

PATHFINDER SOCIETY SPECIAL 6-00: LEGACY OF THE STONELORDS

SUBTIER 10-11: CREATURE STAT BLOCKS

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

DUERGAR CLERIC

CR 8

Duergar cleric of Droskar 9

LE Medium humanoid (dwarf)

Init +4; **Senses** darkvision 120 ft.; Perception +5

DEFENSE

AC 20, touch 10, flat-footed 20 (+7 armor, +3 shield); +4 dodge bonus vs. giant type

hp 71 (9d8+27)

Fort +8, **Ref** +3, **Will** +9; +2 vs. spells and spell-like abilities

Defensive Abilities defensive training, 25% chance to negate critical hits; **Immune** paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee +1 *heavy mace* +9/+4 (1d8+2)

Ranged mwk light crossbow +7 (1d8/19–20)

Special Attacks channel negative energy 4/day (DC 17, 5d6)

Domain Spell-Like Abilities (CL 9th; concentration +12)

At will—charming smile (9 rounds, DC 14)

6/day—dazing touch

6/day—touch of darkness (4 rounds)

Cleric Spells Prepared (CL 9th; concentration +12)

5th—*slay living* (DC 19), *summon monster* ^{V^D} (summons 1d3 shadows)

4th—*blessing of fervor* ^{APG}, *heroism* ^D, *unholy blight* (DC 18)

3rd—*animate dead*, *bestow curse* (DC 17), *contagion* (DC 17), *dispel magic*, *suggestion* ^D (DC 16)

2nd—*boiling blood* ^{UM} (DC 15), *desecrate*, *cure moderate wounds* (DC 16), *sound burst* (DC 16), *spiritual weapon*, *blindness/deafness* ^D (only to cause blindness)(DC 16)

1st—*bane* (DC 14), *bless*, *charm person* ^D (DC 14), *doom* (DC 15), *ray of sickening* ^{UM} (DC 15), *shield of faith*

0 (at will)—*bleed* (DC 14), *read magic*, *guidance*, *resistance*

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

STATISTICS

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

Base Atk +6; **CMB** +7; **CMD** 17

Feats Blind-Fight, Improved Channel, Improved Initiative, Spell Focus (necromancy), Spell Focus (evocation), Weapon Focus (heavy mace)

Skills Knowledge (religion) +4, Perception +5 (+7 relating to stonework), Sense Motive +9, Stealth +1; **Racial Modifiers** +2 Perception relating to stonework, +4 Stealth

Languages Common, Dwarven, Undercommon

SQ deep magic, eyes of darkness (4 rounds/day), slow and steady, stability

Combat Gear *potions of cure serious wounds* (3), *potion of invisibility*, *potions of resist fire* (2), unholy water, +1 bolts (16); **Other Gear** +1 *light fortification chainmail*, +1 *heavy steel shield*, +1 *heavy mace*, mwk light crossbow, silver unholy symbol of Droskar (60 gp), onyx gem worth 250 gp, silver dust worth 50 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.

Charming Smile (Sp): At 8th level, you can cast charm person as a swift action, with a DC of 10 + 1/2 your cleric level + your Wisdom modifier. You can only have one creature charmed in this way at a time. The total number of rounds of this effect per day is equal to your cleric level. The rounds do not need to be consecutive, and you can dismiss the charm at any time as a free action. Each attempt to use this ability consumes 1 round of its duration, whether or not the creature succeeds on its save to resist the effect.

Eyes of Darkness (Su): At 8th level, your vision is not impaired by lighting conditions, even in absolute darkness and magic darkness. You can use this ability for 4 rounds per day. These rounds do not need to be consecutive.

DUERGAR FIGHTERS (2 OR 3)**CR 8**

Duergar fighter 9 LE Large humanoid (dwarf)

Init +4; **Senses** darkvision 120 ft.; Perception +9**DEFENSE****AC** 23, touch 8, flat-footed 23 (+11 armor, -1 Dex, +4 shield, -1 size); +4 dode bonus vs. giant type**hp** 90 (9d10+36)**Fort** +9, **Ref** +2, **Will** +5 (+2 vs. fear); +2 vs. spells and spell-like abilities**Defensive Abilities** bravery +2, defensive training; **Immune** paralysis, phantasms, poison**Weaknesses** light sensitivity**OFFENSE****Speed** 20 ft.**Melee** +1 *warhammer* +14/+9 (2d6+15/19-20 x3) [+17/+12 (2d6+9/19-20 x3) when not power attacking]**Ranged** mwk light crossbow +9 (1d8+1/19-20)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** blood enmity, weapon training (hammers +2, crossbows +1)**Spell-Like Abilities** (CL 9th; concentration +6)1/day—*enlarge person* (self only, reflected in stats)**STATISTICS****Str** 19, **Dex** 8, **Con** 16, **Int** 13, **Wis** 14, **Cha** 4**Base Atk** +9; **CMB** +13 (+17 bull rush); **CMD** 23 (25 vs. bull rush)**Feats** Cleave, Greater Bull Rush, Greater Weapon Focus (warhammer), Improved Bull Rush, Improved Critical (warhammer), Improved Initiative, Power Attack, Shield Focus, Weapon Focus (warhammer), Weapon Specialization (warhammer)**Skills** Intimidate +9, Perception +9 (+11 relating to stonework), Sense Motive +11, Stealth -6; **Racial Modifiers** +2 Perception relating to stonework, +4 Stealth**Languages** Common, Dwarven, Undercommon**SQ** armor training 2, slow and steady, stability**Combat Gear** *potions of cure serious wounds* (2), *potion of resist fire*; **Other Gear** +2 *full plate*, +1 *heavy steel shield*, +1 *warhammer*, mwk light crossbow with 20 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 8**

Duergar rogue 9

LE Medium humanoid (dwarf)

Init +7; **Senses** darkvision 120 ft.; Perception +12**DEFENSE****AC** 19, touch 13, flat-footed 16 (+6 armor, +2 Dex, +1 dodge); +4 dodge bonus vs. giant type
[17, touch 11, flat-footed 15 (+6 armor, +1 Dex, +1 dodge, -1 size) when enlarged]**hp** 80 (9d8+36)**Fort** +6, **Ref** +9 (+8 when enlarged), **Will** +3; +2 vs. spells and spell-like abilities**Defensive Abilities** defensive training, evasion, improved uncanny dodge, trap sense +3; **Immune** paralysis, phantasms, poison**Weaknesses** light sensitivity**OFFENSE****Speed** 20 ft.**Melee** +1 *corrosive rapier* +11/+6 (1d6+3/18-20) [1d8+4/18-20 when enlarged]**Ranged** light crossbow +9 (1d8/19-20) [+7 to hit when enlarged]**Special Attacks** sneak attack +5d6 plus bleed 5**Spell-Like Abilities** (CL 9th; concentration +8)1/day—*enlarge person* (self only), *invisibility* (self only)**STATISTICS****Str** 14 (16 when enlarged), **Dex** 16 (14 when enlarged), **Con** 16, **Int** 10, **Wis** 10, **Cha** 8**Base Atk** +6; **CMB** +8 [+10 when enlarged]; **CMD** 22 [21 when enlarged]**Feats** Armor Proficiency (medium), Combat Reflexes, Dodge, Improved Initiative, Vital Strike, Weapon Finesse, Weapon Focus (rapier)**Skills** Acrobatics +10 (+6 when jumping, +9/+5 when enlarged), Bluff +11, Disable Device +14 (+13 when enlarged), Escape Artist +10 (+9 when enlarged), Intimidate +11, Perception +12 (+14 relating to stonework), Sense Motive +12, Stealth +14 (+9 when enlarged); **Racial****Modifiers** +4 Acrobatics when jumping, +2 Perception relating to stonework, +4 Stealth**Languages** Common, Dwarven, Undercommon**SQ** rogue talents (bleeding attack +5, combat trick, surprise attack, weapon training), slow and steady, stability, trapfinding +4**Combat Gear** *potions of cure moderate wounds* (2), +1 *bolts* (20); **Other Gear** chainmail, +1 *corrosive rapier*, light crossbow, 23 gp

Barely seen out of the corner of the eye, this wisp of shadow is vaguely humanoid in outline and writhes with unholy life.

