

PATHFINDER SOCIETY SPECIAL 6-00: LEGACY OF THE STONELORDS

SUBTIER 3-4: CREATURE STAT BLOCKS

ACT 2: AN UNFRIENDLY WELCOME - WAVES 1 AND WAVE 2

DUERGAR CLERIC

CR 1

Duergar cleric of Droskar 2

LE Medium humanoid (dwarf)

Init +0; **Senses** darkvision 120 ft.; Perception +3

DEFENSE

AC 18, touch 10, flat-footed 18 (+6 armor, +2 shield); +4 vs. giant type

hp 18 (2d8+6)

Fort +5, **Ref** +0, **Will** +6; +2 vs. spells and spell-like abilities

Defensive Abilities defensive training; **Immune** paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee mwk heavy mace +3 (1d8+1)

Ranged light crossbow +1 (1d8/19–20)

Special Attacks channel negative energy 3/day (DC 13, 1d6)

Domain Spell-Like Abilities (CL 2nd; concentration +5)

6/day—dazing touch

6/day—touch of darkness (1 rounds)

Cleric Spells Prepared (CL 2nd; concentration +5)

1st—*bane* (DC 14), *bless*, *ray of sickening*^{UM} (DC 14), *charm person*^D (DC 14),

0 (at will)—*bleed* (DC 13), *read magic*, *guidance*, *resistance*

D domain spell; **Domains** Charm, Darkness

STATISTICS

Str 13, **Dex** 10, **Con** 14, **Int** 8, **Wis** 16, **Cha** 11

Base Atk +1; **CMB** +2; **CMD** 12

Feats Blind-Fight, Improved Channel

Skills Knowledge (religion) +3, Perception +3 (+5 relating to stonework), Stealth –2; **Racial Modifiers** +2 Perception relating to stonework, +4 Stealth

Languages Common, Dwarven, Undercommon

SQ , deep magic, slow and steady, stability

Combat Gear *potions of cure light wounds* (3), *potion of vanish* (CL 3rd); **Other Gear** chainmail, heavy steel shield, masterwork heavy mace, light crossbow with 20 bolts, unholy symbol of Droskar (60 gp), 12 gp

SPECIAL ABILITIES

Deep Magic: Duergar spellcasters labor long to overcome the inborn spell resistance held by so many of their underground foes. Duergar with this racial trait receive a +2 racial bonus on caster level checks made to overcome spell resistance and a +2 racial bonus on dispel checks. This racial trait replaces the enlarge person and invisibility spell-like abilities.

Dazing Touch (Sp): You can cause a living creature to become dazed for 1 round as a melee touch attack. Creatures with more Hit Dice than your cleric level are unaffected.

Touch of Darkness (Sp): As a melee touch attack, you can cause a creature's vision to be fraught with shadows and darkness. The creature touched treats all other creatures as if they had concealment, suffering a 20% miss chance on all attack rolls. This effect lasts for 2 rounds.

DUERGAR FIGHTERS (2)**CR 1**

Duergar fighter 2

LE Large humanoid (dwarf)

Init +0; **Senses** darkvision 120 ft.; Perception +4**DEFENSE****AC** 16, touch 8, flat-footed 16 (+6 armor, -1 Dex, +2 shield, -1 size)**hp** 23 (2d10+8)**Fort** +6, **Ref** -1, **Will** +2 (+1 vs. fear); +2 vs. spells and spell-like abilities**Defensive Abilities** bravery +1, defensive training; **Immune** paralysis, phantasms, poison**Weaknesses** light sensitivity**OFFENSE****Speed** 20 ft.**Melee** mwk warhammer +5 (2d6+5/x3) [+6 (2d6+3/x3) when not power attacking]**Ranged** light crossbow +1 (1d8/19-20)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** blood enmity**Spell-Like Abilities** (CL 2nd; concentration -1)1/day—*enlarge person* (self only, reflected in stats)**STATISTICS****Str** 17, **Dex** 8, **Con** 16, **Int** 13, **Wis** 14, **Cha** 4**Base Atk** +2; **CMB** +5; **CMD** 15**Feats** Cleave, Power Attack, Weapon Focus (warhammer)**Skills** Intimidate +2, Perception +4 (+6 relating to stonework), Stealth -10; **Racial Modifiers** +2 Perception relating to stonework, +4 Stealth**Languages** Common, Dwarven, Undercommon**SQ** slow and steady, stability**Combat Gear** *potions of cure light wounds* (2); **Other Gear** chainmail, heavy steel shield, masterwork warhammer, light crossbow with 20 masterwork bolts, 41 gp**SPECIAL ABILITIES****Blood Enmity:** Duergar have long warred against their dwarven cousins and the hated drow. Duergar with this racial trait receive a +1 racial bonus on attack rolls against humanoid creatures of the dwarf or elf subtypes. This racial trait replaces the invisibility spell-like ability.**DUERGAR ROGUE****CR 1**

Duergar rogue 2

LE Medium humanoid (dwarf)

Init +2; **Senses** darkvision 120 ft.; Perception +5**DEFENSE****AC** 18, touch 12, flat-footed 16 (+6 armor, +2 Dex) [17, touch 11, flat-footed 15 (+6 armor, +2 Dex, -1 size) when enlarged]**hp** 18 (2d8+6)**Fort** +2, **Ref** +5 (+4 when enlarged), **Will** +0; +2 vs. spells and spell-like abilities**Defensive Abilities** evasion, defensive training; **Immune** paralysis, phantasms, poison**Weaknesses** light sensitivity**OFFENSE****Speed** 20 ft.**Melee** mwk rapier +4 (1d6+2/18-20) [1d8+3/18-20 when enlarged]**Ranged** light crossbow +3 (1d8/19-20) [+2 to hit when enlarged]**Special Attacks** sneak attack +1d6**Spell-Like Abilities** (CL 2nd; concentration +1)1/day—*enlarge person* (self only), *invisibility* (self only)**STATISTICS****Str** 14 (16 when enlarged), **Dex** 15 (13 when enlarged), **Con** 15, **Int** 10, **Wis** 10, **Cha** 8**Base Atk** +1; **CMB** +3 (+4 when enlarged); **CMD** 15**Feats** Armor Proficiency (medium), Weapon Focus (rapier)**Skills** Acrobatics +2 (-2 when jumping, +1/-3 when enlarged), Bluff +4, Disable Device +3 (+2 when enlarged), Escape Artist +4 (+3 when enlarged), Intimidate +4, Perception +5 (+7 relating to stonework), Sense Motive +5, Stealth +8 (+3 when enlarged); **Racial Modifiers** +2 Perception relating to stonework, +4 Stealth**Languages** Common, Dwarven, Undercommon**SQ** rogue talents (weapon training), slow and steady, stability, trapfinding +1**Combat Gear** *potions of cure light wounds* (2), tanglefoot bag; **Other Gear** chainmail, masterwork rapier, light crossbow with 20 masterwork bolts, 3 gp

