

The Cosmic Captive

Subtier 7-8

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A. Asteroid Surface

EARTH ELEMENTAL, HUGE

CR 7

N Huge outsider (earth, elemental, extraplanar)

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

DEFENSE

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

hp 95 (10d10+40)

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

DR 5/-; **Immune** elemental traits

OFFENSE

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

Melee 2 slams +17 (2d8+9)

w/ Power Attack 2 slams +14 (2d8+15)

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

Special Attacks earth mastery

STATISTICS

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

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

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

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

SPECIAL ABILITIES

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

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

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

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

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.

SCROLL OF HEAL

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

Caster Level 11th

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration instantaneous

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

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

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

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

Common – Horrors from Beyond

MI-GO (3)

CR 6

NE Medium plant

Init +5; **Senses** blindsight 30 ft., low-light vision; **Perception** +12

DEFENSE

AC 20, touch 16, flat-footed 14 (+5 Dex, +1 dodge, +4 natural)**hp** 66 (7d8+35)**Fort** +10, **Ref** +7, **Will** +4**DR** 5/slashing; **Immune** cold, plant traits; **Resist** electricity 10, fire 10

OFFENSE

Speed 30 ft., fly 50 ft. (good)**Melee** 4 claws +10 (1d4+3 plus grab)**Special Attacks** evisceration, grab, sneak attack +2d6

STATISTICS

Str 16, **Dex** 20, **Con** 21, **Int** 25, **Wis** 14, **Cha** 15**Base Atk** +5; **CMB** +8 (+12 grapple); **CMD** 24 (32 vs. trip)**Feats** Combat Reflexes, Deceitful, Dodge, Weapon Finesse**Skills** Bluff +18, Disable Device +12, Disguise +18, Fly +9, Heal +9, Knowledge (arcana, geography) +14, Perception +12, Spellcraft +14, Stealth +15; **Racial Modifiers** +4 Bluff, +4 Disguise**Languages** Aklo, Common, Mi-Go**SQ** deceptive, item creation, no breath, starflight

SPECIAL ABILITIES

Deceptive (Ex) A mi-go is a master of deception. It gains a +4 racial bonus on Bluff and Disguise checks. Bluff and Disguise are always class skills for a mi-go.

Evisceration (Ex) A mi-go's claws are capable of swiftly and painfully performing surgical operations upon helpless creatures or those it has grappled. When a mi-go makes a successful grapple check, in addition to any other effects caused by a successful grapple, it deals sneak attack damage to the victim. A creature that takes this damage must succeed at a DC 18 Fortitude save or take 1d4 points of ability damage from the invasive surgery (the type of ability damage dealt is chosen by the mi-go at the time the evisceration occurs). The save DC is Dexterity-based.

Item Creation (Ex) Given time and resources, a mi-go possesses the ability to create strange items that blur the line between magic and technology. This ability allows a mi-go to ignore all of the Item Creation feat requirements and spellcasting requirements for creating a magic item; the resulting item is always mi-go technology. A mi-go can use the Heal skill to craft mi-go technology. When a mi-go uses this ability to craft an item, it must use a larger amount of strange ingredients and expendable resources—this effectively doubles the gp cost to create the item.

Starflight (Su) A mi-go can survive in the void of outer space. It flies through space at incredible speeds. Although exact travel times vary, a trip within a single solar system normally takes 3d20 months, while a trip beyond normally takes 3d20 years (or more, at the GM's discretion)—provided the mi-go knows the way to its destination.

Common – Akitionian Explorers

SHOBHAD VETERAN (2)
CR 7

Shobhad fighter 3

N Large monstrous humanoid

Init +6; **Senses** darkvision 60 ft.; **Perception** +13

DEFENSE
AC 21, touch 11, flat-footed 19 (+6 armor, +2 Dex, +4 natural, –1 size)

hp 87 (8d10+43)

Fort +9, **Ref** +7, **Will** +7; +1 vs. fear

Defensive Abilities ferocity; **Resist** cold 5

OFFENSE
Speed 40 ft.

Melee mwk longsword +13/+8 (2d6+7/19–20), mwk short sword +13 (1d8+3/19–20) or
 mwk longsword +15/+10 (2d6+7/19–20) or
 4 slams +9 (1d6+3)

Ranged mwk shobhad longrifle +10 (2d8/×4)

w/ Deadly Aim mwk shobhad longrifle +7 (2d8+6/×4)

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

STATISTICS
Str 24, **Dex** 15, **Con** 20, **Int** 10, **Wis** 15, **Cha** 11

Base Atk +8; **CMB** +16; **CMD** 28

Feats Combat Reflexes, Deadly Aim, Improved Initiative, Multiweapon Fighting, Rapid Reload, Vital Strike,
 Weapon Focus (shobhad longrifle)^B
Skills Intimidate +8, Perception +13, Stealth +6, Survival +10

Languages Giant, Shobhad

SQ armor training 1

Other Gear mwk chainmail, mwk longsword, mwk short sword, mwk shobhad longrifle with 20 bullets

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

ROILING OIL (3)**CR 6**

N Large ooze

Init –5; **Senses** blindsight 60 ft.; **Perception** –5**DEFENSE****AC** 4, **touch** 4, **flat-footed** 4 (-5 **Dex**, –1 size)**hp** 103 (9d8+63)**Fort** +10, **Ref** –2, **Will** –2**DR** 10/slashing; **Immune** electricity, fire, ooze traits**OFFENSE****Speed** 10 ft., **climb** 10 ft.**Melee** slam +15 (3d6+15 plus nauseating film)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** nauseating film, rolling inferno**STATISTICS****Str** 30, **Dex** 1, **Con** 24, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +6; **CMB** +17; **CMD** 22 (can't be tripped)**Skills** **Climb** +18**SPECIAL ABILITIES**

Nauseating Film (Su) When a roiling oil makes a successful slam attack, it coats a portion of its target in a clinging, reeking film. Creatures affected must succeed at a DC 19 Fortitude save or be nauseated for 1d4+1 rounds. On a successful save, they are instead nauseated for 1 round. This is a poison effect. Another creature can take a full-round action to scrape off some of the film and reduce the remaining duration of the nauseated condition by 1 round.

Rolling Inferno (Su) Roiling oil is both volatile and flammable. Although the ooze is immune to fire and electricity damage, any exposure to either energy type, mundane or magical, causes it to ignite in an explosion that deals 5d6 points of fire damage to all creatures and objects in a 20-foot radius (Reflex DC 21 half). When lit, a roiling oil loses its nauseating film ability but its slam attack deals an extra 2d6 points of fire damage on a successful hit and the ooze gains the burn special attack (Reflex DC 21 negates). Both DCs are Constitution-based. While ablaze, the roiling oil gives off smoke that creates concealment in the roiling oil's space and 5 feet beyond. This smoke functions like a *fog cloud* in the range indicated. Water does not extinguish the flames, but any cold damage or a gust of wind or similar effect smothers the flames. Otherwise, a roiling oil burns for 1 minute before returning to its original state. While the ooze is ablaze, any additional fire or electricity damage extends the duration but doesn't cause additional explosions.

