**Heat Dangers**

Heat deals nonlethal damage that cannot be recovered from until the character gets cooled off (reaches shade, survives until nightfall, gets doused in water, is targeted by *endure elements*, and so forth). Once a character has taken an amount of nonlethal damage equal to her total hit points, any further damage from a hot environment is lethal damage.

A character in very hot conditions (above 90° F) must make a [Fortitude](http://paizo.com/pathfinderRPG/prd/combat.html#fortitude) saving throw each hour (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well (see the skill description). Characters reduced to unconsciousness begin taking lethal damage (1d4 points per hour).

In severe heat (above 110° F), a character must make a [Fortitude](http://paizo.com/pathfinderRPG/prd/combat.html#fortitude) save once every 10 minutes (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well (see the Survival skill in [Using Skills](http://paizo.com/pathfinderRPG/prd/usingSkills.html)). Characters reduced to unconsciousness begin taking lethal damage (1d4 points per each 10-minute period).

A character who takes any nonlethal damage from heat exposure now suffers from heatstroke and is [fatigued](http://paizo.com/pathfinderRPG/prd/glossary.html#fatigued). These penalties end when the character recovers from the nonlethal damage she took from the heat.

Extreme heat (air temperature over 140° F, fire, boiling water, lava) deals lethal damage. Breathing air in these temperatures deals 1d6 points of fire damage per minute (no save). In addition, a character must make a [Fortitude](http://paizo.com/pathfinderRPG/prd/combat.html#fortitude) save every 5 minutes (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing heavy clothing or any sort of armor take a –4 penalty on their saves.

Boiling water deals 1d6 points of scalding damage, unless the character is fully immersed, in which case it deals 10d6 points of damage per round of exposure.

Catching on Fire

Characters exposed to burning oil, bonfires, and non-instantaneous magic fires might find their clothes, hair, or equipment on fire. Spells with an instantaneous duration don't normally set a character on fire, since the heat and flame from these come and go in a flash.

Characters at risk of catching fire are allowed a DC 15 [Reflex](http://paizo.com/pathfinderRPG/prd/combat.html#reflex) save to avoid this fate. If a character's clothes or hair catch fire, he takes 1d6 points of damage immediately. In each subsequent round, the burning character must make another [Reflex](http://paizo.com/pathfinderRPG/prd/combat.html#reflex) saving throw. Failure means he takes another 1d6 points of damage that round. Success means that the fire has gone out—that is, once he succeeds on his saving throw, he's no longer on fire.

A character on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the character another save with a +4 bonus.

Those whose clothes or equipment catch fire must make DC 15 [Reflex](http://paizo.com/pathfinderRPG/prd/combat.html#reflex) saves for each item. Flammable items that fail take the same amount of damage as the character.

Lava Effects

Lava or magma deals 2d6 points of fire damage per round of exposure, except in the case of total immersion (such as when a character falls into the crater of an active volcano), which deals 20d6 points of fire damage per round.

Damage from lava continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (that is, 1d6 or 10d6 points per round). Immunity or resistance to fire serves as an immunity or resistance to fire, lava or magma. A creature immune or resistant to fire might still drown if completely immersed in lava (see Drowning).

**BURNT OTHUR FUMES**

**Type** poison, inhaled; **Save** [Fortitude](http://paizo.com/pathfinderRPG/prd/combat.html#fortitude) DC 18

**Frequency** 1/round for 6 rounds

**Initial Effect**1 [Con](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#constitution) drain; **Secondary Effect** 1d3 [Con](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#constitution) damage;**Cure** 2 consecutive saves

**AOZ, AUGUR KYTON CR 2**

**XP 600**

LE Tiny outsider ([evil](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#evil-subtype), [extraplanar](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html%22%20%5Cl%20%22extraplanar-subtype), [kyton](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html%22%20%5Cl%20%22kyton-subtype), [lawful](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#lawful-subtype))

**Init** +7; **Senses** darkvision 60 ft., [*deathwatch*](http://paizo.com/pathfinderRPG/prd/spells/deathwatch.html#deathwatch); [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +7

