

Assault on Absalom

Subtier 10-11

These stat blocks and other notes were compiled by J. McTeague. If you notice any errors, please contact me at iammars21@gmail.com.

This document uses trademarks and/or copyrights owned by Paizo Inc., which are used under Paizo's Community Use Policy. We are expressly prohibited from charging you to use or access this content. This stat block document is not published, endorsed, or specifically approved by Paizo Inc. For more information about Paizo's Community Use Policy, please visit paizo.com/communityuse. For more information about Paizo Inc. and Paizo products, please visit paizo.com.

Tier 10-11 Cheat Sheet

Part 2 Structure

Each of the seven faction missions is open from the start. Assume each mission takes 30 minutes to complete. Each has its own trigger for reporting back to the Overseer:

Dark Archive – Recover the codebook from the vault

The Exchange – Secure the merchants' cooperation through social means or violence

Grand Lodge – Reclaim Fort Tempest

Liberty's Edge – Deliver the proclamation

Scarab Sages – Awaken Gulgamodh and fend off the thugs

Silver Crusade – Rescue the priests of Sarenrae

Sovereign Court – Rally at least 3 noble houses

In addition, when there are a number of successes equal to 3/5ths the number of tables, the Overseer will announce a particular benefit. That mission doesn't close, but it now has less utility to the House.

Dark Archive – Make all undead confused for 1 round. Undead take -1/2 APL to attack a PC.

The Exchange – PCs treat the enhancement of their weapons as 2 higher for 1 round.

Grand Lodge – Gain temp hp = 3*APL (min 6) for one encounter.

Liberty's Edge – Increase their landspeed by 10ft. for one encounter.

Scarab Sages – Gain a free one-use empowered Allied Offensive benefit (3d8*1.5)

Silver Crusade – Gain a free one-use Burst of Healing benefit (5d6)

Sovereign Court – Gain a free one-use Timely Inspiration benefit (+3 for 3 rounds)

Part 3 Structure

The following describes when each of the missions are available for the PCs

The Silent Tide (H & I) – Open from the start, closes when the Sunken Ships condition is in effect.

The Demon-Flesh Horde (J & K) – Open from the start, never closes

The Flight of Atalazorn (L) – Opens when the Broken Horns condition is in effect, never closes.

M1. The Gatehouse – Opens when the Siege Castle condition is in effect, closes on Open Gates

M2. Sanctum of the Beast – Opens when the Open Gates condition is in effect, closes at the end

Report the following things to the Overseer:

I2 (Undead) – A Silent Tide commander is defeated.

K2 (Minotaur) – A minotaur commander is defeated.

L (Construct) – Atalazorn is defeated.

M1 (Gate) – Your group made a successful Strength check to break down the gate. If you teamed up with another table, only one table should report.

M2 (General) – An encounter is defeated in M2.

The Overseer may announce the following events:

Sunken Ships – Party immediately gets 1d8*APL temps (max 40). The Silent Tide closes.

Broken Horns – The Flight of Atalazorn is available. Any undead in the Silent Tide loses half their max hit points, minimum of 1 hp.

Siege Castle – M1 The Gatehouse is open.

Open Gates – M2 Sanctum of the Beast is open. Any creatures in M1 lose half their max hit points, minimum of 1 hp.

	Easy	Medium	Hard
Skills	21	27	33
Saves	17	20	23

Dark Archives – A. The Forae Logos Library

BLACK ECHELON ELITE (4)

CR 8

NE Medium undead

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

Aura silent aura

DEFENSE

AC 22, touch 14, flat-footed 18 (+4 Dex, +8 natural)

hp 105 (14d8+42)

Fort +7, **Ref** +8, **Will** +10

DR 5/bludgeoning or slashing; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.

Melee mwk sickle +16/+11 (1d6+4/19–20) or
claw +14 (1d4+4)

Ranged dart +14 (1d4+4 plus poison)

Special Attacks sneak attack +4d6

STATISTICS

Str 19, **Dex** 19, **Con** —, **Int** 13, **Wis** 12, **Cha** 16

Base Atk +10; **CMB** +14; **CMD** 28

Feats Following Step^{APG}, Improved Critical (sickle), Improved Initiative, Lunge, Step Up, Step Up And
Strike^{APG}, Weapon Focus (sickle)

Skills Climb +21, Disguise +20, Perception +18, Stealth +21, Swim +18

SQ deliberate, enshrouding mist

Gear darts (2), mwk sickle, mist-soaked cloak

SPECIAL ABILITIES

Deliberate (Ex) After centuries of waiting, Black Echelon elites are endlessly patient. They never charge or run.

Enshrouding Mist (Su) As a standard action, a Black Echelon elite can expand the fog that swirls around its body. This creates a pea-soup fog which extends around the elite in a 30-foot radius, centered on its body as it moves. The mist replicates natural fog conditions; anyone attacking a target inside the mist has a 20% miss chance. Attackers inside the mist who are adjacent to their opponents, however, do not suffer a miss chance. The mist affects both normal and darkvision alike, and the elite has no special ability to attack through its own mist; it suffers the same penalty on its ranged attacks.

Following Step When using the Step Up feat to follow an adjacent foe, you may move up to 10 feet. You may still take a 5-foot step during your next turn, and any movement you make using this feat does not subtract any distance from your movement during your next turn.

Lunge You can increase the reach of your melee attacks by 5 feet until the end of your turn by taking a –2 penalty to your AC until your next turn. You must decide to use this ability before any attacks are made.

Poison (Ex) A Black Echelon elite can poison a dart with its sickly marrow as a free action when it draws the weapon. This poison retains its potency for only 1 minute. Dart—injury; *save* Fort DC 20; *frequency* 1/round for 4 rounds; *effect* 1d2 Cha damage and sickened 1 round; *secondary effect* 1d2 Cha damage and dazed 1 round; *cure* 1 save.

Silent Aura (Su) Black Echelon elites are perfectly silent. This silence dampens all noise in the elite's own square as well as all adjacent squares, just as a *silence* spell. In addition, although it has no game effect, creatures caught within the silent aura have the creepy sensation that they are moving in slow motion.

Step Up Whenever an adjacent foe attempts to take a 5-foot step away from you, you may also make a 5-foot step as an immediate action so long as you end up adjacent to the foe that triggered this ability. If

you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement.

Step Up and Strike When using the Step Up or Following Step feats to follow an adjacent foe, you may also make a single melee attack against that foe at your highest base attack bonus. This attack counts as one of your attacks of opportunity for the round. Using this feat does not count toward the number of actions you can usually take each round.

Undead Traits Undead are immune to death effects, Disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, Poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, Energy Drain, or nonlethal Damage. Undead are immune to Damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive Damage.

The Exchange – B. Arms Dealers' Meeting

STRONGWOMAN (2)

CR 8

Human fighter 9

CN Medium humanoid (human)

Init +1; **Senses** Perception +1

DEFENSE

AC 18, touch 12, flat-footed 16 (+5 armor, +1 Dex, +1 dodge, +1 natural)

hp 90 (9d10+36)

Fort +11, **Ref** +5, **Will** +7 (+2 vs. fear)

OFFENSE

Speed 30 ft.

Melee +1 *earth breaker* +16/+11 (2d6+9/×3) or
unarmed strike +14/+9 (1d3+5)

w/ Power Attack +1 *earth breaker* +13/+8 (2d6+18/×3) or
unarmed strike +11/+6 (1d3+11)

Ranged mwk handaxe +11/+6 (1d6+4/×3)

Special Attacks weapon training (close +1, hammers +2)

TACTICS

Before Combat The strongwoman downs her *potion of bull's strength* if she expects a serious fight. This has not been factored into her statistics.

STATISTICS

Str 19, **Dex** 13, **Con** 14, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +9; **CMB** +13 (+17 grapple, +15 sunder); **CMD** 25 (27 vs. grapple or sunder)

Feats Dodge, Great Fortitude, Greater Grapple, Improved Grapple, Improved Sunder, Improved Unarmed Strike, Intimidating Prowess, Iron Will, Power Attack, Toughness, Vital Strike

Skills Bluff +2, Climb +11, Diplomacy +2, Intimidate +13, Perform (act) +6

Languages Common

SQ armor training 2

Combat Gear *potion of bull's strength*, *potion of cure moderate wounds*; **Other Gear** *powerhouse pelt*^{VC}, +1 *earth breaker*^{UE}, mwk handaxe, *amulet of natural armor* +1, *cloak of resistance* +1, entertainer's outfit

POTION OF BULL'S STRENGTH

Aura faint transmutation; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker gains a +4 enhancement bonus to Strength for 3 minutes.

POTION OF CURE MODERATE WOUNDS

Aura faint conjuration; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker regains 2d8+3 hit points

POWERHOUSE PELT

Medium Armor, +5 **Armor Bonus**, +4 **Max Dex**, -2 **ACP**, **ASF** 20%, **Price** 3,515 gp; **Weight** 20 lbs.

Aura faint transmutation; **CL** 5th; **Identify DC** 20

Crafted from the skin of a great cat, this +1 *hide armor* provides its wearer a +2 competence bonus on all ability checks to perform feats of strength, such as bending bars, and forcing doors. This bonus doesn't apply on any other Strength-related rolls (including Strength-based skill checks and melee attack and damage rolls). The wearer also treats her Strength score as if it were 8 higher than normal for the purpose of determining her carrying capacity.

+1 EARTH BREAKER

Two-handed martial melee weapon, 2d6 damage; **Crit** x3; **Type** B; **Price** 2,340 gp; **Weight** 14 lbs.

Aura faint evocation; **CL** 3rd; **Identify DC** 18

AMULET OF NATURAL ARMOR +1

Aura faint transmutation; **CL** 5th; **Slot** neck; **Identify DC** 20; **Price** 2,000 gp; **Weight** —

The wearer gains a +1 enhancement bonus to their natural armor bonus to AC.

CLOAK OF RESISTANCE +1

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

The wearer gains a +1 resistance bonus to all saves.

MUSKET MARAUDER (3)**CR 7**

Human rogue 8

NE Medium humanoid (human)

Init +4; **Senses** Perception +11**DEFENSE****AC** 19, touch 14, flat-footed 15 (+5 armor, +4 Dex)**hp** 71 (8d8+32)**Fort** +4, **Ref** +10, **Will** +2**Defensive Abilities** evasion, improved uncanny dodge, trap sense +2**OFFENSE****Speed** 30 ft.**Melee** +1 *short sword* +9/+4 (1d6+3/19–20)w/ **Power Attack** +1 *short sword* +7/+2 (1d6+7/19–20)**Ranged** +1 *musket* +12 (1d12+1/x4)w/ **Deadly Aim** +1 *musket* +10 (1d12+5/x4)**Special Attacks** sneak attack +4d6**STATISTICS****Str** 14, **Dex** 18, **Con** 14, **Int** 12, **Wis** 10, **Cha** 8**Base Atk** +6; **CMB** +8; **CMD** 22**Feats** Deadly Aim, Exotic Weapon Proficiency (firearms), Point-Blank Shot, Power Attack, Precise Shot, Rapid Reload, Toughness, Weapon Focus (musket)**Skills** Acrobatics +14, Bluff +10, Climb +12, Disguise +10, Intimidate +10, Perception +11, Profession (sailor) +11, Sleight of Hand +14, Stealth +14, Swim +12**Languages** Abyssal, Common**SQ** rogue talents (combat trick, firearm training^{UC}, sniper's eye^{APG}, weapon training), trapfinding +4**Gear** +1 *chain shirt*, +1 *musket*^{UC} with 20 bullets^{UC}, +1 *short sword*, powder horn with 20 doses of black powder^{UC}**SPECIAL ABILITIES****Improved Uncanny Dodge (Ex)** At 8th level and higher, a rogue can no longer be flanked. This defense denies a rogue the ability to sneak attack the rogue by flanking her, unless the attacker has at least four more rogue levels than the target has rogue levels.**Sniper's Eye (Ex)** A rogue with this talent can apply her sneak attack damage on ranged attacks targeting foes within 30 feet that benefit from concealment. Foes with total concealment are still immune.**Uncanny Dodge (Ex)** At 2nd level, a rogue gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, even if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A rogue with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

+1 CHAIN SHIRT

Light Armor, +5 **Armor Bonus**, +4 **Max Dex**, -1 **ACP**, **ASF 20%**, **Price 1,250 gp**; **Weight 25 lbs.**
Aura faint abjuration; **CL 3rd**; **Identify DC 18**

+1 MUSKET

Two-handed exotic firearm, 1d12 damage; **Crit x4**; **Type B and P**; **Price 3,800 gp**; **Weight 9 lbs.**
Range 40 ft.; **Misfire 1-2 (5 ft.)**; **Capacity 1**
Aura faint evocation; **CL 3rd**; **Identify DC 18**

+1 SHORT SWORD

Light martial melee weapon, 1d6 damage; **Crit 19-20/x2**; **Type P**; **Price 2,310 gp**; **Weight 2 lbs.**
Aura faint evocation; **CL 3rd**; **Identify DC 18**

+1 CHAIN SHIRT

Light Armor, +5 **Armor Bonus**, +4 **Max Dex**, -1 **ACP**, **ASF 20%**, **Price 1,250 gp**; **Weight 25 lbs.**
Aura faint abjuration; **CL 3rd**; **Identify DC 18**

+1 MUSKET

Two-handed exotic firearm, 1d12 damage; **Crit x4**; **Type B and P**; **Price 3,800 gp**; **Weight 9 lbs.**
Range 40 ft.; **Misfire 1-2 (5 ft.)**; **Capacity 1**
Aura faint evocation; **CL 3rd**; **Identify DC 18**

+1 SHORT SWORD

Light martial melee weapon, 1d6 damage; **Crit 19-20/x2**; **Type P**; **Price 2,310 gp**; **Weight 2 lbs.**
Aura faint evocation; **CL 3rd**; **Identify DC 18**

+1 CHAIN SHIRT

Light Armor, +5 **Armor Bonus**, +4 **Max Dex**, -1 **ACP**, **ASF 20%**, **Price 1,250 gp**; **Weight 25 lbs.**
Aura faint abjuration; **CL 3rd**; **Identify DC 18**

+1 MUSKET

Two-handed exotic firearm, 1d12 damage; **Crit x4**; **Type B and P**; **Price 3,800 gp**; **Weight 9 lbs.**
Range 40 ft.; **Misfire 1-2 (5 ft.)**; **Capacity 1**
Aura faint evocation; **CL 3rd**; **Identify DC 18**

+1 SHORT SWORD

Light martial melee weapon, 1d6 damage; **Crit 19-20/x2**; **Type P**; **Price 2,310 gp**; **Weight 2 lbs.**
Aura faint evocation; **CL 3rd**; **Identify DC 18**

Grand Lodge – C. Fort Tempest Courtyard

BLACK ECHELON ELITE (3)

CR 8

NE Medium undead

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

Aura silent aura

DEFENSE

AC 22, touch 14, flat-footed 18 (+4 Dex, +8 natural)

hp 105 (14d8+42)

Fort +7, **Ref** +8, **Will** +10

DR 5/bludgeoning or slashing; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.

