

BULETTE**CR 7**

N Huge magical beast

Init +6; **Senses** darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.; Perception +11

DEFENSE

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

hp 84 (8d10+40)

Fort +11, **Ref** +8, **Will** +5

OFFENSE

Speed 40 ft., burrow 20 ft.

Melee bite +13 (2d8+9/19-20) and 2 claws +12 (2d6+6)

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

Special Attacks leap, savage bite

STATISTICS

Str 23, **Dex** 15, **Con** 20, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +8; **CMB** +16; **CMD** 28 (32 vs. trip)

Feats Improved Initiative, Iron Will, Skill Focus (Perception), Weapon Focus (bite)

Skills Acrobatics +9 (+17 jumping), Perception +11; **Racial Modifiers** +4 on Acrobatics checks made to jump

SPECIAL ABILITIES

Leap (Ex) A bulette can perform a special kind of pounce attack by jumping into combat. When a bulette charges, it can make a DC 20 Acrobatics check to jump into the air and land next to its enemies. If it makes the Acrobatics check, it can follow up with four claw attacks against foes in reach, but cannot make a bite attack.

Savage Bite (Ex) A bulette's bite is particularly dangerous. It applies 1-1/2 times its Strength modifier to damage inflicted with its bite attack, and threatens a critical hit on a 19-20.

ADVANCED MORLOCK**CR 3**

CE Medium monstrous humanoid

Init +10; **Senses** darkvision 120 ft., scent; Perception +4

DEFENSE

AC 19, touch 16, flat-footed 13 (+6 Dex, +3 natural)**hp** 28 (3d10+12)**Fort** +6, **Ref** +11, **Will** +7**Immune** disease, poison**Weaknesses** light blindness

OFFENSE

Speed 40 ft., climb 30 ft.**Melee** club +7 (1d6+4), bite +2 (1d4+2)**Special Attacks** leap attack, sneak attack +1d6, swarming

STATISTICS

Str 18, **Dex** 23, **Con** 19, **Int** 9, **Wis** 18, **Cha** 10**Base Atk** +3; **CMB** +7; **CMD** 23**Feats** Improved Initiative, Lightning Reflexes**Skills** Acrobatics +15, Climb +24, Stealth +10 (+14 in caverns); **Racial Modifiers** +4 Stealth in caverns, +8 Acrobatics, +16 Climb**Languages** Undercommon**SQ** expert climber

SPECIAL ABILITIES

Expert Climber (Ex) A morlock can cling to cave walls and even ceilings as long as the surface has hand- and footholds. In effect, a morlock is treated as constantly being under a nonmagical version of the spell *spider climb*, save that it cannot cling to smooth surfaces. This ability doubles the normal +8 racial bonus to Climb checks normally afforded creatures with a climb speed to a +16 racial bonus.

Leap Attack (Ex) As a standard action, a morlock may make a single attack during a jump. It can make this attack at any point along the course of the leap—the start, the end, or while in mid-air. While jumping, a morlock does not provoke attacks of opportunity for leaving a threatened square.

Swarming (Ex) Morlocks dwell and fight in cramped quarters every day of their lives, and as such are quite adept at swarming foes. Up to two morlocks can share the same square at the same time. If two morlocks in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

XENARTH (ICHOR SHARK)**CR 10**Variant bulette (*Pathfinder Campaign Setting: Dungeon Denizens Revisited 8*)

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

Init +6; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +20

DEFENSE**AC** 24, touch 10, flat-footed 22 (+2 Dex, +14 natural, –2 size)**hp** 148 each (11d10+88)**Fort** +13, **Ref** +9, **Will** +9**Defensive Abilities** demon ichor; **DR** 10/cold iron and good; **Immune** electricity and poison; **Resist** acid 10, cold 10, fire 10; **SR** 21

OFFENSE**Speed** 40 ft., burrow 20 ft., climb 20 ft.**Melee** bite +19 (2d6+13 plus poison/19–20), 2 claws +19 (1d8+9)**Space** 15 ft.; **Reach** 10 ft.