**DEFENSE**

**AC** 17, touch 15, flat-footed 14 (+3 Dex, +2 natural, +2 size)

**hp** 19 (3d10+3); regeneration 2 ([good](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#good-subtype) weapons and spells, silver weapons)

**Fort** +2, **Ref** +8, **Will** +4

**DR** 5/good or silver; **Immune** [cold](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#cold-subtype)

**OFFENSE**

**Speed** 20 ft., fly 50 ft. (perfect)

**Melee** gore +4 (1d4–1 plus [bleed](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#bleed))

**Space** 2-1/2 ft.; **Reach** 0 ft.

**Special Attacks** [bleed](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#bleed) (1d2), unnerving gaze (30 ft., DC 9)

**Spell-Like Abilities** (CL 6th; concentration +4)

Constant—[*deathwatch*](http://paizo.com/pathfinderRPG/prd/spells/deathwatch.html#deathwatch)

At will—[*bleed*](http://paizo.com/pathfinderRPG/prd/spells/bleed.html#bleed) (DC 8), [*mage hand*](http://paizo.com/pathfinderRPG/prd/spells/mageHand.html#mage-hand), [*open/close*](http://paizo.com/pathfinderRPG/prd/spells/openClose.html#open-close)

3/day—[*inflict light wounds*](http://paizo.com/pathfinderRPG/prd/spells/inflictLightWounds.html#inflict-light-wounds) (DC 9)

1/week—[*commune*](http://paizo.com/pathfinderRPG/prd/spells/commune.html#commune) (CL 12th, 6 questions)

**STATISTICS**

**Str** 8, **Dex** 17, **Con** 12, **Int** 13, **Wis** 12, **Cha** 7

**Base Atk** +3; **CMB** +4; **CMD** 13 (can't be tripped)

**Feats** [Improved Initiative](http://paizo.com/pathfinderRPG/prd/feats.html#improved-initiative), [Lightning Reflexes](http://paizo.com/pathfinderRPG/prd/feats.html#lightning-reflexes)

**Skills** [Bluff](http://paizo.com/pathfinderRPG/prd/skills/bluff.html#bluff) +4, [Escape Artist](http://paizo.com/pathfinderRPG/prd/skills/escapeArtist.html#escape-artist) +9, [Fly](http://paizo.com/pathfinderRPG/prd/skills/fly.html#fly) +15, [Intimidate](http://paizo.com/pathfinderRPG/prd/skills/intimidate.html#intimidate) +4, [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +7, [Sense Motive](http://paizo.com/pathfinderRPG/prd/skills/senseMotive.html#sense-motive) +7, [Sleight of Hand](http://paizo.com/pathfinderRPG/prd/skills/sleightOfHand.html#sleight-of-hand) +9, [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth) +17

**Languages** Common, Infernal (cannot speak)

**SPECIAL ABILITIES**

**Unnerving Gaze (Ex)**A creature that succumbs to an augur's unnerving gaze becomes shaken for 1 round.

**CRYSMAL CR 3**

**XP 800**

N Small [outsider](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#outsider) ([earth](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#earth-subtype), [elemental](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#elemental-subtype))

**Init** +2; **Senses** darkvision 60 ft., crystal sense; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +11

**DEFENSE**

**AC** 17, touch 13, flat-footed 15 (+2 Dex, +4 natural, +1 size)

**hp** 26 (4d10+4)

**Fort** +7, **Ref** +8, **Will** +2

**DR** 5/bludgeoning; **Immune** [cold](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#cold-subtype), [fire](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#fire-subtype); **Resist** electricity 10

**OFFENSE**

**Speed** 30 ft., burrow 20 ft.

**Melee** sting +7 (2d6+3)

**Special Attacks** shard spike +7 (3d6, range increment 60 ft.)

**Spell-Like Abilities** (CL 4th; concentration +6)

At will—[*detect magic*](http://paizo.com/pathfinderRPG/prd/spells/detectMagic.html#detect-magic), [*ghost sound*](http://paizo.com/pathfinderRPG/prd/spells/ghostSound.html#ghost-sound) (DC 12), [*mage hand*](http://paizo.com/pathfinderRPG/prd/spells/mageHand.html#mage-hand), [*silent image*](http://paizo.com/pathfinderRPG/prd/spells/silentImage.html#silent-image) (DC 13)

