

3-6 PCs



ANY LEVEL

Devaneen Arcineas 2

Dire, Devilish Deeds

by Stephen Yeardley

PATHEFINDER
ROLEPLAYING GAME COMPATIBLE

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“Devaneum Arcineas 1: Dire, Devilish Deeds” is a 3.5 OGL & Pathfinder Compatible Adventure designed for 4–6 PCs of any level.

This product makes use of the 3.5 OGL, Pathfinder Roleplaying Game Core Rulebook, Pathfinder Roleplaying Game, and Pathfinder Roleplaying Game Bestiary. These rules can be found online as part of the 3.5 SRD and Pathfinder Roleplaying Game Reference Document at <http://www.d20srd.org/> and <http://paizo.com/pathfinderRPG/prd/> respectively.

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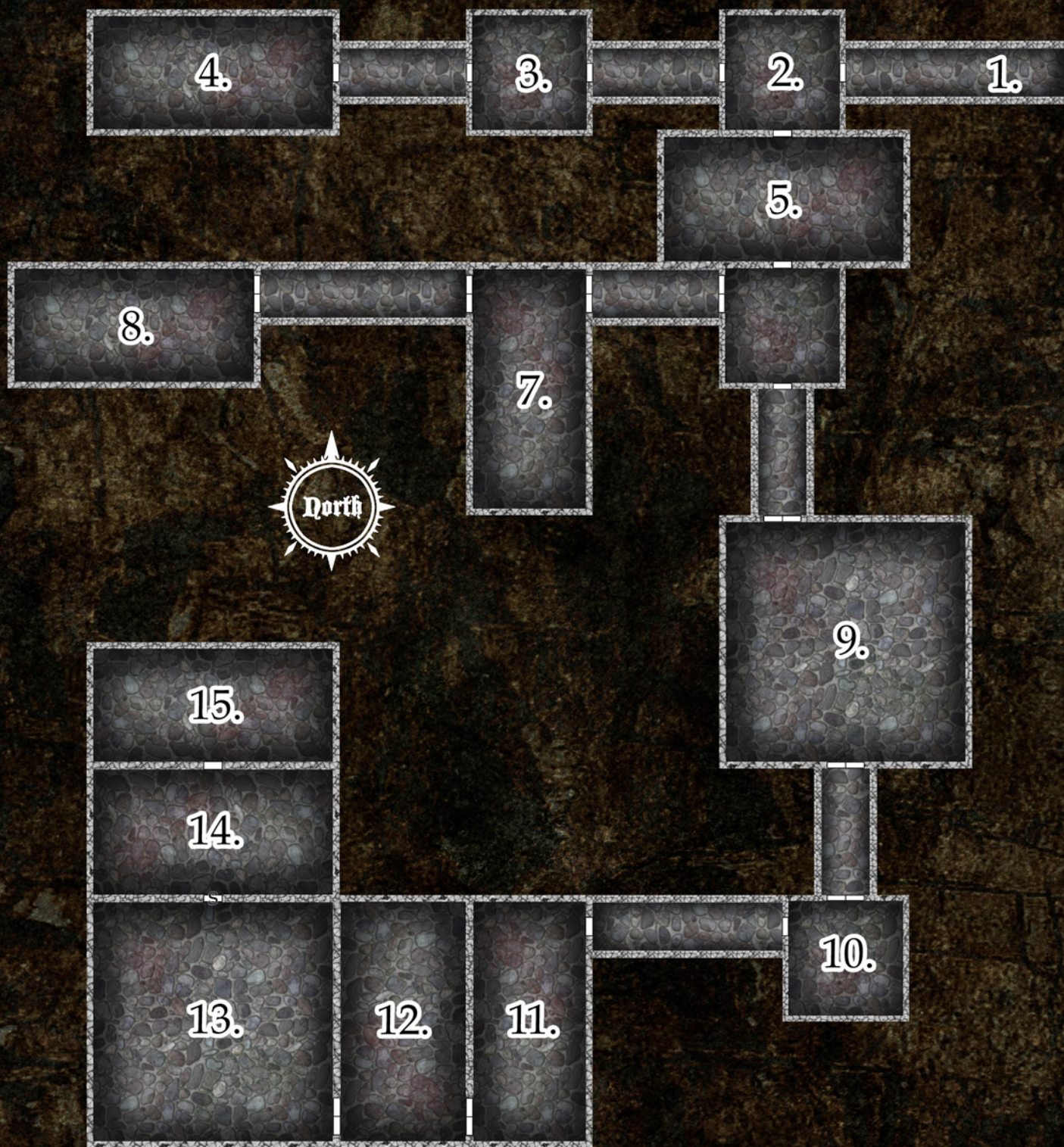


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MAAGINEN JEKKU'S DUNGEON



Area 9 - The music hall

As the PCs move southwards down the corridor after dealing with the dire bats, a **Listen/Perception DC 20** roll, which decreases as they move towards the doors at the end of the corridor, allows them to barely hear a haunting tune being played. It is full of yearning, longing and a sense of belief.

When the PCs get to the door, they see that there are 4 sets of 5 thin iron bands across the door, looking very much like the stanzas of sheet music - a bard will know this on an **Intelligence DC 5** roll, whilst anyone else can confirm this on an **Intelligence DC 12** roll. As the PCs stand and watch, they see the notes being played momentarily appear on the top 2 stanzas before disappearing as the sounds of those same notes fade.

There doesn't appear to be any way to open the doors, and even if they try to go through the doorway, they find that it is blocked. If they try to go around it, the walls automatically lead them back to this point.

The message reads:

The energy that comes from within us can move mountains - literally. But some people need assistance. My views on this will fit on the stanza below, but need bringing together to make sense. Are you able to understand them? Two sentences say it all!

Each of the segments of the bottom stanza has a set of small clips in it, used when it holds whatever it is that is meant to fit there. A

Search/Perception DC 10 roll allows the PCs to discover a small bag with 28 rectangular bone tiles in it. When taken from the bag, a player will find they each have a word engraved as follows:

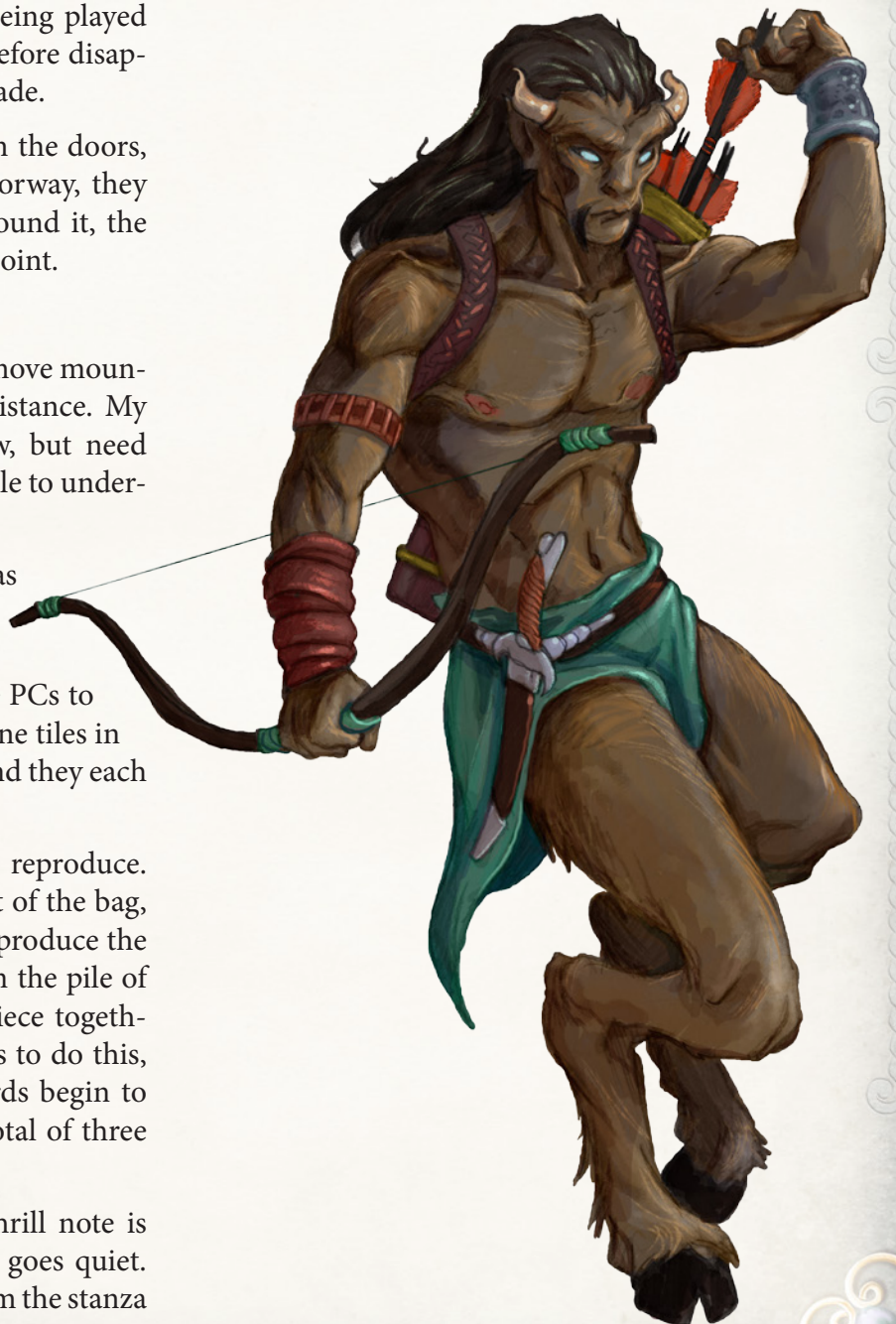
This is the sentence the PCs are meant to reproduce. When the bone tiles are first tipped out out of the bag, they will be a jumble in front of players. Reproduce the above grid and cut it up before giving them the pile of individual words, and let them begin to piece together the sentences. Allow a couple of minutes to do this, if this time is required. After this, the words begin to fade, until they are completely gone in a total of three minutes.

If the players complete the sentences, a shrill note is heard from behind the doors and then all goes quiet. The completed sentences then peel away from the stanza

and become two arcane scrolls, one of shatter and one of sound burst. Both are written at 20th level. The PCs can now enter the doorway.

