

## Amulet of Spell Cunning

**Aura** moderate transmutation; **CL** 7<sup>th</sup> **Slot** neck; **Price** 10,000 gp; **Weight** 1 lb.

**Description:** This silver locket only has power when used as a wizard's bonded object. It allows a wizard to prepare an additional 3 levels of spells per day.

## Tempest Shield

**Aura** moderate evocation **CL** 6<sup>th</sup> **Slot** shield; **Price** 15,170 gp; **Weight** 10 lbs.

**Description:** The face of this +1 *bashing heavy steel shield* swirls with the image of swirling clouds, driving rain, or falling snow. When used to make a shield bash attack, the shield's wielder can make a bull rush maneuver as a free action against her target without provoking an attack of opportunity from the creature being bull rushed. Once per day on command, the wielder can cause the *tempest shield* to emit a stream of high-powered air as the *gust of wind* spell.

## Void Pennant

**Aura** moderate abjuration; **CL** 10<sup>th</sup> **Slot** none; **Price** 14,000 gp; **Weight** 1 lb.

**Description:** This long tapering pennant resembles a stylized serpentine figure wearing a shimmering crown. The figure's claws function as clasps, attaching it to a lance, polearm, frame, or staff. The pennant has no effect when not mounted properly, or when activated by a lawfully aligned creature. Planting the pennant in the ground generates an area of twisted space around the flag out to a range of 30 feet. Any creature that teleports into or out of this area is nauseated for 1 round (a DC 18 Fortitude save reduces this penalty to sickened). Any creature may end the effect by uprooting the pennant as a standard action. The pennant functions for 10 rounds per day. These rounds do not need to be consecutive.

## Ricochet Hammer, Greater

**Aura** moderate transmutation **CL** 7<sup>th</sup> **Slot** none; **Price** 20,301 gp; **Weight** 2 lbs.

**Description:** This +1 *returning light hammer* can strike multiple foes with a single throw. If the wielder has multiple attacks from a high base attack bonus, he may throw the hammer so it rebounds off the first target to strike at a second target, and so on for each of the wielder's additional attacks. The distance to each target adds to the total range of the weapon, and range penalties apply. For example, a 6th-level dwarf fighter can throw the hammer using his +6 BAB at a target 20 feet away (within one range increment, no range penalty); if it hits, he ricochets it to attack using his +1 BAB at a second target 40 feet away from the first target (within three range increments for a -4 range penalty). The hammer can only ricochet if it successfully hits a target; if it misses, it stops ricocheting, has no further attacks that round, and returns as normal for a weapon with the *returning* property. Because ricocheting attacks are treated as separate attacks, modifiers that only apply to one attack roll (such as *true strike*) only apply to the first attack and not the others. The ricochet attacks count as the wielder's additional attacks for that round. **Greater: Gains the Speed special weapon property when thrown.**

## Speed

**Aura** moderate transmutation **CL** 7<sup>th</sup> **Slot** weapon quality; **Price** +3 bonus; **Weight** —

**Description:** When making a full-attack action, the wielder of a speed weapon may make one extra attack with it. The attack uses the wielder's full base attack bonus, plus any modifiers appropriate to the situation. (This benefit is not cumulative with similar effects, such as a *haste* spell.)

## Dwarfbond Hammer

**Aura** moderate evocation **CL** 7<sup>th</sup> **Slot** none; **Price** 25,312 gp; **Weight** 5 lbs.

**Description:** In the hands of a dwarf, this +1 *warhammer* functions as a +2 *returning warhammer*. It can be hurled with a 20-foot range increment. When hurled, a *dwarfbond hammer* deals an extra 1d8 points of damage against creatures of the giant subtype.

## Boots of Teleportation

**Aura** moderate conjuration; **CL** 9<sup>th</sup> **Slot** feet; **Price** 49,000 gp; **Weight** 3 lbs.

**Description:** When scrutinized, parts of these light gray boots appear to fade in and out of existence. Any character wearing this footwear may teleport three times per day, exactly as if she had cast the *teleport* spell.

