

Assault on Absalom

Subtier 7-8

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

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Tier 7-8 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 (2d8*1.5)
- Silver Crusade** – Gain a free one-use Burst of Healing benefit (3d6)
- Sovereign Court** – Gain a free one-use Timely Inspiration benefit (+2 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	18	23	28
Saves	15	17	19

Dark Archives – A. The Forae Logos Library

BLACK ECHELON INFILTRATOR (4)

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.

The Exchange – B. Arms Dealers' Meeting

SWAGGERING SHOT (2)

CR 5

Human gunslinger (pistolero) 6

CE Medium humanoid (human)

Init +6; **Senses** Perception +11

DEFENSE

AC 20, touch 16, flat-footed 14 (+4 armor, +4 Dex, +2 dodge)

hp 49 (6d10+12)

Fort +6, **Ref** +9, **Will** +4

Defensive Abilities nimble +2

OFFENSE

Speed 30 ft.

Melee mwk scimitar +7/+2 (1d6/18–20)

Ranged mwk pistol +11 (1d8+4/×4) or

mwk pistol +7 (1d8+4/×4), mwk pistol +7 (1d8+4/×4)

w/ Deadly Aim mwk pistol +9 (1d8+8/×4) or

mwk pistol +5 (1d8+8/×4), mwk pistol +5 (1d8+8/×4)

Special Attacks deeds (gunslinger initiative, gunslinger's dodge, pistol-whip, quick clear, up close and deadly +1d6, up close and deadly +2d6, utility shot), grit (2)

STATISTICS

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

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

Feats Deadly Aim, Gunsmithing^{UC}, Point-Blank Shot, Precise Shot, Rapid Reload, Two-Weapon Fighting

Skills Acrobatics +13, Bluff +8, Climb +9, Perception +11, Profession (sailor) +11, Swim +9

Languages Common, Dwarven

SQ gunsmith, pistol training

Combat Gear *potion of cat's grace*; **Other Gear** +1 studded leather, mwk pistols^{UC} (2) with 32 alchemical cartridges^{UC} (paper), mwk scimitar

SPECIAL ABILITIES

Grit (Ex) A gunslinger makes her mark upon the world with daring deeds. Some gunslingers claim they belong to a mystical way of the gun, but it's more likely that the volatile nature of firearms simply prunes the unlucky and careless from their ranks. Whatever the reason, all gunslingers have grit. In game terms, grit is a fluctuating measure of a gunslinger's ability to perform amazing actions in combat. At the start of each day, a gunslinger gains a number of grit points equal to her Wisdom modifier (minimum 1). Her grit goes up or down throughout the day, but usually cannot go higher than her Wisdom modifier (minimum 1), though some feats and magic items may affect this maximum. A gunslinger spends grit to accomplish deeds (see below), and regains grit in the following ways.

Critical Hit with a Firearm: Each time the gunslinger confirms a critical hit with a firearm attack while in the heat of combat, she regains 1 grit point. Confirming a critical hit on a helpless or unaware creature or on a creature that has fewer Hit Dice than half the gunslinger's character level does not restore grit.

Killing Blow with a Firearm: When the gunslinger reduces a creature to 0 or fewer hit points with a firearm attack while in the heat of combat, she regains 1 grit point. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the gunslinger's character level to 0 or fewer hit points does not restore any grit.

Gunslinger's Dodge (Ex) At 1st level, the gunslinger gains an uncanny knack for getting out of the way of ranged attacks. When a ranged attack is made against the gunslinger, she can spend 1 grit point to move 5 feet as an immediate action; doing so grants the gunslinger a +2 bonus to AC against the triggering attack. This movement is not a 5-foot step, and provokes attacks of opportunity. Alternatively, the gunslinger can drop prone to gain a +4 bonus to AC against the triggering attack. The gunslinger can only perform this deed while wearing medium or light armor, and while carrying no more than a light load.

Gunslinger Initiative (Ex) At 3rd level, as long as the gunslinger has at least 1 grit point, she gains the following benefits. First, she gains a +2 bonus on initiative checks. Furthermore, if she has the Quick Draw feat, her hands are free and unrestrained, and the firearm is not hidden, she can draw a single firearm as part of the initiative check.

Pistol Training (Ex) Starting at 5th level, a pistolero increases her skill with one-handed firearms. She gains a bonus on damage rolls equal to her Dexterity modifier, and when she misfires with a one-handed firearm, the misfire value increases by 2 instead of 4. Every four levels thereafter (9th, 13th, and 17th), the bonus on damage rolls increases by +1. This ability replaces gun training 1 to 4.

Pistol-Whip (Ex) At 3rd level, the gunslinger can make a surprise melee attack with the butt or handle of her firearm as a standard action. When she does, she is considered to be proficient with the firearm as a melee weapon and gains a bonus on the attack and damage rolls equal to the enhancement bonus of the firearm. The damage dealt by the pistol-whip is of the bludgeoning type, and is determined by the size of the firearm. One-handed firearms deal 1d6 points of damage (1d4 if wielded by Small creatures) and two-handed firearms deal 1d10 points of damage (1d8 if wielded by Small creatures). Regardless of the gunslinger's size, the critical multiplier of this attack is 20/x2. If the attack hits, the gunslinger can make a combat maneuver check to knock the target prone as a free action. Performing this deed costs 1 grit point.

Quick Clear (Ex) At 1st level, as a standard action, the gunslinger can remove the broken condition from a single firearm she is currently wielding, as long as that condition was gained by a firearm misfire. The gunslinger must have at least 1 grit point to perform this deed. Alternatively, if the gunslinger spends 1 grit point to perform this deed, she can perform quick clear as a move-equivalent action instead of a standard action.