COMMON ENCOUNTER: LURKING IN SHADOW

This hunched-over wretch has long, pliable arms like tentacles capped with five wide, spiny claws.

MUTANT ABYSSAL CHOKERS (2)

CR 3

CE Small aberration

Init +8; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 21, touch 15, flat-footed 17 (+4 Dex, +6 natural, +1 size)

hp 22 (3d8+9)

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

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

OFFENSE

Speed 20 ft., climb 10 ft.

Melee 2 tentacles +8 (1d4+5 plus grab)

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

Special Attacks constrict (1d4+5), strangle, grab (Large), smite good (1/day; swift action (+0 to hit, +3 damage against good foes; smite persists until target is dead or the fiendish creature rests)

STATISTICS

Str 20, **Dex** 18, **Con** 17, **Int** 8, **Wis** 17, **Cha** 11

Base Atk +2; **CMB** +6 (+10 grappling); **CMD** 20

Feats Improved Initiative, Skill Focus (Stealth)

Skills Climb +18, Stealth +15

Language Undercommon

SQ quickness

SPECIAL ABILITIES

Strangle (Ex) Chokers have an unerring talent for seizing their victims by the neck. A creature that is grappled by a choker cannot speak or cast spells with verbal components.

Quickness (Su) A choker is supernaturally quick. It can take an extra move action during its turn each round.

Constrict (Ex) A creature with this special attack can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). The amount of damage is given in the creature's entry and is typically equal to the amount of damage caused by the creature's melee attack.

COMMON ENCOUNTER: SCAVENGERS

Bits of broken weapons, coins, and a partially digested skeleton are visible inside this quivering cube of slime.

GELATINOUS CUBES (2)

CR 3

N Large ooze

Init -5; **Senses** blindsight 60 ft.; **Perception** -5

DEFENSE

AC 4, touch 4, flat-footed 4 (-5 Dex, -1 size)

hp 50 (4d8+32)

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

Immune electricity, ooze traits

OFFENSE

Speed 15 ft.

Melee slam +2 (1d6 plus 1d6 acid)

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

Special Attacks engulf, paralysis

STATISTICS

Str 10, **Dex** 1, **Con** 26, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +4; **CMD** 9 (can't be tripped)

SQ transparent

SPECIAL ABILITIES

Acid (Ex) A gelatinous cube's acid does not harm metal or stone.

Engulf (Ex) Although it moves slowly, a gelatinous cube can simply engulf Large or smaller creatures in its path as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity can attempt a DC 12 Reflex save to avoid being engulfed—on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, gain the pinned condition, are in danger of suffocating, and are trapped within its body until they are no longer pinned. The save DC is Strength-based.

Paralysis (Ex) A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Transparent (Ex) Due to its lack of coloration, a gelatinous cube is difficult to discern. A DC 15 Perception check is required to notice a motionless gelatinous cube. Any creature that fails to notice a gelatinous cube and walks into it is automatically engulfed.

An ooze possesses the following traits (unless otherwise noted in a creature's entry).

- **Mindless:** No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). An ooze with an Intelligence score loses this trait.
- **Blind** (but have the blindsight special quality), with immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.
- Immunity to poison, sleep effects, paralysis, polymorph, and stunning.
- Some oozes have the ability to deal acid damage to objects.
- Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.
- Oozes eat and breathe, but do not sleep.

COMMON ENCOUNTERS: INFESTED

FUNGOID DUERGAR FIGHTERS (3)

CR 2

Duergar fighter 2

CE Large plant

Init $-+0$; **Senses** darkvision 120 ft.; Perception +4

DEFENSE

AC 17, touch 9, flat-footed 17 (+6 armor, -1 Dex, +2 shield, -1 size)

hp 23 (2d10+8)

Fort +6, **Ref** -1 , **Will** +2 (+1 vs. fear); +2 vs. spells and spell-like abilities

Defensive Abilities bravery +1, defensive training; **Immune** paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee mwk warhammer +5 (2d6+5/x3) [+6 (2d6+3/x3) when not power attacking]

Ranged light crossbow +1 (1d8/19–20)

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

Special Attacks blood enmity

Spell-Like Abilities (CL 2nd; concentration +1)

1/day—*enlarge person* (self only, reflected in stats)

STATISTICS

Str 17, **Dex** 8, **Con** 16, **Int** 13, **Wis** 14, **Cha** 4

Base Atk +2; **CMB** +5; **CMD** 15

Feats Cleave, Power Attack, Weapon Focus (warhammer)

Skills Intimidate +2, Perception +4 (+6 relating to stonework), Stealth -6 ; **Racial Modifiers** +2 Perception relating to stonework, +4 Stealth

Languages Common, Dwarven, Undercommon, telepathy (with other fungoid creatures only) 100 ft.

