

The Cosmic Captive

Subtier 5-6

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A. Asteroid Surface

EARTH ELEMENTAL, MEDIUM (2)

CR 3

N Medium outsider (earth, elemental, extraplanar)

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

DEFENSE

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

hp 34 (4d10+12)

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

Immune elemental traits

OFFENSE

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

Melee slam +9 (1d8+7)

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

Special Attacks earth mastery

STATISTICS

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

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

Feats Cleave, Improved Bull Rush^B, Power Attack

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

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.)

GARGOYLE, ADVANCED (2)**CR 5**

CE Medium monstrous humanoid (earth)

Init +8; **Senses** darkvision 60 ft.; **Perception** +10**DEFENSE****AC** 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)**hp** 52 (5d10+25)**Fort** +6, **Ref** +8, **Will** +6**DR** 10/magic**OFFENSE****Speed** 40 ft., fly 60 ft. (average)**Melee** 2 claws +9 (1d6+4), bite +9 (1d4+4), gore +9 (1d4+4)**STATISTICS****Str** 19, **Dex** 18, **Con** 20, **Int** 10, **Wis** 15, **Cha** 11**Base Atk** +5; **CMB** +9; **CMD** 23**Feats** Hover, Improved Initiative, Skill Focus (Fly)**Skills** Fly +12, Intimidate +8, Perception +10, Stealth +14 (+20 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.

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

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 MODERATE WOUNDS

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

POTION OF LESSER RESTORATION

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

POTION OF HASTE

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

Common – Horrors from Beyond

FACELESS STALKER, ADVANCED (2)

CR 5

CE Medium aberration (shapechanger)

Init +9; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 21, touch 15, flat-footed 16 (+5 Dex, +6 natural)**hp** 52 (5d8+30)**Fort** +7, **Ref** +6, **Will** +8**DR** 5/piercing or slashing

OFFENSE

Speed 30 ft.**Melee** mwk longsword +10 (1d8+6/19–20), slam +4 (1d6+3 plus grab)**Space** 5 ft.; **Reach** 10 ft.**Special Attacks** blood drain (1 Constitution), sneak attack +2d6**Spell-Like Abilities** (CL 5th; concentration +10)Constant—*tongues*

STATISTICS

Str 22, **Dex** 21, **Con** 22, **Int** 17, **Wis** 19, **Cha** 20**Base Atk** +3; **CMB** +9 (+13 grapple); **CMD** 24**Feats** Combat Reflexes, Deceitful, Improved Initiative**Skills** Bluff +12, Climb +14, Disguise +16 (+26 when using change shape), Escape Artist +21, Perception +12, Sleight of Hand +10, Stealth +13 **Racial Modifier** +4 Disguise, +8 Escape Artist**Languages** Aquan, Common; *tongues***SQ** change shape (Medium humanoid, *alter self*), compression, faceless

SPECIAL ABILITIES

Change Shape (Su) A faceless stalker can assume the form of a Medium humanoid at will but requires 10 uninterrupted minutes to alter its body. Performing this transformation is somewhat painful, but the faceless stalker can maintain its new form indefinitely once it has achieved it. It can change back to its true form as a swift action and gains a +2 morale bonus on attack rolls, damage rolls, skill checks, and saving throws for 1 round after it does so. Faceless stalkers retain their own innate abilities when they assume their new form and do not gain any of those belonging to the creature they mimic. A faceless stalker gains a +10 bonus on Disguise checks when they are used in conjunction with this ability.

Faceless (Su) In its natural form, a faceless stalker has no discernible facial features. It gains a +4 bonus on saving throws made to resist attacks or effects that target the senses. This includes gaze attacks, odor-based attacks, sonic attacks and similar attacks. This bonus does not apply to illusions.

Common – Akitonian Explorers

SHOBHAD (3)
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/×4) 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^B (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.

Common – Native Creatures

DOSSENUS, ADVANCED (4)
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^B (bite), Weapon Focus (bite), Weapon Specialization^B (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.

SHRIEZYX**CR 4**

CE Medium aberration

Init +7; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +12**DEFENSE****AC** 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)**hp** 38 (7d8+7); regeneration 3 (fire)**Fort** +5, **Ref** +5, **Will** +6**Defensive Abilities** ferocity; **Immune** mind-affecting effects**Weaknesses** fear of sonic, vulnerable to sonic**OFFENSE****Speed** 30 ft., burrow 30 ft., climb 30 ft.**Melee** bite +8 (1d6+1 plus poison), 4 claws +8 (1d4+1)**Special Attacks** slowing toxin, web (+8 ranged, DC 14, 7 hp)**STATISTICS****Str** 13, **Dex** 17, **Con** 12, **Int** 3, **Wis** 12, **Cha** 2**Base Atk** +5; **CMB** +6; **CMD** 19 (31 vs. trip)**Feats** Great Fortitude, Improved Initiative, Step Up, Weapon Finesse**Skills** Climb +15, Perception +12; **Racial Modifiers** +4 Perception**Languages** Aklo**SPECIAL ABILITIES**

Fear of Fire* (Ex) A shriezyx within 30 feet of a fire the size of a torch or larger becomes shaken as long as it remains within that range. If damaged by fire, a shriezyx must make a successful Will save (DC equals the amount of fire damage dealt) or become frightened for 1 round.

Poison (Ex) Bite—injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save.

