

Ward Asunder

Subtier 6-7

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Contents

TANBARU		3
SPIRIT ONI	CR 2	3
B1. THE LOST PATH		4
DARK COBRAS (4)	CR 5	4
B5. LIBRARY		5
B6. SACRISTY		7
NAGAJI AMBUSH		8
XUYAN	CR 5	8
MUITA	CR 5	9
NGON LE	CR 5	10
DARK COBRA	CR 5	11
Items	12	
KAMI ASUNDER		13
JIRAKU (KAMI FORM)	CR 6	13
JIRAKU (ONI FORM)	CR 6	14
LARGE MAGMA ELEMENTALS (3)	CR 5	15

Tanbaru

SPIRIT ONI
CR 2

LE Tiny outsider (native, oni)

Init +8; **Senses** darkvision 60 ft., *detect magic*; Perception +7

DEFENSE
AC 17, touch 16, flat-footed 13 (+4 Dex, +1 natural, +2 size)

hp 19 (3d10+3); fast healing 2

Fort +2, **Ref** +7, **Will** +4

OFFENSE
Speed 10 ft., fly 30 ft. (good)

Melee bite +9 (1d4–2), gore +9 (1d4–2 plus poison)

Special Attacks poison

Spell-Like Abilities (CL 6th; concentration +8)

 Constant—*detect magic*

 At will—*invisibility* (self only), *mage hand*

 1/day—*command* (DC 13), *sleep* (DC 13)

 1/week—*commune* (CL 12th, 6 questions)

STATISTICS
Str 6, **Dex** 19, **Con** 12, **Int** 13, **Wis** 12, **Cha** 15

Base Atk +3; **CMB** +5; **CMD** 13 (can't be tripped)

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +7, Bluff +8, Fly +16, Knowledge (arcana) +7, Perception +7, Sense Motive +7, Spellcraft +4, Stealth +17

Languages Common

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 12; *frequency* 1/round for 6 rounds; *effect* 1d2 Cha; *cure* 2 consecutive saves.

B1. The Lost Path

DARK COBRAS (4)

CR 5

Fiendish young emperor cobra

N Medium animal

Init +8; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +13

DEFENSE

AC 19, touch 14, flat-footed 15 (+4 Dex, +5 natural)**hp** 39 each (6d8+12)**Fort** +7, **Ref** +9, **Will** +5**DR** 5/good; **Resist** cold 10, fire 10; **SR** 10

OFFENSE

Speed 30 ft., climb 30 ft., swim 30 ft.**Melee** bite +9 (1d8+6 plus poison)**Special Attacks** smite good 1/day (+6 damage)

TACTICS

During Combat The snakes slither down the wall, attacking from a height of 5 feet above the ledge. The snakes are trained not to attack or constrict unconscious creatures, though their instinct might override these instructions if a target repeatedly regains consciousness during the fight.

Morale A cobra withdraws when reduced to 10 hp or less.

STATISTICS

Str 18, **Dex** 19, **Con** 14, **Int** 1, **Wis** 17, **Cha** 2**Base Atk** +4; **CMB** +8; **CMD** 22 (can't be tripped)**Feats** Improved Initiative, Skill Focus (Stealth), Weapon Focus (bite)**Skills** Acrobatics +12, Climb +12, Perception +13, Stealth +17, Swim +12; **Racial Modifiers** +8 Acrobatics, +4 Perception, +4 Stealth

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d3 Con; *cure* 2 consecutive saves

B5. Library

SCROLL OF CURE CRITICAL WOUNDS

School conjuration (healing); **Level** alchemist 4, bard 4, cleric/oracle 4, druid 5, inquisitor 4, occultist 4, shaman 4, spiritualist 4, witch 5

Casting Time 1 standard action

Caster Level 7th

Range touch

Target creature touched

Duration instantaneous

Saving Throw Will half (harmless); see text; **Spell Resistance** yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 4d8 points of damage + 1 point per caster level (maximum +20). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