SHADOWS (1d3 from cleric's summon monster spell)

CR 3

CE Medium undead (incorporeal)

Init +2; Senses darkvision 60 ft.; Perception +8

DEFENSE

AC 15, touch 15, flat-footed 12 (+2 deflection, +2 Dex, +1 dodge)

hp 19 (3d8+6)

Fort +3, Ref +3, Will +4

Defensive Abilities incorporeal, channel resistance +2; Immune undead traits

OFFENSE

Speed fly 40 ft. (good)

Melee incorporeal touch +4 (1d6 Strength damage)

Special Attacks create spawn

STATISTICS

Str —, Dex 14, Con —, Int 6, Wis 12, Cha 15

Base Atk +2; CMB +4; CMD 17

Feats Dodge, Skill Focus (Perception)

Skills Fly +11, Perception +8, Stealth +8 (+12 in dim light, +4 in bright light); Racial Modifiers +4 Stealth in dim light (–4 in bright light)

SPECIAL ABILITIES

Create Spawn (Su) A humanoid creature killed by a shadow's Strength damage becomes a shadow under the control of its killer in 1d4 rounds.

Strength Damage (Su) A shadow's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

Incorporeal: Creatures with the incorporeal condition do not have a physical body. Incorporeal creatures are immune to all nonmagical attack forms. Incorporeal creatures take half damage (50%) from magic weapons, spells, spell-like effects, and supernatural effects. Incorporeal creatures take full damage from other incorporeal creatures and effects, as well as all force effects.

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.

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.

ABYSSAL CHAOS BEASTS (3)

CR 9

Advanced fiendish chaos beasts

CN Medium outsider (chaotic, extraplanar)

Init +8; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 22, touch 13, flat-footed 19 (+2 Dex, +1 dodge, +9 natural)

hp 103 (9d10+54)

Fort +11, **Ref** +10, **Will** +6

Defensive Abilities amorphous, resistant to transformation

DR 5/good; **Resist** cold 10, fire 10; **SR** 18

OFFENSE

Speed 20 ft.

Melee 4 claws +15 (1d6+5 plus corporeal instability)

Special Attacks smite good (1/day; swift action; +2 to hit, +9 damage against good foes; smite persists until target is dead or the fiendish creature rests)

STATISTICS

Str 21, **Dex** 19, **Con** 20, **Int** 14, **Wis** 16, **Cha** 15

Base Atk +9; **CMB** +14; **CMD** 29 (can't be tripped)

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

Skills Acrobatics +16 (+12 jump), Climb +17, Escape Artist +16, Perception +15, Stealth +16, Swim +17

SPECIAL ABILITIES

Corporeal Instability (Su) Claw—contact (curse); save Fort DC 19; 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

Rolling and twitching like a massive wad of translucent ooze, this crimson blob reaches out amorphous pseudopods in all directions.

STUNTED CARNIVOROUS BLOB

CR 12

Young carnivorous blob

N Gargantuan ooze

Init +2; **Senses** blindsight 60 ft., tremorsense 120 ft.; **Perception** –5

DEFENSE

AC 8, touch 8, flat-footed 6 (+2 Dex, –4 size)

hp 152 (16d8+80)

Fort +10, **Ref** +7, **Will** +0

Defensive Abilities reactive strike, split (sonic or slashing, 26 hp)

DR 10/–; **Resist** electricity 30, fire 30; **Immune** acid, ooze traits

Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee slam +17 (4d8+19 plus 1d4 Con drain and grab)

Space 20 ft.; **Reach** 20 ft.

Special Attacks absorb flesh, constrict (4d8+19 plus 1d4 Con drain)

STATISTICS

Str 32, **Dex** 15, **Con** 20, **Int** —, **Wis** 1, **Cha** 1

Base Atk +12; **CMB** +27 (+31 grapple); **CMD** 33 (can't be tripped)

Skills Climb +19, Swim +19

SPECIAL ABILITIES

Absorb Flesh (Ex) A carnivorous blob cannot eat plant matter or inorganic matter, but it devours living flesh with a voracious speed by dealing Constitution drain on creatures it slams or constricts. Whenever the blob deals Constitution drain in this manner, it heals 10 hit points for each point of Constitution it drains. Excess hit points above its normal maximum are gained as temporary hit points. As soon as a carnivorous blob has at least 50 temporary hit points, it loses those temporary hit points and splits as an immediate action.

Reactive Strike (Ex) Whenever a carnivorous blob takes damage, it reflexively lashes out with a slam attack. This ability effectively grants the carnivorous blob an attack of opportunity against any adjacent foe that deals it damage. These attacks of opportunity do not count against the normal limit the creature can make in a round. Attacks that deal sonic or slashing damage do not trigger a reactive strike—rather, they cause the creature to split. Whenever a carnivorous blob takes cold damage, the creature cannot use its reactive strike ability until after it takes its next action in combat.

Vulnerable to Cold (Ex) A carnivorous blob takes half again as much damage (+50%) from cold attacks.

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.

COMMON ENCOUNTERS: INFESTED

This eerie creature has the upper body of a beautiful, pale green woman and the lower body of a pulsating mound of fungus.

FUNGUS QUEEN

CR 9

CE Medium plant (extraplanar)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +18

DEFENSE

AC 23, touch 13, flat-footed 20 (+3 Dex, +10 natural)

hp 114 (12d8+60)

Fort +13, **Ref** +7, **Will** +7

DR 10/cold iron or good; **Immune** electricity, plant traits;

Resist acid 10, cold 10; **SR** 20

OFFENSE

Speed 20 ft.