Common – Alien Visitors

NEH-THALGGU, YOUNG (2)**CR 7**

CE Large aberration

Init +9; **Senses** darkvision 60 ft.; Perception +17**DEFENSE****AC** 22, touch 22, flat-footed 17 (+5 Dex, +7 insight)**hp** 85 (10d8+40)**Fort** +7, **Ref** +8, **Will** +11**DR** 10/magic; **Immune** confusion effects; **SR** 19**OFFENSE****Speed** 10 ft., fly 40 ft. (perfect)**Melee** bite +12 (1d6+5 plus poison), 2 claws +12 (1d4+5)**w/ Power Attack & Arcane Strike** bite +10 (1d6+11 plus poison), 2 claws +10 (1d4+11)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** rend (2 claws, 2d4+7, 2d4+15 w/ Power Attack & Arcane Strike)**Sorcerer Spells Known** (CL 7th; concentration +17)3rd (5/day)—*lightning bolt* (DC 16), *hold person* (DC 16)2nd (7/day)—*acid arrow*, *alter self*, *invisibility*1st (7/day)—*grease* (DC 14), *magic missile*, *ray of enfeeblement* (DC 14), *shield*, *unseen servant*0 (at will)—*acid splash*, *dancing lights*, *detect magic*, *mage hand*, *open/close*, *prestidigitation*, *read magic***STATISTICS****Str** 20, **Dex** 20, **Con** 19, **Int** 19, **Wis** 18, **Cha** 17**Base Atk** +7; **CMB** +12; **CMD** 34 (cannot be tripped)**Feats** Arcane Strike, Extend Spell, Combat Reflexes, Eschew Materials^B, Improved Initiative, Power Attack**Skills** Fly +19, Knowledge (arcana, dungeoneering, and planes) +23, Perception +17, Sense Motive +17, Spellcraft +17, Stealth +18, Use Magic Device +16**Languages** Abyssal, Aklo, Common, Draconic, Protean, Undercommon; telepathy (100 feet)**SQ** brain collection, strange knowledge**SPECIAL ABILITIES**

Brain Collection (Ex) A neh-thalggu can store up to seven humanoid brains and use them to enhance its knowledge and power. Each stored brain grants a neh-thalggu a cumulative +1 insight bonus to AC, concentration checks, and Knowledge checks. A neh-thalggu can extract a brain from a helpless opponent with a coup de grace attack, or as a standard action from a body that has been dead for no more than 1 minute. A neh-thalggu that has fewer than seven brains gains 1 negative level for each missing brain. These negative levels can never become permanent, but they can only be removed by replacing one of its collected brains. The stats presented here assume a monster with a full collection.

Poison (Ex) Bite—injury; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d2 Strength damage and staggered for 1 round; *cure* 2 consecutive saves. The save DC is Constitution-based.

Spells A neh-thalggu casts spells as a 7th-level sorcerer. For each negative level it takes from missing brains, its caster level is reduced by 1. A neh-thalggu with no collected brains cannot cast any of its spells.

Strange Knowledge (Ex) All Knowledge skills are class skills for neh-thalggus.

Neh-Thalgggu Spawn Cheat Sheet

3rd level spells

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

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

2nd level spells

Acid Arrow (conjuration(creation)[acid], VSM, long, 1rd+1rd/3lvls) – Ranged touch deals 2d4 acid/rd.

Alter Self (transmutation(polymorph), VSM, personal, 1min/lvl) – Turn into a Small or Medium humanoid. Gain +2 Dex if you turn into a small creature, +2 Str if you turn into a medium creature. If the creature has darkvision 60ft, low-light vision, scent or swim 30ft, you get it.

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

1st level spells

Grease (conjuration (creation), VSM, 1min/lvl) – Make a 10ft. square slippery. REF or fall over, Walk at half speed w/ a DC10 Acrobatics. Failure = can't move and REF or fall. OR make a weapon slippery. REF to avoid. Fail and drop the item and REF to pick it pack up or use it. OR +10 to one target's Escape Artist/CMB checks to get out of a grapple and CMD to avoid being grappled.

Magic Missile (evocation[force], VS, medium, SRyes) – 4 1d4+1 missiles of force

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

Shield (abjuration[force], VS, personal, 1min/lvl) – +4 force shield, blocks magic missiles

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

B2. Earth Guardians

EARTH ELEMENTAL, HUGE

CR 7

N Huge outsider (earth, elemental, extraplanar)

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

DEFENSE

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

hp 95 (10d10+40)

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

DR 5/–; **Immune** elemental traits

OFFENSE

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

Melee 2 slams +17 (2d8+9)

w/ Power Attack 2 slams +14 (2d8+15)

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

Special Attacks earth mastery

STATISTICS

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

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

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

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

SPECIAL ABILITIES

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

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

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

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

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

ROCK TROLL, ADVANCED (2)**CR 7**

CE Large humanoid (earth, giant)

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8**DEFENSE****AC** 23, touch 12, flat-footed 20 (+3 Dex, +11 natural, –1 size)**hp** 94 (7d8+63); regeneration 5 (acid or sonic)**Fort** +14, **Ref** +5, **Will** +5**Weaknesses** sunlight petrification**OFFENSE****Speed** 30 ft.**Melee** bite +13 (1d8+9), 2 claw +14 (1d6+9)**w/ Power Attack** bite +11 (1d8+13), 2 claw +12 (1d6+13)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rend (2 claws, 1d6+13, 1d6+19 w/ Power Attack)**STATISTICS****Str** 29, **Dex** 16, **Con** 28, **Int** 9, **Wis** 13, **Cha** 10**Base Atk** +5; **CMB** +15; **CMD** 28**Feats** Intimidating Prowess, Iron Will, Power Attack, Weapon Focus (claw)**Skills** Climb +13, Intimidate +12, Perception +8**Languages** Giant**SPECIAL ABILITIES**

Slave of Ayzrul (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 STONESHAPER (2)

CR 6

Human cleric of Ayrzul 7

NE Medium humanoid (human)

Init +3; **Senses** Perception +7

DEFENSE

AC 16, touch 9, flat-footed 16 (+7 armor, –1 Dex)**hp** 66 (7d8+28)**Fort** +8, **Ref** +2, **Will** +10**Resist** acid 10

