

EMERALD SPIRE LEVEL 10

THE MAGMA VAULT

These stat blocks and other notes were compiled by James McTeague. If you notice any errors, please contact me at iammars21@gmail.com.

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Heat Dangers

Heat deals nonlethal damage that cannot be recovered from until the character gets cooled off (reaches shade, survives until nightfall, gets doused in water, is targeted by *endure elements*, and so forth). Once a character has taken an amount of nonlethal damage equal to her total hit points, any further damage from a hot environment is lethal damage.

A character in very hot conditions (above 90° F) must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a -4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well (see the skill description). Characters reduced to unconsciousness begin taking lethal damage (1d4 points per hour).

In severe heat (above 110° F), a character must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a -4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well (see the Survival skill in Chapter 4). Characters reduced to unconsciousness begin taking lethal damage (1d4 points per each 10-minute period).

A character who takes any nonlethal damage from heat exposure now suffers from heatstroke and is fatigued. These penalties end when the character recovers from the nonlethal damage she took from the heat.

Extreme heat (air temperature over 140° F, fire, boiling water, lava) deals lethal damage. Breathing air in these temperatures deals 1d6 points of fire damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing heavy clothing or any sort of armor take a -4 penalty on their saves. Boiling water deals 1d6 points of scalding damage, unless the character is fully immersed, in which case it deals 10d6 points of damage per round of exposure.

Lava Effects

Lava or magma deals 2d6 points of fire damage per round of exposure, except in the case of total immersion (such as when a character falls into the crater of an active volcano), which deals 20d6 points of fire damage per round.

Damage from lava continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (that is, 1d6 or 10d6 points per round). Immunity or resistance to fire serves as an immunity or resistance to lava or magma. A creature immune or resistant to fire might still drown if completely immersed in lava (see Drowning).

AUGUR**CR 2**

LE Tiny outsider (evil, extraplanar, kyton, lawful)

Init +7; **Senses** darkvision 60 ft., *deathwatch*; **Perception** +7**DEFENSE****AC** 17, touch 15, flat-footed 14 (+3 Dex, +2 natural, +2 size)**hp** 19 (3d10+3); regeneration 2 (good weapons and spells, silver weapons)**Fort** +2, **Ref** +8, **Will** +4**DR** 5/good or silver; **Immune** cold**OFFENSE****Speed** 20 ft., fly 50 ft. (perfect)**Melee** gore +4 (1d4-1 plus bleed)**Space** 2-1/2 ft.; **Reach** 0 ft.**Special Attacks** bleed (1d2), unnerving gaze (30 ft., DC 9)**Spell-Like Abilities** (CL 6th; concentration +4)Constant—*deathwatch*At will—*bleed* (DC 8), *mage hand*, *open/close*3/day—*inflict light wounds* (DC 10)1/week—*commune* (CL 12th, 6 questions)**STATISTICS****Str** 8, **Dex** 17, **Con** 12, **Int** 13, **Wis** 12, **Cha** 7**Base Atk** +3; **CMB** +4; **CMD** 13 (can't be tripped)**Feats** Improved Initiative, Lightning Reflexes**Skills** Bluff +4, Escape Artist +9, Fly +11, Intimidate +4, Perception +7, Sense Motive +7, Sleight of Hand +9, Stealth +17**Languages** Common, Infernal (cannot speak)**SPECIAL ABILITIES****Unnerving Gaze (Ex)** A creature that succumbs to an augur's unnerving gaze becomes shaken for 1 round.

CRYSMAL**CR 3**

N Small outsider (earth, elemental)

Init +2; **Senses** darkvision 60 ft., crystal sense; **Perception** +11

DEFENSE

AC 17, touch 13, flat-footed 15 (+2 Dex, +4 natural, +1 size)

hp 26 (4d10+4) (currently 2)

Fort +7, **Ref** +8, **Will** +2

DR 5/bludgeoning; **Immune** cold, fire; **Resist** electricity 10

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee sting +7 (2d6+3)

Special Attacks shard spike +7 (3d6, range increment 60 ft.)

Spell-Like Abilities (CL 4th; concentration +6)

At will—*detect magic, ghost sound* (DC 12), *mage hand, silent image* (DC 13)

3/day—*dimension door, sanctuary* (DC 13), *touch of idiocy* (DC 14)

STATISTICS

Str 15, **Dex** 14, **Con** 13, **Int** 6, **Wis** 13, **Cha** 14

Base Atk +4; **CMB** +5; **CMD** 17 (29 vs. trip)

Feats Great Fortitude⁸, Lightning Reflexes, Skill Focus (Perception)

Skills Acrobatics +9, Climb +9, Perception +11, Stealth +13 (+15 in rocky areas); **Racial Modifiers** +2

Stealth in rocky areas

Languages Terran

SPECIAL ABILITIES

Crystal Sense (Sp) Crysmals can sense the presence of any crystals or gems within 30 feet as if using the scent ability.