Slowing Toxin (Su) A shriezyx's web is coated with a supernatural toxin that numbs and deadens the nerves on contact. Any creature struck by a shriezyx's web must succeed at a DC 14 Fortitude save or become slowed (as per *slow*) for 1 minute. Each round, a victim may attempt a new DC 14 Fortitude save to end the effect early. This toxin fades quickly from spun webs—it can only affect targets on the round the web is spun. Existing webs remain sticky and tangled, but do not have this slowing effect. The save DC is Constitution-based.

*This turns into Fear of Sonic, but the scenario doesn't dictate what exactly that means. Clearly if it is damaged by sonic, then they have to make a Will save or be frightened for 1 round. I don't know if there's a good analog for the first part of the ability though. I'm leaving the original ability in to allow for GM discretion in when it is triggered.

Common – Alien Visitors

FORMIAN WARRIORS (4)

CR 3

LN Medium monstrous humanoid

Init +3 (+7 with hive mind); **Senses** blindsense 30 ft., darkvision 60 ft., hive mind; Perception +7 (+11 with hive mind)

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

hp 30 (4d10+8)

Fort +3, **Ref** +7, **Will** +4

Resist sonic 10

OFFENSE

Speed 40 ft.

Melee sting +6 (1d4+2 plus poison), 2 claws +6 (1d4+2 plus grab)

Ranged javelin +7 (1d6+2 plus poison)

Special Attacks deadly grasp, poison

STATISTICS

Str 14, **Dex** 17, **Con** 15, **Int** 11, **Wis** 10, **Cha** 12

Base Atk +4; **CMB** +6 (+10 grapple); **CMD** 19 (23 vs. trip)

Feats Skill Focus (Acrobatics), Step Up

Skills Acrobatics +10 (+14 when jumping), Climb +8, Intimidate +8, Perception +7 (+11 with hive mind), Stealth +7

Languages Common; telepathy 60 ft.

SQ coordinate, formian traits

SPECIAL ABILITIES

Coordinate (Su) Once a formian warrior has acted in a combat, all allied formians within the hive mind are no longer considered flat-footed. When a formian warrior attacks a creature in melee, allied formians gain a +2 insight bonus on melee attack rolls against that creature until the start of the warrior's next turn.

Deadly Grasp (Ex) When a formian warrior has a foe grappled, it deals sting damage when it succeeds at a grapple check to damage its opponent.

Poison (Ex) Javelin or sting—injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex; *cure* 1 save.

B2. Earth Guardians

EARTH ELEMENTAL, LARGE ADVANCED
CR 6

N Large outsider (earth, elemental, extraplanar)

Init +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +13

DEFENSE
AC 22, touch 12, flat-footed 20 (+1 Dex, +12 natural, –1 size)

hp 84 (8d10+40)

Fort +11, **Ref** +3, **Will** +8

DR 5/–; **Immune** elemental traits

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

Melee 2 slams +16 (2d6+9)

 w/ Power Attack 2 slams +13 (2d6+15)

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

Special Attacks earth mastery

STATISTICS
Str 28, **Dex** 12, **Con** 21, **Int** 10, **Wis** 15, **Cha** 15

Base Atk +8; **CMB** +18; **CMD** 29

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

Skills Appraise +11, Climb +20, Knowledge (dungeoneering) +11, Knowledge (planes) +14, Perception +13, Stealth +8

SPECIAL ABILITIES

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

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

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

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

ROCK TROLL**CR 6**

CE Large humanoid (earth, giant)

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +6**DEFENSE****AC** 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, –1 size)**hp** 80 (7d8+49); regeneration 5 (acid or sonic)**Fort** +12, **Ref** +3, **Will** +3**Weaknesses** sunlight petrification**OFFENSE****Speed** 30 ft.**Melee** bite +11 (1d8+7), 2 claw +12 (1d6+7)**w/ Power Attack** bite +9 (1d8+11), 2 claw +10 (1d6+11)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rend (2 claws, 1d6+9, 1d6+15 w/ Power Attack)**STATISTICS****Str** 25, **Dex** 12, **Con** 24, **Int** 5, **Wis** 9, **Cha** 6**Base Atk** +5; **CMB** +13; **CMD** 24**Feats** Intimidating Prowess, Iron Will, Power Attack, Weapon Focus (claw)**Skills** Climb +11, Intimidate +10, Perception +6**Languages** Giant**SPECIAL ABILITIES**

Slave of Ayzul (Su) Ayzrul dominates this creature's will through a conduit of earth creatures. If there are no conduit of earth creatures within 300 feet, the creature gains the panicked condition for 5 rounds then loses this ability.

Sunlight Petrification (Ex) A rock troll that is exposed to natural sunlight is staggered and must make a DC 20 Fortitude save each round to resist permanently turning to stone. A *stone to flesh* spell (or similar effect) restores a petrified rock troll, but if it remains exposed to sunlight, it must immediately start making new Fortitude saves to avoid petrification. Spells like *sunray* or *sunburst* that create powerful natural sunlight cannot petrify a rock troll, but the troll is staggered for 1d4 rounds after being exposed to such an effect.