SCROLL OF EXPEDITIOUS RETREAT (CL 5)

School transmutation; **Level** alchemist 1, bard 1, bloodrager 1, inquisitor 1, magus 1, medium 1, mesmerist 1, occultist 1, psychic 1, sorcerer/wizard 1, spiritualist 1, summoner 1, unchained summoner 1

Casting Time 1 standard action

Caster Level 5th

Range personal

Target you

Duration 1 min./level (D)

This spell increases your base land speed by 30 feet. This adjustment is treated as an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the Acrobatics skill).

SCROLL OF LESSER RESTORATION

School conjuration (healing); **Level** alchemist 2, cleric 2, druid 2, inquisitor 2, mesmerist 2, paladin 1, shaman 2, spiritualist 2

Casting Time 3 rounds

Caster Level 3rd

Range touch

Target creature touched

Duration instantaneous

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

SCROLL OF SPIDER CLIMB

School transmutation; **Level** alchemist 2, bloodrager 2, druid 2, magus 2, medium 2, occultist 2, psychic 2, sorcerer/wizard 2, summoner 2, unchained summoner 2

Casting Time 1 standard action

Caster Level 3rd

Range touch

Target creature touched

Duration 10 min./level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet and a +8 racial bonus on Climb skill checks; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). A *spider climbing* creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

B6. Sacristy

OIL OF BARKSKIN (CL 6)

Aura moderate transmutation; **CL** 6th; **Slot** —; **Identify DC** 21; **Price** 600 gp; **Weight** —

The target gets a +3 enhancement bonus to natural armor for 60 minutes.

OIL OF BULL'S STRENGTH

Aura faint transmutation; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The target gets a +4 enhancement bonus to Strength for 3 minutes.

OIL OF ENLARGE PERSON (CL 5)

Aura faint transmutation; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 250 gp; **Weight** —

The target grows 1 size category for 5 minutes. During this time they gain reach, their weapon die grows one size, they get a +2 size bonus to Strength and a -2 size penalty to Dexterity.

OIL OF JUMP (CL 5)

Aura faint transmutation; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 250 gp; **Weight** —

The target gets a +20 enhancement bonus on checks made to jump for 5 minutes.

OIL OF RESIST ENERGY (FIRE)

Aura faint abjuration; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The target gains resist fire 10 for 30 minutes.

OIL OF HASTE

Aura faint transmutation; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 750 gp; **Weight** —

The target gains gains +1 AC, attack, Reflex saves, double their move speed (up to an additional 30 ft.), and an extra attack on a full-attack for 5 rounds.

OIL OF FLY

Aura faint transmutation; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 750 gp; **Weight** —

The target gains a 60 ft. fly speed and a +6 bonus on Fly checks between the spell and maneuverability.

This lasts for 5 minutes.

Nagaji Ambush

XUYAN
CR 5

Nagaji monk (qinggong monk) 6

LE Medium humanoid (reptilian)

Init +1; **Senses** low-light vision; Perception +13

DEFENSE
AC 19, touch 15, flat-footed 17 (+1 Dex, +1 dodge, +1 monk, +4 natural, +2 Wis)

hp 42 (6d8+12)

Fort +6, **Ref** +7, **Will** +8; +2 vs. enchantments, +2 vs. mind-affecting effects and poison

Defensive Abilities evasion; **Immune** disease

OFFENSE
Speed 50 ft.

Melee unarmed strike +8 (1d8+4) or

 +1 *spear* +10 (1d10+7/×3) or

unarmed strike flurry of blows +8/+8/+3 (1d8+4)

w/ Power Attack unarmed strike +6 (1d8+8) or

 +1 *spear* +8 (1d10+13/×3) or

unarmed strike flurry of blows +6/+6/+1 (1d8+8)

Special Attacks flurry of blows, stunning fist (6/day, DC 15)

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

 1 ki—*barkskin* (self only)

TACTICS
Before Combat The nagaji cast *barkskin*.