Melee 2 claws +11 (1d6+11), 4 tentacles +9 (1d4+5)

[2 claws +14 (1d6+5), 4 tentacles +12 (1d4+2 plus grab) when not power attacking]

Special Attacks compel plants, constrict (1d4+5), create spawn, energy drain (1 level, DC 23), sporepod

Spell-Like Abilities (CL 9th; concentration +16)

Constant—*detect good, tongues*

At will—*veil* (DC 23, self only)

3/day—*charm monster* (DC 21), *detect thoughts* (DC 19), *suggestion* (DC 19)

1/day—*dominate person* (DC 22), *mind fog* (DC 22), *slow* (DC 20)

STATISTICS

Str 21, **Dex** 17, **Con** 21, **Int** 18, **Wis** 16, **Cha** 24

Base Atk +9; **CMB** +14 (+18 grapple); **CMD** 27

Feats Combat Expertise, Combat Reflexes, Improved Initiative, Multiattack, Power Attack, Skill Focus (Disguise)

Skills Bluff +19, Disguise +25, Knowledge (dungeoneering) +10, Knowledge (planes) +10, Perception +18, Sense Motive +15, Use Magic Device +19

Languages Abyssal, Aklo, Common, Orvian, Undercommon; tongues, telepathy 100 ft.

SQ plant empathy +23

SPECIAL ABILITIES

Compel Plants (Su) A fungus queen's mind-affecting powers and spell-like abilities (and spells, should the fungus queen gain the ability to cast them) affect plant creatures (but not mindless plant creatures) as if they weren't immune to mind-affecting effects.

Create Spawn (Su) A creature that would normally be slain by a fungus queen's energy drain attack is not killed— instead, it immediately loses all negative levels imparted by the fungus queen and transforms into a fungus-infested minion of the queen. Such creatures gain the fungoid simple template (granting it all of the plant traits), which must be removed using *heal*, *limited wish*, *miracle*, or *wish* before the end of the scenario, otherwise the character is removed from Pathfinder Society Organized Play. Fungoid creatures are under the control of the fungus creature that created them, and remain enslaved until their mistress is destroyed or until they are cured of the infestation. A fungus queen can communicate telepathically with her fungoid spawn at any range as long as they are on the same plane, and may have a number of Hit Dice worth of enslaved spawn totaling no more than twice her own Hit Dice; any spawn she creates that would exceed this limit become free-willed fungoid creatures. A fungus queen may free an enslaved spawn in order to enslave a new spawn, but once freed, a fungoid creature cannot be enslaved again (although it can still be influenced by the fungus queen's compel plants and plant empathy abilities).

Energy Drain (Su) An unwilling victim must be grappled before the fungus queen can use this ability. The fungus queen'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 fungus queen. The victim must succeed on a DC 23 Will save to negate the suggestion. Creatures killed by this attack do not die—they instead become infested with the fungus queen's spores (see Create Spawn). The save DC is Charisma-based.

Plant Empathy (Ex) This ability functions as the druid's wild empathy, save that a fungus queen can use this ability only on plant creatures. A fungus queen gains a +4 racial bonus on this check. Mindless plant creatures are imparted a modicum of implanted intelligence when a fungus queen uses this ability, allowing her to train such creatures as guardians.

Sporepod (Su) As a standard action, a fungus queen can cause a Medium pod of fungal material to burst out of the ground at any point within 60 feet of her current location. Once created, a sporepod cannot move. If the fungus queen travels more than 120 feet from a sporepod, it is destroyed. A fungus queen can maintain a number of sporepods equal to her Charisma modifier (7 for the typical fungus queen). As a move action, she can instantaneously travel to one of her sporepods as if using transport via plants. She can also choose to spread out her tentacle attacks among her sporepods, attacking a creature within 5 feet of any sporepod with a tentacle—she is still limited to making only four tentacle attacks as part of a full-attack action, or one as a standard action. A sporepod is an object that has an AC of 15 and 20 hit points; damage dealt to a sporepod does not harm the fungus queen.

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.

FUNGOID DUERGAR FIGHTERS (2)**CR 8**

Duergar fighter 9 CE Large plant

Init +4; **Senses** darkvision 120 ft., low-light vision; Perception +9**DEFENSE****AC** 23, touch 8, flat-footed 23 (+11 armor, -1 Dex, +4 shield, -1 size)**hp** 90 (9d10+36)**Fort** +9, **Ref** +2, **Will** +5 (+2 vs. fear); +2 vs. spells and spell-like abilities**Defensive Abilities** bravery +2, defensive training; **Immune** paralysis, phantasms, poison, plant traits**Weaknesses** light sensitivity**OFFENSE****Speed** 20 ft.**Melee** +1 *warhammer* +14/+9 (2d6+15/19-20 x3) [+17/+12 (2d6+9/19-20 x3) when not power attacking]**Ranged** mwk light crossbow +9 (1d8+1/19-20)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** blood enmity, weapon training (hammers +2, crossbows +1)**Spell-Like Abilities** (CL 9th; concentration +6)1/day—*enlarge person* (self only, reflected in stats)**STATISTICS****Str** 19, **Dex** 8, **Con** 16, **Int** 13, **Wis** 14, **Cha** 4**Base Atk** +9; **CMB** +13 (+17 bull rush); **CMD** 23 (25 vs. bull rush)**Feats** Cleave, Greater Bull Rush, Greater Weapon Focus (warhammer), Improved Bull Rush, Improved Critical (warhammer), Improved Initiative, Power Attack, Shield Focus, Weapon Focus (warhammer), Weapon Specialization (warhammer)**Skills** Intimidate +9, Perception +9 (+11 relating to stonework), Sense Motive +11, Stealth -6; **Racial Modifiers** +2 Perception relating to stonework, +4 Stealth**Languages** Common, Dwarven, Undercommon, telepathy (with other fungoid creatures only) 100 ft.**SQ** armor training 2, slow and steady, stability**Combat Gear** *potions of cure serious wounds* (2), *potion of resist energy*; **Other Gear** +2 *full plate*, +1 *heavy steel shield*, +1 *warhammer*, mwk light crossbow with 20 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 rocky monster glows with an internal heat. Red light spills from its eyes and mouth, as well as fractures in its outer surface.

ADVANCED ELDER MAGMA ELEMENTAL

CR 11

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

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

DEFENSE

AC 29, touch 9, flat-footed 28 (+1 Dex, +20 natural, –2 size)

hp 184 (16d10+96)

Fort +16, **Ref** +11, **Will** +7

DR 10/—; **Immune** fire, elemental traits

Weaknesses vulnerable to cold

OFFENSE

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

Melee 2 slams +19 (3d6+20) [2 slams +24 (3d6+10 plus burn) when not power attacking]

Space 15 ft.; Reach 15 ft.

Special Attacks burn (3d6, DC 22), lava puddle

STATISTICS

Str 30, **Dex** 12, **Con** 23, **Int** 14, **Wis** 15, **Cha** 15

Base Atk +16; **CMB** +28; **CMD** 39

Feats Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush, Improved Initiative, Improved Overrun, Power Attack, Vital Strike

Skills Climb +29, Intimidate +21, Knowledge (dungeoneering) +21, Knowledge (planes) +21, Perception +21, Stealth +12

SPECIAL ABILITIES

Burn (Ex) 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 17 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

A thick tangle of discolored entrails clings to this lurching skeleton's torso and winds upward to loll from its jaw like a clawed tongue.

MOHRGS (4)

CR 8

CE Medium undead

Init +8; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 23, touch 15, flat-footed 18 (+4 Dex, +1 dodge, +8 natural)

hp 91 (14d8+28)

Fort +6, **Ref** +10, **Will** +9

Immune undead traits

OFFENSE

Speed 30 ft.

