

A: Asteroid Surface

R1: The elementals emerge from the ground next to random PCs and slam, always using Power Attack and favoring foes on the ground. They try to position to cleave, and one may use bull rush to push foes adjacent so that the other may cleave. The gargoyle hovers to full attack, favoring foes in the air and spellcasters who it can grapple and carry into the air to drop.

R2-N: As per R1. If the gargoyle is safe in the air, it intimidates to aid the elementals. The elementals fight to the death, and the gargoyle flees if reduced to 15 hp or less.

MEDIUM EARTH ELEMENTALS (2) CR 3

N Medium outsider (earth, elemental, extraplanar)

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

DEFENSE

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

hp 34 (4d10+12)

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

Immune elemental traits

OFFENSE

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

Melee slam +8 (1d8+14); includes earth mastery and power attack

Special Attacks earth mastery

STATISTICS

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

Base Atk +4; **CMB** +8 (+11 bull rush, +9 overrun); **CMD** 18 (21 vs. bull rush, 19 vs. overrun)

Feats Cleave, Improved Bull Rush^B, Power Attack

Skills Acrobatics -1 (-5 to jump), Appraise +1, Climb +10, Knowledge (dungeoneering, planes) +2, Perception +7, Stealth +3

Languages Terran

SPECIAL ABILITIES

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.

ADVANCED GARGOYLE 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 bite +9 (1d4+4), 2 claws +9 (1d6+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 Acrobatics +4 (+8 to jump), Fly +15, Intimidate +8, Perception +10, Stealth +14 (+20 in stony areas); **Racial Modifiers** +2 Stealth, +6 Stealth in stony areas

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 Encounter: Horrors From Beyond

Initial conditions: The Courtiers of the Yellow King initially appear as dusky-skinned humans in yellow robes and turbans, and not as ugothols.

R1: Tumble into flanking positions (10-ft. reach), change shape, and sneak attack, grab, and blood drain. They use Combat Reflexes to use AoOs against foes moving through their 10-ft. threatened areas.

R2: Drop grabbed foe. Full attack if still flanking, or repeat R1 tactics. If cannot reach a foe for full attack or flank, move and intimidate.

R3-N: As R2. Flee if reduced to 15 hp or less, unless victory is still likely.

COURTIERS OF THE YELLOW KING (2)**CR 5**

Advanced faceless stalker (*Pathfinder RPG Bestiary* 288, *Pathfinder RPG Bestiary* 2 122)

CE Medium aberration (shapechanger)

Init +9; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 21, touch 15, flat-footed 16 (+5 Dex, +6 natural)

hp 52 (5d8+30) each

Fort +7, **Ref** +6, **Will** +8; +4 vs. non-illusory sense targeting effects

DR 5/piercing or slashing

OFFENSE

Speed 30 ft.

Melee 2 slams +9 (1d6+6 plus grab)

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

Special Attacks blood drain (1 Con), sneak attack +2d6

Spell-Like Abilities (CL 5th; concentration +10)

Constant—*tongues*

STATISTICS

Str 22, **Dex** 21, **Con** 22, **Int** 17, **Wis** 19, **Cha** 20

Base Atk +3; **CMB** +9 (+13 grapple); **CMD** 24

Feats Combat Reflexes, Deceitful, Improved Initiative

Skills Acrobatics +13, Bluff +12, Climb +10, Disguise +16 (+26 when using change shape), Escape Artist +21, Intimidate +9, Perception +10, Sleight of Hand +10, Stealth +13; **Racial Modifiers** +4 Disguise, +8 Escape Artist

Languages Aklo, Aquan, Common, Terran; *tongues*

SQ change shape (Medium humanoid; *alter self*), compression, faceless

SPECIAL ABILITIES

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

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

Common Encounter: Akitonian Explorers

Initial conditions: The shobhads are initially unfriendly but may become hostile if the PCs fail a DC 24 Bluff, Diplomacy, or Intimidate by 5 or more. Similarly, they become hostile if a PC attempts to sneak up and fails a DC 24 Stealth check.

R1: If still at range, the shobhads use their longrifles, targeting touch AC and favoring highly armored foes. They use their slams to strike foes who move through their 10-ft. reach. If at melee range, one or two engage to attack as many foes as possible while one or two drop back and ready to shoot a spellcaster when they start casting.

R2-N: The shobhads flee if at least one of them is reduced to negatives (ferocity) and another is reduced to less than 10 hp.

SHOBHADS (3) CR 4

N Large monstrous humanoid

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

DEFENSE

AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size)

hp 47 (5d10+20) each

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

Defensive Abilities ferocity; **Resist** cold 5

OFFENSE

Speed 40 ft.

Melee longsword +5 (2d6+5/19–20), longsword +5 (2d6+2/19–20), 2 slams +4 (1d6+2) or 4 slams +9 (1d6+5)

Ranged shobhad longrifle +6 (2d6/×4) or 2 javelins +5 (1d8+5)

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

STATISTICS

Str 20, **Dex** 13, **Con** 18, **Int** 10, **Wis** 11, **Cha** 13

Base Atk +5; **CMB** +11; **CMD** 22

Feats Combat Reflexes, Improved Initiative, Multiweapon Fighting, Weapon Focus (shobhad longrifle)^B

Skills Acrobatics +1 (+5 to jump), Intimidate +9, Perception +8, Stealth +5, Survival +8

Languages Giant, Shobhad

Gear hide armor, 2 longswords, 2 javelins, shobhad longrifle with 20 metal cartridges

SPECIAL ABILITIES

Ferocity (Ex) A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

Shobhad longrifle: 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 Encounter: Native Creatures

R1: The brood guards swarm and each swarm targets a different PC, favoring PCs affected by the matriarch's web. The matriarch stays out of reach on the side of a rockface and throws webs before finally descending to engage in melee, favoring foes affected by its webs and using step up to harry spellcasters.

R2-N: As R1. While the matriarch still lives and fights, the brood guard fight to the death. They flee if reduced to 5 hp or less if the matriarch is dead or has fled. The matriarch flees if reduced to 10 hp or less.

HIERTYN BROOD GUARDS (4)**CR 2**

Variant advanced dossenus (*Pathfinder RPG Bestiary* 288, *Pathfinder RPG Bestiary* 4 63)

N Small aberration

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

DEFENSE

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

hp 17 (2d8+8)

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

Weaknesses hydrophobia, light blindness, vulnerable to sonic

OFFENSE

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

Melee bite +6 (1d6+6/19–20)

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

STATISTICS

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

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

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

Skills Climb +24, Perception +7; **Racial Modifiers** +8 Climb

Languages Aklo

SPECIAL ABILITIES

Burrow A hiertyn can burrow through stone (or weaker materials such as wood) as easily as dirt.