During Combat The nagaji use their ki powers whenever it is prudent. Fast and mobile, they move and attack each round, trying to end their movement behind cover or in a position that makes it difficult for the PCs to counterattack. After 4 rounds (or if cornered), a nagaji changes her tactics; she closes into melee range and makes full attacks with unarmed strikes, using any remaining ki to make additional attacks.

Morale The last nagaji standing attempts to flee if reduced to 25 or fewer hit points.

Base Statistics Without *barkskin*, the nagaji's statistics are **AC** 16, touch 15, flat-footed 14.

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

Base Atk +4; **CMB** +10; **CMD** 23

Feats Combat Reflexes, Dodge, Improved Unarmed Strike, Mobility, **Power Attack**, Stunning Fist, Toughness, Weapon Focus (spear)

Skills Acrobatics +10 (+18 to jump), Climb +13, Perception +13, Stealth +10; **Racial Modifiers** +2 Perception

Languages Nagaji, Tien

SQ fast movement, ki pool (5 points magic), ki power (**Spring Attack** [1 point]) maneuver training

Gear *cloak of resistance* +1, *quick runner's shirt*^{UE}, +1 *spear*

MUITA**CR 5**

Nagaji monk (qinggong monk) 6

LE Medium humanoid (reptilian)

Init +1; **Senses** low-light vision; Perception +13**DEFENSE****AC** 19, touch 15, flat-footed 17 (+1 Dex, +1 dodge, +1 monk, +4 natural, +2 Wis)**hp** 42 (6d8+12)**Fort** +6, **Ref** +7, **Will** +8; +2 vs. enchantments, +2 vs. mind-affecting effects and poison**Defensive Abilities** evasion; **Immune** disease**OFFENSE****Speed** 50 ft.**Melee** unarmed strike +8 (1d8+4) or

unarmed strike flurry of blows +8/+8/+3 (1d8+4)

Ranged +1 composite longbow +6 (1d8+5/×3)w/ **Deadly Aim** +1 composite longbow +4 (1d8+9/×3)**Special Attacks** flurry of blows, stunning fist (6/day, DC 15)**Monk Spell-Like Abilities** (CL 6th; concentration +6)1 ki—*barkskin* (self only), *true strike* (self only)**TACTICS****Before Combat** The nagaji cast *barkskin*.**During Combat** The nagaji use their ki powers whenever it is prudent. Fast and mobile, they move and attack each round, trying to end their movement behind cover or in a position that makes it difficult for the PCs to counterattack. After 4 rounds (or if cornered), a nagaji changes her tactics; she closes into melee range and makes full attacks with unarmed strikes, using any remaining ki to make additional attacks.**Morale** The last nagaji standing attempts to flee if reduced to 25 or fewer hit points.**Base Statistics** Without *barkskin*, the nagaji's statistics are **AC** 16, touch 15, flat-footed 14.**STATISTICS****Str** 18, **Dex** 13, **Con** 10, **Int** 10, **Wis** 14, **Cha** 10**Base Atk** +4; **CMB** +10; **CMD** 23**Feats** Deadly Aim, Dodge, **Improved Grapple**, Improved Unarmed Strike, Martial Weapon Proficiency (longbow), Mobility, Stunning Fist, Toughness**Skills** Acrobatics +10 (+18 to jump), Climb +13, Perception +13, Stealth +10; **Racial Modifiers** +2 Perception**Languages** Nagaji, Tien**SQ** fast movement, ki pool (5 points magic), ki power (*true strike*), maneuver training**Gear** *cloak of resistance* +1, +1 composite longbow with 20 arrows and 5 **+1 human-bane arrows**

NGON LE**CR 5**

Nagaji monk (qinggong monk) 6

LE Medium humanoid (reptilian)

