Critical<sup>B</sup> (bite), Weapon Focus (bite), Weapon Specialization<sup>B</sup> (bite)

**Skills** Climb +23, Perception +7; **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.

**DOSSENUS (3)****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<sup>B</sup> (bite), Weapon Focus (bite), Weapon Specialization<sup>B</sup> (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 (2)****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

### MEPHIT, EARTH

CR 3

N Small outsider (earth, extraplanar)

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

#### DEFENSE

**AC** 17, touch 14, flat-footed 14 (+2 Dex, +1 dodge, +3 natural, +1 size)

**hp** 19 (3d10+3); fast healing 2

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

**DR** 5/magic

#### OFFENSE

**Speed** 30 ft., fly 40 ft. (average)

**Melee** 2 claws +5 (1d3+1)

**Special Attacks** breath weapon (15-foot cone, 1d8 bludgeoning, Reflex DC 13 for half)

**Spell-Like Abilities** (CL 6th; concentration +8)

1/day—*enlarge person* (self only), *summon* (level 2, 1 mephit of the same type 25%)

1/hour—*soften earth and stone*

#### STATISTICS

**Str** 13, **Dex** 15, **Con** 12, **Int** 6, **Wis** 11, **Cha** 14

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

**Feats** Dodge, Improved Initiative

**Skills** Bluff +8, Fly +10, Perception +6, Stealth +12

**Languages** Common, Terran

#### SPECIAL ABILITIES

**Breath Weapon (Su)** An earth mephit can unleash a blast of earth and stones every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus.

**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.

**Fast Healing (Ex)** An earth mephit's fast healing only works when it is underground.

**CRYSMAL (2)****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<sup>B</sup>, 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)** Crismals 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 ACOLYTE (2)

CR 3

Human (Garundi) cleric of Ayrzul 4

NE Medium humanoid (human)

**Init** +3; **Senses** Perception +5

#### DEFENSE

**AC** 15, touch 9, flat-footed 15 (+6 armor, –1 Dex)**hp** 39 (4d8+16)**Fort** +6, **Ref** +0, **Will** +8

#### OFFENSE

**Speed** 30 ft. (20 ft. in armor)**Melee** mwk morningstar +5 (1d8+1)**Ranged** light crossbow +2 (1d8/19–20)**Special Attacks** channel negative energy 4/day (DC 13, 2d6)**Domain Spell-Like Abilities** (CL 4th; concentration +8)7/day—*acid dart* (1d6+2 acid), *touch of evil* (2 rounds)**Cleric Spells Prepared** (CL 4th; concentration +8)2nd—*cure moderate wounds*, *soften earth and stone*<sup>D</sup>, *summon monster II* (2)1st—*bane* (DC 15), *cause fear* (2, DC 15), *magic stone*<sup>D</sup>, *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** 18, **Cha** 13**Base Atk** +3; **CMB** +4; **CMD** 13**Feats** Improved Initiative, Selective Channeling, Toughness**Skills** Knowledge (religion) +5, Linguistics +4, Perception +5, Sense Motive +11, Spellcraft +7**Languages** Common, Terran**Combat Gear** *potion of cure moderate wounds*, *potion of endure elements*, *potion of invisibility*; **Other****Gear** +1 *scale mail*, light crossbow with 20 bolts, mwk morningstar, iron unholy symbol of Ayrzul

Ayrzul Stonelord's Cheat Sheet

2<sup>nd</sup> level spells

**Cure Moderate Wounds** (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.

**Summon Monster II (2)** (conjunction (summoning), 1 round, VSF, 1rd/lvl) – Summon a small earth elemental

1<sup>st</sup> 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 (2)** (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+2 acid damage)

**Touch of Evil** – 7/day you can touch someone and they are sickened for 2 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 2d6, and if it chosen to harm, everyone gets a WILL for half.

**Items****POTION OF ENDURE ELEMENTS**

**Aura** faint abjuration; **CL** 1<sup>st</sup>; **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 MODERATE WOUNDS**

**Aura** faint conjuration; **CL** 3<sup>rd</sup>; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker regains 2d8+3 hit points.

**POTION OF INVISIBILITY**

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

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

**+1 SCALE MAIL**

Medium armor, +7 **Armor Bonus**, +6 **Max Dex**, –3 **ACP**, **ASF** 25%, **Price** 120 gp; **Weight** 30 lbs.

