

PATHFINDER SOCIETY SPECIAL 6-00: LEGACY OF THE STONELORDS

SUBTIER 7-8: CREATURE STAT BLOCKS

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

DUERGAR CLERIC

CR 5

Duergar cleric of Droskar 6

LE Medium humanoid (dwarf)

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

DEFENSE

AC 20, touch 10, flat-footed 20 (+7 armor, +3 shield)

hp 48 (6d8+18)

Fort +7, **Ref** +2, **Will** +8; +2 vs. spells and spell-like abilities

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

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee mwk heavy mace +6 (1d8+1/x3)

Ranged light crossbow +4 (1d8/19–20)

Special Attacks channel negative energy 4/day (DC 16, 3d6)

Domain Spell-Like Abilities (CL 6th; concentration +9)

6/day—dazing touch

6/day—touch of darkness (3 rounds)

Cleric Spells Prepared (CL 6th; concentration +9)

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

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

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

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** 12

Base Atk +4; **CMB** +5; **CMD** 15

Feats Blind-Fight, Improved Channel, Improved Initiative, Spell Focus (necromancy)

Skills Knowledge (religion) +4, Perception +4 (+6 relating to stonework), Sense Motive +8, Stealth +0; **Racial Modifiers** +2 Perception relating to stonework, +4 Stealth

Languages Common, Dwarven, Undercommon

SQ deep magic, slow and steady, stability

Combat Gear *potions of cure moderate wounds* (2), *potion of cure serious wounds*, *potion of resist fire*; **Other Gear** +1 chainmail, +1 heavy steel shield, masterwork heavy mace, light crossbow with 20 bolts, unholy symbol of Droskar (60 gp), onyx gem worth 200 gp, 1 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 3 rounds.

DUERGAR FIGHTERS (2)**CR 5**

Duergar fighter 6 LE Large humanoid (dwarf)

Init +4; **Senses** darkvision 120 ft.; Perception +8**DEFENSE****AC** 21, touch 8, flat-footed 21 (+10 armor, -1 Dex, +3 shield, -1 size)**hp** 61 (6d10+24)**Fort** +8, **Ref** +1, **Will** +4 (+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* +10/+6 (2d6+12/x3) [+12/+7 (2d6+8/x3) when not power attacking]**Ranged** mwk light crossbow +5 (1d8/19-20)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** blood enmity, weapon training (hammers +1)**Spell-Like Abilities** (CL 6th; concentration +3)1/day—*enlarge person* (self only, reflected in stats)**STATISTICS****Str** 18, **Dex** 8, **Con** 16, **Int** 13, **Wis** 14, **Cha** 4**Base Atk** +6; **CMB** +10 (+14 bull rush); **CMD** 20 (22 vs. bull rush)**Feats** Cleave, Greater Bull Rush, Improved Bull Rush, Improved Initiative, Power Attack, Shield Focus, Weapon Focus (*warhammer*), Weapon Specialization (*warhammer*)**Skills** Intimidate +6, Perception +8 (+10 relating to stonework), Sense Motive +6, Stealth -4; **Racial Modifiers** +2 Perception relating to stonework, +4 Stealth**Languages** Common, Dwarven, Undercommon**SQ** armor training 1, slow and steady, stability**Combat Gear** *potions of cure moderate wounds* (2); **Other Gear** +1 *full plate*, heavy steel shield, +1 *warhammer*, masterwork light crossbow with 20 bolts**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 ROGUES (1 OR 2)****CR 5**

Duergar rogue 6

LE Medium humanoid (dwarf)

Init +7; **Senses** darkvision 120 ft.; Perception +9**DEFENSE****AC** 19, touch 12, flat-footed 17 (+7 armor, +2 Dex)

