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Spells cheat sheets courtesy of Perram's Spellbook 2

Note: Use with caution, particularly the mythic creatures. I did my best to apply templates, but it is possible that there are errors. If a better GM than I would care to proofread, it would be greatly appreciated. Email any errors to jeff@ontariopathfinders.com so that I can fix and re-upload. ☺

#5-16–Destiny of the Sands, Part 3
Subtier 3-4

Monster Stat Blocks
and Reference

Miniature/Pawn List

- Akatas (2) – Legends of Golarion/B2
- Hound of Tindalos – Shattered Star/B2
- Skeletons (4) – Various/B1
- Death Worm – B2
- Behir – B1
- Human Alchemist – NPC
- Human Bard – NPC
- Human Sorcerer – NPC

Map Packs/Flip-Mats

- Map-Pack: Dungeon Sites
- Flip-Map: Battlefield
- Flip-Map: Desert Ruins
- One large custom map (26x24, desert or stone background)

Handouts

- 5 portraits
- 8 player handouts (1x#1, 6x#2, 1x#3)
- 1 chase track
- 1 mythic chase rules summary

Part A1 – Temple of the Beyond

No scaling notes for this encounter

AKATAS (2)

N Medium aberration

Init +6; **Senses** darkvision 120 ft., scent; Perception +1

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 15 (2d8+6)

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

Defensive Abilities no breath; **Immune** cold, disease, poison;

Resist fire 30

Weaknesses deaf, vulnerable to salt water

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +2 (1d6+1 plus void bite), 2 tentacles –3 (1d3)

TACTICS

Before Combat The akatas lurk behind columns, using Stealth to prepare an ambush. They attack once a PC is within 20 feet.

During Combat The akatas attack the nearest PC and try to infect him with void death.

Morale The akatas fight to the death.

STATISTICS

Str 12, **Dex** 15, **Con** 16, **Int** 3, **Wis** 12, **Cha** 11

Base Atk +1; **CMB** +2; **CMD** 14 (18 vs. trip)

Feats Improved Initiative

Skills Acrobatics +6 (+10 jump), Climb +9, Stealth +10; **Racial**

Modifiers +4 Stealth

SQ hibernation

SPECIAL ABILITIES

Deaf (Ex) Akatas cannot hear. They are immune to spells and effects that rely on hearing to function, but they also cannot make Perception checks to listen.

Salt Water Vulnerability (Ex) Salt water acts as an extremely strong acid to akatas. A splash of salt water deals 1d6 points of damage to an akata, and full immersion in salt water deals 4d6 points of damage per round.

Void Bite (Ex) Akatas hold hundreds of invisibly small larval young within their mouths, spreading these parasitic creatures to hosts through their bite. Only humanoid creatures make suitable hosts for akata young—all other creature types are immune to this parasitic infection. The disease itself is known as void death.

Disease (Ex) *Void Death*: Bite—injury; *save* Fort DC 12; *onset* 1 hour; *frequency* 1/day; *effect* 1d2 Dex and 1d2 Con damage; an infected creature who dies rises as a void zombie 2d4 hours later (see below); *cure* 2 consecutive saves.

HUMAN SKELETONS (4)

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

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

hp 4 (1d8)

Fort +0, **Ref** +2, **Will** +2

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

OFFENSE

Speed 30 ft.

Melee broken scimitar +0 (1d6), claw –3 (1d4+1) or 2 claws +2 (1d4+2)

TACTICS

Before Combat The skeletons lie inert among the detritus. They stand and attack if a PC is within reach or if the akatas attack.

During Combat The skeletons mindlessly fight nearby targets.

Morale The skeletons fight until destroyed.

STATISTICS

Str 15, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +0; **CMB** +2; **CMD** 14

Feats Improved Initiative

Gear broken chain shirt, broken scimitar

Tier 3-4

LESSER HOUND OF TINDALOS

NE Medium outsider (evil, extraplanar)

Init +8; **Senses** darkvision 120ft.; Perception +14

DEFENSE

AC 18, touch 14, flatfooted 14 (+4 Dex, +4 natural)

hp 52 (7d10+14)

Fort +7, **Ref** +9, **Will** +6

DR 5/magic; **Immune** mind-affecting effects, poison

OFFENSE

Speed 40 ft.

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

Special Attacks ripping gaze

Spell-Like Abilities (CL 7th; concentration +8)

Constant—*air walk*

At will—*fog cloud*, *locate creature*

3/day—*dimensional anchor*, *discern location*, *greater scrying* (DC 19), *invisibility*

TACTICS

Before Combat The hound of Tindalos casts *invisibility* on itself then lurks in the temple, analyzing the PCs. If the akata or undead attack, the hound immediately joins the fight; otherwise, it waits for the PCs to study the temple and strikes when their guard is down.

During Combat The hound of Tindalos attacks from invisibility, appearing only when it can subject the PCs to its ripping gaze. The hound makes use of its angled entry ability to leap around the room, attack from unexpected angles, and avoid retaliation.

Morale If reduced to 10 or fewer hit points, the hound of Tindalos casts *plane shift* to escape. It returns after a few rounds and remains invisible, stalking the PCs. If discovered, it flees again and does not come back until the PCs leave.

STATISTICS

Str 14, **Dex** 19, **Con** 14, **Int** 14, **Wis** 19, **Cha** 13

Base Atk +7; **CMB** +9; **CMD** 23

Feats Blind-Fight, Improved Initiative, Vital Strike, Weapon Finesse

Skills Acrobatics +13 (+17 jump), Intimidate +10, Knowledge (arcana) +11, Knowledge (geography) +11, Knowledge (planes) +11, Perception +14, Sense Motive +13, Stealth +14, Survival +13

Languages Aklo

SQ angled entry, otherworldly mind

SPECIAL ABILITIES

Angled Entry (Su) Hounds of Tindalos move through the dimensions in ways other creatures cannot comprehend. They may use *greater teleport* (self only) once per round as a swift action and *plane shift* (self only) 3/day as a standard action (caster level 7th). A hound of Tindalos can use these powers anywhere, but its destination point must be adjacent to a fixed angle or corner in the physical environment, such as a wall, floor, or ceiling (as determined by the GM); temporary angles created by cloth, flesh, or small items are not sufficient. It cannot use these abilities to enter curved architecture or open outdoor environments.

Otherworldly Mind (Ex) Any non-outsider attempting to read the thoughts of a hound of Tindalos or communicate with it telepathically takes 5d4 points of nonlethal damage and must make a DC 16 Will save or become confused for 2d4 rounds. This is a mind-affecting effect. The save DC is Charisma-based.

Destiny of the Sands, Part 3

Ripping Gaze (Su) 5d4 slashing damage, 30 feet, Fortitude

DC 16 negates. A creature that succeeds on its save is immune to that hound's gaze for 24 hours. Damage caused by a ripping gaze can be defeated by damage reduction, but it bypasses DR/magic and slashing. The save DC is Charisma-based.

Part A3 – The Behir’s Domain

To scale down, reduce the behir’s hit points to 56 and remove 2 of its claw attacks.

YOUNG BEHIR

N Large magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, –1 size)

hp 85 (10d10+30)

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

Immune electricity

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +13 (1d8+7 plus grab)

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

Special Attacks breath weapon (20-foot line, 7d6 electricity damage, Reflex DC 20 for half, usable every 1d4 rounds), constrict (1d8+9), rake (6 claws +14, 1d3+4), swallow whole (2d6+7 bludgeoning damage, AC 16, 10 hp)

TACTICS

During Combat The behir begins combat by either knocking rubble piles onto the PCs from above or creeping down the wall to blast one or more targets with its lightning breath. It then tries to grab an enemy, retreat up the cliff, and either rake its victim to death or swallow him whole before returning for more targets. It accuses the PCs of trespassing on its domain for the second time—an unforgivable offense—implying that someone else has recently traversed the area and that the behir has mistaken the PCs for these earlier intruders.

Morale The behir fights to the death to protect its territory

STATISTICS

Str 19, **Dex** 16, **Con** 17, **Int** 7, **Wis** 14, **Cha** 12

Base Atk +10; **CMB** +18 (+22 grapple); **CMD** 29 (can't be tripped)

Feats Alertness, Cleave, Great Cleave, Power Attack, Weapon Focus (bite)

Skills Climb +14, Perception +8, Stealth +5

Languages Common

SPECIAL ABILITIES

Grab (Ex) A behir's grab attack works against creatures of any size category. It can constrict the same round it establishes a hold. On any round thereafter that it maintains its hold, the behir can choose to rake the grappled target or swallow it whole.

Part A5 – The Final Heat

To scale down, both Kafar and Nefti have taken 2 Strength and 2 Constitution damage from void death disease.

KAFAR

Human alchemist 5/Aspis agent 2

NE Medium humanoid (human)

Init +6; **Senses** Perception +12

DEFENSE

AC 21, touch 12, flat-footed 19 (+5 armor, +2 Dex, +4 natural)

hp 52 (7 HD; 7d8+1d10+12)

Fort +9, **Ref** +10, **Will** +5; +4 vs. poison

Defensive Abilities conceal thoughts, trap sense +1

OFFENSE

Speed 30 ft.

Melee mwk sickle +9 (1d6+2 plus blue whinnis poison) or mwk whip +9 (1d3+2 nonlethal)

Ranged dart +8 (1d4+2 plus blue whinnis poison) or bomb +8 (3d6+2 fire) s

Special Attacks bomb 8/day (3d6+2 fire, DC 14)

Alchemist extracts Prepared (CL 5th)

2nd—*delay poison**, *false life**, *spider climb*

1st—*ant haul**^{APG}, *cure light wounds*, *detect secret doors*, *endure elements**, *shield*

*Already used

TACTICS

Before Combat Kafar wants to ensure he is prepared in the event that his meeting with the Diamond Sage goes poorly. To this end, he recently consumed his extracts of *ant haul*, *delay poison*, *endure elements*, and *false life*, as well as his Strength mutagen and a *potion of barkskin*. Nefti has also cast *heroism* on him.