**Aura** faint abjuration; **CL** 3<sup>rd</sup>; **Identify DC** 18

**AUGMENTED SMALL EARTH ELEMENTAL 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** 17 (2d10+6)

**Fort** +6, **Ref** –1, **Will** +3

**Immune** elemental traits

**OFFENSE**

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

**Melee** slam +8 (1d6+7)

**w/ Power Attack** slam +7 (1d6+10)

**Special Attacks** earth mastery

**STATISTICS**

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

**Base Atk** +2; **CMB** +6; **CMD** 15

**Feats** Improved Bull Rush<sup>B</sup>, Power Attack

**Skills** Appraise +1, Climb +9, Knowledge (dungeoneering) +1, Knowledge (planes) +1, Perception +4, Stealth +7

**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

## C1. Cultist Chambers

### BONE PRIEST

CR 4

LE Medium undead

**Init** +6; **Senses** darkvision 60 ft.; Perception +11

#### DEFENSE

**AC** 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)**hp** 37 (5d8+15)**Fort** +4, **Ref** +3, **Will** +7**Defensive Abilities** channel resistance +2; **DR** 5/bludgeoning and magic; **Immune** cold, undead traits

#### OFFENSE

**Speed** 30 ft.**Melee** mwk bastard sword +7 (1d10+3/19–20) or slam +5 (1d4+3)**Special Attacks** death drink, unnerving gaze**Spells Prepared** (CL 3rd; concentration +6, +10 defensively)2nd—*hold person* (DC 15), *spiritual weapon*, *touch of idiocy*<sup>D</sup> (DC 15)1st—*cause fear* (DC 14), *command* (DC 14), *lesser confusion*<sup>D</sup> (DC 14), *protection from good*0—*detect magic*, *guidance*, *read magic*, *resistance***D** domain spell; **Domain** Madness

#### STATISTICS

**Str** 14, **Dex** 15, **Con** —, **Int** 11, **Wis** 16, **Cha** 17**Base Atk** +3; **CMB** +5; **CMD** 17**Feats** Combat Casting, Improved Initiative, Weapon Focus (bastard sword)**Skills** Intimidate +11, Knowledge (religion) +8, Perception +11, Stealth +10**Languages** Common, Undercommon

#### SPECIAL ABILITIES

**Death Drink (Su)** When a bone priest reduces a creature to 0 hit points or fewer with a melee attack or coup de grace, it can use *death knell* against that creature as a free action. It doesn't need to be touching the creature to use this ability.

**Spells** A bone priest casts spells as 3rd-level cleric. It also gains domain spells from the Madness domain, but none of the other domain abilities or cleric abilities.

**Unnerving Gaze (Su)** A bone priest can make a gaze attack that strikes fear into the hearts of all creatures within a 30-foot radius that can see the bone priest. These creatures must succeed at a DC 15 Will saving throw or be shaken for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

#### Death Knell

**School** necromancy [death, evil]; **Level** cleric 2**Casting Time** 1 standard action**Components** V, S**Range** touch**Target** living creature touched**Duration** instantaneous/10 minutes per HD of subject; see text**Saving Throw** Will negates; **Spell Resistance** yes

You draw forth the ebbing life force of a creature and use it to fuel your own power. Upon casting this spell, you touch a living creature that has –1 or fewer hit points. If the subject fails its saving throw, it dies, and you gain 1d8 temporary hit points and a +2 enhancement bonus to Strength. Additionally, your effective caster level goes up by +1, improving spell effects dependent on caster level. This increase in effective caster level does not grant you access to more spells. These effects last for 10 minutes per HD of the subject creature.

Bone Priest's Cheat Sheet

2<sup>nd</sup> level spells

**Hold Person** (enchantment (compulsion)[mind-affecting], VSDF, medium, 1rd/lvl(D), SRyes) – WILL or humanoid is paralyzed. Full-round gives another save.

**Spiritual Weapon** (evocation[force], VSDF, medium, 1rd/lvl, SRyes) Weapon of force +(WIS+BAB) (1d8+1/3lvs force) Move to redirect the weapon. Touch AC is 12.

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

1<sup>st</sup> level spells

**Cause Fear** (necromancy [emotion, fear, mind-affecting], VS, close, one living creature with <6HD, SRyes) – WILL?shaken for 1rd:frightened for 1d4rds.

**Command** (enchantment (compulsion)[mind-affecting], V, close, 1rd, SRyes) – WILL or Approach, Drop, Fall, Flee or Halt.

**Lesser Confusion** (enchantment(compulsion)[mind-affecting], VSDF, close, one creature, 1rd, SRyes) – WILL or confused for duration.

**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

**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.

**Items****POTION OF ENDURE ELEMENTS**

**Aura** faint abjuration; **CL** 1<sup>st</sup>; **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** 1<sup>st</sup>; **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.