Up Close and Deadly (Ex) At 1st level, when the pistolero hits a target with a one-handed firearm that is not making a scatter shot, she can spend 1 grit point to deal 1d6 points of extra damage on a hit. If she misses with the attack, she grazes the target, dealing half the extra damage anyway. This is precision damage and is not multiplied if the attack is a critical hit. This precision damage increases to 2d6 at 5th level, to 3d6 at 10th level, to 4d6 at 15th level, and to 5d6 at 20th level. This precision damage stacks with sneak attack and other forms of precision damage. The cost of using this deed cannot be reduced with the Signature Deed feat, the true grit class feature, or any similar effect. This deed replaces the deadeye deed.

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.

+1 STUDDERED LEATHER

Light Armor, +4 **Armor Bonus**, +5 **Max Dex**, 0 **ACP**, **ASF** 15%, **Price** 1,175 gp; **Weight** 20 lbs.

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

MWK PISTOL

One-handed exotic firearm, 1d8 damage; **Crit** x4; **Type** B and P; **Price** 1,300 gp; **Weight** 4 lbs.

Range 20 ft.; **Misfire** 1 (5 ft.); **Capacity** 1

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One-handed exotic firearm, 1d8 damage; **Crit** x4; **Type** B and P; **Price** 1,300 gp; **Weight** 4 lbs.

Range 20 ft.; **Misfire** 1 (5 ft.); **Capacity** 1

MUSKET MARAUDER**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

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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 OPERATIVE (4)

CR 3

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +8

Aura silent aura

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

hp 27 (5d8+5)

Fort +2, **Ref** +3, **Will** +4

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

OFFENSE

Speed 30 ft.

Melee mwk sickle +7 (1d6+2) or

claw +5 (1d4+2)

Ranged dart +5 (1d4+2 plus poison)

Special Attacks sneak attack +2d6

STATISTICS

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

Base Atk +3; **CMB** +5; **CMD** 17

Feats Improved Initiative, Step Up, Weapon Focus (sickle)

Skills Disguise +9, Perception +8, Stealth +10, Swim +7

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.

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 13; *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.

BLACK ECHELON INFILTRATOR (2)**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

BORDER GUARD (2)

CR 3

Half-orc ranger 4

NE Medium humanoid (human, orc)

Init +4; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)

hp 30 (4d10+4)

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

Defensive Abilities orc ferocity; **Resist** fire 10

OFFENSE

Speed 30 ft.

Melee mwk falchion +7 (2d4+3/18–20)

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

Special Attacks favored enemy (elves +2)

Ranger Spells Prepared (CL 1st; concentration +2)

1st—*resist energy*

TACTICS

Before Combat The ranger casts *resist energy* (fire).

Base Statistics Without *resist energy*, the ranger's statistics are **Resist** none.

STATISTICS

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

Base Atk +4; **CMB** +6; **CMD** 20

Feats Endurance, Point-Blank Shot, Precise Shot, Rapid Shot

Skills Climb +8, Intimidate +8, Knowledge (geography) +5, Knowledge (local) +2, Knowledge (nature) +7, Perception +8, Stealth +10, Survival +8

Languages Common, Orc

SQ favored terrain (plains +2), hunter's bond (companions), orc blood, track +2, weapon familiarity, wild empathy +3

Combat Gear +1 flaming arrows (3), *potion of cure moderate wounds*, *potion of divine favor*, *potion of shield of faith*; **Other Gear** masterwork chain shirt, masterwork composite longbow (+2 Str) with 20 arrows, masterwork falchion, *elixir of hiding*, 26 gp

SPECIAL ABILITIES

Hunter's Bond (Companions) This bond allows him to spend a move action to grant half his favored enemy bonus against a single target of the appropriate type to all allies within 30 feet who can see or hear him. This bonus lasts for a number of rounds equal to the ranger's Wisdom modifier (minimum 1). This bonus does not stack with any favored enemy bonuses possessed by his allies; they use whichever bonus is higher.

Orc Ferocity Once per day, when a half-orc is brought below 0 hit points but not killed, he can fight on for 1 more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

+1 FLAMING ARROW

Ammunition; **Price** 166 gp; **Weight** .15 lbs.

Aura moderate evocation; **CL** 10th; **Identify DC** 25

The arrow deals an extra +1d6 fire damage on a successful hit. This damage is not multiplied on a crit.

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Ammunition; **Price** 166 gp; **Weight** .15 lbs.

Aura moderate evocation; **CL** 10th; **Identify DC** 25

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Ammunition; **Price** 166 gp; **Weight** .15 lbs.

Aura moderate evocation; **CL** 10th; **Identify DC** 25

The arrow deals an extra +1d6 fire damage on a successful hit. This damage is not multiplied on a crit.

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 DIVINE FAVOR

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

The drinker gains a +1 luck bonus to attack and weapon damage rolls for 1 minute.

POTION OF SHIELD OF FAITH

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

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

ELIXIR OF HIDING

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

A character drinking this liquid gains an intuitive ability to sneak and hide (+10 competence bonus on Stealth checks for 1 hour).

STRONGWOMAN**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

SECURITY MANAGER (2)

CR 5

Human fighter 6

NE Medium humanoid (human)

Init +0; **Senses** Perception +1

DEFENSE

AC 20, touch 10, flat-footed 20 (+6 armor, +4 shield)

hp 55 (6d10+18)

Fort +7, **Ref** +4, **Will** +5 (+2 vs. fear)

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee +1 *battleaxe* +15/+10 (1d8+8/×3) or

club +12/+7 (1d6+6) or

heavy shield bash +12/+7 (1d4+6)

w/ Power Attack +1 *battleaxe* +13/+8 (1d8+12/×3) or

club +10/+5 (1d6+10) or

heavy shield bash +10/+5 (1d4+10)

Special Attacks weapon training (axes +1)

TACTICS

Before Combat The manager drinks his *potion of bull's strength*.

