

PATHFINDER SOCIETY SPECIAL 6-00: LEGACY OF THE STONELORDS

SUBTIER 5-6: CREATURE STAT BLOCKS

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

DUERGAR CLERIC

CR 3

Duergar cleric of Droskar 4

LE Medium humanoid (dwarf)

Init +4; **Senses** darkvision 120 ft.; Perception +4

DEFENSE

AC 19, touch 10, flat-footed 19 (+7 armor, +2 shield)

hp 33 (4d8+12)

Fort +6, **Ref** +1, **Will** +7; +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 +5 (1d8+1)

Ranged mwk light crossbow +4 (1d8/19–20)

Special Attacks channel negative energy 4/day (DC 15, 2d6)

Domain Spell-Like Abilities (CL 4th; concentration +7)

6/day—dazing touch

6/day—touch of darkness (2 rounds)

Cleric Spells Prepared (CL 4th; concentration +7)

2nd—*lesser animate dead*^{UM}, *blindness/deafness* (only to cause blindness)^D (DC 15), *sound burst* (DC 15), *spiritual weapon*

1st—*bane* (DC 14), *bless*, *cause fear* (DC 14), *charm person*^D (DC 14), *ray of sickening*^{UM} (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** 12

Base Atk +3; **CMB** +4; **CMD** 14

Feats Blind-Fight, Improved Channel, Improved Initiative

Skills Knowledge (religion) +3, Perception +4 (+6 relating to stonework), Sense Motive +7, Stealth –1; **Racial Modifiers** +2 Perception relating to stonework, +4 Stealth

Languages Common, Dwarven, Undercommon

SQ deep magic, slow and steady, stability

Combat Gear *potion of cure moderate wounds*; **Other Gear** +1 *chainmail*, heavy steel shield, masterwork heavy mace, masterwork light crossbow with 20 bolts, unholy symbol of Droskar (60 gp), onyx gem worth 100 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 3**

Duergar fighter 4

LE Large humanoid (dwarf)

Init +4; **Senses** darkvision 120 ft.; Perception +6**DEFENSE****AC** 17, touch 8, flat-footed 17 (+7 armor, -1 Dex, +2 shield, -1 size)**hp** 42 (4d10+16)**Fort** +7, **Ref** +0, **Will** +3 (+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 +7 (2d6+10/x3) [mwk warhammer +9 (2d6+6/x3) when not power attacking]**Ranged** light crossbow +2 (1d8/19-20)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** blood enmity**Spell-Like Abilities** (CL 4th; concentration +1)1/day—*enlarge person* (self only, reflected in stats)**STATISTICS****Str** 18, **Dex** 8, **Con** 16, **Int** 13, **Wis** 14, **Cha** 4**Base Atk** +4; **CMB** +8 (+10 bull rush); **CMD** 18 (20 vs. bull rush)**Feats** Cleave, Improved Bull Rush, Improved Initiative, Power Attack, Weapon Focus (warhammer), Weapon Specialization (warhammer)**Skills** Intimidate +4, Perception +6 (+8 relating to stonework), Sense Motive +4, Stealth -8; **Racial Modifiers** +2 Perception relating to stonework, +4 Stealth**Languages** Common, Dwarven, Undercommon**SQ** armor training 1, slow and steady, stability**Combat Gear** *potions of cure moderate wounds* (2); **Other Gear** +1 *chainmail*, heavy steel shield, mwk warhammer, light crossbow with 20 mwk bolts, 11 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 3**

Duergar rogue 4

LE Medium humanoid (dwarf)

