

6-21 Tapestry's Toil

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GRODEL**CR 7**Female unfettered eidolon (*Pathfinder RPG Bestiary 3* 110)

CN Large outsider (extraplanar)

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

DEFENSE**AC** 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, -1 size)**hp** 85 (9d10+36)**Fort** +10, **Ref** +8, **Will** +5**Defensive Abilities** evasion

OFFENSE**Speed** 40 ft., burrow 20 ft., fly 40 ft. (good)**Melee** bite +16 (2d6+8), sting +14 (1d6+4)**w/ Power Attack** bite +13 (2d6+14), sting +11 (1d6+7)**Space** 10 ft.; **Reach** 5 ft.

TACTICS**Before Combat** Grodel prefers to frighten intruders away rather than engage in combat. However, if she expects combat, she flies up and positions herself so that she has a clear charge line to a PC.**During Combat** Grodel makes the best of her mobility, using flyby attack to lash out at PCs.**Morale** If the PCs reduce Grodel to fewer than half her hit points, she mourns the loss of her people through choking sobs. "Master was last dwarf. Just me left, alone. top fight." If the PCs do not accept her surrender, Grodel burrows into the ground and flees.

STATISTICS**Str** 26, **Dex** 15, **Con** 18, **Int** 7, **Wis** 10, **Cha** 11**Base Atk** +9; **CMB** +18; **CMD** 30**Feats** Alertness, Flyby Attack, Improved Natural Attack (bite), Iron Will, Multiattack^B, Power Attack**Skills** Acrobatics +14 (+16 when balancing on surface, +18 when jumping), Fly +16, Knowledge (local, nature) +2, Perception +11, Sense Motive +6, Stealth +10; **Racial Modifiers** +2 Acrobatics when balancing on a surface, +4 Acrobatics when jumping**Languages** Common, Dwarven**SQ** evolution points (bite, burrow, flight, large, legs [2], sting, tail)**Gear** nose ring worth 50 gp

GRODEL**CR 10**Female unfettered eidolon (*Pathfinder RPG Bestiary 3* 110)

CN Large outsider (extraplanar)

Init +3; **Senses** darkvision 60 ft.; Perception +20

DEFENSE**AC** 24, touch 12, flat-footed 21 (+3 Dex, +12 natural, -1 size)**hp** 123 (13d10+52)**Fort** +12, **Ref** +11, **Will** +6**Defensive Abilities** improved evasion

OFFENSE**Speed** 40 ft., burrow 20 ft., fly 40 ft. (good)**Melee** bite +21 (2d6+9), sting +19 (1d6+4), 2 claws +21 (1d6+9)**w/ Power Attack** bite +17 (2d6+17), sting +15 (1d6+8), 2 claws +17 (1d6+17)**Space** 10 ft.; **Reach** 5 ft.

TACTICS

Use the tactics in Subtier 5–6.

STATISTICS**Str** 28, **Dex** 16, **Con** 18, **Int** 7, **Wis** 10, **Cha** 11**Base Atk** +13; **CMB** +23; **CMD** 36**Feats** Alertness, Flyby Attack, Improved Natural Attack (bite), Iron Will, Multiattack^B, Power Attack, Skill Focus (Fly), Wingover**Skills** Acrobatics +15 (+17 when balancing on a surface, +19 when jumping), Fly +27, Knowledge (local) +2, Knowledge (nature) +2 Perception +20, Sense Motive +7, Stealth +15; **Racial Modifiers** +2 Acrobatics when balancing on a surface, +4 Acrobatics when jumping**Languages** Common, Dwarven**SQ** evolution points (bite, burrow, claws, flight, improved evasion, large, legs [2], sting, tail)**Gear** tarnished silver nose ring worth 50 gp

BRAHLIM**CR 6**Male advanced fossegrim (*Pathfinder RPG Bestiary 4* 288, 114)

NE Medium fey (aquatic)

Init +7; **Senses** low-light vision; Perception +19**DEFENSE****AC** 19, touch 14, flat-footed 15 (+3 Dex, +1 dodge, +5 natural)**hp** 65 (10d6+30)**Fort** +6, **Ref** +10, **Will** +9**DR** 5/cold iron**OFFENSE****Speed** 30 ft., swim 40 ft., *water walk***Melee** 2 slams +9 (2d6)**Special Attacks** drowning touch, enchanting music**Spell-Like Abilities** (CL 9th; concentration +14)Constant—*water walk*At will—*create water*3/day—*aqueous orb*^{APG} (DC 18), *hydraulic torrent*^{APG}1/day—*control water* (DC 19)**TACTICS**

Before Combat If Brahlim detects the PCs before they detect him, he lies at the bottom of the pool using his treasure form ability and waits for them to approach. If the PCs leave without investigating the “treasure” at the bottom of the pool, he uses his enchanting music ability to bring them closer.

During Combat Brahlim tries to separate the PCs, using *aqueous orb* and *hydraulic torrent* to push some PCs away, and using his slam attacks on creatures under the effects of his enchanting music to deliver his drowning touch. He uses his underwater invisibility to his advantage.

Morale Brahlim agreed to guard the approach to the duergar settlement, but he does not have any particular loyalty to the draugr. He surrenders when reduced to 17 hit points or fewer, offering the PCs the treasure at the bottom of the pool as well as the information he knows about the duergar in exchange for his life (see Development below).

STATISTICS**Str** 10, **Dex** 17, **Con** 17, **Int** 12, **Wis** 14, **Cha** 21**Base Atk** +5; **CMB** +5; **CMD** 19**Feats** Alertness, Dodge, Improved Initiative, Weapon Finesse, Weapon Focus (slam)**Skills** Bluff +18, Diplomacy +9, Knowledge (geography) +5, Knowledge (nature) +10, Perception +19, Perform (sing) +9, Perform (string instruments) +24, Sense Motive +19, Sleight of Hand +7, Stealth +16, Swim +25; **Racial Modifiers** +4 Perform (string instruments), +4 Swim**Languages** Common, Sylvan**SQ** transparency, treasure form**Combat Gear** *wand of cure moderate wounds* (25 charges); **Other Gear** mwk harp**SPECIAL ABILITIES**

Drowning Touch (Su) A fossegrim can flood the lungs of a creature that is willing, is helpless, is affected by its enchanted music ability, touches it while it’s in treasure form, or is touched by it (traditionally by kissing the creature on the lips). If the target cannot breathe water, it cannot hold its breath and immediately begins to drown slowly. On its turn, the target can attempt a DC 18 Fortitude save to cough up this water; if it fails, it falls unconscious at 0 hp. On the next round, a fallen target must attempt another DC 18 Fortitude save, dropping to –1 hit points and dying if it fails; on the next round it must

attempt to save again or lose 1d6 hit points. On the first successful save, the water clears from the target's lungs and the target stabilizes. The save DC is Constitution-based.

Enchanting Music (Su) As a full-round action, a fossegrim can play a musical stringed instrument (usually a harp or violin) and target a single creature within 45 feet that can hear and see the fossegrim with an effect identical to the *unnatural lust* spell (CL 9th; DC 20 Will save negates). This action provokes attacks of opportunity. If the target touches or kisses the fossegrim, the fey can affect the target with its drowning touch ability. This is a sonic mind-affecting compulsion effect. The save DC is Charisma-based.

Transparency (Su) When underwater, a fossegrim's body becomes transparent, effectively rendering it invisible. It can become visible or transparent at will as a free action.