If the players do not complete the sentences, there is a joyful trill from behind the doors and then all goes quiet. No scrolls appear, but the doorway can be entered.

The area behind the doors is a 60 feet by 60 feet auditorium, with banked seating leading down from the western, northern and eastern walls towards a 15 feet by 15 feet stage area in the middle of the southern wall. The doorway in the northern wall is at the top of the seating, whilst there is another set of doors at the back of the stage. The seating is quite steep, perhaps 45 degrees, more like a standard set of stairs.



BONE TILES PUZZLE

CUT OUT TILES TO GIVE TO PLAYERS

Gods.

Learning

Regularly

Keep

Draw

So

Xenially

The

Hopeful

New

Usual

Praying

Zeal

Start

Orisons,

Energy

From

Believer

Quite

Virtues

Any

Initiates

Just

Will

Can

Yoke

End

More

SOLUTION

Start	Any	Believer	Can	Draw	Energy	From
Gods.	Hopeful	Initiates	Just	Keep	Learning	More
New	Orisons,	Praying	Quite	Regularly	So	The
Usual	Virtues	Will	Xenially	Yoke	Zeal	End

In the middle of the stage is at least one satyr, depending on the number of players. However many there are, they all have pipes.

As the PCs step through the archway, they undergo a transformation, changing into hound archons. There is no save for this change, and all items are absorbed onto the bodies of the hound archons as part of the process. The PCs have become the creatures, in every way. However, any spellcasters find they are unable to recall any spells, despite the Intelligence score of the archon they have become.

Fifth Sorcerous Test - Hound archons against satyrs

(1-3 PCs = 1 satyr, 4-6 PCs = 2 satyrs)

Hound Archon (3.5)

Satyr (3.5)

Hound Archon (PF)

Satyr (PF)



Once the combat is over, the PCs can look around the auditorium and stage. In the very centre of the stage, a **Search/Perception DC 10** roll reveals a carved stone plaque with a letter 'N' on it within the nest. The plaque is about 3 inches tall and 2 inches wide. A successful DC 20 roll finds a set of satyr pipes. Whilst they have no powers themselves in the hands of any creature other than a satyr, they would make the perfect masterwork instrument for any magical pipes that might be made in the future.



Once the plaque (and pipes) is found, the doors leading off the stage in the southern wall can be used. As they move to step out of the area, the PCs find themselves returning to their true forms. Any scrolls they obtained from the puzzle, the pipes if found, and the carved stone plaque 'N' remain in their possession. If the letter is checked, it radiates strong Conjunction (teleportation). It is part of the material component for the *teleportation circle* used to leave the gauntlet. The party also finds a scroll floating in the air. It contains healing spells depending on the level of the party as follows:

Levels 1-4 - a *cure serious wounds* each (3d8+5)

Levels 5-8 - a *cure moderate wounds* each (2d8+5)

Levels 9-12 - a *cure light wounds* each (1d8+5)

Levels 12+ - nothing

A 10 feet wide by 30 feet long corridor leads away from the doors. it is identical to all previous corridors between the testing areas.

Area 10 - The first

elemental creatures

As the PCs approach the next entranceway a **Spot/Perception DC 5** roll allows them to notice that the surfaces stone doors have the appearance of cooling lava; grey-colored, rough and cracked, and if observed for more than 5 rounds, moving slightly. They are distinctly warm to the touch, if anyone does so. As before, if they try to go through the doorway, they find that it is blocked. If they try to go around it, the walls automatically lead them back to this point.

Attached to each door is a brass plaque, about 9 inches by 12 inches. The plaque on the left has a message carved into it as below:

We are controllers of the very elements, and oftentimes find ourselves pitched against those with equal mastery. We need to be able to use fire and ice, switching between the two in as little time and with as few steps as possible. You are asked to do the same - perhaps you will be able to do so in fewer steps than you are offered!

Simply change a letter from one word to the next, without changing the position of the others. Eventually you will make the journey through elemental control! But take care - a chosen word cannot be erased! Make your decisions with flair and panache.

The plaque on the right is as below, with each "rung" of the ladder blank. It also has an adamantite stylus attached to it, used to engrave a word onto the "rung".

Temperature markings puzzle solution

The puzzle can be solved with just 3 additional rungs and 4 steps. Other solutions are possible and can take more steps.

If the puzzle is successfully completed, 5 of the engraved words peels away from the brass plaque in a thin film and it becomes possible to attach them to armor or clothing. Once attached, it is absorbed into the armor or clothing and cannot be transferred to another item.

Only 1 film can be worn by a person at any time.

It can then be used as a shield of resist energy 5, similar to the spell of the same name. There is one shield each for acid, cold, electricity, fire, and sonic

damage and the players will need to decide who gets what. Each film has a symbol on it that a **Knowledge (arcane), (religion) or (the planes) DC 10** roll with recognize.

The PCs will also find, whether successful or not, that they can now proceed through the double doors. As they do, they undergo a transformation, changing into bralanis. There is no save for this change, and all items are absorbed onto the bodies of the bralanis as part of the process. The PCs have become the creatures, in every way. However, any spellcasters find they are unable to recall any spells, despite the Intelligence score of the bralani they have become.

The area is 30 feet by 30 feet square, and entirely composed of lava. On the far wall is 1 or more average salamanders, dependent on the number of PCs in the party. The moment the PCs enter the room, the creatures rush forward and grapple with a random party member, attempting to drag her or him into the lava.



TEMPERATURE MARKINGS PUZZLE



TEMPERATURE MARKINGS PUZZLE

SOLUTION



THE PUZZLE CAN BE SOLVED WITH JUST 3 ADDITIONAL RUNGS AND 4 STEPS.
OTHER SOLUTIONS ARE POSSIBLE AND CAN TAKE MORE STEPS.

Sixth Sorcerous Test - Bralanis against av- erage salamanders



(1-2 PCs = 1 salamanders, 3-4 PCs = 2 sala-
manders. 5-6 PCs = 3 salamanders)

Bralani (3.5)

Average Salamander (3.5)

Bralani (PF)

Salamander (PF)



Once the combat is over, the PCs can look around the pool. In the very centre of it, a **Search/Perception DC 15** roll reveals a glass sphere about 4 inches in circumference floating just beneath the surface of the lava. It seems to contain a *freezing sphere*, which is what is preventing it from melting under the heat of the pool. The overall effect is for the glass sphere to be at a temperature that allows it to be handled, and if removed from

the pool and broken open, the freezing sphere instantly dissipates and a carved stone plaque with a letter 'O' on it can be found within the orb. The plaque is about 3 inches tall and 2 inches wide.



Once the plaque is found, the door leading out of the pool in the western wall can be used. As they move to step out of the area, the PCs find themselves returning to their true forms. Any resistance films they obtained from the puzzle and the carved stone plaque 'O' remain in their possession. If the letter is checked, it radiates strong Conjunction (teleportation). It is part of the material component for the *teleportation circle* used to leave the gauntlet. Before them is a corridor, 10 feet wide by 40 feet long. It is in the usual condition.

Area 11 - The hunt

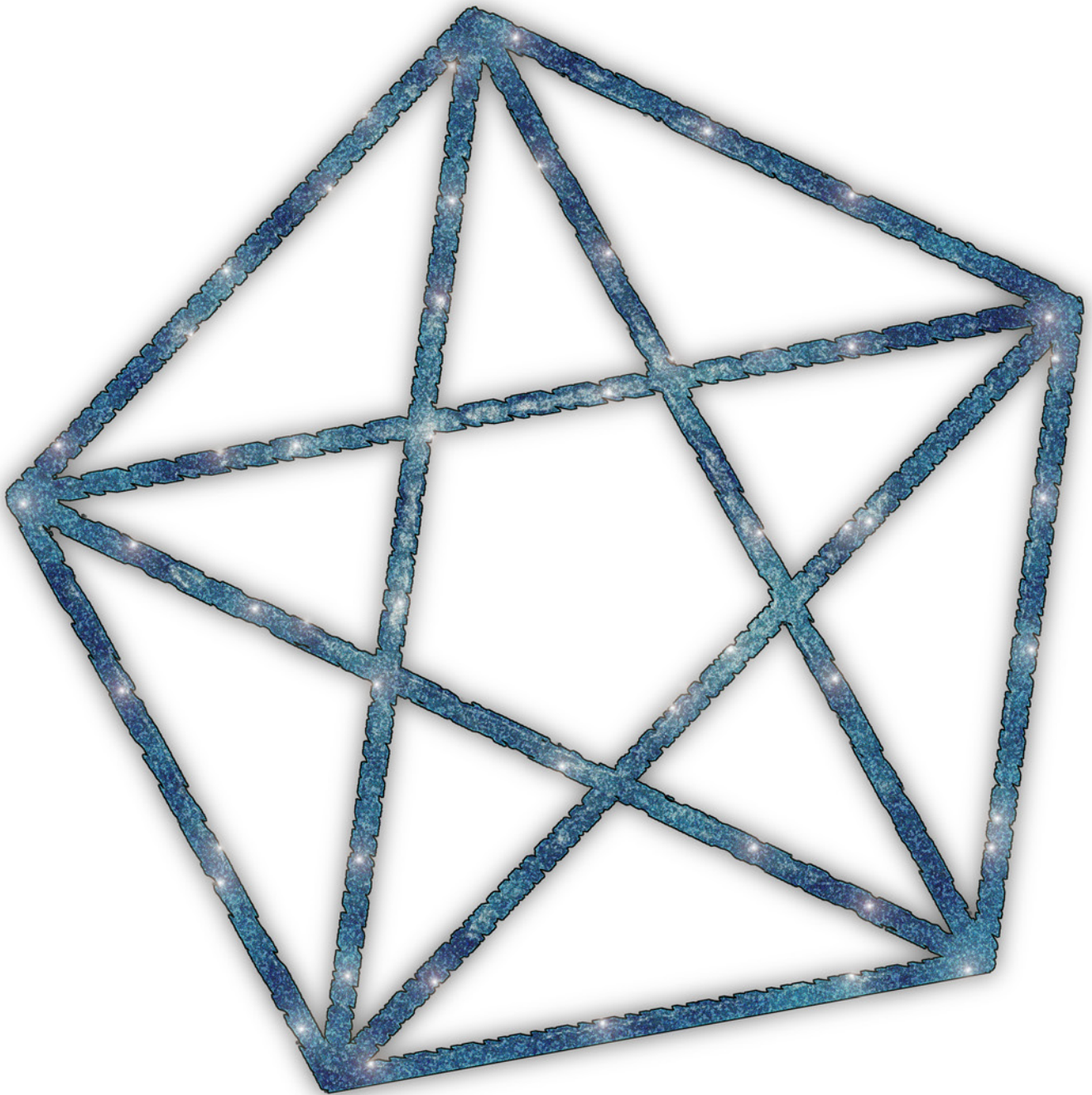
As the PCs approach the door, a **Spot/Perception DC 12** roll allows them to see that a thin layer of very fine dust sune has crept under this single stone doorway. Right in the middle of the door, about 2 feet across, is a pentagram, as drawn below. The blue lines appear to be made of finely powdered sapphire. Again, if they try to go through the doorway, they find that it is blocked. If they try to go around it, the walls automatically lead them back to this point.