OFFENSE

Speed 30 ft. (20 ft. in armor)**Melee** +1 *morningstar* +7 (1d8+2)**Ranged** light crossbow +4 (1d8/19–20)**Special Attacks** channel negative energy 4/day (DC 14, 4d6)**Domain Spell-Like Abilities** (CL 7th; concentration +11)7/day—*acid dart* (1d6+3 acid), *touch of evil* (3 rounds)**Cleric Spells Prepared** (CL 7th; concentration +11)4th—*spike stones*^D (DC 18), *summon monster IV*, *unholy blight* (DC 18)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), *bles*, *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** +5; **CMB** +6; **CMD** 15**Feats** Augment Summoning, Improved Initiative, Selective Channeling, Spell Focus (conjuration), Toughness**Skills** Knowledge (religion) +8, Linguistics +4, Perception +7, Sense Motive +14, Spellcraft +8**Languages** Common, Terran **Combat Gear** *potion of blur*, *potion of endure elements*, *potion of haste*, *potion of invisibility*; **Other Gear** +1 *breastplate*, +1 *morningstar*, light crossbow with 20 bolts, *cloak of resistance* +1, iron unholy symbol of Ayrzul

Ayrzul Stonelord's Cheat Sheet

4th level spells

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

Summon Monster IV (conjunction (summoning), 1 round, VSF, 1rd/lvl) – Summon a medium earth elemental or 1d4+1 small earth elementals

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

3rd level spells

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

Summon Monster 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.

Bless (enchantment(compulsion)[mind-affecting], VSDF, 50ft burst centered on you, 1min/lvl) - +1 morale 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 4d6, and if it chosen to harm, everyone gets a WILL for half.

Items

POTION OF BLUR

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

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 BREASTPLATE

Medium armor, +7 **Armor Bonus**, +3 **Max Dex**, -3 **ACP**, **ASF** 25%, **Price** 1,350 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

CLOAK OF RESISTANCE +1

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

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

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

B4. Heralds of Ayrzul

CRYSTAL DRAGON RAVENER**CR 17**

Ancient crystal dragon ravener

CE Huge undead (dragon, earth, extraplanar)

Init +4; **Senses** blindsense 120 ft., darkvision 240 ft., dragon senses, tremorsense 120 ft.; Perception +39**Aura** cowering fear, frightful presence (300 ft., DC 31)**DEFENSE****AC** 42, touch 13, flat-footed 42 (+5 deflection, +29 natural, –2 size)**hp** 367 (21d8+231)**Fort** +25, **Ref** +14, **Will** +19**Defensive Abilities** channel resistance +4, soul ward (21 points, 42 max); **DR** 15/good; **Immune** death and necromancy effects, sonic, undead traits; **SR** 28**OFFENSE****Speed** 60 ft., burrow 30 ft., climb 30 ft., fly 200 ft. (poor)**Melee** bite +32 (2d8+18/17–20), 2 claws +31 (2d6+12/19–20), tail slap +29 (2d6+18/19–20), 2 wings +29 (1d8+6/19–20)**w/ Power Attack** bite +26 (2d8+36/17–20), 2 claws +25 (2d6+24/19–20), tail slap +23 (2d6+36/19–20), 2 wings +23 (1d8+12/19–20)**Space** 15 ft.; **Reach** 10 ft. (15 ft. with bite)**Special Attacks** breath weapon (50-ft cone, DC 31, 20d4 sonic plus 2 negative levels), crush (Small creatures, DC 31, 2d8+18), energy drain (breath weapon), soul consumption, soul magic**Spell-Like Abilities** (CL 21st; concentration +32)At will—*color spray* (DC 22), *glitterdust* (DC 23), *rainbow pattern* (DC 25)3/day—*prismatic spray*, *stone to flesh* (DC 27)**Sorcerer Spells Known** (CL 12th; concentration +23)6th—*mislead* (DC 27)5th—*dismissal* (DC 26), *prying eyes*4th—*dimension door*, *phantasmal killer* (DC 25), *resilient sphere* (DC 25)3rd—*displacement*, *lightning bolt* (DC 24), *major image* (DC 24), *slow* (DC 24)2nd—*blindness/deafness* (DC 23), *invisibility*, *minor image* (DC 23), *mirror image*, *see invisibility*1st—*alarm*, *feather fall*, *magic aura*, *silent image* (DC 22), *unseen servant*0—*acid splash*, *arcane mark*, *detect magic*, *detect poison*, *ghost sound* (DC 21), *mage hand*, *message*, *read magic*, *touch of fatigue* (DC 21)**STATISTICS****Str** 35, **Dex** 10, **Con** —, **Int** 24, **Wis** 25, **Cha** 32**Base Atk** +21; **CMB** +35; **CMD** 50 (54 vs. trip)**Feats** Deceitful, Great Fortitude, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Lightning Reflexes, Multiattack, Power Attack, Vital Strike, Weapon Focus (bite)**Skills** Acrobatics +0 (+12 to jump), Appraise +31, Bluff +39, Climb +44, Disguise +36, Fly +16, Intimidate +43, Knowledge (dungeoneering) +31, Knowledge (geography) +31, Knowledge (planes) +31, Perception +39, Sense Motive +31, Stealth +24, Survival +31; **Racial Modifiers** +8 Intimidate, +8 Perception, +8 Stealth**Languages** Abyssal, Auran, Common, Draconic, Dwarven, Elven, Terran, Undercommon**SQ** ray reflection, razor sharp**SPECIAL ABILITIES****Breath Weapon (Su)** A ravener keeps the breath weapon of the base creature. In addition, a ravener's breath weapon bestows 2 negative levels on all creatures in the area. A successful Reflex save halves the

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

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

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

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

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

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

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

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

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

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

Ravener Cheat Sheet

6th level spells

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

5th level spells

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

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

4th level spells

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

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

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

3rd level spells

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

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

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

Slow (transmutation, VSM, close, 1 creature/lvl, all w/in 30ft. of each other, 1rd/lvl, SRyes) – WILL or staggered, -1 AC, attacks, REF, half movement.

2nd level spells

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

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

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

Mirror Image (illusion(figment), VS, personal, 1min/lvl) – 1d4+1/3lvls (max 8 total) images pop up in your space. Hits on you random between you and all your images. Miss by less than 5 pops an image.

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

1st level spells

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

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

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

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

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

Spell-Like Abilities

Color Spray (illusion(pattern)[mind-affecting], VSM, 15ft cone, SRyes) – WILL. If fail <=2HD are unconscious, blind and stunned for 2d4rds, <=4HD are blind and stunned for 1d4rd, everyone are stunned for 1rd.