3/day—[*dimension door*](http://paizo.com/pathfinderRPG/prd/spells/dimensionDoor.html#dimension-door)*,*[*sanctuary*](http://paizo.com/pathfinderRPG/prd/spells/sanctuary.html#sanctuary) (DC 13), [*touch of idiocy*](http://paizo.com/pathfinderRPG/prd/spells/touchOfIdiocy.html#touch-of-idiocy) (DC 14)

**STATISTICS**

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

**Base Atk** +4; **CMB** +5; **CMD** 17 (29 vs. trip)

**Feats** [Great Fortitude](http://paizo.com/pathfinderRPG/prd/feats.html#great-fortitude)B, [Lightning Reflexes](http://paizo.com/pathfinderRPG/prd/feats.html#lightning-reflexes), [Skill Focus](http://paizo.com/pathfinderRPG/prd/feats.html#skill-focus) ([Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception))

**Skills** [Acrobatics](http://paizo.com/pathfinderRPG/prd/skills/acrobatics.html#acrobatics) +9, [Climb](http://paizo.com/pathfinderRPG/prd/skills/climb.html#climb) +9, [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +11, [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth) +13 (+15 in rocky areas); **Racial Modifiers** +2 [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth) in rocky areas

**Languages** Terran

**SPECIAL ABILITIES**

**Crystal Sense (Sp)** Crysmals can sense the presence of any crystals or gems within 30 feet as if using the [scent](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#scent) ability.

**Shard Spike (Ex)** Once per day, a crysmal can launch its tail spike as a ranged attack that shatters when it hits, dealing 3d6 points of piercing damage to the target and 1d4 points of piercing damage to all creatures in adjacent squares. The spike regrows in 24 hours, but until it does, its impaired sting does only 1d6+3 damage.

**CAUSTIC STALKER CR 7**

**XP 3,200**

N Medium outsider (air, elemental, extraplanar)

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

**DEFENSE**

**AC** 19, touch 19, flat-footed 10 (+8 Dex, +1 dodge)

**hp** 73 (7d10+35)

**Fort** +10, **Ref** +13, **Will** +4

**Defensive Abilities** amorphous; **DR** 5/—; **Immune** acid, elemental traits

**Weaknesses** vulnerable to wind

**OFFENSE**

**Speed** fly 40 ft. (perfect)

**Melee** 2 slams +15 (1d6 plus chemical burn)

**Special Attacks** breath weapon (15-ft. cone, 5d6 acid damage plus poison, Reflex DC 18 half, usable every 1d4 rounds), chemical burn (1d6, DC 18)

**STATISTICS**

**Str** —, **Dex** 27, **Con** 20, **Int** 5, **Wis** 14, **Cha** 11

**Base Atk** +7; **CMB** —; **CMD** —

**Feats** Dodge, Improved Initiative, Mobility, Weapon Finesse

**Skills** Fly +26, Perception +12, Stealth +18

**Languages** Auran

**SQ** misty form

**SPECIAL ABILITIES**

**Breath Weapon (Su)** In addition to taking acid damage, any creature harmed by a caustic stalker’s breath weapon must succeed at an additional DC 18 Fortitude saving throw or be affected by caustic creep poison.

*Caustic Creep*—inhaled; *save* Fort DC 18; *frequency* 1/round for 4 rounds; *effect* 1d4 Con; *cure* 2 consecutive saves. The save DC is Constitution-based.

**Chemical Burn (Su)** Any creature struck by the caustic stalker, or that strikes it with a natural weapon or unarmed attack, is affected as if by the burn special attack, but takes acid damage instead of fire damage. The chemical burn persists for multiple rounds, just as a normal burn, but can be ended early if the affected creature is doused in at least 1 gallon of liquid (requiring a full-round action from the victim or another creature) or fully submerges itself in water.