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

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

Swarming (Ex) Members of this race are used to living and fighting communally with other members of their race. Up to two members of this race can share the same square at the same time. If two members of this race that are occupying the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

HIERTYN MATRIARCH CR 4Shriezyx (*Pathfinder RPG Bestiary 4* 244)

CE Medium aberration

Init +7; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +12**DEFENSE****AC** 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)**hp** 38 (7d8+7); regeneration 3 (fire)**Fort** +5, **Ref** +5, **Will** +6**Defensive Abilities** ferocity; **Immune** mind-affecting effects**Weaknesses** fear of sonic, vulnerable to sonic**OFFENSE****Speed** 30 ft., burrow 30 ft., climb 30 ft.**Melee** bite +8 (1d6+1 plus poison), 4 claws +8 (1d4+1)**Special Attacks** slowing toxin, web (+8 ranged, DC 14, 7 hp)**STATISTICS****Str** 13, **Dex** 17, **Con** 12, **Int** 3, **Wis** 12, **Cha** 2**Base Atk** +5; **CMB** +6; **CMD** 19 (31 vs. trip)**Feats** Great Fortitude, Improved Initiative, Step Up, Weapon Finesse**Skills** Climb +15, Perception +12; **Racial Modifiers** +4 Perception**Languages** Aklo, Thassilonian**SPECIAL ABILITIES****Burrow** A hiertyn can burrow through stone (or weaker materials such as wood) as easily as dirt.**Fear of Sonic (Ex)** A hiertyn matriarch within 30 feet of a sonic effect becomes shaken as long as it remains within that range.

If damaged by sonic, a hiertyn matriarch must make a successful Will save (DC equals the amount of sonic damage dealt) or become frightened for 1 round.

Poison (Ex) Bite—Injury; save Fort DC 14; freq 1/rd for 6 rds; effect 1d2 Str; cure 1 save.**Slowing Toxin (Su)** A hiertyn matriarch's web is coated with a supernatural toxin that numbs and deadens the nerves on contact. Any creature struck by a hiertyn matriarch's web must succeed at a DC 14 Fortitude save or become slowed (as the slow spell) for 1 minute. Each round, a victim may attempt a new DC 14 Fortitude save to end the effect early. This toxin fades quickly from spun webs – it can only affect targets on the round the web is spun. Existing webs remain sticky and tangled, but do not have this slowing effect. The save DC is Constitution-based.**Web (Ex)** Creatures with the web ability can use webs to support themselves and up to one additional creature of the same size. In addition, such creatures can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the web spinner. An entangled creature can escape with a successful Escape Artist check or burst the web with a successful Strength check. Both are standard actions with a DC equal to 10 + 1/2 the creature's HD + the creature's Constitution modifier. Attempts to burst a web by those caught in it take a –4 penalty.

Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed at a DC 20 Perception check to notice a web; otherwise, they stumble into it and become trapped as though by a successful web attack. A trapped creature gains a +5 bonus on attempts to escape or burst the webbing if it can walk on or grab something while pulling free. Each 5-foot-square section of web has a number of hit points equal to the Hit Dice of the creature that created it and DR 5/–.

A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Common Encounter: Alien Visitors

Initial conditions: The formians' hive mind is in effect and they approach with curiosity, telepathically communicating with the PCs, asking if they are sentient and whether they are native or visitors. If communication continues, it becomes apparent that the formians intend to capture the PCs for further study. Unless at least one of the PCs succeeds on a DC 24 Intimidate check, combat begins. If at any point the PCs attack, the formian's respond with hostility.

R1: The formians scuttle forward and attempt to grab and sting using their deadly grasp. They Step Up to keep threatened foes in range.

R2-N: As R1. A formian flees if reduced to 10 hp or less. The fourth formian flees if the other three do.

FORMIAN WARRIORS (4)**CR 3**

LN Medium monstrous humanoid

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

DEFENSE

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

hp 30 (4d10+8)

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

Resist sonic 10

OFFENSE

Speed 40 ft.

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

Special Attacks deadly grasp, poison

STATISTICS

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

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

Feats Skill Focus (Acrobatics), Step Up

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

Languages Common; telepathy 60 ft.

SQ coordinate, formian traits

SPECIAL ABILITIES

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

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

Hive Mind (Ex) Formians share a telepathic bond with other members of their hive that enhances their hive mates' perception. As long as a formian is within telepathic range of at least one hive mate, it gains a +4 racial bonus on initiative checks and Perception checks. If at least one formian disbelieves an illusion, all formians within its telepathic range are also considered to disbelieve that illusion. If one formian is aware of combatants, all other hive mates within the range of its telepathy are also aware of those combatants.

Poison (Ex) Type injury; Save Fort DC 14; Frequency 1/round for 6 rounds; Effect 1d2 Dex; Cure 1 save.

B2: Earth Guardians

Initial conditions: Curiously, the rock troll is the slave of the earth elemental, which uses the troll to soften up the PCs.

Initially, only the troll is clearly visible; the earth elemental is almost completely submerged in the ground, using earth glide.

R1: The troll charges into melee, positioning itself to threaten as many foes as possible, accepting AoOs to do so, and attempts to intimidate the largest threat. The elemental earth glides beneath the melee and remains submerged. The PCs must succeed on Perception checks opposed by the elemental's Stealth check (and modified for lighting and distance as per normal) to notice "a jagged boulder, a couple of feet wide, sinking into the rocky ground near where the troll was initially stood." This was the elemental's head; a PC who notices the strange event must succeed on a DC 16 Knowledge (planes) check to realize it was an earth elemental.

Once the troll has closed, a PC who succeeds at a DC 24 Sense Motive check can determine that the troll is under a compulsion to fight. A PC who succeeds at a DC 24 Knowledge (arcana or planes) or—assuming the ability to see magic auras, such as with *detect magic*—a DC 20 Spellcraft check can identify a set of runes on the troll and determine the effects of the slave of Ayrzul ability, noting that a 'conduit to earth' must be nearby.

R2: The troll full attacks the largest threat, always using power attack, and 5-ft. steps to keep as many others in reach as possible. The elemental emerges halfway out of the ground, wall, or ceiling (5-ft. step) and full attacks from a position flanking with the troll and threatening as many additional opponents as possible.

Once the elemental has emerged, a PC who succeeds (or who has already succeeded) at a DC 24 Knowledge (arcana or planes) or—assuming the ability to see magic auras, such as with *detect magic*—a DC 20 Spellcraft check can identify a set of runes on the elemental and determine the effects of the conduit of earth ability.

R3-N: As R2. If the elemental is reduced to 20 hp or less, it earth glides back below the melee, fleeing if the troll has been slain, or remaining submerged nearby if it has not. As long as the elemental remains alive, the rock troll fights to the death. It surrenders if it loses the slave of Ayrzul ability.

ADVANCED LARGE EARTH ELEMENTAL CR 6

N Large outsider (earth, elemental, extraplanar)

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

DEFENSE

AC 22, touch 10, flat-footed 21 (+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 +14 (2d6+16); includes earth mastery and power attack

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

Special Attacks conduit of earth, earth mastery

STATISTICS

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

Base Atk +8; **CMB** +16 (+21 bull rush, +19 overrun); **CMD** 29 (32 vs. bull rush, 32 vs. overrun)

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

Skills Acrobatics +1 (-3 to jump), Appraise +11, Climb +20, Knowledge (dungeoneering, planes) +11, Perception +13, Stealth +8

Languages Terran

SPECIAL ABILITIES

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

Earth 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.

