

### Alignment Variation (Ex)

Soulbound dolls are at least partially neutral in alignment, although they can also be chaotic, evil, good, or lawful. They have an alignment-dependent spell-like ability usable once per day as listed below.

- *Chaotic Neutral: rage*

### Black's Sisters

### Susceptible to Mind-Affecting Effects (Ex)

The weakened conviction of a soulbound doll's soul makes it susceptible to mind-affecting effects, despite the fact that it is a construct.

### Black's Sisters

### Soul Focus (Su)

The soul bound to the doll lives within a focus integrated into the doll or its apparel, typically one of the doll's eyes or a gem embedded into its neck or chest. As long as this soul focus remains intact, it can be used to animate another doll, using the same cost as creating a new construct. Once bound into the soul focus, the soul continues to learn, and so if later it is put into a new doll body, the soul retains its personality and memories from its previous body or bodies. A soul focus has hardness 8, 12 hit points, and a break DC of 20.

### Black's Sisters

### Deflective Wings (Ex)

As a standard action, an angelic guardian can spread its wings and protect a single adjacent creature from the next ranged attack. The next time the protected creature would normally be hit by a ranged attack, the attack is instead deflected and the protected creature takes no damage. An angelic guardian can only deflect one ranged attack per turn in this way. This effect lasts until the angelic guardian's next turn or until the protected creature leaves its square, whichever comes first.

### Angelic Guardian

### Metallic Feathers (Ex)

An angelic guardian's wings are honed to razor-sharp edges, and attacks with them deal slashing damage instead of bludgeoning damage.

### Angelic Guardian

### Hazard:

In Subtier 8–9, when either an angelic guardian uses its breath weapon or a PC uses a fire-based attack, there is a 50% chance that one of the squares of the greenhouse catches fire. The new blaze begins at the midpoint of any fire effect and fills one 5-foot square.

### Catching Fire

If the PCs removed the relics from the greenhouse, reduce the chance of a fire starting from 50% to 30%.

Every round that a fire burns, regardless of whether PCs are attempting to control it, there's a 50% chance it spreads to an adjacent square. The GM chooses where a fire spreads if multiple possibilities exist. Fire cannot spread into squares where it has already been extinguished, and it can't spread to more than 1 square per round (though this doesn't prevent new fires from starting because of breath weapons or spells).

At any time when more than 4 squares are burning simultaneously, all PCs in the greenhouse are subject to smoke inhalation, as per the rules for smoke effects found on page 444 of the *Pathfinder RPG Core Rulebook*.

If there are five or more PCs in the party, flaming foliage falls in 1 burning square each round. At the end of each initiative pass, target all creatures standing adjacent to a single burning square, chosen at random, with a falling branch. A falling branch deals 4d6 points of fire damage (Reflex DC 15 for half). A target that fails this save catches on fire (*Core Rulebook* 444). PCs moving through burning squares also need to save or catch fire, though they take no damage from falling debris.

### Earth Glide (Ex)

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

### Earthmaw

### Earth Mastery (Ex)

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

### Earthmaw

### Awesome Blow (Combat)

This creature can send opponents flying.

**Benefit:** 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.

### Earthmaw

### Berserk (Ex)

When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

### Flesh Golem

### Immunity to Magic (Ex)

A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals cold or fire damage slows a flesh golem (as the *slow* spell) for 2d6 rounds (no save).
- A magical attack that deals electricity damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A flesh golem gets no saving throw against attacks that deal electricity damage.

### Flesh Golem

**Hazard:****Abomination Birth**

One round after the battle starts, on initiative count 0, the half-formed abomination inside the birthing chamber begins bashing into the side, making large dent, and letting out horrific screams that are only partially muffled by the thick metal. There are 10 bolts fastening the birthing chamber together; at the end of each round, the horror's thrashings dislodges one, launching it across the laboratory. Consult the following table to determine the bolt's effect.

**d8 Result**

- |     |  |
|-----|--|
| 1-4 | The screaming projectile flies toward a randomly determined PC's head, narrowly missing her.   |
| 5-6 | The dislodged bolt targets a randomly determined PC with a +15 ranged attack that deals 2d6+3 points of damage on a hit.   |
| 7-8 | The bolt smashes into one of the six large glass cylinders, shattering it and sending the fluid within splashing into the laboratory. If any PCs are adjacent to the targeted container, they are affected as if hit with the splash damage described in Traps below. If all containers have been destroyed, treat this die result as a 1. |

**Immunity to Magic (Ex)****Wood Golem**

A wood golem is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the Fire descriptor, which affect it normally. In addition, certain spells and effects function differently against the creature, as noted below.