[17, touch 10, flat-footed 16 (+7 armor, +1 Dex, -1 size) when enlarged]

hp 48 (6d8+18)**Fort** +4, **Ref** +8 (+7 when enlarged), **Will** +2; +2 vs. spells and spell-like abilities**Defensive Abilities** evasion, defensive training, trap sense +2, uncanny dodge; **Immune** paralysis, phantasms, poison**Weaknesses** light sensitivity**OFFENSE****Speed** 20 ft.**Melee** +1 *rapier* +9 (1d6+3/18-20) [1d8+4/18-20 when enlarged]**Ranged** light crossbow +7 (1d8/19-20) [+5 to hit when enlarged]**Special Attacks** sneak attack +3d6 plus bleed 3**Spell-Like Abilities** (CL 6th; concentration +5)1/day—*enlarge person* (self only), *invisibility* (self only)**STATISTICS****Str** 14 (16 when enlarged), **Dex** 16 (14 when enlarged), **Con** 15, **Int** 10, **Wis** 10, **Cha** 8**Base Atk** +4; **CMB** +6; **CMD** 20**Feats** Armor Proficiency (medium), Combat Reflexes, Improved Initiative, Weapon Finesse, Weapon Focus (*rapier*)**Skills** Acrobatics +8 (+4 when jumping, +7/+3 when enlarged), Bluff +8, Disable Device +11 (+10 when enlarged), Escape Artist +8 (+7 when enlarged), Intimidate +8, Perception +9 (+11 relating to stonework), Sense Motive +9, Stealth +12 (+7 when enlarged); **Racial Modifiers** +2 Perception relating to stonework, +4 Stealth**Languages** Common, Dwarven, Undercommon**SQ** rogue talents (bleeding attack +3, combat trick, weapon training), slow and steady, stability, trapfinding +3**Combat Gear** *potions of cure moderate wounds* (2), *potion of invisibility*; **Other Gear** +1 *chainmail*, +1 *rapier*, light crossbow with 20 masterwork bolts

COMMON ENCOUNTER: LURKING IN SHADOW

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

CHAOS BEASTS (2)

CR 7

CN Medium outsider (chaotic, extraplanar)

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

DEFENSE

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

hp 85 (9d10+36)

Fort +9, **Ref** +8, **Will** +4

Defensive Abilities amorphous, resistant to transformation; **SR** 18

OFFENSE

Speed 20 ft.

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

STATISTICS

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

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

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

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

SPECIAL ABILITIES

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

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

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

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

COMMON ENCOUNTER: SCAVENGERS

This black, amorphous blob piles up on itself, a quivering mound of midnight sludge that glistens darkly before surging forward.

BLACK PUDDINGS (2)

CR 7

N Huge ooze

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

DEFENSE

AC 3, touch 3, flat-footed 3 (-2 size, -5 Dex)

hp 105 (10d8+60)

Fort +9, **Ref** -2, **Will** -2

Defensive Abilities split, ooze traits

OFFENSE

Speed 20 ft., climb 20 ft.

Melee slam +8 (2d6+4 plus 2d6 acid plus grab)

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

Special Attacks constrict (2d6+4 plus 2d6 acid), corrosion

STATISTICS

Str 16, **Dex** 1, **Con** 22, **Int** —, **Wis** 1, **Cha** 1

Base Atk +7; **CMB** +12 (+16 grapple); **CMD** 17 (27 vs. bull rush, can't be tripped)

Skills Climb +11

SQ ooze traits, suction

SPECIAL ABILITIES

Acid (Ex) A black pudding secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Each time a creature suffers damage from a black pudding's acid, its clothing and armor take the same amount of damage from the acid. A DC 21 Reflex save prevents damage to clothing and armor. A metal or wooden weapon that strikes a black pudding takes 2d6 acid damage unless the weapon's wielder succeeds on a DC 21 Reflex save. If a black pudding remains in contact with a wooden or metal object for 1 full round, it inflicts 21 points of acid damage (no save) to the object. The save DCs are Constitution-based.

Corrosion (Ex) An opponent that is being constricted by a black pudding suffers a -4 penalty on Reflex saves made to resist acid damage applying to clothing and armor.

Split (Ex) Slashing and piercing weapons deal no damage to a black pudding. Instead, the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Suction (Ex) The black pudding can create powerful suction against any surface as it climbs, allowing it to cling to inverted surfaces with ease. A black pudding can establish or release suction as a swift action, and as long as it is using suction, it moves at half speed. Because of the suction, a black pudding's CMD score gets a +10 circumstance bonus to resist bull rush, awesome blows, and other attacks and effects that attempt to physically move it from its location.