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

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

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

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

Prismatic Spray Table

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

C1. Cultist Chambers

GUECUBU
CR 8

CE Medium undead (earth)

Init +8; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +18

Aura broken ground (30 ft., DC 20)

DEFENSE
AC 21, touch 15, flat-footed 16 (+4 Dex, +1 dodge, +6 natural)

hp 104 (11d8+55); fast healing 5

Fort +8, **Ref** +7, **Will** +11

Defensive Abilities channel resistance +2; **DR** 5/bludgeoning; **Immune** electricity, undead traits; **Resist** cold 10

OFFENSE
Speed 30 ft., burrow 15 ft.; earth glide

Melee bite +14 (1d8+6 plus misfortune), 2 slams +14 (1d6+6 plus misfortune)

Spell-Like Abilities (CL 8th; concentration +13)

 At will—*stone shape*

 3/day—*soften earth and stone, spike growth* (DC 18)

 1/day—*spike stones* (DC 19), *transmute mud to rock* (DC 20), *transmute rock to mud* (DC 20)

STATISTICS
Str 22, **Dex** 18, **Con** —, **Int** 13, **Wis** 18, **Cha** 21

Base Atk +8; **CMB** +14; **CMD** 29

Feats Combat Expertise, Dodge, Improved Initiative, Mobility, Spring Attack, Whirlwind Attack

Skills Acrobatics +15, Knowledge (nature) +12, Perception +18, Sense Motive +18, Stealth +18

Languages Abyssal, Common

SPECIAL ABILITIES
Broken Ground (Su) The ground in a 30-foot radius around a guecubu ripples and shudders unnaturally.

 This transforms the area surrounding a guecubu into difficult terrain. A guecubu can move through this area with no penalty. Consecrated ground cannot be affected by this ability, nor can any area warded by a *magic circle against chaos* or a *magic circle against evil*.

Misfortune (Su) A creature struck by a guecubu must make a DC 20 Will save or become permanently cursed with misfortune. The victim of this curse takes a –4 penalty on all attack rolls, saving throws, and skill checks, and any critical threat against the victim automatically confirms. If a guecubu hits a creature already suffering from this curse, the victim must make a DC 20 Will save or be staggered for 1 round. This is a curse effect. The save DC is Charisma-based.

Spring Attack As a full-round action, you can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

Whirlwind Attack When you use the full-attack action, you can give up your regular attacks and instead make one melee attack at your highest base attack bonus against each opponent within reach. You must make a separate attack roll against each opponent.

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

BONE PRIEST (2)**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*^D (DC 15)1st—*cause fear* (DC 14), *command* (DC 14), *lesser confusion*^D (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.

Guecubu's Cheat Sheet

At-Will

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.

3/day

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.

Spike Growth (transmutation, VSDF, Medium, 20 ft. square/lvl, 1hr/lvl, SRyes) – Moving through the area causes people to take 1d4 dmg for each 5ft., REF or movement is reduced by half until wounds are treated by a Heal check (DC=DC of spell)

1/day

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

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

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

Bone Priest's Cheat Sheet

2nd 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.

1st 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

Items**POTION OF ENDURE ELEMENTS**

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

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

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

The potion lasts for 24 hours.

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The potion lasts for 24 hours.

POTION OF CURE LIGHT WOUNDS

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

The drinker regains 1d8+1 hit points

POTION OF CURE LIGHT WOUNDS

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

The drinker regains 1d8+1 hit points

POTION OF REMOVE DISEASE

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

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

WAND OF LESSER RESTORATION (5 charges)

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

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

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*.

ELIXIR OF HEAL

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

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

C2. Staging Grounds

SHAITAN

CR 7

LN Large outsider (earth, extraplanar)

Init +5; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +14

DEFENSE

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, –1 size)

hp 85 (9d10+36)

Fort +10, **Ref** +4, **Will** +8

Immune electricity

OFFENSE

Speed 20 ft., burrow 60 ft., climb 20 ft.

Melee 2 slams +13 (2d6+5) or mwk scimitar +14/+9 (1d8+7/18–20)

w/ Power Attack 2 slams +10 (2d6+11) or mwk scimitar +11/+6 (1d8+16/18–20)

Space 10 ft., **Reach** 10 ft.

Special Attacks earth mastery, metalmorph, stone curse

Spell-Like Abilities (CL 9th, concentration +11, +15 defensively)

At will—*meld into stone*, *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *soften earth and stone*, *stone shape*, *veil* (self only)

3/day—quicken *glitterdust* (DC 14), *stoneskin*, *rusting grasp*, *stone tell*, *wall of stone*

1/day—*transmute mud to rock*, transmute rock to mud

STATISTICS

Str 20, **Dex** 13, **Con** 19, **Int** 14, **Wis** 14, **Cha** 15

Base Atk +9; **CMB** +15; **CMD** 26

Feats Combat Casting, Greater Bull Rush, Improved Bull Rush, Improved Initiative^B, Power Attack, Quicken Spell-Like Ability (*glitterdust*)

Skills Appraise +14, Bluff +14, Climb +25, Craft (gemcutting) +14, Knowledge (engineering) +14, Perception +14, Sense Motive +14, Spellcraft +14

Languages Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

SQ stone glide

SPECIAL ABILITIES

Earth Mastery (Ex) A shaitan gains a +1 bonus on attack and damage rolls and a +2 bonus on opposed Strength-based checks if both it and its foe are touching the ground. It takes a –4 penalty on attack and damage rolls against airborne or waterborne opponents.

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

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

Stone Curse (Su) If a shaitan wins a bull rush check by 5 or more and pushes its target into a stone barrier, the target must make a DC 19 Reflex save or be forced into the barrier as if the target had cast *meld into stone* until the victim makes a successful DC 19 Fortitude save as a full-round action to exit the stone. The save DCs are Strength-based.

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

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

N Tiny outsider (earth, elemental)

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

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

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

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

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).

C3. Warden of the Vault

SHAITAN (2)
CR 7

LN Large outsider (earth, extraplanar)

Init +5; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +14

DEFENSE
AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, –1 size)

hp 85 (9d10+36)

Fort +10, **Ref** +4, **Will** +8

Immune electricity

OFFENSE
Speed 20 ft., burrow 60 ft., climb 20 ft.

Melee 2 slams +13 (2d6+5) or mwk scimitar +14/+9 (1d8+7/18–20)

w/ Power Attack 2 slams +10 (2d6+11) or mwk scimitar +11/+6 (1d8+16/18–20)

Space 10 ft., **Reach** 10 ft.

Special Attacks earth mastery, metalmorph, stone curse

Spell-Like Abilities (CL 9th, concentration +11, +15 defensively)

 At will—*meld into stone*, *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *soften earth and stone*, *stone shape*, *veil* (self only)

 3/day—quicken *glitterdust* (DC 14), *stoneskin*, *rusting grasp*, *stone tell*, *wall of stone*

 1/day—*transmute mud to rock*, transmute rock to mud

STATISTICS
Str 20, **Dex** 13, **Con** 19, **Int** 14, **Wis** 14, **Cha** 15

Base Atk +9; **CMB** +15; **CMD** 26

Feats Combat Casting, Greater Bull Rush, Improved Bull Rush, Improved Initiative^B, Power Attack, Quicken Spell-Like Ability (*glitterdust*)

Skills Appraise +14, Bluff +14, Climb +25, Craft (gemcutting) +14, Knowledge (engineering) +14, Perception +14, Sense Motive +14, Spellcraft +14

Languages Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

SQ stone glide

SPECIAL ABILITIES
Earth Mastery (Ex) A shaitan gains a +1 bonus on attack and damage rolls and a +2 bonus on opposed Strength-based checks if both it and its foe are touching the ground. It takes a –4 penalty on attack and damage rolls against airborne or waterborne opponents.