Shard Spike (Ex) Once per day, a crysmal can launch its tail spike as a ranged attack that shatters when it hits, dealing 3d6 points of piercing damage to the target and 1d4 points of piercing damage to all creatures in adjacent squares. The spike regrows in 24 hours, but until it does, its impaired sting does only 1d6+3 damage.

GRAY RENDER**CR 8**

N Large magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +13

DEFENSE

AC 21, touch 10, flat-footed 20 (+1 Dex, +11 natural, -1 size)

hp 100 (8d10+56)

Fort +13, **Ref** +7, **Will** +4

OFFENSE

Speed 30 ft.

Melee bite +14 (2d6+7), 2 claws +15 (1d8+7 plus grab)

w/ **Power Attack** bite +11 (2d6+13), 2 claws +12 (1d8+13 plus grab)

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

Special Attacks rend (2 claws, 1d8+10, 1d8+19 w/ Power Attack)

STATISTICS

Str 25, **Dex** 13, **Con** 24, **Int** 3, **Wis** 14, **Cha** 8

Base Atk +8; **CMB** +16 (+20 grapple); **CMD** 27

Feats Awesome Blow, Improved Bull Rush, Power Attack, Weapon Focus (claw)

Skills Perception +13, Survival +6; **Racial Modifiers** +4 Perception

SQ double damage against objects

Languages Giant

SPECIAL ABILITIES

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.

Double Damage Against Objects (Ex) A gray render that makes a full attack against an object or structure deals double damage.

SHARD SLAG**CR 8**

N Huge ooze (fire)

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

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

DEFENSE

AC 20, touch 6, flat-footed 20 (–2 Dex, +14 natural, –2 size)

hp 126 (12d8+72)

Fort +10, **Ref** +2, **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 +13 (1d8+6/19–20 plus 2d6 fire)

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

Special Attacks excruciating burn (DC 16), molten form, slag blades

STATISTICS

Str 22, **Dex** 6, **Con** 23, **Int** —, **Wis** 1, **Cha** 1

Base Atk +9; **CMB** +17; **CMD** 25 (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 16 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 22 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.

YOUNG MAGMA DRAGON**CR 8****CN** Medium dragon (extraplanar, fire)**Init +6; Senses** dragon senses; Perception +14**DEFENSE****AC** 22, touch 12, flat-footed 20 (+2 Dex, +10 natural)**hp** 85 (9d12+27)**Fort +11, Ref +8, Will +10****Immune** fire, paralysis, sleep**Weaknesses** vulnerable to cold**OFFENSE****Speed** 40 ft., fly 150 ft. (average)**Melee** bite +14 (1d8+7 plus 3 fire), 2 claws +14 (1d6+5), 2 wings +9 (1d4+2)w/ **Power Attack** bite +11 (1d8+16 plus 3 fire), 2 claws +11 (1d6+11), 2 wings +6 (1d4+5)**Special Attacks** breath weapon (30-ft. cone, 6d6 fire, DC 17)**Spell-Like Abilities** (CL 9th; concentration +10)At will—*burning hands* (DC 12)**Spells Known** (CL 1st; concentration +2)1st (4/day)—*flare burst** (DC 12), *grease* (DC 12)0 (at will)—*bleed* (DC 11), *detect magic*, *open/close*, *spark****STATISTICS****Str** 21, **Dex** 14, **Con** 17, **Int** 14, **Wis** 14, **Cha** 13**Base Atk** +9; **CMB** +14; **CMD** 26 (30 vs. trip)**Feats** Great Fortitude, Improved Initiative, Iron Will, Power Attack, Vital Strike**Skills** Acrobatics +11 (+15 jump), Climb +17, Fly +14, Intimidate +13, Perception +14, Sense Motive +14, Stealth +14, Swim +17**Languages** Common, Draconic, Ignan**SQ** superheated**SPECIAL ABILITIES****Dragon Senses (Ex)** Dragons have darkvision 120 feet and blindsense 60 feet. They see four times as well as a human in dim light and twice as well in normal light.**Superheated (Su)** At young age and older, a magma dragon's bite attack deals additional fire damage equal to its age category.