B3. Gateway to the Vault

AYRZUL CULTIST (2)

CR 5

Human cleric of Ayrzul 6

NE Medium humanoid (human)

Init +3; **Senses** Perception +6

DEFENSE

AC 15, touch 9, flat-footed 15 (+6 armor, –1 Dex)**hp** 57 (6d8+24)**Fort** +7, **Ref** +1, **Will** +9**Resist** acid 10

OFFENSE

Speed 30 ft. (20 ft. in armor)**Melee** +1 *morningstar* +6 (1d8+2)**Ranged** light crossbow +3 (1d8/19–20)**Special Attacks** channel negative energy 4/day (DC 14, 3d6)**Domain Spell-Like Abilities** (CL 6th; concentration +10)7/day—*acid dart* (1d6+3 acid), *touch of evil* (3 rounds)**Cleric Spells Prepared** (CL 6th; concentration +10)3rd—*cure serious wounds*, *dispel magic*, *stone shape*^D, *summon monster III*2nd—*cure moderate wounds* (2), *soften earth and stone*^D, *sound burst* (2, DC 16)1st—*bane* (DC 15), *cause fear* (2, DC 15), *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** 18, **Cha** 13**Base Atk** +4; **CMB** +5; **CMD** 14**Feats** Improved Initiative, Selective Channeling, Spell Focus (conjuration), Toughness**Skills** Knowledge (religion) +7, Linguistics +4, Perception +6, Sense Motive +13, Spellcraft +8**Languages** Common, Terran**Combat Gear** *potion of endure elements*, *potion of haste*, *potion of invisibility*; **Other Gear** +1 scale mail, +1 *morningstar*, light crossbow with 20 bolts, iron unholy symbol of Ayrzul

Ayrzul Stonelord's Cheat Sheet

3rd level spells

- Cure Serious Wounds** (conjunction (healing), VS) – creature touched heals 3d8+lvl (max +15)
- Dispel Magic** (abjuration, VS, medium) – Make a dispel check (1d20+CL). Target a creature, object or spell. Either dispels highest CL spell it can get off of the creature, dispels the targeted spell, or suppresses the object for 1d4 rounds as long as you make DC 11+CL. Can also be used as a generic counterspell.
- Stone Shape** (transmutation, VS/MDF, stone or stone object touched, 10cu.ft. + 1cu.ft./lvl) – Reshape stone to your purpose. No fine detail. 30% chance that an object with moving parts won't work.
- Summon Monster III** (conjunction (summoning), 1 round, VSF, 1rd/lvl) – Summon 1d3 small earth elementals

2nd level spells

- Cure Moderate Wounds (2)** (conjunction (healing), VS) – creature touched heals 2d8+lvl (max +10)
- Soften Earth and Stone** (transmutation[earth], VSDF, close, 10ft. square/lvl) – Creatures in mud must succeed on a REF or caught for 1d2 rds. Caught creatures cannot move, attack, or cast spells. Make your save and move at ½ speed and cannot run or charge. Creatures in loose dirt move at ½ speed and cannot run or charge.
- Sound Burst (2)** (evocation[sonic], VSDF, close, 10ft. radius, SRyes) – Creatures in area take 1d8 sonic and FORT or be stunned for 1 round.

1st level spells

- Bane** (enchantment(compulsion)[fear, mind-affecting], VSDF, 50ft burst centered on you, 1min/lvl) – WILL or -1 to att, -1 to saves vs. fear.
- 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+3 acid damage)
- Touch of Evil** – 7/day you can touch someone and they are sickened for 3 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 3d6, 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 HASTE

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

The drinker gets 1 extra attack on a full attack, +1 attack, +1 dodge to AC, REF, double speed up to 30ft. extra

POTION OF INVISIBILITY

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

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

+1 SCALE MAIL

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

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

+1 MORNINGSTAR

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

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

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^B, Power Attack

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

AUGMENTED MEDIUM EARTH ELEMENTAL CR 3

N Medium outsider (earth, elemental, extraplanar)

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

DEFENSE

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

hp 42 (4d10+20)

Fort +9, **Ref** +0, **Will** +4

Immune elemental traits

OFFENSE

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

Melee slam +11 (1d8+10)

w/ Power Attack slam +9 (1d8+16)

Special Attacks earth mastery

STATISTICS

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

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

Feats Cleave, Improved Bull Rush^B, Power Attack

Skills Appraise +1, Climb +12, Knowledge (dungeoneering) +2, Knowledge (planes) +2, Perception +7, Stealth +3

SPECIAL ABILITIES

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

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

Language Terran

C1. Cultist Chambers

CRYPT THING (2)

CR 5

NE Medium undead

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +15**Aura** fear (10 ft., frightened for 1d4 rounds, Will DC 16 negates)

DEFENSE

AC 19, touch 13, flat-footed 16 (+2 Dex, +1 dodge, +6 natural)**hp** 52 (8d8+16)**Fort** +4, **Ref** +6, **Will** +8**Defensive Abilities** channel resistance +2; DR 10/bludgeoning or magic; **Immune** undead traits

OFFENSE

Speed 30 ft.**Melee** 2 claws +10 (1d8+4)**Special Attacks** teleporting burst**Spell-Like Abilities** (CL 8th; concentration +10)3/day—quicken *dimension door*

STATISTICS

Str 19, **Dex** 14, **Con** —, **Int** 13, **Wis** 14, **Cha** 15**Base Atk** +6; **CMB** +10; **CMD** 23**Feats** Alertness, Dodge, Improved Initiative, Lightning Reflexes**Skills** Bluff +6, Intimidate +13, Knowledge (arcana) +6, Knowledge (dungeoneering) +5, Knowledge (history) +3, Perception +15, Sense Motive +15, Stealth +9**Languages** Common

SPECIAL ABILITIES

Teleporting Burst (Su) Once per day, a crypt thing can teleport all creatures within 50 feet of it to randomly determined locations. The crypt thing can only affect creatures of which it is aware and to which it has line of sight. A successful DC 16 Will save negates this effect. An affected creature is teleported in a random direction (roll 1d8, with 1 indicating north and the other numbers indicating compass going clockwise) and a random distance (1d10 × 100 feet) away from the crypt thing; determine each creature's direction randomly. A teleported creature arrives in the closest open space to the determined destination, but must appear on a solid surface capable of supporting its weight. If there is no appropriate destination in that direction, the creature does not teleport at all. The save DC is Charisma-based.