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

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

Stone Curse (Su) If a shaitan wins a bull rush check by 5 or more and pushes its target into a stone barrier, the target must make a DC 19 Reflex save or be forced into the barrier as if the target had cast *meld into stone* until the victim makes a successful DC 19 Fortitude save as a full-round action to exit the stone. The save DCs are Strength-based.

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

WYSP, EARTH**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.

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**

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.

C3. Optional

CHALCHIKOSI

CR 16

Xiomorn ghost

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

Init +8; **Senses** darkvision 60 ft., tremorsense 120 ft.; Perception +31

DEFENSE

AC 28, touch 28, flat-footed 19 (+9 deflection, +8 Dex, +1 dodge)

hp 232 (16d8+144); fast healing 5

Fort +14, **Ref** +18, **Will** +14

Defensive Abilities channel resistance +4, incorporeal, rejuvenation; **DR** 10/adamantine and bludgeoning;

Immune flanking, undead traits; **SR** 25

OFFENSE

Speed fly 30 ft. (perfect)

Melee corrupting touch +24 touch (16d6) or

4 claws +24 (2d4+8/19–20)

w/ Power Attack 4 claws +19 (2d4+18/19–20)

Special Attacks corrupting gaze (DC 27), crystal burst, crystallization (DC 27), draining touch, infused earth, malevolence (DC 27), rend (2 claws, 2d4+9, w/ Power Attack 2d4+19), telekinesis (DC 27)

Spell-Like Abilities (CL 16th; concentration +25)

 At will—*dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *shatter* (DC 21), *statue*, *stone shape*, *stone tell*

 3/day—*command stone* (DC 28), *flesh to stone* (DC 25), *spike stones* (DC 23), *wall of stone*

 1/day—*summon monster VII* (earth elementals only), *symbol of scrying*^{UM}

STATISTICS

Str —, **Dex** 27, **Con** —, **Int** 27, **Wis** 18, **Cha** 28

Base Atk +16; **CMB** +24 (+26 sunder); **CMD** 44 (46 vs. sunder)

Feats Combat Reflexes, Dodge, Improved Critical (claw), Improved Sunder, Mobility, Power Attack, Spring Attack, Weapon Finesse

Skills Acrobatics +20, Climb +35, Craft (sculpture) +13, Disable Device +22, Fly +16, Heal +20, Knowledge (arcana) +27, Knowledge (dungeoneering) +27, Knowledge (geography) +27, Knowledge (nature) +27, Knowledge (planes) +27, Perception +31, Sense Motive +23, Spellcraft +27, Stealth +35, Use Magic Device +28; **Racial Modifiers** +8 Perception, +8 Stealth

SPECIAL ABILITIES

Command Stone (Sp) This ability functions as per *dominate monster*, equivalent to a 9th-level spell, but only on creatures with the earth subtype or constructs made out of stone. When used against a construct, this ability overcomes any spell resistance, but the effects last for only 1 round per level.

Corrupting Gaze (Su) The ghost is disfigured through age or violence, and has a gaze attack with a range of 30 feet that causes 2d10 damage and 1d4 Charisma damage (Fortitude save negates Charisma damage but not physical damage).

Corrupting Touch (Su) All ghosts gain this incorporeal touch attack. By passing part of its incorporeal body through a foe's body as a standard action, the ghost inflicts a number of d6s equal to its CR in damage. This damage is not negative energy—it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Fortitude save halves the damage inflicted.

Crystal Burst (Su) As a standard action once every 1d4 rounds, a xiomorn can create an explosion of razor-sharp crystals at a range of up to 120 feet. These crystals fill a 30-foot-radius burst and deal 12d6 points of piercing and slashing damage (Reflex DC 27 half). The save DC is Charisma-based.

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

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

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

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

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

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

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

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

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

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

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

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

GREATER EARTH ELEMENTAL CR 9

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

DEFENSE

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

hp 136 (13d10+65)

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

DR 10/—; **Immune** elemental traits

OFFENSE

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

Melee 2 slams +21 (2d10+10)

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

Special Attacks earth mastery

STATISTICS

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

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

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

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

HUGE EARTH ELEMENTAL CR 7

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

DEFENSE

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

hp 95 (10d10+40)

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

DR 5/—; **Immune** elemental traits

OFFENSE

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

Melee 2 slams +17 (2d8+9)

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

Special Attacks earth mastery

STATISTICS

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

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

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

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

LARGE EARTH ELEMENTAL CR 5

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

DEFENSE

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

hp 68 (8d10+24)

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

DR 5/—; **Immune** elemental traits

OFFENSE

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

Melee 2 slams +14 (2d6+7)

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

Special Attacks earth mastery

STATISTICS

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

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

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

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

SPECIAL ABILITIES

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

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

Language Terran

TELEKINESIS

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

Casting Time 1 standard action

Components V, S

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

Target or Targets see text

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

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

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

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

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

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

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

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

You must succeed on attack rolls (one per creature or object thrown) to hit the target with the items, using your base attack bonus + your Intelligence modifier (if a wizard) or Charisma modifier (if a sorcerer). Weapons cause standard damage (with no Strength bonus; note that arrows or bolts deal damage as daggers of their size when used in this manner). Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds (for hard, dense objects). Objects and creatures that miss their target land in a square adjacent to the target. Creatures who fall within the weight capacity of the spell can be hurled, but they are allowed Will saves (and spell resistance) to negate the effect, as are those whose held possessions are targeted by the spell.

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

D1. Forest of Exiles

VEELA, WATER (2)

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.

POTION OF ENDURE ELEMENTS

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

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

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

The potion lasts for 24 hours.

POTION OF CURE LIGHT WOUNDS

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

The drinker regains 1d8+1 hit points

POTION OF CURE LIGHT WOUNDS

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

The drinker regains 1d8+1 hit points

POTION OF REMOVE DISEASE

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

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

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*.

