

ADVANCED GELATINOUS CUBE CR 4

XP 800

N Large [ooze](#)

Init -5; **Senses** [blindsight](#) 60 ft.; [Perception](#) -5

DEFENSE

AC 8, touch 6, flat-footed 8 (-3 Dex, -1 size, +2 natural)

hp 58 (4d8+40)

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

Immune electricity, [ooze traits](#)

OFFENSE

Speed 15 ft.

Melee slam +4 (1d6+2 plus 1d6 acid)

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

Special Attacks engulf, paralysis

STATISTICS

Str 14, **Dex** 5, **Con** 30, **Int** —, **Wis** 5, **Cha** 5

Base Atk +3; **CMB** +6; **CMD** 11 (can't be tripped)

SQ transparent

SPECIAL ABILITIES

Acid (Ex) A gelatinous cube's acid does not harm metal or stone.

Engulf (Ex) Although it moves slowly, a gelatinous cube can simply engulf Large or smaller creatures in its path as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover.

Opponents can make attacks of opportunity against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity can attempt a DC 14 Reflex save to avoid being engulfed—on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, gain the pinned condition, are in danger of suffocating, and are trapped within its body until they are no longer pinned. The save DC is Strength-based.

Paralysis (Ex) A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 22 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Transparent (Ex) Due to its lack of coloration, a gelatinous cube is difficult to discern. A DC 15 [Perception](#) check is required to notice a motionless gelatinous cube. Any creature that fails to notice a gelatinous cube and walks into it is automatically engulfed.

EMERALD SERVANT CR 0

XP 0

N Medium construct

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

Aura electricity (5 ft., DC 12)

DEFENSE

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

hp 5

Fort +1, **Ref** +2, **Will** +1

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

Weaknesses magic dependent

OFFENSE

Speed 30 ft.

Melee slam +5 (1d4+2)

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

TACTICS

Each automaton retreats rather than fighting back. Unless an automaton's head is destroyed, it remains conscious even if physically incapacitated.

The Emerald Servants are identified by function and number; the active staff are Steward, Chef Two, Massage One, Beauty Two, and Servers Two, Four, and Five.

STATISTICS

Str 20, **Dex** 13, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +5; **CMB** +10 (+12 sunder); **CMD** 21 (23 vs. sunder)

Feats Improved SunderB, Power AttackB

SPECIAL ABILITIES

Electricity Aura (Su) An emerald automaton reduced to half its hit points or fewer emits hazardous energy from its damaged magical battery. Any non-construct creature that ends its turn within 5 feet of a damaged emerald automaton takes 1d10 points of electricity damage (Reflex DC 12 negates).

The save DC is Constitution-based.

Magic Dependent (Su) An emerald automaton is partially powered by magic. When deprived of magic, the automaton is affected as if it were exhausted. The automaton's magic can be cut off by antimagic, or suppressed by a *dispel magic* or *mage's disjunction* effect as if it were a magic item.

CARNIVOROUS CRYSTALCR 11

XP 12,800

N Medium ooze ([earth](#), [extraplanar](#))

Init -5; **Senses** [blindsight](#) 120 ft.; [Perception](#) -5

Aura subsonic hum (60 ft., DC 22)

DEFENSE

AC 17, touch 5, flat-footed 17 (-5 Dex, +12 natural)

hp 136 (16d8+64)

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

DR 10/-; **Immune** [cold](#), electricity, ooze traits; **Resist** [fire](#) 20

Weaknesses brittle, vulnerable to sonic

OFFENSE

Speed 10 ft., climb 10 ft.

Melee slam +18 (7d8+9/18-20 plus [entrap](#))

Special Attacks crystallize, [entrap](#) (DC 22, 1d10 rounds, hardness 10, hp 10), razor sharp

STATISTICS

Str 22, **Dex** 1, **Con** 18, **Int** —, **Wis** 1, **Cha** 1

Base Atk +12; **CMB** +18; **CMD** 23 (can't be tripped)

Skills [Climb](#) +14, [Stealth](#) +0 (+5 in rocky environs); **Racial Modifiers** +5 Stealth (+10 in rocky environs)

SQ [freeze](#), [split](#) (critical hit from a bludgeoning or sonic attack, 15 hp)

SPECIAL ABILITIES

Brittle (Ex) Bludgeoning and sonic attacks can inflict critical hits on a carnivorous crystal. A successful critical hit from such attacks causes the carnivorous crystal to [split](#), even if the attack causes no damage. The crystal remains immune to precision-based damage, such as damage from sneak attacks.

Crystallize (Ex) A creature entrapped by a carnivorous crystal's attack must succeed at a DC 22 Fortitude save each round or become helpless. If a helpless creature fails this save, it becomes petrified as its body crystallizes. In 1d4 hours, the petrified victim shatters and a new carnivorous crystal emerges from the remains. The save DC is Constitution-based.