STATISTICS**Str** 29, **Dex** 15, **Con** 27, **Int** 6, **Wis** 10, **Cha** 6**Base Atk** +11; **CMB** +22; **CMD** 34 (38 vs. trip)**Feats** Great Fortitude, Improved Initiative, Iron Will, Skill Focus (Perception), Weapon Focus (bite, claw)**Skills** Acrobatics +2 (+6 when jumping), Climb +31, Perception +20, Stealth +8, Survival +14; **Racial****Modifiers** +8 Climb**Languages** Abyssal, telepathy 100 ft.

SPECIAL ABILITIES

Demon Ichor (Su) A slimy red ichor coats the xenarth's armored plates. Any weapon that touches a xenarth takes 3d8 points of acid damage from the corrosive demon essence, and the weapon's hardness does not reduce this damage. A magic weapon may attempt a DC 23 Reflex save to avoid taking this damage. A creature that strikes a xenarth with an unarmed attack, unarmed strike, melee touch spell, or natural weapon takes this damage unless

the attacker succeeds at a DC 23 Reflex save. The save DCs are Constitution-based.

Poison (Ex) Bite—injury; *save* Fort DC 23; *frequency* 1/round for 6 rounds; *effect* 1d3 Con damage; *cure* 2 saves. The save DC is Constitution-based.

Savage Bite (Ex) A xenarth's bite is particularly dangerous. It applies 1-1/2 times its Strength modifier to damage inflicted with its bite attack, and it threatens a critical hit on a 19–20.

INCUBUS**CR 6**

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

Init +2; **Senses** darkvision 60 ft.; Perception +13

DEFENSE**AC** 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)**hp** 76 (8d10+32)**Fort** +10, **Ref** +4, **Will** +8**DR** 10/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 17

OFFENSE**Speed** 30 ft., fly 50 ft. (average)**Melee** mwk scimitar +14/+9 (1d6+5/15–20) or 2 slams +13 (1d4+5)**w/ Power Attack** mwk scimitar +11/+6 (1d6+11/15–20) or 2 slams +10 (1d4+11)**Special Attacks** pain redoubled**Spell-Like Abilities** (CL 8th; concentration +13)Constant—*tongues*At will—*charm person* (DC 16), *detect thoughts* (DC 17), *greater teleport* (self plus 50 lbs. of objects only), *suggestion* (DC 18)1/day—*crushing despair* (DC 19), *summon* (level 3, 2 schirs 40%)

STATISTICS**Str** 20, **Dex** 15, **Con** 18, **Int** 16, **Wis** 15, **Cha** 21**Base Atk** +8; **CMB** +13; **CMD** 25**Feats** Flyby Attack, Improved Critical (scimitar), Power Attack, Vital Strike**Skills** Acrobatics +6, Bluff +16, Diplomacy +16, Escape Artist +6, Fly +13, Intimidate +16, Knowledge (planes) +14, Perception +13, Sense Motive +13, Spellcraft +14, Stealth +11; **Racial Modifiers** +8 Intimidate, +8 Perception**Languages** Abyssal, Celestial, Common; telepathy 100 ft., *tongues***SQ** change shape (Small or Medium humanoid; *alter self*)

SPECIAL ABILITIES**Pain Redoubled (Su)** When an incubus confirms a critical hit with a melee weapon or a natural weapon, that attack deals an additional 2d6 points of nonlethal damage and the target must succeed at a DC 19 Fortitude save or be wracked by pain, becoming sickened for 1d6 rounds. Multiple uses of this ability extend the duration. The save DC is Charisma-based.

SCHIR**CR 4**

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

Init +2; **Senses** darkvision 60 ft., *see invisibility*; **Perception** +13

DEFENSE

AC 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)**hp** 37 (5d10+10)**Fort** +6, **Ref** +3, **Will** +3**DR** 5/cold iron or good; **Immune** disease, electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 15

OFFENSE

Speed 30 ft.**Melee** mwk halberd +10 (1d10+4/×3 plus disease), gore +3 (1d6+2) or gore +8 (1d6+4)**w/ Power Attack** mwk halberd +8 (1d10+10/×3 plus disease), gore +1 (1d6+4) or gore +6 (1d6+10)**Special Attacks** powerful charge (gore, 3d6+4, 3d6+10 w/ power attack)**Spell-Like Abilities** (CL 6th; concentration +4)Constant—*see invisibility, tongues*3/day—*arcane lock, expeditious retreat, protection from good*1/day—*summon (level 2, 1d3 schirs 20%)*