## Circlet of Persuasion

**Aura** faint transmutation; **CL** 5<sup>th</sup> **Slot** head; **Price** 4,500 gp; **Weight** —

**Description:** This silver headband grants its wearer a +3 competence bonus on Charisma-based checks.

## Agile

**Aura** moderate transmutation **CL** 7<sup>th</sup> **Slot** none; **Price** +1 bonus; **Weight** —

**Description:** A character with Weapon Finesse can apply her Dexterity modifier to damage rolls with an agile weapon in place of her Strength modifier. This modifier to damage is not increased for two-handed weapons, but is still reduced for off-hand weapons. This weapon special ability can be placed only on melee weapons usable with Weapon Finesse.

## Human-Bane

**Aura** moderate conjuration **CL** 8<sup>th</sup> **Slot** weapon quality; **Price** +1 bonus; **Weight** —

**Description:** A *bane* weapon excels against certain foes. Against a designated foe, the weapon's enhancement bonus is +2 better than its actual bonus. It also deals an extra 2d6 points of damage against such foes.

## Carpet of Flying

**Aura** moderate transmutation; **CL** 10<sup>th</sup> **Slot** none; **Price** 20,000 gp (5x5), 35,000 gp (5x10); **Weight** varies

**Description:** This rug is able to fly through the air as if affected by an *overland flight* spell of unlimited duration. The size, carrying capacity, and speed of the different *carpets of flying* are shown on the table below. Beautifully and intricately made, each carpet has its own command word to activate it—if the device is within voice range, the command word activates it, whether the speaker is on the rug or not. The carpet is then controlled by spoken directions. **5x5: 8lbs, carry 200lbs, 40ft speed / 5x10: 10lbs, carry 400lbs, 40ft speed.**

## Purple worm poison

**Price** 700 gp; **Weight** —

**Type** injury; **Save** Fortitude DC 24

**Frequency** 1/round for 6 rounds

**Effect** 1d3 Str

**Cure** 2 saves

## Adamantine Breastplate

**Aura** no aura (nonmagical) **CL** - **Slot** armor; **Price** 10,200 gp; **Weight** 30 lbs.

**Description:** This nonmagical breastplate is made of adamantine, giving its wearer damage reduction 2/—.

## Wounding

**Aura** moderate evocation **CL** 10<sup>th</sup> **Slot** weapon quality; **Price** +2 bonus; **Weight** —

**Description:** This special ability can only be placed on melee weapons. A *wounding* weapon deals 1 point of bleed damage when it hits a creature. Multiple hits from a *wounding* weapon increase the bleed damage.

Bleeding creatures take the bleed damage at the start of their turns. Bleeding can be stopped by a successful DC 15 Heal check or through the application of any spell that cures hit point damage. A critical hit does not multiply the bleed damage. Creatures immune to critical hits are immune to bleed damage from this weapon.

## Telekinesis

**School** transmutation;

**Casting Time** 1 standard action

**Components** V, S

**Range** long (400 ft. + 40 ft./level)

**Target or Targets** see text

**Duration** concentration (up to 1 round/level) or instantaneous; see text

**Saving Throw** Will negates (object) or none; see text; **Spell Resistance** yes (object); see text

**Sustained Force:** A sustained force moves an object weighing no more than 25 pounds per caster level (maximum 375 pounds at 15th level) up to 20 feet per round. A creature can negate the effect on an object it possesses with a successful Will save or with spell resistance. Lasts 1rd/CL, concentration.

An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. You might even be able to untie simple knots, though delicate activities such as these require DC 15 Intelligence checks.

**Combat Maneuver:** Alternatively, once per round, you can use *telekinesis* to perform a bull rush, disarm, grapple (including pin), or trip. Resolve these attempts as normal, except that they don't provoke attacks of opportunity, you use your caster level in place of your Combat Maneuver Bonus, and you add your Intelligence modifier (if a wizard) or Charisma modifier (if a sorcerer) in place of your Strength or Dexterity modifier. No save is allowed against these attempts, but spell resistance applies normally. This version of the spell can last 1 round per caster level, but it ends if you cease concentration.