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

**Vulnerable to Wind (Ex)** A caustic stalker takes damage every round that it’s exposed to stronger than moderate winds: 1d6 points of damage for strong winds, 2d6 points of damage for severe winds, and an additional 1d6 points of damage for each wind force category beyond severe (*Pathfinder RPG Core Rulebook* 439). *Gust of wind* is considered severe wind for this ability. A caustic stalker cannot use its breath weapon while being affected by stronger than moderate winds and for 1 minute afterward.

**GRAY RENDER CR 8**

**XP 4,800**

N Large [magical beast](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#magical-beast)

**Init** +1; **Senses** darkvision 60 ft., low-light vision, [scent](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#scent); [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +13

**DEFENSE**

**AC** 21, touch 10, flat-footed 20 (+1 Dex, +11 natural, –1 size)

**hp** 100 (8d10+56)

**Fort** +13, **Ref** +7, **Will** +4

**OFFENSE**

**Speed** 30 ft.

**Melee** bite +14 (2d6+7), 2 claws +15 (1d8+7 plus [grab](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#grab))

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** rend (2 claws, 1d8+10)

**STATISTICS**

**Str** 25, **Dex** 13, **Con** 24, **Int** 3, **Wis** 14, **Cha** 8

**Base Atk** +8; **CMB** +16 (+20 grapple); **CMD** 27

**Feats** [Awesome Blow](http://paizo.com/pathfinderRPG/prd/monsters/monsterFeats.html#awesome-blow), [Improved Bull Rush](http://paizo.com/pathfinderRPG/prd/feats.html#improved-bull-rush), [Power Attack](http://paizo.com/pathfinderRPG/prd/feats.html#power-attack), [Weapon Focus](http://paizo.com/pathfinderRPG/prd/feats.html#weapon-focus) (claw)

**Skills** [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +13, [Survival](http://paizo.com/pathfinderRPG/prd/skills/survival.html#survival) +6; **Racial Modifiers** +4 [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception)

**SQ** double damage against objects

**Languages** Giant

**SPECIAL ABILITIES**

**Double Damage Against Objects (Ex)** A gray render that makes a full attack against an object or structure deals double damage.

**SHARD SLAGCR 8**

**XP 4,800**

N Huge ooze (fire)

**Init** –2; **Senses** blindsight 60 ft., tremorsense 60 ft.; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) –5

**Aura** molten form (5 ft., 1d6 fire damage)

**DEFENSE**

**AC** 20, touch 6, flat-footed 20 (–2 Dex, +14 natural, –2 size)

**hp** 126 (12d8+72)

**Fort** +10, **Ref** +2, **Will** –1

**DR** 5/magic; **Immune** acid, electricity, fire, ooze traits

**Weaknesses** vulnerable to cold and water

**OFFENSE**

**Speed** 30 ft., burrow 20 ft.

**Melee** 1d4+2 slag blades +13 (1d8+6/19–20 plus 2d6 fire)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** excruciating burn (DC 16), molten form, slag blades

**STATISTICS**

**Str** 22, **Dex** 6, **Con** 23, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +9; **CMB** +17; **CMD** 25 (can't be tripped)

**SQ** no breath

**SPECIAL ABILITIES**

**Burrow (Ex)** A shard slag can burrow through solid stone at half its normal burrow speed.

**Excruciating Burn (Ex)** A living creature that takes fire damage from a shard slag must succeed at a DC 16 Fortitude save or be staggered for 1 round. This is a fire effect. The save DC is Constitution-based.

**Molten Form (Ex)** A shard slag's molten metal body is hot enough to melt stone. Creatures that begin their turn within 5 feet of a shard slag take 1d6 points of fire damage. Anyone striking a shard slag with a natural weapon or unarmed strike takes 2d6 points of fire damage. A creature that grapples a shard slag or is grappled by one takes 3d6 points of fire damage each round the grapple persists. A creature that strikes a shard slag with a weapon can attempt a DC 22 Reflex save; if it fails, it's unable to pull the weapon away from the shard slag's molten body quickly enough, and the weapon takes 2d6 points of fire damage. Unattended objects in contact with a shard slag take 2d6 points of fire damage per round. Damage caused to weapons and unattended objects is not halved, and ignores the first 5 points of hardness. The save DC is Constitution-based.