During Combat Kafar throws a stink bomb at the PCs and enters the smoke cloud to strike with a poisoned sickle, using his *delay poison* extract to protect himself from the cloud's nauseating effect. He aims to knock the PCs out just long enough to allow him to deliver the topaz gem.

Morale Kafar offers parley if reduced to 12 or fewer hit points or if Nefti falls or surrenders.

Base statistics When not under the effects of his mutagen, *barkskin*, *false life*, and *heroism*, Kafar's statistics are **AC** 17, flat-footed 15; **hp** 42; **fort** +7, **Ref** +8, **Will** +3; **Melee** mwk sickle +5 (1d6) or mwk whip +5 (1d3 nonlethal); **Ranged** dart +6 (1d4) or bomb +6 (3d6+3 fire); **str** 10, **int** 16; **CMB** +4; **CMD** 16; **skills** Appraise +11, Bluff +14, Craft (alchemy) +11, Craft (traps) +11, Diplomacy +9, Disable Device +14, Disguise +6, Intimidate +11, Knowledge (arcana) +9, Knowledge (history) +11, Perception +10, Sense Motive +4, Sleight of Hand +6, Survival +4

STATISTICS

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

Base Atk +4; **CMB** +8; **CMD** 18

Feats Brew Potion, Cosmopolitan (Diplomacy, Intimidate), Exotic Weapon Proficiency (whip), Extra Discovery, Improved Initiative, Skill Focus (Bluff), Throw Anything

Skills Appraise +12, Bluff +16, Craft (alchemy) +12, Craft (traps) +12, Diplomacy +11, Disable Device +16, Disguise +8, Intimidate +13, Knowledge (arcana) +10, Knowledge (history) +12, Perception +12, Sense Motive +6, Sleight of Hand +8, Survival +6

Languages Aklo, Common, Draconic, Gnoll, Kelish, Osiriani, Undercommon

SQ agency secret (conceal thoughts), alchemy (alchemy

crafting +5, identify potions), discoveries (concentrate poison, smoke bomb, stink bomb), mask alignment, mutagen (+4/–2, +2 natural, 50 minutes), poison use, swift alchemy, trapfinding, trap sense +1,

Combat Gear *potion of barkskin*, *potion of cure serious wounds*, tanglefoot bag (3); **Other Gear** +1 mithral chain shirt, mwk sickle, mwk whip, darts (4), *cloak of resistance* +1, blue whinnis poison (4 doses), concentrated blue whinnis poison (1 dose), formula book (contains all prepared extracts plus *bulls strength*, *comprehend languages*, *crafter's fortune*, *disguise self*, and *expeditious retreat*), marbles (4), masterwork thieves' tools, pocketed scarf, 173 gp

SPECIAL ABILITIES

Conceal thoughts (Su) If targeted with *detect thoughts* or a similar effect, Kafar may choose what thoughts are detected, while his true thoughts remain private. This does not affect mind-affecting effects other than thought-reading.

Concentrated Blue Whinnis Poison (Ex) Kafar has created a concentrated dose of blue whinnis poison (injury; save Fort DC 16; frequency 1/round for 3 rounds; initial effect 1 Con damage; secondary effect unconsciousness for 1d3 hours; cure 1 save).

Mask Alignment (Su) At 2nd level, as a standard action, Kafar can alter his alignment aura to deceive effects that detect alignment. He may choose to be detected as any specific alignment or detect as no alignment at all. This affects only alignment detection, not effects that cause harm or are otherwise based on alignment. This effect lasts until he dismisses it or changes his alignment aura again. At this time, Kafar detects as being lawful neutral.

BLUE WHINNIS

Type poison, injury; **Save** Fortitude DC 14

Frequency 1/round for 2 rounds

Initial Effect 1 Con damage; **Secondary Effect** unconsciousness for 1d3 hours; **Cure** 2 consecutive saves

NEFTI

Human bard 5

CN Medium humanoid (human)

Init +6; **Senses** Perception +7

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)**hp** 41 (5d8+15)**Fort** +4, **Ref** +8, **Will** +9; +4 vs. bardic performance, language dependent, and sonic

OFFENSE

Speed 30 ft.**Melee** +1 *human bane sap* +7 (1d6+2 nonlethal)**Ranged** mwk shortbow +8 (1d6/x3)**Special Attacks** bardic performance 16 rounds/day (countersong, distraction, fascinate [DC 16], inspire competence +2, inspire courage +2)**Bard Spells Known** (CL 5th; concentration +9)2nd (3/day)—*calm emotions* (DC 17), *heroism*, *mirror image*1st (5/day)—*charm person* (DC 16), *grease* (DC 15), *hideous laughter* (DC 16), *silent image* (DC 15)0 (at will)—*daze* (DC 15), *detect magic*, *ghost sound* (DC 14), *light*, *mage hand*, *prestidigitation* (DC 14)

TACTICS

Before Combat Following Kafar's hunch about their impending meeting with the Diamond Sage, Nefti has cast *heroism* on himself and Kafar. **During Combat** Nefti uses his spells to inconvenience and incapacitate the PCs, sparing a moment to cast *mirror image* if attacked. If his foes disappear into one of Kafar's stink bombs, Nefti drinks his *potion of delay poison*, inspires courage, and joins his partner in the melee.**Morale** Nefti surrenders if reduced to 8 or fewer hit points or if Kafar attempts to parley with the PCs. If Kafar is unconscious, Nefti offers to parley. Should the PCs refuse to negotiate, Nefti casts *calm emotions* and attempts to settle matters diplomatically.**Base statistics** When not under the effects of his *heroism*, Nefti's statistics are **Fort** +2, **Ref** +6, **Will** +7; **Melee** +1 *human bane sap* +5 (1d6+2); **CMB** +4; **skills** Acrobatics +10, Climb +6, Escape Artist +10, Knowledge (dungeoneering) +8, Knowledge (engineering) +8, Knowledge (geography) +8, Knowledge (local) +12, Linguistics +6, Perception +7, Perform (act) +12, Perform (oratory) +9, Perform (wind) +9, Sleight of Hand +6, Spellcraft +6, Stealth +10, Use Magic Device +12

STATISTICS

Str 12, **Dex** 14, **Con** 12, **Int** 14, **Wis** 13, **Cha** 18**Base Atk** +3; **CMB** +6; **CMD** 16**Feats** Improved Initiative, Iron Will, Spell Focus (enchantment), Toughness**Skills** Acrobatics +12, Climb +8, Escape Artist +12, Knowledge (dungeoneering) +10, Knowledge (engineering) +10, Knowledge (geography) +10, Knowledge (local) +14, Linguistics +8, Perception +9, Perform (act) +14, Perform (oratory) +11, Perform (wind) +11, Sleight of Hand +8, Spellcraft +8, Stealth +12, Use Magic Device +14**Languages** Common, Infernal, Kelish, Osiriani**SQ** bardic knowledge +2, exceptional stats, lore master 1/day, versatile performance (act) **Combat Gear** *potion of cure moderate wounds*, *potion of delay poison*, *scrolls of comprehend languages* (2), acid (2); **Other Gear** mwk studded leather, +1 *human bane sap*, mwk shortbow with 20 arrows, shortsword with false-bottomed scabbard, 133 gp

SPECIAL ABILITIES

Exceptional stats (ex) Nefti is a prodigy of the Aspis Consortium, and the organization recruited him and began training him for service early in his life. As a result, his ability scores were generated using 25 points, rather than the standard 15 points used to create most NPCs. This modification increases his total CR by 1.

Ant Haul

School - transmutation
Casting Time - 1 standard action
Components - V, S, MDF (a small pulley)
Range - touch
Target - creature touched
Duration - 2 hours/level
Saving Throw - Fortitude negates (harmless);
SR - yes (harmless)

The target's carrying capacity triples (see Table 7-4: Carrying Capacity on page 171 of the Core Rulebook). This does not affect the creature's actual Strength in any way, merely the amount of material it can carry while benefiting from this spell. It also has no effect on encumbrance due to armor. If the creature wears armor it still takes the normal penalties for doing so regardless of how much weight the spell allows it to carry.

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Cure Light Wounds

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will half (harmless); see text
SR - yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

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Detect Secret Doors

School - divination
Casting Time - 1 standard action
Components - V, S
Range - 60 ft.
Area - cone-shaped emanation
Duration - concentration, up to 1 min./level
Saving Throw - none; SR - no

You can detect secret doors, compartments, caches, and so forth. Only passages, doors, or openings that have been specifically constructed to escape detection are detected by this spell. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of secret doors.

2nd Round: Number of secret doors and the location of each. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Each Additional Round: The mechanism or trigger for one particular secret portal closely examined by you. Each round, you can turn to detect secret doors in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

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Endure Elements

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - 24 hours
Saving Throw - Will negates (harmless); SR - yes (harmless)

A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit (-45 and 60 degrees Celsius) without having to make Fortitude saves. The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Created by Perram's Spellbook. <http://www.theGM.org>. Source: BFRPG Core

Shield

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 min./level

Shield creates an invisible shield of force that hovers in front of you. It negates magic missile attacks directed at you. The disk also provides a +4 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect. The shield has no armor check penalty or arcane spell failure chance.

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Delay Poison

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creature touched
Duration - 1 hour/level
Saving Throw - Fortitude negates (harmless);
SR - yes (harmless)

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. Delay poison does not cure any damage that poison may have already done.

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False Life

School - necromancy
Casting Time - 1 standard action
Components - V, S, M (a drop of blood)
Range - personal
Target - you
Duration - 1 hour/level or until discharged;
see text

You harness the power of unlife to grant yourself a limited ability to avoid death. While this spell is in effect, you gain temporary hit points equal to 1d10 + 1 per caster level (maximum +10).

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Spider Climb

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a live spider)
Range - touch
Target - creature touched
Duration - 10 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet and a +8 racial bonus on Climb skill checks; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). A spider climbing creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

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Daze

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, M (a pinch of wool or similar substance)
Range - close (25 ft. + 5 ft./2 levels)
Target - one humanoid creature of 4 HD or less
Duration - 1 round
Saving Throw - Will negates; SR - yes

This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.