STATISTICS

Str 17, **Dex** 14, **Con** 15, **Int** 8, **Wis** 5, **Cha** 6**Base Atk** +5; **CMB** +8; **CMD** 20**Feats** Iron Will, Power Attack, Weapon Focus (halberd)**Skills** Acrobatics +10 (+18 jumping), Climb +11, Intimidate +6, Perception +13, Survival +2; **Racial****Modifiers** +8 Acrobatics when jumping, +8 Perception**Languages** Abyssal; telepathy 100 ft., *tongues*

SPECIAL ABILITIES

Disease (Ex) A schir gnaws constantly at the ends of its halberd. This infuses the blades with disease from the demon's filthy spittle. Any creature struck by a schir's halberd must succeed at a DC 15

Fortitude save or contract gray pox—a frightening disease that causes weakness, gray splotches on the skin, and eventual catatonia. The save DC is Constitution-based.

Gray Pox: Halberd—injury; *save* Fort DC 15; *onset* 1 day; *frequency* 1/day; *effect* 1d6 Str damage; *cure* 2 consecutive saves.

ADVANCED INCUBUS**CR 7**

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

Init +4; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 22, touch 14, flat-footed 18 (+4 Dex, +8 natural)**hp** 92 (8d10+48)**Fort** +12, **Ref** +6, **Will** +10**DR** 10/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 17

OFFENSE

Speed 30 ft., fly 50 ft. (average)**Melee** mwk scimitar +16/+11 (1d6+7/15–20) or 2 slams +15 (1d4+7)**w/ Power Attack** mwk scimitar +13/+8 (1d6+13/15–20) or 2 slams +12 (1d4+13)**Special Attacks** pain redoubled**Spell-Like Abilities** (CL 8th; concentration +53)Constant—*tongues*At will—*charm person* (DC 18), *detect thoughts* (DC 19), *greater teleport* (self plus 50 lbs. of objects only), *suggestion* (DC 20)1/day—*crushing despair* (DC 21), *summon* (level 3, 2 schirs 40%)

STATISTICS

Str 24, **Dex** 19, **Con** 22, **Int** 20, **Wis** 19, **Cha** 25**Base Atk** +8; **CMB** +15; **CMD** 29**Feats** Flyby Attack, Improved Critical (scimitar), Power Attack, Vital Strike**Skills** Acrobatics +8, Bluff +18, Diplomacy +18, Escape Artist +8, Fly +15, Intimidate +18, Knowledge (planes) +16, Perception +15, Sense Motive +15, Spellcraft +16, Stealth +13; **Racial Modifiers** +8 Intimidate, +8 Perception**Languages** Abyssal, Celestial, Common; telepathy 100 ft., *tongues***SQ** change shape (Small or Medium humanoid; *alter self*)

SPECIAL ABILITIES

Pain Redoubled (Su) When an incubus confirms a critical hit with a melee weapon or a natural weapon, that attack deals an additional 2d6 points of nonlethal damage and the target must succeed at a DC 21 Fortitude save or be wracked by pain, becoming sickened for 1d6 rounds. Multiple uses of this ability extend the duration. The save DC is Charisma-based.

MORLOCK**CR 2**

CE Medium monstrous humanoid

Init +8; **Senses** darkvision 120 ft., scent; Perception +2

DEFENSE**AC** 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)**hp** 22 (3d10+6)**Fort** +3, **Ref** +9, **Will** +5**Immune** disease, poison**Weaknesses** light blindness

OFFENSE**Speed** 40 ft., climb 30 ft.**Melee** club +5 (1d6+2), bite +0 (1d4+1)**Special Attacks** leap attack, sneak attack +1d6, swarming

STATISTICS**Str** 14, **Dex** 19, **Con** 15, **Int** 5, **Wis** 14, **Cha** 6**Base Atk** +3; **CMB** +5; **CMD** 19**Feats** Improved Initiative, Lightning Reflexes**Skills** Acrobatics +13, Climb +22, Stealth +8 (+12 in caverns); **Racial Modifiers** +4 Stealth in caverns, +8 Acrobatics, +16 Climb**Languages** Undercommon**SQ** expert climber

SPECIAL ABILITIES

Expert Climber (Ex) A morlock can cling to cave walls and even ceilings as long as the surface has hand- and footholds. In effect, a morlock is treated as constantly being under a nonmagical version of the spell *spider climb*, save that it cannot cling to smooth surfaces. This ability doubles the normal +8 racial bonus to Climb checks normally afforded creatures with a climb speed to a +16 racial bonus.