**Slag Blades (Ex)** Each round, a shard slag manipulates its molten metal form to create 1d4+2 blade-like protrusions it can extend to attack prey. The slag blades each strike as Medium longswords that deal an additional 2d6 points of fire damage. Additionally, the slag blades are natural weapons, so a shard slag can use them to attack creatures it grapples. Due to a shard slag's constantly roiling molten body, the slag blades melt away at the end of the shard slag's turn each round to be immediately replaced by 1d4+2 new slag blades.

**Vulnerable to Water (Ex)** If a significant amount of water—such as the contents of a large bucket, the liquid created by a [*create water*](http://paizo.com/pathfinderRPG/prd/spells/createWater.html#create-water) spell, or a blow from a water elemental—strikes a shard slag, the creature must succeed at a DC 20 Fortitude save or be staggered for 1d6 rounds. A shard slag that is immersed in water is automatically staggered and must succeed at a DC 20 Fortitude save each round (this DC increases by 1 each subsequent round) or be petrified, reverting to its molten metal form once the water is gone.

**LAVA LURKER CR 9**

**XP 6,400**

N Medium outsider (elemental, extraplanar, fire)

**Init** +5; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +15

**DEFENSE**

**AC** 22, touch 11, flat-footed 21 (+1 Dex, +11 natural)

**hp** 114 (12d10+48)

**Fort** +12, **Ref** +9, **Will** +4

**Immune** electricity, elemental traits, fire

**Weaknesses** vulnerable to cold, vulnerable to water

**OFFENSE**

**Speed** 30 ft., swim 30 ft. (in molten rock only)

**Melee** 2 slams +20 (1d6+8 plus burn)

**Ranged** magma ball +14 (1d6+8 plus burn)

**Special Attacks** burn (1d6 fire, DC 20), death throes

**STATISTICS**

**Str** 26, **Dex** 13, **Con** 18, **Int** 5, **Wis** 10, **Cha** 11

**Base Atk** +12; **CMB** +20; **CMD** 31

**Feats** Combat Reflexes, Deadly Aim, Improved Initiative, Power Attack, Stand Still, Weapon Focus (magma ball)

**Skills** Perception +15, Stealth +16 (+20 in magma), Swim +31; **Racial Modifiers** +4 Stealth in magma

**Languages** Ignan

**SPECIAL ABILITIES**

**Death Throes (Ex)** When a lava lurker is slain, its body implodes, creating an extinguishing vacuum. All creatures within a 5-foot-radius burst take 8d6 points of cold damage (Reflex DC 20 half). In addition to the damage, every affected square is targeted by *quench* (CL 10th). This also targets all fire effects and magic items that create and control flame.

If the lava lurker is killed in a pool of magma, it solidifies the rock within the area of effect, though in an active magma flow or similar natural and nearly endless supply of molten rock, cooled rock might melt again after only a few moments. The save DC is Constitution-based.

**Vulnerable to Water (Ex)** If a significant amount of water— such as the contents of a large bucket, the liquid created by a *create water* spell, or a blow from a water elemental— strikes a lava lurker, the lava lurker must succeed at a DC 20 Fortitude save or be staggered for 2d4 rounds. A lava lurker that is immersed in water is automatically staggered and must succeed at a DC 20 Fortitude save each round or be petrified (this DC increases by 1 on each subsequent round), reverting to its molten stone form once the water is gone.