Items**POTION OF ENDURE ELEMENTS**

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

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

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

The potion lasts for 24 hours.

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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.

WAND OF LESSER RESTORATION (5 charges)

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

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

SCROLL OF REMOVE CURSE

School abjuration; **Level** alchemist 3, bard 3, cleric 3, inquisitor 3, medium 3, mesmerist 3, paladin 3, shaman 3, sorcerer/wizard 4, spiritualist 4, witch 3

Casting Time 1 standard action

Caster Level 5th

Components V, S

Range touch

Target creature or object touched

Duration instantaneous

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

Remove curse can remove all curses on an object or a creature. If the target is a creature, you must make a caster level check (1d20 + caster level) against the DC of each curse affecting the target. Success means that the curse is removed. *Remove curse* does not remove the curse from a cursed shield, weapon, or suit of armor, although a successful caster level check enables the creature afflicted with any such cursed item to remove and get rid of it.

Remove curse counters and dispels *bestow curse*.

C2. Staging Grounds

WYSP, EARTH (2)

CR 2

N Tiny outsider (earth, elemental)

Init +1; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +7

Aura resonance (30 ft.)

DEFENSE

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

hp 25 (3d10+9)

Fort +5, **Ref** +4, **Will** +2

DR 1/—; **Immune** elemental traits

OFFENSE

Speed 20 ft., burrow 20 ft.

Melee 2 tendrils +9 (1d3+4)

w/ Power Attack 2 tendrils +8 (1d3+6)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 14, **Dex** 13, **Con** 14, **Int** 10, **Wis** 13, **Cha** 13

Base Atk +3; **CMB** +2; **CMD** 14 (can't be tripped)

Feats Power Attack, Toughness

Skills Bluff +7, Climb +8, Knowledge (dungeoneering, engineering, planes) +5, Perception +7, Sense Motive +7

Languages Terran

SQ living battery, servitor

SPECIAL ABILITIES

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

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

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

XORN**CR 6**

N Medium outsider (earth, extraplanar)

Init +0; **Senses** all-around vision, darkvision 60 ft., tremorsense 60 ft.; Perception +14**DEFENSE****AC** 21, touch 10, flat-footed 21 (+11 natural)**hp** 66 (7d10+28)**Fort** +8, **Ref** +2, **Will** +5**DR** 5/bludgeoning; **Immune** cold, fire, flanking; **Resist** electricity 10**OFFENSE****Speed** 20 ft., burrow 20 ft.; earth glide**Melee** bite +10 (4d6+3), 3 claws +10 (1d4+3)**w/ Power Attack** bite +8 (4d6+7), 3 claws +8 (1d4+7)**STATISTICS****Str** 17, **Dex** 10, **Con** 17, **Int** 10, **Wis** 11, **Cha** 10**Base Atk** +7; **CMB** +10; **CMD** 20 (22 vs. trip)**Feats** Cleave, Improved Bull Rush, Power Attack, Toughness**Skills** Appraise +10, Intimidate +10, Knowledge (dungeoneering) +10, Perception +14, Stealth +10, Survival +10; **Racial Modifiers** +4 Perception**Languages** Common, Terran**SPECIAL ABILITIES****All-Around Vision (Ex)** A xorn sees in all directions at the same time, giving it a +4 racial bonus on Perception checks. A xorn cannot be flanked.**Earth Glide (Ex)** A xorn can glide through any sort of natural earth or stone as easily as a fish swims through water. Its burrowing leaves no sign of its passage nor hint at its presence to creatures that don't possess tremorsense. A *move earth* spell cast on an area containing a xorn moves the xorn back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

C3. Warden of the Vault

PECH (4)
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.

Wall of Stone**School** conjuration (creation) [earth]; **Level** cleric 5, druid 6, sorcerer/wizard 5**Casting Time** 1 standard action**Components** V, S, M/DF (a small block of granite)**Range** medium (100 ft. + 10 ft./level)**Effect** stone wall whose area is up to one 5-ft. square/level (S)**Duration** instantaneous**Saving Throw** see text; **Spell Resistance** no

This spell creates a wall of rock that merges into adjoining rock surfaces. A *wall of stone* is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

Unlike a *wall of iron*, you can create a *wall of stone* in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area.

Like any other stone wall, this one can be destroyed by a *disintegrate* spell or by normal means such as breaking and chipping. Each 5-foot square of the wall has hardness 8 and 15 hit points per inch of thickness. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness.