Treasure Form (Su) As a standard action when completely underwater, a fossegrim can create an illusion causing it to resemble a Medium pile of gold and silver coins, glittering jewels, and valuable art objects. If a fossegrim speaks, moves, attacks, or uses any of its special abilities or spell-like abilities while in treasure form, the illusion dissipates. A successful DC 20 Will save is required to disbelieve this illusion. If a living creature within the fossegrim's melee reach touches or physically interacts with the illusion, the fossegrim reaches out to kiss or otherwise touch that creature, automatically affecting the creature with its drowning touch ability. The fossegrim can maintain this illusion indefinitely and can revert to its normal natural form as a free action. This is a mind-affecting illusion (glamer) effect. The save DC to disbelieve is Charisma-based.

DRAUGR

CR 2

CE Medium undead (water)

Init +0; **Senses** darkvision 60 ft., Perception +6

DEFENSE

AC 14, touch 10, flat-footed 14 (+2 armor, +2 natural)

hp 19 (3d8+6)

Fort +2, **Ref** +1, **Will** +3

DR 5/bludgeoning or slashing; **Immune** undead traits; **Resist** fire 10

OFFENSE

Speed 30 ft., swim 30 ft.

Melee greataxe +5 (1d12+4/x3 plus nausea) or slam +5 (1d10+4 plus nausea)

w/ Power Attack greataxe +4 (1d12+7/x3 plus nausea) or slam +4 (1d10+7 plus nausea)

STATISTICS

Str 17, **Dex** 10, **Con** —, **Int** 8, **Wis** 10, **Cha** 13

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

Feats Power Attack, Toughness

Skills Climb +6, Perception +6, Stealth +6, Swim +11

Languages Common (cannot speak)

SPECIAL ABILITIES

Nausea (Su) A creature that is damaged by a draugr must make a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Charisma-based.

DRAUGR CAPTAIN ASPIS AGENTS**CR 4**Draugr captain fighter 1 (*Pathfinder RPG Bestiary 2* 110)

CE Medium undead (water)

Init +3; **Senses** darkvision 60 ft.; Perception +10

DEFENSE**AC** 19, touch 13, flat-footed 16 (+2 armor, +3 Dex, +4 natural)**hp** 43 each (4 HD; 3d8+1d10+25)**Fort** +8, **Ref** +4, **Will** +6**DR** 5/bludgeoning or slashing; **Immune** undead traits;**Resist** fire 10

OFFENSE**Speed** 30 ft., swim 30 ft.**Melee** mwk greataxe +12 (1d12+10/×3 plus 1 negative level) or slam +10 (1d10+10 plus 1 negative level)**w/ Power Attack** mwk greataxe +11 (1d12+13/×3 plus 1 negative level) or slam +9 (1d10+13 plus 1 negative level)**Spell-Like Abilities** (CL 5th; concentration +10)3/day—*obscuring mist*

STATISTICS**Str** 25, **Dex** 17, **Con** —, **Int** 12, **Wis** 16, **Cha** 20**Base Atk** +3; **CMB** +10; **CMD** 23**Feats** Power Attack, Toughness, Weapon Focus (greataxe)**Skills** Climb +14, Intimidate +10, Perception +10, Stealth +10, Swim +22**Languages** Common (can't speak)**Gear** mwk greataxe, leather armor, 60 gp

SPECIAL ABILITIES**Negative Level** A draugr captain can only bestow 1 negative level per round.

ANIMATED OBJECT, IRON SCULPTURE (Subtier 5-6)**CR 4**N Medium construct (*Pathfinder RPG Bestiary* 14)**Init** +0; **Senses** darkvision 60 ft., low-light vision; Perception -5**DEFENSE****AC** 16, touch 10, flat-footed 16 (+6 natural)**hp** 36 (3d10+20)**Fort** +1, **Ref** +1, **Will** -4**Defensive Abilities** hardness 10; **Immune** construct traits**OFFENSE****Speed** 30 ft.**Melee** 2 slams +5 (1d6+2)**STATISTICS****Str** 14, **Dex** 11, **Con** —, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +3; **CMB** +5; **CMD** 15**SQ** construction points (additional attack, grab, metal)**DUERGAR SERGEANT****CR 1**

Duergar fighter 2

LE Large humanoid (dwarf)

Init +0; **Senses** darkvision 120 ft.; Perception +2**DEFENSE****AC** 16, touch 9, flat-footed 15 (+7 armor, -1 size)**hp** 23 (2d10+8)**Fort** +6, **Ref** +0, **Will** +2 (+1 vs. fear); +2 vs. spells**Defensive Abilities** bravery +1; **Immune** paralysis, phantasms, poison**Weaknesses** light sensitivity**OFFENSE****Speed** 20 ft.**Melee** mwk dwarven waraxe +5 (2d8+4/x3)**w/ Power Attack** mwk dwarven waraxe +4 (2d8+7/x3)**Ranged** heavy crossbow +3 (2d8/19-20)**Spell-Like Abilities** (CL 2nd; concentration -1)1/day—*enlarge person* (self only, already cast), *invisibility* (self only)**STATISTICS****Str** 17, **Dex** 10, **Con** 16, **Int** 10, **Wis** 15, **Cha** 4**Base Atk** +2; **CMB** +5; **CMD** 16 (20 vs. bull rush or trip on solid ground)**Feats** Cleave, Power Attack, Weapon Focus (dwarven waraxe)**Skills** Handle Animal +1, Perception +2, Ride -2, Survival +6**Languages** Common, Dwarven, Undercommon**SQ** slow and steady, stability**Combat Gear** *potions of cure light wounds* (2), alchemist's fire (2); **Other Gear** banded mail, heavy crossbow with 10 bolts, mwk dwarven waraxe, 9 gp

TANBARU**CR 4**Male variant spirit oni (*Pathfinder RPG Bestiary 3* 209)

LE Tiny outsider (oni, native)

Init +8; **Senses** darkvision 60 ft., *detect magic*; Perception +9

DEFENSE**AC** 18, touch 16, flat-footed 14 (+4 Dex, +2 natural, +2 size)**hp** 37 (5d10+10); fast healing 2**Fort** +3, **Ref** +8, **Will** +5

OFFENSE**Speed** 10 ft., fly 30 ft. (good)**Melee** bite +11 (1d4), gore +11 (1d4 plus poison)**Space** 2-1/2 ft.; **Reach** 0 ft.**Special Attacks** poison**Spell-Like Abilities** (CL 8th; concentration +11)Constant—*detect magic*At will—*invisibility* (self only), *mage hand*3/day—*command* (DC 14), *ear-piercing scream*^{UM} (DC 14), *lesser confusion* (DC 14), *obscuring mist*1/day—*darkness*, *deep slumber* (DC 16), *dispel magic*, *mirror image*, *stone shape*1/week—*commune* (CL 12th, 6 questions), *permanent image* (DC 19)

TACTICS**Before Combat** Tanbaru uses his at-will *invisibility* to remain invisible and attaches himself to the face of an iron statue.**During Combat** Tanbaru directs one of the two iron sculptures that have been specially designed to animate with his guidance. If the PCs destroy that sculpture, he flies over to the other sculpture that he can animate and directs it instead. He does not use his own offensive spell-like abilities, because such actions would break his *invisibility*. Animating the iron sculptures to attack the PCs does not break his *invisibility*.**Morale** If the PCs defeat the duergar sentinels, Tanbaru drops his *invisibility* and attempts to parley (see Development). If the PCs destroy the sculptures that Tanbaru can animate before they defeat the duergar, he flies invisibly above the fray and waits. After the combat, he offers the PCs assistance in navigating the fortress (see Development). If the PCs refuse his offer, he is suddenly overcome with rage. He curses at them in Tien and begins a new combat. He uses any remaining iron statues to fight the PCs, and then attacks them with his spell-like abilities (except *permanent image*, which he cast earlier in the week). In this second combat, Tanbaru fights to the death.