Melee mwk sickle +16/+11 (1d6+4/19–20) or
claw +14 (1d4+4)

Ranged dart +14 (1d4+4 plus poison)

Special Attacks sneak attack +4d6

STATISTICS

Str 19, **Dex** 19, **Con** —, **Int** 13, **Wis** 12, **Cha** 16

Base Atk +10; **CMB** +14; **CMD** 28

Feats Following Step^{APG}, Improved Critical (sickle), Improved Initiative, Lunge, Step Up, Step Up And Strike^{APG}, Weapon Focus (sickle)

Skills Climb +21, Disguise +20, Perception +18, Stealth +21, Swim +18

SQ deliberate, enshrouding mist

Gear darts (2), mwk sickle, mist-soaked cloak

SPECIAL ABILITIES

Deliberate (Ex) After centuries of waiting, Black Echelon elites are endlessly patient. They never charge or run.

Enshrouding Mist (Su) As a standard action, a Black Echelon elite can expand the fog that swirls around its body. This creates a pea-soup fog which extends around the elite in a 30-foot radius, centered on its body as it moves. The mist replicates natural fog conditions; anyone attacking a target inside the mist has a 20% miss chance. Attackers inside the mist who are adjacent to their opponents, however, do not suffer a miss chance. The mist affects both normal and darkvision alike, and the elite has no special ability to attack through its own mist; it suffers the same penalty on its ranged attacks.

Following Step When using the Step Up feat to follow an adjacent foe, you may move up to 10 feet. You may still take a 5-foot step during your next turn, and any movement you make using this feat does not subtract any distance from your movement during your next turn.

Lunge You can increase the reach of your melee attacks by 5 feet until the end of your turn by taking a –2 penalty to your AC until your next turn. You must decide to use this ability before any attacks are made.

Poison (Ex) A Black Echelon elite can poison a dart with its sickly marrow as a free action when it draws the weapon. This poison retains its potency for only 1 minute. Dart—injury; *save* Fort DC 20; *frequency* 1/round for 4 rounds; *effect* 1d2 Cha damage and sickened 1 round; *secondary effect* 1d2 Cha damage and dazed 1 round; *cure* 1 save.

Silent Aura (Su) Black Echelon elites are perfectly silent. This silence dampens all noise in the elite's own square as well as all adjacent squares, just as a *silence* spell. In addition, although it has no game effect, creatures caught within the silent aura have the creepy sensation that they are moving in slow motion.

Step Up Whenever an adjacent foe attempts to take a 5-foot step away from you, you may also make a 5-foot step as an immediate action so long as you end up adjacent to the foe that triggered this ability. If

you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement.

Step Up and Strike When using the Step Up or Following Step feats to follow an adjacent foe, you may also make a single melee attack against that foe at your highest base attack bonus. This attack counts as one of your attacks of opportunity for the round. Using this feat does not count toward the number of actions you can usually take each round.

Undead Traits Undead are immune to death effects, Disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, Poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, Energy Drain, or nonlethal Damage. Undead are immune to Damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive Damage.

BLACK ECHELON INFILTRATOR (3)**CR 5**

NE Medium undead

Init +7; **Senses** darkvision 60 ft.; Perception +12**Aura** silent aura**DEFENSE****AC** 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)**hp** 52 (8d8+16)**Fort** +4, **Ref** +5, **Will** +7**DR** 5/bludgeoning or slashing; **Immune** cold, undead traits**OFFENSE****Speed** 30 ft.**Melee** mwk sickle +11/+6 (1d6+3) or claw +9 (1d4+2)**Ranged** dart +9 (1d4+3 plus poison)**Special Attacks** sneak attack +3d6**STATISTICS****Str** 17, **Dex** 17, **Con** —, **Int** 13, **Wis** 12, **Cha** 14**Base Atk** +6; **CMB** +9; **CMD** 22**Feats** Following Step^{APG}, Improved Initiative, Step Up, Weapon Focus (sickle)**Skills** Climb +14, Disguise +13, Perception +12, Stealth +14, Swim +11**SQ** deliberate, enshrouding mist**Gear** darts (2), mwk sickle, mist-soaked cloak**SPECIAL ABILITIES****Deliberate (Ex)** After centuries of waiting, Black Echelon infiltrators are endlessly patient. They never charge or run.**Enshrouding Mist (Su)** As a standard action, a Black Echelon infiltrator can expand the fog that swirls around its body. This creates a pea-soup fog which extends around the infiltrator in a 30-foot radius, centered on its body as it moves. The mist replicates natural fog conditions; anyone attacking a target inside the mist has a 20% miss chance. Attackers inside the mist who are adjacent to their opponents, however, do not suffer a miss chance. The mist affects both normal and darkvision alike, and the infiltrator has no special ability to attack through its own mist; it suffers the same penalty on its ranged attacks.**Following Step** When using the Step Up feat to follow an adjacent foe, you may move up to 10 feet. You may still take a 5-foot step during your next turn, and any movement you make using this feat does not subtract any distance from your movement during your next turn.**Poison (Ex)** A black echelon infiltrator can poison a dart with its sickly marrow as a free action when it draws the weapon. This poison retains its potency for only 1 minute. Dart—injury; *save* Fort DC 16; *frequency* 1/round for 4 rounds; *effect* 1d2 Cha damage and sickened 1 round; *secondary effect* 1d2 Cha damage and staggered 1 round; *cure* 1 save.**Silent Aura (Su)** Black Echelon infiltrators are perfectly silent. This silence dampens all noise in the infiltrator's own square as well as all adjacent squares, just as a *silence* spell. In addition, although it has no game effect, creatures caught within the silent aura have the creepy sensation that they are moving in slow motion.**Step Up** Whenever an adjacent foe attempts to take a 5-foot step away from you, you may also make a 5-foot step as an immediate action so long as you end up adjacent to the foe that triggered this ability. If you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement.

Liberty's Edge – D. The Slave Pits

SCHEMING FENCER

CR 10

Human fighter 11

CE Medium humanoid (human)

Init +6; **Senses** Perception +0

DEFENSE

AC 25, touch 16, flat-footed 19 (+7 armor, +6 Dex, +2 natural)

hp 98 (11d10+33)

Fort +10, **Ref** +10, **Will** +6; +3 vs. fear

Defensive Abilities bravery +3

OFFENSE

Speed 30 ft., climb 20 ft.

Melee +1 rapier +19/+14/+9 (1d6+8/15–20), mwk dagger +18/+13 (1d4+5/19–20)

Ranged dagger +19 (1d4+5/19–20) or

mwk composite longbow +19/+14/+9 (1d8+2/×3)

Special Attacks weapon training (light blades +2, bows +1)

TACTICS

Before Combat The fighter drinks her potions of *bull's strength*, *cat's grace*, and *barkskin*. If she's planning betrayal, a scheming fencer doesn't down her potions until just before her treachery.

Base Statistics Without *bull's strength*, *cat's grace*, and *barkskin*, the fighter's statistics are **Init** +4; **AC** 21, touch 14, flat-footed 17; **Ref** +8; **Melee** +1 rapier +17/+12/+7 (1d6+6/15–20), mwk dagger +16/+11 (1d4+3/19–20); **Ranged** dagger +17 (1d4+3/19–20) or mwk composite longbow +17/+12/+7 (1d8+2/×3); **Str** 12, **Dex** 19; **CMB** +12 (+14 disarm); **CMD** 26 (28 vs. disarm); **Skills** Acrobatics +15, Climb +13.

STATISTICS

Str 16, **Dex** 23, **Con** 14, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +11; **CMB** +14 (+16 disarm); **CMD** 30 (+32 vs. disarm)

Feats Combat Expertise, Critical Focus, Double Slice, Improved Critical (rapier), Improved Disarm, Improved Two-Weapon Fighting, Iron Will, Sickening Critical, Two-Weapon Fighting, Two-Weapon Rend, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier)

Skills Acrobatics +17, Bluff +10, Climb +15, Knowledge (local) +5, Perform (sing) +5, Sense Motive +9

Languages Common, Elven

SQ armor training 3

Combat Gear *potion of barkskin*, *potion of bull's strength*, *potion of cat's grace*, *potions of cure moderate wounds* (2), *potions of protection from good* (CL 2nd, 2), *silversheen*; **Other Gear** +1 breastplate, +1 rapier, daggers (3), masterwork composite longbow (+1 Str) with 20 arrows, masterwork dagger, *belt of incredible dexterity* +2, *cloak of resistance* +1, *slippers of spider climbing*, 121 gp

SPECIAL ABILITIES

Critical Focus You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Two-Weapon Rend If you hit an opponent with both your primary hand and your off-hand weapon, you deal an additional 1d10 points of damage plus 1-1/2 times your Strength modifier. You can only deal this additional damage once each round.

Sickening Critical Whenever you score a critical hit, your opponent becomes sickened for 1 minute. The effects of this feat do not stack. Additional hits instead add to the effect's duration.

POTION OF BARKSKIN

Aura faint transmutation; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker gains a +2 enhancement bonus to their natural armor for 30 minutes.

POTION OF BULL'S STRENGTH

Aura faint transmutation; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker gains a +4 enhancement bonus to Strength for 3 minutes.

POTION OF CAT'S GRACE

Aura faint transmutation; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker gains a +4 enhancement bonus to Dexterity for 3 minutes.

POTION OF CURE MODERATE WOUNDS

Aura faint conjuration; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker regains 2d8+3 hit points.

POTION OF CURE MODERATE WOUNDS

Aura faint conjuration; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker regains 2d8+3 hit points.

POTION OF PROTECTION FROM GOOD

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

The drinker gains +2 deflection, +2 resistance vs stuff from good creatures, no being touched by good summoned creatures, protection from mental control by good creatures for 1 minute.

POTION OF PROTECTION FROM GOOD

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

The drinker gains +2 deflection, +2 resistance vs stuff from good creatures, no being touched by good summoned creatures, protection from mental control by good creatures for 1 minute.

SILVER SHEEN

Aura faint transmutation; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 250 gp; **Weight** —

This shimmering paste-like substance can be applied to a weapon as a standard action. It gives the weapon the properties of alchemical silver for 1 hour, replacing the properties of any other special material it might have. One vial coats a single melee weapon or 20 units of ammunition.

+1 BREASTPLATE

Medium Armor, +7 **Armor Bonus**, +3 **Max Dex**, -3 **ACP**, **ASF** 25%, **Price** 1,350 gp; **Weight** 30 lbs.

Aura faint abjuration; **CL** 3rd; **Identify DC** 18

+1 RAPIER

One-handed martial melee weapon, 1d8 damage; **Crit** 18-20/x2; **Type** P; **Price** 2,320 gp; **Weight** 2 lbs.

Aura faint evocation; **CL** 3rd; **Identify DC** 18

BELT OF INCREDIBLE DEXTERITY +2

Aura moderate transmutation; **CL** 8th; **Slot** belt; **Identify DC** 23; **Price** 4,000 gp; **Weight** 1 lb.

The wearer gains a +2 enhancement bonus to Dexterity. This is temporary for the first 24 hours worn.

CLOAK OF RESISTANCE +1

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

The wearer gains a +1 resistance bonus to all saves.

SLIPPERS OF SPIDER CLIMBING

Aura faint transmutation; **CL** 4th; **Slot** feet; **Identify DC** 19; **Price** 4,800 gp; **Weight** 1/2 lb.

When worn, a pair of these slippers enables movement on vertical surfaces or even upside down along ceilings, leaving the wearer's hands free. Her climb speed is 20 feet. Severely slippery surfaces—icy, oiled, or greased surfaces—make these slippers useless. The slippers can be used for 10 minutes per day, split up as the wearer chooses (minimum 1 minute per use).

STRONGWOMAN (2)**CR 8**

Human fighter 9

CN Medium humanoid (human)

Init +1; **Senses** Perception +1**DEFENSE****AC** 18, touch 12, flat-footed 16 (+5 armor, +1 Dex, +1 dodge, +1 natural)**hp** 90 (9d10+36)**Fort** +11, **Ref** +5, **Will** +7 (+2 vs. fear)**OFFENSE****Speed** 30 ft.**Melee** +1 *earth breaker* +16/+11 (2d6+9/×3) or

unarmed strike +14/+9 (1d3+5)

w/ Power Attack +1 *earth breaker* +13/+8 (2d6+18/×3) or

unarmed strike +11/+6 (1d3+11)

Ranged mwk handaxe +11/+6 (1d6+4/×3)**Special Attacks** weapon training (close +1, hammers +2)**TACTICS****Before Combat** The strongwoman downs her *potion of bull's strength* if she expects a serious fight. This has not been factored into her statistics.**STATISTICS****Str** 19, **Dex** 13, **Con** 14, **Int** 8, **Wis** 12, **Cha** 10**Base Atk** +9; **CMB** +13 (+17 grapple, +15 sunder); **CMD** 25 (27 vs. grapple or sunder)**Feats** Dodge, Great Fortitude, Greater Grapple, Improved Grapple, Improved Sunder, Improved Unarmed Strike, Intimidating Prowess, Iron Will, Power Attack, Toughness, Vital Strike**Skills** Bluff +2, Climb +11, Diplomacy +2, Intimidate +13, Perform (act) +6**Languages** Common**SQ** armor training 2**Combat Gear** *potion of bull's strength*, *potion of cure moderate wounds*; **Other Gear** *powerhouse pelt*^{VC}, +1 *earth breaker*^{UE}, mwk handaxe, *amulet of natural armor* +1, *cloak of resistance* +1, entertainer's outfit

POTION OF BULL'S STRENGTH

Aura faint transmutation; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker gains a +4 enhancement bonus to Strength for 3 minutes.

POTION OF CURE MODERATE WOUNDS

Aura faint conjuration; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker regains 2d8+3 hit points

POWERHOUSE PELT

Medium Armor, +5 **Armor Bonus**, +4 **Max Dex**, -2 **ACP**, **ASF** 20%, **Price** 3,515 gp; **Weight** 20 lbs.

Aura faint transmutation; **CL** 5th; **Identify DC** 20

Crafted from the skin of a great cat, this +1 *hide armor* provides its wearer a +2 competence bonus on all ability checks to perform feats of strength, such as bending bars, and forcing doors. This bonus doesn't apply on any other Strength-related rolls (including Strength-based skill checks and melee attack and damage rolls). The wearer also treats her Strength score as if it were 8 higher than normal for the purpose of determining her carrying capacity.

+1 EARTH BREAKER

Two-handed martial melee weapon, 2d6 damage; **Crit** x3; **Type** B; **Price** 2,340 gp; **Weight** 14 lbs.