**Violent Thrust:** Alternatively, the spell energy can be spent in a single round. You can hurl one object or creature per caster level (maximum 15) that are within range and all within 10 feet of each other toward any target within 10 feet per level of all the objects. You can hurl up to a total weight of 25 pounds per caster level (maximum 375 pounds at 15th level).

## Power Word Stun

**School** enchantment (compulsion) [mind-affecting];

**Casting Time** 1 standard action

**Components** V

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one creature with 150 hp or less

**Duration** see text

**Saving Throw** none; **Spell Resistance** yes

You utter a single word of power that instantly causes one creature of your choice to become stunned, whether the creature can hear the word or not. Duration depends on the target's current hit point total. Any creature that currently has 151 or more hit points is unaffected by *power word stun*.

Hit Points	Duration
50 or less	4d4 rounds
51-100	2d4 rounds
101-150	1d4 rounds

## Dust of Twilight

**School** conjuration [darkness];

**Casting Time** 1 standard action

**Components** V, S, M (coal dust)

**Range** medium (100 ft. + 10 ft./level)

**Target** creatures and objects in a 10-ft. spread

**Duration** instantaneous

**Saving Throw** Fortitude negates (fatigue only);

**Spell Resistance** no

A shower of iridescent black particles clings to and extinguishes torches, lanterns, sunrods, and similar mundane light sources and dispels any spell of 2nd level or lower with the light descriptor (as *dispel magic*). Creatures in the area must make a Fortitude save or become fatigued.

## Wall of Fire

**School** evocation [fire];

**Casting Time** 1 standard action

**Components** V, S, M/DF (a piece of phosphor)

**Range** medium (100 ft. + 10 ft./level)

**Effect** opaque sheet of flame up to 20 ft. long/level or a ring of fire with a radius of up to 5 ft./two levels; either form 20 ft. high

**Duration** concentration + 1 round/level

**Saving Throw** none; **Spell Resistance** yes

An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears, and to all creatures in the area on your turn each round. In addition, the wall deals 2d6 points of fire damage + 1 point of fire damage per caster level (maximum +20) to any creature passing through it. The wall deals double damage to undead creatures.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 points or more of cold damage in 1 round, that length goes away. (Do not divide cold damage by 2, as normal for objects.)

## Dimensional Lock

**School** abjuration;

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft. + 10 ft./level)

**Area** 20-ft.-radius emanation (point in space)

**Duration** 1 day/level

**Saving Throw** none; **Spell Resistance** yes

A shimmering emerald barrier completely blocks extradimensional travel. Movement barred include *astral projection*, *blink*, *dimension door*, *ethereal jaunt*, *etherealness*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport*, and similar spell-like abilities. Once *dimensional lock* is in place, extradimensional travel into or out of the area is not possible.

A *dimensional lock* does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms.

## Symbol of Insanity

**School** enchantment (compulsion) [mind-affecting];

**Casting Time** 10 minutes

**Components** V, S, M (mercury and phosphorus, + powdered diamond and opal worth 5,000 gp)

**Range** 0 ft.; see text

**Effect** one symbol

**Duration** see text

**Saving Throw** Will negates; **Spell Resistance** yes

This spell functions like *symbol of death*, except that all creatures within the radius of the *symbol of insanity* instead become permanently insane (as the *insanity* spell). Unlike *symbol of death*, *symbol of insanity* has no hit point limit; once triggered, a *symbol of insanity* simply remains active for 10 minutes per caster level.

*Note:* Magic traps such as *symbol of insanity* are hard to detect and disable. A rogue (only) can use the Perception skill to find a *symbol of insanity* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 33 for *symbol of insanity*.