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Detect Magic

School - divination
Casting Time - 1 standard action
Components - V, S
Range - 60 ft.
Area - cone-shaped emanation
Duration - concentration, up to 1 min./level
Saving Throw - none; SR - no

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one

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Detect Magic (Cont.)

category, detect magic indicates the stronger of the two.

Spell or Object | Aura Power |

Faint | Moderate | Strong | Overwhelming |

Functioning spell (spell level) | 3rd or lower | 4th-6th |

7th-9th | 10th+ (daily-level) |

Magic item (Caster level) | 5th or lower | 6th-11th |

12th-20th | 21st+ (artifact) |

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power: Original Strength | Duration of Lingering Aura |

Faint | 1d6 rounds |

Moderate | 1d6 minutes |

Strong | 1d6x10 minutes |

Overwhelming | 1d6 days |

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch

Detect Magic (Cont.)

of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect magic can be made permanent with a permanency spell.

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Ghost Sound

School - illusion/figment
Casting Time - 1 standard action
Components - V, S, M (a bit of wool or a small lump of wax)
Range - close (25 ft. + 5 ft./2 levels)
Effect - illusory sounds
Duration - 1 round/level
Saving Throw - Will disbelief; SR - no

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character.

The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum 40 humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from 16 humans, while a roaring dragon is equal to the noise from 32 humans. Anyone who hears a ghost sound receives a Will save to disbelieve.

Ghost sound can enhance the effectiveness of a silent image spell.

Ghost sound can be made permanent with a permanency spell.

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Light

School - evocation
Casting Time - 1 standard action
Components - V, M/DF (a firefly)
Range - touch
Target - object touched
Duration - 10 min./level
Saving Throw - none; SR - no

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object.

You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent (through permanency or a similar effect), it does not count against this limit.

Light can be used to counter or dispel any darkness spell of equal or lower spell level.

Created by Perram's Spellbook. <http://www.thegm.org>. Source: PFPRPG Core

Mage Hand

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one nonmagical, unattended object weighing up to 5 lbs.
Duration - concentration
Saving Throw - none; SR - no

You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

Created by Perram's Spellbook. <http://www.thegm.org>. Source: PFPRPG Core

Prestidigitation

School - universal
Casting Time - 1 standard action
Components - V, S
Range - 10 ft.
Area - see text
Effect - see text
Target - see text
Duration - 1 hour
Saving Throw - see text; SR - no

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitiation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitiation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material.

It cannot deal damage or affect the concentration of spellcasters.

Prestidigitiation can create small objects, but they look crude and artificial. The materials created by a prestidigitiation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, prestidigitiation lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Created by Perram's Spellbook. <http://www.thegm.org>. Source: PFPRPG Core

Charm Person

School - enchantment/charm
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one humanoid creature
Duration - 1 hour/level
Saving Throw - Will negates; SR - yes

This spell makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

Created by Perram's Spellbook. <http://www.thegm.org>. Source: BFRPG Core

Grease

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M (butter)
Range - close (25 ft. + 5 ft./2 levels)
Target - one object or 10-ft. square
Duration - 1 min./level
Saving Throw - see text; SR - no

A grease spell covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful Reflex save or fall. A creature can walk within or through the area of grease at half normal speed with a DC 10 Acrobatics check. Failure means it can't move without slipping and must make a Reflex save. A creature that fails a Reflex save must be made in each round that it remains in the grease. A creature that fails a Reflex save must be made in each round that it remains in the grease. A creature wearing greased armor or clothing gains a +10 circumstance bonus on Escape Artist checks and combat maneuver checks made to escape a grapple, and to their CMD to avoid being grappled.

The spell can also be used to create a greasy coating on an item.

Material objects not in use are always affected by this spell, while an object wielded or employed by a creature requires its bearer to make a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately slips and falls. A saving throw must be made in each round that the creature is wearing greased armor or clothing. A creature wearing greased armor or clothing gains a +10 circumstance bonus on Escape Artist checks and combat maneuver checks made to escape a grapple, and to their CMD to avoid being grappled.

Created by Perram's Spellbook. <http://www.thegm.org>. Source: BFRPG Core

Hideous Laughter

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, M (tiny fruit tarts and a feather)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature; see text
Duration - 1 round/level
Saving Throw - Will negates; SR - yes

This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing, but is not considered helpless.

After the spell ends, it can act normally. On the creature's next turn, it may attempt a new saving throw to end the effect. This is a full round action that does not provoke attacks of opportunity.

If this save is successful, the effect ends. If not, the creature continues laughing for the entire duration.

A creature with an Intelligence score of 2 or lower is not affected.

A creature whose type is different from the caster's receives a +4 bonus on its saving throw, because humor doesn't "translate" well.

Created by Perram's Spellbook. <http://www.thegm.org>. Source: BFRPG Core

Silent Image

School - illusion/figment
Casting Time - 1 standard action
Components - V, S, F (a bit of fleece)
Range - long (400 ft. + 40 ft./level)
Effect - visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)
Duration - concentration
Saving Throw - Will disbelief (if interacted with); SR - no

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

Created by Perram's Spellbook. <http://www.thegm.org>. Source: BFRPG Core

Calm Emotions

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, DF
Range - medium (100 ft. + 10 ft./level)
Area - creatures in a 20-ft.-radius spread
Duration - concentration, up to 1 round/level
Saving Throw - Will negates; SR - yes

This spell calms agitated creatures. You have no control over the affected creatures, but calm emotions can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions (although they can defend themselves) or do anything destructive. Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures.

This spell automatically suppresses (but does not dispel) any morale bonuses granted by spells such as bless, good hope, and rage, and also negates a bard's ability to inspire courage or a barbarian's rage ability. It also suppresses any fear effects and removes the confused condition from all targets. While the spell lasts, a suppressed spell, condition, or effect has no effect. When the calm emotions spell ends, the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime.

Created by Perram's Spellbook. <http://www.thegm.org>. Source: BFRPG Core

Heroism

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - 10 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

This spell imbues a single creature with great bravery and morale in battle. The target gains a +2 morale bonus on attack rolls, saves, and skill checks.

Created by Perram's Spellbook. <http://www.thegm.org>. Source: BFRPG Core

Mirror Image

School - illusion/figment
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 min./level

This spell creates a number of illusory doubles of you that inhabit your square. These doubles make it difficult for enemies to precisely locate and attack you.

When mirror image is cast, 1d4 images plus one image per three caster levels (maximum eight images total) are created. These images remain in your space and move with you, mimicking your movements, sounds, and actions exactly. Whenever you are attacked or are the target of a spell that requires an attack roll, there is a possibility that the attack targets one of your images instead. If the attack is a hit, roll randomly to see whether the selected target is real or a figment. If it is a figment, the figment is destroyed. If the attack misses by 5 or less, one of your figments is destroyed by the near miss. Area spells affect you normally and do not destroy any of your figments. Spells and effects that do not require an attack roll affect you normally and do not destroy any of your figments. Spells that require a touch attack are harmlessly discharged if used to destroy a figment.

An attacker must be able to see the figments to be fooled. If you are invisible or the attacker is blind, the spell has no effect (although the normal miss chances still apply).

Created by Perram's Spellbook. <http://www.thegm.org>. Source: BFRPG Core

Mirror Image

School - illusion/figment
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 min./level

This spell creates a number of illusory doubles of you that inhabit your square. These doubles make it difficult for enemies to precisely locate and attack you.

When mirror image is cast, 1d4 images plus one image per three caster levels (maximum eight images total) are created. These images remain in your space and move with you, mimicking your movements, sounds, and actions exactly. Whenever you are attacked or are the target of a spell that requires an attack roll, there is a possibility that the attack targets one of your images instead. If the attack is a hit, roll randomly to see whether the selected target is real or a figment. If it is a figment, the figment is destroyed. If the attack misses by 5 or less, one of your figments is destroyed by the near miss. Area spells affect you normally and do not destroy any of your figments. Spells and effects that do not require an attack roll affect you normally and do not destroy any of your figments. Spells that require a touch attack are harmlessly discharged if used to destroy a figment.

An attacker must be able to see the figments to be fooled. If you are invisible or the attacker is blind, the spell has no effect (although the normal miss chances still apply).

Created by Perram's Spellbook. <http://www.thegm.org>. Source: BFRPG Core

Part B4 – The Crystal Gate

To scale down, use the mythic graven guardian statblock.

INVINCIBLE GRAVEN GUARDIANS (2)

N Medium construct (mythic)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

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

hp 63 (6d10+30); fast healing 2

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

Defensive Abilities block attacks, second save; **Resist** 10 all;

DR 5/epic; **Immune** construct traits; **SR** 16

Weaknesses faith bound

OFFENSE

Speed 40 ft.

Melee +1 *keen quarterstaff* +10/+5 (1d6+5/19–20) or slam +9 (1d6+4)

Special Attacks bleed 2, magic weapon, rest eternal

Spell-Like Abilities (CL 5th; concentration +0)

1/day—*haste* (self only)

SQ guardian domains (Nethys–Knowledge, Protection; Ptaah–Artifice, Knowledge)

TACTICS

During Combat A graven guardian begins combat by casting *haste*. It then focuses its attacks on the PC that dealt it the most damage since its last turn.

Morale The graven guardians fight until destroyed or until all four gem carvings are illuminated in the proper order.

STATISTICS

Str 16, **Dex** 15, **Con** —, **Int** —, **Wis** 12, **Cha** 1

Base Atk +6; **CMB** +9; **CMD** 21

SQ guardian domains (Death, Repose)

SPECIAL ABILITIES

Faith Bound (Su) A graven guardian cannot attack any creature that openly wears or displays the holy or unholy symbol of the deity to which the graven guardian is dedicated unless that creature first attacks the graven guardian.