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 +9 (1d8+11), 2 claws +10 (1d6+11); include power attack**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rend (2 claws, 1d6+10)

STATISTICS

Str 25, **Dex** 12, **Con** 24, **Int** 5, **Wis** 9, **Cha** 6**Base Atk** +5; **CMB** +11; **CMD** 24**Feats** Intimidating Prowess, Iron Will, Power Attack, Weapon Focus (claw)**Skills** Climb +11, Intimidate +10, Perception +6**Languages** Giant**SQ** slave of Ayrzul

SPECIAL ABILITIES

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

Initial conditions: The cultists are at the edge of the battlements on either side of the gate, positioned to watch the approach.

They interrupt other actions to cast *dispel magic* at any *fly* spells that appear to be in use by the PCs, to drink their *potions of haste* if a PC who can see them closes to imminent melee range, or to heal themselves if they are below half hit-points.

R1: The cultists call out a warning when they see a PC as a free action, retrieve and drink their *potions of invisibility*, and 5-ft. step away from the nearest PC.

R2: The cultists begin casting *summon monster III*.

R3: The cultists finish casting and 2d3 small earth elementals appear and attack the PCs, including any who may have fallen down the pit, freely using earth glide to get into advantageous positions. Still invisible, both cultists cast *shield of faith* and reposition away from the PCs

R4: The cultists reposition and cast *sound burst*, becoming visible.

R5: The cultists cast a second *sound burst*, repositioning before or after.

R6: If the PCs have closed to melee, the cultists channel negative energy, deselecting up to 1 ally. If not, they cast *bane*.

R7: If the PCs have closed to melee, the cultists channel negative energy, deselecting up to 1 ally. If not, they cast *cause fear* on the nearest PC.

R8+: If the PCs have closed to melee, the cultists continue channeling negative energy. Any elementals still alive disappear after their attacks. When the cultist's have used up all their channels, they drink their *potions of haste* and fight to the death, "By the power... of Ayrzul!"

AYRZUL CULTISTS (2)**CR 5**

Human cleric of Ayrzul 6

NE Medium humanoid (human)

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

DEFENSE

AC 15, touch 9, flat-footed 15 (+6 armor, -1 Dex); +2 deflection vs. attacks made or effects created by evil creatures

hp 57 (6d8+24)

Fort +7, **Ref** +1, **Will** +9; +2 vs. attacks made or effects created by evil creatures

Resist acid 10

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee +1 *morningstar* +6 (1d8+2)

Ranged light crossbow +3 (1d8/19-20)

Special Attacks channel negative energy 4/day (DC 18, 3d6); includes bonus from *unhallow*

Domain Spell-Like Abilities (CL 6th; concentration +10)

7/day—acid dart (1d6+3 acid), touch of evil (3 rounds)

Cleric Spells Prepared (CL 6th; concentration +10)

3rd—*cure serious wounds*, *dispel magic*, *stone shape*^D, *summon monster III*

2nd—*cure moderate wounds* (2), *soften earth and stone*^D, *sound burst* (2, DC 16)

1st—*bane* (DC 15), *cause fear* (2, DC 15), *magic stone*^D, *shield of faith*

0 (at will)—*detect magic*, *guidance*, *light*, *resistance*

D Domain spell; **Domains** Earth, Evil

STATISTICS

Str 12, **Dex** 8, **Con** 14, **Int** 10, **Wis** 18, **Cha** 13

Base Atk +4; **CMB** +5; **CMD** 14

Feats Improved Initiative, Selective Channeling, Spell Focus (conjuration), Toughness

Skills Acrobatics -4 (-8 to jump), Knowledge (religion) +7, Linguistics +4, Perception +6, Sense Motive +13, Spellcraft +8

Languages Common, Terran

Combat Gear *potion of endure elements*, *potion of haste*, *potion of invisibility*; **Other Gear** +1 *scale mail*, +1 *morningstar*, crossbow bolts (20), light crossbow, iron unholy symbol of Ayrzul

SMALL EARTH ELEMENTALS (1-3)**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); +2 deflection vs. attacks made or effects created by evil creatures**hp** 13 (2d10+2)**Fort** +4, **Ref** -1, **Will** +3; +2 vs. attacks made or effects created by evil creatures**Immune** elemental traits

OFFENSE

Speed 20 ft., burrow 20 ft.; earth glide**Melee** slam +6 (1d6+8); includes earth mastery and power attack**Special Attacks** earth mastery

STATISTICS

Str 16, **Dex** 8, **Con** 13, **Int** 4, **Wis** 11, **Cha** 11**Base Atk** +2; **CMB** +4 (+7 bull rush, +5 overrun); **CMD** 13 (16 vs. bull rush, 14 vs. overrun)**Feats** Improved Bull Rush, Power Attack**Skills** Acrobatics -1 (-5 to jump), Appraise +1, Climb +7, Knowledge (dungeoneering, planes) +1, Perception +4, Stealth +7

SPECIAL ABILITIES

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.

C1: Cultist Chambers

Initial conditions: Living creatures without the earth subtype take 1d6+1 radiation damage each round. Magic items and spells that isolate a creature from the environment such as a *pressure suit*, *life bubble* or *planetary adaptation* prevent this damage. Creatures suffer these effects only during combat encounters, not while exploring the region as a whole.

The crypt things appear as human corpses dressed in blue robes and with their throats cut.

R1: The crypt things moves to get as many foes within their fear auras as possible and intimidate a dangerous-looking warrior.

R2: If, after the effects of their fear auras, a crypt thing has at least half the party (round up) within 50 feet, it uses its teleporting burst and then *dimension doors* next to a suitable victim, such as a panicked or frightened foe. If it does not have at least half the party within 50 feet, it repeats R1.

R3: The crypt thing full attacks isolated opponents until they are dead and then *dimension doors* to another. Its fear aura must be saved against each round.

R4: As R3. If it has not used its teleporting burst, it does so as soon as it has at least half the party within 50 ft. The crypt things fight to the death.

CRYPT THINGS (2) CR 5

NE Medium undead

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

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

DEFENSE

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

hp 52 (8d8+16)

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

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, Terran

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.

C2: Staging Grounds

R1: The xorn charges to deliver its bite attack, remaining within 30 ft of a wysp. The earth wysps move to aid the xorn and use their servitor ability, one aiding the xorn's AC, and the other aiding the xorn's attacks vs. its most dangerous melee opponent. Each must succeed on an attack roll against AC 10 to provide either a +4 bonus on the xorn's next attack roll against that opponent or a +4 bonus to AC against that opponent's next attack.

R2: The xorn full attacks and the wysps continue to aid another. If the xorn is reduced to less than 20 hp, or if a wysp fears it will be slain before it can act again, a wysp uses living battery to heal the xorn of 14 points of damage.