Base Statistics Without the *potion of bull's strength*, the security manager's statistics are **Melee** +1 *battleaxe* +13/+8 (1d8+6/×3) or club +10/+5 (1d6+4) or heavy shield bash +10/+5 (1d4+4); **Str** 18; **CMB** +10; **CMD** 20.

STATISTICS

Str 22, **Dex** 10, **Con** 14, **Int** 12, **Wis** 13, **Cha** 8

Base Atk +6; **CMB** +12; **CMD** 22

Feats Bludgeoner^{UC}, Enforcer^{APG}, Intimidating Prowess, Iron Will, Lightning Reflexes, Power Attack, Shield Focus, Weapon Focus (battleaxe)

Skills Acrobatics –4 (–8 when jumping), Diplomacy +5, Handle Animal +8, Intimidate +12, Survival +10

Languages Common, Elven

SQ armor training 1

Combat Gear *potion of bull's strength*, *potion of cure moderate wounds*; **Other Gear** mwk chainmail, +1 *heavy steel shield*, +1 *battleaxe*, club, 270 gp

SPECIAL ABILITIES

Bludgeoner You take no penalty on attack rolls for using a lethal bludgeoning weapon to deal nonlethal damage.

Enforcer Whenever you deal nonlethal damage with a melee weapon, you can make an Intimidate check to demoralize your target as a free action. If you are successful, the target is shaken for a number of rounds equal to the damage dealt. If your attack was a critical hit, your target is frightened for 1 round with a successful Intimidate check, as well as being shaken for a number of rounds equal to the damage dealt.

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.

+1 HEAVY STEEL SHIELD

Shield, +3 **Shield Bonus**, — **Max Dex**, -2 **ACP**, **ASF** 15%, **Price** 1,170 gp; **Weight** 15 lbs.

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

+1 BATTLEAXE

One-handed martial melee weapon, 1d8 damage; **Crit** x3; **Type** S; **Price** 2,310 gp; **Weight** 6 lbs.

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

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.

+1 HEAVY STEEL SHIELD

Shield, +3 **Shield Bonus**, — **Max Dex**, -2 **ACP**, **ASF** 15%, **Price** 1,170 gp; **Weight** 15 lbs.

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

+1 BATTLEAXE

One-handed martial melee weapon, 1d8 damage; **Crit** x3; **Type** S; **Price** 2,310 gp; **Weight** 6 lbs.

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

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

BULL OF BAPHOMET (2)

CR 3

Advanced fiendish aurochs

CE Large animal

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, –1 size)

hp 28 (3d8+15)

Fort +8, **Ref** +5, **Will** +3

Resist cold 5, fire 5; **SR** 8

OFFENSE

Speed 40 ft.

Melee gore +9 (1d8+12)

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

Special Attacks smite good (+0 to hit, +3 to damage, 1/day), stampede, trample (2d6+12, DC 19)

STATISTICS

Str 27, **Dex** 14, **Con** 21, **Int** 2, **Wis** 15, **Cha** 8

Base Atk +2; **CMB** +11; **CMD** 23 (27 vs. trip)

Feats Endurance, Skill Focus (Perception)

Skills Perception +11

SPECIAL ABILITIES

Stampede (Ex) A stampede occurs if three or more creatures with stampede make a trample attack while remaining adjacent to each other. While stampeding, the creatures can trample foes of their size or smaller, and the trample's save DC increases by 2.

MINOTAUR MARAUDER (2)**CR 6**

Minotaur ranger 2

CE Large monstrous humanoid

Init +2; **Senses** darkvision 60 ft.; Perception +16**DEFENSE****AC** 19, touch 11, flat-footed 17 (+3 armor, +2 Dex, +5 natural, -1 size)**hp** 62 (8 HD; 6d10+2d10+18)**Fort** +6, **Ref** +10, **Will** +6**Defensive Abilities** natural cunning**OFFENSE****Speed** 30 ft.**Melee** +1 *greataxe* +12/+7 (3d6+7/×3), *gore* +11 (1d6+2)**w/ Power Attack** +1 *greataxe* +9/+4 (3d6+16/×3), *gore* +8 (1d6+5)**Ranged** mwk composite longbow +11/+6 (2d6+6/×3)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** combat style (two-handed weapon), favored enemy (monstrous humanoids +2), powerful charge (*gore*, 1d6+17)**STATISTICS****Str** 19, **Dex** 14, **Con** 13, **Int** 11, **Wis** 12, **Cha** 10**Base Atk** +8; **CMB** +13; **CMD** 25**Feats** Point-Blank Shot, Power Attack, Rapid Shot, Toughness, Weapon Focus (composite longbow)**Skills** Acrobatics +7, Climb +11, Handle Animal +5, Heal +6, Knowledge (geography) +7, Perception +16, Survival +16, Swim +10; **Racial Modifiers** +4 Perception, +4 Survival**Languages** Giant**SQ** track +1, wild empathy +2**Combat Gear** *potion of cure moderate wounds*, *potion of delay poison*, *potion of magic fang*, *potion of resist energy*, *wand of entangle* (12 charges), *smokesticks* (3), *tanglefoot bag*; **Other Gear** mwk studded leather, +1 *greataxe*, mwk composite longbow (+6 Str) with 40 arrows, *antitoxin*, *backpack*, *healer's kit*, *rope* (50 feet), *tindertwigs* (10)**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.

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 DELAY POISON

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

The drinker becomes temporarily immune to poison for 3 hours. At the end of that time, the drinker is affected by any poisons that they are exposed to during that time.