Magic Weapon (Su) A graven guardian that carries its deity's favored weapon treats that weapon as a +1 weapon as long as it is wielded by the guardian. If the weapon is a melee weapon, it gains the keen weapon special ability (even if the weapon is a bludgeoning weapon). If it is a thrown weapon, it gains the returning weapon special ability. If it is a ranged weapon, it gains the seeking weapon special ability, and generates new ammunition with each attack (this ammunition is destroyed whether or not it hits).

Guardian Domains

Artifice: Repair (Ex)—The graven guardian's fast healing increases to 5.

Knowledge: Familiarity (Su)—The graven guardian gains a +2 bonus on attack rolls against any creature it attacked in the past round.

Protection: Protected (Su)—The graven guardian gains a +2 bonus on all saves.

Block Attacks (Ex): Once per round, when the creature is hit by a melee or ranged attack, it can attempt a melee attack using its highest attack bonus. If this result exceeds the result from the attack against it, the creature is unaffected by the attack (as if the attack had missed).

Second Save (Ex): Whenever the creature fails a saving throw against an effect with a duration greater than 1 round, it can keep trying to shake off the effect. At the

start of its turn, if it's still affected, it can attempt the save one more time as a free action. If this save succeeds, the effect affects the creature as if it had succeeded at its initial saving throw. If the effect already allows another saving throw on a later turn to break the effect (such as for *hold monster*), this ability is in addition to the extra saving throw from the effect.

MYTHIC GRAVEN GUARDIANS (2)

N Medium construct (mythic)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)

hp 53 (6d10+20); fast healing 2

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

DR 5/adamantine; **Immune** construct traits; **SR** 16

Weaknesses faith bound

OFFENSE

Speed 40 ft.

Melee +1 *keen quarterstaff* +10/+5 (1d6+5/19–20) or slam +9 (1d6+4)

Special Attacks bleed 2, magic weapon, rest eternal

Spell-Like Abilities (CL 5th; concentration +0)

1/day—*haste* (self only)

SQ guardian domains (Nethys–Knowledge, Protection; Ptaah–Artifice, Knowledge)

TACTICS

During Combat A graven guardian begins combat by casting *haste*. It then focuses its attacks on the PC that dealt it the most damage since its last turn.

Morale The graven guardians fight until destroyed or until all four gem carvings are illuminated in the proper order.

STATISTICS

Str 16, **Dex** 15, **Con** —, **Int** —, **Wis** 12, **Cha** 1

Base Atk +6; **CMB** +9; **CMD** 21

SQ guardian domains (Death, Repose)

SPECIAL ABILITIES

Faith Bound (Su) A graven guardian cannot attack any creature that openly wears or displays the holy or unholy symbol of the deity to which the graven guardian is dedicated unless that creature first attacks the graven guardian.

Magic Weapon (Su) A graven guardian that carries its deity's favored weapon treats that weapon as a +1 weapon as long as it is wielded by the guardian. If the weapon is a melee weapon, it gains the keen weapon special ability (even if the weapon is a bludgeoning weapon). If it is a thrown weapon, it gains the returning weapon special ability. If it is a ranged weapon, it gains the seeking weapon special ability, and generates new ammunition with each attack (this ammunition is destroyed whether or not it hits).

Guardian Domains

Artifice: Repair (Ex)—The graven guardian's fast healing increases to 5.

Knowledge: Familiarity (Su)—The graven guardian gains a +2 bonus on attack rolls against any creature it attacked in the past round.

Protection: Protected (Su)—The graven guardian gains a +2 bonus on all saves.

#5-16—Destiny of the Sands, Part 3
Subtier 6-7

Monster Stat Blocks
and Reference

Miniature/Pawn List

- Akatas (2) – Legends of Golarion/B2
- Hound of Tindalos – Shattered Star/B2
- Festrogs (4) – Undead Horde/B3
- Death Worm – B2
- Behir – B1
- Human Alchemist – NPC
- Human Bard – NPC
- Human Sorcerer – NPC

Map Packs/Flip-Mats

- Map-Pack: Dungeon Sites
- Flip-Map: Battlefield
- Flip-Map: Desert Ruins
- One large custom map (26x24, desert or stone background)

Handouts

- 5 portraits
- 8 player handouts (1x#1, 6x#2, 1x#3)
- 1 chase track
- 1 mythic chase rules summary

Tier 6-7

Part A1 – Temple of the Beyond No scaling notes for this encounter

ADVANCED AKATAS (2)

N Medium aberration

Init +8; **Senses** darkvision 120 ft., scent; Perception +1

DEFENSE

AC 17, touch 14, flat-footed 13 (+4 Dex, +3 natural)

hp 19 (2d8+10)

Fort +5, **Ref** +4, **Will** +6

Defensive Abilities no breath; **Immune** cold, disease, poison;

Resist fire 30

Weaknesses deaf, vulnerable to salt water

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +4 (1d6+3 plus void bite), 2 tentacles –1 (1d3+2)

TACTICS

Before Combat The akatas lurk behind columns, using Stealth to prepare an ambush. They attack once a PC is within 20 feet.

During Combat The akatas attack the nearest PC and try to infect him with void death.

Morale The akatas fight to the death.

STATISTICS

Str 16, **Dex** 19, **Con** 20, **Int** 7, **Wis** 16, **Cha** 15

Base Atk +1; **CMB** +4; **CMD** 18 (22 vs. trip)

Feats Improved Initiative

Skills Acrobatics +8 (+12 jump), Climb +11, Stealth +12;

Racial Modifiers +4 Stealth

SQ hibernation

SPECIAL ABILITIES

Deaf (Ex) Akatas cannot hear. They are immune to spells and effects that rely on hearing to function, but they also cannot make Perception checks to listen.

Salt Water Vulnerability (Ex) Salt water acts as an extremely strong acid to akatas. A splash of salt water deals 1d6 points of damage to an akata, and full immersion in salt water deals 4d6 points of damage per round.

Void Bite (Ex) Akatas hold hundreds of invisibly small larval young within their mouths, spreading these parasitic creatures to hosts through their bite. Only humanoids make suitable hosts for akata young—all other creature types are immune to this parasitic infection. The disease itself is known as void death.

Disease (Ex) Void Death: Bite—injury; *save* Fort DC 12; *onset* 1 hour; *frequency* 1/day; *effect* 1d2 Dex and 1d2 Con damage; an infected creature who dies rises as a void zombie 2d4 hours later (see below); *cure* 2 consecutive saves.

Destiny of the Sands, Part 3

FESTROGS (4)

NE Medium undead

Init +1; **Senses** darkvision 60 ft., scent; Perception +6

DEFENSE

AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)

hp 9 (2d8)

Fort +0, **Ref** +1, **Will** +4

Immune undead traits

OFFENSE

Speed 30 ft.; four-footed run

Melee bite +4 (1d6+3 plus feed), 2 claws +5 (1d4+3)

Special Attacks charging trip, diseased pustules, feed

TACTICS

Before Combat The festrogs lie inert among the detritus.

They stand and attack if a PC is within reach or if the akatas attack.

During Combat The festrogs mindlessly fight nearby targets.

Morale The festrogs fight until destroyed.

STATISTICS

Str 17, **Dex** 13, **Con** —, **Int** 10, **Wis** 12, **Cha** 11

Base Atk +1; **CMB** +4; **CMD** 15 (19 vs. trip)

Feats Weapon Focus (claw)

Skills Climb +8, Perception +6, Stealth +6, Survival +3

Languages Common

SPECIAL ABILITIES

Charging Trip (Ex) A festrog that hits with its bite after making a charge attack on all fours can attempt to trip its opponent (+4 bonus). This trip does not provoke attacks of opportunity.

Diseased Pustules (Ex) When a festrog takes damage from a piercing or slashing weapon, some of its boils rupture, squirting the attacker with puslike fluids. The noxious secretions carry a potent contact disease that causes those infected to break out into painful necrotic boils.

Necrotic Boils: Disease—contact; *save* Fort DC 11; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Con; *cure* 1 save.

Feed (Su) Every time a festrog makes a successful bite attack, it feeds on its opponent's flesh and gains 5 temporary hit points. The festrog cannot have more than 5 temporary hit points gained by this ability at one time.

Four-Footed Run (Ex) A festrog can run on all fours at speed of 50 feet if it doesn't hold or carry anything in its hands. When running on all fours, it is treated as if it had the Run feat.

Destiny of the Sands, Part 3

Tier 6-7

HOUND OF TINDALOS

NE Medium outsider (evil, extraplanar)

Init +9; **Senses** darkvision 120ft.; Perception +18

DEFENSE

AC 20, touch 15, flatfooted 15 (+5 Dex, +5 natural)

hp 85 (10d10+30)

Fort +10, **Ref** +12, **Will** +8

DR 10/magic; **Immune** mind-affecting effects, poison

OFFENSE

Speed 40 ft.

Melee bite +15 (2d6+3), 2 claws +15 (1d8+3)

Special Attacks ripping gaze

Spell-Like Abilities (CL 10th; concentration +13)

Constant—*air walk*

At will—*fog cloud*, *locate creature*, *invisibility*

3/day—*dimensional anchor*, *discern location*, *greater scrying* (DC 20), *haste*, *slow* (DC 16)

TACTICS

Before Combat The hound of Tindalos casts *invisibility* on itself then lurks in the temple, analyzing the PCs. If the akata or undead attack, the hound immediately joins the fight; otherwise, it waits for the PCs to study the temple and strikes when their guard is down.

During Combat The hound of Tindalos attacks from invisibility, appearing only when it can subject the PCs to its ripping gaze. The hound makes use of its angled entry ability to leap around the room, attack from unexpected angles, and avoid retaliation.

Morale If reduced to 10 or fewer hit points, the hound of Tindalos casts *plane shift* to escape. It returns after a few rounds and remains invisible, stalking the PCs. If discovered, it flees again and does not come back until the PCs leave.