- *Warp wood* or *wood shape* slows a wood golem (as the *slow* spell) for 2d6 rounds (no save).
- *Repel wood* drives the golem back 60 feet and deals 2d12 points of damage to it (no save).
- A magical attack that deals cold damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A wood golem gets no saving throw against attacks that deal cold damage.

**Splintering (Su)****Wood Golem**

As a free action once every 1d4+1 rounds, a wood golem can launch a barrage of razor-sharp wooden splinters from its body in a 20-foot-radius burst. All creatures caught within this area take 6d6 points of slashing damage (Reflex DC 14 halves). The save DC is Constitution-based.

**Constrict (Ex) (1d3)****Restraining Chairs**

A creature with this special attack can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). The amount of damage is given in the creature's entry and is typically equal to the amount of damage caused by the creature's melee attack. *Format:* constrict (1d8+6); *Location:* Special Attacks.

**Grab (Ex) (Medium)****Restraining Chairs**

If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Creatures with the grab special attack receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. If the creature can use grab on creatures of other sizes, it is noted in the creature's Special Attacks line. *Format:* grab; *Location:* individual attacks and special attacks.

**Surprise Attack (Ex):****Jaelle**

During the surprise round, opponents are always considered flat-footed to a rogue with this ability, even if they have already acted.

**Keen Edge, Oil of (x2)****Jaelle**

**School** transmutation; **Level** sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Targets** one weapon or 50 projectiles, all of which must be together at the time of casting

**Duration** 10 min./level

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

This spell makes a weapon magically keen, improving its ability to deal telling blows. This transmutation doubles the threat range of the weapon. A threat range of 20 becomes 19–20, a threat range of 19–20 becomes 17–20, and a threat range of 18–20 becomes 15–20. The spell can be cast only on piercing or slashing weapons. If cast on arrows or crossbow bolts, the *keen edge* on a particular projectile ends after one use, whether or not the missile strikes its intended target. Treat shuriken as arrows, rather than as thrown weapons, for the purpose of this spell.

Multiple effects that increase a weapon's threat range (such as the *keen* special weapon property and the Improved Critical feat) don't stack. You can't cast this spell on a natural weapon, such as a claw.

**Sassone Leaf Residue x2****Jaelle**

**Type** poison, contact; **Save** Fortitude DC 16

**Onset** 1 minute; **Frequency** 1/minute for 6 minutes

**Initial Effect** 2d12 hit point damage; **Secondary Effect** 1 Con damage; **Cure** 1 save

## Giant Syringe Trap x2

On initiative count 10 every round, each syringe pivots and fires at one creature within line of sight and within 40 feet. It only fires at a creature that hasn't moved out of its square for a full round, and never targets Black. This attack acts like a splash weapon with a +7 ranged touch attack that deals 4d6 points of acid damage to a creature it hits and 5 points of acid splash damage to each creature within 5 feet of where the acid hits. Each creature hit by the primary attack must succeed at a DC 15 Will saving throw or follow one instruction from Black as though affected by the *command* spell. If Black is dead, the command is to halt. The liquid doesn't damage or require a save from a creature already affected by it, nor does a creature commanded to halt by Black trigger a syringe attack for remaining still. However, the fluid wears off on a living creature after 1 round, allowing the creature to be targeted again.

If a syringe or glass cylinder is broken (hardness 1, 4 hp), the fluid splashes on all creatures within 10 feet (dealing its normal splash damage). Each shattered cylinder also releases an imprisoned Pathfinder, who slumps to the ground in a strange suspended animation.

### **Command**

**School** *enchantment (compulsion) [language-dependent, mind-affecting];*

**Level** cleric 1

**Casting Time** 1 standard action

**Components** V

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one living creature

**Duration** 1 round

**Saving Throw** Will negates; **Spell Resistance** yes

You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity. You may select from the following options.

*Approach:* On its turn, the subject moves toward you as quickly and directly as possible for 1 round. The creature may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

*Drop:* On its turn, the subject drops whatever it is holding. It can't pick up any dropped item until its next turn.

*Fall:* On its turn, the subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes any appropriate penalties.

*Flee:* On its turn, the subject moves away from you as quickly as possible for 1 round. It may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

*Halt:* The subject stands in place for 1 round. It may not take any actions but is not considered helpless.

If the subject can't carry out your command on its next turn, the spell automatically fails.