Aura faint evocation; **CL** 3rd; **Identify DC** 18

AMULET OF NATURAL ARMOR +1

Aura faint transmutation; **CL** 5th; **Slot** neck; **Identify DC** 20; **Price** 2,000 gp; **Weight** —

The wearer gains a +1 enhancement bonus to their natural armor bonus to AC.

CLOAK OF RESISTANCE +1

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

The wearer gains a +1 resistance bonus to all saves.

Scarab Sages – E. The Titan’s Fountain

MUSKET MARAUDER (2)

CR 7

Human rogue 8

NE Medium humanoid (human)

Init +4; **Senses** Perception +11

DEFENSE

AC 19, touch 14, flat-footed 15 (+5 armor, +4 Dex)

hp 71 (8d8+32)

Fort +4, **Ref** +10, **Will** +2

Defensive Abilities evasion, improved uncanny dodge, trap sense +2

OFFENSE

Speed 30 ft.

Melee +1 *short sword* +9/+4 (1d6+3/19–20)

w/ **Power Attack** +1 *short sword* +7/+2 (1d6+7/19–20)

Ranged +1 *musket* +12 (1d12+1/x4)

w/ **Deadly Aim** +1 *musket* +10 (1d12+5/x4)

Special Attacks sneak attack +4d6

STATISTICS

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

Base Atk +6; **CMB** +8; **CMD** 22

Feats Deadly Aim, Exotic Weapon Proficiency (firearms), Point-Blank Shot, Power Attack, Precise Shot, Rapid Reload, Toughness, Weapon Focus (musket)

Skills Acrobatics +14, Bluff +10, Climb +12, Disguise +10, Intimidate +10, Perception +11, Profession (sailor) +11, Sleight of Hand +14, Stealth +14, Swim +12

Languages Abyssal, Common

SQ rogue talents (combat trick, firearm training^{UC}, sniper’s eye^{APG}, weapon training), trapfinding +4

Gear +1 *chain shirt*, +1 *musket*^{UC} with 20 bullets^{UC}, +1 *short sword*, powder horn with 20 doses of black powder^{UC}

SPECIAL ABILITIES

Improved Uncanny Dodge (Ex) At 8th level and higher, a rogue can no longer be flanked. This defense denies a rogue the ability to sneak attack the rogue by flanking her, unless the attacker has at least four more rogue levels than the target has rogue levels.

Sniper’s Eye (Ex) A rogue with this talent can apply her sneak attack damage on ranged attacks targeting foes within 30 feet that benefit from concealment. Foes with total concealment are still immune.

Uncanny Dodge (Ex) At 2nd level, a rogue gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, even if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A rogue with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

+1 CHAIN SHIRT

Light Armor, +5 **Armor Bonus**, +4 **Max Dex**, -1 **ACP**, **ASF** 20%, **Price** 1,250 gp; **Weight** 25 lbs.

Aura faint abjuration; **CL** 3rd; **Identify DC** 18

+1 MUSKET

Two-handed exotic firearm, 1d12 damage; **Crit** x4; **Type** B and P; **Price** 3,800 gp; **Weight** 9 lbs.

Range 40 ft.; **Misfire** 1-2 (5 ft.); **Capacity** 1

Aura faint evocation; **CL** 3rd; **Identify DC** 18

+1 SHORT SWORD

Light martial melee weapon, 1d6 damage; **Crit** 19-20/x2; **Type** P; **Price** 2,310 gp; **Weight** 2 lbs.

Aura faint evocation; **CL** 3rd; **Identify DC** 18

+1 CHAIN SHIRT

Light Armor, +5 **Armor Bonus**, +4 **Max Dex**, -1 **ACP**, **ASF** 20%, **Price** 1,250 gp; **Weight** 25 lbs.

Aura faint abjuration; **CL** 3rd; **Identify DC** 18

+1 MUSKET

Two-handed exotic firearm, 1d12 damage; **Crit** x4; **Type** B and P; **Price** 3,800 gp; **Weight** 9 lbs.

Range 40 ft.; **Misfire** 1-2 (5 ft.); **Capacity** 1

Aura faint evocation; **CL** 3rd; **Identify DC** 18

+1 SHORT SWORD

Light martial melee weapon, 1d6 damage; **Crit** 19-20/x2; **Type** P; **Price** 2,310 gp; **Weight** 2 lbs.

Aura faint evocation; **CL** 3rd; **Identify DC** 18

SCHEMING FENCER**CR 10**

Human fighter 11

CE Medium humanoid (human)

Init +6; **Senses** Perception +0**DEFENSE****AC** 25, touch 16, flat-footed 19 (+7 armor, +6 Dex, +2 natural)**hp** 98 (11d10+33)**Fort** +10, **Ref** +10, **Will** +6; +3 vs. fear**Defensive Abilities** bravery +3**OFFENSE****Speed** 30 ft., climb 20 ft.**Melee** +1 rapier +19/+14/+9 (1d6+8/15–20), mwk dagger +18/+13 (1d4+5/19–20)**Ranged** dagger +19 (1d4+5/19–20) or

mwk composite longbow +19/+14/+9 (1d8+2/×3)

Special Attacks weapon training (light blades +2, bows +1)**TACTICS****Before Combat** The fighter drinks her potions of *bull's strength*, *cat's grace*, and *barkskin*. If she's planning betrayal, a scheming fencer doesn't down her potions until just before her treachery.**Base Statistics** Without *bull's strength*, *cat's grace*, and *barkskin*, the fighter's statistics are **Init** +4; **AC** 21, touch 14, flat-footed 17; **Ref** +8; **Melee** +1 rapier +17/+12/+7 (1d6+6/15–20), mwk dagger +16/+11 (1d4+3/19–20); **Ranged** dagger +17 (1d4+3/19–20) or mwk composite longbow +17/+12/+7 (1d8+2/×3); **Str** 12, **Dex** 19; **CMB** +12 (+14 disarm); **CMD** 26 (28 vs. disarm); **Skills** Acrobatics +15, Climb +13.**STATISTICS****Str** 16, **Dex** 23, **Con** 14, **Int** 13, **Wis** 10, **Cha** 8**Base Atk** +11; **CMB** +14 (+16 disarm); **CMD** 30 (+32 vs. disarm)**Feats** Combat Expertise, Critical Focus, Double Slice, Improved Critical (rapier), Improved Disarm, Improved Two-Weapon Fighting, Iron Will, Sickening Critical, Two-Weapon Fighting, Two-Weapon Rend, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier)**Skills** Acrobatics +17, Bluff +10, Climb +15, Knowledge (local) +5, Perform (sing) +5, Sense Motive +9**Languages** Common, Elven**SQ** armor training 3**Combat Gear** *potion of barkskin*, *potion of bull's strength*, *potion of cat's grace*, *potions of cure moderate wounds* (2), *potions of protection from good* (CL 2nd, 2), *silversheen*; **Other Gear** +1 breastplate, +1 rapier, daggers (3), masterwork composite longbow (+1 Str) with 20 arrows, masterwork dagger, *belt of incredible dexterity* +2, *cloak of resistance* +1, *slippers of spider climbing*, 121 gp**SPECIAL ABILITIES****Critical Focus** You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.**Two-Weapon Rend** If you hit an opponent with both your primary hand and your off-hand weapon, you deal an additional 1d10 points of damage plus 1-1/2 times your Strength modifier. You can only deal this additional damage once each round.**Sickening Critical** Whenever you score a critical hit, your opponent becomes sickened for 1 minute. The effects of this feat do not stack. Additional hits instead add to the effect's duration.

POTION OF BARKSKIN

Aura faint transmutation; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker gains a +2 enhancement bonus to their natural armor for 30 minutes.

POTION OF BULL'S STRENGTH

Aura faint transmutation; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker gains a +4 enhancement bonus to Strength for 3 minutes.

POTION OF CAT'S GRACE

Aura faint transmutation; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker gains a +4 enhancement bonus to Dexterity for 3 minutes.

POTION OF CURE MODERATE WOUNDS

Aura faint conjuration; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker regains 2d8+3 hit points.

POTION OF CURE MODERATE WOUNDS

Aura faint conjuration; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker regains 2d8+3 hit points.

POTION OF PROTECTION FROM GOOD

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

The drinker gains +2 deflection, +2 resistance vs stuff from good creatures, no being touched by good summoned creatures, protection from mental control by good creatures for 1 minute.

POTION OF PROTECTION FROM GOOD

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

The drinker gains +2 deflection, +2 resistance vs stuff from good creatures, no being touched by good summoned creatures, protection from mental control by good creatures for 1 minute.

SILVER SHEEN

Aura faint transmutation; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 250 gp; **Weight** —

This shimmering paste-like substance can be applied to a weapon as a standard action. It gives the weapon the properties of alchemical silver for 1 hour, replacing the properties of any other special material it might have. One vial coats a single melee weapon or 20 units of ammunition.

+1 BREASTPLATE

Medium Armor, +7 **Armor Bonus**, +3 **Max Dex**, -3 **ACP**, **ASF** 25%, **Price** 1,350 gp; **Weight** 30 lbs.

Aura faint abjuration; **CL** 3rd; **Identify DC** 18

+1 RAPIER

One-handed martial melee weapon, 1d8 damage; **Crit** 18-20/x2; **Type** P; **Price** 2,320 gp; **Weight** 2 lbs.

Aura faint evocation; **CL** 3rd; **Identify DC** 18

BELT OF INCREDIBLE DEXTERITY +2

Aura moderate transmutation; **CL** 8th; **Slot** belt; **Identify DC** 23; **Price** 4,000 gp; **Weight** 1 lb.

The wearer gains a +2 enhancement bonus to Dexterity. This is temporary for the first 24 hours worn.

CLOAK OF RESISTANCE +1

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

The wearer gains a +1 resistance bonus to all saves.

SLIPPERS OF SPIDER CLIMBING

Aura faint transmutation; **CL** 4th; **Slot** feet; **Identify DC** 19; **Price** 4,800 gp; **Weight** 1/2 lb.

When worn, a pair of these slippers enables movement on vertical surfaces or even upside down along ceilings, leaving the wearer's hands free. Her climb speed is 20 feet. Severely slippery surfaces—icy, oiled, or greased surfaces—make these slippers useless. The slippers can be used for 10 minutes per day, split up as the wearer chooses (minimum 1 minute per use).

STORM SORCERER (2)**CR 5**

Elf sorcerer 6

NE Medium humanoid (elf)

Init +6; **Senses** low-light vision; Perception +4**DEFENSE****AC** 18, touch 14, flat-footed 15 (+4 armor, +1 deflection, +2 Dex, +1 dodge)**hp** 35 (6d6+12)**Fort** +4, **Ref** +5, **Will** +7; +2 vs. enchantments**Immune** sleep; **Resist** electricity 10**OFFENSE****Speed** 30 ft.**Melee** spear +2 (1d8–1/×3)**Ranged** mwk longbow +6 (1d8/×3)**Bloodline Spell-Like Abilities** (CL 6th; concentration +9)

6/day—elemental ray (1d6+3 electricity)

Sorcerer Spells Known (CL 6th; concentration +9)3rd (4/day)—*lightning bolt* (DC 17)2nd (6/day)—*gust of wind* (DC 16), *scorching ray* (electricity), *spectral hand*1st (7/day)—*burning hands* (electricity; DC 15), *mage armor*, *magic missile*, *obscuring mist*, *shocking grasp*0 (at will)—*acid splash* (electricity), *dancing lights*, *detect magic*, *light*, *mage hand*, *ray of frost* (electricity), *read magic***Bloodline** elemental (air)**TACTICS****Before Combat** The sorcerer casts *mage armor*.**During Combat** The sorcerer favors his electricity spells, casting *lightning bolt* or *scorching ray*, or using his *spectral hand* to deliver *shocking grasp* attacks. He prefers ranged combat, using a *scroll of fly* or *levitate* to avoid opponents on the ground.**Base Statistics** Without *mage armor*, the sorcerer's base statistics are **AC** 14, touch 14, flat-footed 11.**STATISTICS****Str** 8, **Dex** 15, **Con** 12, **Int** 12, **Wis** 12, **Cha** 16**Base Atk** +3; **CMB** +2; **CMD** 16**Feats** Dodge, Eschew Materials, Improved Initiative, Spell Focus (evocation)**Skills** Fly +10, Knowledge (arcana) +9, Linguistics +2, Perception +4, Spellcraft +10 (+12 to identify magic item properties)**Languages** Auran, Common, Draconic, Elven**SQ** bloodline arcana (change energy damage spells to electricity), elven magic, weapon familiarity**Combat Gear** *scroll of fly*, *scroll of gaseous form*, *scroll of levitate*; **Other Gear** masterwork longbow with 20 arrows, spear, *cloak of resistance +1*, *ring of protection +1*; 375 gp

3rd level spells

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

2nd level spells

Gust of Wind (evocation[air], VS, 60ft. line of severe wind, 1rd) – FORT or tiny creatures are knocked prone, roll 1d4*10ft, take 1 nonlethal for every 10 ft. rolled, small creatures are knocked prone, medium creatures can't move forward except for DC15 Strength check. -4 penalty to ranged attacks no matter the size.

Scorching Ray (electricity) (evocation[electricity], VS, close, SRyes) – 1 ray of electricity (2 at 7, 3 at 11), each deals 4d6 fire dmg.

Spectral Hand (necromancy, VS, medium, 1min/lvl) – Take 1d4dmg, hand lets you make melee touch at medium range with +2 bonus. AC of 22 + Int, improved evasion, your saves and hp = dmg you took at the start of the spell.

1st level spells

Burning Hands (electricity) (evocation[electricity], VS, 15ft cone, SR yes) – 1d4/lvl (max 5d4) electricity, REF half

Mage Armor (conjuration(creation)[force], creature touched, 1hr/lvl) - +4 armor bonus

Magic Missile (evocation[force], VS, medium, SRyes) – 3 1d4+1 missiles of force

Obscuring Mist (conjuration (creation), VS, 20ft radius from you, 1min/lvl) – Within 5ft is concealed. Past that is totally concealed. Winds, fire remove it.

Shocking Grasp (evocation[electricity], VS, creature touched, SRyes) – 1d6/lvl (max 5d6) electricity. +3 if target is wearing metal armor or is carrying a metal weapon.

Special Abilities

Bloodline Arcana Whenever you cast a spell that deals energy damage, you can change the type of damage to match the type of your bloodline. This also changes the spell's type to match the type of your bloodline.

Elemental Ray Starting at 1st level, you can unleash an elemental ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. This ray deals 1d6 points of damage of your energy type + 1 for every two sorcerer levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Items

Scroll of Fly – Cast Fly at CL 5.

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

Scroll of Gaseous Form – Cast Gaseous Form at CL 3.

Gaseous Form (transmutation, SMDF, willing creature touched, 2min/lvl) – Creature becomes mist. Loses armor, gain DR10/magic, immune to poison, sneak attacks, crits. Can't attack, cast spells with verbal, somatic or material components, use supernatural abilities. Fly speed of 10 ft, auto pass fly checks.