Init +7; **Senses** darkvision 120 ft.; Perception +7**DEFENSE****AC** 18, touch 12, flat-footed 16 (+6 armor, +2 Dex) [16, touch 12, flat-footed 15 (+6 armor, +1 Dex, -1 size) when enlarged]**hp** 33 (4d8+12)**Fort** +3, **Ref** +7 [+6 when enlarged], **Will** +1; +2 vs. spells and spell-like abilities**Defensive Abilities** defensive training, evasion, trap sense +1, uncanny dodge; **Immune** paralysis, phantasms, poison**Weaknesses** light sensitivity**OFFENSE****Speed** 20 ft.**Melee** mwk rapier +8 (1d6+2/18-20) [1d8+3/18-20 when enlarged]**Ranged** light crossbow +6 (1d8/19-20) [+4 to hit when enlarged]**Special Attacks** sneak attack +2d6**Spell-Like Abilities** (CL 4th; concentration +4)1/day—*enlarge person* (self only), *invisibility* (self only)**STATISTICS****Str** 14, **Dex** 16, **Con** 15, **Int** 10, **Wis** 10, **Cha** 8**Base Atk** +3; **CMB** +5; **CMD** 19**Feats** Armor Proficiency (medium), Improved Initiative, Weapon Finesse, Weapon Focus (rapier)**Skills** Acrobatics +5 (+1 when jumping, +4/+0 when enlarged), Bluff +6, Disable Device +7 (+6 when enlarged), Escape Artist +5 (+4 when enlarged), Intimidate +6, Perception +7 (+9 relating to stonework), Sense Motive +7, Stealth +9 (+4 when enlarged); **Racial Modifiers** +2 Perception relating to stonework, +4 Stealth**Languages** Common, Dwarven, Undercommon**SQ** rogue talents (combat trick, weapon training), trapfinding +2, slow and steady, stability**Combat Gear** *potion of cure light wounds*, *potions of cure moderate wounds* (2), *potion of invisibility*, +1 *bolts* (20); **Other Gear** *chainmail*, mwk rapier, light crossbow, 23 gp

COMMON ENCOUNTER: LURKING IN SHADOW

This thing is a horrid mass of barbed tentacles, glaring eyes, and gnashing teeth, twisting upon itself and reshaping into new forms.

CHAOS BEAST

CR 7

CN Medium outsider (chaotic, extraplanar)

Init +6; Senses darkvision 60 ft.; Perception +13

DEFENSE

AC 20, touch 13, flat-footed 17 (+2 Dex, +1 dodge, +7 natural)

hp 85 (9d10+36)

Fort +9, Ref +8, Will +4

Defensive Abilities amorphous, resistant to transformation; SR 18

OFFENSE

Speed 20 ft.

Melee 4 claws +13 (1d6+3 plus corporeal instability)

STATISTICS

Str 17, Dex 15, Con 16, Int 10, Wis 12, Cha 11

Base Atk +9; CMB +12; CMD 25 (can't be tripped)

Feats Dodge, Improved Initiative, Mobility, Toughness, Weapon Focus (claw)

Skills Acrobatics +14 (+10 jump), Climb +15, Escape Artist +14, Perception +13, Stealth +14, Swim +15

SPECIAL ABILITIES

Corporeal Instability (Su) Claw—contact (curse); save Fort DC 17; effect amorphous body and 1 Wisdom drain per round (see below); cure 3 consecutive saves. The save DC is Con-based.

A creature cursed with an amorphous body becomes a spongy, shapeless mass. Unless the victim manages to control the effect (see below), its shape constantly melts, flows, writhes, and boils. An affected creature is unable to hold or use any item. Clothing, armor, helmets, and rings become useless. Large items worn or carried—armor, backpacks, even shirts—hamper more than help, reducing the victim's Dexterity score by 4. Speed is reduced to 10 feet or one-quarter normal, whichever is less. The victim gains the amorphous quality, but cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (–4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll).

A victim can temporarily regain its own shape by taking a standard action to attempt a DC 15 Will save (this check DC does not vary for a chaos beast with different Hit Dice or ability scores). A success reestablishes the creature's normal form for 1 minute. Spells that change the victim's shape (such as *alter self*, *beast shape*, *elemental body*, and *polymorph*) do not remove the curse, but hold the creature in a stable form (which might not be its own form, depending on the spell) and prevent additional Wisdom drain for the duration of the spell; *shapechange* and *stoneskin* have a similar effect. The victim takes 1 point of Wisdom drain from mental shock every round that it ends its turn in an amorphous shape—upon being drained to 1 Wisdom, further Wisdom drain ceases and the amorphous body effect is permanent until removed via magic (no further number of saving throws can cure the condition at this time).

Resistant to Transformation (Ex) Transmutation effects, such as polymorphing or petrification, force a chaos beast into a new shape, but at the start of its next turn, it immediately returns to its normal form as a free action.

COMMON ENCOUNTER: SCAVENGERS

A seemingly mundane puddle, patch of moist stone, or glistening rock is suddenly revealed to be more as a terrible pseudopod lashes out.

GRAY OOZES (3)

CR 4

N Medium ooze

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

DEFENSE

AC 5, touch 5, flat-footed 5 (-5 Dex)

hp 50 (4d8+32)

Fort +9, Ref -4, Will -4

Defensive Abilities ooze traits; Immune cold, fire

OFFENSE

Speed 10 ft.