R3: As R2. The xorn and the wysps fight to the death.

XORN CR 6

N Medium outsider (earth, extraplanar)

Init +0; **Senses** all-around vision, darkvision 60 ft., tremorsense 60 ft.; Perception +14

DEFENSE

AC 21, touch 10, flat-footed 21 (+11 natural)

hp 66 (7d10+28)

Fort +8, **Ref** +2, **Will** +5

DR 5/bludgeoning; **Immune** cold, fire, flanking; **Resist** electricity 10

OFFENSE

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

Melee bite +10 (4d6+9), 3 claws +10 (1d4+9); includes power attack and resonance

STATISTICS

Str 17, **Dex** 10, **Con** 17, **Int** 10, **Wis** 11, **Cha** 10

Base Atk +7; **CMB** +8 (+10 bull rush); **CMD** 20 (22 vs. bull rush)

Feats Cleave, Improved Bull Rush, Power Attack, Toughness

Skills Acrobatics +0 (-4 to jump), Appraise +10, Intimidate +10, Knowledge (dungeoneering) +10, Perception +14, Stealth +10, Survival +10; **Racial Modifiers** +4 Perception

EARTH WYSPS (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 +8 (1d3+6); includes power attack and resonance

Space 2½ ft.; **Reach** 0 ft.

STATISTICS

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

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

Feats Power Attack, Toughness

Skills Acrobatics +1 (-3 to jump), Bluff +7, Climb +7, Knowledge (dungeoneering, engineering, planes) +5, Perception +7, Sense Motive +7

Languages Terran

SQ living battery, servitor

SPECIAL ABILITIES

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

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

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

C3: Warden of the Vault

Initial conditions: Living creatures without the earth subtype take 1d6+1 radiation damage each round. Magic items and spells that isolate a creature from the environment such as a *pressure suit*, *life bubble* or *planetary adaptation* prevent this damage. Creatures suffer these effects only during combat encounters, not while exploring the region as a whole.

Initially, only the pechs are clearly visible; the earth elemental is almost completely submerged in the ground, using earth glide. The pechs start in and around the western alcove in the central chamber, and the elemental starts near its northern tunnel. The PCs enter the chamber from the south.

R1: The four pechs work together to cast *wall of stone* and trap one or two PCs weaker looking PCs. The elemental earth glides beneath the melee and remains submerged. The PCs must succeed on Perception checks opposed by the elemental's Stealth check (and modified for lighting and distance as per normal) to notice "a misshapen rock, a couple of feet wide, sinking into the ground near an opposite tunnel." This was the elemental's head; a PC who notices the strange event must succeed on a DC 16 Knowledge (planes) check to realize it was an earth elemental.

R2: The pechs move to attack, favouring foes on the ground and only dropping power attack if they miss on two consecutive rounds. The elemental emerges halfway out of the ground, wall, or ceiling (5-ft. step) and full attacks from a position flanking with one or more pechs and threatening as many additional opponents as possible.

R3: As R2. The elemental fights to the death. The pechs flee if the elemental and at least half their number are defeated.

PECHS (4)**CR 3**

N Small fey (earth)

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

DEFENSE

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

hp 27 each (6d6+6)

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

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

Weaknesses light blindness

OFFENSE

Speed 20 ft.

Melee mwk heavy pick +9 (1d4+10/×4); includes earth mastery and power attack

Special Attacks earth mastery, stone knowledge

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

3/day—*stone shape*, *stone tell*

1/day—pech magic

STATISTICS

Str 19, **Dex** 12, **Con** 13, **Int** 12, **Wis** 13, **Cha** 12

Base Atk +3; **CMB** +6 (+7 bull rush, +7 overrun); **CMD** 17 (18 vs. bull rush, 18 vs. overrun)

Feats Cleave, Great Fortitude, Power Attack

Skills Acrobatics +1 (–3 to jump), Climb +13, Craft (stonemasonry) +12, Knowledge (dungeoneering, engineering) +10, Perception +10, Profession (miner) +14, Stealth +14; **Racial Modifiers** +4 Craft (stonemasonry), +4 Profession (miner)

Languages Terran, Undercommon

Gear masterwork heavy pick

SPECIAL ABILITIES

Earth Mastery (Ex) A pech gains a +1 bonus on attack and damage rolls if both it and its foes are touching the ground. If an opponent is airborne or waterborne, the pech takes a –4 penalty on attack and damage rolls.

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

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

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

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 +12 (2d6+14); includes earth mastery and power attack

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** +14 (+19 bull rush, +17 overrun); **CMD** 25 (28 vs. bull rush, 28 vs. overrun)

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

Skills Acrobatics -1 (-5 to jump), Appraise +6, Climb +15, Knowledge (dungeoneering) +3, Knowledge (planes) +6, Perception +11, Stealth +5

Languages Terran

SPECIAL ABILITIES

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.

D1: Forest of Exiles

Initial conditions: The rocky surface is somewhat slippery, but not a serious impediment; it imposes a –2 penalty on Acrobatics checks attempted in this area, but does not act as difficult terrain. The PCs arrive in time to see one of Zhaleh's loyalists, a water veela at 10% of its starting hit points, pleading for mercy, and they turn to the PCs for aid. If the PCs do not engage within 2 rounds of spotting the encounter, the other water veela slays the rebel.

The water creatures here all have the sickened condition as the cold environment makes them sluggish.

R1: The veela wreathes itself in its elemental veil (attackers using natural or handheld weapons take 1d6+9 cold damage and the veela takes half-damage from fire attacks [none on a successful save for half]) and moves into a defensive position.

R2: The veela targets a dangerous-looking opponent with its beckoning dance.

R3+: The veela targets a new opponent to join the dance until all opponents have been targeted. The veela continues dancing for as long as it is safe to do so, up to 1 minute. Fatigued targets may become exhausted. If the veela is attacked, it *suggests* that the attacker stand and watch the dancing.

Rn: When the dance is finished or no longer viable, the veela moves to get as many foes in its *cone of cold* as possible before engaging in melee, interspersing its attacks with spell-like abilities as appropriate.

WATER VEELA CR 7

N Medium outsider (extraplanar, water)

Init +1; **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 30 ft., swim 30 ft.

Melee mwk dagger +11/+6 (1d4+3/19–20 plus 1d6 cold), mwk dagger +11/+6 (1d4+3/19–20 plus 1d6 cold) or 2 slams +12 (1d4+3 plus 1d6 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** 25

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

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

Languages Aquan, Common, Terran

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 damage on any successful melee attack. This is electricity damage for an air veela, bludgeoning damage for an earth veela, fire damage for a fire veela, and cold damage for a water veela. 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 damage of the same damage type as the extra melee damage. Ending or resuming this effect is a standard action.

D3: Servants of Kelizandri

Initial conditions: If the asteroid's rotation has resumed, the wolves have the sickened condition due to the warming temperature.