Underneath the pentagram is another written message:

For many who use arcane energy, the results depend on the trio of mind, heart and soul to achieve the best use of what is within them. The triangle these 3 make allows energy to flow through our body and become the spell we desire.

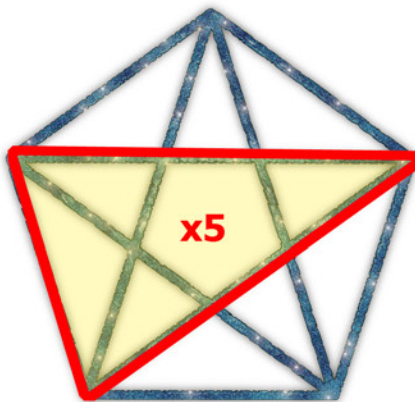
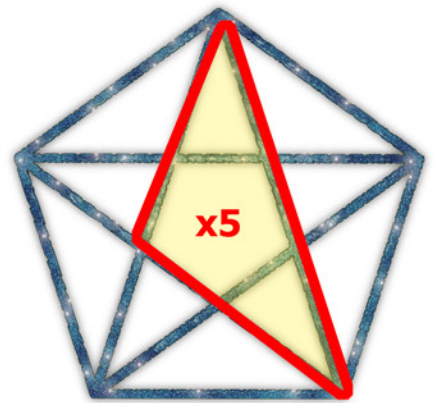
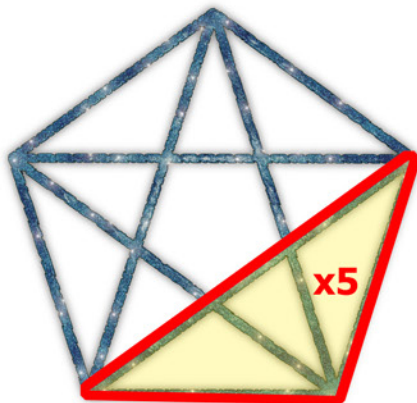
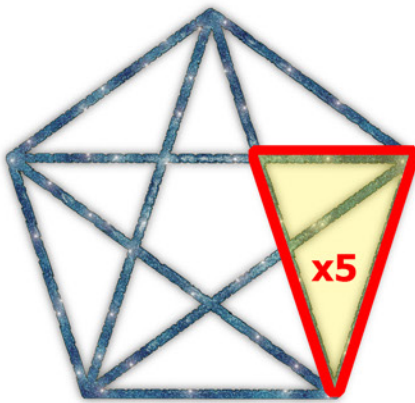
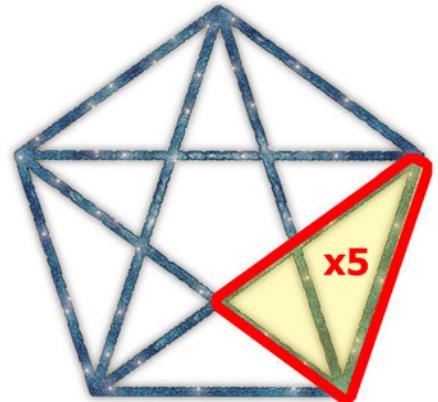
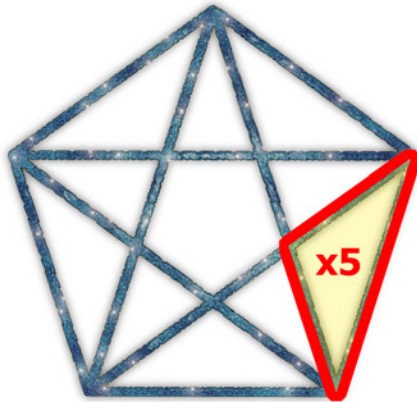
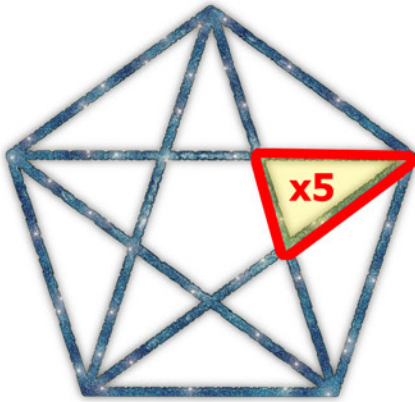
As energy becomes more powerful, it has to be controlled further, and even bound within other shapes.

TRIANGULAR ENTRANCE PUZZLE



TRIANGULAR ENTRANCE PUZZLE

SOLUTION



But it is still the original trio and the triangle they make that causes the spell to be cast.

Therefore, in this binding image, how many triangles can you find. Answering correctly will earn you a reward for your endeavors.

If the question is answered correctly, the PCs will find that the central image floats away to the floor, revealing 2 shuriken, one a five-pointed star, the other a five sided pentagon. If checked, they will prove to each be +5 *silver shuriken* that suffer all the usual effects of being thrown as ammunition. They will also find that they can proceed through the door. As they do, they undergo a transformation, changing into celestial elephants. There is no save for this change, and all items are absorbed onto the bodies of the elephants as part of the process. The PCs have become the creatures, in every way, with the exception that they retain enough intelligence to talk with each other (Int 10). However, any spellcasters find they are unable to recall any spells.

The area is 30 feet by 60 feet, with the tall walls surrounding it looking like the remains of an ancient citadel. The floor is a dry, dusty sand, with leaves and thorns strewn about as a result of the trees that can be seen over the tops of the walls. At the far end of the room, towards the south-western corner, is an archway out of the area. More pressingly, something has come through the arch - at least one dire tiger, depending on the number of PCs. It or they bound towards the PCs!

Seventh Sorcerous Test - Celestial elephants against dire tigers



(1-3 PCs = 1 dire tiger, 4-6 PCs = 2 dire tigers)

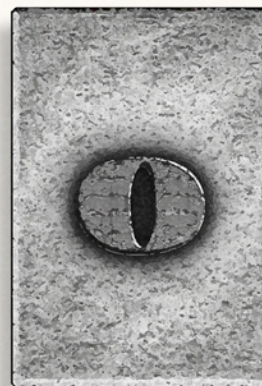
Celestial Elephant (3.5)

Dire Tiger (3.5)

Elephant (PF)

Tiger, Dire (Smilodon) (PF)

Once the combat is over, the PCs can look around the area. In the very centre of the west wall, in amongst the flaking stonework, a **Search/Perception DC 10** roll reveals a carved stone plaque, in perfect condition, with a letter 'O' on it. The plaque is about 3 inches tall and 2 inches wide.



After the plaque is found, the archway leading out of the area in the western wall can be used. As they move to step out of the area, the PCs find themselves returning to their true forms. Any +5 *silver shuriken* they obtained from the puzzle and the carved stone plaque 'O' remain in their possession. If the letter is checked, it radiates strong Conjunction (teleportation). It is part of the material component for the *teleportation circle* used to leave the gauntlet.

Additionally as soon as the tigers are defeated and any party member approaches the archway within 2 feet, the area they are in turns into an entirely plain room. On the other side of the gap, a still, black pool can be seen, and there is writing around the archway.



Area 12 -

A watery encounter

Having fought the dire tigers, the PCs now face the next puzzle, one which will allow them to proceed to the pool that takes up the entire next area. As with every other area, if they try to go through the entranceway, they find that it is blocked. If they try to go around it, the walls automatically lead them back to this point.

The archway is made up of 24 bricks that are set in a slim frame that allows them to slide back and forth. As the PCs first look at them, up and over their heads, all of the letters are on one side of the sliding frame. Currently held in the other side of the sliding frame in the middle at the top, is a waterproof scroll tube. As soon as a PC takes it, a **Spot/Perception DC 12** roll notices that there are now ripples on the surface of the water; a **Spot/Perception DC 20** roll sees a huge dorsal fin slip silently below the water to cause the ripples.

The scroll has the following written on it:

As arcane energy is finely tuned by sorcerers, they often find that the scrambled way wizards have to write spells in a full form to be a distraction. What sorcerers want is to get to the main source of power! So when we learn new magic, what we have to do is get to the final word of energy by removing all the others.

Here is an example of just such a scrambled, twisted wizard's spell. Remember, I want to learn the main source of its power; if you remove all the others, you are left with what a sorcerer needs to understand; what is it?

Archway Puzzle Solution

If this task is successfully completed, a *potion of water breathing* appears hanging from a belt, backpack strap or similar on each PC, 1 potion each.

The party can now step through the archway, and into the water - there is no ledge around it. As they do so, they undergo a transformation, changing into celestial cachalot whales. There is no save for this change, and all items are absorbed onto the bodies of the whales as part of the process. The PCs have become the creatures, in every way, with the exception that they retain enough intelligence to talk with each other (Int 10). However, any spellcasters find they are unable to recall any spells.

The water quickly opens up, it proving to be a cone-shaped pool. You seem to have no difficulty dealing with the changing pressure, and dive deep enough that the sides of the pool quickly disappear. Then, out of the gloom below, something comes rushing towards the PCs; at least 1 dire shark!

Eighth Sorcerous Test - Celestial cachalot whales against dire sharks



(1-3 PCs = 1 dire shark, 4-6 PCs = 2 dire sharks)

Celestial Cachalot Whale (3.5)

Dire Shark (3.5)

Celestial Cachalot Whale (PF)

Dire Shark (Megalodon) (PF)



ARCHWAY PUZZLE

CUT OUT PUZZLE STRIP & GIVE TO PLAYERS



SOLUTION



“ALL THE OTHERS / THE FINAL WORD”

Once the fight with the dire sharks is over, the PCs can search around the area. In the very centre of the bottom of the pool, undisturbed by the recent confrontation, a **Search/Perception DC 10** roll reveals a carved stone plaque, in perfect condition, with a letter 'R' on it. The plaque is about 3 inches tall and 2 inches wide. By now, the PCs should be looking for the plaque in a deliberate manner, hence the low DC to recover it.