STATISTICS**Str** 10, **Dex** 19, **Con** 14, **Int** 15, **Wis** 12, **Cha** 17**Base Atk** +5; **CMB** +7; **CMD** 17**Feats** Ability Focus (poison), Improved Initiative, Weapon Finesse**Skills** Bluff +11, Fly +20, Knowledge (arcana) +10, Knowledge (local) +10, Perception +9, Sense Motive +9, Spellcraft +10, Stealth +20**Languages** Common, Dwarven, Tien**SQ** mask symbiosis

SPECIAL ABILITIES**Mask Symbiosis (Ex)** A spirit oni can be worn as a mask by a willing Small or Medium creature. While worn in this way, the wearer can see through the oni's eyes and speak through its mouth, although the wearer retains its own senses and voice. The spirit oni remains a separate creature, and must detach from its host's face (as a move action) if it wishes to take any action of its own (including attacking or

using a spell-like ability). While a spirit oni is worn as a mask, it grants a +2 insight bonus on its host's Perception checks.

Poison (Ex) Gore—injury; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1d3 Cha; *cure* 2 consecutive saves.

Tanbaru's Cheat Sheet

At-Will

Invisibility (illusion[glamer], self only, 1min/lvl, SRyes) – Become invisible until you attack

Mage Hand (transmutation, close, nonmagical unattended objects up to 5 lbs.) – move action to move it up to 15 ft.

3/day

Command (enchantment (compulsion)[mind-affecting], close, 1rd, SRyes) – WILL or Approach, Drop, Fall, Flee or Halt.

Ear-Piercing Scream (evocation [sonic], VS, close, one creature, SRyes) – FORT or dazed for 1 rd. 1d6 sonic/2 lvls (max 5d6).

Lesser Confusion (enchantment(compulsion)[mind-affecting], close, one creature, 1rd, SRyes) – WILL or confused for duration.

Obscuring Mist (conjuration (creation), 20ft radius from you, 1min/lvl) – Within 5ft is concealed. Past that is totally concealed. Winds, fire remove it.

1/day

Darkness (evocation[darkness], object touched, 1min/lvl) – object radiates darkness in a 20ft. radius. Light level drops one step, nonmagical sources of light are shut off.

Deep Slumber (enchantment(compulsion)[mind-affecting], VSM, 1 round, close, 10ft radius, 1 min/lvl, SRyes) – Like sleep, but affects up to 10HD of targets.

Dispel Magic (abjuration, medium) – You know how dispel magic works

Mirror Image (illusion(figment), personal, 1min/lvl) – 1d4+1/2lvls (max 8 total) images pop up in your space. Hits on you random between you and all your images. Miss by less than 5 pops an image.

Stone Shape (transmutation, stone or stone object touched, 10cu.ft. + 1cu.ft./lvl) – Reshape stone to your purpose. No fine detail. 30% chance that an object with moving parts won't work.

1/week

Commune (divination, 10 minutes, VS MDF, personal, 1rd/lvl) – Ask lvl worth of yes/no questions to deity.

ANIMATED OBJECT, IRON SCULPTURE (Subtier 8-9)**CR 7**N Large construct (*Pathfinder RPG Bestiary* 14)**Init** –1; **Senses** darkvision 60 ft., low-light vision; **Perception** –5**DEFENSE****AC** 16, touch 8, flat-footed 16 (–1 Dex, +8 natural, –1 size)**hp** 52 (4d10+30)**Fort** +1, **Ref** +0, **Will** –4**Defensive Abilities** hardness 10; **Immune** construct traits**OFFENSE****Speed** 50 ft.**Melee** 2 slams +9 (1d8+6 plus grab)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** constrict (1d8+6), trample (1d8+10, DC 18)**STATISTICS****Str** 22, **Dex** 9, **Con** —, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +4; **CMB** +11; **CMD** 20**SQ** construction points (additional attack, constrict, faster [2], grab, metal, trample)**DUERGAR SENTINELS****CR 4**Duergar fighter 5 (*Pathfinder RPG Bestiary* 117)

LE Medium humanoid (dwarf)

Init +7; **Senses** darkvision 120 ft.; **Perception** +3**DEFENSE****AC** 19, touch 13, flat-footed 16 (+6 armor, +3 Dex)**hp** 42 each (5d10+15)**Fort** +6, **Ref** +4, **Will** +3 (+1 vs. fear); +2 vs. spells**Defensive Abilities** bravery +1; **Immune** paralysis, phantasms, poison**Weaknesses** light sensitivity**OFFENSE****Speed** 20 ft.**Melee** mwk dwarven waraxe +9 (1d10+3/x3) or longspear +7 (1d8+3/x3)**w/ Power Attack** mwk dwarven waraxe +7 (1d10+9/x3) or longspear +5 (1d8+9/x3)**Ranged** +1 *composite longbow* +11 (1d8+4/x3)**Special Attacks** weapon training (bows +1)**Spell-Like Abilities** (CL 5th; concentration +3)1/day—*enlarge person* (self only), *invisibility* (self only)**STATISTICS****Str** 14, **Dex** 16, **Con** 15, **Int** 8, **Wis** 14, **Cha** 6**Base Atk** +5; **CMB** +7; **CMD** 20**Feats** Improved Initiative, Point-Blank Shot, Power Attack, Rapid Shot, Weapon Focus (composite longbow), Weapon Focus (warhammer)**Skills** Climb +4, Intimidate +2, Perception +3 (+5 relating to stonework), Sense Motive +3, Stealth +0, Survival +6; **Racial Modifiers** +2 Perception relating to stonework, +4 Stealth**Languages** Common, Dwarven, Undercommon**SQ** slow and steady, stability, armor training 1**Combat Gear** *potion of cure moderate wounds*; **Other Gear** mwk breastplate, longspear, +1 *composite longbow*, mwk dwarven waraxe, with 40 arrows, 163 gp

Female duergar cleric of Droskar 6 (*Pathfinder RPG Bestiary* 117)

LE Medium humanoid (dwarf)

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

DEFENSE

AC 20, touch 12, flat-footed 20 (+6 armor, +3 deflection, -1 Dex, +2 shield)

hp 48 (6d8+18)

Fort +8, **Ref** +4, **Will** +9; +2 vs. spells

Immune paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee +1 *warhammer* +8 (1d8+5/x3 and shaken for 1 round)

Ranged light hammer +3 (1d4+2)

Special Attacks channel negative energy 4/day (DC 14, 3d6)

Spell-Like Abilities (CL 6th; concentration +7)

1/day—*enlarge person* (self only), *invisibility* (self only)

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

6/day—*artificer's touch* (1d6+3, bypasses DR and hardness 6), *copycat* (6 rounds)

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

3rd—*bestow curse* (DC 16), *blindness/deafness* (DC 16), *stone shape*^D, *wrathful mantle*^{APG}

2nd—*bull's strength*, *cure moderate wounds*, *invisibility*^D, *spiritual weapon* (+9, 1d8+2), *weapon of awe*^{APG}

1st—*divine favor*, *command*^D (DC 14), *endure elements*, *obscuring mist*, *shield of faith*

0 (at will)—*bleed* (DC 13), *detect magic*, *guidance*, *spark*^{APG}

D domain spell; **Domains** Artifice (Toil subdomain)^{APG}, Trickery

TACTICS

Before Combat Mueritt hears the commotion in the hallways, and knows that there are intruders in the fortress. She casts *bull's strength*, *shield of faith*, and *wrathful mantle* on herself, and *weapon of awe* on her warhammer. The benefits of all of these spells are already calculated in to her statistics.