STATISTICS

Str 17, **Dex** 21, **Con** 16, **Int** 16, **Wis** 21, **Cha** 16

Base Atk +10; **CMB** +13; **CMD** 28 (32 vs. trip)

Feats Blind-Fight, Combat Reflexes, Improved Initiative, Vital Strike, Weapon Finesse

Skills Acrobatics +18 (+22 jump), Intimidate +16, Knowledge (arcana) +16, Knowledge (geography) +13, Knowledge (planes) +16, Perception +18, Sense Motive +18, Stealth +18, Survival +18

Languages Aklo

SQ angled entry, otherworldly mind

SPECIAL ABILITIES

Angled Entry (Su) Hounds of Tindalos move through the dimensions in ways other creatures cannot comprehend. They may use *greater teleport* (self only) once per round as a swift action and *plane shift* (self only) 3/day as a standard action (caster level 10th). A hound of Tindalos can use these powers anywhere, but its destination point must be adjacent to a fixed angle or corner in the physical environment, such as a wall, floor, or ceiling (as determined by the GM); temporary angles created by cloth, flesh, or small items are not sufficient. It cannot use these abilities to enter curved architecture or open outdoor environments.

Otherworldly Mind (Ex) Any non-outsider attempting to read the thoughts of a hound of Tindalos or communicate with it telepathically takes 5d6 points of nonlethal damage and must make a DC 18 Will save or become confused for 2d4 rounds. This is a mind-affecting effect. The save DC is Charisma-based.

Ripping Gaze (Su) 5d6 slashing damage, 30 feet, Fortitude DC 18 negates. A creature that succeeds on its save is immune to that hound's gaze for 24 hours. Damage caused by a ripping gaze can be defeated by damage reduction, but it bypasses DR/magic and slashing. The save DC is Charisma-based.

Tier 6-7

Destiny of the Sands, Part 3

Part A3 – The Behir’s Domain

To scale down, use the Savage Behir rather than the Advanced Savage.

ADVANCED SAVAGE BEHIR

N Huge magical beast (mythic)

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

DEFENSE

AC 27, touch 11, flat-footed 24 (+3 Dex, +16 natural, –2 size)
hp 135 (10d10+20)

Fort +14, **Ref** +10, **Will** +6

DR 5/epic; **Resist** 10 all

Immune electricity

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +17 (2d6+11 plus grab and bleed)

Space 15 ft.; **Reach** 10 ft.

Special Attacks breath weapon (20-foot line, 7d6 electricity damage, Reflex DC 20 for half, usable every 1d4 rounds), constrict (2d6+11), rake (6 claws +16, 1d4+8), swallow whole (2d8+11 bludgeoning damage, AC 16, 10 hp), bleed 1, feral savagery (full attack)

TACTICS

During Combat The behir begins combat by either knocking rubble piles onto the PCs from above or creeping down the wall to blast one or more targets with its lightning breath. It then tries to grab an enemy, retreat up the cliff, and either rake its victim to death or swallow him whole before returning for more targets. It accuses the PCs of trespassing on its domain for the second time—an unforgivable offense—implying that someone else has recently traversed the area and that the behir has mistaken the PCs for these earlier intruders.

Morale The behir fights to the death to protect its territory

STATISTICS

Str 27, **Dex** 16, **Con** 25, **Int** 11, **Wis** 18, **Cha** 16

Base Atk +10; **CMB** +20 (+24 grapple); **CMD** 33 (can't be tripped)

Feats Alertness, Cleave, Great Cleave, Power Attack, Weapon Focus (bite)

Skills Climb +16, Perception +10, Stealth +7

Languages Common

SPECIAL ABILITIES

Grab (Ex) A behir's grab attack works against creatures of any size category. It can constrict the same round it establishes a hold. On any round thereafter that it maintains its hold, the behir can choose to rake the grappled target or swallow it whole.

Feral Savagery (Su): Under the circumstances listed in the monster's stat block—such as when it makes a full attack or a rend attack—it can immediately attempt an additional attack against an opponent. This attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. This additional attack doesn't stack with similar means of gaining additional attacks, such as the *haste* spell or a *speed* weapon. This ability doesn't grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.

SAVAGE BEHIR

N Huge magical beast (mythic)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 23, touch 9, flat-footed 22 (+1 Dex, +14 natural, –2 size)
hp 115 (10d10+60)

Fort +12, **Ref** +8, **Will** +5

DR 5/epic; **Resist** 10 all

Immune electricity

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +15 (2d6+9 plus grab and bleed)

Space 15 ft.; **Reach** 10 ft.

Special Attacks breath weapon (20-foot line, 7d6 electricity damage, Reflex DC 20 for half, usable every 1d4 rounds), constrict (2d6+9), rake (6 claws +14, 1d4+6), swallow whole (2d8+9 bludgeoning damage, AC 16, 10 hp), bleed 1, feral savagery (full attack)

TACTICS

During Combat The behir begins combat by either knocking rubble piles onto the PCs from above or creeping down the wall to blast one or more targets with its lightning breath. It then tries to grab an enemy, retreat up the cliff, and either rake its victim to death or swallow him whole before returning for more targets. It accuses the PCs of trespassing on its domain for the second time—an unforgivable offense—implying that someone else has recently traversed the area and that the behir has mistaken the PCs for these earlier intruders.

Morale The behir fights to the death to protect its territory

STATISTICS

Str 23, **Dex** 12, **Con** 21, **Int** 7, **Wis** 14, **Cha** 12

Base Atk +10; **CMB** +18 (+22 grapple); **CMD** 29 (can't be tripped)

Feats Alertness, Cleave, Great Cleave, Power Attack, Weapon Focus (bite)

Skills Climb +14, Perception +8, Stealth +5

Languages Common

SPECIAL ABILITIES

Grab (Ex) A behir's grab attack works against creatures of any size category. It can constrict the same round it establishes a hold. On any round thereafter that it maintains its hold, the behir can choose to rake the grappled target or swallow it whole.

Feral Savagery (Su): Under the circumstances listed in the monster's stat block—such as when it makes a full attack or a rend attack—it can immediately attempt an additional attack against an opponent. This attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. This additional attack doesn't stack with similar means of gaining additional attacks, such as the *haste* spell or a *speed* weapon. This ability doesn't grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.

Part A5 – The Final Heat

To scale down, both Kafar and Nefti have taken 2 Strength and 2 Constitution damage from void death disease.

KAFAR
Human alchemist 8/Aspis Agent (Aspis Agent) 2 NE Medium humanoid (human) Init +6; Senses Perception +13
DEFENSE
AC 23, touch 13, flat-footed 21 (+5 armor, +1 deflection, +2 Dex, +5 natural) hp 58 (10 HD; 10d8+10) Fort +12, Ref +13, Will +7; +6 vs. poison
OFFENSE
Speed 30 ft. Melee +1 <i>sickle</i> +12/+7 (1d6+3 plus blue whinnis poison) or mwk whip +12/+7 (1d3+2 nonlethal) Ranged dart +11 (1d4+2 plus blue whinnis poison) or bomb +11/+6 (4d6+2 fire) Special Attacks bomb 11/day (4d6+2 fire, DC 16) Alchemist extracts Prepared (CL 8th) 3rd— <i>gaseous form, haste, nondetection</i> * 2nd— <i>bull's strength, delay poison</i> *, <i>detect thoughts</i> (DC 14), <i>false life</i> *, <i>spider climb</i> 1st— <i>ant haul</i> *, <i>cure light wounds, detect secret doors, endure elements</i> *, <i>shield</i> *Already used
TACTICS
Before Combat Kafar wants to ensure he is prepared in the event that his meeting with the Diamond Sage goes poorly. To this end, he recently consumed his extracts of <i>ant haul</i> , <i>delay poison</i> , <i>endure elements</i> , and <i>false life</i> , as well as his Strength mutagen and a <i>potion of barkskin</i> . Nefti has also cast <i>heroism</i> on him. During Combat Kafar throws a stink bomb at the PCs and enters the smoke cloud to strike with a poisoned sickle, using his <i>delay poison</i> extract to protect himself from the cloud's nauseating effect. He aims to knock the PCs out just long enough to allow him to deliver the topaz gem. Morale Kafar offers parley if reduced to 15 or fewer hit points or if Nefti falls or surrenders. Base statistics When not under the effects of his mutagen, <i>barkskin</i> , <i>false life</i> , and <i>heroism</i> , Kafar's statistics are AC 17, flat-footed 15; hp 42; fort +7, Ref +8, Will +3; Melee +1 <i>sickle</i> +8/+3 (1d6+1) or mwk whip +8/+3 (1d3 nonlethal); Ranged dart +9 (1d4) or bomb +9/+4 (4d6+3 fire); str 10, int 16; CMB +7; CMD 20; skills Appraise +11, Bluff +21, Craft (alchemy) +11, Craft (traps) +11, Diplomacy +10, Disable Device +15, Disguise +7, Intimidate +15, Knowledge (arcana) +9, Knowledge (history) +11, Perception +13, Sense Motive +10, Sleight of Hand +10, Spellcraft +8, Survival +7
STATISTICS
Str 14, Dex 14, Con 12, int 14, Wis 10, Cha 14 Base Atk +7; CMB +11; CMD 22 Feats Blind-Fight, Brew Potion, Exotic Weapon Proficiency (whip), Improved Initiative, Skill Focus (Bluff), Throw Anything, Cosmopolitan, Extra Discovery Skills Appraise +12, Bluff +23, Craft (alchemy) +12, Craft (traps) +12, Diplomacy +12, Disable Device +17, Disguise +9, Intimidate +17, Knowledge (arcana) +10, Knowledge (history) +12, Perception +15, Sense Motive +12, Sleight of Hand +12, Spellcraft +9, Survival +9 Languages Aklo, Common, Draconic, Gnoll, Kelish, Osiriani,