SQ slow and steady, stability

Combat Gear *potions of cure light wounds* (2); **Other Gear** chainmail, heavy steel shield, masterwork warhammer, light crossbow with 20 masterwork bolts, 41 gp

SPECIAL ABILITIES

Blood Enmity: Duergar have long warred against their dwarven cousins and the hated drow. Duergar with this racial trait receive a +1 racial bonus on attack rolls against humanoid creatures of the dwarf or elf subtypes. This racial trait replaces the invisibility spell-like ability.

A plant creature possesses the following traits (unless otherwise noted in a creature's entry).

- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to paralysis, poison, polymorph, sleep effects, and stunning.
- Plants breathe and eat, but do not sleep.

ARMORER'S DISTRICT: A1 – THE COLD FORGE

This rocky monster glows with an internal heat. Red light spills from its eyes and mouth, as well as fractures in its outer surface.

LARGE MAGMA ELEMENTAL

CR 5

N Large outsider (earth, elemental, extraplanar, fire)

Init +3; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 16, touch 8, flat-footed 16 (–1 Dex, +8 natural, –1 size)

hp 60 (8d10+16)

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

DR 5/—; **Immune** fire, elemental traits

Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft., burrow 20 ft.; earth glide

Melee 2 slams +8 (1d8+10 plus burn) [+11 (1d8+4 plus burn) when not power attacking]

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

Special Attacks burn (1d6, DC 14), lava puddle

STATISTICS

Str 18, **Dex** 8, **Con** 15, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +13; **CMD** 22

Feats Cleave, Improved Bull Rush, Improved Initiative, Power Attack

Skills Climb +15, Knowledge (dungeoneering) +9, Perception +11, Stealth +6

Languages Ignan

SPECIAL ABILITIES

Burn (Ex) A creature with the burn special attack deals fire damage in addition to damage dealt on a successful hit in melee. A creature affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage at the start of its turn for an additional 1d4 rounds (DC 14). A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit the monster with natural weapons or unarmed attacks take fire damage as though hit by the monster's burn attack and must make a Reflex save to avoid catching on fire. A magma elemental's burn DC includes a –2 racial penalty, as their fires don't burn quite as hot as true elemental flames.

Earth Glide (Ex) A burrowing magma elemental can pass through stone, dirt, lava, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple, though the area it passes through feels warm for 1 round afterward and often retains a strangely smooth texture, as if the stone had been polished. A move earth spell cast on an area containing a burrowing magma elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Lava Puddle (Su) Once per day as a full-round action, a magma elemental can vomit forth a puddle of lava that fills its space to a depth of 2–3 inches and counts as difficult terrain. Any creature that moves through this puddle of lava takes 2d6 points of fire damage. This damage continues for 1d3 rounds after the creature leaves the lava pool, although then it only inflicts 1d6 points of fire damage per round. The lava puddle solidifies and is safe to touch after a number of rounds equal to the elemental's Hit Dice. At the GM's discretion, this puddle of lava could start secondary fires.

An elemental has the following features.

- Immunity to bleed, paralysis, poison, sleep effects, and stunning.
- Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.
- Elementals do not breathe, eat, or sleep.

SEER'S DISTRICT: D1 – THE RAVENOUS DEAD

This floating creature looks like an orc's animate, hollow skin. Its upper half is intact, but its lower half is in tatters.

SHREDSKIN

CR 2

NE Small undead

Init +2; **Senses** darkvision 60 ft., *detect undead*; Perception +7

DEFENSE

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)

hp 22 (4d8+4)

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

Defensive Abilities amorphous; **Immune** undead traits

OFFENSE

Speed fly 40 ft. (average)

Melee bite +6 (1d4), 2 claws +6 (1d4 plus grab)

Special Attacks constrict (1d4), control body, enshroud, grab (Medium)

Spell-Like Abilities (CL 3rd; concentration +4)

Constant—*detect undead*

1/day—*command undead* (DC 13)

STATISTICS

Str 10, **Dex** 15, **Con** —, **Int** 6, **Wis** 10, **Cha** 13

Base Atk +3; **CMB** +4 (+8 grapple); **CMD** 14 (can't be tripped)

Feats Agile Maneuvers, Weapon Finesse

Skills Fly +4, Perception +7, Stealth +13

Languages Common (can't speak)

SQ compression

SPECIAL ABILITIES

Control Body (Su) A shreds skin can wrap itself around a corpse (or a corporeal undead it controls using *command undead*). When wrapping a host body in this way, the shreds skin gains Strength 14 or the host body's Strength, whichever is higher, but cannot use its grab or enshroud abilities which doing so. Attacks targeted at the shreds skin deal half damage to it and half damage to the host body; area attacks deal normal damage to both the shreds skin and its host. If the host is destroyed, the shreds skin unwraps itself as a free action on its next turn. A typical Medium corpse has 15 hit points for this purpose, while a Small corpse has 10 hit points. A shreds skin can only use this ability on a generally humanoid-shaped creature (two arms, one head, humanoid torso) of Medium or Small size.

Enshroud (Ex) A shreds skin that successfully pins a creature can wrap itself around that target like a shirt. The target gains the pinned condition, but the shreds skin has neither the grappled or pinned condition, and can move itself and the target as if it controlled the target's body. The shreds skin deals constrict damage to the target on its turn each round (no combat maneuver check needed). Attacking the shreds skin while it's using this ability damages both it and the target as described in the control body ability. The shreds skin can release the target as a free action.

Constrict (Ex) A creature with this special attack can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). The amount of damage is given in the creature's entry and is typically equal to the amount of damage caused by the creature's melee attack.

An undead creature possesses the following traits (unless otherwise noted in a creature's entry).

- No Constitution score. Undead use their Charisma score in place of their Constitution score when calculating hit points, Fortitude saves, and any special ability that relies on Constitution (such as when calculating a breath weapon's DC).
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to bleed, death effects, disease, paralysis, poison, sleep effects, and stunning.
- Not subject to nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Constitution, Dexterity, and Strength), as well as to exhaustion and fatigue effects.
- Cannot heal damage on its own if it has no Intelligence score, although it can be healed. Negative energy (such as an inflict spell) can heal undead creatures. The fast healing special quality works regardless of the creature's Intelligence score.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
- Not at risk of death from massive damage, but is immediately destroyed when reduced to 0 hit points.
- Not affected by raise dead and reincarnate spells or abilities. Resurrection and true resurrection can affect undead creatures. These spells turn undead creatures back into the living creatures they were before becoming undead.
- Undead do not breathe, eat, or sleep.