Init +1; **Senses** low-light vision; Perception +13**DEFENSE****AC** 19, touch 15, flat-footed 17 (+1 Dex, +1 dodge, +1 monk, +4 natural, +2 Wis)**hp** 42 (6d8+12)**Fort** +6, **Ref** +7, **Will** +8; +2 vs. enchantments, +2 vs. mind-affecting effects and poison**Defensive Abilities** evasion; **Immune** disease**OFFENSE****Speed** 50 ft.**Melee** unarmed strike +8 (1d8+4 plus 1d6 fire) or

unarmed strike flurry of blows +8/+8/+3 (1d8+4 plus 1d6 fire)

Ranged *scorching ray* +5 touch (4d6 fire)**Special Attacks** flurry of blows, stunning fist (6/day, DC 15)**Monk Spell-Like Abilities** (CL 6th; concentration +6)1 ki—*barkskin* (self only)2 ki—*scorching ray***TACTICS****Before Combat** The nagaji cast *barkskin*.**During Combat** The nagaji use their ki powers whenever it is prudent. Fast and mobile, they move and attack each round, trying to end their movement behind cover or in a position that makes it difficult for the PCs to counterattack. After 4 rounds (or if cornered), a nagaji changes her tactics; she closes into melee range and makes full attacks with unarmed strikes, using any remaining ki to make additional attacks.**Morale** The last nagaji standing attempts to flee if reduced to 25 or fewer hit points.**Base Statistics** Without *barkskin*, the nagaji's statistics are **AC** 16, touch 15, flat-footed 14.**STATISTICS****Str** 18, **Dex** 13, **Con** 10, **Int** 10, **Wis** 14, **Cha** 10**Base Atk** +4; **CMB** +10; **CMD** 23**Feats** *Deflect Arrows*, Dodge, Extra Ki (2), Improved Unarmed Strike, Mobility, Stunning Fist, Toughness**Skills** Acrobatics +10 (+18 to jump), Climb +13, Perception +13, Stealth +10; **Racial Modifiers** +2

Perception

Languages Nagaji, Tien**SQ** fast movement, ki pool (9 points magic), ki power (*scorching ray*), maneuver training**Gear** *cloak of resistance* +1, *flaming amulet of mighty fists*

DARK COBRA**CR 5**

Fiendish young emperor cobra

N Medium animal

Init +8; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +13**DEFENSE****AC** 19, touch 14, flat-footed 15 (+4 Dex, +5 natural)**hp** 39 (6d8+12)**Fort** +7, **Ref** +9, **Will** +5**DR** 5/good; **Resist** cold 10, fire 10; **SR** 10**OFFENSE****Speed** 30 ft., climb 30 ft., swim 30 ft.**Melee** bite +9 (1d8+6 plus poison)**Special Attacks** smite good 1/day (+6 damage)**TACTICS****During Combat** The cobra protects Ngon Le.**Morale** The cobra flees if all three nagaji are defeated. It otherwise fights to the death.**STATISTICS****Str** 18, **Dex** 19, **Con** 14, **Int** 1, **Wis** 17, **Cha** 2**Base Atk** +4; **CMB** +8; **CMD** 22 (can't be tripped)**Feats** Improved Initiative, Skill Focus (Stealth), Weapon Focus (bite)**Skills** Acrobatics +12, Climb +12, Perception +13, Stealth +17, Swim +12; **Racial Modifiers** +8 Acrobatics, +4 Perception, +4 Stealth**SPECIAL ABILITIES****Poison (Ex)** Bite—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d3 Con; *cure* 2 consecutive saves

Items

+1 SPEAR

Two-handed simple melee weapon, 1d8 damage; **Crit** ×3; **Type** P; **Price** 2,302 gp; **Weight** 6 lbs.

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

Brace: If you ready an action against a charge with a brace weapon, you deal double damage.

+1 COMPOSITE LONGBOW (+4 STR)

Martial ranged weapon, 1d8 damage; **Crit** ×3; **Type** P; **Price** 2,800 gp; **Weight** 3 lbs.