Undercommon
SQ agency secret (conceal thoughts), alchemy (alchemy crafting +8, identify potions), discoveries (concentrate poison, fast bombs, smoke bomb, sticky poison [2 strikes], stink bomb), mask alignment, mutagen (+4/–2, +2 natural, 80 minutes), poison use, swift alchemy, swift poisoning trapfinding, trap sense +1 Combat Gear <i>potion of barkskin</i> (CL 6th), <i>potion of cure serious wounds</i> , tanglefoot bag (3); Other Gear +1 <i>mithral chain shirt</i> , +1 <i>sickle</i> , mwk whip, darts (4), <i>cloak of resistance</i> +2, <i>ring of protection</i> +1, blue whinnis poison (4 doses), concentrated blue whinnis poison (1 dose), formula book (contains all prepared extracts plus <i>cat's grace</i> , <i>comprehend languages</i> , <i>crafters' fortune</i> ^{APG} , <i>disguise self</i> , <i>expeditious retreat</i> , and <i>heroism</i>), marbles (4), masterwork thieves' tools, pocketed scarf ^{UE} , 23 gp
SPECIAL ABILITIES
Conceal thoughts (Su) If targeted with <i>detect thoughts</i> or a similar effect, Kafar may choose what thoughts are detected, while his true thoughts remain private. This does not affect mind-affecting effects other than thought-reading. Concentrated Blue Whinnis Poison (Ex) Kafar has created a concentrated dose of blue whinnis poison (injury; save Fort DC 16; frequency 1/round for 3 rounds; initial effect 1 Con damage; secondary effect unconsciousness for 1d3 hours; cure 1 save). Mask Alignment (Su) At 2nd level, as a standard action, Kafar can alter his alignment aura to deceive effects that detect alignment. He may choose to be detected as any specific alignment or detect as no alignment at all. This affects only alignment detection, not effects that cause harm or are otherwise based on alignment. This effect lasts until he dismisses it or changes his alignment aura again. At this time, Kafar detects as being lawful neutral.
BLUE WHINNIS
Type poison, injury; Save Fortitude DC 14 Frequency 1/round for 2 rounds Initial Effect 1 Con damage; Secondary Effect unconsciousness for 1d3 hours; Cure 2 consecutive saves

Tier 6-7

NEFTI

Human bard 8

CN Medium humanoid (human)

Init +6; **Senses** Perception +7

DEFENSE

AC 17, touch 13, flat-footed 15 (+4 armor, +1 deflection, +2 Dex)

hp 60 (8d8+21)

Fort +6, **Ref** +11, **Will** +12; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee +1 *human bane sap* +10/+5 (1d6+2 nonlethal)

Ranged mwk shortbow +11/+6 (1d6/x3)

Special Attacks bardic performance 22 rounds/day (move action; countersong, dirge of doom [DC 18], distraction, fascinate [DC 18], inspire competence +3, inspire courage +2, suggestion [DC 18])

Bard spells known (CL 8th; concentration +12)

3rd (3/day)—*confusion* (DC 19), *deep slumber* (DC 19), *glibness*

2nd (5/day)—*calm emotions* (DC 18), *glitterdust* (DC 16), *heroism*, *mirror image*, *misdirection* (DC 16), *shatter* (DC 16)

1st (5/day)—*charm person* (DC 17), *grease* (DC 15), *hideous laughter* (DC 17), *obscure object*, *remove fear*, *silent image* (DC 15)

0 (at will)—*daze* (DC 16), *detect magic*, *ghost sound* (DC 14), *light*, *mage hand*, *prestidigitation* (DC 14)

TACTICS

Before Combat Following Kafar's hunch about their impending meeting with the Diamond Sage, Nefti has cast *glibness*, *heroism*, and *misdirection* (using a beetle he found earlier) on himself and has cast *heroism* on Kafar.

During Combat Nefti uses his spells to inconvenience and incapacitate the PCs, sparing a moment to cast *mirror image* if attacked. If his foes disappear into one of Kafar's stink bombs, Nefti drinks his *potion of delay poison*, inspires courage, and joins his partner in the melee.

Morale Nefti surrenders if reduced to 12 or fewer hit points or if Kafar attempts to parley with the PCs. If Kafar is unconscious, Nefti offers to parley. Should the PCs refuse to negotiate, Nefti casts *calm emotions* to settle matters diplomatically.

Base statistics When not under the effects of his *heroism*, Nefti's statistics are **fort** +4, **Ref** +9, **Will** +10; **Melee** +1 *human bane sap* +8/+3 (1d6+2); **CMB** +7; **skills** Acrobatics +13, Climb +9, Escape Artist +13, Knowledge (dungeoneering) +10, Knowledge (engineering) +10, Knowledge (geography) +10, Knowledge (local) +17, Linguistics +6, Perception +7, Perform (act) +15, Perform (oratory) +15, Perform (wind) +9, Sleight of Hand +6, Spellcraft +6, Stealth +13, Use Magic Device +15

Destiny of the Sands, Part 3

STATISTICS

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

Base Atk +6; **CMB** +9; **CMD** 20

Feats Greater Spell Focus (enchantment), Improved Initiative, Iron Will, Spell Focus (enchantment), Toughness

Skills Acrobatics +15, Climb +11, Escape Artist +15, Knowledge (dungeoneering) +12, Knowledge (engineering) +12, Knowledge (geography) +12, Knowledge (local) +19, Linguistics +8, Perception +9, Perform (act) +17, Perform (oratory) +17, Perform (wind) +11, Sleight of Hand +8, Spellcraft +8, Stealth +15, Use Magic Device +17

Languages Common, Infernal, Kelish, Osiriani

SQ bardic knowledge +4, exceptional stats, lore master 1/day, versatile performance (act, oratory)

Combat Gear *potion of cure moderate wounds*, *potion of delay poison*, *potion of invisibility*, *scrolls of comprehend languages* (2), acid (2); **Other Gear** +1 *studded leather*, +1 *human bane sap*, mwk shortbow with 20 arrows, shortsword with false-bottomed scabbard, *cloak of resistance +1*, *ring of protection +1*, 273 gp

SPECIAL ABILITIES

Exceptional stats (ex) Nefti is a prodigy of the Aspis Consortium, and the organization recruited him and began training him for service early in his life. As a result, his ability scores were generated using 25 points, rather than the standard 15 points used to create most NPCs. This modification increases his total CR by 1.

Favored Class Bonus (ex) Nefti has selected the human bard favored class option (*Advanced Player's Guide* 22) three times. As a result, he knows one additional 1st-level spell and two additional 2nd-level spells.

Ant Haul

School - transmutation
Casting Time - 1 standard action
Components - V, S, MDF (a small pulley)
Range - touch
Target - creature touched
Duration - 2 hours/level
Saving Throw - Fortitude negates (harmless);
SR - yes (harmless)

The target's carrying capacity triples (see Table 7-4: Carrying Capacity on page 171 of the Core Rulebook). This does not affect the creature's actual Strength in any way, merely the amount of material it can carry while benefiting from this spell. It also has no effect on encumbrance due to armor. If the creature wears armor it still takes the normal penalties for doing so regardless of how much weight the spell allows it to carry.

Created by Perrami's Spellbook. <http://www.theGM.org>. Source: APG

Cure Light Wounds

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will half (harmless); see text
SR - yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

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Detect Secret Doors

School - divination
Casting Time - 1 standard action
Components - V, S
Range - 60 ft.
Area - cone-shaped emanation
Duration - concentration, up to 1 min./level
Saving Throw - none; SR - no

You can detect secret doors, compartments, caches, and so forth. Only passages, doors, or openings that have been specifically constructed to escape detection are detected by this spell. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of secret doors.

2nd Round: Number of secret doors and the location of each, if an aura is outside your line of sight, then you discern its direction but not its exact location.

Each Additional Round: The mechanism or trigger for one particular secret portal closely examined by you. Each round, you can turn to detect secret doors in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

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Endure Elements

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - 24 hours
Saving Throw - Will negates (harmless); SR - yes (harmless)

A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit (-45 and 60 degrees Celsius) without having to make Fortitude saves. The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

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Shield

School - transmutation
Casting Time - 1 standard action
Components - V, S, MDF (a small pulley)
Range - touch
Target - creature touched
Duration - 2 hours/level
Saving Throw - Fortitude negates (harmless);
SR - yes (harmless)

The target's carrying capacity triples (see Table 7-4: Carrying Capacity on page 171 of the Core Rulebook). This does not affect the creature's actual Strength in any way, merely the amount of material it can carry while benefiting from this spell. It also has no effect on encumbrance due to armor. If the creature wears armor it still takes the normal penalties for doing so regardless of how much weight the spell allows it to carry.

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Shield

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 min./level

Shield creates an invisible shield of force that hovers in front of you. It negates magic missile attacks directed at you. The disk also provides a +4 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect. The shield has no armor check penalty or arcane spell failure chance.

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Bull's Strength

School - transmutation
Casting Time - 1 standard action
Components - V, S, MDF (a few hairs, or a pinch of dung, from a bull)
Range - touch
Target - creature touched
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

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.

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Delay Poison

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creature touched
Duration - 1 hour/level
Saving Throw - Fortitude negates (harmless);
SR - yes (harmless)

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. Delay poison does not cure any damage that poison may have already done.

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Detect Thoughts

School - divination
Casting Time - 1 standard action
Components - V, S, F/DF (a copper piece)
Range - 60 ft.
Area - cone-shaped emanation
Duration - concentration, up to 1 min./level
Saving Throw - Will negates; see text; SR - no

You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of thoughts (from conscious creatures with intelligence scores of 1 or higher).

2nd Round: Number of thinking minds and the intelligence score of each. If the highest intelligence is 26 or higher (and at least 10 points higher than your own intelligence score), you are stunned for 1 round and the spell ends. This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.

3rd Round: Surface thoughts of any mind in the area. A target's Will save prevents you from reading its thoughts, and you must cast the spell again to have another chance. Creatures with a mental intelligence (Int 1 or 2) have simple, instinctual thoughts.

Each round, you can turn to detect thoughts in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

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2

School - necromancy
 Casting Time - 1 standard action
 Components - V, S, M (a drop of blood)
 Range - personal
 Target - you
 Duration - 1 hour/level or until discharged;
 see text

You harness the power of unlife to grant yourself a limited ability to avoid death. While this spell is in effect, you gain temporary hit points equal to 1d10 + 1 per caster level (maximum +10).