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

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

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

COMMON ENCOUNTERS: INFESTED

FUNGOID DUERGAR FIGHTERS (3)

CR 6

Duergar fighter 6 CE Large plant

Init +4; **Senses** darkvision 120 ft., low-light vision; Perception +8

DEFENSE

AC 21, touch 8, flat-footed 21 (+10 armor, -1 Dex, +3 shield, -1 size)

hp 61 (6d10+24)

Fort +8, **Ref** +1, **Will** +4 (+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 +10/+5 (2d6+12/x3) [+12/+7 (2d6+8/x3) when not power attacking]

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

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

Special Attacks blood enmity, weapon training (hammers +1)

Spell-Like Abilities (CL 6th; concentration +3)

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

STATISTICS

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

Base Atk +6; **CMB** +10 (+12 bull rush); **CMD** 20 (22 vs. bull rush)

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

Skills Intimidate +6, Perception +8 (+10 relating to stonework), Sense Motive +6, Stealth -4; **Racial Modifiers** +2 Perception relating to stonework, +4 Stealth

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

SQ armor training 1, slow and steady, stability

Combat Gear *potions of cure moderate wounds* (2); **Other Gear** +1 full plate, heavy steel shield, +1 warhammer, masterwork light crossbow with 20 bolts

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 smoldering mass of metal-encrusted goo sports half a dozen pseudopods, each tipped with a burning-hot sword blade.

ADVANCED SHARD SLAG

CR 9

N Huge ooze (fire)

Init +0; **Senses** blindsight 60 ft., tremorsense 60 ft.; Perception –3

Aura molten form (5 ft., 1d6 fire damage)

DEFENSE

AC 24, touch 8, flat-footed 24 (+0 Dex, +16 natural, –2 size)

hp 150 (12d8+96)

Fort +12, **Ref** +4, **Will** –1

DR 5/magic; **Immune** acid, electricity, fire, ooze traits

Weaknesses vulnerable to cold and water

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee 1d4+2 slag blades +15 (1d8+8/19–20 plus 2d6 fire)

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

Special Attacks excruciating burn (DC 18), molten form, slag blades

STATISTICS

Str 26, **Dex** 10, **Con** 27, **Int** —, **Wis** 5, **Cha** 5

Base Atk +9; **CMB** +19; **CMD** 29 (can't be tripped)

SQ no breath

SPECIAL ABILITIES

Burrow (Ex) A shard slag can burrow through solid stone at half its normal burrow speed.

Excruciating Burn (Ex) A living creature that takes fire damage from a shard slag must succeed at a DC 18 Fortitude save or be staggered for 1 round. This is a fire effect. The save DC is Constitution-based.

Molten Form (Ex) A shard slag's molten metal body is hot enough to melt stone. Creatures that begin their turn within 5 feet of a shard slag take 1d6 points of fire damage. Anyone striking a shard slag with a natural weapon or unarmed strike takes 2d6 points of fire damage. A creature that grapples a shard slag or is grappled by one takes 3d6 points of fire damage each round the grapple persists. A creature that strikes a shard slag with a weapon can attempt a DC 24 Reflex save; if it fails, it's unable to pull the weapon away from the shard slag's molten body quickly enough, and the weapon takes 2d6 points of fire damage. Unattended objects in contact with a shard slag take 2d6 points of fire damage per round. Damage caused to weapons and unattended objects is not halved, and ignores the first 5 points of hardness. The save DC is Constitution-based.

Slag Blades (Ex) Each round, a shard slag manipulates its molten metal form to create 1d4+2 blade-like protrusions it can extend to attack prey. The slag blades each strike as Medium longswords that deal an additional 2d6 points of fire damage. Additionally, the slag blades are natural weapons, so a shard slag can use them to attack creatures it grapples. Due to a shard slag's constantly roiling molten body, the slag blades melt away at the end of the shard slag's turn each round to be immediately replaced by 1d4+2 new slag blades.

Vulnerable to Water (Ex) If a significant amount of water— such as the contents of a large bucket, the liquid created by a *create water* spell, or a blow from a water elemental— strikes a shard slag, the creature must succeed at a DC 20 Fortitude save or be staggered for 1d6 rounds. A shard slag that is immersed in water is automatically staggered and must succeed at a DC 20 Fortitude save each round (this DC increases by 1 each subsequent round) or be petrified, reverting to its molten metal form once the water is gone.