During Combat Mueritt coordinates with Xixel in Terran. She uses *copycat* to make herself more difficult to hit, and targets PCs with her spells. She does not use her channel negative energy while Xixel is in the room.

Morale Mueritt is a religious zealot who fights in Droskar's name. She fights to the death to defend her forge.

Base Statistics Without the benefits of *shield of faith*, *weapon of awe*, and *wrathful mantle*, Mueritt's statistics are **AC** 17, touch 9, flat 17; **Fort** +7, **Ref** +3, **Will** +8; **Melee** +1 *warhammer* +6 (1d8+3/x3); **Str** 10

STATISTICS

Str 14, **Dex** 8, **Con** 15, **Int** 12, **Wis** 16, **Cha** 12

Base Atk +4; **CMB** +4; **CMD** 13

Feats Improved Initiative, Lightning Reflexes, Weapon Focus (warhammer)

Skills Craft (armor) +12, Craft (weapons) +12, Knowledge (religion) +7, Linguistics +5, Perception +3 (+5 relating to stonework), Sense Motive +7, Spellcraft +5, Stealth -1; **Racial Modifiers** +2 Perception relating to stonework, +4 Stealth

Languages Common, Dwarven, Terran, Undercommon

SQ slow and steady, stability

Combat Gear wand of cure light wounds; **Other Gear** mwk breastplate, mwk heavy steel shield, light hammer (5), +1 warhammer, 63 gp

Mueritt's Cheat Sheet (Subtier 5-6)

3rd level spells

Bestow Curse (necromancy[curse], VS, touch, permanent, SRyes) – WILL or cursed. Either -6 to an ability; -4 on att, saves, ability checks, skills; or 50% chance to do nothing each turn

Blindness/Deafness (necromancy, V, medium, one living creature, SRyes) – FORT or permanently blind or deaf.

Stone Shape (transmutation, VSMDf, stone or stone object touched, 10cu.ft. + 1cu.ft./lvl) – Reshape stone to your purpose. No fine detail. 30% chance that an object with moving parts won't work.

Wrathful Mantle (evocation[force, light], VSDF, touch, creature touched, 1min/lvl, SRyes) – Subject surrounded by light. +1 resistance to saves/4lvls (max +5). Target can end spell as swift to deal 2d8 force to all within 5 feet.

2nd level spells

Bull's Strength (transmutation, VSMDf, creature touched, 1min/lvl, SRyes) – +4 STR enhancement

Cure Moderate Wounds (conjuration (healing), VS) – creature touched heals 2d8+lvl (max +10)

Invisibility (illusion[glamer], VSM, creature touched, 1min/lvl, SRyes) – Become invisible until you attack

Spiritual Weapon (evocation[force], VSDF, medium, 1rd/lvl, SRyes) Weapon of force +(WIS+lvl) (1d8+1/3lvls force) Move to redirect the weapon. Touch AC is 12.

Weapon of Awe (transmutation, VSDF, weapon touched, 1min/lvl, SRyes) – Weapon gains +2sacred to damage. Crit shakens target (mind-affecting fear).

1st level spells

Command (enchantment (compulsion)[mind-affecting], V, close, 1rd, SRyes) – WILL or Approach, Drop, Fall, Flee or Halt.

Divine Favor (evocation, VSDF, personal, 1 minute) +1/3lvls (max +3) luck bonus on attack and weapon damage.

Endure Elements (abjuration, VS, creature touched, 24 hrs, SRyes) – Protected from environment between -50 and 140°F

Obscuring Mist (conjuration (creation), VS, 20ft radius from you, 1min/lvl) – Within 5ft is concealed. Past that is totally concealed. Winds, fire remove it.

Shield of Faith (abjuration, VSM, creature touched, 1min/lvl) - +2+1/6lvls deflection to AC

Domain Spell-Like Abilities

Artificer's Touch – Do 1d6+1/2lvl to an object, ignore up to lvl hardness.

Copycat – Move action create a mirror image.

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+7), 3 claws +8 (1d4+7)

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 (dungeoning) +10, Perception +14, Stealth +10, Survival +10; **Racial Modifiers** +4 Perception

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.

Female duergar cleric of Droskar 9 (*Pathfinder RPG Bestiary* 117)

LE Medium humanoid (dwarf)

Init +3; **Senses** darkvision 120 ft.; Perception +4

DEFENSE

AC 24, touch 12, flat-footed 24 (+10 armor, +3 deflection, -1 Dex, +2 shield)

hp 71 (9d8+27)

Fort +10, **Ref** +6, **Will** +12; +2 vs. spells

Immune paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee +1 warhammer +10/+5 (1d8+5/×3 plus shaken for 1 round)

Ranged light hammer +5 (1d4+2)

Special Attacks aura of repetition (9 rounds/day, DC 18), channel negative energy 4/day (DC 15, 5d6)

Spell-Like Abilities (CL 9th; concentration +10)

1/day—*enlarge person* (self only), *invisibility* (self only)

Domain Spell-Like Abilities (CL 9th; concentration +13)

At will—*master's illusion* (9 rounds/day)

7/day—*artificer's touch* (1d6+4, bypasses DR and hardness 9), *copycat* (9 rounds)

Cleric Spells Prepared (CL 9th; concentration +13)

5th—*greater command* (DC 19), *waves of fatigue*^D

4th—*blessing of fervor*^{APG}, *confusion*^D (DC 18), *divine power*, *freedom of movement*

3rd—*bestow curse* (DC 17), *blindness/deafness* (DC 17), *meld into stone*, *stone shape*^D, *wrathful mantle*^{APG}

2nd—*bull's strength*, *cure moderate wounds*, *hold person* (DC 16), *invisibility*^D, *spiritual weapon*, *weapon of awe*^{APG}

1st—*bless*, *command*^D (DC 15), *divine favor*, *endure elements*, *obscuring mist*, *shield of faith*

0 (at will)—*bleed* (DC 14), *detect magic*, *guidance*, *spark*^{APG}

D domain spell; **Domains** Artifice (Toil subdomain)^{APG}, Trickery

TACTICS

Before Combat Mueritt hears the commotion in the hallways, and knows that there are intruders in the fortress. She casts *bull's strength*, *freedom of movement*, *shield of faith*, and *wrathful mantle* on herself, and *weapon of awe* on her warhammer. The benefits of all of these spells are already calculated in to her statistics.

During Combat Mueritt uses *copycat* to make herself more difficult to hit. She casts *blessing of fervor* when Xixel and Xemaki are in the room, then targets PCs with her spells. She does not use her channel negative energy when both xorns are in the room, because she can only exclude one of them.

Morale Mueritt is a religious zealot who fights in Droskar's name. She fights to the death to defend her forge.