Scroll of Levitate – Cast Levitate at CL 3.

Levitate (transmutation, VSF, personal or close, 1min/lvl) – Move yourself, another person, or another object up and down. Move action to move up or down 20ft. Increasing -1 penalty per attack, up to a -5.

SCROLL OF FLY

Aura faint transmutation; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 375 gp; **Weight** —

School transmutation; **Level** alchemist 3, arcanist 3, bloodrager 3, investigator 3, magus 3, medium 3, occultist 3, psychic 3, red mantis assassin 3, shaman 3, sorcerer/wizard 3, spiritualist 3, summoner 3, summoner (unchained) 3, witch 3

Casting Time 1 standard action

Range touch

Target creature touched

Duration 1 min./level

Saving Throw Will DC 14 negates (harmless); **Spell Resistance** yes (harmless)

The subject can fly at a speed of 60 feet (or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good. Using a *fly* spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a *fly* spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears. The subject gains a bonus on Fly skill checks equal to 1/2 your caster level.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends safely in this way if the *fly* spell is dispelled, but not if it is negated by an *antimagic field*.

SCROLL OF GASEOUS FORM

Aura faint transmutation; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 375 gp; **Weight** —

School transmutation; **Level** alchemist 3, arcanist 3, bard 3, investigator 3, magus 3, medium 3, occultist 3, psychic 3, red mantis assassin 3, skald 3, sorcerer/wizard 3, spiritualist 3

Casting Time 1 standard action

Range touch

Target willing corporeal creature touched

Duration 2 min./level (D)

Saving Throw none; **Spell Resistance** no

The subject and all its gear become insubstantial, misty, and translucent. Its material armor (including natural armor) becomes worthless, though its size, Dexterity, deflection bonuses, and armor bonuses from force effects still apply. The subject gains DR 10/magic and becomes immune to poison, sneak attacks, and critical hits. It can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form. This does not rule out the use of certain spells that the subject may have prepared using the feats Silent Spell, Still Spell, and Eschew Materials. The subject also loses supernatural abilities while in gaseous form. If it has a touch spell ready to use, that spell is discharged harmlessly when the *gaseous form* spell takes effect.

A gaseous creature can't run, but it can fly at a speed of 10 feet and automatically succeeds on all Fly skill checks. It can pass through small holes or narrow openings, even mere cracks, with all it was wearing or holding in its hands, as long as the spell persists. The creature is subject to the effects of wind, and it can't enter water or other liquid. It also can't manipulate objects or activate items, even those carried along with its gaseous form. Continuously active items remain active, though in some cases their effects may be moot.

SCROLL OF LEVITATE

Aura faint transmutation; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 150 gp; **Weight** —

School transmutation; **Level** alchemist 2, arcanist 2, investigator 2, magus 2, medium 2, mesmerist 2, occultist 2, psychic 2, red mantis assassin 2, shaman 2, sorcerer/wizard 2, spiritualist 2, summoner 2, summoner (unchained) 2, witch 2

Casting Time 1 standard action

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

Target you or one willing creature or one object (total weight up to 100 lbs./level)

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** no

Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a –1 penalty on attack rolls, the second –2, and so on, to a maximum penalty of –5. A full round spent stabilizing allows the creature to begin again at –1.

CLOAK OF RESISTANCE +1

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

The wearer gains a +1 resistance bonus to all saves.

RING OF PROTECTION +1

Aura faint evocation; **CL** 5th; **Slot** neck; **Identify DC** 20; **Price** 4,000 gp; **Weight** —

The wearer gains a +1 deflection bonus to AC.

Silver Crusade – F. The Ivory Labyrinth

GORGON

CR 8

N Large magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +17

DEFENSE

AC 20, touch 9, flat-footed 20 (+11 natural, –1 size)

hp 100 (8d10+56)

Fort +13, **Ref** +6, **Will** +7

OFFENSE

Speed 30 ft.

Melee gore +14 (2d8+7), 2 hooves +9 (1d6+3)

w/ Power Attack gore +11 (2d8+13), 2 hooves +6 (1d6+6)

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

Special Attacks breath weapon (60-foot cone, turn to stone, Fortitude DC 21 negates), trample (2d8+10, DC 21)

STATISTICS

Str 24, **Dex** 10, **Con** 24, **Int** 2, **Wis** 16, **Cha** 9

Base Atk +8; **CMB** +16; **CMD** 26

Feats Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception)

Skills Perception +17

SPECIAL ABILITIES

Breath Weapon A gorgon can use its breath weapon once every 1d4+1 rounds to create a 60-foot cone of green gas. Each creature caught in the area of the gas can attempt a DC 21 Fortitude save to resist the effects, but those who fail the save are immediately petrified. This petrification is temporary—each round, a petrified creature can attempt a new DC 21 Fortitude save to recover from the petrification as long as it is not caught within the area of effect of the gorgon's breath weapon a second time while petrified. A creature exposed to the gorgon's breath a second time while already petrified becomes permanently petrified and can no longer attempt additional Fortitude saves to recover naturally. The save DC is Constitution-based.

LABYRINTH GUARDIAN (3)**CR 8**

Minotaur graveknight fighter 1

CE Large undead (augmented monstrous humanoid)

Init +5; **Senses** darkvision 60 ft.; Perception +20**Aura** sacrilegious aura (30 ft., DC 16)**DEFENSE****AC** 29, touch 10, flat-footed 28 (+10 armor, +1 Dex, +9 natural, –1 size)**hp** 60 (7 HD; 6d8+1d10+28)**Fort** +4, **Ref** +8, **Will** +9**Defensive Abilities** channel resistance +4, natural cunning, rejuvenation; **DR** 10/magic; **Immune** undead traits; **SR** 19**OFFENSE****Speed** 20 ft.**Melee** +1 *bastard sword* +15/+10 (2d8+8/19–20 plus 1d6 fire), slam +8 (1d6+3), gore +8 (1d6+3)**w/ Power Attack** +1 *bastard sword* +13/+8 (2d8+12/19–20 plus 1d6 fire), slam +6 (1d6+5), gore +6 (1d6+5)**Ranged** mwk heavy crossbow +8 (2d8/19–20 plus 1d6 fire)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** channel destruction, devastating blast (4d6 fire, DC 16), powerful charge (gore, 2d6+10), undead mastery (DC 16)**STATISTICS****Str** 25, **Dex** 12, **Con** —, **Int** 14, **Wis** 18, **Cha** 16**Base Atk** +7; **CMB** +15; **CMD** 26**Feats** Exotic Weapon Proficiency (bastard sword), Improved Initiative^B, Lightning Reflexes, Mounted Combat^B, Power Attack, Ride-By Attack^B, Toughness^B, Vital Strike, Weapon Focus (bastard sword)**Skills** Climb +12, Intimidate +18, Knowledge (dungeoneering) +12, Knowledge (engineering) +10, Knowledge (religion) +12, Perception +20, Ride +14, Survival +13; **Racial Modifiers** +8 Intimidate, +12 Perception, +8 Ride, +4 Survival**Languages** Common, Giant**SQ** phantom mount, ruinous revivification (fire)**Combat Gear** *potions of inflict moderate wounds* (2); **Other Gear** +1 *full plate*, +1 *bastard sword*, mwk heavy crossbow**SPECIAL ABILITIES****Channel Destruction (Su)** Any weapon a labyrinth guardian wields seethes with energy, and deals an additional 1d6 points of fire damage for every 4 Hit Dice the graveknight has.**Devastating Blast (Su)** Three times per day, the labyrinth guardian can unleash a 30-foot cone of energy as a standard action. This blast deals 2d6 points of fire damage for every 3 Hit Dice the graveknight has (Reflex half).**Natural Cunning (Ex)** Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells and prevents them from ever becoming lost. Further, they are never caught flat-footed.**Phantom Mount (Su)** Once per hour, a graveknight can summon a skeletal horse similar to a *phantom steed*. This mount is more real than a typical *phantom steed*, and can carry one additional rider. The mount's powers are based on the graveknight's total Hit Dice rather than caster level. A graveknight's mount looks distinctive and always appears the same each time it is summoned. If the mount is destroyed, it can be summoned again with full hit points 1 hour later.

Rejuvenation (Su) One day after a graveknight is destroyed, its armor begins to rebuild the undead horror's body. This process takes 1d10 days—if the body is destroyed before that time passes, the armor merely starts the process anew. After this time has elapsed, the graveknight awakens fully healed.

Ruinous Revivification (Su) At the time of its creation, the graveknight chooses one of the following energy types: acid, cold, electricity, or fire. This energy type should be relevant to the graveknight's life or death, defaulting to fire if none are especially appropriate. This energy type influences the effects of several of a graveknight's special abilities.

Sacrilegious Aura (Su) A graveknight constantly exudes an aura of intense evil and negative energy in a 30-foot radius. This aura functions as the spell *desecrate* and uses the graveknight's armor as an altar of sorts to double the effects granted. The graveknight constantly gains the benefits of this effect (including the bonus hit points, as this aura is part of the graveknight's creation). In addition, this miasma of fell energies hinders the channeling of positive energy. Any creature that attempts to summon positive energy in this area—such as through a cleric's channel energy ability, a paladin's lay on hands, or any spell with the healing subtype—must attempt a DC 17 concentration check. If the character fails, the effect is expended but does not function.

Undead Mastery (Su) As a standard action, a graveknight can attempt to bend any undead creature within 50 feet to its will. The targeted undead must succeed at a Will save or fall under the graveknight's control. This control is permanent for unintelligent undead; an undead with an Intelligence score is allowed an additional save every day to break free from the graveknight's control. A creature that successfully saves cannot be affected again by the same graveknight's undead mastery for 24 hours. A graveknight can control 5 Hit Dice of undead creatures for every Hit Die it has. If the graveknight exceeds this number, the excess from earlier uses of the ability becomes uncontrolled, as per *animate dead*.

POTION OF INFLICT MODERATE WOUNDS

Aura faint necromancy; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker takes 2d8+3 damage (WILL 13 for half) or heals that much if they're undead.

POTION OF INFLICT MODERATE WOUNDS

Aura faint necromancy; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker takes 2d8+3 damage (WILL 13 for half) or heals that much if they're undead.

+1 FULL PLATE

Heavy Armor, +10 **Armor Bonus**, +1 **Max Dex**, -5 **ACP**, **ASF** 35%, **Price** 2,650 gp; **Weight** 50 lbs.

Aura faint abjuration; **CL** 3rd; **Identify DC** 18

+1 BASTARD SWORD

One-handed exotic melee weapon, 1d10 damage; **Crit** 19-20/x2; **Type** S; **Price** 2,335 gp; **Weight** 6 lbs.

Aura faint evocation; **CL** 3rd; **Identify DC** 18

You can use a bastard sword two-handed as a martial weapon.

POTION OF INFLICT MODERATE WOUNDS

Aura faint necromancy; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker takes 2d8+3 damage (WILL 13 for half) or heals that much if they're undead.

POTION OF INFLICT MODERATE WOUNDS

Aura faint necromancy; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker takes 2d8+3 damage (WILL 13 for half) or heals that much if they're undead.

+1 FULL PLATE

Heavy Armor, +10 **Armor Bonus**, +1 **Max Dex**, -5 **ACP**, **ASF** 35%, **Price** 2,650 gp; **Weight** 50 lbs.

Aura faint abjuration; **CL** 3rd; **Identify DC** 18

+1 BASTARD SWORD

One-handed exotic melee weapon, 1d10 damage; **Crit** 19-20/x2; **Type** S; **Price** 2,335 gp; **Weight** 6 lbs.

Aura faint evocation; **CL** 3rd; **Identify DC** 18

You can use a bastard sword two-handed as a martial weapon.

POTION OF INFLICT MODERATE WOUNDS

Aura faint necromancy; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker takes 2d8+3 damage (WILL 13 for half) or heals that much if they're undead.

POTION OF INFLICT MODERATE WOUNDS

Aura faint necromancy; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker takes 2d8+3 damage (WILL 13 for half) or heals that much if they're undead.

+1 FULL PLATE

Heavy Armor, +10 **Armor Bonus**, +1 **Max Dex**, -5 **ACP**, **ASF** 35%, **Price** 2,650 gp; **Weight** 50 lbs.

Aura faint abjuration; **CL** 3rd; **Identify DC** 18

+1 BASTARD SWORD

One-handed exotic melee weapon, 1d10 damage; **Crit** 19-20/x2; **Type** S; **Price** 2,335 gp; **Weight** 6 lbs.

Aura faint evocation; **CL** 3rd; **Identify DC** 18

You can use a bastard sword two-handed as a martial weapon.

Sovereign Court – G. Waterfront

BLACK ECHELON ELITE (4)

CR 8

NE Medium undead

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

Aura silent aura

DEFENSE

AC 22, touch 14, flat-footed 18 (+4 Dex, +8 natural)

hp 105 (14d8+42)

Fort +7, **Ref** +8, **Will** +10

DR 5/bludgeoning or slashing; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.

Melee mwk sickle +16/+11 (1d6+4/19–20) or
claw +14 (1d4+4)

Ranged dart +14 (1d4+4 plus poison)

Special Attacks sneak attack +4d6

STATISTICS

Str 19, **Dex** 19, **Con** —, **Int** 13, **Wis** 12, **Cha** 16

Base Atk +10; **CMB** +14; **CMD** 28

Feats Following Step^{APG}, Improved Critical (sickle), Improved Initiative, Lunge, Step Up, Step Up And Strike^{APG}, Weapon Focus (sickle)

Skills Climb +21, Disguise +20, Perception +18, Stealth +21, Swim +18

SQ deliberate, enshrouding mist

Gear darts (2), mwk sickle, mist-soaked cloak

SPECIAL ABILITIES

Deliberate (Ex) After centuries of waiting, Black Echelon elites are endlessly patient. They never charge or run.

Enshrouding Mist (Su) As a standard action, a Black Echelon elite can expand the fog that swirls around its body. This creates a pea-soup fog which extends around the elite in a 30-foot radius, centered on its body as it moves. The mist replicates natural fog conditions; anyone attacking a target inside the mist has a 20% miss chance. Attackers inside the mist who are adjacent to their opponents, however, do not suffer a miss chance. The mist affects both normal and darkvision alike, and the elite has no special ability to attack through its own mist; it suffers the same penalty on its ranged attacks.

Following Step When using the Step Up feat to follow an adjacent foe, you may move up to 10 feet. You may still take a 5-foot step during your next turn, and any movement you make using this feat does not subtract any distance from your movement during your next turn.

Lunge You can increase the reach of your melee attacks by 5 feet until the end of your turn by taking a –2 penalty to your AC until your next turn. You must decide to use this ability before any attacks are made.