F1: RUINS OF THE BROTHERS' ARCHES

This creature's bloated frame shudders with each heaving step, yet despite its shape, the thing moves with surprising quickness.

DRETCH

CR 2

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

Init +0; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

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

hp 18 (2d10+7)

Fort +5, **Ref** +0, **Will** +3

DR 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

OFFENSE

Speed 20 ft.

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

Spell-Like Abilities (CL 2nd)

1/day—*cause fear* (DC 11), *stinking cloud* (DC 13), *summon* (level 1, 1 dretch 35%)

STATISTICS

Str 12, **Dex** 10, **Con** 14, **Int** 5, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +2; **CMD** 12

Feats Toughness

Skills Escape Artist +5, Perception +5, Stealth +9

Languages Abyssal (cannot speak); telepathy 100 ft. (limited to Abyssal-speaking targets)

This four-armed, human-sized clockwork construct balances on three legs that rise into a central body.

CLOCKWORK SERVANTS (2)

CR 2

N Medium construct (clockwork)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

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

hp 31 (2d10+20); fast healing 2

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

Immune construct traits

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee slam +6 (1d4+6)

Ranged net +4 (entangle, see page 147 of the Core Rulebook)

STATISTICS

Str 19, **Dex** 14, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +2; **CMB** +6; **CMD** 20

Feats Improved Initiative^B, Lightning Reflexes^B

SQ repair clockwork, swift reactions, winding

SPECIAL ABILITIES

Net (Ex) As a standard action, a clockwork servant can launch a net from its shoulder. The launcher itself can contain up to five nets—loading a folded net into the launcher is a standard action. Some clockwork servants are outfitted with masterwork or even magic nets, although the clockwork servant presented here is armed with standard nets.

Repair Clockwork (Ex) Clockwork servants are adept at repairing other clockwork constructs. As a standard action that does not provoke an attack of opportunity, a clockwork servant can repair damage done to either itself or an adjacent clockwork creature, healing 1d10 points of damage to the target.

Net: A net's maximum range is 10 feet. If you hit, the target is entangled. An entangled creature can escape with a DC 20 Escape Artist check (a full-round action). The net has 5 hit points and can be burst with a DC 25 Strength check (also a full-round action). A net is useful only against creatures within one size category of you.

A construct possesses the following traits (unless otherwise noted in a creature's entry).

- No Constitution score. Any DCs or other statistics that rely on a Constitution score treat a construct as having a score of 10 (no bonus or penalty).
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning.
- Cannot heal damage on its own, but often can be repaired via exposure to a certain kind of effect (see the creature's description for details) or through the use of the Craft Construct feat. Constructs can also be healed through spells such as make whole. A construct with the fast healing special quality still benefits from that quality.
- Not subject to ability damage, ability drain, fatigue, exhaustion, energy drain, or nonlethal damage.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less.
- A construct cannot be raised or resurrected.
- Constructs do not breathe, eat, or sleep.

MEDIUM ANIMATED OBJECTS (2)**CR 3**

N Medium construct

Init +0; Senses darkvision 60 ft., low-light vision; Perception –5

DEFENSE

AC 14, touch 10, flat-footed 12 (+4 natural)

hp 36 (3d10+20)

Fort +1, Ref +1, Will –4

Defensive Abilities hardness 5; Immune construct traits

OFFENSE

Speed 40 ft.

Melee 2 slams +5 (1d6+3)

STATISTICS

Str 14, Dex 10, Con —, Int —, Wis 1, Cha 1

Base Atk +3; CMB +5; CMD 15

SQ construction points

SPECIAL ABILITIES**Construction Points**

Additional Attack (Ex, 1 CP): Gains an additional slam attack.

Faster (Ex, 1 CP): One of the object's movement modes increases by +10 ft.

A construct possesses the following traits (unless otherwise noted in a creature's entry).

- No Constitution score. Any DCs or other statistics that rely on a Constitution score treat a construct as having a score of 10 (no bonus or penalty).
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning.
- Cannot heal damage on its own, but often can be repaired via exposure to a certain kind of effect (see the creature's description for details) or through the use of the Craft Construct feat. Constructs can also be healed through spells such as make whole. A construct with the fast healing special quality still benefits from that quality.
- Not subject to ability damage, ability drain, fatigue, exhaustion, energy drain, or nonlethal damage.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less.
- A construct cannot be raised or resurrected.
- Constructs do not breathe, eat, or sleep.

TO TOPPLE A TYRANT: G - THE HOST OF YEALEK-VOR - STANDARD

This goat-headed humanoid is covered in a mangy gray hide that only partly covers its gaunt but muscled frame.

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 +8 (1d10+10/x3 plus disease), gore +1 (1d6+5) or gore +6 (1d6+10)

[mwk halberd +10 (1d10+4/x3 plus disease), gore +3 (1d6+2) or gore +8 (1d6+4) when not power attacking]

Special Attacks powerful charge (gore, 3d6+4)

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.

Powerful Charge (Ex) When a creature with this special attack makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge. The attack and amount of damage from the attack is given in the creature's description.

This four-armed, human-sized clockwork construct balances on three legs that rise into a central body.

CLOCKWORK SERVANTS (2)

CR 2

N Medium construct (clockwork)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

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

hp 31 (2d10+20); fast healing 2

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

Immune construct traits

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee slam +6 (1d4+6)

Ranged net +4 (entangle, see page 147 of the Core Rulebook)

STATISTICS

Str 19, **Dex** 14, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +2; **CMB** +6; **CMD** 20

Feats Improved Initiative^B, Lightning Reflexes^B

SQ repair clockwork, swift reactions, winding

SPECIAL ABILITIES

Net (Ex) As a standard action, a clockwork servant can launch a net from its shoulder. The launcher itself can contain up to five nets—loading a folded net into the launcher is a standard action. Some clockwork servants are outfitted with masterwork or even magic nets, although the clockwork servant presented here is armed with standard nets.