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**POTION OF ENDURE ELEMENTS**

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

The drinker regains 1d8+1 hit points

**POTION OF CURE LIGHT WOUNDS**

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

The drinker regains 1d8+1 hit points

**POTION OF REMOVE DISEASE**

**Aura** faint conjuration; **CL** 5<sup>th</sup>; **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** 3<sup>rd</sup>; **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.).

## 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.

**GARGOYLE****CR 4**

CE Medium monstrous humanoid (earth)

**Init** +6; **Senses** darkvision 60 ft.; Perception +5**DEFENSE****AC** 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)**hp** 42 (5d10+15)**Fort** +4, **Ref** +6, **Will** +4**DR** 10/magic**OFFENSE****Speed** 40 ft., fly 60 ft. (average)**Melee** 2 claws +7 (1d6+2), bite +7 (1d4+2), gore +7 (1d4+2)**STATISTICS****Str** 15, **Dex** 14, **Con** 16, **Int** 6, **Wis** 11, **Cha** 7**Base Atk** +5; **CMB** +7; **CMD** 19**Feats** Hover, Improved Initiative, Skill Focus (Fly)**Skills** Fly +12, Perception +5, Stealth +11 (+17 in stony areas); **Racial Modifiers** +2 Stealth (+6 in stony environs)**Languages** Common, Terran**SQ** freeze**SPECIAL ABILITIES****Freeze (Ex)** A gargoyle can hold itself so still it appears to be a statue. A gargoyle that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.

## C3. Warden of the Vault

**PECH (3)**
**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** +0; **Senses** darkvision 60 ft.; **Perception** +4

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

**hp** 13 (2d10+2)

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

**Immune** elemental traits

**OFFENSE**
**Speed** 20 ft., swim 90 ft.

**Melee** slam +5 (1d6+3)

   **w/ Power Attack** slam +4 (1d6+6)

**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** +3; **CMD** 13

**Feats** Power Attack

**Skills** Acrobatics +4, Escape Artist +4, Knowledge (planes) +1, Perception +4, Stealth +8, Swim +14

**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.

**VAMPIRIC MIST****CR 3**

NE Medium aberration (air, water)

**Init** +8; **Senses** darkvision 60 ft., sense blood; **Perception** +8**DEFENSE****AC** 14, touch 14, flat-footed 10 (+4 Dex)**hp** 30 (4d8+12)**Fort** +4, **Ref** +5, **Will** +5**Defensive Abilities** amorphous; **DR** 5/magic**Weaknesses** vulnerable to fire**OFFENSE****Speed** fly 50 ft. (perfect)**Melee** touch +7 (bleed and blood siphon)**Special Attacks** bleed (1d6)**STATISTICS****Str** —, **Dex** 19, **Con** 16, **Int** 7, **Wis** 13, **Cha** 10**Base Atk** +3; **CMB** —; **CMD** —**Feats** Improved Initiative, Weapon Finesse**Skills** Fly +12, **Perception** +8, **Stealth** +11**Languages** Aklo**SQ** blood overdose, misty form**SPECIAL ABILITIES**

**Blood Siphon (Ex)** A vampiric mist drains blood with each melee touch attack dealing 1d3 points of Constitution damage. Every time a vampiric mist damages a creature in this way, it heals 1d8 hit points. Hit points healed in excess of its maximum are gained as temporary hit points, to a maximum amount equal to its Constitution score. These temporary hit points last for 1 hour.

**Blood Overdose (Su)** When a vampiric mist gorges on blood to an extent that it gains temporary hit points, it moves much more quickly. It gains a +2 bonus to its Armor Class and on Reflex saves, and can take one additional move action each round.

**Misty Form (Ex)** A vampiric mist's body is composed of a semisolid red mist similar in consistency to thick foam. The vampiric mist does not have a Strength score, and it cannot manipulate or wear solid objects. This form grants it the amorphous defensive ability, and allows it to move through areas as small as 1 inch in diameter with no reduction to its speed. The creature can speak in a hissing voice. A vampiric mist cannot enter water or other fluids, and is treated as a creature two size categories smaller than its actual size (Tiny for most vampiric mists) for the purposes of how wind affects it.

**Sense Blood (Ex)** A vampiric mist can immediately sense the presence of warm-blooded creatures in a 60-foot radius as if by scent. It can detect exposed blood within a mile.

## D2. A Remnant of Iovo

### Items

#### POTION OF ENDURE ELEMENTS

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

The drinker regains 1d8+1 hit points

#### POTION OF CURE LIGHT WOUNDS

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

The drinker regains 1d8+1 hit points

**POTION OF REMOVE DISEASE**

**Aura** faint conjuration; **CL** 5<sup>th</sup>; **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** 3<sup>rd</sup>; **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.)