**Symbol of Death:** 60ft radius,

**Insanity:** Permanent Confusion

(*G.Restoration, Heal, Miracle, Limited/Wish*)

## Song of Discord

**School** enchantment (compulsion) [mind-affecting, sonic];

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft. + 10 ft./level)

**Area** creatures within a 20-ft.-radius spread

**Duration** 1 round/level

**Saving Throw** Will negates; **Spell Resistance** yes

This spell causes those within the area to turn on each other rather than attack their foes. Each affected creature has a 50% chance to attack the nearest target each round. (Roll to determine each creature's behavior every round at the beginning of its turn.) A creature that does not attack its nearest neighbor is free to act normally for that round. Creatures forced by a *song of discord* to attack their fellows employ all methods at their disposal, choosing their deadliest spells and most advantageous combat tactics. They do not, however, harm targets that have fallen unconscious.

## Cloak of Chaos

**School** abjuration [chaotic];

**Casting Time** 1 standard action

**Components** V, S, F (tiny reliquary worth 500 gp)

**Range** 20 ft.

**Targets** one creature/level in a 20-ft.-radius burst centered on you

**Duration** 1 round/level (D)

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

A random pattern of color surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by lawful creatures, and causing lawful creatures that strike the subjects to become *confused*. This abjuration has four effects.

**First**, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike *protection from law*, the benefit of this spell applies against all attacks, not just against attacks by lawful creatures.

**Second**, each warded creature gains spell resistance 25 against lawful spells and spells cast by lawful creatures.

**Third**, the abjuration protects from possession and mental influence, just as *protection from law* does.

**Finally**, if a lawful creature succeeds on a melee attack against a warded creature, the offending attacker is *confused* for 1 round (Will save negates, as with the *confusion* spell, but against the save DC of *cloak of chaos*).

## Word of Chaos

**School** evocation [chaos, sonic];

**Casting Time** 1 standard action

**Components** V

**Range** 40 ft.

**Area** nonchaotic creatures in a 40-ft. radius spread centered on you

**Duration** instantaneous

**Saving Throw** none or Will negates; see text; **Spell Resistance** yes

Nonchaotic creatures within the area suffer the following ill effects, depending on their HD.

HD	Effect
Up to CL	Deafened
Up to CL -1	Stunned, deafened
Up to CL -5	Confused, stunned, deafened
Up to CL -10	Killed, confused, stunned, deafened

The effects are cumulative and concurrent. A successful Will save reduces or eliminates these effects. Creatures affected by multiple effects make only one save and apply the result to all the effects.

**Deafened:** The creature is deafened for 1d4 rounds. Save negates.

**Stunned:** The creature is stunned for 1 round. Save negates.

**Confused:** The creature is confused for 1d10 minutes. This is a mind-affecting enchantment effect. Save reduces the confused effect to 1 round.

**Killed:** Living creatures die. Undead creatures are destroyed. Save negates. If the save is successful, the creature instead takes 3d6 points of damage + 1 point per caster level (maximum +25).

If on home plane when you cast, nonchaotic extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *word of chaos* or not. This effect allows a Will save (at a -4 penalty) to negate.

Creatures whose HD exceed your caster level are unaffected by *word of chaos*.

## (ADVANCED) LABYRINTH MINOTAUR CR 17

*Pathfinder Adventure Path #77: Herald of the Ivory Labyrinth*

CE Large outsider (chaotic, evil, extraplanar)

**Init** +6; **Senses** darkvision 60 ft.; **Perception** +28

### DEFENSE

**AC** 33, touch 15, flat-footed 33 (+6 Dex, +18 natural, -1 size)

**hp** 262 (15d10+150+30)

**Fort** +21, **Ref** +11, **Will** +19

**Defensive Abilities** natural cunning; **Resist** fire 20

### OFFENSE

**Speed** 30 ft.

**Melee** +1 *greataxe* +28/+23/+18 (3d6+20/19-20/x3), **gore** +20 (1d8+6) or **gore** +25 (1d8+19)

**Power Attack** +1 *greataxe* +24/+19/+14 (3d6+32/x3), **gore** +16 (1d8+10) or **gore** +21 (1d8+31)

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

**Special Attacks** bronze mask, powerful charge (gore, 2d8+19), steel-shod hooves, trample (2d6+19, DC 30)

### TACTICS

**During Combat** The labyrinth minotaur charges into melee and attacks nearby PCs. The minotaur tramples groups of PCs and otherwise tears them apart with its axe and horns.