Melee 2 slams +15 (2d8+5 plus grab), tongue +10 melee touch (paralysis)

Special Attacks create spawn, paralysis (1d4 minutes, DC 21)

STATISTICS

Str 21, **Dex** 19, **Con** —, **Int** 11, **Wis** 10, **Cha** 14

Base Atk +10; **CMB** +15 (+19 grapple); **CMD** 30

Feats Ability Focus (paralysis), Dodge, Improved Initiative, Lightning Reflexes, Mobility, Skill Focus (Perception), Spring Attack

Skills Climb +22, Perception +23, Stealth +21, Swim +19

SPECIAL ABILITIES

Create Spawn (Su) Humanoid creatures killed by a mohrg rise immediately as fast zombies under the mohrg's control. The sudden bloom of unlife when a mohrg's victim dies and becomes a zombie causes a surge of negative energy to flow through the mohrg. Whenever a mohrg creates a zombie in this manner, it is healed 1d6 hit points per HD possessed by the slain creature and acts as if hasted for the round immediately following the spawn's creation.

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 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 25, touch 17, flat-footed 18 (+3 Dex, +4 dodge, +8 natural) [22, touch 14 when not using combat expertise]

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 +9 (1d6+12), bite +9 (1d8+12)

[2 claws +12 (1d6+12), bite +12 (1d8+12) when not using combat expertise]

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

[2 claws +15 (1d6+6), bite +15 (1d8+6) when not power attacking or using combat expertise]

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.

Long and metallic, this serpentine construction resembles a mechanical eel with several paddle-like limbs.

CLOCKWORK LEVIATHAN

CR 12

N Huge construct (clockwork)

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

DEFENSE

AC 28, touch 14, flat-footed 22 (+4 Dex, +2 dodge, +14 natural, -2 size)

hp 128 (16d10+40)

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

DR 10/adamantine; **Immune** fire, construct traits

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft., swim 60 ft.

Melee bite +25 (2d6+11), 2 slam +25 (1d8+11 plus grab)

Space 15 ft.; Reach 15 ft.

Special Attacks breath weapon (60-ft. line, 12d8 fire damage, DC 18 for half, usable every 1d4 rounds, 3/day), grind, swallow whole (2d8+16 slashing damage plus 2d6 fire damage, AC 17, 20 hp)

STATISTICS

Str 33, **Dex** 18, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +16; **CMB** +29 (+33 grapple); **CMD** 45 (can't be tripped)

Feats Improved Initiative^B, Lightning Reflexes^B

Skills Stealth +8 (+12 in water), Swim +19; Racial Modifiers +12 Stealth (+16 in water)

SQ swift reactions, winding

SPECIAL ABILITIES

Breath Weapon (Su) A clockwork leviathan's breath weapon is a powerful jet of scorching steam—it functions equally well above and under water.

Grind (Ex) A clockwork leviathan deals an additional 1d8+16 points of slashing damage when it makes a successful grapple check because of the myriad twisting gears and churning pistons that make up its jagged underbelly.

Swallow Whole (Ex) A clockwork leviathan's interior is filled with injurious grinding gears and superheated water—in addition to taking damage, a swallowed creature must hold its breath or risk drowning as long as it remains inside a clockwork leviathan's "stomach."

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.

F2: THE CLOCKWORK PORTAL

A vaguely humanoid shape made of metal lurches to life with the grinding whir and frantic ticking of hundreds of gears.

CLOCKWORK GOLEM

CR 12

N Large construct

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

DEFENSE

AC 26, touch 10, flat-footed 25 (+1 Dex, +16 natural, -1 size)

hp 118 (16d10+30)

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

DR 10/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +23 (2d10+8 plus grab)

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

Special Attacks death burst, grind, wall of gears

STATISTICS

Str 27, **Dex** 12, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +16; **CMB** +25 (+29 grapple); **CMD** 36

SPECIAL ABILITIES

Death Burst (Ex) When a clockwork golem is reduced to 0 or fewer hit points, it explodes in a shower of razor-sharp gears and debris. All creatures within a 10-foot burst take 12d6 points of slashing damage—a DC 18 Reflex save results in half damage. The save DC is Constitution-based.

Grind (Ex) A clockwork golem deals an additional 2d10+12 points of slashing damage when it makes a successful grapple check as razor-sharp gears and blades emerge from its body to grind and slice its foe.

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

•A *grease* spell cast on the golem causes it to move quickly for 1d6 rounds, as if under the effects of haste.

•A *rusting grasp* spell deals damage to a clockwork golem normally, and makes the golem staggered for 1d6 rounds

(no save).

Wall of Gears (Su) As a standard action, a clockwork golem can fold into a whirling wall of grinding gears measuring 10 feet by 10 feet or 5 feet by 20 feet. Anyone passing through the wall takes 15d6 points of slashing damage. If the wall appears in a creature's space, that creature can attempt a DC 18 Reflex save to leap to one side and avoid the damage entirely. The clockwork golem can take no actions while in this form except to resume its normal form as a move action. A clockwork golem's AC and immunities remain the same while it is in this form.

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 fiend's armored flesh is scaly and moist. Its large, toothy mouth gapes below a pair of hungry, reptilian eyes.

HEZROU

CR 11

CE Large outsider (aquatic, chaotic, demon, evil, extraplanar)

Init +4; **Senses** darkvision 60 ft.; Perception +23

Aura stench (DC 24, 10 rounds)

DEFENSE

AC 25, touch 9, flat-footed 25 (+16 natural, -1 size)

hp 145 (10d10+90)

Fort +16, **Ref** +3, **Will** +9

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 22

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +14 (4d4+14 plus grab), 2 claws +14 (1d8+14 plus grab)

[bite +17 (4d4+8 plus grab), 2 claws +17 (1d8+8 plus grab) when not power attacking]

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

Special Attacks nausea

Spell-Like Abilities (CL 13th)

At will—*chaos hammer* (DC 18), *greater teleport* (self plus 50 lbs. of objects only), *unholy blight* (DC 18)

3/day—*gaseous form*

1/day—*blasphemy* (DC 21), *summon* (level 4, 1 hezrou 35%)

STATISTICS

Str 27, **Dex** 11, **Con** 29, **Int** 14, **Wis** 14, **Cha** 18

Base Atk +10; **CMB** +19 (+23 grapple); **CMD** 29

Feats Blind-Fight, Cleave, Great Cleave, Improved Initiative, Power Attack

Skills Climb +21, Escape Artist +10, Intimidate +14, Knowledge (arcana) +15, Perception +23, Spellcraft +15, Stealth +9, Swim +29; **Racial**

Modifiers +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SQ amphibious

SPECIAL ABILITIES

Nausea (Ex) The noxious vapors and foul fluids that constantly weep and seethe from a hezrou's body are particularly heinous to those the creature grapples. Each round a creature is grappled by a hezrou, the grappled foe must make a DC 24 Fortitude save to avoid becoming nauseated. A creature nauseated in this manner remains nauseated until he succeeds on a DC 24 Fortitude save, or until a minute has passed during which he is not grappled by the hezrou, whichever condition comes first. The save DC is Constitution-based.

This faceless construct has a crystal wand set into its chest, bristling with arcane energy.