R1: The wolves move and breathe, getting as many foes as possible. They interrupt subsequent actions to breathe whenever it becomes usable again, provided that it is damaging their enemies.

R2: When they can't use their breath weapon, the wolves move to flank a foe, bite, and trip.

R3: As R2. A wolf flees if it is reduced to 15 hp or less.

WINTER WOLVES (2) CR 5

NE Large magical beast (cold)

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

DEFENSE

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

hp 57 (6d10+24) each

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

Immune cold

Weaknesses vulnerable to fire

OFFENSE

Speed 50 ft.

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

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

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

STATISTICS

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

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

Feats Improved Initiative, Run, Skill Focus (Perception)

Skills Acrobatics +1 (+5 to jump with a running start, +9 to jump), Perception +11, Stealth +4 (+10 in snow), Survival +5;

Racial Modifiers +2 Perception, +2 Stealth (+6 in snow), +2 Survival

Languages Common, Giant

E2: Prison Guards

Initial conditions: The entire area is submerged in cold water to a depth of about 4 feet, and the marks designate areas that the depth plunges to 15 feet. The water is still and only requires a DC 10 Swim check to navigate, but submerged PCs treat the area as extreme cold (*Pathfinder RPG Core Rulebook* 442).

The freezing flow is motionless just inside the entrance to the middle southern chamber from the west, and the hags are waiting just inside the entrance to the southeastern chamber. When the lead PCs round the corner of the southwestern chamber, initially, only the hags are visible (assuming the PCs' vision or light reaches the 40-ft. distance), and all the PCs must make two Fort saves vs. their horrific appearances. The freezing flow lays at rest between the PCs and the hags, and each PC must succeed on a Perception check to notice it on their initiative count until it moves or attacks.

R1: The hags move into range and use their evil eye curses on a PC, targeting a single PC warrior-type if possible. Victims who fall comatose begin drowning if they cannot breathe water. The freezing flow delays until it is blundered into, or is attacked, and then moves to slam, grab, and constrict, holding the victim beneath the water.

R2: The hags continue to target foes with their evil eyes while the freezing flow blocks foes from getting to them. If engaged in melee while they still have uses of their curses available, they retreat across the deeper patches of water to exhaust that ability before fighting with their claws.

R3: As R2. The freezing flow fights to the death. A hag flees if reduced to 13 hp or less.

FREEZING FLOW CR 4

N Large ooze (cold, water)

Init +3; **Senses** blindsense 60 ft.; Perception -5

DEFENSE

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

hp 47 (5d8+25)

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

Immune cold, ooze traits

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft., swim 20 ft.

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

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

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

STATISTICS

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

Base Atk +3; **CMB** +8 (+12 grapple); **CMD** 21

Skills Acrobatics +3 (-1 to jump), Swim +12

SQ crystalline

SPECIAL ABILITIES

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

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

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

SEA HAGS (2)**CR 4**

CE Medium monstrous humanoid (aquatic)

Init +3; **Senses** darkvision 60 ft.; Perception +11**Aura** horrific appearance (DC 14)**DEFENSE**

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)**hp** 38 (4d10+16) each**Fort** +5, **Ref** +7, **Will** +5**SR** 15

OFFENSE

Speed 30 ft., swim 40 ft.**Melee** 2 claws +8 (1d6+4)

STATISTICS

Str 19, **Dex** 16, **Con** 18, **Int** 12, **Wis** 13, **Cha** 15**Base Atk** +4; **CMB** +8; **CMD** 21**Feats** Skill Focus (Bluff, Perception)**Skills** Bluff +9, Knowledge (planes) +5, Perception +11, Stealth +10, Swim +19**Languages** Common, Giant**SQ** amphibious, evil eye

SPECIAL ABILITIES

Evil Eye (Su) Three times per day, a sea hag can cast her dire gaze upon any single creature within 30 feet. The target must succeed on a DC 14 Will save or be staggered as strange nebulous distress and a gnawing sense of impending doom plagues the victim. If a sea hag uses her evil eye on someone already afflicted by this curse, the victim must make a DC 14 Fortitude save or be overwhelmed with fright and collapse into a comatose state for 3 days. Each day that passes, the comatose victim must make a DC 14 Fortitude save or perish. The evil eye is a mind-affecting fear effect. The save DCs are Charisma-based. *Evil Eye Curse:* Gaze; save Will DC 14; frequency 1/day; effect staggered (or fall comatose if already under the effects of the evil eye).

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

F1: Servants of Ymeri

Initial conditions: The lava on the map is molten lava, with an average depth of several inches (dealing 2d6 damage per round if stepped in). Hopping between solid patches of rock protects a creature from the damage.

R1: The rast floats 10-ft. above the lava flow, and flies to get as many foes as within range of its gaze as possible, targeting a warrior-type with an active use. The fire elemental uses spring attack to try to lure PCs into the lava field and prevent them from gaining full attacks. PCs that do not avert their gaze from the rast must save vs. its gaze at the start of their turns.

R2: The rast concentrates its melee attacks on a foe that isn't paralyzed, using flyby attack to remain over the lava field. The fire elemental continues to spring attack, favoring paralyzed foes. If all foes are paralyzed, the elemental and rast move in to coup de grace.

R3: As R3. The ravenous rast flees only if reduced to 5 hp or less. The elemental flees if it is reduced to 10 hp or less.

RAST CR 5

N Medium outsider (extraplanar, fire)

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

DEFENSE

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

hp 51 (6d10+18)

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

Immune fire

Weaknesses vulnerable to cold

OFFENSE

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

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

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

STATISTICS

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

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

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

Skills Acrobatics +1 (-11 to jump), Fly +5, Perception +10, Stealth +10

Languages Ignan (can't speak)

SPECIAL ABILITIES

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

LARGE FIRE ELEMENTAL 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 vulnerable to cold

OFFENSE

Speed 50 ft.

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

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

Special Attacks burn (1d8 fire, 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 (+22 to jump), Climb +9, Escape Artist +12, Intimidate +9, Knowledge (planes) +5, Perception +11

Languages Ignan

SPECIAL ABILITIES

Burn (Ex) A creature with the burn special attack deals fire damage in addition to damage dealt on a successful hit in melee.

Those affected by the burn ability must also succeed at a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn (DC = 10 + 1/2 the racial HD of the creature with burn + that creature's Constitution modifier). A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must attempt a Reflex save to avoid catching on fire (*Pathfinder RPG Core Rulebook* 444).

F2: Crash Site

R1: The skeletal champions move as a unit to block the path to their captain, delivering power attacks with their longswords and cleaving whenever possible. The sniper uses a full attack to fire two shots with its arc pistol, favoring targets wearing medium or heavy metal armor. If the sniper needs to move farther than a 5-ft. step, it uses a single shot with Vital Strike instead.

R2: As R1. The undead fight to the death.