As soon as the plaque is found and the PCs return to the surface of the water, the doorway leading out of the area in the western wall can be used. As they move to leave the area, the PCs find themselves returning to their true forms. Any *potions* they obtained from the puzzle and the carved stone plaque 'R' remain in their possession. If the letter is checked, it radiates strong Conjunction (teleportation). It is part of the material component for the *teleportation circle* used to leave the gauntlet.

Additionally, as the PCs approach the double doors, a solid floor appears beneath them, with just enough space for them all to stand on. They see that there is yet another puzzle on the grill-like doors in front of them.

Area 13 - The last elemental creatures

As the PCs look through the double doors from the previous room, they see one of the biggest spaces within this gauntlet, the same size as the music hall that contained the satyrs. As with every other previous entrance, if they try to go through the doorway, they find that it is blocked. If they try to go around it, the walls automatically lead them back to this point.

The area is just a plain, open space, with a ceiling that is 60 feet high, making it a cube. A **Spot/Perception DC 15** roll indicates that the PCs see an occasional dust eddy appear, about 2 feet high, that quickly falls away again. The doors are actually solid stone at the top and bottom, with a metal grid in the middle of the right-hand door that is 6-by-6 squares in size, as below. The left-hand door has an engraving on it, as below, and then a series of letters:

Magic is there for many of us to grasp, from the most straightforward use of its energy all the way through to spells of epic proportions that many of us will never understand or wield. But all these ranges of ability need to be contained, and used wisely. Sometimes, spells of one level will take up the slot of something more powerful, in order to make the best of a difficult situation.

With this in mind, fit the following levels of spells into the grid below.

NOUGHT, ONE, TWO, THREE, FOUR, FIVE,
SIX, SEVEN, EIGHT, NINE, TEN

Remember, some will overlap, and letters may be used more than once. The levels can be read in any, but only one, direction each - up, down, backwards, forwards or on any diagonal. You will be rewarded well if you come up with the solution!

The 34 letters that are available are as follows:

E, E, E, E, E, E, F, G, G, H, H, H, I, I, I, N, N, N, N,
O, O, O, R, R, S, S, T, T, T, U, U, V, W, X

Carved Door Puzzle

To repeat, the levels to fit into the grid are as follows:

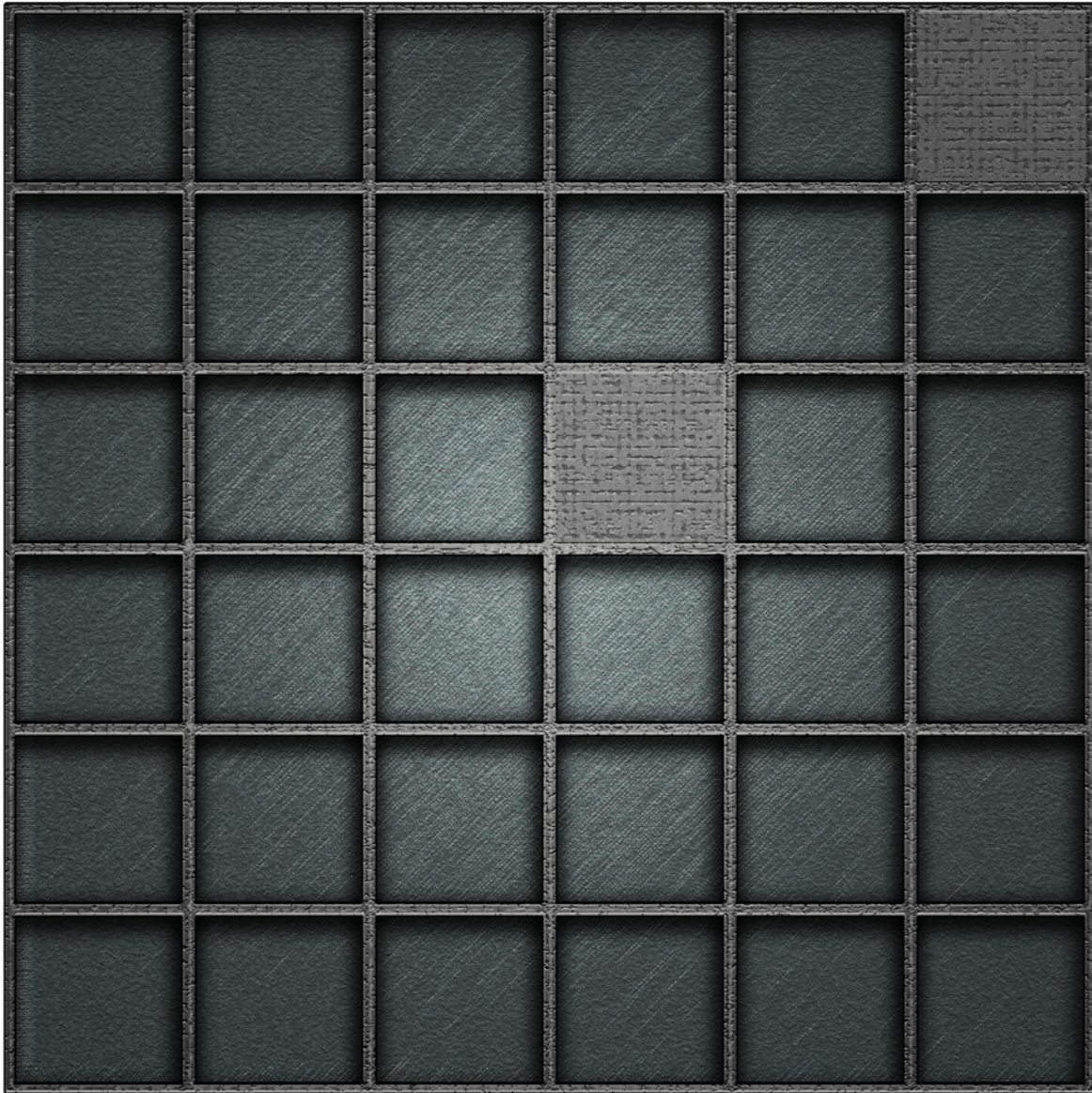
NOUGHT, ONE, TWO, THREE, FOUR, FIVE,
SIX, SEVEN, EIGHT, NINE, TEN

However, as can be seen, there are only 34 letters and 34 grid square available to use, despite the 10 words consisting of 45 letters.

Carved Door Puzzle Solution

For each two numbers that get positioned correctly, a book appears; ultimately there will be one for each party member, so you may have to play around with the mechanics a little. The books are attuned to the recipient, providing the chance to increase their main characteristic, and are from the following selection:

CARVED DOOR PUZZLE



CARVED DOOR PUZZLE

SOLUTION



Manual of Bodily Health +1

Manual of Gainful Exercise +1

Manual of Quickness of Action +1

Tome of Clear Thought +1

Tome of Leadership +1

Tome of Understanding +1

Although the book a PC receives is relevant to her main characteristic, she can always swap it with someone else and will gain the benefit of the new book.

The PCs will also find, whether successful or not, that they can now proceed through the double doors. As they do, they undergo a transformation, changing into leonals. There is no save for this change, and all items are absorbed onto the bodies of the leonals as part of the process. The PCs have become the creatures, in every way. However, any spellcasters find they are unable to recall any of their own spells, despite the Intelligence score of the leonal they have become.

As they enter the space, the small dust eddies that may have previously been seen grow in number and quickly form themselves into something much more menacing - at least one elder air elemental. However many of these creatures there are, their intention is clear as they rush towards the party.

Ninth Sorcerous Test - Leonals against elder air elementals



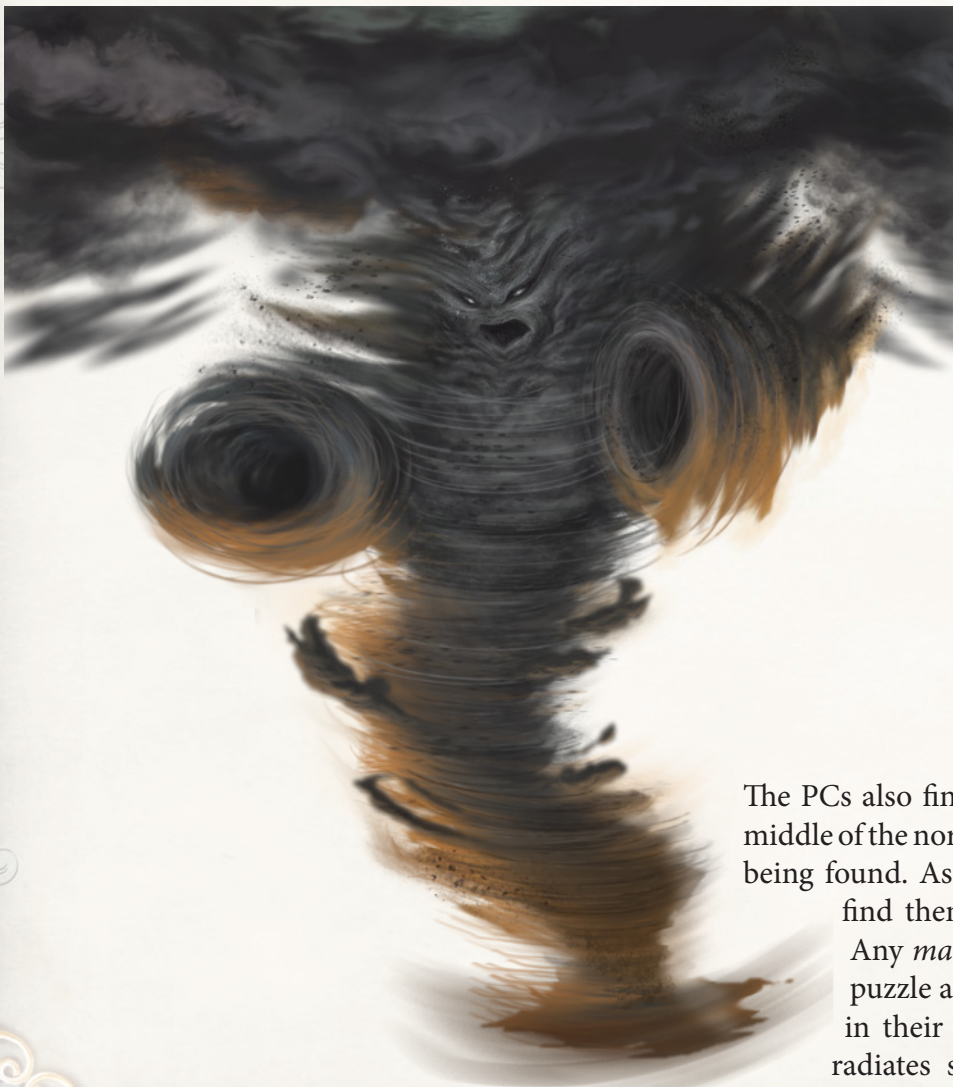
(1-3 PCs = 1 elder air elemental, 4-6
PCs = 2 elder air elementals)

Leonal (3.5)

Elder Air Elemental (3.5)

Leonal (PF)

Elder Air Elemental (PF)



Once the fight with the elementals is over, the PCs can search around the area. In the very centre of the space, seemingly unaffected by the recent confrontation, a Search/Perception DC 10 roll reveals a carved stone plaque, in perfect condition, with a letter 'W' on it. The plaque is about 3 inches tall and 2 inches wide.