Poison (Ex) A Black Echelon elite can poison a dart with its sickly marrow as a free action when it draws the weapon. This poison retains its potency for only 1 minute. Dart—injury; *save* Fort DC 20; *frequency* 1/round for 4 rounds; *effect* 1d2 Cha damage and sickened 1 round; *secondary effect* 1d2 Cha damage and dazed 1 round; *cure* 1 save.

Silent Aura (Su) Black Echelon elites are perfectly silent. This silence dampens all noise in the elite's own square as well as all adjacent squares, just as a *silence* spell. In addition, although it has no game effect, creatures caught within the silent aura have the creepy sensation that they are moving in slow motion.

Step Up Whenever an adjacent foe attempts to take a 5-foot step away from you, you may also make a 5-foot step as an immediate action so long as you end up adjacent to the foe that triggered this ability. If

you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement.

Step Up and Strike When using the Step Up or Following Step feats to follow an adjacent foe, you may also make a single melee attack against that foe at your highest base attack bonus. This attack counts as one of your attacks of opportunity for the round. Using this feat does not count toward the number of actions you can usually take each round.

Undead Traits Undead are immune to death effects, Disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, Poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, Energy Drain, or nonlethal Damage. Undead are immune to Damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive Damage.

H. The Floatsam Graveyard

SEA SERPENT

CR 12

N Gargantuan magical beast (aquatic)

Init +6; **Senses** darkvision 120 ft., low-light vision; Perception +8

DEFENSE

AC 25, touch 8, flat-footed 23 (+2 Dex, +17 natural, -4 size)

hp 187 (15d10+105)

Fort +16, **Ref** +13, **Will** +7

Defensive Abilities elusive; **Immune** cold; **Resist** fire 30

OFFENSE

Speed 20 ft., swim 60 ft.

Melee bite +23 (4d8+22/19-20 plus grab), tail slap +18 (3d6+6 plus grab)

w/ Power Attack bite +19 (4d8+34/19-20 plus grab), tail slap +14 (3d6+10 plus grab)

Space 20 ft.; **Reach** 20 ft.

Special Attacks capsize, constrict (3d6+18, 3d6+30 w/ Power Attack), swallow whole (4d8+18 bludgeoning damage, AC 18, hp 18)

STATISTICS

Str 34, **Dex** 14, **Con** 25, **Int** 2, **Wis** 11, **Cha** 11

Base Atk +15; **CMB** +31 (+33 bull rush, +35 grapple); **CMD** 43 (can't be tripped)

Feats Improved Bull Rush, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Stealth), Stealthy

Skills Perception +8, Stealth +13, Swim +20

SPECIAL ABILITIES

Capsize (Ex) A sea serpent can attempt to capsize a boat or ship of its size or smaller by ramming it as a charge attack and attempting a combat maneuver check. The DC of this check is 25 or the result of the boat captain's Profession (sailor) check, whichever is higher.

Elusive (Su) Sea serpents have long been the stuff of maritime legends, but despite countless attempts to hunt them, they are rarely encountered unless they wish it. As a full-round action while in water, a sea serpent can move up to its run speed (300 feet) without leaving any trace of its passing (identical in effect to a *pass without trace*). An elusive sea serpent gains a +40 circumstance bonus to its Stealth check. In addition, except when in combat, a sea serpent is considered to be under the effects of a *nondetection* spell. Both of these spell effects are at caster level 20th and cannot be dispelled.

HIPPOCAMPUS**CR 1**

N Large magical beast (aquatic)

Init -1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +6**DEFENSE****AC** 12, touch 8, flat-footed 12 (-1 Dex, +4 natural, -1 size)**hp** 15 (2d10+4)**Fort** +5, **Ref** +2, **Will** +1**OFFENSE****Speed** 5 ft., swim 60 ft.**Melee** bite +4 (1d4+3), tail slap -1 (1d4+1)**Space** 10 ft.; **Reach** 5 ft.**STATISTICS****Str** 16, **Dex** 9, **Con** 15, **Int** 2, **Wis** 12, **Cha** 11**Base Atk** +2; **CMB** +6; **CMD** 15**Feats** Endurance**Skills** Perception +6, Swim +11**SQ** water dependency**SPECIAL ABILITIES****Water Dependency (Ex)** A hippocampus can survive out of the water for 1 minute per point of Constitution. Beyond this limit, a hippocampus runs the risk of suffocation, as if it were drowning.**HIPPOCAMPUS****CR 1**

N Large magical beast (aquatic)

Init -1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +6**DEFENSE****AC** 12, touch 8, flat-footed 12 (-1 Dex, +4 natural, -1 size)**hp** 15 (2d10+4)**Fort** +5, **Ref** +2, **Will** +1**OFFENSE****Speed** 5 ft., swim 60 ft.**Melee** bite +4 (1d4+3), tail slap -1 (1d4+1)**Space** 10 ft.; **Reach** 5 ft.**STATISTICS****Str** 16, **Dex** 9, **Con** 15, **Int** 2, **Wis** 12, **Cha** 11**Base Atk** +2; **CMB** +6; **CMD** 15**Feats** Endurance**Skills** Perception +6, Swim +11**SQ** water dependency**SPECIAL ABILITIES****Water Dependency (Ex)** A hippocampus can survive out of the water for 1 minute per point of Constitution. Beyond this limit, a hippocampus runs the risk of suffocation, as if it were drowning.

11. Bow Deck

DISMOUNTED DULLAHAN (3)

CR 7

LE Medium undead

Init +2; **Senses** blindsight 60 ft.; Perception +16

Aura frightful presence (30 ft., DC 19)

DEFENSE

AC 21, touch 11, flat-footed 20 (+10 armor, +1 Dex)

hp 85 (10d8+40); fast healing 5

Fort +7, **Ref** +5, **Will** +12

Defensive Abilities channel resistance +4; **Immune** undead traits; **SR** 18

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee +1 *keen falcata* +14/+9 (1d8+8/17–20/x3 plus 1d6 cold)

w/ **Power Attack** +1 *keen falcata* +12/+7 (1d8+14/17–20/x3 plus 1d6 cold)

Special Attacks chilling blade, death's calling, summon mount

STATISTICS

Str 20, **Dex** 14, **Con** —, **Int** 14, **Wis** 16, **Cha** 18

Base Atk +7; **CMB** +12; **CMD** 24

Feats Exotic Weapon Proficiency (*falcata*), Iron Will, Power Attack, Step Up, Weapon Focus (*falcata*)

Skills Handle Animal +14, Intimidate +17, Perception +16, Ride +7, Spellcraft +15, Stealth +10

Languages Common, Sylvan

Gear +1 *falcata*, +1 *full plate*

SPECIAL ABILITIES

Chilling Blade (Su) A dullahan is proficient with all simple and martial slashing weapons. When it wields a slashing weapon, the blade inflicts an additional 1d6 points of cold damage and gains the *keen* weapon special ability.

Death's Calling (Su) Once per day as a standard action, a dullahan can place death's calling on a target within 60 feet (DC 22 Fortitude negates). If the dullahan knows and speaks the target's name, the target takes a –2 penalty on the save. If the victim fails the save, he becomes staggered for 1d6 rounds. For the next 24 hours (or until the dullahan is slain), all critical hits against the victim automatically confirm. Finally, the victim automatically fails all Constitution checks to stabilize while dying. This is a mind-affecting curse effect. The save DC is Charisma-based.

Frightful Presence (Ex) This special quality makes a creature's very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 30 feet, and the duration is 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (this save is Charisma-based). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. Frightful presence is a mind-affecting fear effect.

Summon Mount (Su) As a standard action, a dullahan can summon a war-trained heavy horse with the fiendish creature simple template. This horse remains until it is slain or the dullahan dismisses it. He can only have one such horse in his service at a time. [Editor's Note: This technically wasn't removed, but it feels like it shouldn't be used for the encounter, seeing as the other mounted parts have been stripped from the creature.]

+1 FULL PLATE

Heavy Armor, +10 **Armor Bonus**, +1 **Max Dex**, -5 **ACP**, **ASF** 35%, **Price** 2,650 gp; **Weight** 50 lbs.
Aura faint abjuration; **CL** 3rd; **Identify DC** 18

+1 FALCATA

One-handed exotic melee weapon, 1d8 damage; **Crit** 19-20/x3; **Type** S; **Price** 2,318 gp; **Weight** 4 lbs.
Aura faint evocation; **CL** 3rd; **Identify DC** 18

+1 FULL PLATE

Heavy Armor, +10 **Armor Bonus**, +1 **Max Dex**, -5 **ACP**, **ASF** 35%, **Price** 2,650 gp; **Weight** 50 lbs.
Aura faint abjuration; **CL** 3rd; **Identify DC** 18

+1 FALCATA

One-handed exotic melee weapon, 1d8 damage; **Crit** 19-20/x3; **Type** S; **Price** 2,318 gp; **Weight** 4 lbs.
Aura faint evocation; **CL** 3rd; **Identify DC** 18

+1 FULL PLATE

Heavy Armor, +10 **Armor Bonus**, +1 **Max Dex**, -5 **ACP**, **ASF** 35%, **Price** 2,650 gp; **Weight** 50 lbs.
Aura faint abjuration; **CL** 3rd; **Identify DC** 18

+1 FALCATA

One-handed exotic melee weapon, 1d8 damage; **Crit** 19-20/x3; **Type** S; **Price** 2,318 gp; **Weight** 4 lbs.
Aura faint evocation; **CL** 3rd; **Identify DC** 18

FESTERING SPIRIT (2)**CR 8**

CE Medium undead (incorporeal)

Init +9; **Senses** darkvision 60 ft.; Perception +13**Aura** stench (DC 14, 10 rounds)**DEFENSE****AC** 18, touch 18, flat-footed 12 (+2 deflection, +5 Dex, +1 dodge)**hp** 58 (9d8+18)**Fort** +5, **Ref** +8, **Will** +7**Defensive Abilities** channel resistance +2, incorporeal; **Immune** undead traits**OFFENSE****Speed** fly 40 ft. (good)**Melee** incorporeal touch +11 (1d4 Con damage plus slime)**Special Attacks** create spawn, slime, trample (1 Con plus slime, DC 16)**STATISTICS****Str** —, **Dex** 20, **Con** —, **Int** 6, **Wis** 12, **Cha** 15**Base Atk** +6; **CMB** +11; **CMD** 24**Feats** Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Mobility**Skills** Fly +9, Perception +13, Stealth +17**SQ** ghost touch**SPECIAL ABILITIES**

Create Spawn (Su) A humanoid creature killed by a festering spirit's Constitution damage becomes a festering spirit under the control of its killer in 1d4 days. Giving the corpse a proper burial (or cremation) prevents it from becoming a festering spirit.

Flyby Attack When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Ghost Touch (Su) A festering spirit can manipulate corporeal objects that weigh up to 25 pounds as if those objects had the *ghost touch* special ability.

Slime (Su) A festering spirit's slime resembles the putrefying sludge of decaying corpses. Any creature that is hit by the spirit's incorporeal touch attack, passes through its square, or hits it with a natural weapon or unarmed strike must attempt a DC 16 Fortitude save. On a failure, the creature is nauseated for 1d4 rounds, and on a success the creature is staggered for 1 round. A festering spirit's slime persists on objects and creatures for 1d10 minutes but has no harmful effect after its initial contact. Creatures immune to disease or poison are immune to this ability. The save DC is Charisma-based.

Stench (Ex) A creature with the stench special ability secretes an oily chemical that nearly every other creature finds offensive. All living creatures (except those with the stench special ability) within 30 feet must succeed on a Fortitude save (this save is Con-based) or be sickened. Creatures that successfully save cannot be affected by the same creature's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Trample (Ex) The DC of a festering spirit's trample is Charisma-based.

As a full-round action, a creature with the trample ability can attempt to overrun any creature that is at least one size category smaller than itself. This works just like the overrun combat maneuver, but the trampling creature does not need to make a check, it merely has to move over opponents in its path. Targets of a trample can make an attack of opportunity, but at a –4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Reflex save to take half damage. A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

12. Main Deck

ADMIRAL PYTHAREUS

CR 11

Variant advanced pale stranger

NE Medium undead

Init +9; **Senses** darkvision 60 ft.; Perception +22

Aura fear (10 ft., DC 21)

DEFENSE

AC 25, touch 19, flat-footed 19 (+2 armor, +5 Dex, +1 dodge, +3 luck, +4 natural)

hp 127 (15d8+60)

Fort +9, **Ref** +10, **Will** +13

Defensive Abilities channel resistance +4; **DR** 10/bludgeoning and magic; **Immune** undead traits; **SR** 21

OFFENSE

Speed 30 ft.

Ranged +1 *hand crossbows* +15/+15/+10/+10/+5 (1d4+1/17–20/×4)

w/ Deadly Aim +1 *hand crossbows* +12/+12/+7/+7/+2 (1d4+7/17–20/×4)

Special Attacks pistols, stranger's shot

STATISTICS

Str 17, **Dex** 21, **Con** —, **Int** 11, **Wis** 18, **Cha** 18

Base Atk +11; **CMB** +14; **CMD** 33

Feats Deadly Aim, Dodge, Improved Critical (hand crossbow), Improved Initiative, Improved Two-Weapon Fighting, Point-Blank Shot, Precise Shot, Quick Draw^B, Two-Weapon Fighting

Skills Acrobatics +10, Climb +11, Intimidate +22, Perception +22, Ride +15, Stealth +13, Swim +8

Languages Common

SQ stranger's luck

SPECIAL ABILITIES

Hand Crossbows (Su) Admiral Pythareus is an expert duelist with hand crossbows. This functions exactly like a pale stranger's pistols and stranger's shot abilities—including the crossbows attacks' ability to resolve as touch attacks—except that the benefits apply to hand crossbows in place of pistols, and the hand crossbows deal piercing damage. The admiral's hand crossbows have a critical threat range of 19–20/×4.

Pistols (Su) A pale stranger fights with two pistols. A pistol has a range increment of 20 feet and deals both bludgeoning and piercing damage. At a range of up to 20 feet, a pale stranger's pistol attacks resolve as touch attacks. While pistols normally consume bullets and black powder when fired, a pale stranger's pistols supernaturally reload the instant it fires them, allowing the undead to make multiple attacks in a round with the weapons. In addition, any pistol a pale stranger wields functions as a +1 *pistol*. A pale stranger does not provoke attacks of opportunity when it fires a pistol in melee, and treats pistols as light weapons for the purposes of determining penalties from two-weapon fighting.

Stranger's Luck (Su) A pale stranger gains a +3 luck bonus to AC and has no chance of misfire when using firearms.

Stranger's Shot (Ex) As a full-round action, a pale stranger can take careful aim with one of its firearms and take a single, ruinous shot. This single shot always resolves as a touch attack, regardless of the actual range. If the pale stranger threatens a critical hit with this shot, it automatically confirms the critical hit. Regardless of whether the shot is a critical hit or not, it deals an additional 6d6 points of damage.