**YOUNG MAGMA DRAGONCR 8**

**XP 4,800**

CN Medium [dragon](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#dragon) (extraplanar, [fire](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#fire-subtype))

**Init** +6; **Senses** [dragon](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#dragon) senses; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +14

**DEFENSE**

**AC** 22, touch 12, flat-footed 20 (+2 Dex, +10 natural)

**hp** 85 (9d12+27)

**Fort** +11, **Ref** +8, **Will** +10

**Immune** [fire](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#fire-subtype), paralysis, sleep

**Weaknesses** vulnerable to [cold](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#cold-subtype)

**OFFENSE**

**Speed** 40 ft., fly 150 ft. (average)

**Melee** bite +17 (1d8+12 plus 3 [fire](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#fire-subtype)), 2 claws +17 (1d6+8), 2 wings +12 (1d4+4)

**Special Attacks** [breath weapon](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#breath-weapon) (30-ft. cone, 6d6 [fire](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#fire-subtype), DC 17)

**Spell-Like Abilities** (CL 9th; concentration +10)

At will—[*burning hands*](http://paizo.com/pathfinderRPG/prd/spells/burningHands.html#burning-hands) (DC 12)

**Spells Known** (CL 1st; concentration +2)

1st (4/day)—[*flare burst*](http://paizo.com/pathfinderRPG/prd/advanced/spells/flareBurst.html#flare-burst) (DC 12), [*grease*](http://paizo.com/pathfinderRPG/prd/spells/grease.html#grease) (DC 12)

0 (at will)—[*bleed*](http://paizo.com/pathfinderRPG/prd/spells/bleed.html#bleed) (DC 11), [*detect magic*](http://paizo.com/pathfinderRPG/prd/spells/detectMagic.html#detect-magic), [*open/close*](http://paizo.com/pathfinderRPG/prd/spells/openClose.html#open-close), [*spark*](http://paizo.com/pathfinderRPG/prd/advanced/spells/spark.html#spark-)

**STATISTICS**

**Str** 21, **Dex** 14, **Con** 17, **Int** 14, **Wis** 14, **Cha** 13

**Base Atk** +9; **CMB** +14; **CMD** 26 (30 vs. trip)

**Feats** [Great Fortitude](http://paizo.com/pathfinderRPG/prd/feats.html#great-fortitude), [Improved Initiative](http://paizo.com/pathfinderRPG/prd/feats.html#improved-initiative), [Iron Will](http://paizo.com/pathfinderRPG/prd/feats.html#iron-will), [Power Attack](http://paizo.com/pathfinderRPG/prd/feats.html#power-attack), [Vital Strike](http://paizo.com/pathfinderRPG/prd/feats.html#vital-strike)

**Skills** [Acrobatics](http://paizo.com/pathfinderRPG/prd/skills/acrobatics.html#acrobatics) +11 (+15 jump), [Climb](http://paizo.com/pathfinderRPG/prd/skills/climb.html#climb) +17, [Fly](http://paizo.com/pathfinderRPG/prd/skills/fly.html#fly) +14, [Intimidate](http://paizo.com/pathfinderRPG/prd/skills/intimidate.html#intimidate) +13, [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +14, [Sense Motive](http://paizo.com/pathfinderRPG/prd/skills/senseMotive.html#sense-motive) +14, [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth) +14, [Swim](http://paizo.com/pathfinderRPG/prd/skills/swim.html#swim) +17

**Languages** Common, Draconic, Ignan

**SQ** **Superheated (Su)** At young age and older, a magma [dragon](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#dragon)'s bite attack deals additional [fire](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#fire-subtype) damage equal to its age category.

**YOC, XORN CR 6**

**XP 2,400**

N Medium [outsider](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#outsider) ([earth](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#earth-subtype), [extraplanar](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html%22%20%5Cl%20%22extraplanar-subtype))

**Init** +0; **Senses** all-around vision, darkvision 60 ft., [tremorsense](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html%22%20%5Cl%20%22tremorsense) 60 ft.; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +14

**DEFENSE**

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

**hp** 66 (7d10+28)

**Fort** +8, **Ref** +2, **Will** +5

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

**OFFENSE**

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

**Melee** bite +10 (4d6+3), 3 claws +10 (1d4+3)

**STATISTICS**

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

**Base** **Atk** +7; **CMB** +10; **CMD**20 (22 vs. trip)

**Feats** [Cleave](http://paizo.com/pathfinderRPG/prd/feats.html#cleave), [Improved Bull Rush](http://paizo.com/pathfinderRPG/prd/feats.html#improved-bull-rush), [Power Attack](http://paizo.com/pathfinderRPG/prd/feats.html#power-attack), [Toughness](http://paizo.com/pathfinderRPG/prd/feats.html#toughness)