The PCs also find that the way out of this area, in the middle of the north wall, is passable, thanks to the plaque being found. As they move to leave the area, the PCs find themselves returning to their true forms.

Any *manuals* or *tomes* they obtained from the puzzle and the carved stone plaque 'W' remain in their possession. If the letter is checked, it radiates strong Conjunction (teleportation). It

is part of the material component for the teleportation circle used to leave the gauntlet.

As the PCs heads through the northern door, there is a sense of accomplishment that washes over them. As they cross the threshold, each PC is affected by a *symbol of sanity*, which immediately overcomes the following adverse conditions affecting the Target: *confused*, dazed, fascination, *feebleminded*, *insanity*, rage and stunned. They then head towards Area 14.

New Spell

Symbol of Sanity

Enchantment (Compulsion)
[Mind-Affecting]

Level: Clr 8, Drd 9, Sor/Wiz 8

Saving Throw: Will negates

This spell functions like *symbol of death*, except that all creatures within the radius of the *symbol of sanity* instead become permanently sane (as per elements of the heal spell plus additional factors). It immediately overcomes the following adverse conditions affecting the Target: *confused*, dazed, fascination, *feebleminded*, *insanity*, rage and stunned.

Unlike *symbol of death*, *symbol of sanity* has no hit point limit; once triggered, a *symbol of sanity* simply remains active for 10 minutes per caster level.

Note: Magic traps such as *symbol of sanity* are hard to detect and disable. A rogue (only) can use the Search/Perception skill to find a symbol of sanity and Disable Device to thwart it. The DC in each case is 25 + spell level, or 33 (34 for druidic version) for *symbol of sanity*.

Material Component

Olive oil and peppermint, plus powdered white pearl and black onyx with a total value of at least 5,000 gp.



Area 14 - Inner chamber

Once the PCs reach this chamber, they have completed all the tasks in this gauntlet bar one. In the northern wall of this 60 feet by 30 feet area is a final doorway. For the last time, if they try to go through the archway, the PCs find that it is blocked. If they try to go around it, the undergrowth gets denser and eventually leads them back to this point.

The party should have all the items they have been rewarded with as well as 9 stone plaques: E, E, F, G, N, O, O, R, W. These are needed to get out of the area, as described below.

In the middle of this area is a low table, with as many sides as there are members of the party. It has about a dozen platters on it, each with exotic food such as roasts, strong cheese, exotic fruits and vegetables, fragrant rices and creamy desserts. In the center of it, a decanter rests at a slight angle, full of wine. A number of glasses surround it, and if one of these is placed close to the spout, wine flows until the glass is full or is removed.

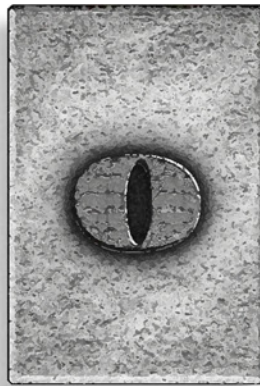
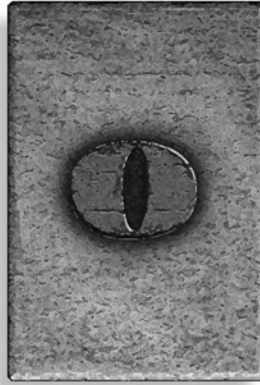
There is at least on daybed next to each of the sides of the table, one for every member of the party. On the table in front of the daybed is a plate, cutlery, and a napkin. As the PCs approach the table, a voice speaks, via a *magic mouth*; "Please, relax a while. You have earned my gratitude."

Neither the food nor the wine run out, no matter how much the PCs take. However, it is extremely filling, and it doesn't take much for the party members to feel replete.

After about 15 minutes, a gilded lectern appears between where the PCs are eating and the way out of this area to the north. Anyone who looks at it can see that there is a golden grid, 9 inches by 12 inches, built into the book support. It is made up of 9 squares, each 3 inches by 2 inches. The outer frame and inner separating bars are three quarters of an inch thick. The whole thing is plainly made, yet of exquisite workmanship. If it is checked for magic, it radiates overwhelming Conjururation (Teleportation). It is the frame that holds the letters that completes the *teleportation circle* spell. The letters fit in the frame as follows:

STONE TILES PUZZLE

SOLUTION



Once the PCs have worked out how to position the letters so they spell these 3 words, they find they can progress through the archway. This is a *teleportation circle* that sends the PCs far away from the gauntlet to the “attached” shrine. Once they have gone through this archway, the party cannot return. Any attempt to use *teleportation* magic to get back to the inner chamber fails as it has moved on from its previous position.

Area 15 - Main shrine

This is the final area of Maaginen Jekku’s gauntlet. Although the chamber is still not open to the elements in any way, the ceiling appears to be a lightly clouded blue sky with the sun shining brightly from it. Also, from the decoration on the walls made up of dozens of teleportation symbols, it is a sorcerous shrine to conjuration magic of no small importance. The area is about 60 feet long and 30 feet wide. The masonry that forms the inner walls has been carved and shaped to tell the tales of the discovery and control of sorcerous arcane energy from myriad cultures, and anyone who spend 8 hours here can gain an insight bonus to one of Knowledge (history), (local), (arcana) or (dungeoneering) as they choose. This bonus is equal to their Wisdom modifier.

The floor is a series of mosaics made from various dried grasses, flowers, crops and vegetables. As this pattern radiates towards the centre of the area, it begins to change to assorted natural minerals. In the very center is a hole with a ladder against the sidewall leading downwards. The pattern tells the story of how various elements were transferred from plane to plane by the gods, in an effort to advance the culture of their followers, and anyone who spend 8 hours here can gain an insight bonus to one of Knowledge (geography) or (the planes) as they choose. This bonus is equal to their Charisma modifier.

A PC can only benefit from one insight bonus in this way.

The PCs have faced increasingly difficult challenges and have hopefully lived to tell the tale. However, those that didn’t haven’t been forgotten, and in the centre of this shrine at the far western end is a long wooden altar with a shallow depression in its center. If a dead PC is placed in this depression, they are brought back to life via a true resurrection spell. This take 10 minutes to complete. If anything, after this resurrection, the PC has never felt better.

The ladder in the central hole leads to the second part of the main shrine, a final **teleportation** area.

Below the main shrine

This is the way out from the Devaneum Arcineas gauntlet. The ladder from above ends up at the southern end of an oval chamber about 20 feet long and 15 feet across at its widest point. The walls are made up of thousands upon thousands of stalactites and stalagmites. If the PCs watch closely, they see on a **Spot/Perception DC 20** roll that the stones flow in a particular way, a swirling pattern that forms the symbol for infinity:



The flow is quite hypnotic, in a benign way, and the PCs will realise with a **Knowledge (the planes) DC 8** roll that what they are looking at is a portal. If they view it for 2 rounds, they begin to fall into a trance. They can resist this trance with a **Will DC 15** roll; then they have to avoid looking at the pattern for more than 10 rounds. If they look again at the flow in fewer than 10 rounds, the DC of the Will save goes up by 2 per round the pattern is viewed.

Those that fall into an hypnotic state find they can mentally step through the portal and will find themselves in an idyllic setting, with Maaginen sitting close by. No-one else is around, including other party members, but there are many of the elemental planes’ creatures just within view. Maaginen will thank the person, his deep-rooted gratitude clear for all to see. He will call out, and in response, the most beautiful dire raven you have ever seen appears. It has a wooden case strapped to its back, glowing with arcane energy. It bows slightly before Maaginen and allows him to open the case. Inside is a gift for the PC, depending on her level, from the following table:

- 1st level - 1 minor item worth up to 1,000 gp**
- 2nd level - 1 minor item worth up to 2,000 gp**
- 3rd level - 1 minor item worth up to 3,000 gp**
- 4th level - 1 minor item worth up to 4,000 gp**

5th level - 3 minor items worth up to 7,000 gp in total

6th level - 1 medium item worth up to 10,000 gp

7th level - 1 medium item worth up to 14,000 gp

8th level - 1 medium item worth 18,000 gp

9th level - 1 medium item worth up to 22,000 gp

10th level - 1 major item worth up to 40,000 gp

11th level - 1 major item worth up to 45,000 gp

12th level - 1 major item worth up to 50,000 gp

13th level - 1 major item worth up to 55,000 gp

14th level - 1 major item worth up to 60,000 gp

15th level - 1 major item worth up to 65,000 gp

16th level - 1 major item worth up to 70,000 gp

17th level - 1 major item worth up to 75,000 gp

18th level - 1 major item worth up to 80,000 gp

19th level - 1 major item worth up to 85,000 gp

20th level - 3 major items worth up to 100,000 gp in total

Once the contents of the box has been gifted, the PC will come out of the hypnotic state with the item or items in her hand. That PC will no longer be affected by the flow of the stones.