CLOCKWORK MAGES (2)

CR 9

N Medium construct (clockwork)

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 25, touch 17, flat-footed 18 (+5 Dex, +2 dodge, +8 natural)

hp 102 (15d10+20)

Fort +5, **Ref** +12, **Will** +7

DR 5/adamantine; **Immune** construct traits; **SR** 20

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee 4 slams +18 (1d4+3)

Special Attacks wand magic

STATISTICS

Str 16, **Dex** 21, **Con** —, **Int** —, **Wis** 14, **Cha** 1

Base Atk +15; **CMB** +18; **CMD** 35

Feats Improved Initiative^B, Lightning Reflexes^B

SQ difficult to create, swift reactions, winding

SPECIAL ABILITIES

Wand Magic (Su) A clockwork mage's wand crystal allows it to cast spells as if using a spell trigger magic item (CL 9th). The arcane school of the wand crystal determines a clockwork mage's spells. They cast 1st-level spells at will, 2nd-level spells 3 times per day, and 3rd level spells 1 time per day.

Evocation: 1st—*magic missile*, *shocking grasp* (DC 11); 2nd—*gust of wind* (DC 13), *scorching ray*; 3rd—*fireball* (DC 14)

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

NABASU (2)

CR 8

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

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

DEFENSE

AC 25, touch 17, flat-footed 18 (+3 Dex, +4 dodge, +8 natural) [22, touch 14 when not using combat expertise]

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 +9 (1d6+12), bite +9 (1d8+12)

[2 claws +12 (1d6+12), bite +12 (1d8+12) when not using combat expertise]

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

[2 claws +15 (1d6+6), bite +15 (1d8+6) when not power attacking or using combat expertise]

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 (4)

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.

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.

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

YEALEK-VOR

CR 15

Kalavakus demon cleric of Shivaska 10 (*Pathfinder RPG Bestiary 2* 78)

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

Init +8; **Senses** darkvision 60 ft.; Perception +32

Aura madness (30 ft., DC 21, 10 rounds/day)

DEFENSE

AC 34, touch 19, flat-footed 25 (+4 Dex, +5 dodge, +15 natural) [29, touch 14 when not using combat expertise]

hp 230 (20 HD; 10d10+10d8+130)

Fort +16, **Ref** +14, **Will** +20

Immune electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 21

OFFENSE

Speed 30 ft.

Melee bite +14 (1d6+17), 2 claws +14 (1d8+17), gore +14 (2d6+17)

[bite +19 (1d6+7), 2 claws +19 (1d8+7), gore +19 (2d6+7) when not power attacking]

[bite +19 (1d6+7), 2 claws +19 (1d8+7), gore +19 (2d6+17) when not using combat expertise]

[bite +24 (1d6+7), 2 claws +24 (1d8+7), gore +24 (2d6+7) when not power attacking or using combat expertise]

Special Attacks channel negative energy 9/day (DC 21, 5d6; can channel as a move action by using two daily uses), enslave soul (DC 19), horns, powerful charge (gore, 4d6+17 [4d6+7 when not power attacking])

Spell-Like Abilities (CL 12th; concentration +16)

At will—*command* (DC 15), *greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 19)

3/day—*air walk*, *dominate person* (DC 19), *haste*

1/day—*greater command* (DC 19), *summon* (level 4, 1 kalavakus 40%), *symbol of persuasion* (DC 20)

Domain Spell-Like Abilities (CL 10th; concentration +16)

9/day—touch of darkness (5 rounds)

9/day—vision of madness (+/-5)

Cleric Spells Prepared (CL 10th; concentration +16)

5th—*flame strike* (DC 21), *slay living* (DC 22), *summon monster V^P* (summons 1d3 shadows), *unholy ice^{UM}* (DC 21)

4th—*chaos hammer* (DC 20), *confusion^D* (DC 20), *cure critical wounds*, *fleshworm infestation^{UM}* (DC 20), *unholy blight* (DC 20)

3rd—*bestow curse* (DC 20), *chain of perdition^{UC}*, *contagion* (DC 20), *deeper darkness^D*, *dispel magic*

2nd—*dread bolt^{UM}* (DC 18), *enthrall* (DC 18), *resist energy*, *shard of chaos^{UM}* (DC 18), *sound burst* (DC 18), *spiritual weapon*, *touch of idiocy^D*

1st—*bane* (DC 17), *divine favor*, *doom* (DC 18), *murderous command^{UM}* (DC 17), *ray of sickening^{UM}* (DC 18), *shield of faith*, *obscuring mist^D*

0 (at will)—*bleed* (DC 17), *detect magic*, *read magic*, *resistance*

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

TACTICS

Before Combat Before the PCs have an opportunity to fight him, Yealek-Vor studies their tactics, identifies the most dangerous threat, uses his ring of foe focus on that target, and casts either *shield of faith* or *divine favor* just before combat.

During Combat Yealek-Vor is an intelligent combatant who alternates between spellcasting and brutal natural attacks as necessary. He favors debilitating his foes with trip and disarm attacks before killing them.

Morale Yealek-Vor is not willing to surrender his rulership of Jormurdun, and he fights to the death.

STATISTICS

Str 24, **Dex** 18, **Con** 22, **Int** 15, **Wis** 22, **Cha** 18

Base Atk +17; **CMB** +24 (+26 bull rush, +26 disarm, +26 trip); **CMD** 38 (40 vs. bull rush, 40 vs. disarm, 40 vs. trip)

Feats Blind-Fight, Combat Expertise, Extra Channel, Improved Bull Rush, Improved Channel, Improved Disarm, Improved Initiative, Improved Trip, Power Attack, Spell Focus (necromancy), Quick Channel

Skills Acrobatics +17, Climb +20, Intimidate +17, Knowledge (planes) +15, Knowledge (religion) +20, Perception +32, Sense Motive +19, Spellcraft +20, Stealth +17, Use Magic Device +22; **Racial Modifiers** +8 Perception

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

SQ eyes of darkness (5 rounds/day)

Other Gear *amulet of natural armor* +1, *ring of foe focus^{UE}*, Sky Key core

(CONTINUED ON NEXT PAGE)

SPECIAL ABILITIES

Enslave Soul (Su) A kalavakus can attempt to enslave the soul of any mortal creature within 60 feet as a swift action. The kalavakus must have line of sight to the target. The target can resist this special attack with a DC 19 Will save, but is staggered for 1 round even if the save is successful. If the save is successful, the creature is immune to this ability for 24 hours. If the save is a failure, the target's soul is enslaved—this creature takes a –6 penalty on all attack rolls and saving throws against that kalavakus. If a creature with an enslaved soul is slain by that kalavakus, the soul immediately infuses the demon's body, affecting it with a *heal* spell (CL 12th). A kalavakus can have only one mortal soul enslaved at a time— if it enslaves a second soul, the first is released. This is a mind-affecting death effect. The save DC is Charisma-based.

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

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 5 rounds.

Ring of Foe Focus: This ring of jagged steel gives the impression that it was salvaged from a suit of armor and then crudely bent into a circle. The wearer of the ring can, at will, designate any one opponent she can see as a particularly dangerous foe. She gains a +2 bonus to her AC and saving throws against attacks made by that opponent until she designates a new enemy.