DISMOUNTED DULLAHAN (2)**CR 7**

LE Medium undead

Init +2; **Senses** blindsight 60 ft.; Perception +16**Aura** frightful presence (30 ft., DC 19)**DEFENSE****AC** 21, touch 11, flat-footed 20 (+10 armor, +1 Dex)**hp** 85 (10d8+40); fast healing 5**Fort** +7, **Ref** +5, **Will** +12**Defensive Abilities** channel resistance +4; **Immune** undead traits; **SR** 18**OFFENSE****Speed** 30 ft. (20 ft. in armor)**Melee** +1 *keen falcata* +14/+9 (1d8+8/17–20/x3 plus 1d6 cold)w/ **Power Attack** +1 *keen falcata* +12/+7 (1d8+14/17–20/x3 plus 1d6 cold)**Special Attacks** chilling blade, death's calling, summon mount**STATISTICS****Str** 20, **Dex** 14, **Con** —, **Int** 14, **Wis** 16, **Cha** 18**Base Atk** +7; **CMB** +12; **CMD** 24**Feats** Exotic Weapon Proficiency (falcata), Iron Will, Power Attack, Step Up, Weapon Focus (falcata)**Skills** Handle Animal +14, Intimidate +17, Perception +16, Ride +7, Spellcraft +15, Stealth +10**Languages** Common, Sylvan**Gear** +1 *falcata*, +1 *full plate***SPECIAL ABILITIES**

Chilling Blade (Su) A dullahan is proficient with all simple and martial slashing weapons. When it wields a slashing weapon, the blade inflicts an additional 1d6 points of cold damage and gains the *keen* weapon special ability.

Death's Calling (Su) Once per day as a standard action, a dullahan can place death's calling on a target within 60 feet (DC 22 Fortitude negates). If the dullahan knows and speaks the target's name, the target takes a –2 penalty on the save. If the victim fails the save, he becomes staggered for 1d6 rounds. For the next 24 hours (or until the dullahan is slain), all critical hits against the victim automatically confirm. Finally, the victim automatically fails all Constitution checks to stabilize while dying. This is a mind-affecting curse effect. The save DC is Charisma-based.

Frightful Presence (Ex) This special quality makes a creature's very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 30 feet, and the duration is 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (this save is Charisma-based). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. Frightful presence is a mind-affecting fear effect.

Summon Mount (Su) As a standard action, a dullahan can summon a war-trained heavy horse with the fiendish creature simple template. This horse remains until it is slain or the dullahan dismisses it. He can only have one such horse in his service at a time. [Editor's Note: This technically wasn't removed, but it feels like it shouldn't be used for the encounter, seeing as the other mounted parts have been stripped from the creature.]

+1 FULL PLATE

Heavy Armor, +10 **Armor Bonus**, +1 **Max Dex**, -5 **ACP**, **ASF** 35%, **Price** 2,650 gp; **Weight** 50 lbs.
Aura faint abjuration; **CL** 3rd; **Identify DC** 18

+1 FALCATA

One-handed exotic melee weapon, 1d8 damage; **Crit** 19-20/x3; **Type** S; **Price** 2,318 gp; **Weight** 4 lbs.
Aura faint evocation; **CL** 3rd; **Identify DC** 18

+1 FULL PLATE

Heavy Armor, +10 **Armor Bonus**, +1 **Max Dex**, -5 **ACP**, **ASF** 35%, **Price** 2,650 gp; **Weight** 50 lbs.
Aura faint abjuration; **CL** 3rd; **Identify DC** 18

+1 FALCATA

One-handed exotic melee weapon, 1d8 damage; **Crit** 19-20/x3; **Type** S; **Price** 2,318 gp; **Weight** 4 lbs.
Aura faint evocation; **CL** 3rd; **Identify DC** 18

MOHRG (2) for more challenging encounter**CR 8**

CE Medium undead

Init +8; **Senses** darkvision 60 ft.; Perception +23**DEFENSE****AC** 23, touch 15, flat-footed 18 (+4 Dex, +1 dodge, +8 natural)**hp** 91 (14d8+28)**Fort** +6, **Ref** +10, **Will** +9**Immune** undead traits**OFFENSE****Speed** 30 ft.**Melee** 2 slams +15 (2d8+5 plus grab), tongue +10 melee touch (paralysis)**Special Attacks** create spawn, paralysis (1d4 minutes, DC 21)**STATISTICS****Str** 21, **Dex** 19, **Con** —, **Int** 11, **Wis** 10, **Cha** 14**Base Atk** +10; **CMB** +15 (+19 grapple); **CMD** 30**Feats** Ability Focus (paralysis), Dodge, Improved Initiative, Lightning Reflexes, Mobility, Skill Focus (Perception), Spring Attack**Skills** Climb +22, Perception +23, Stealth +21, Swim +19**SPECIAL ABILITIES**

Create Spawn (Su) Humanoid creatures killed by a mohrg rise immediately as fast zombies under the mohrg's control. The sudden bloom of unlife when a mohrg's victim dies and becomes a zombie causes a surge of negative energy to flow through the mohrg. Whenever a mohrg creates a zombie in this manner, it is healed 1d6 hit points per HD of the slain creature and acts as if under the effects of *haste* for the round immediately following the spawn's creation.

Paralysis (Su) This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can usually resist it with a Fortitude saving throw (this DC is normally Con-based). Unlike *hold person* and similar effects, a paralysis effect does not allow a new save each round. A winged creature flying in the air at the time that it is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

HUMAN FAST ZOMBIE (for create spawn)**CR 1/2**

NE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +0**DEFENSE****AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)**hp** 12 (2d8+3)**Fort** +0, **Ref** +2, **Will** +3**Immune** undead traits**OFFENSE****Speed** 40 ft.**Melee** slam +4 (1d6+4)**STATISTICS****Str** 17, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10**Base Atk** +1; **CMB** +4; **CMD** 16**Feats** Toughness^B**SPECIAL ATTACKS**

Quick Strikes (Ex) Whenever a fast zombie takes a full-attack action, it can make one additional slam attack at its highest base attack bonus.

J. Petal District Ramparts

EIDOLON, UNFETTERED (4)**CR 8**

CN Medium outsider (extraplanar)

Init +4; **Senses** darkvision 60 ft.; Perception +13**DEFENSE****AC** 26, touch 14, flat-footed 22 (+4 Dex, +12 natural)**hp** 85 (10d10+30)**Fort** +7, **Ref** +11, **Will** +9**Defensive Abilities** improved evasion**OFFENSE****Speed** 20 ft., climb 20 ft., fly 40 ft. (good)**Melee** bite +14 (1d6+3 plus 1d6 electricity), gore +14 (1d6+3 plus 1d6 electricity), tail slap +12 (1d6+1 plus 1d6 electricity)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with bite)**STATISTICS****Str** 16, **Dex** 19, **Con** 14, **Int** 7, **Wis** 10, **Cha** 11**Base Atk** +10; **CMB** +13; **CMD** 27 (can't be tripped)**Feats** Combat Reflexes, Great Fortitude, Iron Will, Multiattack^B, Toughness, Weapon Finesse**Skills** Bluff +13, Climb +11, Fly +16, Knowledge (planes) +6, Perception +13, Sense Motive +8, Stealth +12**Languages** Common**SQ** evolution points (bite, climb, energy attacks, flight [2], gore, improved evasion, improved natural armor [2], reach [bite], tail, tail slap)

K1. Fiendish Guard Post

GOLEM, DEMON-FLESH (2)

CR 10

Variant advanced flesh golem

N Large construct

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

DEFENSE

AC 25, touch 9, flat-footed 25 (+16 natural, -1 size)

hp 107 (14d10+30)

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

DR 5/adamantine and good; **Immune** construct traits, magic; **Resist** acid 10, cold 10, fire 10

OFFENSE

Speed 40 ft., fly 40 ft. (poor)

Melee 2 slams +20 (2d10+10/19-20)

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

Special Attacks berserk, blasphemous shockwave, powerful blows

STATISTICS

Str 24, **Dex** 11, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +14; **CMB** +22; **CMD** 32

SPECIAL ABILITIES

Berserk (Ex) When a demon-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 successful DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

Blasphemous Shockwave (Su) When a demon-flesh golem confirms a critical hit with a slam attack, its fist creates an unholy shockwave that functions as *unholy blight* (DC 17, CL 10th), centered on the target. *Unholy Blight*: Good creatures take 5d8 damage and are sickened for 1d4 rounds. WILL for half and no sickened. Neutral creatures take half on a failed save and one quarter on a successful save.

Construct Traits (Ex) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

Immunity to Magic (Ex) A demon-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 at least 11 points of cold or fire damage slows a demon-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 maximum hit points, it gains any excess as temporary hit points. A demon-flesh golem receives no saving throw against attacks that deal electricity damage.

Powerful Blows (Ex) A demon-flesh golem inflicts 1-1/2 times its Strength bonus and threatens a critical hit on a 19-20 with its slam attacks.

K2. Command Post

HIGH PRIESTESS ALIMNEKK

CR 13

Minotaur cleric of Baphomet 11

CE Large monstrous humanoid

Init +4; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 24, touch 10, flat-footed 24 (+8 armor, +1 deflection, +6 natural, -1 size)

hp 127 (17 HD; 11d8+6d10+45)

Fort +14, **Ref** +12, **Will** +18

Defensive Abilities natural cunning

OFFENSE

Speed 20 ft.

Melee +1 *glaive* +21/+16/+11 (2d8+10/19-20/x3), *gore* +19 (1d6+9)

w/ Power Attack +1 *glaive* +17/+12/+7 (2d8+22/19-20/x3), *gore* +15 (1d6+21)

Ranged mwk light crossbow +14 (2d6/19-20)

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

Special Attacks channel negative energy 3/day (DC 15, 6d6), scythe of evil (5 rounds, 1/day), might of the gods (+11, 11 rounds/day), powerful charge (*gore*, 2d6+9)

Domain Spell-Like Abilities (CL 11th; concentration +15)

7/day—touch of evil (5 rounds)

7/day—strength surge (+5)

Cleric Spells Prepared (CL 11th; concentration +15)

6th—*blade barrier* (DC 21), *stoneskin*^D

5th—*flame strike* (DC 20), *righteous might*^D, *slay living* (DC 19)

4th—*air walk*, *chaos hammer* (DC 19), *cure critical wounds*, *greater magic weapon*, *spell immunity*^D

3rd—*bestow curse* (DC 17), *cure serious wounds*, *deeper darkness*, *dispel magic*, *magic circle against good*^D, *meld into stone*

2nd—*bull's strength*^D, *resist energy*, *shatter* (DC 17), *spiritual weapon*, *status*, *wind wall*

1st—*bane* (DC 15), *cause fear* (DC 15), *cure light wounds*, *divine favor*, *protection from good*^D, *shield of faith*

0 (at will)—*bleed* (DC 14), *detect magic*, *guidance*, *read magic*

D domain spell; **Domains** Evil, Strength

STATISTICS

Str 23, **Dex** 10, **Con** 13, **Int** 9, **Wis** 18, **Cha** 10

Base Atk +14; **CMB** +21 (+23 bull rush); **CMD** 32 (34 vs. bull rush)

Feats Combat Reflexes, Improved Bull Rush, Improved Critical (*glaive*), Improved Initiative, Lightning Reflexes, Power Attack, Spell Focus (evocation), Toughness, Weapon Focus (*glaive*)

Skills Intimidate +11, Knowledge (planes, religion) +6, Linguistics +4, Perception +12, Spellcraft +8

Languages Abyssal, Common, Giant

Combat Gear *potion of bear's endurance*, *potion of rage*, *scrolls of find traps* (2), *scroll of invisibility purge*, *scroll of lesser planar ally*, *scroll of mass bull's strength*, *wand of cure serious wounds* (12 charges), *wand of protection from law* (22 charges), *wand of shield of faith* (15 charges), *alchemist's fire* (5), *unholy water* (2); **Other Gear** +2 *breastplate*, +1 *glaive*, mwk light crossbow with 20 bolts, *amulet of natural armor* +1, *cloak of resistance* +2, *headband of inspired wisdom* +2, *ring of protection* +1, brass unholy symbol, spell component pouch, granite and diamond dust (worth 500 gp)

SPECIAL ABILITIES

Natural Cunning (Ex) Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells and prevents them from ever becoming lost. Further, they are never caught flat-footed.

High Priestess Alimnekk's Cheat Sheet

6th level spells

Blade Barrier (evocation[force], wall 20ft/lvl long or ring of 5ft/2lvls radius, 1min/lvl) – Walk through the wall and take 1d6/lvl dmg, REF for half. If wall is cast on a creature, they take dmg. Provides cover through it.

Stoneskin (abjuration, VSM, creature touched, 10min/lvl, SRyes) – DR 10/adamantine. Discharged when it prevents 10*lvl dmg (max 150).

5th level spells

Flame Strike (evocation[fire], VSDF, medium, 10ft. radius, 40ft. high, SRyes) – 1d6/lvl (REF half, max 15d6). 50% is fire dmg, 50% is divine dmg.

Righteous Might (transmutation, VSDF, personal, 1rd/lvl) – enlarge, +4 STR, +4 CON, -2 DEX, +2 enhance nat armor, DR 5/good, -1 AC, Att, weapon dmg goes up 1 size

Slay Living (necromancy[death], VS, touch, SRyes) – FORT?3d6+lvl dmg:12d6+lvl dmg

4th level spells

Air Walk (transmutation[air], VSDF, creature touched, 10min/lvl, SRyes) – Creature can walk on air like it was a hill. (Max of 45°)

Chaos Hammer (evocation [chaotic], 20ft radius, medium, SRyes) – 1d8 dmg/2lvls. Lawful WILL?half:full + slowed for 1d6 rds. Neutral WILL?quarter:half

Cure Critical Wounds (conjuration[healing], VS, creature touched, SRyes) – 4d8+lvl healing (max +20)

Greater Magic Weapon (transmutation, VSDF, close, 1 weapon or 50 projectiles, 1hr/lvl) - +1 enhancement/4lvls

Spell Immunity (abjuration, VSDF, creature touched, 10min/lvl, SRyes) – Pick one spell of 4th level or lower per 4 levels. Creature has unbeatable spell resistance versus those spells.

3rd level spells

Bestow Curse (necromancy[curse], VS, touch, permanent, SRyes) – WILL or cursed. Either -6 to an ability; -4 on att, saves, ability checks, skills; or 50% chance to do nothing each turn

Cure Serious Wounds (conjuration (healing), VS) – creature touched heals 3d8+lvl (max +15)

Deeper Darkness (evocation[darkness], VMDF, object touched, 1min/lvl) – object radiates darkness in a 60ft. radius. Light level drops two steps, nonmagical sources of light are shut off, supernatural darkness is possible.

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

Magic Circle Against Good (Abjuration [evil], VSMDF, touch, 10ft radius from touched creature, 10 min/lvl) – Grants Pro: Good in 10ft. radius from around touched creature.