The floor of the chamber is made from one giant slab of black marble with red veins, worked to look and pulse like the blood-flow inside a body. It is noticeably slippery underfoot, as if the blood was leaking slightly from the pressure of a step being take on the body. There is a plaque positioned on the marble body, right at the point that seems to be the start and finish of the blood-flow, which reads:

Feed what has supported you during this journey; show gratitude for the sustenance it gives you.

The PCs each need to let a drop of their blood fall to the floor, thanking the gods of arcane energy for their help with the encounters. When this is done, a swirling red pattern appears in the red veins of the marble floor, moving slowly before reforming into a distinct, central circle that gives off a strong radiation of Conjunction (teleportation) magic. Written in many languages around the circumference is the phrase "Now Go Free." If any PCs stand on this, they find that they are leaving this gauntlet via teleportation, and will appear either just outside of Olemus Multa's construction or anywhere the GM desires if the first gauntlet has already been tackled.

This gauntlet is over, and the PCs will have added a little to Maaginen Jekku's argument about the strength of arcane energy over divine magic, depending on their success as summoned monsters.

FIN



3.5 Combat Index

Hound Archon

Size/Type: Medium Outsider (Archon, Extraplanar, Good, Lawful)

Hit Dice: 6d8+6 (33 hp)

Initiative: +4

Speed: 40 ft. (8 squares)

Armor Class: 19 (+9 natural), touch 10, flat-footed 19

Base Attack/Grapple: +6/+8

Attack: Bite +8 melee (1d8+2) or greatsword +8 melee (2d6+3/19-20)

Full Attack: Bite +8 melee (1d8+2) and slam +3 melee (1d4+1); or greatsword +8/+3 melee (2d6+3/19-20) and bite +3 melee (1d8+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities

Special Qualities: Aura of menace, change shape, damage reduction 10/evil, darkvision 60 ft., immunity to electricity and petrification, magic circle against evil, scent, spell resistance 16, teleport, tongues

Saves: Fort +6 (+10 against poison), Ref +5, Will +6

Abilities: Str 15, Dex 10, Con 13, Int 10, Wis 13, Cha 12

Skills: Concentration +10, Diplomacy +3, Hide +9*, Jump +15, Listen +10, Move Silently +9, Sense Motive +10, Spot +10, Survival +10* (+12 following tracks)

Feats: Improved Initiative, Power Attack, Track

Environment: A lawful good-aligned plane A lawful good-aligned plane

Organization: Solitary, pair, or squad (3-5) Solitary or with juvenile bronze dragon

Challenge Rating: 4

Treasure: No coins; double goods; standard items

Alignment: Always lawful good



Satyr

Size/Type: Medium Fey

Hit Dice: 5d6+5 (22 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

Armor Class: 15 (+1 Dex, +4 natural), touch 11, flat-footed 14

Base Attack/Grapple: +2/+2

Attack: Head butt +2 melee (1d6) or Shortbow +3 ranged (1d6/x3)

Full Attack: Head butt +2 melee (1d6) and dagger -3 melee (1d4/19-20); or Shortbow +3 ranged (1d6/x3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Pipes

Special Qualities: Damage reduction 5/cold iron, low-light vision

Saves: Fort +2, Ref +5, Will +5

Abilities: Str 10, Dex 13, Con 12, Int 12, Wis 13, Cha 13

Skills: Bluff +9, Diplomacy +3, Disguise +1 (+3 acting), Hide +13, Intimidate +3, Knowledge (nature) +9, Listen +15, Move Silently +13, Perform (wind instruments) +9, Spot +15, Survival +1 (+3 aboveground)

Feats: AlertnessB, Dodge, Mobility

Environment: Temperate forests

Organization: Solitary, pair, band (3–5), or troop (6–11)

Challenge Rating: 2 (without pipes) or 4 (with pipes)

Treasure: Standard

Alignment: Usually chaotic neutral

A satyr's hair is red or chestnut brown, while its hooves and horns are jet black. A satyr is about as tall and heavy as a half-elf.

Satyrs speak Sylvan, and most also speak Common.

COMBAT

The keen senses of a satyr make it almost impossible to surprise one in the wild. Conversely, with their own natural grace and agility, satyrs can sneak up on travelers who are not carefully watching the surrounding wilderness. Once engaged in battle, an unarmed satyr attacks with a powerful head butt. A satyr expecting trouble is likely to be armed with a bow and a dagger and typically looses arrows from hiding, weakening an enemy before closing.

Pipes (Su): Satyrs can play a variety of magical tunes on their pan pipes. Usually, only one satyr in a group carries pipes. When it plays, all creatures within a 60-foot spread (except satyrs) must succeed on a DC 13 Will save or be affected by charm person, sleep, or fear (caster level 10th; the satyr chooses the tune and its effect).

In the hands of other beings, these pipes have no special powers. A creature that successfully saves against any of the pipe's effects cannot be affected by the same set of pipes for 24 hours. The save DC is Charisma-based.

Skills: Satyrs have a +4 racial bonus on Hide, Listen, Move Silently, Perform, and Spot checks.

Bralani

Size/Type: Medium Outsider (Chaotic, Extraplanar, Good)

Hit Dice: 6d8+18 (45 hp)

Initiative: +8

Speed: 40 ft. (8 squares), fly 100 ft. (perfect)

Armor Class: 20 (+4 Dex, +6 natural), touch 14, flat-footed 16

Base Attack/Grapple: +6/+10

Attack: +1 holy scimitar +11 melee (1d6+4/18–20) or +1 holy composite longbow (+4 str bonus) +11 ranged (1d8+5/x3) or slam +10 melee (1d6+4)

Full Attack: +1 holy scimitar +11/+6 melee (1d6+4/18–20) or +1 holy composite longbow (+4 Str bonus) +11/+6 ranged (1d8+5/x3) or slam +10 melee (1d6+4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities, whirlwind blast

Special Qualities: Alternate form, damage reduction 10/cold iron or evil, darkvision 60 ft., immunity to electricity and petrification, low-light vision, resistance to cold 10 and fire 10, spell resistance 17, tongues

Saves: Fort +8, Ref +9, Will +7

Abilities: Str 18, Dex 18, Con 17, Int 13, Wis 14, Cha 14

Skills: Concentration +12, Diplomacy +4, Escape Artist +13, Handle Animal +11, Hide +13, Jump +10, Listen +13, Move Silently +13, Ride +6, Sense Motive +11, Spot +13, Tumble +13, Use Rope +4 (+6 with bindings)

Feats: Alertness, Blind Fight, Improved Initiative

Environment: A chaotic good-aligned plane

Organization: Solitary, pair, or squad (3–5)

Challenge Rating: 6

Treasure: No coins; double goods; standard items

Alignment: Always chaotic good

In addition to their natural form, bralanis can assume the shape of a whirlwind or zephyr of dust, snow, or sand.

Bralanis speak Celestial, Infernal, and Draconic, but can communicate with almost any creature, thanks to their tongues ability.

COMBAT

Bralanis prefer the scimitar and bow, the weapons of the desert nomads they most closely resemble.

A bralani's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and good-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will— *blur*, *charm person* (DC 13), *gust of wind* (DC 14), *mirror image*, *wind wall*; 2/day—*lightning bolt* (DC 15), *cure serious wounds* (DC 15). Caster level 6th. The save DCs are Charisma-based.

Whirlwind Blast (Su): When in whirlwind form, a bralani can attack with a scouring blast of wind, dealing 3d6 points of damage in a 20-foot line (Reflex DC 16 half). The save DC is Constitution-based.

Alternate Form (Su): A bralani can shift between its humanoid and whirlwind forms as a standard action. In humanoid form, it cannot fly or use its whirlwind blast, but it can use its spell-like abilities and its weapons. In whirlwind form, it can fly, make slam attacks and whirlwind blast attacks, and use spell-like abilities.

A bralani remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the bralani revert to any particular form when killed. A true seeing spell, however, reveals both forms simultaneously.

Tongues (Su): Bralanis can speak with any creature that has a language, as though using a tongues spell (caster level 14th). This ability is always active.

Average Salamander

Size/Type: Medium Outsider (Extraplanar, Fire)

Hit Dice: 9d8+18 (58 hp)

Initiative: +1

Speed: 20 ft. (4 squares)

Armor Class: 18 (+1 Dex, +7 natural), touch 11, flat-footed 17

Base Attack/Grapple: +9/+11

Attack: Spear +11 melee (1d8+3/x3 plus 1d6 fire)

Full Attack: spear +11/+6 melee (1d8+3/x3 plus 1d6 fire) and tail slap +9 melee (2d6+1 plus 1d6 fire)

Space/Reach: 5 ft./5 ft. (10 ft. with tail)

Special Attacks: Constrict 2d6+1 plus 1d6 fire, heat, improved grab

Special Qualities:

Damage reduction 10/magic, darkvision 60 ft., immunity to fire, vulnerability to cold

Saves: Fort +8, Ref +7, Will +8

Abilities: Str 14, Dex 13, Con 14, Int 14, Wis 15, Cha 13

Skills: Bluff +11, Craft (blacksmithing) +19, Diplomacy +3, Disguise +1 (+3 acting), Hide +11, Intimidate +3, Listen +8, Move Silently +11, Search +12, Spot +8

Feats: Alertness, Multiattack, Power Attack

Environment: Elemental Plane of Fire

Organization: Solitary, pair, or cluster (3–5)

Challenge Rating: 6

Treasure: Standard (non-flammables only)

Alignment: Usually evil (any)

Salamanders speak Ignan. Some average salamanders and all nobles also speak Common.



COMBAT

If a salamander has damage reduction, its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Constrict (Ex): A salamander deals automatic tail slap damage (including fire damage) with a successful grapple check. A noble salamander can constrict multiple creatures simultaneously, provided they are all at least two sizes smaller than it.

Heat (Ex): A salamander generates so much heat that its mere touch deals additional fire damage. Salamanders' metallic weapons also conduct this heat.

Improved Grab (Ex): To use this ability, a salamander must hit a creature of up to one size larger than itself with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Skills: Salamanders have a +4 racial bonus on Craft (blacksmithing) checks.

Feats: Salamanders have the Multiattack feat even though they do not have the requisite three natural weapons.

Abilities: Str 30, Dex 10, Con 21, Int 3, Wis 13, Cha 7

Skills: Listen +12, Spot +10

Feats: Alertness, Endurance, Iron Will, Skill Focus (Listen)

Environment: Warm plains in any good-aligned plane

Organization: Solitary or herd (6–30)

Challenge Rating: 9

Treasure: None

Alignment: Always good (any)

Massive herbivores of tropical lands, elephants are unpredictable creatures but nevertheless are sometimes used as mounts or beasts of burden.