Base Statistics Without the benefits of *bull's strength*, *shield of faith*, *weapon of awe*, and *wrathful mantle*, Mueritt's statistics are **AC** 21, touch 9, flat 21; **Fort** +8, **Ref** +4, **Will** +10; **Melee** +1 warhammer +8 (1d8+1/×3); **Str** 10

STATISTICS

Str 14, **Dex** 8, **Con** 15, **Int** 12, **Wis** 18, **Cha** 13

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

Feats Heavy Armor Proficiency, Improved Initiative, Lightning Reflexes, Selective Channeling, Weapon Focus (warhammer)

Skills Bluff +7, Craft (armor) +15, Craft (weapons) +15, Knowledge (religion) +7, Linguistics +5, Perception +3 (+5 relating to stonework), Sense Motive +8, Spellcraft +5, Stealth –3; **Racial Modifiers** +2 Perception relating to stonework, +4 Stealth

Languages Common, Dwarven, Terran, Undercommon

SQ slow and steady, stability

Combat Gear *wand of cure light wounds*; **Other Gear** +1 full plate, mwk heavy steel shield, light hammer (5), +1 warhammer, *headband of inspired wisdom* +2, 13 gp

Mueritt's Cheat Sheet (Subtier 8-9)

5th level spells

Greater Command (enchantment(compulsion)[language-dependant, mind-affecting], V, close, 1 creature/lvl within 30 ft of each other, 1 rd/lvl, SR yes) – WILL or (Approach, Drop, Fall, Flee, Halt). New WILL every rd.

Waves of Fatigue (necromancy, VS, 30ft. cone, SRyes) – living creatures in the area become fatigued. (This doesn't make fatigued creatures exhausted)

4th level spells

Blessing of Fervor (transmutation, VSDF, close, one creature/lvl all w/in 30ft of each other, 1rd/lvl, SRyes) – each round, each creature chooses one, this doesn't stack with *haste*: increase speed by 30ft; stand as a swift w/o provoking; extra attack as part of a full attack; +2 attack, +2 dodge to AC & REF; cast a 2nd level or lower spell with enlarge, extend, silent or still

Confusion (enchantment(compulsion)[mind-affecting], VSMDf, medium, all creatures in a 15ft radius burst, 1rd/lvl, SRyes) – WILL or confused for duration.

Divine Power (evocation, VSDF, personal, 1rd/lvl) - +1/3lvls on att, weapon dmg, STR checks, STR skills. 1 temp/lvl. Haste attack.

Freedom of Movement (abjuration, VSM, creature touched, 10min/lvl, SRyes) – Can attack and move normally, cannot be grappled.

3rd level spells

Bestow Curse (necromancy[curse], VS, touch, permanent, SRyes) – WILL or cursed. Either -6 to an ability; -4 on att, saves, ability checks, skills; or 50% chance to do nothing each turn

Blindness/Deafness (necromancy, V, medium, one living creature, SRyes) – FORT or permanently blind or deaf.

Meld into Stone (transmutation[earth], VSDF, personal, 10min/lvl) – meld into stone that can hold you, can still cast on yourself while in the stone

Stone Shape (transmutation, VSMDf, stone or stone object touched, 10cu.ft. + 1cu.ft./lvl) – Reshape stone to your purpose. No fine detail. 30% chance that an object with moving parts won't work.

Wrathful Mantle (evocation[force, light], VSDF, touch, creature touched, 1min/lvl, SRyes) – Subject surrounded by light. +1 resistance to saves/4lvls (max +5). Target can end spell as swift to deal 2d8 force to all within 5 feet.

2nd level spells

Bull's Strength (transmutation, VSMDf, creature touched, 1min/lvl, SRyes) – +4 STR enhancement

Cure Moderate Wounds (conjuration (healing), VS) – creature touched heals 2d8+lvl (max +10)

Hold Person (enchantment (compulsion)[mind-affecting], VSDF, medium, 1rd/lvl(D), SRyes) – WILL or humanoid is paralyzed. Full-round gives another save.

Invisibility (illusion[glamer], VSM, creature touched, 1min/lvl, SRyes) – Become invisible until you attack

Spiritual Weapon (evocation[force], VSDF, medium, 1rd/lvl, SRyes) Weapon of force +(WIS+lvl) (1d8+1/3lvls force) Move to redirect the weapon. Touch AC is 12.

Weapon of Awe (transmutation, VSDF, weapon touched, 1min/lvl, SRyes) – Weapon gains +2sacred to damage. Crit shakens target (mind-affecting fear).

1st level spells

Bless (enchantment(compulsion)[mind-affecting], VSDF, 50ft burst centered on you, 1min/lvl) - +1 morale to att, +1 to saves vs. fear.

Command (enchantment (compulsion)[mind-affecting], V, close, 1rd, SRyes) – WILL or Approach, Drop, Fall, Flee or Halt.

Divine Favor (evocation, VSDF, personal, 1 minute) +1/3lvls (max +3) luck bonus on attack and weapon damage.

Endure Elements (abjuration, VS, creature touched, 24 hrs, SRyes) – Protected from environment between -50 and 140°F

Obscuring Mist (conjuration (creation), VS, 20ft radius from you, 1min/lvl) – Within 5ft is concealed. Past that is totally concealed. Winds, fire remove it.

Shield of Faith (abjuration, VSM, creature touched, 1min/lvl) - +2+1/6lvls deflection to AC

Domain Spell-Like Abilities

Artificer's Touch – Do 1d6+1/2lvl to an object, ignore up to lvl hardness.

Aura of Repetition – 30ft. radius, enemies WILL or repeat their last action every round if able. Works for 1 rd/lvl.

Copycat – Move action create a mirror image.

Master's Veil – Use *veil* on up to one creature/lvl for up to 1 rd/lvl.

CHERGIN IRONWHIP**CR 8**

Male middle-aged duergar oracle^{APG} 9 (*Pathfinder RPG Advanced Player's Guide* 42, *Pathfinder RPG Bestiary* 117)

LE Large humanoid (dwarf)

Init +5; **Senses** darkvision 120 ft., crystal sight; Perception +10

DEFENSE

AC 21, touch 12, flat-footed 21 (+7 armor, +3 deflection, +0 Dex, +2 shield, -1 size)

hp 80 (9d8+36)

Fort +6, **Ref** +4, **Will** +8

Immune paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 20 ft., earth glide 20 ft.

Melee +2 warhammer +13/+8 (2d6+7/x3)

w/ **Power Attack** +2 warhammer +11/+6 (2d6+11/x3)

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

Special Attacks shard explosion (4d6 piercing, DC 18, 2/day)

Spell-Like Abilities (CL 9th; concentration +13)

1/day—*enlarge person* (self only), *invisibility* (self only)

Oracle Spells Known (CL 9th; concentration +13)

4th (5/day)—*greater magic weapon*, *inflict critical wounds* (DC 18), *poison* (DC 18), *wall of stone* (DC 18)

3rd (7/day)—*animate dead*, *dispel magic*, *inflict serious wounds* (DC 17), *meld into stone*

2nd (7/day)—*bull's strength*, *cure moderate wounds*, *hold person* (DC 16), *inflict moderate wounds* (DC 16), *shatter* (DC 16), *stone call*^{APG}

1st (7/day)—*cause fear* (DC 15), *command* (DC 15), *divine favor*, *inflict light wounds* (DC 15), *magic stone*, *ray of sickening*^{UM} (DC 15), *shield of faith*

0 (at will)—*bleed* (DC 14), *detect magic*, *guidance*, *mending*, *read magic*, *resistance*, *spark*^{APG}, *stabilize*

Mystery stone

TACTICS

Before Combat Chergin casts extended *bull's strength*, *greater magic weapon*, and extended *shield of faith* on himself, and uses his *enlarge person* spell-like ability. The benefits of all of these spells are already calculated in to his statistics.

During Combat Chergin opens combat with his shard explosion ability, then uses a combination of spells and melee combat to fight the PCs.

Morale Chergin is unwilling to surrender within a temple of Droskar, so he fights to the death. If he believes that he is losing the fight, he attempts to kill a PC and use *animate dead* to turn her into a skeleton under his control as a final act of spite.