## D3. Servants of Kelizandri

### ICE ELEMENTAL, MEDIUM CR 3

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

**Init** +0; **Senses** darkvision 60 ft., snow vision; Perception +7

#### DEFENSE

**AC** 16, touch 10, flat-footed 16 (+6 natural)

**hp** 30 (4d10+8)

**Fort** +6, **Ref** +4, **Will** +1

**Immune** cold, elemental traits

**Weaknesses** vulnerable to fire

#### OFFENSE

**Speed** 20 ft., burrow (ice and snow only) 20 ft., swim 60 ft.

**Melee** slam +7 (1d6+4 plus 1d4 cold)

**w/ Power Attack** slam +5 (1d6+10 plus 1d4 cold)

**Special Attacks** numbing cold (DC 14)

#### STATISTICS

**Str** 16, **Dex** 10, **Con** 15, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +4; **CMB** +7; **CMD** 17 (can't be tripped)

**Feats** Cleave, Power Attack

**Skills** Knowledge (planes) +4, Perception +7, Stealth +7, Swim +11

**SQ** ice glide, icewalking

**Languages** Aquan

#### 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 like the *spider climb* spell, 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 Fortitude save or be staggered for 1 round. The save DC is listed in the elemental's stat block and is Constitution-based.

**Snow Vision (Ex)** An ice elemental is able to see perfectly well in all snowy conditions and does not take any penalties on Perception checks while in any snowy conditions.

**MEPHIT, ICE****CR 3**

N Small outsider (cold, extraplanar)

**Init** +6; **Senses** darkvision 60 ft.; **Perception** +6**DEFENSE****AC** 17, **touch** 14, **flat-footed** 14 (+2 **Dex**, +1 **dodge**, +3 **natural**, +1 **size**)**hp** 19 (3d10+3); **fast healing** 2**Fort** +2, **Ref** +5, **Will** +3**DR** 5/magic; **Immune** cold**Weaknesses** vulnerable to fire**OFFENSE****Speed** 30 ft., fly 40 ft. (average)**Melee** 2 claws +5 (1d3+1)**Special Attacks** breath weapon (15-foot cone, 1d4 cold, Reflex DC 13 for half)**Spell-Like Abilities** (CL 6th; concentration +8)1/day—*chill metal*, summon (level 2, 1 mephit of the same type 25%)1/hour—*magic missile***STATISTICS****Str** 13, **Dex** 15, **Con** 12, **Int** 6, **Wis** 11, **Cha** 14**Base Atk** +3; **CMB** +3; **CMD** 15**Feats** Dodge, Improved Initiative**Skills** Bluff +8, Fly +10, Perception +6, Stealth +12**Languages** Common, Aquan**SPECIAL ABILITIES**

**Breath Weapon (Su)** An earth mephit can unleash a blast of ice crystals every 4 rounds as a standard action. In addition to the damage, the cold causes living creatures to be sickened for 3 rounds. A successful save halves the damage and negates the sickened effect. The DC is Constitution-based and includes a +1 racial bonus.

**Fast Healing (Ex)** An ice mephit's fast healing only works when it is in an area below freezing.

## E2. Prison Guards

**VAMPIRIC MIST**
**CR 3**

NE Medium aberration (air, water)

**Init** +8; **Senses** darkvision 60 ft., sense blood; **Perception** +8

**DEFENSE**
**AC** 14, touch 14, flat-footed 10 (+4 Dex)

**hp** 30 (4d8+12)

**Fort** +4, **Ref** +5, **Will** +5

**Defensive Abilities** amorphous; **DR** 5/magic

**Weaknesses** vulnerable to fire

**OFFENSE**
**Speed** fly 50 ft. (perfect)

**Melee** touch +7 (bleed and blood siphon)

**Special Attacks** bleed (1d6)

**STATISTICS**
**Str** —, **Dex** 19, **Con** 16, **Int** 7, **Wis** 13, **Cha** 10

**Base Atk** +3; **CMB** —; **CMD** —

**Feats** Improved Initiative, Weapon Finesse

**Skills** Fly +12, **Perception** +8, **Stealth** +11

**Languages** Aklo

**SQ** blood overdose, misty form

**SPECIAL ABILITIES**

**Blood Siphon (Ex)** A vampiric mist drains blood with each melee touch attack dealing 1d3 points of Constitution damage. Every time a vampiric mist damages a creature in this way, it heals 1d8 hit points. Hit points healed in excess of its maximum are gained as temporary hit points, to a maximum amount equal to its Constitution score. These temporary hit points last for 1 hour.

**Blood Overdose (Su)** When a vampiric mist gorges on blood to an extent that it gains temporary hit points, it moves much more quickly. It gains a +2 bonus to its Armor Class and on Reflex saves, and can take one additional move action each round.