Repair Clockwork (Ex) Clockwork servants are adept at repairing other clockwork constructs. As a standard action that does not provoke an attack of opportunity, a clockwork servant can repair damage done to either itself or an adjacent clockwork creature, healing 1d10 points of damage to the target.

Net: A net's maximum range is 10 feet. If you hit, the target is entangled. An entangled creature can escape with a DC 20 Escape Artist check (a full-round action). The net has 5 hit points and can be burst with a DC 25 Strength check (also a full-round action). A net is useful only against creatures within one size category of you.

A construct possesses the following traits (unless otherwise noted in a creature's entry).

- No Constitution score. Any DCs or other statistics that rely on a Constitution score treat a construct as having a score of 10 (no bonus or penalty).
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning.
- Cannot heal damage on its own, but often can be repaired via exposure to a certain kind of effect (see the creature's description for details) or through the use of the Craft Construct feat. Constructs can also be healed through spells such as make whole. A construct with the fast healing special quality still benefits from that quality.
- Not subject to ability damage, ability drain, fatigue, exhaustion, energy drain, or nonlethal damage.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less.
- A construct cannot be raised or resurrected.
- Constructs do not breathe, eat, or sleep.

TO TOPPLE A TYRANT: G - THE HOST OF YEALEK-VOR – STANDARD, ALTERNATE

DEMONIC MASTIFFS (4)

CR ½

Fiendish giant dog

CE Medium animal

Init +0; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8

DEFENSE

AC 14, touch 10, flat-footed 14 (+0 Dex, +4 natural)

hp 8 (1d8+4)

Fort +6, **Ref** +2, **Will** +1

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

OFFENSE

Speed 40 ft.

Melee bite +4 (1d6+3)

Special Attacks smite good (1/day; swift action (+0 to hit, +1 damage against good foes; smite persists until target is dead or the fiendish creature rests)

STATISTICS

Str 17, **Dex** 11, **Con** 19, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +0; **CMB** +3; **CMD** 13 (17 vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +0 (+8 jumping), Perception +8, Survival +1 (+5 scent tracking); Racial Modifiers +4 Acrobatics when jumping, +4 Survival when tracking by scent

This four-armed, human-sized clockwork construct balances on three legs that rise into a central body.

CLOCKWORK SERVANTS (2)

CR 2

N Medium construct (clockwork)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

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

hp 31 (2d10+20); fast healing 2

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

Immune construct traits

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee slam +6 (1d4+6)

Ranged net +4 (entangle, see page 147 of the Core Rulebook)

STATISTICS

Str 19, **Dex** 14, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +2; **CMB** +6; **CMD** 20

Feats Improved Initiative^B, Lightning Reflexes^B

SQ repair clockwork, swift reactions, winding

SPECIAL ABILITIES

Net (Ex) As a standard action, a clockwork servant can launch a net from its shoulder. The launcher itself can contain up to five nets—loading a folded net into the launcher is a standard action. Some clockwork servants are outfitted with masterwork or even magic nets, although the clockwork servant presented here is armed with standard nets.

Repair Clockwork (Ex) Clockwork servants are adept at repairing other clockwork constructs. As a standard action that does not provoke an attack of opportunity, a clockwork servant can repair damage done to either itself or an adjacent clockwork creature, healing 1d10 points of damage to the target.

Net: A net's maximum range is 10 feet. If you hit, the target is entangled. An entangled creature can escape with a DC 20 Escape Artist check (a full-round action). The net has 5 hit points and can be burst with a DC 25 Strength check (also a full-round action). A net is useful only against creatures within one size category of you.

A construct possesses the following traits (unless otherwise noted in a creature's entry).

- No Constitution score. Any DCs or other statistics that rely on a Constitution score treat a construct as having a score of 10 (no bonus or penalty).
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning.
- Cannot heal damage on its own, but often can be repaired via exposure to a certain kind of effect (see the creature's description for details) or through the use of the Craft Construct feat. Constructs can also be healed through spells such as make whole. A construct with the fast healing special quality still benefits from that quality.
- Not subject to ability damage, ability drain, fatigue, exhaustion, energy drain, or nonlethal damage.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less.
- A construct cannot be raised or resurrected.
- Constructs do not breathe, eat, or sleep.

TO TOPPLE A TYRANT: G - THE HOST OF YEALEK-VOR – DIFFICULT

This emaciated figure looks like a horned human skeleton smothered within a bone-tight hide of slimy leather.

BABAU

CR 6

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

Init +5; **Senses** darkvision 60 ft., see invisibility; Perception +19

DEFENSE

AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)

hp 73 (7d10+35)

Fort +10, **Ref** +6, **Will** +5

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

OFFENSE

Speed 30 ft.

Melee 2 claws +12 (1d6+5), bite +12 (1d6+5) or longspear +12/+7 (1d8+7/x3), bite +7 (1d6+2)

Space 5 ft.; Reach 5 ft. (10 ft. with longspear)

Special Attacks sneak attack +2d6

Spell-Like Abilities (CL 7th)

Constant—*see invisibility*

At will—*darkness*, *dispel magic*, *greater teleport* (self plus 50 lbs. of objects only)

1/day—*summon* (level 3, 1 babau at 40%)

STATISTICS

Str 21, **Dex** 13, **Con** 20, **Int** 14, **Wis** 13, **Cha** 16

Base Atk +7; **CMB** +12; **CMD** 23

Feats Combat Reflexes, Improved Initiative, Iron Will, Skill Focus (Stealth)

Skills Acrobatics +11, Climb +12, Disable Device +11, Escape Artist +11, Perception +19, Sense Motive +11, Sleight of Hand +11, Stealth +22; Racial Modifiers +8 Perception, +8 Stealth

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SPECIAL ABILITIES

Protective Slime (Su) A layer of acidic slime coats a babau's skin. Any creature that strikes a babau with a natural attack or unarmed strike takes 1d8 points of acid damage from this slime if it fails a DC 18 Reflex save. A creature that strikes a babau with a melee weapon must make a DC 18 Reflex save or the weapon takes 1d8 points of acid damage; if this damage penetrates the weapon's hardness, the weapon gains the broken condition. Ammunition that strikes a babau is automatically destroyed after it inflicts its damage.