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2

School - transmutation
 Casting Time - 1 standard action
 Components - V, S, M (a live spider)
 Range - touch
 Target - creature touched
 Duration - 10 min./level
 Saving Throw - Will negates (harmless); SR - yes (harmless)

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet and a +8 racial bonus on Climb skill checks; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). A spider climbing creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

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3

School - transmutation
 Casting Time - 1 standard action
 Components - S, M/DF (a bit of gauze and a wisp of smoke)
 Range - touch
 Target - willing corporeal creature touched
 Duration - 2 min./level
 Saving Throw - none; SR - 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, necrotic, and fire. It can cast spells and cast spells with verbal and material 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 holes or narrow openings, but it is subject to all attacks as if it were solid. 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.

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3

School - transmutation
 Casting Time - 1 standard action
 Components - V, S, M (a shaving of licorice root)
 Range - close (25 ft. + 5 ft./2 levels)
 Target - one creature/level, no two of which can be more than 30 ft. apart
 Duration - 1 round/level
 Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

The transmuted creatures move and act more quickly than normal. This extra speed has several effects.

When making a full attack action, a hasted creature may make one extra attack with one natural or manufactured weapon. The attack is made after the creature's regular attack bonus, but before any modifiers that apply to the situation. (This effect is not cumulative with similar effects, such as that provided by a speed weapon, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.) A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

All of the hasted creature's modes of movement (including lead movement, burrow, climb, fly, and swim) increase by 30 feet per round. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed. Multiple haste effects don't stack. Haste dispels and counters slow.

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3

School - abjuration
 Casting Time - 1 standard action
 Components - V, S, M (diamond dust worth 50 gp)
 Range - touch
 Target - creature or object touched
 Duration - 1 hour/level
 Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

The warded creature or object becomes difficult to detect by divination spells such as clairaudience/clairvoyance, locate object, and detect spells. Nondetection also prevents location by such magic items as crystal balls. If a divination is attempted against the warded creature or item, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the spellcaster who cast nondetection. If you cast nondetection on yourself or on an item currently in your possession, the DC is 15 + your caster level.

If cast on a creature, nondetection wards the creature's gear as well as the creature itself.

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Nondetection

Gaseous Form

Haste

Daze

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, M (a pinch of wool or similar substance)
Range - close (25 ft. + 5 ft./2 levels)
Target - one humanoid creature of 4 HD or less
Duration - 1 round
Saving Throw - Will negates; SR - yes

This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.

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Detect Magic

School - divination
Casting Time - 1 standard action
Components - V, S
Range - 60 ft.
Area - cone-shaped emanation
Duration - concentration, up to 1 min./level
Saving Throw - none; SR - no

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one

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Detect Magic (Cont.)

category, detect magic indicates the stronger of the two.

Spell or Object | Aura Power |

Faint | Moderate | Strong | Overwhelming |

Functioning spell (spell level) | 3rd or lower | 4th-6th | 7th-9th | 10th+ (daily-level) |

Magic item (Caster level) | 5th or lower | 6th-11th | 12th-20th | 21st+ (artifact) |

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power: Original Strength | Duration of Lingering Aura |

Faint | 1d6 rounds |

Moderate | 1d6 minutes |

Strong | 1d6x10 minutes |

Overwhelming | 1d6 days |

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch

Detect Magic (Cont.)

of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect magic can be made permanent with a permanency spell.

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Ghost Sound

School - illusion/figment
Casting Time - 1 standard action
Components - V, S, M (a bit of wool or a small lump of wax)
Range - close (25 ft. + 5 ft./2 levels)
Effect - illusory sounds
Duration - 1 round/level
Saving Throw - Will disbelief; SR - no

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character.

The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum 40 humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from 16 humans, while a roaring dragon is equal to the noise from 32 humans. Anyone who hears a ghost sound receives a Will save to disbelieve.

Ghost sound can enhance the effectiveness of a silent image spell.

Ghost sound can be made permanent with a permanency spell.

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Light

School - evocation
Casting Time - 1 standard action
Components - V, M/DF (a firefly)
Range - touch
Target - object touched
Duration - 10 min./level
Saving Throw - none; SR - no

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object.

You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent (through permanency or a similar effect), it does not count against this limit.

Light can be used to counter or dispel any darkness spell of equal or lower spell level.

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Mage Hand

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one nonmagical, unattended object weighing up to 5 lbs.
Duration - concentration
Saving Throw - none; SR - no

You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

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Prestidigitation

School - universal
Casting Time - 1 standard action
Components - V, S
Range - 10 ft.
Area - see text
Effect - see text
Target - see text
Duration - 1 hour
Saving Throw - see text; SR - no

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitiation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitiation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material.

It cannot deal damage or affect the concentration of spellcasters.

Prestidigitiation can create small objects, but they look crude and artificial. The materials created by a prestidigitiation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, prestidigitiation lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

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Charm Person

School - enchantment/charm
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one humanoid creature
Duration - 1 hour/level
Saving Throw - Will negates; SR - yes

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

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Grease

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M (butter)
Range - close (25 ft. + 5 ft./2 levels)
Target - one object or 10-ft. square
Duration - 1 min./level
Saving Throw - see text; SR - no

A grease spell covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful Reflex save or fall. A creature can walk within or through the area of grease at half normal speed with a DC 10 Acrobatics check. Failure means it can't move on that turn and must attempt a Reflex save. A creature's fall is not automatic if it falls (see the Acrobatics skill for details). Creatures that do not move on their turn do not need to make this check and are not considered flat-footed.

The spell can also be used to create a greasy coating on an item.

Material objects not in use are always affected by this spell, while an object wielded or employed by a creature requires its bearer to make a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately slips on the grease. A saving throw must be made in each round thereafter. A creature wearing greased armor or clothing gains a +10 circumstance bonus on Escape Artist checks and combat maneuver checks made to escape a grapple, and to their CMD to avoid being grappled.

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Hideous Laughter

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, M (tiny fruit tarts and a feather)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature; see text
Duration - 1 round/level
Saving Throw - Will negates; SR - yes

This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing, but is not considered helpless.

After the spell ends, it can act normally. On the creature's next turn, it may attempt a new saving throw to end the effect. This is a full round action that does not provoke attacks of opportunity.

If this save is successful, the effect ends. If not, the creature continues laughing for the entire duration.

A creature with an Intelligence score of 2 or lower is not affected.

A creature whose type is different from the caster's receives a +4 bonus on its saving throw, because humor doesn't translate well.

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Obscure Object

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF (chameleon skin)
Range - touch
Target - one object touched of up to 100 lbs./level
Duration - 8 hours
Saving Throw - Will negates (object); SR - yes (object)

This spell hides an object from location by divination (scrying) effects, such as the scrying spell or a crystal ball. Such an attempt automatically fails (if the divination is targeted on the object) or fails to perceive the object (if the divination is targeted on a nearby location, object, or person).

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Remove Fear

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature plus one additional creature per four levels, no two of which can be more than 30 ft. apart
Duration - 10 minutes; see text
Saving Throw - Will negates (harmless); SR - yes (harmless)

You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes. If the subject is under the influence of a fear effect when receiving the spell, that effect is suppressed for the duration of the spell.

Remove fear counters and dispels cause fear.

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Silent Image

School - illusion/figment
Casting Time - 1 standard action
Components - V, S, F (a bit of fleece)
Range - long (400 ft. + 40 ft./level)
Effect - visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)
Duration - concentration
Saving Throw - Will disbelief (if interacted with); SR - no

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

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Calm Emotions

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, DF
Range - medium (100 ft. + 10 ft./level)
Area - creatures in a 20-ft.-radius spread
Duration - concentration, up to 1 round/level
Saving Throw - Will negates; SR - yes

This spell calms agitated creatures. You have no control over the affected creatures, but calm emotions can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions (although they can defend themselves) or do anything destructive. Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures.

This spell automatically suppresses (but does not dispel) any morale bonuses granted by spells such as bless, good hope, and rage, and also negates a bard's ability to inspire courage or a barbarian's rage ability. It also suppresses any fear effects and removes the confused condition from all targets. While the spell lasts, a suppressed spell, condition, or effect has no effect. When the calm emotions spell ends, the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime.

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Glitterdust

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M (ground mica)
Range - medium (100 ft. + 10 ft./level)
Area - creatures and objects within 10-ft.-radius spread
Duration - 1 round/level
Saving Throw - Will negates (blinding only); SR - no

A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Each round at the end of their turn blinded creatures may attempt new saving throws to end the blindness effect.

Any creature covered by the dust takes a -40 penalty on Stealth checks.

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Heroism

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - 10 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

This spell imbues a single creature with great bravery and morale in battle. The target gains a +2 morale bonus on attack rolls, saves, and skill checks.

2

BARD

Mirror Image

School - illusion/figment
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 min./level

This spell creates a number of illusory doubles of you that inhabit your square. These doubles make it difficult for enemies to precisely locate and attack you.

When mirror image is cast, 1d4 images plus one image per three caster levels (maximum eight images total) are created.

These images remain in your space and move with you, mimicking your movements, sounds, and actions exactly. Whenever you are attacked or are the target of a spell that requires an attack roll, there is a possibility that the attack targets one of your images instead. If the attack is a hit, roll randomly to see whether the selected target is real or a figment. If it is a figment, the figment is destroyed. If the attack misses by 5 or less, one of your figments is destroyed by the near miss. Area spells affect you normally and do not destroy any of your figments. Spells and effects that do not require an attack roll affect you normally and do not destroy any of your figments. Spells that require an attack are harmlessly discharged if used to destroy a figment.

An attacker must be able to see the figments to be fooled. If you are invisible or the attacker is blind, the spell has no effect (although the normal miss chances still apply).