Leap Attack (Ex) As a standard action, a morlock may make a single attack during a jump. It can make this attack at any point along the course of the leap—the start, the end, or while in mid-air. While jumping, a morlock does not provoke attacks of opportunity for leaving a threatened square.

Swarming (Ex) Morlocks dwell and fight in cramped quarters every day of their lives, and as such are quite adept at swarming foes. Up to two morlocks can share the same square at the same time. If two morlocks in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

ADVANCED MORLOCK**CR 3**

CE Medium monstrous humanoid

Init +10; **Senses** darkvision 120 ft., scent; Perception +4

DEFENSE**AC** 19, touch 16, flat-footed 13 (+6 Dex, +3 natural)**hp** 28 (3d10+12)**Fort** +6, **Ref** +11, **Will** +7**Immune** disease, poison**Weaknesses** light blindness

OFFENSE**Speed** 40 ft., climb 30 ft.**Melee** club +7 (1d6+4), bite +2 (1d4+2)**Special Attacks** leap attack, sneak attack +1d6, swarming

STATISTICS**Str** 18, **Dex** 23, **Con** 19, **Int** 9, **Wis** 18, **Cha** 10**Base Atk** +3; **CMB** +7; **CMD** 23**Feats** Improved Initiative, Lightning Reflexes**Skills** Acrobatics +15, Climb +24, Stealth +10 (+14 in caverns); **Racial Modifiers** +4 Stealth in caverns, +8 Acrobatics, +16 Climb**Languages** Undercommon**SQ** expert climber

SPECIAL ABILITIES

Expert Climber (Ex) A morlock can cling to cave walls and even ceilings as long as the surface has hand- and footholds. In effect, a morlock is treated as constantly being under a nonmagical version of the spell *spider climb*, save that it cannot cling to smooth surfaces. This ability doubles the normal +8 racial bonus to Climb checks normally afforded creatures with a climb speed to a +16 racial bonus.

Leap Attack (Ex) As a standard action, a morlock may make a single attack during a jump. It can make this attack at any point along the course of the leap—the start, the end, or while in mid-air. While jumping, a morlock does not provoke attacks of opportunity for leaving a threatened square.

Swarming (Ex) Morlocks dwell and fight in cramped quarters every day of their lives, and as such are quite adept at swarming foes. Up to two morlocks can share the same square at the same time. If two morlocks in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

MORLOCK CHIEFTAIN**CR 6**

Morlock barbarian 4

CE Medium monstrous humanoid

Init +10; **Senses** darkvision 120 ft., scent; Perception +2

DEFENSE**AC** 16, touch 15, flat-footed 9 (+6 Dex, +1 dodge, +1 natural, -2 rage)**hp** 93 each (7 HD; 3d10+4d12+46)**Fort** +11, **Ref** +12, **Will** +8; +3 vs. magic**Defensive Abilities** uncanny dodge, trap sense +1, **Immune** disease, poison**Weaknesses** light blindness

OFFENSE**Speed** 50 ft., climb 30 ft.**Melee** club +13/+8 (1d6+6), bite +13 (1d6+3)**w/ Power Attack** club +11/+6 (1d6+10), bite +11 (1d6+5)**Special Attacks** rage (14 rounds/day), rage powers (superstition +3, surprise accuracy +2), leap attack, sneak attack +1d6, swarming

TACTICS**Before Combat** The morlock chieftain is under the effects of the kalavakus demon's enslave ability.**During Combat** The morlock chieftain fights savagely, preferring targets already swarmed by other morlocks.**Morale** The morlock chieftain fights to the death, fearful of what other torments Irorstikal might inflict.

When slain, the morlock's essence heals the enslaving kalavakus. If Irorstikal is slain, the chieftain spends one round trying to convince its subordinates to retreat, but it then resumes fighting.