Melee slam +6 (1d6+4 plus 1d6 acid and grab)

Special Attacks acid, constrict (1d6+1 plus 1d6 acid)

STATISTICS

Str 16, Dex 1, Con 26, Int —, Wis 1, Cha 1

Base Atk +3; CMB +6 (+10 grapple); CMD 11 (can't be tripped)

SQ transparent

SPECIAL ABILITIES

Acid (Ex) The digestive acid that covers a gray ooze dissolves metals and organic material, but not stone. Each slam and constrict attack deals 1d6 additional acid damage. Armor or clothing worn by a creature grappled by a gray ooze takes the same amount of acid damage unless the wearer succeeds on a DC 20 Reflex saving throw. A wooden or metal weapon that strikes a gray ooze takes 1d6 acid damage unless the weapon's wielder succeeds on a DC 20 Reflex save. The ooze's touch deals 12 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for 1 full round in order to deal this damage. The save DCs are Constitution-based.

Transparent (Ex) Due to its lack of vivid coloration, a gray ooze is difficult to discern from its surroundings in most environments. A DC 15 Perception check is required to notice the gray ooze. Any creature that fails to notice a gray ooze and walks into it automatically suffers damage as if struck by the ooze's slam attack and is immediately subject to a grab attempt by the ooze.

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 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 4

Duergar fighter 4

CE Large plant (dwarf)

Init +4; **Senses** darkvision 120 ft., low-light vision; Perception +6

DEFENSE

AC 17, touch 8, flat-footed 17 (+7 armor, -1 Dex, +2 shield, -1 size)

hp 42 (4d10+16)

Fort +7, **Ref** +0, **Will** +3 (+1 vs. fear); +2 vs. spells and spell-like abilities

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

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee mwk warhammer +7 (2d6+10/x3) [+9 (2d6+6/x3) when not power attacking]

Ranged light crossbow +2 (1d8/19-20)

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

Special Attacks blood enmity

Spell-Like Abilities (CL 4th; concentration +1)

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

STATISTICS

Str 18, **Dex** 8, **Con** 16, **Int** 13, **Wis** 14, **Cha** 4

Base Atk +4; **CMB** +8 (+10 bull rush); **CMD** 18 (20 vs. bull rush)

Feats Cleave, Improved Bull Rush, Improved Initiative, Power Attack, Weapon Focus (warhammer), Weapon Specialization (warhammer)

Skills Intimidate +4, Perception +6 (+8 relating to stonework), Sense Motive +4, Stealth -8; **Racial Modifiers** +2 Perception relating to stonework, +4 Stealth

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

SQ armor training 1, slow and steady, stability

Combat Gear *potions of cure moderate wounds* (2); **Other Gear** +1 *chainmail*, heavy steel shield, mwk warhammer, light crossbow with 20 mwk bolts, 11 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 seething mass of bubbling molten rock churns and moves of its own hungry accord.

MAGMA OOZE CR 7

N Large ooze (fire)

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

DEFENSE

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

hp 85 (9d8+45)

Fort +8, **Ref** –2, **Will** –2

Defensive Abilities split (cold and slashing, 8 hp); **Immune** fire, ooze traits

Weaknesses vulnerability to cold, vulnerability to water

OFFENSE

Speed 10 ft., climb 10 ft.

Melee slam +14 (2d6+13 plus 2d6 grab, and burn)

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

Special Attacks burn (2d6, DC 19), constrict (2d6+13 plus burn)

STATISTICS

Str 28, **Dex** 1, **Con** 21, **Int** —, **Wis** 1, **Cha** 1

Base Atk +6; **CMB** +16 (+20 grapple); **CMD** 21 (can't be tripped)

Skills Climb +17

SQ lava body

SPECIAL ABILITIES

Lava Body (Ex) The magma ooze is formed of molten rock. Whenever a creature strikes a magma ooze with a weapon, that weapon takes 4d6 points of fire damage unless the attacker makes a DC 19 Fortitude save. Damage caused to weapons in this manner is not halved, but hardness does help prevent some of the damage dealt. The save DC is Constitution-based.

Vulnerability to Water (Ex) A significant amount of water, such as that created by a create water spell, the contents of a large bucket, or a blow from a water elemental, that strikes a magma ooze forces the creature to make a DC 20 Fortitude save to avoid being staggered for 2d4 rounds. A magma ooze that is immersed in water must make a DC 20 Fortitude save each round (this DC increases by +1 each subsequent round) or become petrified, reverting once the water is gone.