POTION OF MAGIC FANG

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

The drinker chooses one natural attack or unarmed strike to gain a +1 enhancement bonus to hit and damage. This doesn't stack with enhancement bonuses that the weapon already has.

POTION OF RESIST ENERGY

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

The drinker gains resist 10 (acid, cold, electricity, fire or sonic) for 30 minutes.

WAND OF ENTANGLE (12 charges)

Aura faint conjuration; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 180 gp; **Weight** —

Plants grasp people in 40ft. radius spread w/in 400 ft. REF 11 or be entangled in the area. Strength or Escape Artist check to break DC 11 as a move action. Entire area is difficult terrain.

(Entangle is on the druid, ranger and shaman spell lists.)

+1 GREATAXE

One-handed martial melee weapon, 1d12 damage; **Crit** x3; **Type** S; **Price** 2,320 gp; **Weight** 12 lbs.

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

Sovereign Court – G. Waterfront

BLACK ECHELON ELITE

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**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.

H. The Floatsam Graveyard

CRAB, SHARK-EATING (2)

CR 7

N Huge vermin (aquatic)

Init +2; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 20, touch 10, flat-footed 18 (+2 Dex, +10 natural, -2 size)

hp 84 (8d8+48)

Fort +12, **Ref** +4, **Will** +3

Immune mind-affecting effects

Weaknesses water dependency

OFFENSE

Speed 30 ft., swim 60 ft.

Melee 2 claws +13 (1d8+9 plus grab)

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

Special Attacks constrict (1d8+9), darting claw

STATISTICS

Str 29, **Dex** 14, **Con** 22, **Int** —, **Wis** 12, **Cha** 2

Base Atk +6; **CMB** +17 (+21 grapple); **CMD** 29 (37 vs. trip)

Skills Perception +5, Swim +17; **Racial Modifiers** +4 Perception

SPECIAL ABILITIES

Darting Claw (Ex) Evolved for snatching fast prey, a shark-eating crab is exceptionally quick with its claws.

When making a full attack, if a shark-eating crab misses with both of its claw attacks, it can make an additional claw attack at a -2 penalty against any creature within its reach.

Water Dependency (Ex) Giant crabs can survive out of the water for 1 hour per point of Constitution.

Beyond this limit, a giant crab 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.**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

HANGED LIEUTENANT (2)

CR 4

Variant advanced wight

LE Medium undead

Init +3; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 34 (4d8+16)

Fort +5, **Ref** +4, **Will** +7

Immune undead traits

Weaknesses resurrection vulnerability

OFFENSE

Speed 30 ft.

Melee slam +6 (1d4+4 plus energy drain) or
mwk scimitar +7 (1d6+4/18-20 plus energy drain)

Special Attacks create spawn, energy drain (1 level, DC 16)

STATISTICS

Str 16, **Dex** 16, **Con** —, **Int** 15, **Wis** 17, **Cha** 19

Base Atk +3; **CMB** +6; **CMD** 19

Feats Blind-Fight, Skill Focus (Perception)

Skills Intimidate +11, Knowledge (religion) +9, Perception +13, Sense Motive +10, Stealth +18, Swim +7;

Racial Modifiers +8 Stealth

Languages Common

SPECIAL ABILITIES

Create Spawn (Su) Any humanoid creature that is slain by a wight becomes a wight itself in only 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer a –2 penalty on all d20 rolls and checks, as well as –2 hp per HD. Spawn are under the command of the wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed wights. They do not have any of the abilities they had in life.

Resurrection Vulnerability (Su) A *raise dead* or similar spell cast on a wight destroys it (Will negates). Using the spell in this way does not require a material component.

FESTERING SPIRIT**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

COMMODORE KORGEN

CR 8

Mohrg

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.

HANGED LIEUTENANT (2)**CR 4**

Variant advanced wight

LE Medium undead

Init +3; **Senses** darkvision 60 ft.; Perception +13

DEFENSE**AC** 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)**hp** 34 (4d8+16)**Fort** +5, **Ref** +4, **Will** +7**Immune** undead traits**Weaknesses** resurrection vulnerability

OFFENSE**Speed** 30 ft.**Melee** slam +6 (1d4+4 plus energy drain) or
mwk scimitar +7 (1d6+4/18-20 plus energy drain)**Special Attacks** create spawn, energy drain (1 level, DC 16)

STATISTICS**Str** 16, **Dex** 16, **Con** —, **Int** 15, **Wis** 17, **Cha** 19**Base Atk** +3; **CMB** +6; **CMD** 19**Feats** Blind-Fight, Skill Focus (Perception)**Skills** Intimidate +11, Knowledge (religion) +9, Perception +13, Sense Motive +10, Stealth +18, Swim +7;**Racial Modifiers** +8 Stealth**Languages** Common

SPECIAL ABILITIES

Create Spawn (Su) Any humanoid creature that is slain by a wight becomes a wight itself in only 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer a –2 penalty on all d20 rolls and checks, as well as –2 hp per HD. Spawn are under the command of the wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed wights. They do not have any of the abilities they had in life.

Resurrection Vulnerability (Su) A *raise dead* or similar spell cast on a wight destroys it (Will negates). Using the spell in this way does not require a material component.

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.

J. Petal District Ramparts

GOLEM, BLOOD (2)

CR 6

N Medium construct

Init +4; **Senses** blindsight 60 ft., darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)

hp 64 (8d10+20)

Fort +2, **Ref** +6, **Will** +4

Defensive Abilities amorphous; **DR** 5/bludgeoning; **Immune** construct traits, magic

Weaknesses vulnerable to bleed

OFFENSE

Speed 10 ft.

