

Rysus Soth's Cheat Sheet

Special Abilities

Death Attack – Study victim for 3 rounds and then deal damage with a sneak attack. FORT save or dead.

Hidden Weapons – Add assassin level to Sleight of Hand checks for hiding weapons on his body

Improved Evasion – If you make a REF to $\frac{1}{2}$ damage, take $\frac{1}{2}$ on a failed save, nothing on a made save.

Improved Uncanny Dodge – No flanking, At least 4 more levels of rogue needed to sneak attack

Poison Use – Cannot accidentally poison yourself when applying poisons.

Quiet Death – If you kill someone in the surprise round, Stealth check to identify that you were the killer.

True Death – Anyone coming back from the death attack needs to make a CL check with a DC of 15+assassin lvl or the raise dead fails. Can remove curse beforehand with a DC of 10+assassin lvl to negate this CL check.

XERAZRIX (ICE DEVIL) CR 13

LE Large [outsider](#) ([devil](#), [evil](#), [extraplanar](#), [lawful](#))

Init +9; **Senses** darkvision 60 ft., see in darkness; [Perception](#) +27

Aura fear (10 ft., DC 22)

DEFENSE

AC 32, touch 14, flat-footed 27 (+5 Dex, +18 natural, -1 size)

hp 161 (14d10+84); regeneration 5 (good weapons, good spells)

Fort +15, **Ref** +14, **Will** +12

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

OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee +1 [frost spear](#) +21/+16/+11 (2d6+10/×3 plus 1d6 cold plus slow), bite +14 (2d6+6), tail +14 (3d6+3 plus slow)

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

Spell-Like Abilities (CL 13th)

Constant—[fly](#)

At will—[cone of cold](#) (DC 20), [ice storm](#), [greater teleport](#) (self plus 50 lbs. of objects only), [persistent image](#) (DC 20), [wall of ice](#) (DC 19)

1/day—[summon](#) (level 4, 2 bone devils, 50%)

STATISTICS

Str 23, **Dex** 21, **Con** 22, **Int** 25, **Wis** 22, **Cha** 20

Base Atk +14; **CMB** +21; **CMD** 36

Feats [Alertness](#), [Cleave](#), [Combat Reflexes](#), [Improved Initiative](#), [Iron Will](#), [Power Attack](#), [Weapon Focus](#) (spear)

Skills [Acrobatics](#) +22, [Bluff](#) +22, [Diplomacy](#) +22, [Fly](#) +13, [Intimidate](#) +19, [Knowledge](#) (planes) +24, [Knowledge](#) (any three others) +21, [Perception](#) +27, [Sense Motive](#) +27, [Spellcraft](#) +21, [Stealth](#) +18, [Survival](#) +23

Languages Celestial, Common, Draconic, Infernal; [telepathy](#) 100 ft.

SPECIAL ABILITIES

Slow (Su) A hit from an ice devil's tail or spear induces numbing cold. The opponent must succeed on a DC 23 Fortitude save or be affected as though by a [slow](#) spell for 1d6 rounds. This effect comes from the devil in the case of its weapon; it is not a quality possessed by the spear itself. The save DC is Constitution-based.

Ice Devil Cheat Sheet

Spell-Like Abilities

Cone of Cold (Evocation[cold], VSM, 60ft. cone, SRyes) – 1d6/lvl cold dmg. REF for half

Ice Storm (Evocation[cold], VSM, long, 20ft. cylinder, 40ft. high, 1rd/lvl, SRyes) – 3d6

bludgeoning and 2d6 cold in cylinder. Heavy snow and sleet cause -4 to perception and area is difficult terrain.

Greater Teleport (Conjuration(teleportation), V, touch) – Teleport w/ no range limit and no miss chance.

Persistent Image (Illusion(figment), VSF, long, 4+lvl 10ft. cubes, 1min/lvl) – major image with no concentration

Wall of Ice – See spell on next page.

WALL OF ICE

School evocation [cold]; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (a piece of quartz or rock crystal)

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

Effect anchored plane of ice, up to one 10-ft. square/level, or hemisphere of ice with a radius of up to 3 ft. + 1 ft./level

Duration 1 min./level

Saving Throw [Reflex](#) negates; see text; [Spell Resistance](#) yes

This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A *wall of ice* cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Any creature adjacent to the wall when it is created may attempt a [Reflex](#) save to disrupt the wall as it is being formed. A successful save indicates that the spell automatically fails. Fire can melt a *wall of ice*, and it deals full damage to the wall (instead of the normal half damage taken by objects). Suddenly melting a *wall of ice* creates a great cloud of steamy fog that lasts for 10 minutes.

Ice Plane: A sheet of strong, hard ice appears. The wall is 1 inch thick per caster level. It covers up to a 10-foot-square area per caster level (so a 10th-level wizard can create a *wall of ice* 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, or any other combination of length and height that does not exceed 1,000 square feet). The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

Each 10-foot square of wall has 3 hit points per inch of thickness. Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + caster level.

Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the wall) takes 1d6 points of cold damage + 1 point per caster level (no save).

Hemisphere: The wall takes the form of a hemisphere whose maximum radius is 3 feet + 1 foot per caster level. The *hemisphere* is as hard to break through as the *ice plane* form, but it does not deal damage to those who go through a breach.

COCYTAN WARHOUND CR 9

LE Large **outsider** (cold, evil, extraplanar, lawful)

Init +6; **Senses** darkvision 60 ft., scent; **Perception** +12

DEFENSE

AC 24, touch 11, flat-footed 22 (+6 armor, +2 Dex, +7 natural, -1 size)

hp 126 (12d10+60)

Fort +13, **Ref** +10, **Will** +5

Immune cold

Weaknesses vulnerability to fire

OFFENSE

Speed 40 ft.