Base Statistics Without the benefits of *bull's strength*, *enlarge person*, *greater magic weapon*, and *shield of faith*, Chergin's statistics are **Size** Medium; **AC** 20 touch 11, flat-footed 19; **Ref** +5; **Melee** +1 warhammer +10/+5 (1d8+3/x3); **Space** 5 ft. **Reach** 5 ft.; **Str** 14 **Dex** 12; **Climb** +1, **Stealth** +1

STATISTICS

Str 20, **Dex** 10, **Con** 14, **Int** 9, **Wis** 13, **Cha** 18

Base Atk +6; **CMB** +12; **CMD** 22

Feats Extend Spell, Improved Initiative, Power Attack, Toughness, Weapon Focus (warhammer)

Skills Appraise +3, Climb +4, Intimidate +16, Knowledge (history) +3, Knowledge (religion) +3, Perception +10 (+12 relating to stonework), Sense Motive +6, Spellcraft +3, Stealth -4, Survival +5; **Racial**

Modifiers +2 Perception relating to stonework, +4 Stealth

Languages Common, Dwarven, Ignan, Terran, Undercommon

SQ Droskar's blessing, oracle's curse (tongues [Terran]), revelations (crystal sight, earth glide, shard explosion), slow and steady, stability

Combat Gear *potion of cure serious wounds*; **Other Gear** +1 chainmail, mwk heavy steel shield, +1 warhammer, cloak of resistance +1, headband of alluring charisma +2, onyx worth 225gp

SPECIAL ABILITIES

Crystal Sight (Ex) You can see through stone, earth, or sand as easily as if it were transparent crystal.

Your gaze can penetrate a number of feet equal to your oracle level, or 1/12th this thickness of metal.

You can use this ability a number of rounds per day equal to your oracle level, but these rounds do not need to be consecutive.

Droskar's Blessing (Ex) When Chergin accepted Droskar's deal, the god enhanced Chergin's force of personality to make the oracle a better mouthpiece. Chergin has a +4 insight bonus to Charisma, which is already included in his statistics.

Earth Glide (Su) You can pass through stone, dirt, or almost any other sort of earth except worked stone and metal as easily as a fish swims through water. If protected against fire damage, you can even glide through lava. You glide at your base land speed. While gliding, you breathe stone as if it were air (you do not need to hold your breath). Your burrowing leaves behind no tunnel or hole, nor does it create any ripple or sign of your presence. A *move earth* spell cast on an area where you are flings you back 30 feet, stunning you for 1 round unless you succeed on a DC 15 Fortitude save. Activating this ability is a free action. You can glide for 1 minute per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. You must be at least 7th level to select this revelation. You can bring other creatures with you when you glide, but each passenger costs an additional minute per minute of travel.

Shard Explosion (Su) As a swift action, you can cause jagged pieces of stone to explode outward from your body. These shards deal 1d6 points of piercing damage per two oracle levels (minimum 1d6) to all creatures within a 10-foot burst. A Reflex save halves this damage. In addition, the broken shards make the area difficult terrain until your next turn. You can use this ability once per day, plus one additional time per day at 5th level and every five levels thereafter.

Chergin Ironwhip's Cheat Sheet (Subtier 5-6)

4th level spells

Greater Magic Weapon (transmutation, VSDF, close, 1 weapon or 50 projectiles, 1hr/lvl) - +1 enhancement/4lvls

Inflict Critical Wounds (necromancy, VS, creature touched, SRyes) – Deals 4d8+lvl (max +20) negative energy damage, WILL ½.

Poison (necromancy, VSDF, living creature touched, SRyes) – FORT or contract poison that deals 1d3CON per rd. for 6 rds. 1 save to cure.

Wall of Stone (conjuration(creation)[earth], VSMDf, medium, stone wall of 1 5ft.square/lvl) – 1in thick/4lvls. Must merge with and be supported by existing stone, avoid entrapment of a creature by a REF.

3rd level spells

Animate Dead (necromancy[evil], VSM, touch) – Up to 2*CL HD of undead, either skeletons or zombies.

Dispel Magic (abjuration, VS, medium) – You know how dispel magic works

Inflict Serious Wounds (necromancy, VS, creature touched, SRyes) – Deals 3d8+lvl (max +15) negative energy damage, WILL ½.

Meld into Stone (transmutation[earth], VSDF, personal, 10min/lvl) – meld into stone that can hold you, can still cast on yourself while in the stone

2nd level spells

Bull's Strength (transmutation, VSMDf, creature touched, 1min/lvl, SRyes) – +4 STR enhancement

Cure Moderate Wounds (conjuration (healing), VS) – creature touched heals 2d8+lvl (max +10)

Hold Person (enchantment (compulsion)[mind-affecting], VSDF, medium, 1rd/lvl(D), SRyes) – WILL or humanoid is paralyzed. Full-round gives another save.

Inflict Moderate Wounds (necromancy, VS, creature touched, SRyes) – Deals 2d8+lvl (max +10) negative energy damage, WILL ½.

Shatter (evocation [sonic], VSMDf, close, 5ft radius or one solid object or crystalline creature, SRyes) – nonmagical object of 10lbs/lvl is destroyed, or radius destroys things < 1lb/lvl, or 1d6 dmg/lvl to crystal creature (FORT negates)

Stone Call (conjuration(creation)[earth], VSDF, medium, cylinder 40ft. radius 20ft. high, 1rd/lvl) – 2d6 dmg to everything in area, rocks make area difficult terrain

1st level spells

Cause Fear (necromancy [emotion, fear, mind-affecting], VS, close, one living creature with <6HD, SRyes) – WILL?shaken for 1rd:frightened for 1d4rds.

Command (enchantment (compulsion)[mind-affecting], V, close, 1rd, SRyes) – WILL or Approach, Drop, Fall, Flee or Halt.

Divine Favor (evocation, VSDF, personal, 1 minute) +1/3lvls (max +3) luck bonus on attack and weapon damage.

Inflict Light Wounds (necromancy, VS, creature touched, SRyes) – Deals 1d8+lvl (max +5) negative energy damage, WILL ½.

Magic Stone (transmutation, VSDF, up to 3 pebbles touched, SRyes) – 3 stones do big damage when slung. (20ft thrown, or 50ft in a sling) +1 enhancement in hit, 1d6+1 dmg (2d6+2 vs. undead)

Ray of Sickening (necromancy, VSM, close, ray, 1min/lvl, SRyes) – Black ray causes target to FORT or become sickened.

Shield of Faith (abjuration, VSM, creature touched, 1min/lvl) - +2+1/6lvls deflection to AC

DUERGAR SERGEANT**CR 1**

Duergar fighter 2

LE Large humanoid (dwarf)

Init +0; **Senses** darkvision 120 ft.; Perception +2

DEFENSE

AC 16, touch 9, flat-footed 15 (+7 armor, -1 size)**hp** 23 (2d10+8)**Fort** +6, **Ref** +0, **Will** +2 (+1 vs. fear); +2 vs. spells**Defensive Abilities** bravery +1; **Immune** paralysis, phantasms, poison**Weaknesses** light sensitivity

OFFENSE

Speed 20 ft.**Melee** mwk dwarven waraxe +5 (2d8+4/x3)**w/ Power Attack** mwk dwarven waraxe +4 (2d8+7/x3)**Ranged** heavy crossbow +3 (2d8/19-20)**Spell-Like Abilities** (CL 2nd; concentration -1)1/day—*enlarge person* (self only, already cast), *invisibility* (self only)

STATISTICS

Str 17, **Dex** 10, **Con** 16, **Int** 10, **Wis** 15, **Cha** 4**Base Atk** +2; **CMB** +5; **CMD** 16 (20 vs. bull rush or trip on solid ground)**Feats** Cleave, Power Attack, Weapon Focus (dwarven waraxe)**Skills** Handle Animal +1, Perception +2, Ride -2, Survival +6**Languages** Common, Dwarven, Undercommon**SQ** slow and steady, stability**Combat Gear** *potions of cure light wounds* (2), alchemist's fire (2); **Other Gear** banded mail, heavy crossbow with 10 bolts, mwk dwarven waraxe, 9 gp

Male middle-aged duergar oracle^{APG} 12 (*Pathfinder RPG Advanced Player's Guide* 42, *Pathfinder RPG Bestiary* 117)

LE Large humanoid (dwarf)

Init +4; **Senses** darkvision 120 ft., crystal sight; Perception +14

DEFENSE

AC 26, touch 13, flat-footed 26 (+7 armor, +4 deflection, +0 Dex, +5 shield, -1 size)

hp 129 (12d8+72)

Fort +9, **Ref** +5, **Will** +11

DR 10/adamantine (120 points); **Immune** paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 20 ft., earth glide 20 ft.