This entry describes an African elephant. Indian elephants are slightly smaller and weaker (Strength 28), but more readily trained (Wisdom 15). These statistics can also represent prehistoric creatures such as mammoths and mastodons.

Combat

Elephants tend to charge at threatening creatures.

Smite Evil (Su): Once per day a celestial creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against an evil foe.

Trample (Ex): Reflex half DC 25. The save DC is Strength-based.

Celestial Elephant

Size/Type: Huge Magical Beast (Extraplanar)

Hit Dice: 11d8+55 (104 hp)

Initiative: +0

Speed: 40 ft. (8 squares)

Armor Class: 15 (–2 size, +7 natural), touch 8, flat-footed 15

Base Attack/Grapple: +8/+26

Attack: Gore +16 melee (2d8+15)

Full Attack: Slam +16 melee (2d6+10) and 2 stamps +11 melee (2d6+5); or gore +16 melee (2d8+15)

Space/Reach: 15 ft./10 ft.

Special Attacks: Smite Evil, Trample 2d8+15

Special Qualities: Low-light vision, scent, Darkvision 60 ft., Resistance to acid, cold, and electricity 10, Spell Resistance 16, Damage Reduction 5/magic

Saves: Fort +12, Ref +7, Will +6

Dire Tiger

Size/Type: Large Animal

Hit Dice: 16d8+48 (120 hp)

Initiative: +2

Speed: 40 ft. (8 squares)

Armor Class: 17 (–1 size, +2 Dex, +6 natural), touch 11, flat-footed 15

Base Attack/Grapple: +12/+24

Attack: Claw +20 melee (2d4+8)

Full Attack: 2 claws +20 melee (2d4+8) and bite +14 melee (2d6+4)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab, pounce, rake 2d4+4

Special Qualities: Low-light vision, scent

Saves: Fort +13, Ref +12, Will +11

Abilities: Str 27, Dex 15, Con 17, Int 2, Wis 12, Cha 10

Skills: Hide +7*, Jump +14, Listen +6, Move Silently +11, Spot +7, Swim +10

Feats: Alertness, Improved Natural Attack (claw), Improved Natural Attack (bite), Run, Stealthy, Weapon Focus (claw)

Environment: Warm forests

Organization: Solitary or pair

Challenge Rating: 8

Treasure: None

Alignment: Always neutral

Dire tigers prey on just about anything that moves. They will patiently stalk a potential meal, striking whenever the creature lets down its guard.

Dire tigers grow to be over 12 feet long and can weigh up to 6,000 pounds.

COMBAT

A dire tiger attacks by running at prey, leaping, and clawing and biting as it rakes with its rear claws.

Improved Grab (Ex): To use this ability, a dire tiger must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a dire tiger charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +18 melee, damage 2d4+4.

Skills: Dire tigers have a +4 racial bonus on Hide and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Celestial Cachalot Whale

Size/Type: Gargantuan Magical Beast (Extraplanar, Aquatic)

Hit Dice: 12d8+87 (141 hp)

Initiative: +1

Speed: Swim 40 ft. (8 squares)

Armor Class: 16 (–4 size, +1 Dex, +9 natural), touch 7, flat-footed 15

Base Attack/Grapple: +9/+33

Attack: Bite +17 melee (4d6+12)

Full Attack: Bite +17 melee (4d6+12) and tail slap +12 melee (1d8+6)

Space/Reach: 20 ft./15 ft.

Special Attacks: Smite Evil

Special Qualities: Blindsight 120 ft., hold breath, low-light vision, Darkvision 60 ft., Resistance to acid, cold, and electricity 10, Spell Resistance 17, Damage Reduction 10/magic

Saves: Fort +15, Ref +9, Will +6

Abilities: Str 35, Dex 13, Con 24, Int 3, Wis 14, Cha 6



Skills: Listen +15*, Spot +14*, Swim +20

Feats: Alertness, Diehard, Endurance, [[Improved Natural Attack (SRD Creature Feat)|Multiweapon Fighting]] (bite), Toughness

Environment: Temperate aquatic in any good-aligned plane

Organization: Solitary or pod (6–11)

Challenge Rating: 9

Treasure: None

Alignment: Always good (any)

Also known as sperm whales, these creatures can be up to 60 feet long. They prey on giant squids.

Smite Evil (Su): Once per day a celestial creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against an evil foe.

Blindsight (Ex): Whales can “see” by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A silence spell negates this and forces the whale to rely on its vision, which is approximately as good as a human’s.

Hold Breath (Ex): A whale can hold its breath for a number of rounds equal to 8 x its Constitution score before it risks drowning.

Skills: A whale has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A whale has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsight is negated.

Dire Shark

Size/Type: Huge Animal (Aquatic)

Hit Dice: 18d8+66 (147 hp)

Initiative: +2

Speed: Swim 60 ft. (12 squares)

Armor Class: 17 (–2 size, +2 Dex, +7 natural), touch 10, flat-footed 15

Base Attack/Grapple: +13/+27

Attack: Bite +18 melee (2d8+9)

Full Attack: Bite +18 melee (2d8+9)

Space/Reach: 15 ft./10 ft.

Special Attacks: Improved grab, swallow whole

Special Qualities: Keen scent

Saves: Fort +14, Ref +13, Will +12

Abilities: Str 23, Dex 15, Con 17, Int 1, Wis 12, Cha 10

Skills: Listen +12, Spot +11, Swim +14

Feats: Improved Natural Attack (bite), Toughness (4), Weapon Focus (bite)

Environment: Cold aquatic

Organization: Solitary or school (2–5)

Challenge Rating: 9

Treasure: None

Alignment: Always neutral

Dire sharks attack anything they perceive to be edible, even larger creatures.

This monstrous fish can grow to a length of 25 feet and weigh more than 20,000 pounds.



COMBAT

Dire sharks bite with their powerful jaws, swallowing smaller creatures in one gulp.

Improved Grab (Ex): To use this ability, a dire shark must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe in the following round.

Swallow Whole (Ex): A dire shark can try to swallow a grabbed opponent of up to one size smaller by making a successful grapple check. Once inside, the opponent takes 2d6+6 points of bludgeoning damage plus 1d8+4 points of acid damage per round from the shark's digestive juices. A swallowed creature can cut its way out using a light slashing or piercing weapon by dealing 25 points of damage to the shark's digestive tract (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Huge dire shark's gullet can hold 2 Large, 8 Medium or Small, 32 Tiny, 128 Diminutive, or 512 Fine or smaller opponents.

Keen Scent (Ex): A dire shark can notice creatures by scent in a 180-foot radius and can detect blood in the water at a range of up to 1 mile.

Skills: A dire shark has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered.

It can use the run action while swimming, provided it swims in a straight line.

Leonal

Size/Type: Medium Outsider (Extraplanar, Good)

Hit Dice: 12d8+60 (114 hp)

Initiative: +3

Speed: 60 ft. (12 squares)

Armor Class: 27 (+3 Dex, +14 natural), touch 13, flat-footed 24

Base Attack/Grapple: +12/+20

Attack: Claw +20 melee (1d6+8)

Full Attack: 2 claws +20 melee (1d6+8) and bite +15 melee (1d8+4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Roar, pounce, improved grab, rake 1d6+8, spell-like abilities

Special Qualities: Damage reduction 10/evil and silver, darkvision 60 ft., immunity to electricity and petrification, lay on hands, low-light vision, protective aura, resistance to cold 10 and sonic 10, speak with animals, spell resistance 28

Saves: Fort +13 (+17 against poison), Ref +11, Will +10

Abilities: Str 27, Dex 17, Con 20, Int 14, Wis 14, Cha 15

Skills: Balance +22, Concentration +12, Diplomacy +4, Hide +22, Intimidate +10, Jump +35, Knowledge (any) +17, Listen +17, Move Silently +22, Sense Motive +17, Spot +17, Survival +17

Feats: Ability Focus (roar), Dodge, Mobility, Spring Attack, Track

Environment: A good-aligned plane.

Organization: Solitary or pride (4–9)

Challenge Rating: 12

Treasure: No coins; double goods; standard items

Alignment: Always neutral good

COMBAT

Leonals like their battles as straightforward as can be. They begin with a roar to put their foes off balance, then follow up with a frenzy of claw and bite attacks. They closely coordinate with others in their pride, watching one another's flanks and setting up devastating attacks.

A leonal's natural weapons, as well as any weapons it wields, are treated as good-aligned for the purpose of overcoming damage reduction.

Roar (Su): A leonal can roar up to three times per day. Each roar releases a blast in a 60-foot cone that duplicates the effects of a holy word spell and deals an extra 2d6 points of sonic damage (Fortitude DC 20 negates). The save DC is Charisma-based.

Pounce (Ex): If a leonal charges a foe, it can make a full attack, including two rake attacks.

Improved Grab (Ex): To use this ability, a leonal must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Rake (Ex): Attack bonus +20 melee, damage 1d6+8.

Spell-Like Abilities: At will—*detect thoughts*, *fireball* (DC 15), *hold monster* (DC 17), *polymorph*, *wall of force*; 3/day—*cure critical wounds* (DC 16), *neutralize poison*, *remove disease*; 1/day—*heal* (DC 18). Caster level 10th. The save DCs are Charisma-based.

Lay on Hands (Su): As the paladin class feature, except that each day, a leonal can heal an amount of damage equal to its full normal hit points.

Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the leonal. Otherwise, it functions as a magic circle against evil effect and a lesser globe of invulnerability, both with a radius of 20 feet (caster level equals leonal's HD). (The defensive benefits from the circle are not included in a leonal's statistics block.)

Speak with Animals (Su): This ability works like speak with animals (caster level 8th) but is a free action and does not require sound.

Skills: Leonals have a +4 racial bonus on Balance, Hide, and Move Silently checks.

Elder Air Elemental

Size/Type: Huge Elemental (Air, Extraplanar)

Hit Dice: 24d8+96 (204 hp)

Initiative: +15

Speed: Fly 100 ft. (perfect) (20 squares)

Armor Class: 27 (–2 size, +11 Dex, +8 natural), touch 19, flat-footed 16

Base Attack/Grapple: +18/+32

Attack: Slam +27 melee (2d8+6)

Full Attack: 2 slams +27 melee (2d8+6)

Space/Reach: 15 ft./5 ft.