**Morale** Brash and overconfident, the labyrinth minotaur fights to the death.

### STATISTICS

**Str** 37, **Dex** 23, **Con** 34, **Int** 21, **Wis** 30, **Cha** 18

**Base Atk** +15; **CMB** +29 (+33 bull rush); **CMD** 45 (47 vs. bull rush)

**Feats** Awesome Blow, Cleave, Greater Bull Rush, Improved Bull Rush, Improved Critical (greataxe), Intimidating Prowess, Power Attack, Quick Bull RushUC

**Skills** **Climb** +26, **Craft (armor)** +23, **Craft (weapons)** +23, **Heal** +20, **Intimidate** +35, **Knowledge (engineering)** +23,

**Knowledge (planes)** +23, **Perception** +28, **Sense Motive** +28, **Survival** +23

**Languages** Abyssal, Common, Giant

**SQ** compression

### SPECIAL ABILITIES

**Bronze Mask (Su)** A labyrinth minotaur draws agility and ferocity from its bronze mask. When it makes a full-attack action, a labyrinth minotaur wearing its bronze mask can give up its regular attacks and instead make one gore attack or bull rush against each opponent within reach. It must make a separate attack roll against each opponent, and it can't choose to move with targets that are pushed back. A labyrinth minotaur's bronze mask has 40 hit points, hardness 20, and a break DC of 40. If a labyrinth minotaur's bronze mask is stolen or destroyed, it can create a replacement with 1 week of work.

**Natural Cunning (Ex)** Like a normal minotaur, a labyrinth minotaur possesses innate cunning and logical ability, granting it immunity to maze spells and preventing it from ever becoming lost. Further, a labyrinth minotaur is never caught flat-footed.

**Steel-Shod Hooves (Ex)** A labyrinth minotaur's steel-shod hooves are particularly devastating when used to trample an opponent. A creature that takes full damage from a labyrinth minotaur's trample ability (because the creature either failed its Reflex save or chose to take an attack of opportunity instead of attempting a Reflex save) is knocked prone and is staggered for 1d4 rounds. A successful Fortitude save (DC equal to that of the labyrinth minotaur's trample ability) reduces the duration of the staggered condition to 1 round.

**Hard Mode Adjustment** The labyrinth minotaurs gain the ability to reroll any one failed saving throw during this encounter and take the second result.

**Block Attacks (Ex)** Once per round when a labyrinth minotaur would be hit by a melee or ranged attack, it can attempt an attack roll with its greataxe at its highest bonus. If this result exceeds the result from the attack against the labyrinth minotaur, it is unaffected by the attack (as if the attack had missed).

## (FIENDISH) DEMONFLESH WARSWORN CR 17

Advanced young warsworn (*Pathfinder RPG Bestiary 4* 288, 289, 272)

NE Huge undead

**Init** +7; **Senses** darkvision 60 ft.; Perception +29

**Aura** frightful presence (60 ft., DC 28)

### DEFENSE

**AC** 35, touch 15, flat-footed 28 (+7 Dex, +20 natural, -2 size)

**hp** 243 (18d8+162)

**Fort** +15, **Ref** +15, **Will** +19

**Defensive Abilities** channel resistance +4; **DR** 10/bludgeoning and magic, **DR 10/good**; **Immune** undead traits; **Resistances** Cold 15, Fire 15; **Spell Resistance** 22

### OFFENSE

**Speed** 40 ft.

**Melee** 4 slams +23 (1d8+12 plus energy drain)

**Power Attack** 4 slams +19 (1d8+20 plus energy drain)

**Ranged** scrap ball +18 (1d8+12)

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

**Special Attacks** absorb dying creature, energy drain (1 level, DC 28), trample (1d8+18, DC 31); **smite good** (1/day, +9 attack, +18 damage)

**Spell-Like Abilities** (CL 18th; concentration +27)

3/day—extended *animate objects* (7 medium weapons only), *telekinesis* (violent thrust; heavy armor only) (DC 24)

### TACTICS

**Before Combat** When the PCs first enter area **B1**, the demonflesh warsworn is positioned at the marked point and disguises itself as a huge pile of inanimate skulls, armored bones, and discarded weapons. A PC who sees through this ploy by succeeding at a DC 28 Perception check is not surprised when the warsworn attacks.