Melee +3 *spell storing warhammer* +17/+12 (2d6+8/x3)

w/ Power Attack +3 *spell storing warhammer* +14/+9 (2d6+14/x3)

Special Attacks shard explosion (6d6 piercing, DC 20, 3/day)

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

Spell-Like Abilities (CL 9th; concentration +13)

1/day—*enlarge person* (self only), *invisibility* (self only)

Oracle Spells Known (CL 12th; concentration +16)

6th (3/day)—*blade barrier* (DC 20), *mass inflict moderate wounds* (DC 21), *stone tell*

5th (5/day)—*flame strike* (DC 19), *slay living* (DC 20), *stoneskin*, *mass inflict light wounds*

4th (7/day)—*blessing of fervor*^{APG}, *greater magic weapon*, *inflict critical wounds* (DC 19), *poison* (DC 19), *wall of stone* (DC 18)

3rd (7/day)—*animate dead*, *dispel magic*, *inflict serious wounds* (DC 18), *magic vestment*, *meld into stone*, *prayer*

2nd (7/day)—*bear's endurance*, *bull's strength*, *cure moderate wounds*, *hold person* (DC 16), *inflict moderate wounds* (DC 17), *shatter* (DC 16), *stone call*^{APG}

1st (7/day)—*cause fear* (DC 16), *command* (DC 15), *divine favor*, *inflict light wounds* (DC 16), *magic stone*, *ray of sickening*^{UM} (DC 16), *shield of faith*

0 (at will)—*bleed* (DC 15), *create water*, *detect magic*, *guidance*, *mending*, *read magic*, *resistance*, *spark*^{APG}, *stabilize*

Mystery stone

TACTICS

Before Combat Earlier in the day, Chergin cast *magic vestment* on his shield, and stored *inflict serious wounds* in his warhammer. As guards inform him of approaching intruders, he casts extended *bear's endurance*, *bull's strength*, *greater magic weapon*, extended *shield of faith*, and *stoneskin* on himself, and uses his *enlarge person* spell-like ability. The benefits of all of these spells are already calculated in to his statistics. Just before the PCs arrive (using his crystal sight ability to time the casting), Chergin casts extended *blessing of fervor* on himself and on his sentinels.

During Combat Chergin opens combat with his shard explosion ability, then uses a combination of spells and melee combat to fight the PCs. He makes use of the waterfall hazard if the opportunity arises, using his earth glide ability to avoid slipping down the waterfall himself.

Morale Chergin is unwilling to surrender within a temple of Droskar, so he fights to the death. He taunts the PCs, offering them slavery instead of death if they surrender instead of "wasting his time." If he

believes that he is losing the fight, he attempts to kill a PC and use *animate dead* to turn her into a skeleton under his control as a final act of spite.

Base Statistics Without the benefits of *bull's strength*, *enlarge person*, *greater magic weapon*, *magic vestment*, *shield of faith*, or *stoneskin*, Chergin's statistics are **Size** Medium; **AC** 20 touch 10, flat-footed 19; **hp** 104; **Fort** +7, **Ref** +6; **DR** none; **Melee** +1 *spell storing warhammer* +13/+8 (1d8+3/x3); **Space** 5 ft. **Reach** 5 ft.; **Str** 14, **Dex** 12, **Con** 14; **Climb** +1, **Stealth** +1

STATISTICS

Str 20, **Dex** 10, **Con** 18, **Int** 9, **Wis** 14, **Cha** 18

Base Atk +9; **CMB** +15; **CMD** 25

Feats Extend Spell, Improved Initiative, Power Attack, Spell Focus (necromancy), Toughness, Weapon Focus (warhammer)

Skills Appraise +3, Climb +2, Intimidate +19, Knowledge (history) +3, Knowledge (religion) +3, Perception +14 (+16 relating to stonework), Sense Motive +10, Spellcraft +3, Stealth -4, Survival +6; Racial Modifiers +2 Perception relating to stonework, +4 Stealth

Languages Common, Dwarven, Ignan, Terran, Undercommon; tongues (understand only)

SQ Droskar's blessing, oracle's curse (tongues [Terran]), revelations (crystal sight, earth glide, mighty pebble, shard explosion), slow and steady, stability

Combat Gear *potion of cure serious wounds*; **Other Gear** +1 *chainmail*, mwk heavy steel shield, +1 *spell storing warhammer*, *cloak of resistance* +1, *headband of alluring charisma* +2, key ring, onyx worth 225 gp

SPECIAL ABILITIES

Crystal Sight (Ex) You can see through stone, earth, or sand as easily as if it were transparent crystal.

Your gaze can penetrate a number of feet equal to your oracle level, or 1/12th this thickness of metal.

You can use this ability a number of rounds per day equal to your oracle level, but these rounds do not need to be consecutive.

Droskar's Blessing (Ex) When Chergin accepted Droskar's deal, the god enhanced Chergin's force of personality to make the oracle a better mouthpiece. Chergin has a +4 insight bonus to Charisma, which is already included in his statistics.

Earth Glide (Su) You can pass through stone, dirt, or almost any other sort of earth except worked stone and metal as easily as a fish swims through water. If protected against fire damage, you can even glide through lava. You glide at your base land speed. While gliding, you breathe stone as if it were air (you do not need to hold your breath). Your burrowing leaves behind no tunnel or hole, nor does it create any ripple or sign of your presence. A *move earth* spell cast on an area where you are flings you back 30 feet, stunning you for 1 round unless you succeed on a DC 15 Fortitude save. Activating this ability is a free action. You can glide for 1 minute per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. You must be at least 7th level to select this revelation. You can bring other creatures with you when you glide, but each passenger costs an additional minute per minute of travel.

Mighty Pebble (Su) As a standard action, you can charge and throw a pebble (or other stone of similar size) that detonates when it strikes a target as a ranged attack. The pebble has a range increment of 20 feet and has a +1 enhancement bonus to attack and damage for every four oracle levels you possess. Any creature struck by the pebble takes 1d6 points of bludgeoning damage per two oracle levels you possess (minimum 1d6). Creatures in squares adjacent to the target take half damage, or no damage if they make a Reflex saving throw. If the attack roll misses, treat the pebble as a thrown splash weapon to determine where it lands. You can use this ability once per day, plus one additional time per day at 5th level and every five levels thereafter.

Shard Explosion (Su) As a swift action, you can cause jagged pieces of stone to explode outward from your body. These shards deal 1d6 points of piercing damage per two oracle levels (minimum 1d6) to all creatures within a 10-foot burst. A Reflex save halves this damage. In addition, the broken shards make the area difficult terrain until your next turn. You can use this ability once per day, plus one additional time per day at 5th level and every five levels thereafter.