Cogs and gears are visible in the gaps of this metallic creature's armor. It wields a polearm as it stands ready at attention.

CLOCKWORK SOLDIER

CR 6

N Medium construct (clockwork)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 20, touch 14, flat-footed 16 (+2 Dex, +2 dodge, +6 natural)

hp 64 (8d10+20)

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

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

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee +1 halberd +18/+13 (1d10+13/x3)

Special Attacks latch

STATISTICS

Str 28, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +8; **CMB** +17 (+19 disarm); **CMD** 31 (33 vs. disarm)

Feats Improved Initiative^B, Lightning Reflexes^B

SQ efficient winding, proficient, standby, swift reactions

SPECIAL ABILITIES

Efficient Winding (Ex) A clockwork soldier can function for 2 days per Hit Die every time it is wound.

Latch (Ex) Clockwork soldiers have specially designed hands that easily grasp and lock onto weapons and objects. A soldier can attempt to disarm or grapple as a standard action without provoking an attack of opportunity, and it receives a +2 bonus on disarm checks. In addition, it receives a +2 bonus to CMD against attempts to disarm it.

Proficient (Ex) A clockwork soldier is proficient with all simple and martial weapons.

Standby (Ex) A clockwork soldier can place itself on standby as a standard action. While on standby, a clockwork soldier cannot move or take any actions. It remains aware of its surroundings but takes a –4 penalty on Perception checks. Time spent on standby does not count against the soldier's wind-down duration. A clockwork soldier can exit standby as a swift action—if it does so to initiate combat, it gains a +4 racial bonus on its Initiative check.

A construct possesses the following traits (unless otherwise noted in a creature's entry).

- No Constitution score. Any DCs or other statistics that rely on a Constitution score treat a construct as having a score of 10 (no bonus or penalty).
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning.
- Cannot heal damage on its own, but often can be repaired via exposure to a certain kind of effect (see the creature's description for details) or through the use of the Craft Construct feat. Constructs can also be healed through spells such as make whole. A construct with the fast healing special quality still benefits from that quality.
- Not subject to ability damage, ability drain, fatigue, exhaustion, energy drain, or nonlethal damage.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less.
- A construct cannot be raised or resurrected.
- Constructs do not breathe, eat, or sleep.

THE RETURN: COMMON ENCOUNTERS – DISPLACED DEMONS

This creature's bloated frame shudders with each heaving step, yet despite its shape, the thing moves with surprising quickness.

DISPLACED DEMON

CR 3

Advanced Dretch

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

Init +2; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 18, touch 13, flat-footed 16 (+2 Dex, +5 natural, +1 size)

hp 22 (2d10+11)

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

DR 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

OFFENSE

Speed 20 ft.

Melee 2 claws +6 (1d4+3), bite +6 (1d4+3)

Spell-Like Abilities (CL 2nd)

1/day—*cause fear* (DC 13), *stinking cloud* (DC 15), *summon* (level 1, 1 dretch 35%)

STATISTICS

Str 16, **Dex** 14, **Con** 18, **Int** 9, **Wis** 15, **Cha** 15

Base Atk +2; **CMB** +4; **CMD** 16

Feats Toughness

Skills Escape Artist +7, Perception +7, Stealth +11

Languages Abyssal (cannot speak); telepathy 100 ft. (limited to Abyssal-speaking targets)

THE RETURN: COMMON ENCOUNTERS – VERMIN

This man-sized, crab-like monstrosity clings tenaciously to the rough stone, its enormous pincers held out menacingly before it.

CAVE FISHERS (3)

CR 2

N Medium vermin

Init +1; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 22 (3d8+9)

Fort +6, **Ref** +2, **Will** +1

Immune mind-affecting effects

OFFENSE

Speed 20 ft., climb 20 ft.

Melee 2 claws +5 (1d4+3)

Ranged filament +3 (drag)

Special Attacks pull (filament, 10 feet)

STATISTICS

Str 17, **Dex** 12, **Con** 17, **Int** —, **Wis** 10, **Cha** 4

Base Atk +2; **CMB** +5 (+9 with pull); **CMD** 16 (28 vs. trip)

Skills Climb +11

SPECIAL ABILITIES

Filament (Ex) A cave fisher can fire a thin filament of sticky silk as a standard action. This touch attack has a range of 60 feet and no range increment. A creature struck by a cave fisher's filament becomes attached to the sticky thread. As a standard action, a creature can rip the filament free with a DC 20 Strength check. A caught creature can also attempt to escape a filament by making a DC 25 Escape Artist check. A filament is AC 14 (touch 12), has 5 hit points, and has DR 15/slashing. An application of liquid with high alcohol content (or a dose of universal solvent) dissolves the adhesive and releases the creature caught by the filament. A cave fisher can have only one filament active at a time.

Pull (Ex) A cave fisher has a +4 racial bonus on CMB checks made using its pull special attack.

THE RETURN: E1 – COHORT CONFRONTATION

JORMURDUN COMMANDER

CR 4

Hammer of Justice

Dwarf paladin 5

LG Medium humanoid (dwarf)

Init –1; **Senses** Perception +7

Aura courage (10 ft.)

DEFENSE

AC 19, touch 9, flat-footed 19 (+8 armor, –1 Dex, +2 shield)

hp 62 (5d10+30)

Fort +8, **Ref** +0, **Will** +6; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants); Immune disease, fear

OFFENSE

Speed 20 ft.