SKELETAL CHAMPIONS (3) CR 2

Human skeletal champion warrior 1 (*Pathfinder RPG Bestiary* 252)

NE Medium undead

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

DEFENSE

AC 21, touch 11, flat-footed 20 (+6 armor, +1 Dex, +2 natural, +2 shield)

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

Fort +3, **Ref** +1, **Will** +3; +4 bonus vs. channeled energy

Defensive Abilities channel resistance +4; **DR** 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee mwk longsword +6 (1d8+5/19–20) or 2 claws –1 (1d4+2)

STATISTICS

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

Base Atk +2; **CMB** +4; **CMD** 16

Feats Cleave, Improved Initiative, Power Attack, Weapon Focus (longsword)

Skills Acrobatics –5 (–9 to jump), Intimidate +7, Perception +6, Stealth –2

Languages Common

Gear breastplate, heavy steel shield, mwk longsword, pressure suit

SKELETAL SNIPER CR 5

Human skeletal champion fighter 6 (*Pathfinder RPG Bestiary* 252)

CE Medium undead

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

DEFENSE

AC 19, touch 15, flat-footed 14 (+2 armor, +5 Dex, +2 natural)

hp 62 (8 HD; 2d8+6d10+16)

Fort +7, **Ref** +7, **Will** +8 (+2 vs. fear); +4 bonus vs. channeled energy

Defensive Abilities channel resistance +4; **DR** 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.

Melee short sword +10 (2d6+3/19–20) or 2 claws +5 (2d4+1)

Ranged arc pistol +11/+11 (1d8+8 electricity) or +13 (2d8+8 electricity); includes Deadly Aim, Point-Blank Shot, Vital Strike

Special Attacks weapon training (firearms +1)

STATISTICS

Str 16, **Dex** 20, **Con** —, **Int** 8, **Wis** 12, **Cha** 14

Base Atk +7; **CMB** +10; **CMD** 25

Feats Deadly Aim, Exotic Weapon Proficiency (firearms), Improved Initiative, Iron Will, Persuasive, Point-Blank Shot, Precise Shot, Vital Strike, Weapon Focus (arc pistol), Weapon Specialization (arc pistol)

Skills Climb +10, Diplomacy +4, Intimidate +11, Knowledge (engineering) +6, Profession (starship captain) +12, Survival +8

Languages Common

SQ armor training 1

Gear leather armor, arc pistol (10 charges), short sword, pressure suit

Arc Pistol: one-handed ranged firearm; range 50 ft.; Special semi-automatic, touch; An arc pistol emits bolts of ionized particles that it then electrifies, creating a crackling beam of electricity between it and its target. Arc pistols gain a +2 circumstance bonus on attack rolls against targets that are metal or are wearing medium or heavy metal armor.

Pressure Suit: This magical full-body suit completely protects the wearer from temperature extremes (as if by *endure elements*) and pressure dangers of hard vacuum, 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.

G1: Inferno's Court (exhibition fight)

R1: The jann turn *invisible* and reposition in the air above the PCs, out of reach. If Fahaz has not been drawn into the fight, the wysps who cannot use their resonance with the jann, simply fly to attack, favoring spellcasters. They fight to the death.

R2: The jann begin casting change size. If a wysp has succeeded at setting a foe alight, it moves to a new foe.

R3: The jann finish casting and target *reduce person* on one of their melee foes. They then turn invisible again, and reposition within reach of a spellcaster, while drawing their scimitars.

R4: The jann full attack with their scimitars, favoring spellcasters who are not burning.

R5: As R4. While Fahaz is alive, they fight to the death unless the efreeti calls an end to the fight. If Fahaz does not call the fight, the jann use their remaining uses of *invisibility* to maximise their advantage once they are reduced to 15 hp or less.

ENLARGED JANN (2) CR 4

Enlarged janni genies (*Pathfinder RPG Bestiary* 141)

N Large outsider (native)

Init +5; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 18, touch 11, flat-footed 16 (+6 armor, +2 Dex, +1 dodge, +1 natural, -1 size)

hp 39 (6d10+6)

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

Resist fire 10

OFFENSE

Speed 30 ft. (20 ft. in armor), fly 15 ft. (perfect)

Melee scimitar +9/+4 (1d8+6/18-20)

Ranged composite longbow +6/+1 (1d8+3/×3)

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

Spell-Like Abilities (CL 8th; concentration +9)

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

2/day—change size (1 used, effects included in stat block)

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

TACTICS

Base Statistics When not enlarged, a janni's statistics are **Init** +6; **AC** 20, touch 13, flat-footed 17; **Ref** +7; **Melee** scimitar +9/+4 (1d6+4/18-20); **Ranged** composite longbow +8/+3 (1d8+3/×3); **Space** 5 ft.; **Reach** 5 ft.; **Str** 16, **Dex** 15; **CMB** +9;

CMD 22; **Skills** Fly +14, Perception +11, Ride +6, Stealth +6

STATISTICS

Str 18, **Dex** 13, **Con** 12, **Int** 14, **Wis** 15, **Cha** 13

Base Atk +6; **CMB** +11; **CMD** 23

Feats Combat Reflexes, Dodge, Improved Initiative^B, Mobility

Skills Acrobatics -4 (-8 to jump), Appraise +11, Craft (weapons) +9, Fly +11, Perception +11, Ride +2, Sense Motive +11, Spellcraft +11, Stealth +1

Languages Common, Ignan, Terran; telepathy 100 ft.

SQ elemental endurance

Gear chainmail, composite longbow (+3 Str) with arrows (20), scimitar

SPECIAL ABILITIES

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

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

FIRE WYSPS (2) CR 2

N Tiny outsider (elemental, fire)

Init +6; **Senses** darkvision 60 ft.; Perception +7

Aura resonance (30 ft.)

DEFENSE

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

hp 19 (3d10+3)

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

Immune elemental traits, fire

Weaknesses vulnerable to cold

OFFENSE

Speed 60 ft., fly 20 ft. (poor)

Melee 2 tendrils +9 (1d3+2 plus burn)

Space 2½ ft.; **Reach** 0 ft.

Special Attacks burn (1d6 fire, DC 14)

STATISTICS

Str 10, **Dex** 15, **Con** 12, **Int** 10, **Wis** 13, **Cha** 13

Base Atk +3; **CMB** +5; **CMD** 13 (can't be tripped)

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +2 (+14 to jump), Bluff +7, Fly +2, Intimidate +7, Knowledge (planes) +6, Perception +7, Sense Motive +7, Stealth +16

Languages Ignan

SQ living battery, servitor

SPECIAL ABILITIES

Burn (Ex) A creature with the burn special attack deals fire damage in addition to damage dealt on a successful hit in melee.

Those affected by the burn ability must also succeed at a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn (DC = 10 + 1/2 the racial HD of the creature with burn + that creature's Constitution modifier). A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must attempt a Reflex save to avoid catching on fire (*Pathfinder RPG Core Rulebook* 444).

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

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

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

G1: Inferno's Court (Fahaz's duty)

This section is added if Fahaz has been forced to join the fight.