**Misty Form (Ex)** A vampiric mist's body is composed of a semisolid red mist similar in consistency to thick foam. The vampiric mist does not have a Strength score, and it cannot manipulate or wear solid objects. This form grants it the amorphous defensive ability, and allows it to move through areas as small as 1 inch in diameter with no reduction to its speed. The creature can speak in a hissing voice. A vampiric mist cannot enter water or other fluids, and is treated as a creature two size categories smaller than its actual size (Tiny for most vampiric mists) for the purposes of how wind affects it.

**Sense Blood (Ex)** A vampiric mist can immediately sense the presence of warm-blooded creatures in a 60-foot radius as if by scent. It can detect exposed blood within a mile.

**MEPHIT, ICE****CR 3**

N Small outsider (cold, extraplanar)

**Init** +6; **Senses** darkvision 60 ft.; **Perception** +6**DEFENSE****AC** 17, **touch** 14, **flat-footed** 14 (+2 **Dex**, +1 **dodge**, +3 **natural**, +1 **size**)**hp** 19 (3d10+3); **fast healing** 2**Fort** +2, **Ref** +5, **Will** +3**DR** 5/magic; **Immune** cold**Weaknesses** vulnerable to fire**OFFENSE****Speed** 30 ft., fly 40 ft. (average)**Melee** 2 claws +5 (1d3+1)**Special Attacks** breath weapon (15-foot cone, 1d4 cold, Reflex DC 13 for half)**Spell-Like Abilities** (CL 6th; concentration +8)1/day—*chill metal*, summon (level 2, 1 mephit of the same type 25%)1/hour—*magic missile***STATISTICS****Str** 13, **Dex** 15, **Con** 12, **Int** 6, **Wis** 11, **Cha** 14**Base Atk** +3; **CMB** +3; **CMD** 15**Feats** Dodge, Improved Initiative**Skills** Bluff +8, Fly +10, Perception +6, Stealth +12**Languages** Common, Aquan**SPECIAL ABILITIES**

**Breath Weapon (Su)** An earth mephit can unleash a blast of ice crystals every 4 rounds as a standard action. In addition to the damage, the cold causes living creatures to be sickened for 3 rounds. A successful save halves the damage and negates the sickened effect. The DC is Constitution-based and includes a +1 racial bonus.

**Fast Healing (Ex)** An ice mephit's fast healing only works when it is in an area below freezing.

**SEA HAG (2)****CR 4**

CE Medium monstrous humanoid (aquatic)

**Init** +3; **Senses** darkvision 60 ft.; Perception +11**Aura** horrific appearance (60 ft.)**DEFENSE****AC** 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)**hp** 38 (4d10+16)**Fort** +5, **Ref** +7, **Will** +5**SR** 15**OFFENSE****Speed** 30 ft., swim 40 ft.**Melee** 2 claws +8 (1d6+4)**Special Attacks** evil eye**STATISTICS****Str** 19, **Dex** 16, **Con** 18, **Int** 12, **Wis** 13, **Cha** 15**Base Atk** +4; **CMB** +8; **CMD** 21**Feats** Skill Focus (Bluff, Perception)**Skills** Bluff +9, Knowledge (any one) +5, Perception +11, Stealth +10, Swim +19**Languages** Common, Giant**SQ** amphibious**SPECIAL ABILITIES****Evil Eye (Su)** Three times per day, a sea hag can cast her dire gaze upon any single creature within 30 feet.

The target must succeed on a DC 14 Will save or be staggered as strange nebulous distress and a gnawing sense of impending doom plagues the victim. If a sea hag uses her evil eye on someone already afflicted by this curse, the victim must make a DC 14 Fortitude save or be overwhelmed with fright and collapse into a comatose state for 3 days. Each day that passes, the comatose victim must make a DC 14 Fortitude save or perish. The evil eye is a mind-affecting fear effect. The save DCs are Charisma-based. Evil Eye Curse: Gaze—failed save; *save* Will DC 14; *frequency* 1/day; *effect* staggered (or fall comatose if already under the effects of the evil eye).

**Horrific Appearance (Su)** The sight of a sea hag is so revolting that anyone within 60 feet (other than another hag) who sets eyes upon one must succeed on a DC 14 Fortitude save or instantly be weakened, taking 1d6 points of Strength damage. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. This is a mind-affecting effect. The save DC is Charisma-based.

## F1. Servants of Ymeri

### HELL HOUND (2)

CR 3

LE Medium outsider (evil, extraplanar, fire, lawful)

**Init** +5; **Senses** darkvision 60 ft., scent; **Perception** +7

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#### DEFENSE

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**AC** 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

**hp** 30 (4d10+8)

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

**Immune** fire

**Weaknesses** vulnerability to cold

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#### OFFENSE

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**Speed** 40 ft.