**During Combat** The demonflesh warsworn rises to its full height and target the closest PC wearing heavy armor with its *telekinesis* spell-like ability to violently thrust the PC into a nearby wall. The warsworn favors bludgeoning enemies in melee but doesn't hesitate to use its other abilities to harry distant foes or trample multiple foes at once.

**Morale** The demonflesh warsworn fights until destroyed.

### STATISTICS

**Str** 34, **Dex** 25, **Con** —, **Int** 13, **Wis** 26, **Cha** 29

**Base Atk** +13; **CMB** +27 (+29 bull rush, +31 overrun); **CMD** 44 (46 vs. bull rush, 46 vs. overrun, can't be tripped)

**Feats** Awesome Blow, Blind-Fight, Greater Overrun, Improved Bull Rush, Improved Overrun, Lightning Reflexes, Power Attack, Step Up, Strike Back

**Skills** Acrobatics +7 (+11 to jump), Bluff +18, Climb +33, Intimidate +30, Perception +29, Sense Motive +20, Swim +30

**Languages** Abyssal, Common (can't speak)

**SQ** profane magic

### SPECIAL ABILITIES

**Absorb Dying Creature (Su)** A demonflesh warsworn can consume any dying creature by moving into the same space. This immediately kills the creature, absorbs the corpse into the demonflesh warsworn, and heals the demonflesh warsworn by an amount equal to the creature's Constitution score. Absorbed corpses can't be resurrected by any effect short of a *miracle* or *wish* until the demonflesh warsworn that consumed them is destroyed.

In Pathfinder Society Roleplaying Guild, a PC can secure either as a spellcasting service for 26,530 gp or 77 Prestige Points.

**Profane Magic (Su)** *Protection from evil* blocks attacks from a demonflesh warsworn's spell-like abilities. Weapons animated by the demonflesh warsworn are damaged by channeled energy as if undead.

**Scrap Ball (Ex)** The demonflesh warsworn can throw a mass of broken weapons and armor. This deals an amount of damage equal to 1d8 + the demonflesh warsworn's Strength modifier, and has a range increment of 20 feet.

**Hard Mode Adjustment:** The warsworn can make 4 scrap ball attacks as a full-round action. In addition, each of the foes gains the ability to reroll any one failed saving throw during this encounter and take the second result, plus the glabrezus arrive with their mirror image spell-like ability active.

## (ADVANCED) LAVA DRAKE CR 10

Pathfinder RPG Bestiary 4 78

NE Large dragon (fire)

**Init** +9; **Senses** darkvision 60 ft., low-light vision; **Perception** +17

### DEFENSE

**AC** 26, touch 14, flat-footed 23 (+5 Dex, +12 natural, -1 size)

**hp** 137 (11d12+44+22)

**Fort** +13, **Ref** +12, **Will** +10

**Immune** fire, paralysis, sleep

**Weaknesses** vulnerable to cold

### OFFENSE

**Speed** 20 ft., burrow (lava only) 30 ft., fly 60 ft. (average)

**Melee** bite +19 (1d8+9), 2 claws +19 (1d6+9), tail slap +17 (1d8+4)

**Power Attack** bite +16 (1d8+15), 2 claws +16 (1d6+15), tail slap +13 (1d8+7)

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

**Special Attacks** magma shake, pyroclastic vomit

### STATISTICS

**Str** 29, **Dex** 20, **Con** 22, **Int** 13, **Wis** 16, **Cha** 15

**Base Atk** +11; **CMB** +21 (+23 bull rush); **CMD** 36 (38 vs. bull rush)

**Feats** Awesome Blow, Flyby Attack, Improved Bull Rush, Improved Initiative, Multiattack, Power Attack

**Skills** **Climb** +23, **Fly** +17, **Intimidate** +16, **Perception** +17, **Stealth** +15 (+23 submerged in molten rock or metal); **Racial**