It is possible, but difficult, to trap mobile opponents within or under a *wall of stone*, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

EARTH ELEMENTAL, LARGE**CR 5**

N Large outsider (earth, elemental, extraplanar)

Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +11**DEFENSE****AC** 18, touch 10, flat-footed 18 (-1 Dex, +10 natural, -1 size)**hp** 68 (8d10+24)**Fort** +9, **Ref** +1, **Will** +6**DR** 5/—; **Immune** elemental traits**OFFENSE****Speed** 20 ft., burrow 20 ft., earth glide**Melee** 2 slams +14 (2d6+7)**w/ Power Attack** 2 slams +11 (2d6+13)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** earth mastery**STATISTICS****Str** 24, **Dex** 8, **Con** 17, **Int** 6, **Wis** 11, **Cha** 11**Base Atk** +8; **CMB** +16; **CMD** 27**Feats** Cleave, Greater Bull Rush, Improved Bull Rush^B, Improved Overrun, Power Attack**Skills** Appraise +9, Climb +18, Knowledge (dungeoneering) +9, Knowledge (planes) +12, Perception +11, Stealth +6**SPECIAL ABILITIES****Conduit of Earth (Su)** This creature binds all creatures with the Slave of Ayrzul ability within 300 feet to the elemental lord's will, compelling those creatures to fight for the demigod.**Earth Glide (Ex)** A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A move earth spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.**Earth Mastery (Ex)** An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)**Greater Bull Rush** You receive a +2 bonus on checks made to bull rush a foe. This bonus stacks with the bonus granted by Improved Bull Rush. Whenever you bull rush an opponent, his movement provokes attacks of opportunity from all of your allies (but not you).

D1. Forest of Exiles

VEELA, WATER
CR 7

N Medium outsider (extraplanar, water)

Init +3; **Senses** darkvision 60 ft.; Perception +10

DEFENSE
AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 85 (9d10+36)

Fort +8, **Ref** +7, **Will** +4

DR 10/magic; **Immune** cold; **SR** 18

Weaknesses sickened

OFFENSE
Speed 60 ft.

Melee mwk dagger +11/+6 (1d4+3/19–20 plus 2d6 cold), mwk dagger +11/+6 (1d4+3/19–20 plus 2d6 cold) or 2 slams +12 (1d4+3 plus 2d6 cold)

Special Attacks beckoning dance, elemental veil

Spell-Like Abilities (CL 9th; concentration +14)

 At will—*hydraulic push*, *resist energy* (cold only)

 3/day—*cure serious wounds*, *suggestion* (DC 18)

 1/day—*cone of cold* (DC 20), *dispel magic*

STATISTICS
Str 20, **Dex** 17, **Con** 19, **Int** 14, **Wis** 11, **Cha** 20

Base Atk +9; **CMB** +12; **CMD** 27

Feats Ability Focus (beckoning dance), Combat Reflexes, Double Slice, Improved Two-Weapon Fighting, Two-Weapon Fighting

Skills Acrobatics +13, Bluff +15, Diplomacy +15, Knowledge (any one) +11, Perception +10, Perform (dance) +19, Sense Motive +10, Stealth +13, Swim +15; **Racial Modifiers** +4 Perform (dance)

Languages Aquan, Common

SPECIAL ABILITIES
Beckoning Dance (Su) As a standard action, a veela can compel a target that it can see to join it in dancing.

The target must succeed at a DC 21 Will save or find herself forced to dance with the veela for up to 1 minute. At the end of each of the target's turns, she must attempt a Perform (dance) check opposed by the veela's Perform (dance) check. If the target doesn't meet or exceed the veela's result, she takes 1d4 points of Constitution damage and becomes fatigued. For every point of Constitution damage a veela deals in this way, it heals 5 hit points. Hit points healed in excess of its maximum become temporary hit points that last up to 1 hour before dissipating. While engaged in a beckoning dance, both a veela and its target are protected from being attacked as if by a *sanctuary* spell (DC 18). Any target of a veela's beckoning dance that exceeds the veela's result on the opposed Perform check ends the beckoning dance and gains the benefits of the veela's *cure serious wounds* spell-like ability (if any uses of that ability remain), which consumes one of the veela's daily uses. Targets that save against a veela's beckoning dance can't be affected by that veela's beckoning dance again for 24 hours. The save DC is Charisma-based.

Elemental Veil (Su) A veela's link to a particular element manifests as an overflow of energy that infuses its natural attacks and any melee weapons it holds, causing it to deal an extra 1d6 points of fire damage on any successful melee attack. In addition, as a standard action a veela can wreath itself in a luminescent halo of energy. This duplicates the effect of the spell *fire shield* (caster level 9th) but deals cold damage. Ending or resuming this effect is a standard action.

D2. A Remnant of Iovo

Items

POTION OF ENDURE ELEMENTS

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

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

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

The potion lasts for 24 hours.

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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.

WAND OF LESSER RESTORATION (5 charges)

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

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

SCROLL OF REMOVE CURSE

School abjuration; **Level** alchemist 3, bard 3, cleric 3, inquisitor 3, medium 3, mesmerist 3, paladin 3, shaman 3, sorcerer/wizard 4, spiritualist 4, witch 3

Casting Time 1 standard action

Caster Level 5th

Components V, S

Range touch

Target creature or object touched

Duration instantaneous

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

Remove curse can remove all curses on an object or a creature. If the target is a creature, you must make a caster level check (1d20 + caster level) against the DC of each curse affecting the target. Success means that the curse is removed. *Remove curse* does not remove the curse from a cursed shield, weapon, or suit of armor, although a successful caster level check enables the creature afflicted with any such cursed item to remove and get rid of it.

Remove curse counters and dispels *bestow curse*.

D3. Servants of Kelizandri

WINTER WOLF (2)

CR 5

NE Large magical beast (cold)

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

DEFENSE

AC 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, –1 size)

hp 57 (6d10+24)

Fort +9, **Ref** +6, **Will** +3

Immune cold

Weaknesses vulnerability to fire

OFFENSE

Speed 50 ft.