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

CLOAK OF RESISTANCE +1

Aura faint abjuration; **CL** 5th; **Slot** shoulders; **Identify DC** 20; **Price** 1,000 gp; **Weight** 1 lb.

Wearing this grants a +1 resistance bonus to all saving throws.

QUICK RUNNER'S SHIRT

Aura faint transmutation; **CL** 5th; **Slot** chest; **Identify DC** 20; **Price** 1,000 gp; **Weight** —

This shirt is made of light, gossamer-thin fabric embroidered with arrangements of winged feet.

Once per day as a swift action, the wearer can take an additional move action to move and then immediately end his turn, losing any unspent actions.

A character must wear this shirt continuously for 24 hours before he can activate this ability.

+1 HUMAN-BANE ARROWS (5)

Aura moderate conjuration and transmutation; **CL** 8th; **Identify DC** 23; **Price** 166 gp; **Weight** —

This arrow has a +1 enhancement bonus to hit and damage. This increases to +3/+3 and deals an extra 2d6 points of damage against demons.

FLAMING AMULET OF MIGHTY FISTS

Aura faint evocation; **CL** 5th; **Slot** neck; **Identify DC** 20; **Price** 4,000 gp; **Weight** —

The wearer's natural attacks and unarmed strikes deal an extra +1d6 fire damage on each hit. This damage is not multiplied on a critical hit.

Kami Asunder

JIRAKU (KAMI FORM)

CR 6

Female variant dosojin kami

NG Medium outsider (kami, native)

Init +6; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)**hp** 67 (9d10+18); fast healing 3**Fort** +8, **Ref** +5, **Will** +8**DR** 5/cold iron; **Immune** bleed, mind-affecting effects, petrification, polymorph; **Resist** acid 10, electricity 10, fire 10

OFFENSE

Speed 40 ft.**Melee** *Hikori* +13/+8 (1d10+4/×4 plus 1d6 cold or fire) or

2 slams +11 (1d6+2)

w/ Power Attack *Hikori* +10/+5 (1d10+13/×4 plus 1d6 cold or fire) or

2 slams +8 (1d6+8)

Spell-Like Abilities (CL 9th; concentration +12)Constant—*call magma* (DC 16), *know direction*, *misdirection* (DC 15)3/day—*dispel magic*, *invisibility*, *longstrider*, *pass without trace*, *stone shape*, *wind wall*1/day—*locate object*, *mirage arcana* (DC 18), *nondetection*

TACTICS

Before Combat Jiraku casts *longstrider* and *pass without trace*. By the time combat begins, assume that only 3 rounds remain of her *wind wall*'s duration.**During Combat** Jiraku casts *dispel magic* on any PCs whom she saw resist Ngon Le's *scorching ray* during the Nagaji Ambush encounter. She then barrages the PCs with her *call magma* ability until a PC comes close enough for her to make a full attack with her tetsubo.**Morale** When Jiraku is incapacitated (for example, paralyzed or pinned) or reduced to 22 hp or less, her stony form crumbles and she immediately transforms into her oni form (see below). As part of her transformation, she may teleport up to 30 feet as an immediate action. Unless she has been disarmed, her tetsubo teleports with her.**Base Statistics** Without *longstrider*, Jiraku's speed is 30 ft.

STATISTICS

Str 15, **Dex** 15, **Con** 14, **Int** 12, **Wis** 14, **Cha** 17**Base Atk** +9; **CMB** +11; **CMD** 23**Feats** Alertness, Exotic Weapon Proficiency (tetsubo), Improved Initiative, Power Attack, Weapon Focus (tetsubo)**Skills** Acrobatics +14 (+18 to jump), Bluff +15, Disguise +15, Handle Animal +15, Knowledge (nature) +13, Perception +4, Sense Motive +16, Survival +11**Languages** Common, Tien; telepathy 100 ft.**SQ** merge with ward, ward (roads or trails)**Other Gear** *Hikori*

SPECIAL ABILITIES

Call Magma (Sp) This ability functions as per *call lightning*, except the damage it deals is half bludgeoning damage, half fire damage.