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. 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.

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.

Split (Ex) The creature splits into two identical copies of itself if subject to certain attacks or effects. Each copy has half the original's current hit points (rounded down). A creature reduced below the listed hit points cannot be further split and can be killed normally.

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.

SEER'S DISTRICT: D1 – THE RAVENOUS DEAD

The flesh of this walking corpse is rotting and putrid, its body skeletal in places and its eye sockets glowing with red light.

WIGHTS (4)

CR 3

LE Medium undead

Init +1; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

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

hp 26 (4d8+8)

Fort +3, **Ref** +2, **Will** +5

Defensive Abilities undead traits

Weaknesses resurrection vulnerability

OFFENSE

Speed 30 ft.

Melee slam +4 (1d4+1 plus energy drain)

Special Attacks create spawn, energy drain (1 level, DC 14)

STATISTICS

Str 12, **Dex** 12, **Con** —, **Int** 11, **Wis** 13, **Cha** 15

Base Atk +3; **CMB** +4; **CMD** 15

Feats Blind-Fight, Skill Focus (Perception)

Skills Intimidate +9, Knowledge (religion) +7, Perception +11, Stealth +16; Racial Modifier +8 Stealth

Languages Common

SQ create spawn

SPECIAL ABILITIES

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

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

Energy Drain (Su) This attack saps a living opponent's vital energy and happens automatically when a melee or ranged attack hits. Each successful energy drain bestows one or more negative levels. If an attack that includes an energy drain scores a critical hit, it bestows twice the listed number of negative levels. Unless otherwise specified in the creature's description, a draining creature gains 5 temporary hit points for each negative level it bestows on an opponent. These temporary hit points last for a maximum of 1 hour. Negative levels remain until 24 hours have passed or until they are removed with a spell, such as *restoration*. If a negative level is not removed before 24 hours have passed, the affected creature must attempt a Fortitude save. On a success, the negative level goes away with no harm to the creature. On a failure, the negative level becomes permanent. A separate saving throw is required for each negative level.

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

ADVANCED SCHIR

CR 5

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

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

DEFENSE

AC 23, touch 14, flat-footed 19 (+4 Dex, +9 natural)

hp 47 (5d10+20)

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

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+12/×3 plus disease), gore +3 (1d6+5) or gore +8 (1d6+10)

[mwk halberd +12 (1d10+6/×3 plus disease), gore +5 (1d6+3) or gore +10 (1d6+6) 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 21, **Dex** 18, **Con** 19, **Int** 12, **Wis** 9, **Cha** 10

Base Atk +5; **CMB** +10; **CMD** 24

Feats Iron Will, Power Attack, Weapon Focus (halberd)

Skills Acrobatics +12 (+20 jumping), Climb +13, Intimidate +8, Perception +15, Survival +4; **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 17 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 17; 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.

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.

F2: THE CLOCKWORK PORTAL

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

ADVANCED CLOCKWORK SERVANTS (2)

CR 3

N Medium construct (clockwork)

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +2

DEFENSE

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

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

Fort +0, **Ref** +6, **Will** +2

Immune construct traits

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee slam +8 (1d4+8)

Ranged net +6 (entangle, see page 147 of the Core Rulebook)

STATISTICS

Str 23, **Dex** 18, **Con** —, **Int** —, **Wis** 15, **Cha** 1

Base Atk +2; **CMB** +8; **CMD** 24

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 (or more); **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 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.

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

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

SCHIRS (2)

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+4) 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 (4)

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 lanky fiend's mouth is filled with sharp fangs, while great bat-like wings stretch from its scaly hide.

NABASU

CR 8

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

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

DEFENSE

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

hp 103 (9d10+54)

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

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

OFFENSE

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

Melee 2 claws +12 (1d6+12), bite +12 (1d8+12) [2 claws +15 (1d6+6), bite +15 (1d8+6) when not power attacking]

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

Spell-Like Abilities (CL 8th)

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

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

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

STATISTICS

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

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

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

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

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SPECIAL ABILITIES

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

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

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 SOLDIERS (2)

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/*3)

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 InitiativeB, Lightning ReflexesB

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.

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

BABAUS (FROM NABASU'S SUMMON ABILITY, 1d4)

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)

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.

THE RETURN: COMMON ENCOUNTERS – DISPLACED DEMONS

Tiny horns, bat-like wings, and a sinuous tail betray the demonic nature of this alluring woman.