- R1:** Instead of aiding the jann, the wysps float within range of Fahaz' throne, aiding him with resonance. Whenever Fahaz requests it, they sacrifice themselves to cure him. Fahaz casts quickened *scorching ray*, suggests the PCs flee, casts *greater invisibility*, and then repositions into the air.
- R2:** If the PCs have not begun to flee, Fahaz casts another quickened *scorching ray*, followed by a fireball, before repeating his suggestion and then repositioning.
- R3:** If the PCs flee, Fahaz lets them go. If they continue to fight, he either continues to use fire attacks or swaps to melee if they prove too resistant to fire.
- R4:** As R3. Fahaz flees to seek healing if the wysps are dead and he is reduced to 40 hp or less. If he escapes, he finds healing within 5d4 minutes and returns to seek out the PCs.

FAHAZ NAHLAM CR 10

Efreeti malik genie (*Pathfinder RPG Bestiary* 140)

LE Large outsider (extraplanar, fire)

Init +7; **Senses** darkvision 60 ft., *detect magic*; 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 +17/+12/+7 (2d6+23/18-20) or 2 slams +16 (1d8+16 plus 1d6 fire); includes power attack and resonance

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

Special Attacks change size, heat

Spell-Like Abilities (CL 15th; concentration +17); DCs include resonance

Constant—*detect magic*

At will—*plane shift* (willing targets to elemental planes, astral plane, or material plane only), *produce flame*, *pyrotechnics* (DC 16), *scorching ray*

3/day—*fireball* (DC 17), *heat metal* (DC 16), *invisibility*, quickened *scorching ray*, *wall of fire*, *wish* (to nongenies only)

2/day—change size (DC 20)

1/day—*gaseous form*, *greater invisibility*, *permanent image* (DC 20), *pyroclastic storm*

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 Acrobatics +3 (-1 to jump), Bluff +22, Craft (blacksmith) +15, Disguise +10, Fly +13, Intimidate +18, Perception +18, Sense Motive +18, Spellcraft +17, Stealth +11

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

SQ change shape (humanoid or giant; alter self or giant form I)

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.

H1: Hitching a Ride

Initial conditions: The crypt things appear as humanoid skeletons in dark robes.

R1: The crypt things moves to get as many foes within their fear auras as possible and intimidate a dangerous-looking warrior.

R2: If, after the effects of their fear auras, a crypt thing has at least half the party (round up) within 50 feet, it uses its teleporting burst and then *dimension doors* next to a suitable victim, such as a panicked or frightened foe, but only targeting foes still on the floating island (they do not teleport to the ledge upon which their teleporting burst deposits victims). If it does not have at least half the party within 50 feet, it repeats R1.

R3: The crypt thing full attacks isolated opponents until they are dead and then *dimension doors* to another. Its fear aura must be saved against each round.

R4: As R3. If it has not used its teleporting burst, it does so as soon as it has at least half the party within 50 ft. The crypt things fight to the death.

CRYPT THINGS (2) CR 5

NE Medium undead

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

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

DEFENSE

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

hp 52 (8d8+16)

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

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—*dimension door* (quicken)

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, Terran

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

Initial conditions: The graven guardians appear as velociraptors formed from jagged rock. They are already *hasted* and their stats include the +2 profane bonus on attack and damage rolls and the +6 temporary hp from the earth circle (remove if the circle is destroyed).

R1: The graven guardians move as a unit to attack.

R2: They full attack with their morningstars.

R3-N: As R2. The graven guardians fight until destroyed. Their *haste* effects end after the fourth round of combat.

GRAVEN GUARDIANS (2) CR 5

N Medium construct

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

DEFENSE

AC 23, touch 13, flat-footed 20 (+2 Dex, +1 dodge, +10 natural)

hp 59 (6d10+20+6 temporary hp) each; fast healing 2 (cannot heal temporary hp)

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

DR 5/adamantine; **Immune** construct traits; **SR** 16

Weaknesses faith bound

OFFENSE

Speed 70 ft.

Melee +1 *keen morningstar* +13/+13/+8 (1d8+7 plus 1d6 vs. good/19–20) or slam +12 (1d6+6); includes +2 profane bonus

Spell-Like Abilities (CL 5th; concentration +0)

1/day—*haste* (self only; effects included in stats)

STATISTICS

Str 16, **Dex** 15, **Con** —, **Int** —, **Wis** 12, **Cha** 1

Base Atk +6; **CMB** +10; **CMD** 22

Skills Acrobatics +2 (+18 to jump)

SQ guardian domains (Earth, Evil), magic weapon

Gear morningstar

SPECIAL ABILITIES

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.

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.

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.

Answered Prayers: Mercenaries, first wave (subtier 5-6)

R1: The jann turn *invisible* and reposition in the air above the PCs, out of reach.

R2: The jann begin casting change size.

R3: The jann finish casting and target *reduce person* on one of their melee foes. They then turn invisible again, and reposition within reach of a spellcaster, while drawing their scimitars.

R4: The jann full attack with their scimitars.

R5: As R4. The jann use their remaining uses of *invisibility* to flee once they are reduced to 15 hp or less.

ENLARGED JANN (2) CR 4

Enlarged janni genies (*Pathfinder RPG Bestiary* 141)

N Large outsider (native)

Init +5; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 18, touch 11, flat-footed 16 (+6 armor, +2 Dex, +1 dodge, +1 natural, -1 size)

hp 39 (6d10+6)

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

Resist fire 10

OFFENSE

Speed 30 ft. (20 ft. in armor), fly 15 ft. (perfect)

Melee scimitar +9/+4 (1d8+6/18-20)

Ranged composite longbow +6/+1 (1d8+3/×3)

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

Spell-Like Abilities (CL 8th; concentration +9)

3/day—*invisibility* (self only), *plane shift* (willing targets to elemental planes, astral plane, or material plane only) (DC 18), *speak with animals*

2/day—change size (1 used, effects included in stat block)

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

TACTICS

Base Statistics When not enlarged, a janni's statistics are **Init** +6; **AC** 20, touch 13, flat-footed 17; **Ref** +7; **Melee** scimitar +9/+4 (1d6+4/18-20); **Ranged** composite longbow +8/+3 (1d8+3/×3); **Space** 5 ft.; **Reach** 5 ft.; **Str** 16, **Dex** 15; **CMB** +9; **CMD** 22; **Skills** Fly +14, Perception +11, Ride +6, Stealth +6

STATISTICS

Str 18, **Dex** 13, **Con** 12, **Int** 14, **Wis** 15, **Cha** 13

Base Atk +6; **CMB** +11; **CMD** 23

Feats Combat Reflexes, Dodge, Improved Initiative^B, Mobility

Skills Acrobatics -4 (-8 to jump), Appraise +11, Craft (weapons) +9, Fly +11, Perception +11, Ride +2, Sense Motive +11, Spellcraft +11, Stealth +1

Languages Common, Ignan, Terran; telepathy 100 ft.