Melee +1 *warhammer* +7 (1d8+9/×3) [+1 *warhammer* +9 (1d8+3/×3) when not power attacking]

Ranged mwk light crossbow +5 (1d8/19–20)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, channel positive energy (DC 12, 3d6), smite evil 2/day (+0 attack and AC, +5 damage)

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

At will—detect evil

Paladin Spells Prepared (CL 2nd; concentration +2)

1st—divine favor

TACTICS

During Combat The paladin prefers melee. He uses Power Attack if easily able to hit opponents, and his divine bond to give his weapon the flaming property.

STATISTICS

Str 14, **Dex** 8, **Con** 18, **Int** 10, **Wis** 14, **Cha** 11

Base Atk +5; **CMB** +7; **CMD** 16 (20 vs. bull rush or trip)

Feats Power Attack, Toughness, Weapon Focus (warhammer)

Skills Craft (weapons) +4, Knowledge (religion) +5, Perception +7 (+9 to notice unusual stonework), Sleight of Hand +1

Languages Common, Dwarven

SQ aura, code of conduct, divine bond (weapon +1, 1/day), lay on hands (2d6, 2/day), mercy (sickened)

Combat Gear potion of shield of faith; **Other Gear** half-plate, heavy steel shield, +1 warhammer, masterwork light crossbow with 10 bolts, silver holy symbol, 107 gp

JORMURDUN COHORTS (2)**CR 1**

Dwarven Rager

Dwarf barbarian 2

CN Medium humanoid (dwarf)

Init +2; **Senses** Perception +7**DEFENSE****AC** 18, touch 10, flat-footed 16 (+6 armor, +2 Dex, -2 rage, +2 shield)**hp** 28 (2d12+10)**Fort** +7, **Ref** +2, **Will** +4; +2 vs. poison, spells, and spell-like abilities**Defensive Abilities** defensive training (+4 dodge bonus to AC vs. giants), uncanny dodge**OFFENSE****Speed** 30 ft.**Melee** mwk dwarven waraxe +6 (1d10+7/×3) or mwk dwarven waraxe +4 (1d10+7/×3), armor spikes +3 (1d6+5) or spiked heavy steel shield +3 (1d8+7)

[mwk dwarven waraxe +7 (1d10+4/×3) or mwk dwarven waraxe +5 (1d10+4/×3), armor spikes +4 (1d6+2) or spiked heavy steel shield +4 (1d8+4) when not power attacking]

Ranged throwing axe +4 (1d6+4)**Special Attacks** +1 on attack rolls against goblinoid and orc humanoids, rage (8 rounds/day), rage powers (knockback)**TACTICS****During Combat** The barbarian uses his shield primarily for defense.**Base Statistics** When not raging, the barbarian's statistics are **AC** 20, touch 12, flat-footed 18; **hp** 24; **Fort** +5, **Will**+2; **Melee** mwk dwarven waraxe +4 (1d10+5/×3) or mwk dwarven waraxe +2 (1d10+5/×3), armor spikes +1 (1d6+4) or spiked heavy shield +1 (1d8+5) [mwk dwarven waraxe +5 (1d10+2/×3) or mwk dwarven waraxe +3 (1d10+2/×3), armor spikes +2 (1d6+1) or spiked heavy shield +2 (1d8+2) when not power attacking]; **Ranged** throwing axe +4 (1d6+2); **Str** 14, **Con** 15; **CMB** +4; **Skills** Climb +1.**STATISTICS****Str** 18, **Dex** 15, **Con** 19, **Int** 10, **Wis** 14, **Cha** 6**Base Atk** +2; **CMB** +6; **CMD** 16 (20 vs. bull rush or trip)**Feats** Two-Weapon Fighting**Skills** Climb +3, Knowledge (dungeoneering, engineering) +2, Perception +7 (+9 to notice unusual stonework), Survival +6**Languages** Common, Dwarven**SQ** fast movement**Combat Gear** acid; **Other Gear** masterwork breastplate with armor spikes, spiked heavy steel shield, masterwork dwarven waraxe, throwing axe, 2 gp**SPECIAL ABILITIES****Knockback (Ex):** Once per round, the barbarian can make a bull rush attempt against one target in place of a melee attack. If successful, the target takes damage equal to the barbarian's Strength modifier and is moved back as normal. The barbarian does not need to move with the target if successful. This does not provoke an attack of opportunity.

THE RETURN: C1 – PREVENTING TRAGEDY

UNFORTUNATE MINERS (4)

CR 1

Miner

Dwarf commoner 3

CN Medium humanoid (dwarf)

Init –1; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 11, touch 9, flat-footed 11 (+2 armor, –1 Dex)

hp 16 (3d6+6)

Fort +3, **Ref** +0, **Will** +2; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 20 ft.

Melee miner's pick –2 (1d6+1)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids

TACTICS

During Combat The commoner uses whatever materials are available to avoid melee combat, such as a lantern he can smash to create a fire.

STATISTICS

Str 13, **Dex** 8, **Con** 14, **Int** 9, **Wis** 13, **Cha** 8

Base Atk +1; **CMB** +2; **CMD** 11 (15 vs. bull rush or trip)

Feats Skill Focus (Appraise, Profession [miner])

Skills Appraise +3 (+5 to assess nonmagical metals or gemstones), Climb +5, Knowledge (dungeoneering) +0, Perception +5 (+7 to notice unusual stonework), Profession (miner) +9

Languages Common, Dwarven

Gear leather armor, heavy mace, miner's pick, pitons (10), rope (50 ft.), 753 gp

This hulking, roughly humanoid creature of dirt and stone explodes up from the earth, faceless save for two glowing gemstone eyes.