Meld into Stone (transmutation[earth], VSDF, personal, 10min/lvl) – meld into stone that can hold you, can still cast on yourself while in the stone

2nd level spells

Bull's Strength (transmutation, VSMDF, creature touched, 1min/lvl, SRyes) – +4 STR enhancement

Resist Energy (abjuration, VSDF, 10min/lvl) – Resist 30 (acid, cold, electric, fire or sonic)

Shatter (evocation [sonic], VSMDF, close, 5ft radius or one solid object or crystalline creature, SRyes) – nonmagical object of 10lbs/lvl is destroyed, or radius destroys things < 1lb/lvl, or 1d6 dmg/lvl to crystal creature (FORT negates)

Spiritual Weapon (evocation[force], VSDF, medium, 1rd/lvl, SRyes) Weapon of force +(WIS+BAB) (1d8+1/3lvls force) Move to redirect the weapon. Touch AC is 12.

Status (divination, one living creature touched/3lvls, 1hr/lvl, SRyes) – You know of direction/distance to targets as well as if they are unharmed, wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, confused, etc.

Wind Wall (evocation[Air], VSMDf, medium, wall up to 10ft/lvl long and 5ft/lvl high, 1rd/lvl, SRyes) – Tiny + Small creatures can't fly through, arrows and bolts are directed upwards and miss their target, other normal ranged attacks have a 30% miss chance. No gases through.

1st level spells

Bane (enchantment(compulsion)[fear, mind-affecting], VSDF, 50ft burst centered on you, 1min/lvl) – WILL or -1 to att, -1 to saves vs. fear.

Cause Fear (necromancy [emotion, fear, mind-affecting], VS, close, one living creature with <6HD, SRyes) – WILL?shaken for 1rd:frightened for 1d4rds.

Cure Light Wounds (conjunction (healing), VS) – creature touched heals 1d8+lvl (max +5)

Divine Favor (evocation, VSDF, personal, 1 minute) +1/3lvls (max +3) luck bonus on attack and weapon damage.

Protection from Good (abjuration[evil], VSMDf, 1 action, creature touched, 1min/lvl) - +2 deflection, +2 resistance vs stuff from good creatures, no being touched by good summoned creatures, protection from mental control by good creatures

Shield of Faith (abjuration, VSM, creature touched, 1min/lvl) - +2+1/6lvls deflection to AC

Special Abilities

Channel Negative Energy – Each creature within 30 ft takes 6d6 damage with a WILL 15 save for half.

Might of the Gods – Add your cleric level as an enhancement to your STR for 11 rounds per day. This only applies to STR checks and STR-based skill checks.

Scythe of Evil – Touched weapon gains the *unholy* property for 5 rounds.

Strength Surge – Touched creature gains +5 enhancement bonus to melee attacks, STR-based CMB rolls, STR-based skills, and STR checks.

Touch of Evil – Touched creature becomes sickened and counts as good for the purpose of [evil] spells for 5 rounds.

Items

Potion of Bear's Endurance – Gain a +4 enhancement bonus to CON for 3 minutes.

Potion of Rage – Gain a +2 morale bonus to STR and CON, +1 morale bonus to WILL, and a -2 penalty to AC for 5 minutes.

Scroll of Find Traps – not relevant in combat

Scroll of Invisibility Purge – Negate all invisibility in a 25ft. sphere from you for 5 minutes.

Scroll of Lesser Planar Ally – not relevant in combat

Scroll of Mass Bull's Strength – Up to 11 creatures within 30ft. of each other gain a +4 enhancement bonus to STR for 11 minutes.

Wand of Cure Serious Wounds (12 charges) – Touched creature heals 3d8+5, WILL 14 for half for undead

Wand of Protection from Law (22 charges) – Touched creature gains benefits of *protection* for 1 minute.

Wand of Shield of Faith (15 charges) – Touched creature gains a +2 deflection bonus to AC for 1 minute.

POTION OF BEAR'S ENDURANCE

Aura faint transmutation; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker gains a +4 enhancement bonus to CON for 3 minutes.

POTION OF RAGE

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

The drinker gains a +2 morale bonus to STR and CON, +1 morale bonus to WILL, and a -2 penalty to AC for 5 minutes.

SCROLL OF FIND TRAPS

Aura faint divination; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 150 gp; **Weight** —

School divination; **Level** cleric/oracle 2, inquisitor 2, medium 2, occultist 2, psychic 2, warpriest 2, witch 2

Casting Time 1 standard action

Range personal

Target you

Duration 1 min./level

You gain intuitive insight into the workings of traps. You gain an insight bonus equal to 1/2 your caster level (maximum +10) on Perception checks made to find traps while the spell is in effect. You receive a check to notice traps within 10 feet of you, even if you are not actively searching for them. Note that *find traps* grants no ability to disable the traps that you may find.

SCROLL OF FIND TRAPS

Aura faint divination; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 150 gp; **Weight** —

School divination; **Level** cleric/oracle 2, inquisitor 2, medium 2, occultist 2, psychic 2, warpriest 2, witch 2

Casting Time 1 standard action

Range personal

Target you

Duration 1 min./level

You gain intuitive insight into the workings of traps. You gain an insight bonus equal to 1/2 your caster level (maximum +10) on Perception checks made to find traps while the spell is in effect. You receive a check to notice traps within 10 feet of you, even if you are not actively searching for them. Note that *find traps* grants no ability to disable the traps that you may find.

SCROLL OF INVISIBILITY PURGE

Aura faint evocation; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 375 gp; **Weight** —

School evocation; **Level** cleric/oracle 3, inquisitor 3, occultist 3, spiritualist 3, warpriest 3

Casting Time 1 standard action

Range personal

Target you

Duration 1 min./level (D)

You surround yourself with a sphere of power with a radius of 5 feet per caster level that negates all forms of invisibility.

Anything invisible becomes visible while in the area.

SCROLL OF LESSER PLANAR ALLY

Aura faint conjuration; **CL** 7th; **Slot** —; **Identify DC** 22; **Price** 700 gp; **Weight** —

School conjuration (calling) [see text]; **Level** cleric/oracle 4, medium 3, psychic 4, shaman 4, warpriest 4

Casting Time 10 minutes

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

Effect one called outsider of 6 HD or less

Duration instantaneous

Saving Throw none; **Spell Resistance** no

By casting this spell, you request your deity to send you an outsider (of 6 HD or less) of the deity's choice. If you serve no particular deity, the spell is a general plea answered by a creature sharing your philosophical alignment. If you know an individual creature's name, you may request that individual by speaking the name during the spell (though you might get a different creature anyway).

You may ask the creature to perform one task in exchange for a payment from you. Tasks might range from the simple to the complex. You must be able to communicate with the creature called in order to bargain for its services.

The creature called requires a payment for its services. This payment can take a variety of forms, from donating gold or magic items to an allied temple, to a gift given directly to the creature, to some other action on your part that matches the creature's alignment and goals. Regardless, this payment must be made before the creature agrees to perform any services. The bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives.

A task taking up to 1 minute per caster level requires a payment of 100 gp per HD of the creature called. For a task taking up to 1 hour per caster level, the creature requires a payment of 500 gp per HD. A long-term task, one requiring up to 1 day per caster level, requires a payment of 1,000 gp per HD.

A nonhazardous task requires only half the indicated payment, while an especially hazardous task might require a greater gift. Few if any creatures will accept a task that seems suicidal (remember, a called creature actually dies when it is killed, unlike a summoned creature). However, if the task is strongly aligned with the creature's ethos, it may halve or even waive the payment.

SCROLL OF MASS BULL'S STRENGTH

Aura moderate transmutation; **CL** 11th; **Slot** —; **Identify DC** 26; **Price** 1650 gp; **Weight** —

School transmutation; **Level** arcanist 6, cleric/oracle 6, druid 6, hunter 6, magus 6, psychic 6, shaman 6, sorcerer/wizard 6, summoner 4, summoner (unchained) 6, warpriest 6

Casting Time 1 standard action

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

Targets one creature/level, no two of which can be more than 30 ft. apart

Duration 1 min./level

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

This spell functions like *bull's strength*, except that it affects multiple creatures.

Bull's Strength - The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

WAND OF CURE SERIOUS WOUNDS (12 charges)

Aura faint conjuration; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 2700 gp; **Weight** —

The touched target heals 3d8+5 hit points if it is living. Undead targets take that much damage with a WILL DC 14 save for half.

(Cure Serious Wounds is on the alchemist, bard, cleric, druid, inquisitor, occultist, paladin, ranger, shaman, spiritualist, and witch spell lists.)

WAND OF PROTECTION FROM LAW (22 charges)

Aura faint abjuration; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 330 gp; **Weight** —

The touched target gets a +2 deflection to AC vs. lawful creatures, +2 resistance vs stuff from lawful creatures, no being touched by lawful summoned creatures, protection from mental control by lawful creatures

(Protection from Law is on the bloodrager, cleric, inquisitor, medium, shaman, sorcerer/wizard, spiritualist, summoner, and unchained summoner spell lists.)

WAND OF SHIELD OF FAITH (15 charges)

Aura faint abjuration; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 225 gp; **Weight** —

The touched target gains a +2 deflection bonus to AC for 1 minute.

(Shield of Faith is on the cleric and inquisitor spell lists.)

+2 BREASTPLATE

Medium Armor, +8 **Armor Bonus**, +3 **Max Dex**, -3 **ACP**, **ASF** 25%, **Price** 4,350 gp; **Weight** 30 lbs.

Aura moderate abjuration; **CL** 6th; **Identify DC** 21

+1 GLAIVE

Two-handed martial melee weapon, 1d10 damage; **Crit** x3; **Type** S; **Price** 2,308 gp; **Weight** 10 lbs.

Aura faint evocation; **CL** 3rd; **Identify DC** 18

Reach – This weapon can attack two squares away (including two diagonals away), but not adjacent

AMULET OF NATURAL ARMOR +1

Aura faint transmutation; **CL** 5th; **Slot** neck; **Identify DC** 20; **Price** 2,000 gp; **Weight** —

The wearer gains a +1 enhancement bonus to their natural armor bonus to AC.

CLOAK OF RESISTANCE +2

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

The wearer gains a +2 resistance bonus to all saves.

HEADBAND OF INSPIRED WISDOM +2

Aura moderate transmutation; **CL** 8th; **Slot** headband; **Identify DC** 23; **Price** 4,000 gp; **Weight** 1 lb.

The wearer gains a +2 enhancement bonus to Wisdom. This is temporary for the first 24 hours worn.

RING OF PROTECTION +1

Aura faint evocation; **CL** 5th; **Slot** neck; **Identify DC** 20; **Price** 4,000 gp; **Weight** —

The wearer gains a +1 deflection bonus to AC.

Minotaur graveknight fighter 1

CE Large undead (augmented monstrous humanoid)

Init +5; **Senses** darkvision 60 ft.; Perception +20

Aura sacrilegious aura (30 ft., DC 16)

DEFENSE

AC 29, touch 10, flat-footed 28 (+10 armor, +1 Dex, +9 natural, –1 size)

hp 60 (7 HD; 6d8+1d10+28)

Fort +4, **Ref** +8, **Will** +9

Defensive Abilities channel resistance +4, natural cunning, rejuvenation; **DR** 10/magic; **Immune** undead traits; **SR** 19

OFFENSE

Speed 20 ft.

Melee +1 *bastard sword* +15/+10 (2d8+8/19–20 plus 1d6 fire), slam +8 (1d6+3), gore +8 (1d6+3)

w/ Power Attack +1 *bastard sword* +13/+8 (2d8+12/19–20 plus 1d6 fire), slam +6 (1d6+5), gore +6 (1d6+5)

Ranged mwk heavy crossbow +8 (2d8/19–20 plus 1d6 fire)

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

Special Attacks channel destruction, devastating blast (4d6 fire, DC 16), powerful charge (gore, 2d6+10), undead mastery (DC 16)

STATISTICS

Str 25, **Dex** 12, **Con** —, **Int** 14, **Wis** 18, **Cha** 16

Base Atk +7; **CMB** +15; **CMD** 26

Feats Exotic Weapon Proficiency (bastard sword), Improved Initiative^B, Lightning Reflexes, Mounted Combat^B, Power Attack, Ride-By Attack^B, Toughness^B, Vital Strike, Weapon Focus (bastard sword)

Skills Climb +12, Intimidate +18, Knowledge (dungeoneering) +12, Knowledge (engineering) +10, Knowledge (religion) +12, Perception +20, Ride +14, Survival +13; **Racial Modifiers** +8 Intimidate, +12 Perception, +8 Ride, +4 Survival

Languages Common, Giant

SQ phantom mount, ruinous revivification (fire)

Combat Gear *potions of inflict moderate wounds* (2); **Other Gear** +1 *full plate*, +1 *bastard sword*, mwk heavy crossbow

SPECIAL ABILITIES

Channel Destruction (Su) Any weapon a labyrinth guardian wields seethes with energy, and deals an additional 1d6 points of fire damage for every 4 Hit Dice the graveknight has.

Devastating Blast (Su) Three times per day, the labyrinth guardian can unleash a 30-foot cone of energy as a standard action. This blast deals 2d6 points of fire damage for every 3 Hit Dice the graveknight has (Reflex half).

Natural Cunning (Ex) Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells and prevents them from ever becoming lost. Further, they are never caught flat-footed.

Phantom Mount (Su) Once per hour, a graveknight can summon a skeletal horse similar to a *phantom steed*. This mount is more real than a typical *phantom steed*, and can carry one additional rider. The mount's powers are based on the graveknight's total Hit Dice rather than caster level. A graveknight's mount looks distinctive and always appears the same each time it is summoned. If the mount is destroyed, it can be summoned again with full hit points 1 hour later.

Rejuvenation (Su) One day after a graveknight is destroyed, its armor begins to rebuild the undead horror's body. This process takes 1d10 days—if the body is destroyed before that time passes, the armor merely starts the process anew. After this time has elapsed, the graveknight awakens fully healed.

Ruinous Revivification (Su) At the time of its creation, the graveknight chooses one of the following energy types: acid, cold, electricity, or fire. This energy type should be relevant to the graveknight's life or death, defaulting to fire if none are especially appropriate. This energy type influences the effects of several of a graveknight's special abilities.

Sacrilegious Aura (Su) A graveknight constantly exudes an aura of intense evil and negative energy in a 30-foot radius. This aura functions as the spell *desecrate* and uses the graveknight's armor as an altar of sorts to double the effects granted. The graveknight constantly gains the benefits of this effect (including the bonus hit points, as this aura is part of the graveknight's creation). In addition, this miasma of fell energies hinders the channeling of positive energy. Any creature that attempts to summon positive energy in this area—such as through a cleric's channel energy ability, a paladin's lay on hands, or any spell with the healing subtype—must attempt a DC 17 concentration check. If the character fails, the effect is expended but does not function.