**Modifiers** +8 Stealth submerged in molten rock or metal

**Languages** Draconic

**SQ** hold breath, speed surge

### SPECIAL ABILITIES

**Magma Shake (Ex)** Whenever a lava drake exits from being submerged in molten rock (either magma or lava), on the next round as a full-round action, it can shake its body, flicking a fine spray of scalding molten rock in every direction. All creatures within a 30-foot radius of the lava drake take 5d6 points of fire damage from the shower of scalding rock; a successful DC 18 Reflex save halves the damage. Performing a magma shake clears the drake's scales of all excess molten rock and it must resubmerge itself in order to use this attack again. The save DC is Dexterity-based.

**Pyroclastic Vomit (Ex)** As a standard action, a lava drake can vomit forth a ball of molten rock that explodes upon striking a target, showering the target and adjacent creatures in magma. This attack has a range of 100 feet, and deals 6d6+6 points of fire damage (Reflex DC 19 half) to the primary target and 3d6+3 points of fire damage to any creatures within 20 feet of the primary target. The magma continues to burn for 1d3 rounds, dealing an additional 3d6+3 points of fire damage per round to the primary target and 1d6+1 points of fire damage per round to any secondary targets. After the magma cools, it crumbles to dust. Once a lava drake has used its pyroclastic vomit, it cannot do so again for 1d6 rounds. The save DC is Constitution-based.

**Speed Surge (Ex)** Three times per day as a swift action, a lava drake can draw on its draconic heritage for a boost of strength and speed that allows it to take an additional move action that round.

**Hard Mode Adjustment** All of the drakes' attacks that deal fire damage deal one additional point of damage per die, and half of the damage dealt is fire while the other half is slashing damage.

## (ADVANCED) ADULT MAGMA DRAGON CR 13

Pathfinder RPG Bestiary 2 100

CN Large dragon (extraplanar, fire)

**Init** +7; **Senses** dragon senses; Perception +24

**Aura** frightful presence (180 ft., DC 20)

### DEFENSE

**AC** 31, touch 10, flat-footed 30 (+1 Dex, +21 natural, -1 size)

**hp** 202 (15d12+75+30)

**Fort** +18, **Ref** +12, **Will** +17

**DR** 5/magic; **Immune** fire, paralysis, sleep; **SR** 23

**Weaknesses** vulnerable to cold

### OFFENSE

**Speed** 40 ft., fly 200 ft. (poor)

**Melee** bite +24 (2d6+15/19-20 plus 6 fire), 2 claws +24 (1d8+10/19-20), tail slap +19 (1d8+15), 2 wings +19 (1d6+5)

**Power Attack** bite +20 (2d6+27/19-20 plus 6 fire), 2 claws +20 (1d8+18/19-20), tail +15 (1d8+27), 2 wings +15 (1d6+9)

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

**Special Attacks** breath weapon (40-ft. cone, 12d6 fire, DC 24)

**Spell-Like Abilities** (CL 15th; concentration +20)

At will—*burning hands* (DC 16), *scorching ray*, *wall of fire*

**Sorcerer Spells Known** (CL 7th; concentration +12)

3rd (5/day)—*dispel magic*, *fireball* (DC 18)

2nd (7/day)—*dust of twilight*APG, *flaming sphere* (DC 17), *glitterdust* (DC 17), *pyrotechnics* (DC 17)

1st (8/day)—*feather fall*, *flare burst*APG (DC 16), *grease* (DC 16), *shield*, *true strike*

0 (at will)—*bleed* (DC 15), *detect magic*, *detect poison*, *open/close*, *read magic*, *spark*APG, *touch of fatigue*