**Melee** bite +5 (1d8+1 plus 1d6 fire)

**Special Attacks** breath weapon (10-ft. cone, once every 2d4 rounds, 2d6 fire damage, Reflex DC 14 for half)

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#### STATISTICS

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**Str** 13, **Dex** 13, **Con** 15, **Int** 6, **Wis** 10, **Cha** 6

**Base Atk** +4; **CMB** +5; **CMD** 16 (20 vs. trip)

**Feats** Improved Initiative, Run

**Skills** Acrobatics +8, **Perception** +7, **Stealth** +13, **Survival** +7; **Racial Modifiers** +5 **Stealth**

**Languages** Infernal (cannot speak)

## F2. Crash Site

**SKELETAL CHAMPION (3)****CR 2**

Human skeletal champion warrior 1

NE Medium undead

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

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**DEFENSE**

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

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

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

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

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**OFFENSE**

**Speed** 30 ft.

**Melee** mwk longsword +7 (1d8+3/19–20)

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

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**STATISTICS**

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

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

**Feats** Cleave, Improved Initiative<sup>B</sup>, Power Attack, Weapon Focus (longsword)

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

## 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** 1<sup>st</sup>; **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** 1<sup>st</sup>; **Slot** —; **Identify DC** 16; **Price** 50 gp; **Weight** —  
The drinker regains 1d8+1 hit points

**POTION OF CURE LIGHT WOUNDS**

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

**POTION OF REMOVE DISEASE**

**Aura** faint conjuration; **CL** 5<sup>th</sup>; **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** 3<sup>rd</sup>; **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.)

**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<sup>B</sup>, 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.

**AZER (2)****CR 2**

LN Medium outsider (extraplanar, fire)

**Init** +1; **Senses** darkvision 60 ft.; **Perception** +6**DEFENSE****AC** 18, touch 11, flat-footed 17 (+5 armor, +1 Dex, +2 natural)**hp** 15 (2d10+4)**Fort** +5, **Ref** +1, **Will** +4**Immune** fire; **SR** 13**Weaknesses** vulnerability to cold**OFFENSE****Speed** 30 ft. (20 ft. in armor)**Melee** mwk warhammer +4 (1d8+1/x3 plus 1d6 fire)**w/ Power Attack** mwk warhammer +3 (1d8+4/x3 plus 1d6 fire)**Ranged** light hammer +3 (1d4+1 plus 1d6 fire)**Special Attacks** heat (1d6 fire)**STATISTICS****Str** 13, **Dex** 12, **Con** 15, **Int** 12, **Wis** 12, **Cha** 9**Base Atk** +2; **CMB** +3; **CMD** 14**Feats** Power Attack**Skills** Acrobatics +0, Appraise +6, Climb +3, Craft (any two) +6, Knowledge (nobility) +6, Perception +6**Languages** Common, Ignan

**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

## BONE PRIEST

CR 4

LE Medium undead

**Init** +6; **Senses** darkvision 60 ft.; Perception +11

### DEFENSE

**AC** 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)**hp** 37 (5d8+15)**Fort** +4, **Ref** +3, **Will** +7**Defensive Abilities** channel resistance +2; **DR** 5/bludgeoning and magic; **Immune** cold, undead traits

### OFFENSE

**Speed** 30 ft.**Melee** mwk bastard sword +7 (1d10+3/19–20) or slam +5 (1d4+3)**Special Attacks** death drink, unnerving gaze**Spells Prepared** (CL 3rd; concentration +6, +10 defensively)2nd—*hold person* (DC 15), *spiritual weapon*, *touch of idiocy*<sup>D</sup> (DC 15)1st—*cause fear* (DC 14), *command* (DC 14), *lesser confusion*<sup>D</sup> (DC 14), *protection from good*0—*detect magic*, *guidance*, *read magic*, *resistance***D** domain spell; **Domain** Madness

### STATISTICS

**Str** 14, **Dex** 15, **Con** —, **Int** 11, **Wis** 16, **Cha** 17**Base Atk** +3; **CMB** +5; **CMD** 17**Feats** Combat Casting, Improved Initiative, Weapon Focus (bastard sword)**Skills** Intimidate +11, Knowledge (religion) +8, Perception +11, Stealth +10**Languages** Common, Undercommon

### SPECIAL ABILITIES

**Death Drink (Su)** When a bone priest reduces a creature to 0 hit points or fewer with a melee attack or coup de grace, it can use *death knell* against that creature as a free action. It doesn't need to be touching the creature to use this ability.