MEDIUM EARTH ELEMENTAL

CR 3

N Medium outsider (earth, elemental, extraplanar)

Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +7

DEFENSE

AC 18, touch 9, flat-footed 18 (-1 Dex, +9 natural)

hp 34 (4d10+12)

Fort +7, **Ref** +0, **Will** +4; **Immune** elemental traits

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee slam +7 (1d8+11) [slam +9 (1d8+7) when not power attacking]

Special Attacks earth mastery

STATISTICS

Str 20, **Dex** 8, **Con** 17, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +9; **CMD** 18

Feats Cleave, Improved Bull Rush^B, Power Attack

Skills Appraise +1, Climb +10, Knowledge (dungeoneering) +2, Knowledge (planes) +2, Perception +7, Stealth +3

Languages Terran

SPECIAL ABILITIES

Earth Glide (Ex) A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A move earth spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

An elemental has the following features.

- Immunity to bleed, paralysis, poison, sleep effects, and stunning.
- Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.
- Elementals do not breathe, eat, or sleep.

This rocky monster glows with an internal heat. Red light spills from its eyes and mouth, as well as fractures in its outer surface.

MEDIUM MAGMA ELEMENTAL

CR 3

N Medium outsider (earth, elemental, extraplanar, fire)

Init +3; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 16, touch 9, flat-footed 16 (–1 Dex, +7 natural)

hp 30 (4d10+8)

Fort +6, **Ref** +3, **Will** +1; **Immune** fire, elemental traits

Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft., burrow 20 ft.; earth glide

Melee slam +4 (1d6+7 plus burn) [slam +6 (1d6+3 plus burn) when not power attacking]

Special Attacks burn (1d4, DC 12), lava puddle

STATISTICS

Str 14, **Dex** 8, **Con** 15, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +6; **CMD** 15

Feats Improved Initiative, Power Attack

Skills Knowledge (dungeoneering) +4, Perception +7, Stealth +6

Languages Ignan

SPECIAL ABILITIES

Burn (Ex) A creature with the burn special attack deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn (DC 12). A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire. A magma elemental's burn DC includes a –2 racial penalty, as their fires don't burn quite as hot as true elemental flames.

Earth Glide (Ex) A burrowing magma elemental can pass through stone, dirt, lava, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple, though the area it passes through feels warm for 1 round afterward and often retains a strangely smooth texture, as if the stone had been polished. A move earth spell cast on an area containing a burrowing magma elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Lava Puddle (Su) Once per day as a full-round action, a magma elemental can vomit forth a puddle of lava that fills its space to a depth of 2–3 inches and counts as difficult terrain. Any creature that moves through this puddle of lava takes 2d6 points of fire damage. This damage continues for 1d3 rounds after the creature leaves the lava pool, although then it only inflicts 1d6 points of fire damage per round. The lava puddle solidifies and is safe to touch after a number of rounds equal to the elemental's Hit Dice. At the GM's discretion, this puddle of lava could start secondary fires.

An elemental has the following features.

- Immunity to bleed, paralysis, poison, sleep effects, and stunning.
- Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.
- Elementals do not breathe, eat, or sleep.

THE RETURN: B1 – RESCUING THE PAST

THREATENED PRIESTS (3)

CR 1/3

Acolyte

Dwarf adept 1

N Medium humanoid (dwarf)

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

DEFENSE

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

hp 6 (1d6+3)

Fort +0, **Ref** +1, **Will** +3

OFFENSE

Speed 30 ft.

Melee morningstar +0 (1d8) or silver dagger +0 (1d4/19–20)

Ranged silver dagger +1 (1d4/19–20)

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

1st—*bles*s, *cure light wounds*

0 (at will)—*guidance*, *light*, *mending*

TACTICS

During Combat The adept reads her scroll of sleep and commands her dog to attack. She then casts *bles*s and attacks with her morningstar.

STATISTICS

Str 10, **Dex** 12, **Con** 10, **Int** 9, **Wis** 13, **Cha** 8

Base Atk +0; **CMB** +0; **CMD** 11

Feats Skill Focus (Handle Animal), Toughness

Skills Handle Animal +6, Heal +7, Spellcraft +3

Languages Common, Dwarven

Combat Gear *scroll of cure light wounds*, *scroll of sleep*, alchemist's fire; **Other Gear** studded leather, morningstar, silver dagger, guard dog, healer's kit, silver holy symbol, smokestick, spell component pouch, tindertwig, 9 gp

This goat-headed humanoid is covered in a mangy gray hide that only partly covers its gaunt but muscled frame.

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 +8 (1d10+10/x3 plus disease), gore +1 (1d6+5) or gore +6 (1d6+10)

[mwk halberd +10 (1d10+4/x3 plus disease), gore +3 (1d6+2) or gore +8 (1d6+4) when not power attacking]

Special Attacks powerful charge (gore, 3d6+4)

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.

Powerful Charge (Ex) When a creature with this special attack makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge. The attack and amount of damage from the attack is given in the creature's description.

This lanky man sneers as he draws his sword. Tiny horns and a barbed tail reveal that he is something more than human.

TIEFLING ROGUES (3)

CR 1/2

Tiefling rogue 1

NE Medium outsider (native)

Init +3; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 10 (1d8+2)

Fort +2, **Ref** +5, **Will** +1; **Resist** cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.

Melee short sword +3 (1d6+1/19–20)

Ranged light crossbow +3 (1d8/19–20)

Special Attacks sneak attack +1d6

Spell-Like Abilities (CL 1st)
1/day—*darkness*

STATISTICS

Str 13, **Dex** 17, **Con** 14, **Int** 12, **Wis** 12, **Cha** 6

Base Atk +0; **CMB** +1; **CMD** 14

Feats Weapon Finesse

Skills Acrobatics +6, Bluff +4, Disable Device +6, Escape Artist +6, Intimidate +2, Perception +5, Sense Motive +5, Sleight of Hand +6, Stealth +8; Racial Modifiers +2 Bluff, +2 Stealth

Languages Abyssal, Common, Infernal

SQ fiendish sorcery, trapfinding

SPECIAL ABILITIES

Fiendish Sorcery (Ex) Tiefling sorcerers with the Abyssal or Infernal bloodline treat their Charisma score as 2 points higher for all sorcerer class abilities.