Base Statistics When not raging, the chieftain's statistics are **AC** 18, touch 17, flat-footed 11; **hp** 79; **Fort** +9, **Will** +6; **Melee** club +11/+6 (1d6+4), bite +11 (1d6+7); **Str** 18, **Con** 18; **CMB** +11, **CMD** 28; **Skills** Climb +28.

STATISTICS**Str** 22, **Dex** 23, **Con** 22, **Int** 7, **Wis** 14, **Cha** 4**Base Atk** +7; **CMB** +13; **CMD** 28**Feats** Dodge, Improved Initiative, Lightning Reflexes, Power Attack**Skills** Acrobatics +21 (+29 when jumping), Climb +30, Perception +7, Ride +13, Stealth +13; **Racial****Modifiers** +8 Acrobatics (+16 when jumping), +16 Climb**Languages** Undercommon**SQ** fast movement, expert climber**Other Gear** club

SPECIAL ABILITIES**Expert Climber (Ex)** A morlock can cling to cave walls and even ceilings as long as the surface has hand- and footholds. In effect, a morlock is treated as constantly being under a nonmagical version of the spell *spider climb*, save that it cannot cling to smooth surfaces. This ability doubles the normal +8 racial bonus to Climb checks normally afforded creatures with a climb speed to a +16 racial bonus.**Leap Attack (Ex)** As a standard action, a morlock may make a single attack during a jump. It can make this attack at any point along the course of the leap—the start, the end, or while in mid-air. While jumping, a morlock does not provoke attacks of opportunity for leaving a threatened square.**Swarming (Ex)** Morlocks dwell and fight in cramped quarters every day of their lives, and as such are quite adept at swarming foes. Up to two morlocks can share the same square at the same time. If two morlocks in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

KALAVAKUS**CR 10**

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

Init +1; **Senses** darkvision 60 ft.; Perception +24

DEFENSE

AC 25, touch 11, flat-footed 24 (+1 Dex, +14 natural)**hp** 125 (10d10+70)**Fort** +10, Ref +8, Will +10**DR** 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 21

OFFENSE

Speed 30 ft.**Melee** bite +16 (1d6+6), 2 claws +16 (1d8+6), gore +16 (2d6+6)**Special Attacks** enslave soul, horns, powerful charge (gore, 4d6+12)**Spell-Like Abilities** (CL 12th; concentration +15)At will—*command* (DC 14), *greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 18)3/day—*air walk*, *dominate person* (DC 18), *haste*1/day—*greater command* (DC 18), *summon* (level 4, 1 kalavakus 40%), *symbol of persuasion* (DC 19)

STATISTICS

Str 22, **Dex** 13, **Con** 24, **Int** 15, **Wis** 17, **Cha** 16**Base Atk** +10; **CMB** +16 (+22 disarm); **CMD** 27**Feats** Combat Expertise, Improved Bull Rush, Improved Disarm, Improved Trip, Power Attack**Skills** Acrobatics +14, Climb +19, Intimidate +16, Knowledge (planes) +15, Perception +24, Sense Motive +16, Stealth +14, Use Magic Device +16; **Racial Modifiers** +8 Perception**Languages** Abyssal, Celestial, Common, Draconic; telepathy 100 ft.

SPECIAL ABILITIES

Enslave Soul (Su) A kalavakus can attempt to enslave the soul of any mortal creature within 60 feet as a swift action. The kalavakus must have line of sight to the target. The target can resist this special attack with a DC 18 Will save, but is staggered for 1 round even if the save is successful. If the save is successful, the creature is immune to this ability for 24 hours. If the save is a failure, the target's soul is enslaved—this creature takes a –6 penalty on all attack rolls and saving throws against that kalavakus. If a creature with an enslaved soul is slain by that kalavakus, the soul immediately infuses the demon's body, affecting it with a *heal* spell (CL 12th). A kalavakus can have only one mortal soul enslaved at a time—if it enslaves a second soul, the first is released. This is a mind-affecting death effect. The save DC is Charisma-based.

Horns (Ex) The kalavakus's numerous horns can easily catch weapons and yank them away from opponents. The demon gains a +4 racial bonus on all disarm attempts as a result.