ELIXIR OF HEAL

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

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

D3. Servants of Kelizandri

DRAKE, FROST (2)

CR 7

CE Large dragon (cold)

Init +5; **Senses** darkvision 60 ft., low-light vision, scent, snow vision; Perception +10

DEFENSE

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, –1 size)

hp 84 (8d12+32)

Fort +10, **Ref** +7, **Will** +5

Immune cold, paralysis, sleep

Weaknesses vulnerability to fire

OFFENSE

Speed 20 ft., burrow 20 ft. (snow only), fly 60 ft. (average)

Melee bite +13 (2d6+6 plus 1d6 cold), tail slap +8 (1d8+3)

w/ Power Attack bite +10 (2d6+12 plus 1d6 cold), tail slap +5 (1d8+6)

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

Special Attacks freezing mist breath

STATISTICS

Str 22, **Dex** 13, **Con** 18, **Int** 8, **Wis** 9, **Cha** 13

Base Atk +8; **CMB** +15; **CMD** 26

Feats Flyby Attack, Improved Initiative, Power Attack, Vital Strike

Skills Climb +17, Fly +10, Intimidate +12, Perception +10, Stealth +8

Languages Draconic

SQ speed surge, icewalking

SPECIAL ABILITIES

Freezing Mist Breath (Su) A frost drake can, as a standard action, spit a ball of liquid that bursts into a cloud of freezing mist. This attack has a range of 60 feet and deals 7d6 points of cold damage (DC 18 Reflex half) to all creatures in a 20-foot-radius spread. The mist cakes all surfaces in the area with a sheet of slippery ice that turns the area into difficult terrain for 2d4 rounds, after which the ice cracks or melts enough to revert to the normal terrain features in the area. Once a frost drake has used its freezing mist breath, it cannot do so again for 1d6 rounds. The Reflex save is Constitution-based.

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

Speed Surge (Ex) Three times per day as a swift action, a frost drake may draw on its draconic heritage for a boost of strength and speed to take an additional move action in that round.

Snow Vision (Ex) A frost drake can see perfectly well in snowy conditions, and does not take any penalties on Perception checks while in snow.

E2. Prison Guards

QALLUPILLUK

CR 7

LE Medium monstrous humanoid (aquatic)

Init +2; **Senses** darkvision 60 ft.; Perception +13

Aura cloying scent (15 ft.)

DEFENSE

AC 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)

hp 76 (8d10+32)

Fort +6, **Ref** +10, **Will** +8

DR 5/cold iron; **Resist** cold 10, fire 10

OFFENSE

Speed 30 ft., swim 40 ft.

Melee bite +13 (1d6+5), 2 claws +13 (1d6+5 plus grab)

Ranged javelin +10 (1d6+4)

Special Attacks curse of scales

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

At will—*water breathing*

3/day—*charm animal* (DC 13), *charm person* (DC 13), *chill metal* (DC 14), *sleet storm*

1/day—*commune with nature*, *divination*

STATISTICS

Str 20, **Dex** 14, **Con** 19, **Int** 13, **Wis** 15, **Cha** 14

Base Atk +8; **CMB** +13 (+17 grapple); **CMD** 25

Feats Blind-Fight, Combat Reflexes, Lightning Reflexes, Stand Still

Skills Knowledge (nature) +9, Perception +13, Stealth +13, Survival +13, Swim +23

Languages Aklo, Aquan, Common, Giant

SQ amphibious

SPECIAL ABILITIES

Cloying Scent (Su) Qallupilluks exude a vaguely sweet and unexpectedly pleasant briny scent. This smell comforts and distracts humanoids and animals that come within 15 feet of the qallupilluk, causing such creatures to take a –2 penalty on saves against mind-affecting effects.

Curse of Scales (Su) If a qallupilluk grapples a Medium or Small humanoid opponent, her target begins transforming into an aquatic monster. Starting on the third consecutive round of grappling, the grappled target must succeed at a DC 18 Fortitude save every round or fully transform into a grindyflow, reefclaw, bunyip, merrow, or scrag. Once her target is fully transformed, the creature is then slavishly devoted to the qallupilluk that created it. If the qallupilluk is slain, the creature loses this devotion but remains transformed. The transformation ends after 1 hour or if the creature is slain. A qallupilluk can make this transformation permanent by performing a ritual that takes 10 minutes and deals 30 points of damage to the qallupilluk. This is a curse and polymorph effect. The save DC is Constitution-based.

VEELA, WATER (2)**CR 7**

N Medium outsider (extraplanar, water)

Init +3; **Senses** darkvision 60 ft.; **Perception** +12**DEFENSE****AC** 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)**hp** 85 (9d10+36)**Fort** +10, **Ref** +9, **Will** +6**DR** 10/magic; **Immune** cold; **SR** 18**Weaknesses** sickened**OFFENSE****Speed** 60 ft.**Melee** mwk dagger +13/+8 (1d4+5/19–20 plus 2d6 cold), mwk dagger +13/+8 (1d4+5/19–20 plus 2d6 cold) or 2 slams +14 (1d4+5 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** +14; **CMD** 27**Feats** Ability Focus (beckoning dance), Combat Reflexes, Double Slice, Improved Two-Weapon Fighting, Two-Weapon Fighting**Skills** Acrobatics +15, Bluff +17, Diplomacy +17, Knowledge (any one) +13, Perception +12, Perform (dance) +21, Sense Motive +12, Stealth +15, Swim +17; **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.

F1. Servants of Ymeri

SALAMANDER, ADVANCED

CR 7

CE Medium outsider (extraplanar, fire)

Init +3; **Senses** darkvision 60 ft.; **Perception** +16

DEFENSE

AC 22, touch 13, flat-footed 19 (+3 Dex, +9 natural)**hp** 92 (8d10+48)**Fort** +12, **Ref** +9, **Will** +8**DR** 10/magic; **Immune** fire**Weaknesses** vulnerability to cold

OFFENSE

Speed 20 ft.**Melee** spear +13/+8 (1d8+7/×3 plus 1d6 fire), tail slap +8 (2d6+2 plus 1d6 fire and grab) **w/ Power Attack** spear +10/+5 (1d8+16/×3 plus 1d6 fire), tail slap +5 (2d6+5 plus 1d6 fire and grab)**Ranged** javelin +11 (1d6+5 plus 1d6 fire)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with tail)**Special Attacks** constrict (2d6+7 plus 1d6 fire, 2d6+16 plus 1d6 fire w/ Power Attack), heat

STATISTICS

Str 20, **Dex** 17, **Con** 22, **Int** 18, **Wis** 19, **Cha** 17**Base Atk** +8; **CMB** +13 (+17 grapple); **CMD** 26 (can't be tripped)**Feats** Cleave, Iron Will, Power Attack, Skill Focus (Perception)**Skills** Acrobatics +14, Bluff +14, Craft (armorsmithing, blacksmithing, weaponsmithing) +19, Intimidate +14, Knowledge (planes) +15, Perception +18, Sense Motive +15, Stealth +14; **Racial Modifiers** +4 Craft (armorsmithing, blacksmithing, and weaponsmithing)**Languages** Common, Ignan

SPECIAL ABILITIES

Heat (Ex) A salamander generates so much heat that its mere touch deals an additional 1d6 points of fire damage. A salamander's metallic weapons also conduct this heat.