Melee bite +10 (1d8+7 plus 1d6 cold and trip)

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

Special Attacks breath weapon (every 1d4 rounds, 15-ft. cone, 6d6 cold damage, Reflex half DC 17)

STATISTICS

Str 20, **Dex** 13, **Con** 18, **Int** 9, **Wis** 13, **Cha** 10

Base Atk +6; **CMB** +12; **CMD** 23 (27 vs. trip)

Feats Improved Initiative, Run, Skill Focus (Perception)

Skills Perception +11, Stealth +4 (+10 in snow), Survival +5; **Racial Modifiers** +2 Perception, +2 Stealth (+8 in snow), +2 Survival

Languages Common, Giant

E2. Prison Guards

FREEZING FLOW

CR 4

N Large ooze (cold, water)

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

DEFENSE

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

hp 47 (5d8+25)

Fort +6, **Ref** +3, **Will** –4

Immune cold, ooze traits

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft., swim 20 ft.

Melee slam +6 (2d4+6/19–20 plus 1d6 cold and grab)

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

Special Attacks constrict (2d4+6 plus 1d6 cold), jagged slam, numbing touch

STATISTICS

Str 18, **Dex** 16, **Con** 20, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +8; **CMD** 13

Skills Swim +12

SQ crystalline

SPECIAL ABILITIES

Crystalline (Ex) As a creature of living ice, a freezing flow is difficult to discern from its surroundings in icy and snowy land environments and when in icy water. A successful DC 15 Perception check is required to notice a freezing flow in these environments. Any creature that fails to notice a freezing flow and walks into it automatically takes damage as if struck by the ooze’s slam attack.

Jagged Slam (Ex) A freezing flow’s slam attack is a slashing tendril of crystalline ice. It deals slashing damage instead of bludgeoning damage and has a critical range of 19–20.

Numbing Touch (Ex) Each time a freezing flow deals cold damage with its slam attack or constrict ability, the target must succeed at a DC 17 Fortitude save or be staggered with numbing cold for 1 round. The save DC is Constitution-based.

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

RAST

CR 5

N Medium outsider (extraplanar, fire)

Init +5; **Senses** darkvision 60 ft.; **Perception** +10

DEFENSE

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)

hp 51 (6d10+18)

Fort +8, **Ref** +6, **Will** +3

Immune fire

Weaknesses vulnerability to cold

OFFENSE

Speed 5 ft., fly 60 ft. (good)

Melee bite +8 (1d6+2 plus grab), 4 claws +9 (1d4+2)

Special Attacks blood drain (1d2 Constitution), paralyzing gaze

STATISTICS

Str 14, **Dex** 12, **Con** 17, **Int** 3, **Wis** 13, **Cha** 12

Base Atk +6; **CMB** +8 (+12 grapple); **CMD** 19 (can't be tripped)

Feats Flyby Attack, Improved Initiative, Weapon Focus (claw)

Skills Fly +5, Perception +10, Stealth +10

Languages Ignan (cannot speak)

SPECIAL ABILITIES

Paralyzing Gaze (Su) Paralyzed for 1d6 rounds, 30 feet, Fortitude (DC 14) negates. The save DC is Charisma-based.

FIRE ELEMENTAL, LARGE

CR 5

N Large outsider (elemental, extraplanar, fire)

Init +9; **Senses** darkvision 60 ft.; **Perception** +11

DEFENSE

AC 19, touch 15, flat-footed 13 (+5 Dex, +1 dodge, +4 natural, –1 size)

hp 60 (8d10+16)

Fort +8, **Ref** +11, **Will** +4

DR 5/—; **Immune** elemental traits, fire

Weaknesses vulnerability to cold

OFFENSE

Speed 50 ft.

Melee 2 slams +12 (1d8+2 plus burn)

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

Special Attacks burn (1d8, DC 16)

STATISTICS

Str 14, **Dex** 21, **Con** 14, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +11; **CMD** 27

Feats Dodge, Improved Initiative^B, Iron Will, Mobility, Spring Attack, Weapon Finesse^B

Skills Acrobatics +14, Climb +9, Escape Artist +12, Intimidate +9, Knowledge (planes) +5, Perception +11

F2. Crash Site

SKELETAL CHAMPION (3)

CR 2

Human skeletal champion warrior 1

NE Medium undead

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

DEFENSE

AC 21, touch 12, flat-footed 19 (+6 armor, +1 Dex, +2 natural, +2 shield)**hp** 17 (3 HD; 2d8+1d10+3)**Fort** +3 **Ref** +1 **Will** +3; channel resistance +4**DR** 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.**Melee** mwk longsword +7 (1d8+3/19–20)**w/ Power Attack** mwk longsword +6 (1d8+5/19–20)

STATISTICS

Str 17, **Dex** 13, **Con** —, **Int** 9, **Wis** 10, **Cha** 12**Base Atk** +2; **CMB** +5; **CMD** 16**Feats** Cleave, Improved Initiative^B, Power Attack, Weapon Focus (longsword)**Skills** Intimidate +7, Perception +6, Stealth –1

SKELETAL SNIPER

CR 5

Human skeletal champion fighter 6

CE Medium undead

Init +9; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 19, touch 15, flat-footed 14 (+2 armor, +5 Dex, +2 natural)**hp** 62 (8 HD; 2d8+6d10+16)**Fort** +7, **Ref** +7, **Will** +8 (+2 vs. fear)**Defensive Abilities** channel resistance +4; **DR** 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.**Melee** short sword +10/+5 (1d6+3/19–20) or 2 claws +5 (1d4+1)**Ranged** arc pistol +14/+9 (1d8+3 electricity)**w/ Deadly Aim** arc pistol +12/+7 (1d8+7 electricity)**Special Attacks** weapon training (firearms +1)