DAMAGED STONE GOLEM**CR 9**

N Large construct

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

DEFENSE**AC** 23, touch 8, flat-footed 23 (-1 Dex, +15 natural, -1 size)**hp** 90 (11d10+30)**Fort** +3, **Ref** +2, **Will** +3**Defensive Abilities** DR 5/adamantine; **Immune** construct traits, magic

OFFENSE**Speed** 20 ft.**Melee** 2 slams +18 (2d10+8)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** slow

TACTICS**Morale** The golem mindlessly fights until destroyed.

STATISTICS**Str** 26, **Dex** 9, **Con** --, **Int** --, **Wis** 11, **Cha** 1**Base Atk** +11; **CMB** +20; **CMD** 29

SPECIAL ABILITIES

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

A *transmute rock to mud* spell slows the golem (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points.

A *stone to flesh* spell does not actually change the golem's structure but it negates its damage reduction and immunity to magic for 1 full round.

Slow (Su) A stone golem can use a slow effect, as the spell, as a free action every 2 rounds. The effect has a range of 10 feet in a burst centered on the golem and a duration of 7 rounds, requiring a successful DC 15 Will save to negate. The save DC is Constitution based.

STONE GOLEM**CR 11**

N Large construct

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

Perception +0

DEFENSE

AC 26, touch 8, flat-footed 26 (–1 Dex, +18 natural, –1 size)**hp** 107 (14d10+30)**Fort** +4, **Ref** +3, **Will** +4**DR** 10/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 20 ft.**Melee** 2 slams +22 (2d10+9)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** slow

STATISTICS

Str 28, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1**Base Atk** +14; **CMB** +24; **CMD** 33

SPECIAL ABILITIES

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

- A *transmute rock to mud* spell slows a stone golem (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points.
- A *stone to flesh* spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.

Slow (Su) A stone golem can use a slow effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet in a burst centered on the golem and a duration of 7 rounds, requiring a DC 17 Will save to negate. The save DC is Constitution-based.

FORBIDDANCE

School abjuration; **Level** cleric 6

Casting Time 6 rounds

Components V, S, M (holy water and incense worth 1,500 gp, plus 1,500 gp per 60-foot cube), DF

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

Area 60-ft. cube/level (S)

Duration permanent

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

Forbiddance seals an area against all planar travel into or within it. This includes all teleportation spells (such as *dimension door* and *teleport*), plane shifting, astral travel, ethereal travel, and all summoning spells. Such effects simply fail automatically.

In addition, it damages entering creatures whose alignments are different from yours. The effect on those attempting to enter the warded area is based on their alignment relative to yours (see below). A creature inside the area when the spell is cast takes no damage unless it exits the area and attempts to reenter, at which time it is affected as normal.

Alignments identical: No effect. The creature may enter the area freely (although not by planar travel).

Alignments different with respect to either law/chaos or good/evil: The creature takes 6d6 points of damage. A successful Will save halves the damage, and spell resistance applies.

Alignments different with respect to both law/chaos and good/evil: The creature takes 12d6 points of damage. A successful Will save halves the damage, and spell resistance applies.

At your option, the abjuration can include a password, in which case creatures of alignments different from yours can avoid the damage by speaking the password as they enter the area. You must select this option (and the password) at the time of casting. Adding a password requires the burning of additional rare incenses worth at least 1,000 gp, plus 1,000 gp per 60-foot cube.

Dispel magic does not dispel a *forbiddance* effect unless the dispeller's level is at least as high as your caster level.

You can't have multiple overlapping *forbiddance* effects. In such a case, the more recent effect stops at the boundary of the older effect.

[Advanced] Human lich necromancer 11

NE Medium undead (augmented humanoid)

Init +2 [+4]; **Senses** darkvision 60 ft., life sight; Perception +24 [+26]

Aura fear (60-ft. radius, DC 18 [20])

DEFENSE

AC 23 [27], touch 14 [16], flat-footed 21 [23] (+4 armor, +2 deflection, +2 [4] Dex, +5 [7] natural)

hp 111 [133] (11d6+55 [11d6+77] plus 15 *false life*)

Fort +6 [+8], **Ref** +7 [+9], **Will** +11 [13]

Defensive Abilities channel resistance +4; **DR** 15/bludgeoning and magic; **Immune** cold, electricity, undead traits

OFFENSE

Speed 30 ft.