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

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

SEER'S DISTRICT: D1 – THE RAVENOUS DEAD

This skeletal creature with a long, thin neck seems to float above the ground. Its jaw is elongated, showing sharp, worn teeth.

GAKIS (2)

CR 7

NE Medium undead

Init +6; **Senses** darkvision 60 ft., *detect evil*; Perception +13

DEFENSE

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

hp 74 (9d8+32)

Fort +5, **Ref** +7, **Will** +9

Immune undead traits

Weaknesses aversion to sun and moon, compulsive hunger, vulnerable to cold and fire

OFFENSE

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

Melee 2 claws +9 (2d6+3), bite +9 (2d6+3 plus grab)

Space 5 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks blood drain (1d2 Constitution), fear cone (30 ft., DC 16)

Spell-Like Abilities (CL 7th; concentration +9)

Constant—*detect evil*

At will—*invisibility*

1/day—*disguise self*

STATISTICS

Str 16, **Dex** 15, **Con** —, **Int** 9, **Wis** 12, **Cha** 18

Base Atk +6; **CMB** +9 (+13 grapple); **CMD** 22

Feats Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes

Skills Intimidate +14, Perception +13, Stealth +14

Languages Common

SPECIAL ABILITIES

Aversion to Sun and Moon (Ex) A gaki takes 1d4 points of fire damage every round it's exposed to the light of a full moon. It takes 1d4 points of cold damage every round it is exposed to direct sunlight.

Compulsive Hunger (Ex) Despite being undead, a gaki is plagued by an insatiable hunger, and believes it can gain a normal body or rest in peace if it consumes the right mixture of flesh, food, and drink. A gaki that finds a corpse or is offered food, wine, holy water, or flowers must succeed at a DC 20 Will save or spend one turn trying to grab and consume it. Its narrow neck prevents it from swallowing more than a tiny amount, and it gives up after 1 round of attempting to do so. A gaki that consumes holy water in this way is not harmed by it.

Blood Drain (Ex) The creature drains blood at the end of its turn if it grapples a foe, inflicting Constitution damage.

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 darkly handsome humanoid's batlike wings, curving horns, and bestial legs betray his demonic origin.

INCUBUS

CR 6

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

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

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 76 (8d10+32)

Fort +10, **Ref** +6, **Will** +8

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

OFFENSE

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

Melee mwk scimitar +11/+6 (1d6+11/18–20) or 2 slams +11 (1d4+11) or mwk scimitar +11 (1d6+11/18-20 +1d6) or slam +11 (1d4+11 +1d4) [mwk scimitar +14/+9 (1d6+5/18–20) or 2 slams +13 (1d4+5) or mwk scimitar +14 (1d6+5/18-20 +1d6) or slam +14 (1d4+5 +1d4) when not power attacking]

Special Attacks pain redoubled

Spell-Like Abilities (CL 8th; concentration +13)

Constant—*tongues*

At will—*charm person* (DC 16), *detect thoughts* (DC 17), *greater teleport* (self plus 50 lbs. of objects only),

suggestion (DC 18)

1/day—*crushing despair* (DC 19), *summon* (level 3, 2 schirs 40%)

STATISTICS

Str 20, **Dex** 15, **Con** 18, **Int** 16, **Wis** 15, **Cha** 21

Base Atk +8; **CMB** +13; **CMD** 25

Feats Flyby Attack, Lightning Reflexes, Power Attack, Vital Strike

Skills Acrobatics +6, Bluff +16, Diplomacy +16, Escape Artist +6, Fly +13, Intimidate +16, Knowledge (planes) +14, Perception +13, Sense Motive +13, Spellcraft +14, Stealth +11; **Racial Modifiers** +8 Intimidate, +8 Perception

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

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

SPECIAL ABILITIES

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

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

CLOCKWORK SOLDIERS (2)

CR 6

N Medium construct (clockwork)

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

DEFENSE

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

hp 64 (8d10+20)

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

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

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee +1 halberd +18/+13 (1d10+13/×3)

Special Attacks latch

STATISTICS

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

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

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

SCHIR (FROM INCUBUS' SUMMON ABILITY, 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.