### STATISTICS

**Str** 31, **Dex** 16, **Con** 25, **Int** 22, **Wis** 22, **Cha** 21

**Base Atk** +15; **CMB** +26; **CMD** 39 (43 vs. trip)

**Feats** Great Fortitude, Improved Critical (bite), Improved Critical (claws), Improved Initiative, Improved Vital Strike, Iron Will, Power Attack, Vital Strike

**Skills** Acrobatics +18 (+22 jump), Climb +28, Escape Artist +18, Fly +15, Intimidate +23, Perception +24, Sense Motive +24, Sleight of Hand +18, Stealth +17, Swim +28

**Languages** Common, Draconic, Dwarven, Elven, Ignan

**SQ** superheated

### SPECIAL ABILITIES

**Superheated (Su)** An adult magma dragon's bite attack deals 6 points of fire damage in addition to its normal bite damage.

**Hard Mode Adjustments** The dragon's supernatural and spell-like abilities can deal half fire damage and half slashing damage, as the drakes' special attacks above.

## (ADVANCED) COLOXUS CR 13

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

**Init** +15; **Senses** darkvision 60 ft., scent; **Perception** +33

### DEFENSE

**AC** 30, touch 21, flat-footed 19 (+11 Dex, +9 natural)

**hp** 200 (16d10+80+32)

**Fort** +17, **Ref** +21, **Will** +11

**DR** 10/good; **Immune** electricity, disease, poison; **Resist** acid 10, cold 10, fire 10; **SR** 23

### OFFENSE

**Speed** 30 ft., fly 60 ft. (good)

**Melee** bite +29 (1d6+6 plus siphon), 2 slams +27 (1d4+6)

**Special Attacks** droning wings, siphon, sneak attack +4d6

**Spell-Like Abilities** (CL 12th; concentration +20)

Constant—*tongues*

At will—*contagion* (DC 22), *invisibility*, *suggestion* (DC 21)

3/day—*confusion* (DC 22), *haste*, quickened *invisibility*, *mind fog* (DC 23)

1/day—*giant vermin*, *shadow evocation* (DC 23)

### STATISTICS

**Str** 23, **Dex** 32, **Con** 24, **Int** 21, **Wis** 22, **Cha** 27

**Base Atk** +16; **CMB** +27; **CMD** 43

**Feats** Agile Maneuvers, Combat Reflexes, Deceitful, Flyby Attack, Hover, Improved Initiative, Quicken Spell-Like Ability (*invisibility*), Weapon Finesse

**Skills** Acrobatics +30, Appraise +16, Bluff +31, Diplomacy +16, Disguise +21, Fly +34, Knowledge (arcana, history, planes, and religion) +16, Perception +33, Sleight of Hand +19, Stealth +32; **Racial Modifiers** +8 Perception

**Languages** Abyssal, Common, Infernal; telepathy 100 ft., *tongues*

### SPECIAL ABILITIES

**Droning Wings (Ex)** Once per day, when it flutters its wings as a standard action, a coloxus can create a mesmerizing display of color and a sound-dampening buzzing drone. All creatures within 30 feet that can see the coloxus must succeed at a DC 26 Will save or be slowed for up to 6 rounds. Each subsequent round, the coloxus must take a swift action to maintain the effect or the effect ceases at the end of its turn. Additionally, the sound creates a buffer against sonic energy, granting the fly demon immunity to sonic attacks or effects while it continues to drone. The save DC is Charisma-based.

**Siphon (Su)** Any creature bitten by a coloxus must succeed at a DC 25 Fortitude save or take 1d4 points of Charisma damage. A coloxus heals itself of 5 points of damage for every point of Charisma damage it deals. The save DC is Constitution-based.

**Hard Mode Adjustments** The petrifying reagents the dwarven priests once stored here have seeped into the very stone and fill the air with invisible, scentless fumes. These fumes have a petrifying effect on the flesh and bones of living humanoid creatures if inhaled. Each round a living humanoid remains in the room, it must succeed at a DC 22 Fortitude save or take 1 point of Dexterity damage. Humanoids reduced to a Dexterity score of 0 from this effect are completely petrified (as flesh to stone). Humanoids that do not breathe or those who hold their breath while inside the room are safe from this effect.