STATISTICS

Str 16, **Dex** 20, **Con** —, **Int** 8, **Wis** 12, **Cha** 14**Base Atk** +7; **CMB** +10; **CMD** 25**Feats** Deadly Aim, Exotic Weapon Proficiency (firearms)^{UC}, Improved Initiative, Iron Will, Persuasive, Point-Blank Shot, Precise Shot, Vital Strike, Weapon Focus (arc pistol), Weapon Specialization (arc pistol)**Skills** Climb +10, Diplomacy +4, Intimidate +11, Knowledge (engineering) +6, Profession (starship captain) +12, Survival +8**Languages** Common**SQ** armor training 1**Other Gear** leather armor, arc pistol^{TG}, short sword

Items

ARC PISTOL (5 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.

SCROLL OF REMOVE CURSE

School abjuration; **Level** alchemist 3, bard 3, cleric 3, inquisitor 3, medium 3, mesmerist 3, paladin 3, shaman 3, sorcerer/wizard 4, spiritualist 4, witch 3

Casting Time 1 standard action

Caster Level 5th

Components V, S

Range touch

Target creature or object touched

Duration instantaneous

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

Remove curse can remove all curses on an object or a creature. If the target is a creature, you must make a caster level check (1d20 + caster level) against the DC of each curse affecting the target. Success means that the curse is removed. *Remove curse* does not remove the curse from a cursed shield, weapon, or suit of armor, although a successful caster level check enables the creature afflicted with any such cursed item to remove and get rid of it.

Remove curse counters and dispels *bestow curse*.

WAND OF LESSER RESTORATION (5 charges)

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

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

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.

JANNI (2)**CR 4**

N Medium outsider (native)

Init +6; **Senses** darkvision 60 ft.; **Perception** +11**DEFENSE****AC** 20, touch 13, flat-footed 17 (+6 armor, +2 Dex, +1 dodge, +1 natural)**hp** 39 (6d10+6)**Fort** +6, **Ref** +7, **Will** +4**Resist** fire 10**OFFENSE****Speed** 30 ft., fly 20 ft. (perfect); 20 ft., fly 15 ft. (perfect) in chainmail**Melee** scimitar +9/+4 (1d6+4/18–20)**Ranged** composite longbow +8/+3 (1d8+3/×3)**Special Attacks** change size**Spell-Like Abilities** (CL 8th; concentration +9)3/day—*invisibility* (self only), *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *speak with animals*1/day—*create food and water*, *ethereal jaunt* (for 1 hour)**STATISTICS****Str** 16, **Dex** 15, **Con** 12, **Int** 14, **Wis** 15, **Cha** 13**Base Atk** +6; **CMB** +9; **CMD** 22**Feats** Combat Reflexes, Dodge, Improved Initiative^B, Mobility**Skills** Appraise +11, Craft (weaponsmith) +11, Fly +14, Perception +11, Ride +6, Sense Motive +11, Spellcraft +11, Stealth +6**Languages** Abyssal, Common, Terran; telepathy 100 ft.**SQ** elemental endurance**SPECIAL ABILITIES**

Change Size (Sp) Twice per day, a janni can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the janni chooses when using the ability), except that the ability can work on the janni. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Elemental Endurance (Ex) Jann can remain on the Elemental Planes for up to 48 hours at a time. Failure to return to the Material Plane before that time expires causes a janni to take 1 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material Plane.

Enlarged**Init** +5**AC** 18, touch 11, flat-footed 16 (+6 armor, +1 Dex, +1 dodge, +1 natural, -1 size)**Ref** +6**Melee** scimitar +9/+4 (1d8+6/18–20)**Ranged** composite longbow +6/+1 (2d6+3/×3)**Space** 10 ft.; **Reach** 10 ft.**Str** 18, **Dex** 13**CMB** +11; **CMD** 23**Skills** Fly +11, Stealth +1

WYSP, FIRE (2)**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

CRYPT THING (2)
CR 5

NE Medium undead

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +15

Aura fear (10 ft., frightened for 1d4 rounds, Will DC 16 negates)

DEFENSE
AC 19, touch 13, flat-footed 16 (+2 Dex, +1 dodge, +6 natural)

hp 52 (8d8+16)

Fort +4, **Ref** +6, **Will** +8

Defensive Abilities channel resistance +2; DR 10/bludgeoning or magic; **Immune** undead traits

OFFENSE
Speed 30 ft.

Melee 2 claws +10 (1d8+4)

Special Attacks teleporting burst

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

 3/day—quicken *dimension door*

STATISTICS
Str 19, **Dex** 14, **Con** —, **Int** 13, **Wis** 14, **Cha** 15

Base Atk +6; **CMB** +10; **CMD** 23

Feats Alertness, Dodge, Improved Initiative, Lightning Reflexes

Skills Bluff +6, Intimidate +13, Knowledge (arcana) +6, Knowledge (dungeoneering) +5, Knowledge (history) +3, Perception +15, Sense Motive +15, Stealth +9

Languages Common

SPECIAL ABILITIES

Teleporting Burst (Su) Once per day, a crypt thing can teleport all creatures within 50 feet of it to randomly determined locations. The crypt thing can only affect creatures of which it is aware and to which it has line of sight. A successful DC 16 Will save negates this effect. An affected creature is teleported in a random direction (roll 1d8, with 1 indicating north and the other numbers indicating compass going clockwise) and a random distance (1d10 × 100 feet) away from the crypt thing; determine each creature's direction randomly. A teleported creature arrives in the closest open space to the determined destination, but must appear on a solid surface capable of supporting its weight. If there is no appropriate destination in that direction, the creature does not teleport at all. The save DC is Charisma-based.