2

BARD

Misdirection

School - illusion/ glamor
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature or object, up to a 10-ft. cube in size
Duration - 1 hour/level
Saving Throw - none or Will negates; see text; SR - no

By means of this spell, you misdirect the information from divination spells that reveal auras (detect evil, detect magic, discern lies, and the like). On casting the spell, you choose another object within range. For the duration of the spell, the subject of misdirection is detected as if it were the other object. Against this effect, the caster gets a saving throw based on the second object rather than on the actual target of the detection unless the caster of the detection succeeds on a Will save. For instance, you could make yourself detect as a tree if one were within range at casting; not evil, not lying, not magical, neutral in alignment, and so forth. This spell does not affect other types of divination magic (augury, detect thoughts, clairaudience/clairvoyance, and the like).

2

BARD

Shatter

School - evocation
Casting Time - 1 standard action
Components - V (shard of mica)
Range - close (25 ft. + 5 ft./2 levels)
Area - 5-ft.-radius spread; or one solid object or one crystalline creature
Target - 5-ft.-radius spread; or one solid object or one crystalline creature - instantaneous
Saving Throw - Will negates (object); Will negates (object) or Fortitude half; SR - yes

Shatter creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature.

Used as an area attack, shatter destroys nonmagical objects such as glass, mirrors, or porcelain, or such objects with a DC of 10 or less. Alternatively, you can shatter more than 1 dozen of pieces by the spell. Objects weighing more than 1 pound per your level are not affected, but all other objects of the appropriate composition are shattered.

Alternatively, you can target shatter against a single solid nonmagical object, regardless of composition, weighing up to 10 pounds per caster level. Targeted against a crystalline creature (of any weight), shatter deals 1d6 points of sonic damage per caster level (maximum 10d6), with a Fortitude save for half damage.

2

BARD

Confusion

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, MDF (three nutshell)
Range - medium (100 ft. + 10 ft./level)
Target - all creatures in a 15-ft.-radius burst
Duration - 1 round/level
Saving Throw - Will negates; SR - yes

This spell causes confusion in the targets, making them unable to determine their actions. Roll on the following table at the start of each subject's turn each round to see what it does in that round.

d% | Behavior |
01-25 | Act normally |
26-50 | Do nothing but babble incoherently |
51-75 | Deal 1d8 points of damage + Str modifier to self with item in hand |
76-100 | Attack nearest creature (for this purpose, a familiar counts as part of the subject's self) |

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity.

3

BARD

Confusion (Cont.)

opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

3

BARD

Deep Slumber

School - enchantment/compulsion
Casting Time - 1 round
Components - V, S, M (fine sand, rose petals, or a live cricket)
Range - close (25 ft. + 5 ft./2 levels)
Area - one or more living creatures within a 10-ft.-radius burst
Duration - 1 min./level
Saving Throw - Will negates; SR - yes

This spell functions like sleep, except that it affects 10 HD of targets.

3

BARD

Glibness

School - transmutation
Casting Time - 1 standard action
Components - S
Range - personal
Target - you
Duration - 10 min./level

Your speech becomes fluent and more believable, causing those who hear you to believe every word you say. You gain a +20 bonus on Bluff checks made to convince another of the truth of your words. This bonus doesn't apply to other uses of the Bluff skill, such as feinting in combat, creating a diversion to hide, or communicating a hidden message via innuendo.

If a magical effect is used against you that would detect your lies or force you to speak the truth, the user of the effect must succeed on a caster level check (1d20 + caster level) against a DC of 15 + your caster level to detect your lies or force you to speak only the truth.

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Part B4 – The Crystal Gate

To scale down, use the normal glass golem instead of the mythic glass golem.

INVINCIBLE GRAVEN GUARDIANS (2)

N Medium construct (mythic)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

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

hp 63 (6d10+30); fast healing 2

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

Defensive Abilities block attacks, second save; **Resist** 10 all; **DR** 5/adamantine and epic; **Immune** construct traits; **SR** 16

Weaknesses faith bound

OFFENSE

Speed 40 ft.

Melee +1 *keen quarterstaff* +10/+5 (1d6+5/19–20) or slam +9 (1d6+4)

Special Attacks bleed 2, magic weapon, rest eternal

Spell-Like Abilities (CL 5th; concentration +0)

1/day—*haste* (self only)

SQ guardian domains (Nethys—Knowledge, Protection; Ptah—Artifice, Knowledge)

TACTICS

During Combat A graven guardian begins combat by casting *haste*. It then focuses its attacks on the PC that dealt it the most damage since its last turn.

Morale The graven guardians fight until destroyed or until all four gem carvings are illuminated in the proper order.

STATISTICS

Str 16, **Dex** 15, **Con** —, **Int** —, **Wis** 12, **Cha** 1

Base Atk +6; **CMB** +9; **CMD** 21

SQ guardian domains (Death, Repose)

SPECIAL ABILITIES

Faith Bound (Su) A graven guardian cannot attack any creature that openly wears or displays the holy or unholy symbol of the deity to which the graven guardian is dedicated unless that creature first attacks the graven guardian.

Magic Weapon (Su) A graven guardian that carries its deity's favored weapon treats that weapon as a +1 weapon as long as it is wielded by the guardian. If the weapon is a melee weapon, it gains the keen weapon special ability (even if the weapon is a bludgeoning weapon). If it is a thrown weapon, it gains the returning weapon special ability. If it is a ranged weapon, it gains the seeking weapon special ability, and generates new ammunition with each attack (this ammunition is destroyed whether or not it hits).

Guardian Domains

Artifice: Repair (Ex)—The graven guardian's fast healing increases to 5.

Knowledge: Familiarity (Su)—The graven guardian gains a +2 bonus on attack rolls against any creature it attacked in the past round.

Protection: Protected (Su)—The graven guardian gains a +2 bonus on all saves.

Block Attacks (Ex): Once per round, when the creature is hit by a melee or ranged attack, it can attempt a melee attack using its highest attack bonus. If this result exceeds the result from the attack against it, the creature is unaffected by the attack (as if the attack had missed).

Second Save (Ex): Whenever the creature fails a saving throw against an effect with a duration greater than 1 round, it can keep trying to shake off the effect. At the start of its turn, if it's still affected, it can attempt the save one more time as a free action. If this save succeeds, the effect affects the creature as if it had succeeded at its initial saving throw. If the effect already allows another saving throw on a later turn to break the effect (such as for *hold monster*), this ability is in addition to the extra saving throw from the effect.

MYTHIC GLASS GOLEM

N Large construct (mythic)

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

DEFENSE

AC 26, touch 9, flat-footed 26 (+17 natural, –1 size)

hp 136 (12d10+70)

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

Defensive Abilities mirrorsight, reflect spells, second save, **DR** 10/adamantine and epic;

Immune construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +17 (2d8+9 plus bleed)

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

Special Attacks bleed (1d8), blinding brightness, mythic power (4/day, surge +1d8), powerful blows (slam), rend (2 slams, 2d8 bleed)

TACTICS

During Combat The mythic glass golem focuses its attacks on the PC that dealt it the most damage since its last turn.

Morale The mythic glass golem fights until destroyed or until all four gem carvings are illuminated in the proper order.

STATISTICS

Str 22, **Dex** 11, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +12; **CMB** +19; **CMD** 29

SPECIAL ABILITIES

Blinding Brightness (Ex) A mythic glass golem in an area of bright light blinds any creature within 30 feet that can see it for 1 round (Fortitude DC 16 negates). Once a creature makes this save, it is dazzled for 1 round and is immune to that golem's brightness for 24 hours. The DC is Constitution-based.

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

- A *shatter* spell damages a mythic glass golem as if it were a crystalline creature.
- A *keen edge* spell affects all of a mythic glass golem's slam attacks as if they were slashing weapons.
- A mythic magical attack that deals cold damage slows a mythic glass golem (as the *slow* spell) for 3 rounds (no saving throw).
- A magical attack that deals fire damage ends any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would normally 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 mythic glass golem gets no saving throw against fire effects.

Mirrorsight (Ex) A mythic glass golem's surface reflects images of nearby creatures—even invisible creatures—like a multifaceted mirror. When the mythic glass golem is attacked while denied its Dexterity bonus to AC or while flanked, as an immediate action, the golem can spend one use of mythic power to gain the benefits of all-around vision and *see invisibility* until the beginning of its next turn. The golem can use this ability even if it would not otherwise be aware of the attack.

Reflect spells (Ex) As a free action, once every 1d4 rounds, a mythic glass golem can align its internal structure to enhance its resistance to magic for 1 round. During this time, the golem reflects spells (even spells that function differently against the golem as described in its immune to magic ability) as if under the effects of *spell turning*.

GLASS GOLEM

N Large construct

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

DEFENSE

AC 21, touch 8, flat-footed 21 (–1 Dex, +13 natural, –1 size)

hp 96 (12d10+30)

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

Defensive Abilities reflect spells; **DR** 5/adamantine; **Immune** magic, construct traits

OFFENSE

Speed 30 ft.

Melee 2 slams +16 (2d8+5 plus bleed)

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

Special Attacks bleed (1d8), dazzling brightness

TACTICS

During Combat The glass golem focuses its attacks on the PC that dealt it the most damage since its last turn.

Morale The glass golem fights until destroyed or until all four gem carvings are illuminated in the proper order.

STATISTICS

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

Base Atk +12; **CMB** +18; **CMD** 27

SPECIAL ABILITIES

Dazzling Brightness (Ex) A glass golem in an area of bright light dazzles any creature within 30 feet that sees it for 1 round (Fortitude DC 16 negates). Once a creature makes its save against this ability, it is immune to that golem's brightness for 24 hours. The DC is Constitution-based.

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

- A *shatter* spell damages a mythic glass golem as if it were a crystalline creature.
- A *keen edge* spell affects all of a mythic glass golem's slam attacks as if they were slashing weapons.
- A mythic magical attack that deals cold damage slows a mythic glass golem (as the *slow* spell) for 3 rounds (no saving throw).
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Reflect spells (Ex) As a free action, once every 1d4 rounds, a mythic glass golem can align its internal structure to enhance its resistance to magic for 1 round. During this time, the golem reflects spells (even spells that function differently against the golem as described in its immune to magic ability) as if under the effects of *spell turning*.