**Skills** [Appraise](http://paizo.com/pathfinderRPG/prd/skills/appraise.html#appraise) +10, [Intimidate](http://paizo.com/pathfinderRPG/prd/skills/intimidate.html#intimidate) +10, [Knowledge](http://paizo.com/pathfinderRPG/prd/skills/knowledge.html#knowledge) (dungeonering) +10, [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +14, [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth) +10, [Survival](http://paizo.com/pathfinderRPG/prd/skills/survival.html#survival) +10; **Racial Modifiers**+4 [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception)

**Languages** Common, Terran

**SPECIAL ABILITIES**

**All-Around Vision (Ex)** A xorn sees in all directions at the same time, giving it a +4 racial bonus on [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) checks. A xorn cannot be flanked.

**Earth Glide (Ex)** A xorn can glide through any sort of natural earth or stone as easily as a fish swims through water. Its burrowing leaves no sign of its passage nor hint at its presence to creatures that don't possess tremorsense. A [*move earth*](http://paizo.com/pathfinderRPG/prd/spells/moveEarth.html#move-earth) spell cast on an area containing a xorn moves the xorn back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

**KOLYARUT, INEVETABLE CR 12**

**XP 19,200**

LN Medium [outsider](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#outsider) ([extraplanar](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html%22%20%5Cl%20%22extraplanar-subtype), [inevitable](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#inevitable-subtype), [lawful](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#lawful-subtype))

**Init** +8; **Senses** darkvision 60 ft., low-light vision; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +22

**DEFENSE**

**AC** 26, touch 14, flat-footed 22 (+4 Dex, +12 natural)

**hp** 158 (12d10+92); regeneration 5 ([chaotic](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#chaotic-subtype))

**Fort** +14, **Ref** +10, **Will** +11

**Defensive Abilities** constructed; **DR** 10/chaotic; **SR** 23

**OFFENSE**

**Speed** 30 ft.

**Melee** *+2 bastard sword* +20/+15/+10 (1d10+8/19–20), slam +13 (2d6+3) or

2 slams +18 (2d6+6)

**Spell-Like Abilities** (CL 12th; concentration +15)

At will—[*discern lies*](http://paizo.com/pathfinderRPG/prd/spells/discernLies.html#discern-lies) (DC 17), [*disguise self*](http://paizo.com/pathfinderRPG/prd/spells/disguiseSelf.html#disguise-self), [*enervation*](http://paizo.com/pathfinderRPG/prd/spells/enervation.html#enervation), [*fear*](http://paizo.com/pathfinderRPG/prd/spells/fear.html#fear) (DC 17), [*hold person*](http://paizo.com/pathfinderRPG/prd/spells/holdPerson.html#hold-person) (DC 16), [*invisibility*](http://paizo.com/pathfinderRPG/prd/spells/invisibility.html#invisibility) (self only), [*locate creature*](http://paizo.com/pathfinderRPG/prd/spells/locateCreature.html#locate-creature), [*suggestion*](http://paizo.com/pathfinderRPG/prd/spells/suggestion.html#suggestion) (DC 16), *[vampiric touch](http://paizo.com/pathfinderRPG/prd/spells/vampiricTouch.html%22%20%5Cl%20%22vampiric-touch)*

3/day—[*hold monster*](http://paizo.com/pathfinderRPG/prd/spells/holdMonster.html#hold-monster) (DC 18), [*mark of justice*](http://paizo.com/pathfinderRPG/prd/spells/markOfJustice.html#mark-of-justice), quickened[*suggestion*](http://paizo.com/pathfinderRPG/prd/spells/suggestion.html#suggestion) (DC 16)

1/week—*[geas/quest](http://paizo.com/pathfinderRPG/prd/spells/geasQuest.html%22%20%5Cl%20%22geas-quest)*