XORN**CR 6**

N Medium outsider (earth, extraplanar)

Init +0; **Senses** all-around vision, darkvision 60 ft., tremorsense 60 ft.; **Perception** +14

DEFENSE

AC 21, touch 10, flat-footed 21 (+11 natural)

hp 66 (7d10+28)

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

DR 5/bludgeoning; **Immune** cold, fire, flanking; **Resist** electricity 10

OFFENSE

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

Melee bite +10 (4d6+3), 3 claws +10 (1d4+3)

w/ **Power Attack** bite +8 (4d6+9), 3 claws +8 (1d4+9)

STATISTICS

Str 17, **Dex** 10, **Con** 17, **Int** 10, **Wis** 11, **Cha** 10

Base Atk +7; **CMB** +10; **CMD** 20 (22 vs. trip)

Feats Cleave, Improved Bull Rush, Power Attack, Toughness

Skills Appraise +10, Intimidate +10, Knowledge (dungeoneering) +10, Perception +14, Stealth +10,

Survival +10; **Racial Modifiers** +4 Perception

Languages Common, Terran

SPECIAL ABILITIES

All-Around Vision (Ex) A xorn sees in all directions at the same time, giving it a +4 racial bonus on Perception checks. A xorn cannot be flanked.

Earth Glide (Ex) A xorn can glide through any sort of natural earth or stone as easily as a fish swims through water. Its burrowing leaves no sign of its passage nor hint at its presence to creatures that don't possess tremorsense. A *move earth* spell cast on an area containing a xorn moves the xorn back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

KOLYARUT**CR 12**

LN Medium outsider (extraplanar, inevitable, lawful)
Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +22

DEFENSE

AC 26, touch 14, flat-footed 22 (+4 Dex, +12 natural)
hp 158 (12d10+92); regeneration 5 (chaotic) (currently 5)
Fort +14, **Ref** +10, **Will** +11

Defensive Abilities constructed; **DR** 10/chaotic; **SR** 23

OFFENSE

Speed 30 ft.

Melee +2 bastard sword +20/+15/+10 (1d10+8/19–20), slam +13 (2d6+3) or

2 slams +18 (2d6+6)

Spell-Like Abilities (CL 12th; concentration +15, +19 defensively)

At will—*discern lies* (DC 17), *disguise self*, *enervation*, *fear* (DC 17), *hold person* (DC 16), *invisibility* (self only), *locate creature*, *suggestion* (DC 16), *vampiric touch*

3/day—*hold monster* (DC 18), *mark of justice*, *quickened suggestion* (DC 16)

1/week—*geas/quest*

STATISTICS

Str 22, **Dex** 19, **Con** 23, **Int** 10, **Wis** 17, **Cha** 16

Base Atk +12; **CMB** +18; **CMD** 32

Feats Alertness, Combat Casting, Combat Reflexes, Improved Initiative, Lightning Reflexes, Quicken Spell Like Ability (*suggestion*)

Skills Diplomacy +22, Disguise +22, Knowledge (planes) +15, Perception +22, Sense Motive +22, Survival +18; **Racial Modifiers** +4 Diplomacy, +4 Disguise

Languages truespeech

SPECIAL ABILITIES

Constructed (Ex) Although inevitables are living outsiders, their bodies are constructed of physical components, and in many ways they function as constructs. For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and *bane* weapons), inevitables count as both outsiders and constructs. They are immune to death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Inevitables are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. They are not at risk of death from massive damage. They have bonus hit points as constructs of their size.

Truespeech (Su) An inevitable can speak with any creature that has a language, as if using a *tongues* spell (caster level 14th). This ability is always active.

MAGMA OOZE**CR 7**

N Large ooze (fire)

Init -5; **Senses** blindsight 60 ft.; Perception -5**DEFENSE****AC** 4, touch 4, flat-footed 4 (-5 Dex, -1 size)**hp** 85 (9d8+45)**Fort** +8, **Ref** -2, **Will** -2**Defensive Abilities** split (cold and slashing, 8 hp); **Immune** fire, ooze traits**Weaknesses** vulnerability to cold, vulnerability to water**OFFENSE****Speed** 10 ft., climb 10 ft.**Melee** slam +14 (2d6+13 plus burn and grab)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** burn (2d6, DC 19), constrict (2d6+13 plus burn)**STATISTICS****Str** 28, **Dex** 1, **Con** 21, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +6; **CMB** +16 (+20 grapple); **CMD** 21 (can't be tripped)**Skills** Climb +17**SQ** crystalline**SPECIAL ABILITIES**

Crystalline Formed from rock densely laced with rare minerals, crystalline magma oozes have hot gases trapped within their bodies. Striking a crystalline magma ooze with a non-reach melee weapon causes this gas to erupt, dealing 1d6 points of fire damage to the attacking creature.