SQ elemental endurance

Gear chainmail, composite longbow (+3 Str) with arrows (20), scimitar

SPECIAL ABILITIES

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

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

Answered Prayers: Mercenaries, second wave (subtier 7-8; optional)

Initial conditions: Only the elemental is clearly visible. The oni is invisible and flying.

R1: The elemental earth glides to attack, emerging from the floor or a wall to threatening as many obvious PC spellcasters as possible and/or cutting off escape routes. The oni flies over the party and casts *darkness*.

R2: The elemental full attacks, isolating foes with greater bull rush if advantageous and triggering an AoO from the oni. If still invisible, the oni starts casting *deep slumber* to target a warrior or rogue. If visible, it uses *cone of cold*.

R3-N: The elemental continues to attack as R2, but earth glides away if reduced to 15 hp or less. The oni finishes casting *deep slumber* and then continues to fly out of reach and use invisibility to enable the use of AoOs or longer casting times, only entering melee when it has cast *cone of cold*, *deep slumber*, and made a final attempt to *charm* the dumbest-looking warrior-type. It turns invisible and flees if reduced to 20 hp or less.

ADVANCED LARGE EARTH ELEMENTAL CR 6

N Large outsider (earth, elemental, extraplanar)

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

DEFENSE

AC 22, touch 10, flat-footed 21 (+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 +14 (2d6+16); includes earth mastery and power attack

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** +16 (+21 bull rush, +19 overrun); **CMD** 29 (32 vs. bull rush, 32 vs. overrun)

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

Skills Acrobatics +1 (-3 to jump), Appraise +11, Climb +20, Knowledge (dungeoneering, planes) +11, Perception +13, Stealth +8

Languages Terran

SPECIAL ABILITIES

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.

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 24, touch 15, flat-footed 18 (+4 armor, +3 Dex, +3 dodge, +5 natural, -1 size); includes combat reflexes

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 +11/+6 (3d6+10/19-20); includes combat reflexes

Ranged composite longbow +10 (2d6+7/×3)

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*), flight

Gear chain shirt, greatsword, composite longbow [+7 Str] with 20 arrows

Answered Prayers: Ayrzul's Minions, first wave (subtier 5-6)

R1: The elementals emerge from the ground or a wall next to random PCs and slam, always using Power Attack and favoring foes on the ground. They try to position to cleave, and one may use bull rush to push foes adjacent so that the other may cleave. The gargoyle hovers to full attack, favoring foes in the air and spellcasters who it can grapple and carry into the air to drop.

R2-N: As per R1. If the gargoyle is safe in the air, it intimidates to aid the elementals. The elementals and gargoyle fight to the death.

MEDIUM EARTH ELEMENTALS (2) CR 3

N Medium outsider (earth, elemental, extraplanar)

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

DEFENSE

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

hp 34 (4d10+12)

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

Immune elemental traits

OFFENSE

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

Melee slam +8 (1d8+14); includes earth mastery and power attack

Special Attacks earth mastery

STATISTICS

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

Base Atk +4; **CMB** +8 (+11 bull rush, +9 overrun); **CMD** 18 (21 vs. bull rush, 19 vs. overrun)

Feats Cleave, Improved Bull Rush^B, Power Attack

Skills Acrobatics -1 (-5 to jump), Appraise +1, Climb +10, Knowledge (dungeoneering, planes) +2, Perception +7, Stealth +3

Languages Terran

SPECIAL ABILITIES

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.

ADVANCED GARGOYLE 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 bite +9 (1d4+4), 2 claws +9 (1d6+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 Acrobatics +4 (+8 to jump), Fly +15, Intimidate +8, Perception +10, Stealth +14 (+20 in stony areas); **Racial Modifiers** +2 Stealth (+6 in stony areas)

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.

Answered Prayers: Ayrzul's Minions, second wave (subtier 7-8; optional)

Initial conditions: Only the gargoyles are initially visible. The elemental is submerged in the rock.

R1: The elemental earth glides to get into advantageous positions and uses its awesome blow maneuver to separate the PCs or cleave to smash two at one. The gargoyles fly to attack isolated or flying PCs.

R2: If the elemental continues to use awesome blow or cleave, using greater bull rush to trigger AoOs from the gargoyles or improved overrun to reach spellcasters. The gargoyles full attack isolated or flying opponents.

R3: As R2. The elemental and gargoyles fight to the death.

ADVANCED GARGOYLES (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 each (5d10+25)

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

DR 10/magic

OFFENSE

Speed 40 ft., fly 60 ft. (average)

Melee bite +9 (1d4+4), 2 claws +9 (1d6+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 Acrobatics +4 (+8 to jump), Fly +15, Intimidate +8, Perception +10, Stealth +14 (+20 in stony areas); **Racial Modifiers** +2 Stealth (+6 in stony areas)

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.

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 +15 (2d8+16); includes earth mastery and power attack

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** +19 (+24 bull rush, +22 overrun); **CMD** 30 (33 vs. bull rush, 33 vs. overrun)

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

Skills Acrobatics -1 (-5 to jump), Appraise +6, Climb +18, Knowledge (dungeoneering) +4, Knowledge (planes) +7, Perception +13, Stealth +4

Languages Terran

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 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.

Answered Prayers: Confronting the Leaders (subtier 7-8; optional—only following defeat of both subtier 5-6 challenges)

Initial conditions: The oni are invisible and flying.

R1: Each oni attempts to *charm* a warrior or rogue type, instructing any who fail to defend them from their aggressive companions.

R2: The onis cast *darkness* unless it is clear that the majority of PCs can see in the dark. Otherwise, they turn invisible again and reposition.

R3: The onis reposition and cast *cone of cold*, endeavouring to ensure that all spellcasters are in the area.

R4: The onis turn invisible again (unless covered by darkness) and reposition.

R5: The onis start casting *deep slumber*.

R6: The onis finish casting deep slumber and target warriors or rogues. They draw their swords and fly into melee.

R7-N. As R6. The onis flee if reduced to 25 hp or less but return invisibly to finish the job once they have regenerated to full health.

DAEMON PRAYERS LIEUTENANTS (2)

CR 9

Advanced Oni, Ogre Mage

LE Large outsider (native, oni, shapechanger)

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

DEFENSE

AC 24, touch 17, flat-footed 16 (+5 Dex, +3 dodge, +7 natural, -1 size); includes combat reflexes

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 +13/+8 (3d6+13/19-20); includes combat reflexes

Ranged composite longbow +12/+7 (2d6+9/×3)

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), *deep slumber* (DC 18), *gaseous form*

STATISTICS

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

Base Atk +8; **CMB** +15; **CMD** 36

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

Skills Acrobatics +5 (+9 to jump), Bluff +16, Disguise +16, Fly +7, Intimidate +16, Knowledge (arcana, planes) +15, Knowledge (religion) +12, Perception +15, Sense Motive +15, Spellcraft +15, Use Magic Device +16

Languages Aklo, Common, Daemonic, Giant, Terran

SQ change shape (small, medium, or large humanoid; *alter self* or *giant form I*)

Gear composite longbow (+9 Str) with 20 arrows, greatsword