FIRE ELEMENTAL, LARGE (2)**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

TOTENMASKE (2)

CR 7

NE Medium undead (shapechanger)

Init +10; **Senses** darkvision 60 ft.; **Perception** +15

DEFENSE

AC 20, touch 16, flat-footed 14 (+6 Dex, +4 natural)**hp** 85 (10d8+40)**Fort** +7, **Ref** +9, **Will** +9**Immune** undead traits; **Resist** cold 20

OFFENSE

Speed 50 ft.**Melee** bite +13 (1d8+4 plus 1d4 Cha drain), 2 claws +13 (1d6+4)**Special Attacks** fleshdrink, shape flesh

STATISTICS

Str 18, **Dex** 23, **Con** —, **Int** 16, **Wis** 15, **Cha** 19**Base Atk** +7; **CMB** +11; **CMD** 27**Feats** Ability Focus (Charisma drain), Combat Expertise, Combat Reflexes, Improved Initiative, Weapon Finesse**Skills** Acrobatics +16 (+24 jump), Bluff +14, Diplomacy +14, Disguise +17, Perception +15, Sense Motive +15, Stealth +19**Languages** Abyssal, Celestial, Common, Infernal**SQ** change shape (the previous humanoid it successfully used its fleshdrink ability on; *alter self*)

SPECIAL ABILITIES

Charisma Drain (Su) A totenmaske can eat the hopes and dreams of a creature it bites, dealing 1d4 points of Charisma drain unless the victim makes a DC 21 Will save. The save DC is Charisma-based.**Fleshdrink (Su)** If a totenmaske hits a single creature with both claw attacks, the hollow claws drain away some of the target's flesh, dealing 1d6 points of Constitution damage and making the victim sickened for 1d4 rounds. A successful DC 19 Fortitude save negates the Constitution damage and reduces the sickened condition duration to 1 round. The save DC is Charisma-based.**Shape Flesh (Su)** By spending 1 minute in contact with a helpless creature, a totenmaske can reshape the target's face, causing flesh to cover vital features. The target may attempt a DC 19 Fortitude save to resist. Changes are permanent, but can be reversed with *heal*, *restoration*, or *regeneration*, or by surgically opening the sealed flesh with a DC 15 Heal check that takes 1d3 rounds and deals 1d4 points of damage even if the check is not successful. A totenmaske can use this ability on one of four different features per use: ears (target becomes deaf), eyes (target becomes blind), mouth (target cannot speak or eat), or nose (target cannot smell). Multiple uses can have increasingly serious effects (such as sealing the mouth and nose, which causes suffocation). The save DC is Charisma-based.

Items**ARC RIFLE (8 charges)**

Two-handed exotic (firearm) ranged weapon, 2d6 electricity damage; **Crit** x2; **Range** 150 ft.; **Capacity** 20, **Usage** 1 charge; **Price** 20,000 gp; **Weight** 6 lbs.

Automatic, Touch

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

POTION OF ENDURE ELEMENTS

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

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

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

The potion lasts for 24 hours.

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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*.

ELIXIR OF HEAL

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

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

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.

VEELA, FIRE (2)**CR 7**

N Medium outsider (extraplanar, fire)

Init +3; **Senses** darkvision 60 ft.; **Perception** +12**DEFENSE****AC** 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)**hp** 85 (9d10+36)**Fort** +10, **Ref** +9, **Will** +6**DR** 10/magic; **Immune** fire; **SR** 18**Weaknesses** vulnerable to cold**OFFENSE****Speed** 60 ft.**Melee** mwk dagger +13/+8 (1d4+5/19–20 plus 2d6 fire), mwk dagger +13/+8 (1d4+5/19–20 plus 2d6 fire) or 2 slams +14 (1d4+5 plus 2d6 fire)**Special Attacks** beckoning dance, elemental veil**Spell-Like Abilities** (CL 9th; concentration +14)At will—*resist energy* (fire only), *scorching ray*3/day—*cure serious wounds*, *suggestion* (DC 18)1/day—*dispel magic*, *fire snake* (DC 20)**STATISTICS****Str** 20, **Dex** 17, **Con** 19, **Int** 14, **Wis** 11, **Cha** 20**Base Atk** +9; **CMB** +14; **CMD** 27**Feats** Ability Focus (beckoning dance), Combat Reflexes, Double Slice, Improved Two-Weapon Fighting, Two-Weapon Fighting**Skills** Acrobatics +15, Bluff +17, Diplomacy +17, Knowledge (any one) +14, Perception +12, Perform (dance) +21, Sense Motive +12, Stealth +15; **Racial Modifiers** +4 Perform (dance)**Languages** Common, Ignan**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). Ending or resuming this effect is a standard action.

H1. Hitching a Ride

GUECUBU
CR 8

CE Medium undead (earth)

Init +8; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +18

Aura broken ground (30 ft., DC 20)

DEFENSE

AC 21, touch 15, flat-footed 16 (+4 Dex, +1 dodge, +6 natural)

hp 104 (11d8+55); fast healing 5

Fort +8, **Ref** +7, **Will** +11

Defensive Abilities channel resistance +2; **DR** 5/bludgeoning; **Immune** electricity, undead traits; **Resist** cold 10

OFFENSE

Speed 30 ft., burrow 15 ft.; earth glide

Melee bite +14 (1d8+6 plus misfortune), 2 slams +14 (1d6+6 plus misfortune)

Spell-Like Abilities (CL 8th; concentration +13)

 At will—*stone shape*

 3/day—*soften earth and stone, spike growth* (DC 18)

 1/day—*spike stones* (DC 19), *transmute mud to rock* (DC 20), *transmute rock to mud* (DC 20)

STATISTICS

Str 22, **Dex** 18, **Con** —, **Int** 13, **Wis** 18, **Cha** 21

Base Atk +8; **CMB** +14; **CMD** 29

Feats Combat Expertise, Dodge, Improved Initiative, Mobility, Spring Attack, Whirlwind Attack

Skills Acrobatics +15, Knowledge (nature) +12, Perception +18, Sense Motive +18, Stealth +18

Languages Abyssal, Common

SPECIAL ABILITIES

Broken Ground (Su) The ground in a 30-foot radius around a guecubu ripples and shudders unnaturally.

 This transforms the area surrounding a guecubu into difficult terrain. A guecubu can move through this area with no penalty. Consecrated ground cannot be affected by this ability, nor can any area warded by a *magic circle against chaos* or a *magic circle against evil*.

Misfortune (Su) A creature struck by a guecubu must make a DC 20 Will save or become permanently cursed with misfortune. The victim of this curse takes a –4 penalty on all attack rolls, saving throws, and skill checks, and any critical threat against the victim automatically confirms. If a guecubu hits a creature already suffering from this curse, the victim must make a DC 20 Will save or be staggered for 1 round. This is a curse effect. The save DC is Charisma-based.

Spring Attack As a full-round action, you can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

Whirlwind Attack When you use the full-attack action, you can give up your regular attacks and instead make one melee attack at your highest base attack bonus against each opponent within reach. You must make a separate attack roll against each opponent.

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

Guecubu's Cheat Sheet

At-Will

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.

3/day

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.