Vision of Madness (Sp): You can give a creature a vision of madness as a melee touch attack. Choose one of the following: attack rolls, saving throws, or skill checks. The target receives a +5 bonus to the chosen rolls and a -5 penalty to the other two types of rolls. This effect fades after 3 rounds.

Eyes of Darkness (Su): At 8th level, your vision is not impaired by lighting conditions, even in absolute darkness and magic darkness. You can use this ability for 5 rounds per day. These rounds do not need to be consecutive.

Barely seen out of the corner of the eye, this wisp of shadow is vaguely humanoid in outline and writhes with unholy life.

SHADOWS (1d3 from summon monster spell)

CR 3

CE Medium undead (incorporeal)

Init +2; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 15, touch 15, flat-footed 12 (+2 deflection, +2 Dex, +1 dodge)

hp 19 (3d8+6)

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

Defensive Abilities incorporeal, channel resistance +2; **Immune** undead traits

OFFENSE

Speed fly 40 ft. (good)

Melee incorporeal touch +4 (1d6 Strength damage)

Special Attacks create spawn

STATISTICS

Str —, **Dex** 14, **Con** —, **Int** 6, **Wis** 12, **Cha** 15

Base Atk +2; **CMB** +4; **CMD** 17

Feats Dodge, Skill Focus (Perception)

Skills Fly +11, Perception +8, Stealth +8 (+12 in dim light, +4 in bright light); **Racial Modifiers** +4 Stealth in dim light (–4 in bright light)

SPECIAL ABILITIES

Create Spawn (Su) A humanoid creature killed by a shadow's Strength damage becomes a shadow under the control of its killer in 1d4 rounds.

Strength Damage (Su) A shadow's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

Incorporeal: Creatures with the incorporeal condition do not have a physical body. Incorporeal creatures are immune to all nonmagical attack forms. Incorporeal creatures take half damage (50%) from magic weapons, spells, spell-like effects, and supernatural effects. Incorporeal creatures take full damage from other incorporeal creatures and effects, as well as all force effects.

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.

This muscular, violet demon walks upon elephantine feet. Large, razor-sharp horns cover its body.

KALAVAKUS (FROM YEALEK-VOR'S SUMMON ABILITY, 1)

CR 10

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

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

DEFENSE

AC 28, touch 14, flat-footed 24 (+1 Dex, +14 natural, +3 dodge) [25, touch 11, flat-footed 24 (+1 Dex, +14 natural) when not using combat expertise]

hp 125 (10d10+70)

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

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 21

OFFENSE

Speed 30 ft.

Melee bite +10 (1d6+12), 2 claws +10 (1d8+12), gore +10 (2d6+12)

[bite +13 (1d6+6), 2 claws +13 (1d8+6), gore +13 (2d6+6) when not power attacking]

[bite +13 (1d6+12), 2 claws +13 (1d8+12), gore +13 (2d6+12) when not using combat expertise]

[bite +16 (1d6+6), 2 claws +16 (1d8+6), gore +16 (2d6+6) when not using combat expertise or power attacking]

Special Attacks enslave soul, horns, powerful charge (gore, 4d6+12)

Spell-Like Abilities (CL 12th; concentration +15)

At will—*command* (DC 14), *greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 18)

3/day—*air walk*, *dominate person* (DC 18), *haste*

1/day—*greater command* (DC 18), *symbol of persuasion* (DC 19)

STATISTICS

Str 22, **Dex** 13, **Con** 24, **Int** 15, **Wis** 17, **Cha** 16

Base Atk +10; **CMB** +16 (+22 disarm); **CMD** 27

Feats Combat Expertise, Improved Bull Rush, Improved Disarm, Improved Trip, Power Attack

Skills Acrobatics +14, Climb +19, Intimidate +16, Knowledge (planes) +15, Perception +24, Sense Motive +16, Stealth +14, Use Magic

Device +16; Racial Modifiers +8 Perception

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

SPECIAL ABILITIES

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

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

THE RETURN: COMMON ENCOUNTERS – DISPLACED DEMONS

Four arms grace the torso of this towering monstrosity. The monster's eyes shine with a mix of intelligence and cruelty.

GLABREZU

CR 13

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

Init +0; **Senses** darkvision 60 ft., true seeing; Perception +26

DEFENSE

AC 28, touch 8, flat-footed 28 (+20 natural, –2 size)

hp 186 (12d10+120)

Fort +18, **Ref** +4, **Will** +11

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

OFFENSE

Speed 40 ft.

Melee 2 pincers +16 (2d8+18/19–20), 2 claws +16 (1d6+18), bite +16 (1d8+18)

[2 pincers +20 (2d8+10/19–20), 2 claws +20 (1d6+10), bite +20 (1d8+10) when not power attacking]

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

Special Attacks rend (2 pincers, 2d8+15)

Spell-Like Abilities (CL 14th)

Constant—*true seeing*

At will—*chaos hammer* (DC 19), *confusion* (DC 19), *dispel magic*, *mirror image*, *reverse gravity* (DC 22), *greater teleport* (self plus 50 lbs. of objects only), *veil* (self only), *unholy blight*

1/day—*power word stun*, *summon* (level 4, 1 glabrezu 20% or 1d2 vrocks 50%)

1/month—*wish* (granted to a mortal humanoid only)

STATISTICS

Str 31, **Dex** 11, **Con** 31, **Int** 16, **Wis** 16, **Cha** 20

Base Atk +12; **CMB** +24; **CMD** 34

Feats Cleave, Great Cleave, Improved Critical (pincer), Persuasive, Power Attack, Vital Strike

Skills Bluff +28, Diplomacy +22, Intimidate +22, Knowledge (history) +18, Knowledge (local) +18, Perception +26, Sense Motive +18, Stealth +7, Use Magic Device +17; Racial Modifiers +8 Bluff, +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

A cloud of spores and a trail of feathers surrounds this twisted cross between a man and a gigantic vulture.

VROCK (FROM GLABREZU'S SUMMON ABILITY, 1d2)

CR 9

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

Init +6; Senses darkvision 60 ft.; Perception +23

DEFENSE

AC 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, -1 size)

hp 112 (9d10+63)

Fort +13, Ref +10, Will +6

DR 10/good; Immune electricity, poison; Resist acid 10, cold 10, fire 10; SR 20

OFFENSE

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

Melee 2 claws +10 (2d6+11), bite +10 (1d8+11), 2 talons +10 (1d6+11)

[2 claws +13 (2d6+5), bite +13 (1d8+5), 2 talons +13 (1d6+5) when not power attacking]

Space 10 ft.; Reach 10 ft.

Special Attacks dance of ruin, spores, stunning screech

Spell-Like Abilities (CL 12th)

At will—*greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 18)

1/day—*heroism*, *mirror image*

STATISTICS

Str 21, Dex 15, Con 25, Int 14, Wis 16, Cha 16

Base Atk +9; CMB +15; CMD 27

Feats Cleave, Combat Reflexes, Improved Initiative, Lightning Reflexes, Power Attack

Skills Fly +12, Intimidate +15, Knowledge (planes) +14, Perception +23, Sense Motive +15, Spellcraft +14, Stealth +10, Survival +15; Racial Modifiers +8 Perception

Languages Abyssal, Celestial, Common; telepathy 100 ft.