F2: THE CLOCKWORK PORTAL

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

CLOCKWORK MAGE

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

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.

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

CLOCKWORK SOLDIERS (2)

CR 6

N Medium construct (clockwork)

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

DEFENSE

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

hp 64 (8d10+20)

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

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

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee +1 halberd +18/+13 (1d10+13/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 – STANDARD, ALTERNATE

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

BABAUS (2) CR 6

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

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

DEFENSE

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

hp 73 (7d10+35)

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

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

OFFENSE

Speed 30 ft.

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

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

Special Attacks sneak attack +2d6

Spell-Like Abilities (CL 7th)

Constant—*see invisibility*

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

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

STATISTICS

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

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

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

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

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SPECIAL ABILITIES

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

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

CLOCKWORK SOLDIERS (2)

CR 6

N Medium construct (clockwork)

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

DEFENSE

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

hp 64 (8d10+20)

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

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

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

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

Special Attacks latch

STATISTICS

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

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

Feats Improved Initiative^B, Lightning Reflexes^B

SQ efficient winding, proficient, standby, swift reactions

SPECIAL ABILITIES

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

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

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

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

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

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

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

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.

THE RETURN: COMMON ENCOUNTERS – DISPLACED DEMONS

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

VROCK **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*, *summon* (level 3, 1 vrock 35%)

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

This towering spider is the size of an elephant. Its legs have spiky joints and its face looks vaguely, but disturbingly, humanoid.

ADVANCED OGRE SPIDERS (3)

CR 6

N Huge vermin

Init +4; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +7

DEFENSE

AC 22, touch 12, flat-footed 18 (+4 Dex, +10 natural, –2 size)

hp 66 (7d8+35)

Fort +10, **Ref** +8, **Will** +7

Immune mind-affecting effects

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +10 (2d8+9 plus poison)

Space 15 ft.; Reach 15 ft.

Special Attacks web (+7 ranged, DC 18, hp 7)

STATISTICS

Str 25, **Dex** 19, **Con** 20, **Int** —, **Wis** 16, **Cha** 6

Base Atk +5; **CMB** +14; **CMD** 28 (40 vs. trip)

Skills Climb +31, Perception +7, Stealth +0; **Racial Modifiers** +16 Climb, +4 Perception, +4 Stealth

SQ compression

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 20 (includes +2 racial bonus); frequency 1/round for 6 rounds; effect 1d4 Str and 1d4 Dex; cure 1 save.

THE RETURN: E1 – COHORT CONFRONTATION

JORMURDUN CHOROT (3)

CR 6

Sundering Axe

Dwarf barbarian 7

NE Medium humanoid (dwarf)

Init +1; **Senses** Perception +12

DEFENSE

AC 18, touch 9, flat-footed 17 (+9 armor, +1 Dex, –2 rage)

hp 93 (7d12+42)

Fort +11, **Ref** +4, **Will** +7; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants), improved uncanny dodge, trap sense +2;

DR 1/—

OFFENSE

Speed 20 ft.

Melee mwk adamantite greataxe +11/+6 (1d12+13/×3)

[mwk adamantite greataxe +13/+8 (1d12+7/×3) when not power attacking]

Ranged light hammer +8 (1d4+5) or throwing axe +8 (1d6+5)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, rage (19 rounds/day), rage powers (guarded stance +2, knockback, strength surge +7)

TACTICS

During Combat The barbarian uses her guarded stance and alternates between dealing damage and sundering weapons.

Base Statistics When not raging, the barbarian's statistics are **AC** 20, touch 11, flat-footed 19; **hp** 79; **Fort** +9, **Will** +5; **Melee** mwk adamantite greataxe +9/+4 (1d12+10/×3) [mwk adamantite greataxe +11/+6 (1d12+4/×3) when not power attacking]; **Ranged** light hammer +8 (1d4+3) or throwing axe +8 (1d6+3); **Str** 16, **Con** 16; **CMB** +10 (+14 sunder); **Skills** Climb +8.