Melee bite +20 (2d6+12/19-20 plus 2d6 cold)

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

Special Attacks **breath weapon** (30-ft. cone, once every 1d4 rounds, 10d6 cold damage, Reflex DC 21 half)

STATISTICS

Str 27, **Dex** 15, **Con** 21, **Int** 4, **Wis** 12, **Cha** 6

Base Atk +12; **CMB** +21; **CMD** 33 (37 vs. trip)

Feats Alertness, Improved Critical (bite), Improved Initiative, Skill Focus (Stealth, Survival), Weapon Focus (bite)

Skills Acrobatics +16, Perception +12, Stealth +21, Survival +18; **Racial Modifiers** +5 Stealth

Languages Infernal

Chorkak's Cheat Sheet

6th level spells

Antilife Shell (Abjuration, VSDF, 1 round, 10ft radius on you, 1min/lvl, SRYes) – Animals, aberrations, dragons, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, plants, and vermin can't go in the shell. Constructs, elementals, outsiders and undead are ok.

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

Harm (Necromancy, VS, creature touched, SRYes) – 10dmg/lvl, WILL half. Can't go less than 1.

5th level spells

Dispel Good (Abjuration[good], VSDF, touch, 1rd/lvl) – +4 deflection vs. good creatures, can end the spell when making a melee touch to dismiss an evil creature from another plane (WILL negates, SRYes) or end the spell to dispel an enchantment spell from a good creature.

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

Spell Resistance (Abjuration, VSDF, creature touched, 1min/lvl, SRYes) – Target gains SR 12+lvl

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

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

4th level spells

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

Divine Power (Evocation, VSDF, personal, 1rd/lvl) - +1/3lvls on att, weapon dmg, STR checks, STR skills. 1 temp/lvl. Haste attack.

Summon Monster IV (Conjuration(Summoning), VSDF, 1round, close, 1rd/lvl) – Summon a fiendish dire ape.

Summon Nature's Ally IV(Conjuration(Summoning), VSDF, 1round, close, 1rd/lvl) – Summon 3 apes.

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

3rd level spells

Animate Dead (Necromancy[evil], VSM, touch) – Up to 2*CL HD of undead, either skeletons or zombies.

Bestow Curse (Necromancy [curse], VS, permanent, SRYes) – WILL or get a curse:

-6 to an ability score

-4 to attacks, saves, ability checks and skill checks

50% chance to act normally each turn Dispel Magic

Dominate Animal (Enchantment(compulsion)[mind-affecting], VS, 1 round, close, one animal, 1rd/lvl) – Direct animal with simple mental commands. WILL negates.

Glyph of Warding – Not casting in combat

Invisibility Purge (Evocation, VS, personal, 1min/lvl) – Sphere w/ radius 5ft/lvl. Negate all invisibility in the sphere

2nd level spells

Align Weapon (Transmutation, VSDF, weapon touched or 50 projectiles touched, 1min/lvl, SRyes) – weapon becomes aligned chaotic or evil.

Cure Moderate Wounds (Conjuration (healing), VS) – creature touched heals 2d8+10

Owl's Wisdom (Transmutation, VSMDf, creature touched, 1min/lvl, SRyes) - +4 enhancement to WIS

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

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

1st level spells

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

Bless (Enchantment(compulsion)[mind-affecting], VSDF, 50ft burst centered on you, 1min/lvl) - +1 morale to att, +1 to saves vs. fear.

Curse Water – too long of a casting time to happen in combat

Doom (Necromancy [emotion, fear, mind-affecting], VSDF, medium, 1min/lvl, SRyes) – WILL or shaken.

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

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

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

Special Abilities

Fear Aura – Creatures looking at lich WILL20 or shaken for 15 rds. Mind-affecting fear effect.

Paralyzing Touch – On a touch, FORT19 or permanently paralyzed.

Scythe of Evil – Give weapon the unholy property for 6rds/day.

Touch of Evil – Melee touch makes creature sickened for 6 rds.

DIRE APE (GIGANTOPITHECUS) CR 3

N Large [animal](#)

Init +2; **Senses** darkvision 60ft., low-light vision, scent; [Perception](#) +8

DEFENSE

AC 15, touch 11, flat-footed 13; (+2 Dex, +4 natural, -1 size)

hp 30 (4d8+12)

Fort +7, **Ref** +6, **Will** +4

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

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +6 (1d6+4), 2 claws +6 (1d4+4)

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

Special Attacks [rend](#) (2 claws, 1d4+6), smite good 1/day (+4 damage)

STATISTICS

Str 19, **Dex** 15, **Con** 16, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +3; **CMB** +8; **CMD** 20

Feats [Iron Will](#), [Skill Focus](#) ([Perception](#))

Skills [Acrobatics](#) +6, [Climb](#) +16, [Perception](#) +8, [Stealth](#) +2

GORILLA CR 2

N Large [animal](#)

Init +2; **Senses** low-light vision, scent; [Perception](#) +8

DEFENSE

AC 14, touch 11, flat-footed 12; (+2 Dex, +3 natural, -1 size)

hp 19 (3d8+6)

Fort +7, **Ref** +5, **Will** +2

OFFENSE

Speed 30 ft., climb 30 ft.

Melee 2 slams +3 (1d6+2)

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

STATISTICS

Str 15, **Dex** 15, **Con** 14, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +2; **CMB** +5; **CMD** 17

Feats [Great Fortitude](#), [Skill Focus](#) ([Perception](#))

Skills [Acrobatics](#) +6, [Climb](#) +14, [Perception](#) +8