JIRAKU (ONI FORM)**CR 6**

NE Medium outsider (native, oni, reptilian, shapechanger)

Init +7; **Senses** darkvision 60 ft., low-light vision; **Perception** +12**DEFENSE****AC** 20, touch 13, flat-footed 17 (+3 Dex, +7 natural)**hp** 66 (7d10+28); regeneration 5 (acid or fire)**Fort** +9, **Ref** +5, **Will** +7**SR** 17**OFFENSE****Speed** 40 ft.**Melee** *Hikori* +12/+7 (1d10+7/x4 plus 1d6 cold or fire), tongue +6 touch (1d4 Cha damage) or 2 claws +11 (1d6+4), tongue +6 touch (1d4 Cha damage)**Melee** *Hikori* +10/+5 (1d10+13/x4 plus 1d6 cold or fire), tongue +4 touch (1d4 Cha damage) or 2 claws +9 (1d6+8), tongue +4 touch (1d4 Cha damage)**Spell-Like Abilities** (CL 7th; concentration +11)At will—*murderous command*^{UM} (DC 15)3/day—*dimension door* (self only)1/day—*hold person* (DC 16), *hypnotic pattern* (DC 16), *mirror image* (1d4+2 images)**TACTICS****Before Combat** Jiraku's transformation fully heals her and removes all conditions and ongoing spells affecting her. She still counts as the same creature for purposes of effects that can affect a creature only once per day.**During Combat** Jiraku casts *mirror image*. She aggressively attacks with her tetsubo and spell-like abilities, using whichever option seems most effective.**Morale** If reduced to 22 hp or below, Jiraku attempts to flee by using *dimension door*. Failing that, she surrenders.**STATISTICS****Str** 18, **Dex** 17, **Con** 18, **Int** 12, **Wis** 15, **Cha** 18**Base Atk** +7; **CMB** +11; **CMD** 24**Feats** Exotic Weapon Proficiency (tetsubo), Improved Initiative, Lunge, Power Attack**Skills** Acrobatics +13, Bluff +14, Disguise +14, Knowledge (arcana) +5, Perception +12, Sense Motive +12, Spellcraft +10, Stealth +13**Languages** Common, Nagaji, Tien**SQ** change shape (any nagaji or Medium snake, *alter self* or *beast shape I*)**Gear** *Hikori*

LARGE MAGMA ELEMENTALS (3)**CR 5**

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

Init +3; **Senses** darkvision 60 ft.; Perception +11**DEFENSE****AC** 16, touch 8, flat-footed 16 (–1 Dex, +8 natural, –1 size)**hp** 60 (8d10+16)**Fort** +8, **Ref** +5, **Will** +2**DR** 5/—; **Immune** fire, elemental traits**Weaknesses** vulnerable to cold**OFFENSE****Speed** 20 ft., burrow 20 ft.; earth glide**Melee** 2 slams +11 (1d8+4 plus burn)**w/ Power Attack** 2 slams +8 (1d8+10 plus burn)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** burn (1d6, DC 14), lava puddle**STATISTICS****Str** 18, **Dex** 8, **Con** 15, **Int** 6, **Wis** 11, **Cha** 11**Base Atk** +8; **CMB** +13; **CMD** 22**Feats** Cleave, Improved Bull Rush, Improved Initiative, Power Attack**Skills** Climb +15, Knowledge (dungeoneering) +9, Perception +11, Stealth +6**Languages** Ignan**SPECIAL ABILITIES**

Burn (Ex) A creature with the burn special attack deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn (DC 10 + 1/2 burning creature's racial HD + burning creature's Con modifier). 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 magma elemental 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 inflicts only 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.