Melee 2 slams +10 (2d6+2 plus bleed and grab)

Special Attacks bleed (1d6), blood drain (1d2 Con), constrict (2d6+2 plus bleed)

STATISTICS

Str 14, **Dex** 19, **Con** —, **Int** —, **Wis** 14, **Cha** 1

Base Atk +8; **CMB** +10 (+14 grapple); **CMD** 24

SQ clotted skin, compression

SPECIAL ABILITIES

Amorphous (Ex) The creature's body is malleable and shapeless. It is immune to precision damage (like sneak attacks) and critical hits.

Blood Drain (Su) A blood golem heals 5 hit points each round it drains blood.

Clotted Skin (Ex) A blood golem can congeal its surface into a hard skin as a full-round action, allowing it to assume a vaguely humanoid form. With its skin, it gains DR 5/bludgeoning, natural armor +6, and a base speed of 30 feet, but loses its amorphous and compression abilities. It can liquefy this skin as a full-round action, losing its DR and natural armor, changing its speed to 10 feet, and regaining the amorphous and compression abilities. The golem normally maintains its congealed skin, liquefying itself only when it has to pass through obstacles that would hinder its solid form.

Immunity to Magic (Ex) A blood 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.

- Cure spells affect it as if it were a living creature, but only heal the minimum amount of damage.
- Spells and effects that specifically affect blood (such as *boiling blood*^{UM}) affect it normally.

Vulnerable to Bleed (Ex) Bleed effects, blood drain, and attacks that target a creature's blood affect a blood golem normally. The golem can spend a full-round action to harden its clotted outer shell to end a bleed effect.

HUNGRY FLESH (2)**CR 3**

N Large ooze

Init -3; **Senses** blindsight 60 ft., scent; **Perception** -5**DEFENSE****AC** 8, touch 6, flat-footed 8 (-3 Dex, +2 natural, -1 size)**hp** 47 (5d8+25); regeneration 5 (acid or fire)**Fort** +6, **Ref** -2, **Will** -4**Defensive Abilities** amorphous; **Immune** ooze traits**OFFENSE****Speed** 20 ft., swim 20 ft.**Melee** slam +5 (1d6+4 plus disease and grab)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** constrict (1d6+4 plus disease)**STATISTICS****Str** 16, **Dex** 5, **Con** 20, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +3; **CMB** +7 (+11 grapple); **CMD** 14 (can't be tripped)**SQ** compression, monstrous growth, reactive regeneration, slime trail**SPECIAL ABILITIES**

Disease (Ex) *Tumor Infestation*—injury; *save* Fort DC 17; *onset* 1 minute; *frequency* 1/day; *effect* 1d2 Con and 1d2 Cha damage; *cure* 2 consecutive saves. Anyone who dies from tumor infestation turns into a hungry flesh 1d4 hours later. The save DC is Constitution-based.

Monstrous Growth (Ex) A hungry flesh gains growth points from its reactive regeneration ability and from eating creatures. When it consumes a creature that's been dead no more than an hour, it gains 1 growth point if that creature is of its size or one size category smaller, or 2 growth points if its meal is larger than it is. Eating a creature takes a full-round action if it is the same size or smaller than the hungry flesh or 1 minute if it is larger. Each time a hungry flesh reaches 5 growth points, it gains the giant creature simple template. This template stacks with itself each time the hungry flesh gains another 5 growth points, but the hungry flesh can't increase its size beyond Gargantuan. When it stops gaining growth points, a hungry flesh loses a single application of the giant creature simple template for each hour that passes.

Ooze Traits (Ex) Oozes are immune to critical hits, flanking, precision damage, mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, stun, and visual effects.

Reactive Regeneration (Ex) Whenever a hungry flesh takes piercing or slashing damage, it regenerates 5 hit points and gains 1 growth point.

Slime Trail (Ex) A hungry flesh leaves behind a trail of slime that acts as a *grease* spell (DC 17). Any living creature that touches this slime with bare flesh must succeed at a Fortitude save (with a +4 bonus) or contract tumor infestation. The slime dries up after 1 minute. The save DC is Constitution-based.

K1. Fiendish Guard Post

GOLEM, FLESH (2)

CR 7

N Large construct

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

DEFENSE

AC 20, touch 8, flat-footed 20; (-1 Dex, +12 natural, -1 size)

hp 79 (9d10+30)

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

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

OFFENSE

Speed 30 ft.

Melee 2 slams +13 (2d8+5)

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

Special Attacks berserk

STATISTICS

Str 20, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +9; **CMB** +15; **CMD** 24

SPECIAL ABILITIES

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

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

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

K2. Command Post

WARCHIEF MITHRAKK THE UNDYING

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.

MINOTAUR MARAUDER (2)**CR 6**

Minotaur ranger 2

CE Large monstrous humanoid

Init +2; **Senses** darkvision 60 ft.; Perception +16**DEFENSE****AC** 19, touch 11, flat-footed 17 (+3 armor, +2 Dex, +5 natural, -1 size)**hp** 62 (8 HD; 6d10+2d10+18)**Fort** +6, **Ref** +10, **Will** +6**Defensive Abilities** natural cunning**OFFENSE****Speed** 30 ft.**Melee** +1 *greataxe* +12/+7 (3d6+7/×3), *gore* +11 (1d6+2)**w/ Power Attack** +1 *greataxe* +9/+4 (3d6+16/×3), *gore* +8 (1d6+5)**Ranged** mwk composite longbow +11/+6 (2d6+6/×3)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** combat style (two-handed weapon), favored enemy (monstrous humanoids +2), powerful charge (*gore*, 1d6+17)**STATISTICS****Str** 19, **Dex** 14, **Con** 13, **Int** 11, **Wis** 12, **Cha** 10**Base Atk** +8; **CMB** +13; **CMD** 25**Feats** Point-Blank Shot, Power Attack, Rapid Shot, Toughness, Weapon Focus (composite longbow)**Skills** Acrobatics +7, Climb +11, Handle Animal +5, Heal +6, Knowledge (geography) +7, Perception +16, Survival +16, Swim +10; **Racial Modifiers** +4 Perception, +4 Survival**Languages** Giant**SQ** track +1, wild empathy +2**Combat Gear** *potion of cure moderate wounds*, *potion of delay poison*, *potion of magic fang*, *potion of resist energy*, *wand of entangle* (12 charges), *smokesticks* (3), *tanglefoot bag*; **Other Gear** mwk studded leather, +1 *greataxe*, mwk composite longbow (+6 Str) with 40 arrows, *antitoxin*, *backpack*, *healer's kit*, *rope* (50 feet), *tindertwigs* (10)**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.