Melee touch +5 [+7] (1d8+5 [1d8+7] plus paralyzing touch)

Special Attacks grave touch (9/day), paralyzing touch (DC 18 [20]), power over undead (9/day, DC 18 [20])

Spells Prepared (CL 11th, concentration +17 [+19])

6th—*circle of death* (DC 22 [24]), *globe of invulnerability*, maximized *fireball* (DC 19 [21])

5th—*cloudkill* (DC 21 [23]), *cone of cold* (DC 21 [23]), quickened *magic missile*, *waves of fatigue*

4th—*dimension door*, *enervation*, *fire shield*, *wall of ice* (2)

3rd—*dispel magic* (2), *fireball* (DC 19 [21]), *suggestion* (DC 19 [21]), *vampiric touch* (2)

2nd—*darkness*, extended *mage armor* (already cast), *false life* (already cast), *scorching ray* (2), see *invisibility*, *spectral hand*

1st—*magic missile* (3), *ray of enfeeblement* (2), *shield* (2)

0—*bleed* (DC 16 [18]), *detect magic*, *ray of frost*, *read magic*

Opposition Schools illusion, transmutation

STATISTICS

Str 10 [14], **Dex** 14 [18], **Con** —, **Int** 22 [26], **Wis** 14 [18], **Cha** 16 [20]

Base Atk +5; **CMB** +5 [+7]; **CMD** 25 [27]

Feats Craft Wondrous Item, Defensive Combat Training, Extend Spell, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Maximize Spell, Quicken Spell, Scribe Scroll, Toughness

Skills Craft (alchemy) +20 [22], Intimidate +17 [19], Knowledge (arcana) +20 [22], Knowledge (planes) +20 [22], Linguistics +20 [22], Perception +24 [26], Sense Motive +24 [26], Spellcraft +20 [22], Stealth +24 [26]; **Racial Modifiers** +8 Perception, +8 Sense Motive, +8 Stealth

Languages Abyssal, Aklo, Aquan, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Ignan, Infernal, Orc, Undercommon

Gear *boots of levitation*, *headband of vast intelligence* +2 [Perception], *ring of protection* +2, *potion of invisibility*, *scroll of dominate person*, *scroll of teleport*

SPECIAL ABILITIES

Fear Aura (Su) Creatures of less than 5 HD in a 60-foot radius that look at the lich must succeed on a Will save or become frightened. Creatures with 5 HD or more must succeed at a Will save or be shaken for a number of rounds equal to the lich's Hit Dice. A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours. This is a mind-affecting fear effect.

Grave Touch (Sp) As a standard action, you can make a melee touch attack that causes a living creature to become shaken for a number of rounds equal to 1/2 your wizard level (minimum 1). If you touch a shaken creature with this ability, it becomes frightened for 1 round if it has fewer Hit Dice than your wizard level. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Life Sight (Su) At 8th level, you gain blindsight to a range of 10 feet for a number of rounds per day equal to your wizard level. This ability only allows you to detect living creatures and undead creatures. This sight also tells you whether a creature is living or undead. Constructs and other creatures that are neither living nor undead cannot be seen with this ability. The range of this ability increases by 10 feet at 12th level, and by an additional 10 feet for every four levels beyond 12th. These rounds do not need to be consecutive.

Paralyzing Touch (Su) Any living creature a lich hits with its touch attack must succeed on a Fortitude save or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description, with a DC equal to the lich's save DC). The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Perception check or a DC 15 Heal check reveals that the victim is still alive.

Power over Undead (Su) You receive Command Undead or Turn Undead as a bonus feat. You can channel energy a number of times per day equal to 3 + your Intelligence modifier, but only to use the selected feat. You can take other feats to add to this ability, such as Extra Channel and Improved Channel, but not feats that alter this ability, such as Elemental Channel and Alignment Channel. The DC to save against these feats is equal to 10 + 1/2 your wizard level + your Charisma modifier. At 20th level, undead cannot add their channel resistance to the save against this ability.

Rejuvenation (Su) When a lich is destroyed, its phylactery (which is generally hidden by the lich in a safe place far from where it chooses to dwell) immediately begins to rebuild the undead spellcaster's body nearby. This process takes 1d10 days—if the body is destroyed before that time passes, the phylactery merely starts the process anew. After this time passes, the lich awakens fully healed (albeit without any gear it left behind on its old body), usually with a burning need for revenge against those who previously destroyed it.