UPSET SUCCUBUS

CR 7

Young Succubus

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

Init +5; **Senses** darkvision 60 ft., detect good; Perception +21,

DEFENSE

AC 21, touch 16, flat-footed 16 (+5 Dex, +5 natural, +1 size)

hp 68 (8d10+24)

Fort +5, **Ref** +11, **Will** +10

DR 10/cold iron or good; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10; **SR** 18

OFFENSE

Speed 30 ft., fly 50 ft. (average)

Melee 2 claws +14 (1d4-1)

Special Attacks energy drain, profane gift

Spell-Like Abilities (CL 12th)

Constant—*detect good*, *tongues*

At will—*charm monster* (DC 22), *detect thoughts* (DC 20), *ethereal jaunt* (self plus 50 lbs. of objects only), *suggestion* (DC 21),

greater teleport (self plus 50 lbs. of objects only), *vampiric touch*

1/day—*dominate person* (DC 23), *summon* (level 3, 1 babau 50%)

STATISTICS

Str 9, **Dex** 21, **Con** 16, **Int** 18, **Wis** 14, **Cha** 27

Base Atk +8; **CMB** +8; **CMD** 21

Feats Agile Maneuvers, Combat Reflexes, Iron Will, Weapon Finesse

Skills Bluff +27, Diplomacy +19, Disguise +19, Escape Artist +13, Fly +16, Intimidate +16, Knowledge (local) +15, Perception +21, Sense Motive +13, Stealth +20; Racial Modifiers +8 Bluff, +8 Perception

Languages Abyssal, Celestial, Common, Draconic; *tongues*, telepathy 100 ft.

SQ change shape (*alter self*, Small or Medium humanoid)

SPECIAL ABILITIES

Energy Drain (Su) A succubus drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the succubus can use this ability. The succubus's kiss bestows one negative level. The kiss also has the effect of a suggestion spell, asking the victim to accept another act of passion from the succubus. The victim must succeed on a DC 22 Will save to negate the suggestion. The DC is 22 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Profane Gift (Su) Once per day as a full-round action, a succubus may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +2 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift from a succubus at a time. As long as the profane gift persists, the succubus can communicate telepathically with the target across any distance (and may use her suggestion spell-like ability through it). A profane gift is removed by dispel evil or dispel chaos. The succubus can remove it as well as a free action (causing 2d6 Charisma drain to the victim, no save).

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+4) 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 emaciated figure looks like a horned human skeleton smothered within a bone-tight hide of slimy leather.

BABAU (FROM SUCCUBUS' SUMMON ABILITY, 1)

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)

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.

THE RETURN: COMMON ENCOUNTERS – VERMIN

This spider-like creature's front legs end in immense, grasping claws. Its mouth sports a pair of huge vertical mandibles.

ALBINO CAVE SOLIFUGIDS (3)

CR 4

N Medium vermin

Init +1; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

hp 45 (6d8+18)

Fort +8, **Ref** +3, **Will** +2

Immune mind-affecting effects

OFFENSE

Speed 50 ft., climb 30 ft.

Melee bite +7 (1d8+3), 2 claws +7 (1d4+3)

Special Attacks pounce, rend (2 claws, 1d6+4)

STATISTICS

Str 16, **Dex** 13, **Con** 17, **Int** —, **Wis** 11, **Cha** 2

Base Atk +4; **CMB** +7; **CMD** 18 (26 vs. trip)

Skills Climb +11, Perception +4, Stealth +5; Racial Modifiers +4 Perception, +4 Stealth

THE RETURN: E1 – COHORT CONFRONTATION

JORMURDUN COHORTS (3)

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

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.

LARGE EARTH ELEMENTAL

CR 5

N Large outsider (earth, elemental, extraplanar)

Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +11

DEFENSE

AC 18, touch 8, flat-footed 18 (-1 Dex, +10 natural, -1 size)

hp 68 (8d10+24)

Fort +9, **Ref** +1, **Will** +6

DR 5/—; **Immune** elemental traits

OFFENSE

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

Melee 2 slams +11 (2d6+13) [2 slams +14 (2d6+7) when not power attacking]

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

Special Attacks earth mastery

STATISTICS

Str 24, **Dex** 8, **Con** 17, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +16; **CMD** 25

Feats Cleave, Greater Bull Rush, Improved Bull Rush^B, Improved Overrun, Power Attack

Skills Appraise +6, Climb +15, Knowledge (dungeoneering) +3, Knowledge (planes) +6, Perception +11, Stealth +5

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.

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) [2 slams +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. 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 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 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 (3)**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.