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 DELAY POISON

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

The drinker becomes temporarily immune to poison for 3 hours. At the end of that time, the drinker is affected by any poisons that they are exposed to during that time.

POTION OF MAGIC FANG

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

The drinker chooses one natural attack or unarmed strike to gain a +1 enhancement bonus to hit and damage. This doesn't stack with enhancement bonuses that the weapon already has.

POTION OF RESIST ENERGY

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

The drinker gains resist 10 (acid, cold, electricity, fire or sonic) for 30 minutes.

WAND OF ENTANGLE (12 charges)

Aura faint conjuration; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 180 gp; **Weight** —

Plants grasp people in 40ft. radius spread w/in 400 ft. REF 11 or be entangled in the area. Strength or Escape Artist check to break DC 11 as a move action. Entire area is difficult terrain.

(Entangle is on the druid, ranger and shaman spell lists.)

+1 GREATAXE

One-handed martial melee weapon, 1d12 damage; **Crit** x3; **Type** S; **Price** 2,320 gp; **Weight** 12 lbs.

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

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.

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

DEMON, NABASU (2)

CR 8

CE Medium outsider (chaotic, demon, evil, native)

Init +7; **Senses** darkvision 60 ft.; Perception +23

DEFENSE

AC 22, touch 14, flat-footed 18 (+3 Dex, +1 dodge, +8 natural)

hp 103 (9d10+54)

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

DR 10/cold iron or good; **Immune** death effects, electricity, paralysis, poison; **Resist** acid 10, cold 10, fire 10; **SR** 19

OFFENSE

Speed 30 ft., fly 60 ft. (average)

Melee 2 claws +15 (1d6+6), bite +15 (1d8+6)

w/Power Attack 2 claws +12 (1d6+12), bite +12 (1d8+12)

Special Attacks consume life, death-stealing gaze, sneak attack +2d6

Spell-Like Abilities (CL 8th)

At will—*deeper darkness*, *greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 19)

3/day—*enervation*, *silence* (DC 16), *vampiric touch*

1/day—*mass hold person* (DC 21), *regenerate*, summon (level 4, 1 nabasu 30% or 1d4 babaus 30%)

STATISTICS

Str 22, **Dex** 17, **Con** 22, **Int** 15, **Wis** 16, **Cha** 19

Base Atk +9; **CMB** +15; **CMD** 29

Feats Cleave, Combat Expertise, Dodge, Improved Initiative, Power Attack

Skills Acrobatics +15, Fly +15, Knowledge (arcana, planes) +14, Perception +23, Sense Motive +15, Stealth +15 (+23 in shadowy areas), Survival +15; **Racial Modifiers** +8 Perception, +8 Stealth in shadowy areas

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SPECIAL ABILITIES

Consume Life (Su) When a nabasu creates a ghoul with its gaze attack, it gains a growth point. It gains a bonus equal to its growth point total on attack rolls, caster level checks, combat maneuver checks, saving throws, and skill checks. Its maximum hit points increase by 10 for each growth point, and its caster level for spell-like abilities increases by 1. For every 2 growth points, its natural armor bonus, SR, and CR increase by 1. Every time it gains a growth point, it attempts a DC 30 caster level check—success indicates it matures (gaining both the advanced and the giant simple templates) and plane shifts to the Abyss in a burst of smoke. A nabasu can have a maximum of 20 growth points—it automatically matures if it has not done so already when it reaches 20 growth points.

Death-Stealing Gaze (Su) As a free action once per day per growth point (minimum of 1/day), a nabasu can activate its death-stealing gaze for a full round. Each living creature within 30 feet must succeed at a DC 18 Fortitude saving throw or gain a negative level. A humanoid slain in this manner immediately transforms into a ghoul under the nabasu's control. A nabasu's gaze can only create one ghoul per round—if multiple humans perish from the gaze in a round, the nabasu picks which human becomes a ghoul. The save DC is Charisma-based.

Nabasu Cheat Sheet

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.

Enervation (necromancy, VS, close, ray of negative energy, SRyes) – Ranged touch attack deals 1d4 negative levels for 1 hour/lvl. Undead gain 1d4*5 temps.

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

Mass Hold Person (enchantment (compulsion)[mind-affecting], VSDF, medium, one or more humanoids, no two >30ft. apart, 1rd/lvl(D), SRyes) – WILL or paralyzed. Full-round gives another save.

Regenerate – not relevant in combat

Silence (illusion [glamer], 1 round, VS, long, 20ft radius on an object, 1rd/lvl, SRyes) – Silence in the area. Unwilling targets get WILL to resist.

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.

Vampiric Touch (necromancy, VS, living creature touched, SRyes) – Touch deals 1d6/2lvls, gain temps equal to damage dealt for 1hr. Can't gain more hp than subject's current hp + CON score.