**Spells** A bone priest casts spells as 3rd-level cleric. It also gains domain spells from the Madness domain, but none of the other domain abilities or cleric abilities.

**Unnerving Gaze (Su)** A bone priest can make a gaze attack that strikes fear into the hearts of all creatures within a 30-foot radius that can see the bone priest. These creatures must succeed at a DC 15 Will saving throw or be shaken for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

### Death Knell

**School** necromancy [death, evil]; **Level** cleric 2**Casting Time** 1 standard action**Components** V, S**Range** touch**Target** living creature touched**Duration** instantaneous/10 minutes per HD of subject; see text**Saving Throw** Will negates; **Spell Resistance** yes

You draw forth the ebbing life force of a creature and use it to fuel your own power. Upon casting this spell, you touch a living creature that has –1 or fewer hit points. If the subject fails its saving throw, it dies, and you gain 1d8 temporary hit points and a +2 enhancement bonus to Strength. Additionally, your effective caster level goes up by +1, improving spell effects dependent on caster level. This increase in effective caster level does not grant you access to more spells. These effects last for 10 minutes per HD of the subject creature.

Bone Priest's Cheat Sheet

2<sup>nd</sup> level spells

**Hold Person** (enchantment (compulsion)[mind-affecting], VSDF, medium, 1rd/lvl(D), SRyes) – WILL or humanoid is paralyzed. Full-round gives another save.

**Spiritual Weapon** (evocation[force], VSDF, medium, 1rd/lvl, SRyes) Weapon of force +(WIS+BAB) (1d8+1/3lvls force) Move to redirect the weapon. Touch AC is 12.

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

1<sup>st</sup> level spells

**Cause Fear** (necromancy [emotion, fear, mind-affecting], VS, close, one living creature with <6HD, SRyes) – WILL?shaken for 1rd:frightened for 1d4rds.

**Command** (enchantment (compulsion)[mind-affecting], V, close, 1rd, SRyes) – WILL or Approach, Drop, Fall, Flee or Halt.

**Lesser Confusion** (enchantment(compulsion)[mind-affecting], VSDF, close, one creature, 1rd, SRyes) – WILL or confused for duration.

**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

**SKELETAL CHAMPION**

**CR 2**

Human skeletal champion warrior 1

NE Medium undead

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

**DEFENSE**

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

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

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

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

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk longsword +7 (1d8+3/19–20)

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

**STATISTICS**

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

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

**Feats** Cleave, Improved Initiative<sup>B</sup>, Power Attack, Weapon Focus (longsword)

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

## H3. The Shattered Sanctum

### CARYATID COLUMN (2)

CR 3

N Medium construct

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

#### DEFENSE

**AC** 14, touch 9, flat-footed 14 (–1 Dex, +5 natural)**hp** 36 (3d10+20)**Fort** +1, **Ref** +0, **Will** +1**Defensive Abilities** shatter weapons; **DR** 5/—; **Immune** construct traits, magic

#### OFFENSE

**Speed** 20 ft.**Melee** mwk longsword +8 (1d8+4/19–20)

#### STATISTICS

**Str** 18, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1**Base Atk** +3; **CMB** +7; **CMD** 16 (cannot be disarmed)**SQ** statue

#### SPECIAL ABILITIES

**Immunity to Magic (Ex)** A caryatid column 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 *transmute rock to mud* spell deals 1d6 points of damage per caster level to a caryatid column, with no saving throw.
- *Transmute mud to rock* immediately heals any and all damage currently suffered by a caryatid column.
- A *stone to flesh* spell does not actually change the column's structure but negates its damage reduction and immunity to magic for 1 round.

**Shatter Weapons (Ex)** Whenever a character strikes a caryatid column with a weapon (magical or nonmagical), the weapon takes 3d6 points of damage. Apply the weapon's hardness normally. Weapons that take any amount of damage in excess of their hardness gain the broken quality.

**Statue (Ex)** A caryatid column can stand perfectly still, emulating a statue (usually one that is holding up the ceiling, like a carved column). An observer must succeed at a DC 20 Perception check to notice the caryatid column is alive. If a caryatid column initiates combat from this pose, it gains a +6 bonus on its initiative check.