SPECIAL ABILITIES

Dance of Ruin (Su) A vrock can dance and chant as a full-round action—at the end of 3 rounds, a crackling wave of energy explodes from the vrock, dealing 5d6 points of electricity damage to all creatures within 100 feet. A DC 17 Reflex save halves this damage. For each additional vrock that joins in the dance, the damage increases by 5d6 and the DC to avoid the effect increases by +1, to a maximum of 20d6 when four or more vrocks are dancing (the DC continues to increase with additional vrocks, but the damage does not). The dance immediately ends and must be started anew if any of the participating vrocks is slain, stunned, or otherwise prevented from dancing. The save DC is Charisma-based.

Spores (Ex) A vrock can release a cloud of spores from its body once every 3 rounds as a free action. Adjacent creatures take 1d8 points of damage from the spores, plus 1d4 points of damage per round for 10 rounds as the spores grow into thick green vines. Although ugly, the vines are harmless and wither away in 1d4 days if not shaved off before then. The spores can be destroyed by casting *bleed* on the affected creatures or by sprinkling them with holy water. This attack can also be halted by effects that remove or provide immunity to disease.

Stunning Screech (Su) Once per hour, a vrock can emit a shrill screech. All creatures except demons within a 30-foot-radius spread must succeed on a DC 21 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

THE RETURN: COMMON ENCOUNTERS – VERMIN

A massive tarantula covered in bristly hairs strides forward with deliberate steps, its eight eyes scanning for prey.

ADVANCED GIANT TARANTULAS (3)

CR 9

N Gargantuan vermin

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +6

DEFENSE

AC 25, touch 9, flat-footed 22 (+3 Dex, +16 natural, –4 size)

hp 135 (10d8+90)

Fort +16, **Ref** +6, **Will** +5

Defensive Abilities barbed hairs; **Immune** mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +17 (3d6+20 plus poison)

Ranged barbed hairs +6 touch (nausea)

Space 20 ft.; **Reach** 20 ft.

STATISTICS

Str 39, **Dex** 17, **Con** 28, **Int** —, **Wis** 14, **Cha** 6

Base Atk +7; **CMB** +25; **CMD** 38 (50 vs. trip)

Skills Climb +30, Perception +6, Stealth –5 (–1 in webs); Racial Modifiers +8 Climb+4 Perception+4 Stealth (+8 in webs)

SPECIAL ABILITIES

Barbed Hairs (Ex) A tarantula can throw barbed hairs from its back at a creature as a ranged touch attack (range increment 20 feet). A creature struck by these hairs must make a DC 24 Fort save or be nauseated for 1d6 rounds. A creature that attacks a giant tarantula with a non-reach melee weapon must make a DC 22 Reflex save to avoid being struck by these hairs. The save DC is Con-based.

Poison (Ex) Bite—injury; save Fort DC 26; frequency 1/round for 6 rounds; effect 1d6 Str; cure 2 consecutive saves. Save DC is Con-based with a +2 racial bonus.

The rasping legs of this hideous, shining carpet of fist-sized ticks rattle ominously as the swarm skitters forward.

TICK SWARM

CR 9

N Fine vermin (swarm)

Init +2; **Senses** darkvision 60 ft., scent; Perception +0

DEFENSE

AC 23, touch 20, flat-footed 21 (+2 Dex, +3 natural, +8 size)

hp 120 (16d8+48)

Fort +13, **Ref** +7, **Will** +5

Defensive Abilities swarm traits

Immune mind-affecting effects, weapon damage

OFFENSE

Speed 30 ft., climb 30 ft.

Melee swarm (4d6 plus disease, distraction, and blood drain)

Special Attacks blood drain (1d4 Con), cling, distraction (DC 21)

STATISTICS

Str 1, **Dex** 14, **Con** 16, **Int** —, **Wis** 11, **Cha** 1

Base Atk +12; **CMB** —; **CMD** —

Skills Climb +10; Racial Modifiers uses Dex on Climb checks

SPECIAL ABILITIES

Cling (Ex) If a creature leaves a tick swarm's square, the swarm takes 1d6 points of damage to reflect the loss of its numbers as several ticks cling to the victim. A creature with ticks clinging to it takes swarm damage at the end of its turn each round. As a full round action, the creature can remove the ticks with a DC 20 Reflex save. At least 10 points of damage from any area effect destroys all clinging ticks. The save DC is Dexterity-based.

Disease (Ex) Bubonic Plague: Bite—injury; save Fort DC 21; onset 1 day; frequency 1/day; effect 1d4 Con damage, 1 Cha damage, fatigue; cure 2 consecutive saves. The DC is Con-based.

THE RETURN: E1 – COHORT CONFRONTATION

JORMURDUN COHORT (2)

CR 11

Giant Slayer

Dwarf barbarian 12

N Medium humanoid (dwarf)

Init +1; **Senses** Perception +17

DEFENSE

AC 23, touch 11, flat-footed 21 (+10 armor, +1 deflection, +1 Dex, +1 dodge, -2 rage, +2 shield)

hp 191 (12d12+108)

Fort +17, **Ref** +6, **Will** +10; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants), improved uncanny dodge, trap sense +4;

DR 2/—

OFFENSE

Speed 20 ft.

Melee +1 *giant-bane dwarven waraxe* +15/+10/+5 (1d10+19/×3), or +1 *giant-bane dwarven waraxe* +15 (1d10+19/×3 + 1d10)

[+1 *giant-bane dwarven waraxe* +19/+14/+9 (1d10+7/×3), or +1 *giant-bane dwarven waraxe* +19/ (1d10+7/×3 + 1d10)

when not power attacking]

Ranged mwk composite longbow +14/+9/+4 (1d8+6/×3)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, greater rage (31 rounds/day), rage powers (guarded stance +3, mighty swing, no escape, roused anger, strength surge +12, unexpected strike)

TACTICS

During Combat The barbarian switches from a one-handed to a two-handed grip on his axe as the situation demands. He uses his shield against multiple foes but keeps his bow in hand if in melee against a lone enemy. He uses his rolling dodge before exposing himself to missiles, especially giant-hurled boulders, and assumes his guarded stance in melee. He charges with Spring Attack to get close to his enemies, following it up with full attacks.

Base Statistics When not raging, the barbarian's statistics are **AC** 25, touch 13, flat-footed 23; **hp** 155; **Fort** +14, **Will**+7; **Melee** +1 *giant-bane dwarven waraxe* +12/+7/+2 (1d10+16/×3), or +1 *giant-bane dwarven waraxe* +12 (1d10+16/×3 + 1d10) [+1 *giant-bane dwarven waraxe* +16/+11/+6 (1d10+4/×3), or +1 *giant-bane dwarven waraxe* +16 (1d10+4/×3 + 1d10) when not power attacking]; **Ranged** mwk composite longbow +14/+9/+4 (1d8+3/×3); **Str** 16, **Con** 20; **CMB** +15; **CMD** 28 (32 vs. bull rush or trip); **Skills** Climb +7, Swim +7.