THE IMPLACABLE BEAST (for additional challenge)**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

DEMON, SHADOW

CR 7

CE Medium outsider (chaotic, demon, evil, extraplanar, incorporeal)

Init +8; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 18, touch 18, flat-footed 14 (+4 deflection, +4 Dex)

hp 59 (7d10+21)

Fort +5, **Ref** +11, **Will** +7

Defensive Abilities incorporeal; **DR** 10/cold iron or good; **Immune** cold, electricity, poison; **Resist** acid 10, fire 10; **SR** 17

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 40 ft. (perfect)

Melee 2 claws +11 touch (1d6 plus 1d6 cold), bite +11 touch (1d8 plus 1d6 cold)

Special Attacks pounce, shadow blend, sprint

Spell-Like Abilities (CL 10th)

At will—*deeper darkness*, *fear* (DC 18), *greater teleport* (self only), *telekinesis* (DC 19)

3/day—*shadow conjuration* (DC 18), *shadow evocation* (DC 19)

1/day—*magic jar* (DC 19), *summon* (level 3, 1 shadow demon 50%)

STATISTICS

Str —, **Dex** 18, **Con** 17, **Int** 14, **Wis** 14, **Cha** 19

Base Atk +7; **CMB** +11; **CMD** 25

Feats Blind-Fight, Combat Reflexes, Improved Initiative, Lightning Reflexes

Skills Acrobatics +14, Bluff +14, Fly +22, Knowledge (local, planes) +12, Perception +20, Sense Motive +12, Stealth +14; **Racial Modifiers** +8 Perception

Languages Abyssal, Common; telepathy 100 ft.

SPECIAL ABILITIES

Shadow Blend (Su) During any conditions other than bright light, a shadow demon can disappear into the shadows as a move-equivalent action, effectively becoming invisible. Artificial illumination or light spells of 2nd level or lower do not negate this ability.

Sprint (Ex) Once per minute, a shadow demon can increase its fly speed to 240 feet for 1 round.

Sunlight Powerlessness (Ex) A shadow demon is utterly powerless in areas of bright light or natural sunlight and flees from them. A shadow demon caught in such light cannot attack and can take only a single move or standard action. A shadow demon that is possessing a creature using *magic jar* is not harmed by sunlight, but if it is struck by a *sunbeam* or *sunburst* spell while possessing a creature, the shadow demon is driven out of its host automatically.

Shadow Demon Cheat Sheet

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.

Fear (necromancy[emotion, fear, mind-affecting], VSM, 30ft. cone, 1rd/lvl or 1rd, SRyes) – WILL. Fail and be panicked for 1rd/lvl. Succeed and be shaken for 1 rd.

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

Magic Jar – See Spell Descriptions Below

Shadow Conjunction – See Spell Descriptions Below

Shadow Evocation – See Spell Descriptions Below

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 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(figure), 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.

Magic Jar

School necromancy; **Level** sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, F (a gem or crystal worth at least 100 gp)

Range medium (100 ft. + 10 ft./level)

Target one creature

Duration 1 hour/level or until you return to your body

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

By casting *magic jar*, you place your soul in a gem or large crystal (known as the *magic jar*), leaving your body lifeless. Then you can attempt to take control of a nearby body, forcing its soul into the *magic jar*. You may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when you send your soul back to your own body, leaving the receptacle empty. To cast the spell, the *magic jar* must be within spell range and you must know where it is, though you do not need line of sight or line of effect to it. When you transfer your soul upon casting, your body is, as near as anyone can tell, dead.

While in the *magic jar*, you can sense and attack any life force within 10 feet per caster level (and on the same plane of existence). You do need line of effect from the jar to the creatures. You cannot determine the exact creature types or positions of these creatures. In a group of life forces, you can sense a difference of 4 or more HD between one creature and another and can determine whether a life force is powered by positive or negative energy. (Undead creatures are powered by negative energy. Only sentient undead creatures have, or are, souls.)

You could choose to take over either a stronger or a weaker creature, but which particular stronger or weaker creature you attempt to possess is determined randomly.

Attempting to possess a body is a full-round action. It is blocked by *protection from evil* or a similar ward. You possess the body and force the creature's soul into the *magic jar* unless the subject succeeds on a Will save. Failure to take over the host leaves your life force in the *magic jar*, and the target automatically succeeds on further saving throws if you attempt to possess its body again.

If you are successful, your life force occupies the host body, and the host's life force is imprisoned in the *magic jar*. You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body.

As a standard action, you can shift freely from a host to the *magic jar* if within range, sending the trapped soul back to its body. The spell ends when you shift from the jar to your own body.

If the host body is slain, you return to the *magic jar*, if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both you and the host die. Any life force with nowhere to go is treated as slain.

If the spell ends while you are in the *magic jar*, you return to your body (or die if your body is out of range or destroyed). If the spell ends while you are in a host, you return to your body (or die, if it is out of range of your current position), and the soul in the *magic jar* returns to its body (or dies if it is out of range). Destroying the receptacle ends the spell, and the spell can be dispelled at either the *magic jar* or the host's location.

Shadow Conjuraton

School illusion (shadow); **Level** bard 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Saving Throw Will disbelief (if interacted with); varies; see text; **Spell Resistance** yes; see text

You use material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces. *Shadow conjuration* can mimic any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 3rd level or lower.

Shadow conjurations are only one-fifth (20%) as strong as the real things, though creatures who believe the *shadow conjurations* to be real are affected by them at full strength. Any creature that interacts with the spell can make a Will save to recognize its true nature.