## Final Encounter – Mercenaries

**YETH HOUND**
**CR 3**

NE Medium outsider (evil, extraplanar)

**Init** +6; **Senses** darkvision 60 ft., scent; **Perception** +9

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

**hp** 30 (4d10+8)

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

**DR** 5/silver

**OFFENSE**
**Speed** 40 ft., fly 60 ft. (good)

**Melee** bite +7 (2d6+4 plus sinister bite and trip)

**Special Attacks** bay

**STATISTICS**
**Str** 17, **Dex** 15, **Con** 15, **Int** 6, **Wis** 14, **Cha** 10

**Base Atk** +4; **CMB** +7; **CMD** 19 (23 vs. trip)

**Feats** Improved Initiative, Skill Focus (Fly)

**Skills** Fly +16, **Perception** +9, **Stealth** +9, **Survival** +9

**Languages** Abyssal or Infernal (cannot speak)

**SPECIAL ABILITIES**

**Bay (Su)** When a yeth hound howls or barks, all creatures except other evil outsiders within a 300-foot spread must succeed on a DC 12 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same hound's bay for 24 hours. The save DC is Charisma-based.

**Flight (Su)** A yeth hound can cease or resume its flight as a free action.

**Sinister Bite (Su)** A yeth hound's bite is treated as evil-aligned for the purpose of overcoming damage reduction. In addition, a good-aligned creature bitten by a yeth hound must make a DC 14 Will save or be shaken for 1 round. If the victim is already suffering from a fear effect (such as the hound's bay attack), the victim is instead completely overcome with fear and can do nothing but cower for 1 round. This is a mind-affecting fear effect. The save DC is Constitution-based.

**URDEFHAN****CR 3**

NE Medium outsider (native)

**Init** +1; **Senses** darkvision 120 ft.; Perception +7**DEFENSE****AC** 16, touch 11, flat-footed 15 (+3 armor, +1 Dex, +2 natural)**hp** 25 (3d10+9)**Fort** +6, **Ref** +4, **Will** +4**Defensive Abilities** negative energy affinity; **DR** 5/good or silver; **Immune** death effects (see below), disease, fear, level drain; **Resist** acid 10; **SR** 14**OFFENSE****Speed** 30 ft.**Melee** rhoka sword +8 (1d8+6/18–20), bite +2 (1d4+2 plus 2 Str) or bite +7 (1d4+4 plus 2 Str)**Ranged** composite longbow +4 (1d8+4/x3)**Special Attacks** blood drain (1 Con)**Spell-Like Abilities** (CL 3rd; concentration +5)At will—*feather fall*3/day—*align weapon*, *death knell* (DC 14), *ray of enfeeblement* (DC 13)**STATISTICS****Str** 19, **Dex** 12, **Con** 17, **Int** 14, **Wis** 13, **Cha** 14**Base Atk** +3; **CMB** +7; **CMD** 18**Feats** Iron Will, Weapon Focus (rhoka sword)**Skills** Intimidate +8, Knowledge (dungeoneering) +5, Knowledge (planes, religion) +8, Perception +7, Ride +4, Sense Motive +7, Survival +7**Languages** Aklo, Undercommon**SQ** daemonic pact**SPECIAL ABILITIES****Daemonic Pact (Su)** Urdefhans are infused with daemonic energy; as an immediate action, an urdefhan can attempt to allow this energy to consume its soul (50% chance of success per attempt). If it succeeds, the urdefhan dies and releases a 5-foot-radius burst of negative energy that deals 2d6 points of damage (DC 14 Reflex half). The save DC is Constitution-based.**Strength Damage (Su)** An urdefhan's bite drains vitality, turning the skin and muscle around the wound transparent and causing 2 points of Strength damage unless the target succeeds on a DC 14 Fortitude save. The flesh remains transparent until the Strength damage is healed, but this does not have any other effects. The save DC is Constitution-based.

## Final Encounter – Ayrzul’s Minions

### MEPHIT, EARTH

CR 3

N Small outsider (earth, extraplanar)

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

#### DEFENSE

**AC** 17, touch 14, flat-footed 14 (+2 Dex, +1 dodge, +3 natural, +1 size)

**hp** 19 (3d10+3); fast healing 2

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

**DR** 5/magic

#### OFFENSE

**Speed** 30 ft., fly 40 ft. (average)

**Melee** 2 claws +5 (1d3+1)

**Special Attacks** breath weapon (15-foot cone, 1d8 bludgeoning, Reflex DC 13 for half)

**Spell-Like Abilities** (CL 6th; concentration +8)

1/day—*enlarge person* (self only), *summon* (level 2, 1 mephit of the same type 25%)

1/hour—*soften earth and stone*

#### STATISTICS

**Str** 13, **Dex** 15, **Con** 12, **Int** 6, **Wis** 11, **Cha** 14

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

**Feats** Dodge, Improved Initiative

**Skills** Bluff +8, Fly +10, Perception +6, Stealth +12

**Languages** Common, Terran

#### SPECIAL ABILITIES

**Breath Weapon (Su)** An earth mephit can unleash a blast of earth and stones every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus.

**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.

**Fast Healing (Ex)** An earth mephit’s fast healing only works when it is underground.