STATISTICS

Str 20, **Dex** 13, **Con** 20, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +7; **CMB** +12 (+16 sunder); **CMD** 21 (25 vs. bull rush or trip, 23 vs. sunder)

Feats Armor Proficiency (heavy), Greater Sunder, Improved Sunder, Power Attack

Skills Acrobatics +5 (+1 when jumping), Climb +10, Craft (weapons) +10, Knowledge (dungeoneering) +5, Perception +12 (+14 to notice unusual stonework)

Languages Common, Dwarven

SQ fast movement

Combat Gear oil of magic weapon, potion of cure light wounds, potion of shield of faith, acid (3); **Other Gear** masterwork full plate, light hammer (2), masterwork adamantite greataxe, throwing axe (2), cloak of resistance +1, climber's kit, masterwork artisan's tools, 2 gp

SPECIAL ABILITIES

Knockback (Ex): Once per round, the barbarian can make a bull rush attempt against one target in place of a melee attack. If successful, the target takes damage equal to the barbarian's Strength modifier and is moved back as normal. The barbarian does not need to move with the target if successful. This does not provoke an attack of opportunity.

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.

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.

HUGE EARTH ELEMENTAL

CR 7

N Huge outsider (earth, elemental, extraplanar)

Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +13

DEFENSE

AC 19, touch 7, flat-footed 19 (-1 Dex, +12 natural, -2 size)

hp 95 (10d10+40)

Fort +11, **Ref** +2, **Will** +7

DR 5/—; **Immune** elemental traits

OFFENSE

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

Melee 2 slams +14 (2d8+15) [2 slams +17 (2d8+9) when not power attacking]

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

Special Attacks earth mastery

STATISTICS

Str 28, **Dex** 8, **Con** 19, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +21; **CMD** 30

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

Skills Appraise +6, Climb +18, Knowledge (dungeoneering) +4, Knowledge (planes) +7, Perception +13, Stealth +4

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.

HUGE MAGMA ELEMENTAL

CR 7

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

Init +3; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 17, touch 7, flat-footed 17 (–1 Dex, +10 natural, –2 size)

hp 85 (10d10+30)

Fort +10, **Ref** +6, **Will** +3

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

Weaknesses vulnerable to cold

OFFENSE

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

Melee 2 slams +11 (2d6+12 plus burn) [2 slams +14 (2d6+6 plus burn) when not power attacking]

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

Special Attacks burn (1d8, DC 16), lava puddle

STATISTICS

Str 22, **Dex** 8, **Con** 17, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +18; **CMD** 27

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

Skills Climb +19, Knowledge (dungeoneering) +11, Perception +13, Stealth +4

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 16). 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 darkly handsome humanoid's batlike wings, curving horns, and bestial legs betray his demonic origin.

INCUBI (3)**CR 6**

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

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

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 76 (8d10+32)

Fort +10, **Ref** +6, **Will** +8

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

OFFENSE

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

Melee mwk scimitar +11/+6 (1d6+11/18–20) or 2 slams +11 (1d4+11) or mwk scimitar +11 (1d6+11/18-20 +1d6) or slam +11 (1d4+11 +1d4)
[mwk scimitar +14/+9 (1d6+5/18–20) or 2 slams +13 (1d4+5) or mwk scimitar +14 (1d6+5/18-20 +1d6) or slam +14 (1d4+5 +1d4) when not power attacking]

Special Attacks pain redoubled

Spell-Like Abilities (CL 8th; concentration +13)

Constant—*tongues*

At will—*charm person* (DC 16), *detect thoughts* (DC 17), *greater teleport* (self plus 50 lbs. of objects only), *suggestion* (DC 18)

1/day—*crushing despair* (DC 19), *summon* (level 3, 2 schirs 40%)

STATISTICS

Str 20, **Dex** 15, **Con** 18, **Int** 16, **Wis** 15, **Cha** 21

Base Atk +8; **CMB** +13; **CMD** 25

Feats Flyby Attack, Lightning Reflexes, Power Attack, Vital Strike

Skills Acrobatics +6, Bluff +16, Diplomacy +16, Escape Artist +6, Fly +13, Intimidate +16, Knowledge (planes) +14, Perception +13, Sense Motive +13, Spellcraft +14, Stealth +11; **Racial Modifiers** +8 Intimidate, +8 Perception

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

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

SPECIAL ABILITIES

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

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

SCHIR (FROM INCUBI'S SUMMON ABILITY, 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*

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.