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.

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

STONE OF ALARM

Aura faint abjuration; **CL** 3rd; **Identify** DC 18

Slot none; **Price** 2,700 gp; **Weight** 2 lbs.

DESCRIPTION

This stone cube, when given the command word, affixes itself to any object. If that object is touched thereafter by anyone who does not first speak that same command word, the stone emits a piercing screech for 1 hour that can be heard up to a quarter-mile away (assuming no intervening barriers).

CONSTRUCTION

Requirements Craft Wondrous Item, *alarm*; **Cost** 1,350 gp

BURNT OTHUR FUMES

Type poison, inhaled; **Save** Fortitude DC 18

Frequency 1/round for 6 rounds

Initial Effect 1 Con drain; **Secondary Effect** 1d3 Con damage; **Cure** 2 consecutive saves

SLAYING ARROW

Aura strong necromancy; **CL** 13th; **Identify** DC 28

Slot none; **Price** 2,282 gp (*slaying arrow*) or 4,057 gp (*greater slaying arrow*); **Weight** 1/10 lb.

DESCRIPTION

This +1 arrow is keyed to a particular type or subtype of creature. If it strikes such a creature, the target must make a DC 20 Fortitude save or take 50 points of damage. Note that even creatures normally exempt from Fortitude saves (undead and constructs) are subject to this attack. When keyed to a living creature, this is a death effect (and thus *death ward* protects a target). To determine the type or subtype of creature the arrow is keyed to, roll on the table below. A *greater slaying arrow* functions just like a normal *slaying arrow*, but the DC to avoid the death effect is 23 and the arrow deals 100 points of damage if the saving throw is failed.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *finger of death* (*slaying arrow*) or heightened *finger of death* (*greater slaying arrow*); **Cost** 1,144 gp 5 sp (*slaying arrow*) or 2,032 gp (*greater slaying arrow*)

ELIXIR OF FIRE BREATH

Aura moderate evocation; **CL** 11th; **Identify** DC 26

Slot none; **Price** 1,100 gp; **Weight** —

DESCRIPTION

This strange bubbling elixir bestows upon the drinker the ability to spit gouts of flame. He can breathe fire up to three times, each time dealing 4d6 points of fire damage to a single target up to 25 feet away. The victim can attempt a DC 13 Reflex save for half damage. Unused blasts of fire dissipate 1 hour after the liquid is consumed.

CONSTRUCTION

Requirements Craft Wondrous Item, *scorching ray*; **Cost** 550 gp

FEATHER TOKEN

Aura strong conjuration; **CL** 12th; **Identify** DC 27

Slot none; **Price** 400 gp (tree); **Weight** —

DESCRIPTION

Each of these items is a small feather that has a power to suit a special need. The kinds of tokens are described below. Each token is usable once. A particular feather token has no specific features to identify it unless its magic aura is viewed—even tokens with identical powers can be wildly different in appearance.

Tree: A token that causes a great oak to spring into being (5-foot diameter trunk, 60-foot height, 40-foot top diameter). This is an instantaneous effect.

CONSTRUCTION

Requirements Craft Wondrous Item, *major creation*; **Cost** 200 gp (tree)

SWORD, BERSERKING

Aura moderate evocation; **CL** 8th; **Identify** as a +2 greatsword DC 21, as a cursed item DC 31

Slot none; **Weight** 12 lbs.

DESCRIPTION

This sword appears to be a +2 greatsword. However, whenever it is used in battle, its wielder goes berserk (gaining all the benefits and drawbacks of the barbarian's rage ability). He attacks the nearest creature and continues to fight until unconscious or dead or until no living thing remains within 30 feet. Although many see this sword as a cursed object, others see it as a boon.

CREATION

Magic Items +2 greatsword, any magic weapon

BELT OF GIANT STRENGTH

Aura moderate transmutation; **CL** 8th; **Identify** DC 23

Slot belt; **Weight** 1 lb.; **Price** 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6)

DESCRIPTION

This belt is a thick leather affair, often decorated with huge metal buckles. The belt grants the wearer an enhancement bonus to Strength of +2, +4, or +6. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

CONSTRUCTION

Requirements Craft Wondrous Item, *bull's strength*; **Cost** 2,000 gp (+2), 8,000 gp (+4), 18,000 gp (+6)