**STATISTICS**

**Str** 22, **Dex** 19, **Con** 23, **Int** 10, **Wis** 17, **Cha** 16

**Base Atk** +12; **CMB** +18; **CMD** 32

**Feats** [Alertness](http://paizo.com/pathfinderRPG/prd/feats.html#alertness), [Combat Casting](http://paizo.com/pathfinderRPG/prd/feats.html#combat-casting), [Combat Reflexes](http://paizo.com/pathfinderRPG/prd/feats.html#combat-reflexes), [Improved Initiative](http://paizo.com/pathfinderRPG/prd/feats.html#improved-initiative), [Lightning Reflexes](http://paizo.com/pathfinderRPG/prd/feats.html#lightning-reflexes), [Quicken Spell-Like Ability](http://paizo.com/pathfinderRPG/prd/monsters/monsterFeats.html#quicken-spell-like-ability) ([*suggestion*](http://paizo.com/pathfinderRPG/prd/spells/suggestion.html#suggestion))

**Skills** [Diplomacy](http://paizo.com/pathfinderRPG/prd/skills/diplomacy.html#diplomacy) +22, [Disguise](http://paizo.com/pathfinderRPG/prd/skills/disguise.html#disguise) +22, [Knowledge](http://paizo.com/pathfinderRPG/prd/skills/knowledge.html#knowledge) (planes) +15, [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +22, [Sense Motive](http://paizo.com/pathfinderRPG/prd/skills/senseMotive.html#sense-motive) +22, [Survival](http://paizo.com/pathfinderRPG/prd/skills/survival.html#survival) +18; **Racial Modifiers** +4 [Diplomacy](http://paizo.com/pathfinderRPG/prd/skills/diplomacy.html#diplomacy), +4 [Disguise](http://paizo.com/pathfinderRPG/prd/skills/disguise.html#disguise)

**Languages** truespeech

**MAGMA OOZE CR 7**

**XP 3,200**

N Large [ooze](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#ooze) ([fire](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#fire-subtype))

**Init** –5; **Senses** [blindsight](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html%22%20%5Cl%20%22blindsight) 60 ft.; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) –5

**DEFENSE**

**AC** 4, touch 4, flat-footed 4 (–5 Dex, –1 size)

**hp** 85 (9d8+45)

**Fort** +8, **Ref** –2, **Will** –2

**Defensive Abilities** [split](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#split) ([cold](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#cold-subtype) and slashing, 8 hp); **Immune** [fire](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#fire-subtype), [ooze](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#ooze) traits

**Weaknesses** vulnerability to [cold](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#cold-subtype), vulnerability to water

**OFFENSE**

**Speed** 10 ft., climb 10 ft.

**Melee** slam +14 (2d6+13 plus 2d6 [grab](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#grab), and burn)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** burn (2d6, DC 19), [constrict](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#constrict) (2d6+13 plus burn)

**STATISTICS**

**Str** 28, **Dex** 1, **Con** 21, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +6; **CMB** +16 (+20 grapple); **CMD** 21 (can't be tripped)

**Skills** [Climb](http://paizo.com/pathfinderRPG/prd/skills/climb.html#climb) +17

**SQ** lava body

**SPECIAL ABILITIES**

**Lava Body (Ex)** The magma [ooze](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#ooze) is formed of molten rock. Whenever a creature strikes a magma [ooze](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#ooze) with a weapon, that weapon takes 4d6 points of [fire](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#fire-subtype) damage unless the attacker makes a DC 19 Fortitude save. Damage caused to weapons in this manner is not halved, but hardness does help prevent some of the damage dealt. The save DC is Constitution-based.

**Vulnerability to Water (Ex)** A significant amount of water, such as that created by a [*create water*](http://paizo.com/pathfinderRPG/prd/spells/createWater.html#create-water) spell, the contents of a large bucket, or a blow from a water [elemental](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#elemental-subtype), that strikes a magma [ooze](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#ooze) forces the creature to make a DC 20 Fortitude save to avoid being staggered for 2d4 rounds. A magma [ooze](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#ooze) that is immersed in water must make a DC 20 Fortitude save each round (this DC increases by +1 each subsequent round) or become petrified, reverting once the water is gone.