Spells that deal damage have normal effects unless the affected creature succeeds on a Will save. Each disbelieving creature takes only one-fifth (20%) damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is only 20% likely to occur. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows, but the save DC is set according to *shadow conjuration's* level (4th) rather than the spell's normal level. In addition, any effect created by *shadow conjuration* allows spell resistance, even if the spell it is simulating does not. Shadow objects or substances have normal effects except against those who disbelieve them. Against disbelievers, they are 20% likely to work.

A shadow creature has one-fifth the hit points of a normal creature of its kind (regardless of whether it's recognized as shadowy). It deals normal damage and has all normal abilities and weaknesses. Against a creature that recognizes it as a shadow creature, however, the shadow creature's damage is one-fifth (20%) normal, and all special abilities that do not deal lethal damage are only 20% likely to work. (Roll for each use and each affected character separately.) Furthermore, the shadow creature's AC bonuses are just one-fifth as large.

A creature that succeeds on its save sees the *shadow conjurations* as transparent images superimposed on vague, shadowy forms. Objects automatically succeed on their Will saves against this spell.

Shadow Evocation

School illusion (shadow); **Level** bard 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

Saving Throw Will disbelief (if interacted with); **Spell Resistance** yes

You tap energy from the Plane of Shadow to cast a quasi-real, illusory version of a sorcerer or wizard evocation spell of 4th level or lower. Spells that deal damage have normal effects unless an affected creature succeeds on a Will save. Each disbelieving creature takes only one-fifth damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is one-fifth as strong (if applicable) or only 20% likely to occur. If recognized as a *shadow evocation*, a damaging spell deals only one-fifth (20%) damage. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save (or spell resistance) that the spell being simulated allows, but the save DC is set according to *shadow evocation's* level (5th) rather than the spell's normal level.

Nondamaging effects have normal effects except against those who disbelieve them. Against disbelievers, they have no effect.

Objects automatically succeed on their Will saves against this spell.

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 vrocks are dancing (the DC continues to increase with additional vrocks, but the damage does not). The dance immediately ends and must be started anew if any of the participating vrocks 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.

DEMON, NABASU (2) (for additional encounters)**CR 8**

CE Medium outsider (chaotic, demon, evil, native)

Init +7; **Senses** darkvision 60 ft.; Perception +23**DEFENSE****AC** 22, touch 14, flat-footed 18 (+3 Dex, +1 dodge, +8 natural)**hp** 103 (9d10+54)**Fort** +9, **Ref** +9, **Will** +9**DR** 10/cold iron or good; **Immune** death effects, electricity, paralysis, poison; **Resist** acid 10, cold 10, fire 10; **SR** 19**OFFENSE****Speed** 30 ft., fly 60 ft. (average)**Melee** 2 claws +15 (1d6+6), bite +15 (1d8+6)**w/Power Attack** 2 claws +12 (1d6+12), bite +12 (1d8+12)**Special Attacks** consume life, death-stealing gaze, sneak attack +2d6**Spell-Like Abilities** (CL 8th)At will—*deeper darkness*, *greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 19)3/day—*enervation*, *silence* (DC 16), *vampiric touch*1/day—*mass hold person* (DC 21), *regenerate*, summon (level 4, 1 nabasu 30% or 1d4 babaus 30%)**STATISTICS****Str** 22, **Dex** 17, **Con** 22, **Int** 15, **Wis** 16, **Cha** 19**Base Atk** +9; **CMB** +15; **CMD** 29**Feats** Cleave, Combat Expertise, Dodge, Improved Initiative, Power Attack**Skills** Acrobatics +15, Fly +15, Knowledge (arcana, planes) +14, Perception +23, Sense Motive +15, Stealth +15 (+23 in shadowy areas), Survival +15; **Racial Modifiers** +8 Perception, +8 Stealth in shadowy areas**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.**SPECIAL ABILITIES**

Consume Life (Su) When a nabasu creates a ghoul with its gaze attack, it gains a growth point. It gains a bonus equal to its growth point total on attack rolls, caster level checks, combat maneuver checks, saving throws, and skill checks. Its maximum hit points increase by 10 for each growth point, and its caster level for spell-like abilities increases by 1. For every 2 growth points, its natural armor bonus, SR, and CR increase by 1. Every time it gains a growth point, it attempts a DC 30 caster level check—success indicates it matures (gaining both the advanced and the giant simple templates) and plane shifts to the Abyss in a burst of smoke. A nabasu can have a maximum of 20 growth points—it automatically matures if it has not done so already when it reaches 20 growth points.

Death-Stealing Gaze (Su) As a free action once per day per growth point (minimum of 1/day), a nabasu can activate its death-stealing gaze for a full round. Each living creature within 30 feet must succeed at a DC 18 Fortitude saving throw or gain a negative level. A humanoid slain in this manner immediately transforms into a ghoul under the nabasu's control. A nabasu's gaze can only create one ghoul per round—if multiple humans perish from the gaze in a round, the nabasu picks which human becomes a ghoul. The save DC is Charisma-based.

Nabasu Cheat Sheet

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.

Enervation (necromancy, VS, close, ray of negative energy, SRyes) – Ranged touch attack deals 1d4 negative levels for 1 hour/lvl. Undead gain 1d4*5 temps.

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

Mass Hold Person (enchantment (compulsion)[mind-affecting], VSDF, medium, one or more humanoids, no two >30ft. apart, 1rd/lvl(D), SRyes) – WILL or paralyzed. Full-round gives another save.

Regenerate – not relevant in combat

Silence (illusion [glamer], 1 round, VS, long, 20ft radius on an object, 1rd/lvl, SRyes) – Silence in the area. Unwilling targets get WILL to resist.

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.

Vampiric Touch (necromancy, VS, living creature touched, SRyes) – Touch deals 1d6/2lvls, gain temps equal to damage dealt for 1hr. Can't gain more hp than subject's current hp + CON score.