Undead Mastery (Su) As a standard action, a graveknight can attempt to bend any undead creature within 50 feet to its will. The targeted undead must succeed at a Will save or fall under the graveknight's control. This control is permanent for unintelligent undead; an undead with an Intelligence score is allowed an additional save every day to break free from the graveknight's control. A creature that successfully saves cannot be affected again by the same graveknight's undead mastery for 24 hours. A graveknight can control 5 Hit Dice of undead creatures for every Hit Die it has. If the graveknight exceeds this number, the excess from earlier uses of the ability becomes uncontrolled, as per *animate dead*.

POTION OF INFLICT MODERATE WOUNDS

Aura faint necromancy; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker takes 2d8+3 damage (WILL 13 for half) or heals that much if they're undead.

POTION OF INFLICT MODERATE WOUNDS

Aura faint necromancy; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker takes 2d8+3 damage (WILL 13 for half) or heals that much if they're undead.

+1 FULL PLATE

Heavy Armor, +10 **Armor Bonus**, +1 **Max Dex**, -5 **ACP**, **ASF** 35%, **Price** 2,650 gp; **Weight** 50 lbs.

Aura faint abjuration; **CL** 3rd; **Identify DC** 18

+1 BASTARD SWORD

One-handed exotic melee weapon, 1d10 damage; **Crit** 19-20/x2; **Type** S; **Price** 2,335 gp; **Weight** 6 lbs.

Aura faint evocation; **CL** 3rd; **Identify DC** 18

You can use a bastard sword two-handed as a martial weapon.

POTION OF INFLICT MODERATE WOUNDS

Aura faint necromancy; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker takes 2d8+3 damage (WILL 13 for half) or heals that much if they're undead.

POTION OF INFLICT MODERATE WOUNDS

Aura faint necromancy; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker takes 2d8+3 damage (WILL 13 for half) or heals that much if they're undead.

+1 FULL PLATE

Heavy Armor, +10 **Armor Bonus**, +1 **Max Dex**, -5 **ACP**, **ASF** 35%, **Price** 2,650 gp; **Weight** 50 lbs.

Aura faint abjuration; **CL** 3rd; **Identify DC** 18

+1 BASTARD SWORD

One-handed exotic melee weapon, 1d10 damage; **Crit** 19-20/x2; **Type** S; **Price** 2,335 gp; **Weight** 6 lbs.

Aura faint evocation; **CL** 3rd; **Identify DC** 18

You can use a bastard sword two-handed as a martial weapon.

POTION OF INFLICT MODERATE WOUNDS

Aura faint necromancy; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker takes 2d8+3 damage (WILL 13 for half) or heals that much if they're undead.

POTION OF INFLICT MODERATE WOUNDS

Aura faint necromancy; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker takes 2d8+3 damage (WILL 13 for half) or heals that much if they're undead.

+1 FULL PLATE

Heavy Armor, +10 **Armor Bonus**, +1 **Max Dex**, -5 **ACP**, **ASF** 35%, **Price** 2,650 gp; **Weight** 50 lbs.

Aura faint abjuration; **CL** 3rd; **Identify DC** 18

+1 BASTARD SWORD

One-handed exotic melee weapon, 1d10 damage; **Crit** 19-20/x2; **Type** S; **Price** 2,335 gp; **Weight** 6 lbs.

Aura faint evocation; **CL** 3rd; **Identify DC** 18

You can use a bastard sword two-handed as a martial weapon.

L. The Flight of Atalazorn

ATALAZORN

CR 13

CE Gargantuan construct

Init +8; Senses darkvision 60 ft., low-light vision; Perception +3

DEFENSE

AC 29, touch 10, flat-footed 25 (+4 Dex, +19 natural, -4 size)

hp 164 (16d10+76); fast healing 5

Fort +5, **Ref** +11, **Will** +10

DR 10/adamantine; **Immune** construct traits, fire; **Resist** acid 10, cold 10

OFFENSE

Speed 30 ft., fly 50 ft. (average)

Melee bite +23 (3d6+11 plus grab), 2 claws +23 (2d6+11), tail slap +18 (2d6+5)

Space 20 ft.; **Reach** 20 ft.

Special Attacks breath weapon (60-foot cone, 8d6 acid damage, Reflex DC 18 for half, usable once every 1d4 rounds), pounce

TACTICS

During Combat Whenever Atalazorn's breath weapon recharges, the construct disengages from combatants, ascends to a height of 30 feet, uses Wingover to turn 180 degrees, and unleashes its breath weapon. The following round (unless the breath weapon is ready to use again), it charges and pounces, thereafter taking full attack actions until the breath weapon is once again ready to use.

STATISTICS

Str 32, **Dex** 18, **Con** —, **Int** 7, **Wis** 16, **Cha** 5

Base Atk +16; **CMB** +31 (+35 grapple); **CMD** 45

Feats Blind-Fight, Combat Reflexes, Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Fly), Toughness, Wingover

Skills Fly +21

SPECIAL ABILITIES

Adamantine Strikes (Ex) Atalazorn's natural attacks are treated as adamantine weapons for the purpose of overcoming damage reduction.

Massive (Ex) Atalazorn treats the walls on the battlefield as difficult terrain. Walls provide only partial cover (+2 AC) against Atalazorn's attacks.

Wingover Once each round, a creature with this feat can turn up to 180 degrees as a free action without making a Fly skill check. This free turn does not consume any additional movement from the creature.

M1. Gatehouse

THE IMPLACABLE BEAST

CR 13

CE Large construct

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +19

DEFENSE

AC 28, touch 13, flat-footed 24 (+4 Dex, +15 natural, -1 size)

hp 147 (18d10+48)

Fort +6, **Ref** +12, **Will** +7

DR 10/—; **Immune** construct traits; **Resist** acid 10, cold 10, electricity 10, fire 10

OFFENSE

Speed 40 ft.

Melee Huge bastard sword +25/+20/+15/+10 (3d8+8/17–20) and pincer +20 (2d8+4 plus grab) or pincer +25 (2d8+12 plus grab)

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

Special Attacks constrict (2d8+12), trample (4d6+12, DC 27)

TACTICS

During Combat The Implacable Beast equally favors trampling its enemies, heaving its Huge bastard sword, and using its pincer to pinch, grab, constrict, and release a foe (unless the foe is too meddlesome to release). The Implacable Beast relies heavily on the Greater Vital Strike feat when it attacks, rarely choosing to attack more than once a round. The Implacable Beast usually makes its attacks of opportunity with its pincer.

STATISTICS

Str 27, **Dex** 18, **Con** —, **Int** 10, **Wis** 13, **Cha** 7

Base Atk +18; **CMB** +27; **CMD** 41

Feats Blind-Fight, Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Greater Vital Strike, Improved Critical (bastard sword), Improved Vital Strike, Lightning Reflexes, Toughness, Vital Strike

Skills Climb +26, Perception +19

Languages Abyssal (cannot speak)

SQ oversized weapon, unbroken stride

Gear bastard sword

SPECIAL ABILITIES

Oversized Weapon (Ex) The Implacable Beast can use a weapon of one size category larger without penalty.

Trample (Ex) As a full-round action, a creature with the trample ability can attempt to overrun any creature that is at least one size category smaller than itself. This works just like the overrun combat maneuver, but the trampling creature does not need to make a check, it merely has to move over opponents in its path. Targets of a trample take an amount of damage equal to the trampling creature's slam damage + 1-1/2 times its Str modifier. Targets of a trample can make an attack of opportunity, but at a -4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Reflex save to take half damage. The save DC against a creature's trample attack is 10 + 1/2 creature's HD + creature's Str modifier (the exact DC is given in the creature's descriptive text). A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Unbroken Stride (Ex) The Implacable Beast ignores the effects of difficult terrain.

M2. Sanctum of the Beast

KATAZUUL

CR 14

Advanced Glabrezu Demon

CE Huge outsider (chaotic, demon, evil, extraplanar)

Init +2; **Senses** darkvision 60 ft., *true seeing*; Perception +28

DEFENSE

AC 32, touch 10, flat-footed 30 (+2 Dex, +22 natural, –2 size)

hp 210 (12d10+144)

Fort +20, **Ref** +6, **Will** +13

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 24

OFFENSE

Speed 40 ft.

Melee bite +22 (1d8+12), 2 claws +22 (1d6+12), 2 pincers +22 (2d8+12/19–20)

w/ Power Attack bite +18 (1d8+20), 2 claws +18 (1d6+20), 2 pincers +18 (2d8+20/19–20)

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

Special Attacks rend (2 pincers, 2d8+18, 2d8+30 w/ Power Attack)

Spell-Like Abilities (CL 14th; concentration +21)

Constant—*true seeing*

At will—*chaos hammer* (DC 21), *confusion* (DC 21), *dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *mirror image*, *reverse gravity*, *unholy blight* (DC 21), *veil* (self only; DC 23)

1/day—*power word stun*, *summon* (level 4, 1 glabrezu 20% or 1d2 vrocks 50%)

1/month—*wish* (granted to a mortal humanoid only)

TACTICS

Before Combat Katazuul has cast *mirror image*.

During Combat On her first round, Katazuul starts summoning vrocks, and if uninterrupted, she successfully summons one vrock. On subsequent rounds, she pelts the PCs with offensive spells. As soon as the PCs make it onto the platform, she eagerly attacks them in melee.

Morale When reduced to 30 or fewer hit points, Katazuul uses *greater teleport* to escape.

STATISTICS

Str 35, **Dex** 15, **Con** 35, **Int** 20, **Wis** 20, **Cha** 24

Base Atk +12; **CMB** +26; **CMD** 38

Feats Cleave, Great Cleave, Improved Critical (pincer), Persuasive, Power Attack, Vital Strike

Skills Bluff +30, Diplomacy +26, Intimidate +26, Knowledge (history, local, planes) +20, Perception +28,

Sense Motive +20, Spellcraft +17, Stealth +9, Use Magic Device +19; **Racial Modifiers** +8 Bluff, +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

Glabrezu Cheat Sheet

Chaos Hammer (evocation [chaotic], 20ft radius, medium, SRyes) – 1d8 dmg/2lvls. Lawful WILL?half:full + slowed for 1d6 rds. Neutral WILL?quarter:half

Confusion (enchantment(compulsion)[mind-affecting], VSMDF, medium, all creatures in a 15ft radius burst, 1rd/lvl, SRyes) – WILL or confused for duration.

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

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

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

Power Word Stun (enchantment (compulsion)[mind-affecting], V, close, one creature with <= 150hp, SRyes) - <50 hp = 4d4 rounds; 51-100hp = 2d4 rounds, 101-150 hp = 1d4 rounds

Reverse Gravity (transmutation, VSMDF, medium, up to one 10ft cube/lvl, 1rd/lvl) – Gravity is reversed in the area. REF to grab onto something if caught in the area. Flying or levitating is unaffected.

True Seeing (divination, VSM, creature touched, 1min/lvl, SRyes) – Ignore darkness/magical darkness, magically secret doors, blur/displacement, invisibility, illusions, polymorph/changed/transmuted. Can see into Ethereal plane. Vision up to 120 ft.

Unholy Blight (evocation [evil], VS, 20ft radius, medium, SRyes) – 1d8 dmg/2lvls (max 5d8). Good WILL?half:full + sickened for 1d4 rds. Neutral WILL?quarter:half

Veil (illusion(glamer), VS, long, 1+ creatures w/in 30 ft of each other, concentration+1hr/lvl) – You control how the targets look, feel, and smell. They resume their appearance when slain.

Vrock Cheat Sheet

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

Heroism (enchantment (compulsion)[mind-affecting], VS, creature touched, 10min/lvl, SRyes) – Creature gains a +2 morale to attacks, saves, skill checks

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

Telekinesis (transmutation, VS, long, concentration (1rd/lvl) or instantaneous, SRyes) – Choose 1 of 3:
Sustained Force = Move an object up to 25lbs/lvl while concentrating. Will negates, SR applies.

Combat Maneuver = 1/round while concentrating bull rush, disarm, grapple, or trip using CL + casting stat. No save, but SR applies. *Violent Thrust* = Hurl one object/creature per lvl at target. Att = CL + casting stat, damage = weapon damage or 1-1d6/25 lbs.

VROCK (for summoning and wave encounters)**CR 9**

CE Large outsider (chaotic, demon, evil, extraplanar)

Init +6; **Senses** darkvision 60 ft.; **Perception** +23**DEFENSE****AC** 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, –1 size)**hp** 112 (9d10+63)**Fort** +13, **Ref** +10, **Will** +6**DR** 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 20**OFFENSE****Speed** 30 ft., fly 50 ft. (average)**Melee** 2 claws +13 (2d6+5), bite +13 (1d8+5), 2 talons +13 (1d6+5)**Melee** 2 claws +10 (2d6+11), bite +10 (1d8+11), 2 talons +10 (1d6+11)**Space** 10 ft., **Reach** 10 ft.**Special Attacks** dance of ruin, spores, stunning screech**Spell-Like Abilities** (CL 12th; concentration +15)At will—*greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 18)1/day—*heroism*, *mirror image*, *summon* (level 3, 1 vrock 35%)**STATISTICS****Str** 21, **Dex** 15, **Con** 25, **Int** 14, **Wis** 16, **Cha** 16**Base Atk** +9; **CMB** +15; **CMD** 27**Feats** Cleave, Combat Reflexes, Improved Initiative, Lightning Reflexes, Power Attack**Skills** Fly +12, Intimidate +15, Knowledge (planes) +14, Perception +23, Sense Motive +15, Spellcraft +14, Stealth +10, Survival +15; **Racial Modifiers** +8 Perception**Languages** Abyssal, Celestial, Common; telepathy 100 ft.**SPECIAL ABILITIES**

Dance of Ruin (Su) A vrock can dance and chant as a full-round action—at the end of 3 rounds, a crackling wave of energy explodes from the vrock, dealing 5d6 points of electricity damage to all creatures within 100 feet. A DC 17 Reflex save halves this damage. For each additional vrock that joins in the dance, the damage increases by 5d6 and the DC to avoid the effect increases by +1, to a maximum of 20d6 when four or more vlocks are dancing (the DC continues to increase with additional vlocks, but the damage does not). The dance immediately ends and must be started anew if any of the participating vlocks is slain, stunned, or otherwise prevented from dancing. The save DC is Charisma-based.

Spores (Ex) A vrock can release a cloud of spores from its body once every 3 rounds as a free action. Adjacent creatures take 1d8 points of damage from the spores, plus 1d4 points of damage per round for 10 rounds as the spores grow into thick green vines. Although ugly, the vines are harmless and wither away in 1d4 days if not shaved off before then. The spores can be destroyed by casting *bless* on the affected creatures or by sprinkling them with holy water. This attack can also be halted by effects that remove or provide immunity to disease.

Stunning Screech (Su) Once per hour, a vrock can emit a shrill screech. All creatures except demons within a 30-foot-radius spread must succeed on a DC 21 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.