H3. The Shattered Sanctum

GRAVEN GUARDIAN (2)

CR 5

N Medium construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)**hp** 53 (6d10+20); fast healing 2**Fort** +2, **Ref** +4, **Will** +3**DR** 5/adamantine; **Immune** construct traits; **SR** 16**Weaknesses** faith bound

OFFENSE

Speed 40 ft.**Melee** +1 *keen morningstar* +10/+5 (1d8+5/19–20) or
slam +9 (1d6+4)**Special Attacks** evil weapons, magic weapon**Spell-Like Abilities** (CL 6th; concentration +0)
1/day—*haste* (self only)

STATISTICS

Str 16, **Dex** 15, **Con** —, **Int** —, **Wis** 12, **Cha** 1**Base Atk** +6; **CMB** +9; **CMD** 21**SQ** guardian domains (Earth, Evil)

SPECIAL ABILITIES

Evil Weapons (Su) The graven guardian's weapon and slam attacks are treated as evil-aligned. Its magic weapon deals +1d6 points of damage to good targets.**Faith Bound (Su)** A graven guardian cannot attack any creature that openly wears or displays the unholy symbol of Ayrzul unless that creature first attacks the graven guardian.**Magic Weapon (Su)** A graven guardian that carries its deity's favored weapon treats that weapon as a +1 weapon as long as it is wielded by the guardian. If the weapon is a melee weapon, it gains the *keen* weapon special ability (even if the weapon is a bludgeoning weapon). If it is a thrown weapon, it gains the *returning* weapon special ability. If it is a ranged weapon, it gains the *seeking* weapon special ability, and generates new ammunition with each attack (this ammunition is destroyed whether or not it hits).**Rocky (Ex)** The guardian's natural armor bonus increases by +2.

Final Encounter – Mercenaries

JANNI (3)

CR 4

N Medium outsider (native)

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

DEFENSE

AC 20, touch 13, flat-footed 17 (+6 armor, +2 Dex, +1 dodge, +1 natural)**hp** 39 (6d10+6)**Fort** +6, **Ref** +7, **Will** +4**Resist** fire 10

OFFENSE

Speed 30 ft., fly 20 ft. (perfect); 20 ft., fly 15 ft. (perfect) in chainmail**Melee** scimitar +9/+4 (1d6+4/18–20)**Ranged** composite longbow +8/+3 (1d8+3/×3)**Special Attacks** change size**Spell-Like Abilities** (CL 8th; concentration +9)

3/day—*invisibility* (self only), *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *speak with animals*

1/day—*create food and water*, *ethereal jaunt* (for 1 hour)

STATISTICS

Str 16, **Dex** 15, **Con** 12, **Int** 14, **Wis** 15, **Cha** 13**Base Atk** +6; **CMB** +9; **CMD** 22**Feats** Combat Reflexes, Dodge, Improved Initiative^B, Mobility

Skills Appraise +11, Craft (weaponsmith) +11, Fly +14, Perception +11, Ride +6, Sense Motive +11, Spellcraft +11, Stealth +6

Languages Abyssal, Common, Terran; telepathy 100 ft.**SQ** elemental endurance

SPECIAL ABILITIES

Change Size (Sp) Twice per day, a janni can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the janni chooses when using the ability), except that the ability can work on the janni. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Elemental Endurance (Ex) Jann can remain on the Elemental Planes for up to 48 hours at a time. Failure to return to the Material Plane before that time expires causes a janni to take 1 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material Plane.

Enlarged

Init +5**AC** 18, touch 11, flat-footed 16 (+6 armor, +1 Dex, +1 dodge, +1 natural, -1 size)**Ref** +6**Melee** scimitar +9/+4 (1d8+6/18–20)**Ranged** composite longbow +6/+1 (2d6+3/×3)**Space** 10 ft.; **Reach** 10 ft.**Str** 18, **Dex** 13**CMB** +11; **CMD** 23**Skills** Fly +11, Stealth +1

Final Encounter – Ayrzul’s Minions

EARTH ELEMENTAL, MEDIUM (2)
CR 3

N Medium outsider (earth, elemental, extraplanar)

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

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

hp 34 (4d10+12)

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

Immune elemental traits

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

Melee slam +9 (1d8+7)

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

Special Attacks earth mastery

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

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

Feats Cleave, Improved Bull Rush^B, Power Attack

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

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.)

GARGOYLE, ADVANCED**CR 5**

CE Medium monstrous humanoid (earth)

Init +8; **Senses** darkvision 60 ft.; **Perception** +10**DEFENSE****AC** 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)**hp** 52 (5d10+25)**Fort** +6, **Ref** +8, **Will** +6**DR** 10/magic**OFFENSE****Speed** 40 ft., fly 60 ft. (average)**Melee** 2 claws +9 (1d6+4), bite +9 (1d4+4), gore +9 (1d4+4)**STATISTICS****Str** 19, **Dex** 18, **Con** 20, **Int** 10, **Wis** 15, **Cha** 11**Base Atk** +5; **CMB** +9; **CMD** 23**Feats** Hover, Improved Initiative, Skill Focus (Fly)**Skills** Fly +12, Intimidate +8, Perception +10, Stealth +14 (+20 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.