Chergin Ironwhip's Cheat Sheet (Subtier 8-9)

6th level spells

Blade Barrier (evocation[force], wall 20ft/lvl long or ring of 5ft/2lvs radius, 1min/lvl) – Walk through the wall and take 1d6/lvl dmg, REF for half. If wall is cast on a creature, they take dmg. Provides cover through it.

Mass Inflict Moderate Wounds (necromancy, VS, close, one creature/lvl, all within no more than 30ft.)– Deals 1d8+lvl (max +25) negative energy damage, WILL ½.

Stone Tell – not casting in combat

5th level spells

Flame Strike (evocation[fire], VSDF, medium, 10ft. radius, 40ft. high, SRyes) – 1d6/lvl (REF half, max 15d6). 50% is fire dmg, 50% is divine dmg.

Mass Inflict Light Wounds (necromancy, VS, close, one creature/lvl, all within no more than 30ft., SRyes)– Deals 1d8+lvl (max +25) negative energy damage, WILL ½.

Slay Living (necromancy[death], VS, touch, SRyes) – FORT?3d6+lvl dmg:12d6+lvl dmg

Stoneskin (abjuration, VSM, creature touched, 10min/lvl, SRyes) – DR 10/adamantine. Discharged when it prevents 10*lvl dmg (max 120).

4th level spells

Blessing of Fervor (transmutation, VSDF, close, one creature/lvl all w/in 30ft of each other, 1rd/lvl, SRyes) – each round, each creature chooses one, this doesn't stack with *haste*: increase speed by 30ft;stand as a swift w/o provoking; extra attack as part of a full attack; +2 attack, +2 dodge to AC & REF; cast a 2nd level or lower spell with enlarge, extend, silent or still

Greater Magic Weapon (transmutation, VSDF, close, 1 weapon or 50 projectiles, 1hr/lvl) - +1 enhancement/4lvs

Inflict Critical Wounds (necromancy, VS, creature touched, SRyes) – Deals 4d8+lvl (max +20) negative energy damage, WILL ½.

Poison (necromancy, VSDF, living creature touched, SRyes) – FORT or contract poison that deals 1d3CON per rd. for 6 rds. 1 save to cure.

Wall of Stone (conjuration(creation)[earth], VSMDF, medium, stone wall of 1 5ft.square/lvl) – 1in thick/4lvs. Must merge with and be supported by existing stone, avoid entrapment of a creature by a REF.

3rd level spells

Animate Dead (necromancy[evil], VSM, touch) – Up to 2*CL HD of undead, either skeletons or zombies.

Dispel Magic (abjuration, VS, medium) – You know how dispel magic works

Inflict Serious Wounds (necromancy, VS, creature touched, SRyes) – Deals 3d8+lvl (max +15) negative energy damage, WILL ½.

Magic Vestment

Meld into Stone (transmutation[earth], VSDF, personal, 10min/lvl) – meld into stone that can hold you, can still cast on yourself while in the stone

Prayer (enchantment (compulsion) [mind-affecting], VSDF, 40ft. burst centered on you, 1rd/lvl, SRyes) – Allies get +1 luck bonus to attack, weapon damage, saves and skills. Enemies get a similar penalty.

2nd level spells

Bear's Endurance (transmutation, VSMDf, creature touched, 1min/lvl, SRyes) – +4 CON enhancement

Bull's Strength (transmutation, VSMDf, creature touched, 1min/lvl, SRyes) – +4 STR enhancement

Cure Moderate Wounds (conjuration (healing), VS) – creature touched heals 2d8+lvl (max +10)

Hold Person (enchantment (compulsion)[mind-affecting], VSDF, medium, 1rd/lvl(D), SRyes) – WILL or humanoid is paralyzed. Full-round gives another save.

Inflict Moderate Wounds (necromancy, VS, creature touched, SRyes) – Deals 2d8+lvl (max +10) negative energy damage, WILL ½.

Shatter (evocation [sonic], VSMDf, close, 5ft radius or one solid object or crystalline creature, SRyes) – nonmagical object of 10lbs/lvl is destroyed, or radius destroys things < 1lb/lvl, or 1d6 dmg/lvl to crystal creature (FORT negates)

Stone Call (conjuration(creation)[earth], VSDF, medium, cylinder 40ft. radius 20ft. high, 1rd/lvl) – 2d6 dmg to everything in area, rocks make area difficult terrain

1st level spells

Cause Fear (necromancy [emotion, fear, mind-affecting], VS, close, one living creature with <6HD, SRyes) – WILL?shaken for 1rd:frightened for 1d4rds.

Command (enchantment (compulsion)[mind-affecting], V, close, 1rd, SRyes) – WILL or Approach, Drop, Fall, Flee or Halt.

Divine Favor (evocation, VSDF, personal, 1 minute) +1/3lvls (max +3) luck bonus on attack and weapon damage.

Inflict Light Wounds (necromancy, VS, creature touched, SRyes) – Deals 1d8+lvl (max +5) negative energy damage, WILL ½.

Magic Stone (transmutation, VSDF, up to 3 pebbles touched, SRyes) – 3 stones do big damage when slung. (20ft thrown, or 50ft in a sling) +1 enhancement in hit, 1d6+1 dmg (2d6+2 vs. undead)

Ray of Sickening (necromancy, VSM, close, ray, 1min/lvl, SRyes) – Black ray causes target to FORT or become sickened.

Shield of Faith (abjuration, VSM, creature touched, 1min/lvl) - +2+1/6lvls deflection to AC

DUERGAR SENTINELS**CR 4**Duergar fighter 5 (*Pathfinder RPG Bestiary* 117)

LE Large humanoid (dwarf)

Init +7; **Senses** darkvision 120 ft.; Perception +3

DEFENSE**AC** 17, touch 11, flat-footed 15 (+6 armor, +2 Dex, -1 size)**hp** 42 each (5d10+15)**Fort** +6, **Ref** +3, **Will** +3 (+1 vs. fear); +2 vs. spells**Defensive Abilities** bravery +1; **Immune** paralysis, phantasms, poison**Weaknesses** light sensitivity

OFFENSE**Speed** 20 ft.**Melee** mwk dwarven waraxe +9 (2d8+4/×3) or longspear +7 (2d6+4/×3)**w/ Power Attack** mwk dwarven waraxe +7 (1d10+9/×3) or longspear +5 (1d8+9/×3)**Ranged** +1 *composite longbow* +9 (1d8+4/×3)**Special Attacks** weapon training (bows +1)**Space** 10 ft.; **Reach** 10ft.**Spell-Like Abilities** (CL 5th; concentration +3)1/day—*enlarge person* (self only, already cast), *invisibility* (self only)

STATISTICS**Str** 16, **Dex** 14, **Con** 15, **Int** 8, **Wis** 14, **Cha** 6**Base Atk** +5; **CMB** +9; **CMD** 21**Feats** Improved Initiative, Point-Blank Shot, Power Attack, Rapid Shot, Weapon Focus (composite longbow), Weapon Focus (warhammer)**Skills** Climb +5, Intimidate +2, Perception +3 (+5 relating to stonework), Sense Motive +3, Stealth -1, Survival +6; **Racial Modifiers** +2 Perception relating to stonework, +4 Stealth**Languages** Common, Dwarven, Undercommon**SQ** slow and steady, stability, armor training 1**Combat Gear** *potion of cure moderate wounds*; **Other Gear** mwk breastplate, longspear, +1 *composite longbow*, mwk dwarven waraxe, with 40 arrows, 163 gp