Razor Sharp (Ex) A carnivorous crystal's slam attack deals devastating piercing and slashing damage, and threatens a critical hit on a roll of 18, 19, or 20.

Subsonic Hum (Su) An active carnivorous crystal gives off supernatural sonic vibrations. Any living creature starting its turn within this aura must succeed at a DC 22 Fortitude save or be stunned for 1 round. A creature that successfully saves cannot be affected by the same carnivorous crystal's subsonic hum for 24 hours. This is a sonic mind-affecting effect. The save DC is Constitution-based.

RECLAIMERS CR 6

XP 2,400

Advanced junk golem (*Pathfinder RPG Bestiary 4* 132)

N Medium construct

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

DEFENSE

AC 20, touch 10, flat-footed 20 (+10 natural)

hp 69 (9d10+20); junk repair

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

DR 5/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +17 (1d6+8 plus disease)

Special Attacks disease (DC 14)

TACTICS

Before Combat The Reclaimers start out in their swarm form (see the disincorporate ability) and usually remain that way.

STATISTICS

Str 26, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +9; **CMB** +17; **CMD** 27

SQ disincorporate

SPECIAL ABILITIES

Disincorporate (Ex) The Reclaimers' swarm attack deals 2d6 points of damage.

SHARD SLAG CR 8

XP 4,800

N Huge ooze (fire)

Init –2; **Senses** blindsight 60 ft., tremorsense 60 ft.; [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](#) 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.

GREATER FIRE ELEMENTAL CR 9

XP 6,400

N Huge [outsider](#) ([elemental](#), [extraplanar](#), [fire](#))

Init +12; **Senses** darkvision 60 ft.; [Perception](#) +16

DEFENSE

AC 23, touch 17, flat-footed 14 (+8 Dex, +1 dodge, +6 natural, -2 size)

hp 123 (13d10+52)

Fort +12, **Ref** +16, **Will** +6

DR 10/—, **Immune** [elemental traits](#), fire

Weaknesses vulnerability to cold

OFFENSE

Speed 60 ft.

Melee 2 slams +19 (2d8+7 plus burn)

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

Special Attacks [burn](#) (2d8, DC 20)

STATISTICS

Str 24, **Dex** 27, **Con** 18, **Int** 8, **Wis** 11, **Cha** 11

Base Atk +13; **CMB** +22; **CMD** 41

Feats [Blind-Fight](#), [Combat Reflexes](#), [Dodge](#), [Improved Initiative](#)^B, [Iron Will](#), [Mobility](#), [Spring Attack](#), [Weapon Finesse](#)^B, [Wind Stance](#)

Skills [Acrobatics](#) +23, [Climb](#) +20, [Escape Artist](#) +21, [Intimidate](#) +15, [Knowledge](#) (planes) +10, [Perception](#) +16

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 on 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 burning creature's racial HD + burning creature's Con 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 make a Reflex save to avoid [catching on fire](#).

EMERALD GUARDIANS (4) CR 6

XP 2,400 each

Advanced emerald automaton (see page 154)

N Large construct

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

Aura electric aura (5 ft., DC 12)

DEFENSE

AC 21, touch 13, flat-footed 18 (+3 Dex, +8 natural)

hp 47 (5d10+20)

Fort +1, **Ref** +4, **Will** +3

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

Weaknesses magic dependent

OFFENSE

Speed 30 ft.

Melee guisarme +12 (2d4+10/x3) or

longsword +12 (1d8+7/19–20), slam +7 (1d4+4)

Space 5 ft.; **Reach** 5 ft. (10 ft. with guisarme)

STATISTICS

Str 24, **Dex** 17, **Con** —, **Int** —, **Wis** 15, **Cha** 5

Base Atk +5; **CMB** +12 (+14 sunder); **CMD** 23 (25 vs. sunder)

Feats Improved SunderB, Power AttackB

SQ proficient, (adaptive resistance, only in iron crèche)

SPECIAL ABILITIES

Electricity Aura (Su) An emerald automaton reduced to half its hit points or fewer emits hazardous energy from its damaged magical battery. Any non-construct creature that ends its turn within 5 feet of a damaged emerald automaton takes 1d10 points of electricity damage (Reflex DC 12 negates). The save DC is Constitution-based.

Magic Dependent (Su) An emerald automaton is partially powered by magic. When deprived of magic, the automaton is affected as if it were exhausted. The automaton's magic can be cut off by antimagic, or suppressed by a *dispel magic* or *mage's disjunction* effect as if it were a magic item.

Proficient (Ex) An emerald automaton is proficient with all simple and martial weapons.

Adaptive Resistance (Su) Immediately after one of these automatons takes energy damage, it gains resistance 10 against that type of damage. An individual automaton can have defense against only one energy type at a time; as soon as it takes damage of a new type, its adaptive defense changes.