Spike Growth (transmutation, VSDF, Medium, 20 ft. square/lvl, 1hr/lvl, SRyes) – Moving through the area causes people to take 1d4 dmg for each 5ft., REF or movement is reduced by half until wounds are treated by a Heal check (DC=DC of spell)

1/day

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

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

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

CRYPT THING**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

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.

GOLEM, BONE**CR 8**

N Large construct

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +0**DEFENSE****AC** 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, –1 size)**hp** 90 (11d10+30)**Fort** +3, **Ref** +5, **Will** +3**DR** 5/adamantine and bludgeoning; **Immune** construct traits, magic**OFFENSE****Speed** 30 ft.**Melee** bite +14 (1d8+4), 2 slams +14 (2d6+4)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** bone prison (ranged touch +12)**STATISTICS****Str** 18, **Dex** 15, **Con** —, **Int** —, **Wis** 10, **Cha** 1**Base Atk** +11; **CMB** +16 (+20 disarm or grapple); **CMD** 28**Feats** Improved Initiative^B**SPECIAL ABILITIES**

Bone Prison (Ex) As a standard action, a bone golem can throw some of its bones at a creature within 30 feet—it must make a ranged touch attack to hit. These bones magically duplicate and form a cage surrounding struck creatures. Each round, the cage makes a combat maneuver check to deal the golem's slam damage, using the golem's CMB. If the check fails, the target is still trapped but takes no damage. The target can escape the grapple normally, or can break out of the bones by dealing 15 points of damage to the prison, which has the same AC, DR, and saves as the bone golem itself. Damage to the prison has no effect on the golem. The golem can only have one bone prison active at a time. If it wishes to create a second one, it (or some other creature) must first destroy the existing one.

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

- Magical effects that heal living creatures slow a bone golem (as per *slow*) for 1d4 rounds (no save).
- A magical attack that deals negative energy damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A bone golem gets no saving throw against attacks that deal negative energy damage.
- A *raise dead*, *resurrection*, or *true resurrection* spell negates its DR and immunity to magic for 1 minute.

Final Encounter – Mercenaries

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

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).

ONI, OGRE MAGE**CR 8**

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

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +13**DEFENSE****AC** 21, touch 12, flat-footed 18 (+4 armor, +3 Dex, +5 natural, –1 size)**hp** 92 (8d10+48); regeneration 5 (fire or acid)**Fort** +12, **Ref** +5, **Will** +10**SR** 19**OFFENSE****Speed** 40 ft., fly 60 ft. (good)**Melee** greatsword +14/+9 (3d6+10)**Ranged** composite longbow +10 (2d6+7)**Space** 10 ft.; **Reach** 10 ft.**Spell-Like Abilities** (CL 9th)Constant—*fly*At will—*darkness, invisibility*1/day—*charm monster* (DC 17), *cone of cold* (DC 18), *gaseous form, deep slumber* (DC 16)**STATISTICS****Str** 24, **Dex** 17, **Con** 23, **Int** 14, **Wis** 14, **Cha** 17**Base Atk** +8; **CMB** +16; **CMD** 29**Feats** Combat Expertise, Combat Reflexes, Improved Initiative, Iron Will**Skills** Bluff +14, Disguise +14, Fly +5, Intimidate +14, Knowledge (arcana) +13, Perception +13, Sense Motive +13, Spellcraft +13, Use Magic Device +14**Languages** Common, Giant**SQ** change shape (Small, Medium, or Large humanoid; *alter self* or *giant form I*), flightConstant**Fly** (transmutation, VSF, creature touched, 1min/lvl, SRyes) – Creature gains fly speed of 60ft, +1/2 lvl to Fly checks.At-Will**Darkness** (evocation[*darkness*], VMDF, object touched, 1min/lvl) – object radiates darkness in a 20ft. radius. Light level drops one step, nonmagical sources of light are shut off.**Invisibility** (illusion[*glamer*], VSM, creature touched, 1min/lvl, SRyes) – Become invisible until you attack1/day**Charm Monster** (enchantment[*charm*][*mind-affecting*], VS, close, 1 living creature, 1day/lvl) – WILL or target monster is your friend.**Cone of Cold** (evocation[*cold*], VSM, 60ft. cone, SRyes) – 1d6/lvl cold dmg (max 15d6). REF for half**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.

Deep Slumber (enchantment[*compulsion*][*mind-affecting*], VSM, 1 round, close, 10ft radius, 1 min/lvl, SRyes) – Like sleep, but affects up to 10HD of targets.

Final Encounter – Ayrzul’s Minions

EARTH ELEMENTAL, HUGE
CR 7

N Huge outsider (earth, elemental, extraplanar)

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

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

hp 95 (10d10+40)

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

DR 5/–; **Immune** elemental traits

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

Melee 2 slams +17 (2d8+9)

 w/ Power Attack 2 slams +14 (2d8+15)

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

Special Attacks earth mastery

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

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

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

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

SPECIAL ABILITIES

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

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

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

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

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.

Final Encounter – Confronting the Leaders

ONI, ADVANCED (2)
CR 9

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

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSE
AC 24, touch 14, flat-footed 19 (+4 armor, +4 Dex, +7 natural, –1 size)

hp 108 (8d10+64); regeneration 5 (fire or acid)

Fort +14, **Ref** +7, **Will** +12

SR 19

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

Melee greatsword +16/+11 (3d6+13)

Ranged composite longbow +12/+7 (2d6+9)

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

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

 Constant—*fly*

 At will—*darkness*, *invisibility*

 1/day—*charm monster* (DC 19), *cone of cold* (DC 20), *gaseous form*, *deep slumber* (DC 18)

STATISTICS
Str 28, **Dex** 21, **Con** 27, **Int** 18, **Wis** 18, **Cha** 21

Base Atk +8; **CMB** +18; **CMD** 33

Feats Combat Expertise, Combat Reflexes, Improved Initiative, Iron Will

Skills Bluff +16, Disguise +16, Fly +18, Intimidate +16, Knowledge (arcana, planes) +15, Perception +15, Sense Motive +15, Spellcraft +15, Use Magic Device +16

Languages Common, Giant

SQ change shape (Small, Medium, or Large humanoid; *alter self* or *giant form I*), flight

Constant
Fly (transmutation, VSF, creature touched, 1min/lvl, SRyes) – Creature gains fly speed of 60ft, +1/2 lvl to Fly checks.

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

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

1/day
Charm Monster (enchantment(charm)[mind-affecting], VS, close, 1 living creature, 1day/lvl) – WILL or target monster is your friend.

Cone of Cold (evocation[cold], VSM, 60ft. cone, SRyes) – 1d6/lvl cold dmg (max 15d6). REF for half

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.

Deep Slumber (enchantment(compulsion)[mind-affecting], VSM, 1 round, close, 10ft radius, 1 min/lvl, SRyes) – Like sleep, but affects up to 10HD of targets.