STATISTICS

Str 22, **Dex** 13, **Con** 26, **Int** 8, **Wis** 14, **Cha** 8

Base Atk +12; **CMB** +18; **CMD** 29 (33 vs. bull rush or trip)

Feats, Dodge, Heavy Armor Proficiency, Mobility, Power Attack, Spring Attack, Vital Strike

Skills Climb +10, Heal +5, Knowledge (nature) +5, Linguistics +0, Perception +17 (+19 to notice unusual stonework), Survival +10, Swim +10

Languages Common, Dwarven, Giant

SQ fast movement

Combat Gear potions of blur (2), potions of cure light wounds (2), tanglefoot bags (3); **Other Gear** +1 full plate, +1 buckler, +1 giant-bane dwarven waraxe, mwk composite longbow (+6 Str) with 20 arrows, belt of mighty constitution +2, cloak of resistance +1, ring of protection +1, 5 gp

SPECIAL ABILITIES

Guarded Stance (Ex): The barbarian gains a +1 dodge bonus to her Armor Class against melee attacks for a number of rounds equal to the barbarian's current Constitution modifier (minimum 1). This bonus increases by +1 for every 6 levels the barbarian has attained. Activating this ability is a move action that does not provoke an attack of opportunity.

Strength Surge (Ex): The barbarian adds her barbarian level on one Strength check or combat maneuver check, or to her Combat Maneuver Defense when an opponent attempts a maneuver against her. This power is used as an immediate action. This power can only be used once per rage.

Mighty Swing (Ex): The barbarian automatically confirms a critical hit. This power is used as an immediate action once a critical threat has been determined. A barbarian must be at least 12th level before selecting this power. This power can only be used once per rage.

No Escape (Ex): The barbarian can move up to double her normal speed as an immediate action but she can only use this ability when an adjacent foe uses a withdraw action to move away from her. She must end her movement adjacent to the enemy that used the withdraw action. The barbarian provokes attacks of opportunity as normal during this movement. This power can only be used once per rage.

Roused Anger (Ex): The barbarian may enter a rage even if fatigued. While raging after using this ability, the barbarian is immune to the fatigued condition. Once this rage ends, the barbarian is exhausted for 10 minutes per round spent raging.

Unexpected Strike (Ex): The barbarian can make an attack of opportunity against a foe that moves into any square threatened by the barbarian, regardless of whether or not that movement would normally provoke an attack of opportunity. This power can only be used once per rage. A barbarian must be at least 8th level before selecting this power.

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.

ADVANCED GREATER EARTH ELEMENTAL

CR 9

N Huge outsider (earth, elemental, extraplanar)

Init +1; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +18

DEFENSE

AC 25, touch 9, flat-footed 23, (+1 Dex, +16 natural, -2 size)

hp 162 (13d10+91)

Fort +15, Ref +5, Will +10

DR 10/—; Immune elemental traits

OFFENSE

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

Melee 2 slams +19 (2d10+20) [2 slams +23 (2d10+12) when not power attacking]

Space 15 ft.; Reach 15 ft.

Special Attacks earth mastery

STATISTICS

Str 34, Dex 12, Con 25, Int 12, Wis 15, Cha 15

Base Atk +13; CMB +27; CMD 38

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

Skills Appraise +12, Climb +27, Knowledge (dungeoneering) +12, Knowledge (planes) +15, Perception +18, Stealth +9

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.)

Awesome Blow: As a standard action, the creature may perform an awesome blow combat maneuver. If the creature's maneuver succeeds against a corporeal opponent smaller than itself, its opponent takes damage (typically slam damage plus Strength bonus) and is knocked flying 10 feet in a direction of the attacking creature's choice and falls prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

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.

ADVANCED GREATER MAGMA ELEMENTAL

CR 9

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

Init +5; Senses darkvision 60 ft.; Perception +18

DEFENSE

AC 23, touch 9, flat-footed 21 (+1 Dex, +14 natural, –2 size)

hp 149 (13d10+78)

Fort +14, Ref +9, Will +6

DR 10/—; Immune fire, elemental traits

Weaknesses vulnerable to cold

OFFENSE

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

Melee 2 slams +16 (2d8+17 plus burn) [2 slams +20 (2d8+9 plus burn) when not power attacking]

Space 15 ft.; Reach 15 ft.

Special Attacks burn (2d6, DC 20), lava puddle

STATISTICS

Str 28, Dex 12, Con 23, Int 12, Wis 15, Cha 15

Base Atk +13; CMB +24; CMD 35

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

Skills Climb +25, Intimidate +18, Knowledge (dungeoneering) +17, Perception +18, Stealth +9

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 20). 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 rancid-smelling mound of animated ooze has about its shifting countenance the hideous shape of a half-melted man.

OMOX**CR 12**

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

Init +11; **Senses** darkvision 120 ft.; Perception +28

DEFENSE

AC 28, touch 18, flat-footed 20 (+7 Dex, +1 dodge, +10 natural)

hp 162 (13d10+91)

Fort +15, **Ref** +13, **Will** +12

DR 10/good; **Immune** acid, critical hits, disease, electricity, paralysis, poison, polymorph, sleep effects, stunning; **Resist** cold 10, fire 10; **SR** 23

OFFENSE

Speed 40 ft., climb 20 ft., swim 80 ft.

Melee 2 slams +21 (1d6+8 plus 3d6 acid and grab), or slam +21 (1d6+8 +1d6 plus 3d6 acid and grab)

Ranged slime +20 (1d6 plus 3d6 acid and entangle)

Special Attacks smothering

Spell-Like Abilities (CL 12th; concentration +16)

At will—*create water*, *greater teleport* (self plus 50 lbs. of objects only), *liquid leap* (see below), *telekinesis* (DC 19)

3/day—*gaseous form*, *control water*, *poison* (DC 18), *stinking cloud* (DC 17)

1/day—*acid fog*, *summon* (level 4, 1 omox 30% or 1d4 babaus 60%)

STATISTICS

Str 26, **Dex** 25, **Con** 24, **Int** 15, **Wis** 19, **Cha** 18

Base Atk +13; **CMB** +21; **CMD** 39 (can't be tripped)

Feats Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Spring Attack, Vital Strike

Skills Acrobatics +23 (+27 jump), Climb +32, Escape Artist +23, Knowledge (dungeoneering) +18, Knowledge (planes) +18, Perception +28, Sense Motive +20, Stealth +23 (+33 when submerged), Swim +32; Racial Modifiers +16 Escape Artist, +8 Perception, +10 Stealth when submerged

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SQ amorphous, amphibious, compression

SPECIAL ABILITIES

Liquid Leap (Sp) As long as an omox is in contact with liquid, it can use dimension door as a swift action (CL 12th); its starting and ending points must be connected by a contiguous mass of liquid.

Slime (Su) An omox's nauseating body is composed of sticky, acidic slime. As an attack action, it can hurl a glob of slime (range increment 20 feet). Any creature that is struck by the glob must make a DC 23 Reflex save or become entangled for 1d6 rounds. The save DC is Constitution-based.

Smothering (Ex) An omox can use its grab ability against a creature of any size. When it grabs a foe, it attempts to flow over and into the victim's mouth and nose to smother it. Each round the omox maintains its grapple, its victim cannot breathe or speak. See page 445 of the Pathfinder RPG Core Rulebook for rules on how long a victim can hold its breath and the consequences of suffocation.

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

BABAUS (FROM OMOX'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.