Special Attacks: Air mastery, whirlwind

Special Qualities: Damage reduction 10/–, darkvision 60 ft., elemental traits

Saves: Fort +12, Ref +25, Will +10

Abilities: Str 22, Dex 33, Con 18, Int 10, Wis 11, Cha 11

Skills: Listen +29, Spot +29

Feats: Alertness, Blind-Fight, Cleave, Combat Reflexes, Flyby Attack, Improved Initiative B, Iron Will, Mobility, Power Attack, Spring Attack, Weapon FinesseB

Environment: Elemental Plane of Air

Organization: Solitary

Challenge Rating: 11

Treasure: None

Alignment: Usually neutral

Air elementals speak Auran, though they rarely choose to do so.

COMBAT

Their rapid speed makes air elementals useful on vast battlefields or in extended aerial combat.

Air Mastery (Ex): Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

Whirlwind (Su): The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 1 round for every 2 HD it has. In this form, the elemental can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 50 feet tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in whirlwind form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the whirlwind (see the table below for details) and

may be lifted into the air. An affected creature must succeed on a Reflex save when it comes into contact with the whirlwind or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The DC for saves against the whirlwind's effects varies with the elemental's size (see the table). The save DC is Strength based.

Creatures trapped in the whirlwind cannot move except to go where the elemental carries them or to escape the whirlwind.

Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in whirlwind form cannot make slam attacks and does not threaten the area around it.

Elder Air Elemental Whirlwind

Elemental	Height	Weight	Save DC	Damage	Height
Elder	40 ft.	12 lb.	28	2d8	10–60 ft.

PF Combat Index

This canine-headed humanoid's well-groomed appearance and polished greatsword show it to be more than a common beast.

Hound Archon CR 4

XP 1,200

LG Medium outsider (archon, extraplanar, good, lawful)

Init +4; **Senses** darkvision 60 ft., detect evil, low-light vision, scent; Perception +10

Aura aura of menace (DC 16), magic circle against evil

DEFENSE

AC 19, touch 10, flat-footed 19 (+9 natural; +2 deflection vs. evil)

hp 39 (6d10+6)

Fort +6, **Ref** +5, **Will** +5; +4 vs. poison, +2 resistance vs. evil

DR 10/evil; Immune electricity, petrification; **SR** 15

OFFENSE

Speed 40 ft.

Melee bite +8 (1d8+3), slam +8 (1d4+1) or mwk greatsword +9/+4 (2d6+3), bite +3 (1d8+2)

Spell-Like Abilities (CL 6th)

Constant—*detect evil*, *magic circle against evil*

At Will—*aid*, *continual flame*, *greater teleport* (self plus 50 lbs. of objects only), *message*

STATISTICS

Str 15, **Dex** 10, **Con** 13, **Int** 10, **Wis** 13, **Cha** 12

Base Atk +6; **CMB** +8; **CMD** 18

Feats Improved Initiative, Iron Will, Power Attack
Skills Acrobatics +9, Intimidate +10, Perception +10, Sense Motive +10, Stealth +13, Survival +14; **Racial Modifiers** +4 Stealth, +4 Survival

Languages Celestial, Draconic, Infernal; truespeech
SQ change shape (beast shape II)

SPECIAL ABILITIES

Change Shape (Su)

A hound archon can assume any canine form of Small to Large size, as if using beast shape II. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any dog-like or wolf-like creature of the animal type.

ECOLOGY

Environment any (Heaven)

Organization solitary, pair, or squad (3–5)

Treasure standard (masterwork greatsword, other treasure)

Hound archons look like well-muscled humans with canine heads typically resembling those of noble-looking wolves or dogs. Well trained, they prefer to make use of their greatswords in battle, though they are equally adept with their natural weapons. Hound archons loathe killing mortals and prefer to disarm or incapacitate even evil individuals when they can. Against fiends and the irredeemably corrupt, though, they show no mercy.

Hound archons are disciplined soldiers and sentinels. Occasionally good-aligned deities send them to watch over specific places and individuals they take a particular interest in. Under the guise of unassuming but friendly strays, such secret defenders might follow their ward or guard their post subtly for years.

In Heaven's armies, exceptional hound archon paladins lead their fellows into combat, taking on roles as captains and knights. They lead incursions against fiendish holdings, whether that entails strikes against daemoniac fortresses or liberating the captives of night hag soul collectors. Such missions make hound archons perhaps the most likely celestials one might encounter upon the Lower Planes, and packs of swift-moving wolves occasionally reveal themselves to be welcome saviors to those lost within such realms. Regardless of their orders, hound archons universally exhibit a particular hatred of canine fiends, abandoning all mercy and going out of their way to put an end to the evils of barghests, glabrezus, yeth hounds, and similar depraved outsiders.

This handsome, grinning man has the furry legs of a goat and a set of curling ram horns extending from his temples.

Satyr CR 4

XP 1,200

CN Medium fey

Init +2; **Senses** low-light vision; Perception +18

DEFENSE

AC 18, touch 13, flat-footed 15 (+2 Dex, +1 dodge, +5 natural)

hp 44 (8d6+16)

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

DR 5/cold iron

OFFENSE

Speed 40 ft.

Melee dagger +6 (1d4+2/19–20), horns +1 (1d6+1)

Ranged shortbow +6 (1d6/×3)

Special Attacks pipes

Spell-Like Abilities (CL 8th)

At will—*charm person* (DC 15), *dancing lights*, *ghost sound* (DC 14), *sleep* (DC 15), *suggestion* (DC 17)

1/day—*fear* (DC 18), *summon nature's ally III*

STATISTICS

Str 14, **Dex** 15, **Con** 15, **Int** 12, **Wis** 14, **Cha** 19

Base Atk +4; **CMB** +6; **CMD** 19

Feats Dodge, Mobility, Skill Focus (Perception), Weapon Finesse

Skills Bluff +15, Diplomacy +15, Disguise +9, Intimidate +9, Knowledge (nature) +10, Perception +18, Perform (wind instruments) +19, Stealth +17, Survival +7; Racial Modifiers +4 Perception, +4 Perform, +4 Stealth

Languages Common, Sylvan

SPECIAL ABILITIES

Pipes (Su)

A satyr can focus and empower his magic by playing haunting melodies on his panpipes. When he plays, all creatures within a 60-foot radius must make a DC 18 Will save or be affected by *charm person*, *fear*, *sleep*, or *suggestion*, depending on what tune the satyr chooses. A creature that successfully

saves against any of the pipes' effects cannot be affected by the same set of pipes for 24 hours, but can still be affected by the satyr's other spell-like abilities as normal. The satyr's use of his pipes does not count toward his uses per day of his spell-like abilities, and if separated from them he may continue to use his standard abilities. The pipes themselves are masterwork, and a satyr can craft a replacement with 1 week of labor. The save DC is Charisma-based.

ECOLOGY

Environment temperate forests

Organization solitary, pair, band (3–6), or orgy (7–11)

Treasure standard (dagger, short bow plus 20 arrows, masterwork panpipes, other treasure)



Satyrs, known in some regions as fauns, are debauched and hedonistic creatures of the deepest, most primeval parts of the woods. They adore wine, music, and carnal delights, and are renowned as rakes and smooth-talkers, wooing unwary maidens and shepherd boys and leaving a trail of awkward explanations and unplanned pregnancies in their wakes.

Though their bodies are almost always those of attractive and well-built men, much of the satyrs' talent for seduction lies in their talent for music. With the aid of his eponymous pipes, a satyr is capable of weaving a wide variety of melodic spells designed to enchant others and bring them in line with his capricious desires.

In addition to their constant frolicking, satyrs often act as guardians of the creatures in their forest homes, and any who manage to turn the satyr's lust to wrath are likely to find themselves facing down dangerous animals surrounding the faun. Still, while satyrs tend to value their own amusement well above the rights of others, they bear no ill will toward those they seduce. Children born from such encounters are always full-blooded satyrs, and are generally spirited away by their riotous kin soon after birth.



Silver-white hair the color of a lightning strike whips about this poised elf-like archer, his eyes swirling with vibrant colors.

Bralani CR 6

XP 2,400

CG Medium outsider (azata, chaotic, extraplanar, good, shapechanger)

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)

hp 66 (7d10+28)

Fort +9, **Ref** +9, **Will** +6

DR 10/cold iron or evil; Immune electricity, petrification; Resist cold 10, fire 10; **SR** 17

OFFENSE

Speed 40 ft., fly 100 ft. (perfect)

Melee +1 scimitar +13/+8 (1d6+8/18–20) or slam +12 (1d6+7)

Ranged +1 composite longbow +12/+7 (1d8+6/×3)

Special Attacks whirlwind blast

Spell-Like Abilities (CL 6th)

At Will—*blur*, *charm person* (DC 13), *gust of wind* (DC 14), *mirror image*, *wind wall*

2/day—*lightning bolt* (DC 15), *cure serious wounds*

STATISTICS

Str 20, **Dex** 18, **Con** 19, **Int** 13, **Wis** 14, **Cha** 15

Base Atk +7; **CMB** +12; **CMD** 26

Feats Blind-Fight, Improved Initiative, Iron Will, Skill Focus (Perception)

Skills Bluff +12, Fly +22, Handle Animal +12, Perception +15, Ride +14, Sense Motive +12, Stealth +14

Languages Celestial, Draconic, Infernal; truespeech

SQ wind form

SPECIAL ABILITIES

Whirlwind Blast (Su)

When in wind form, a bralani can attack with a scouring blast of wind, dealing 3d6 points of damage in a 20-foot line (Reflex DC 17 half). The save DC is Constitution-based.

Wind Form (Su)

A bralani can shift between its humanoid body and a body made of wind and mist as a standard action. In humanoid form, it cannot fly or use its whirlwind blast. In wind form, it functions as if under the effects of a wind walk spell. It can make slam attacks and use spell-like abilities in either form. A bralani remains in one form until it chooses to assume its other form. A change in form cannot be dispelled, nor does the bralani revert to any particular form when killed (both shapes are its true form). A true seeing spell reveals both forms simultaneously.

ECOLOGY

Environment any (Elysium)

Organization solitary, pair, or squad (3–6)

Treasure double (+1 scimitar, +1 composite longbow [+5 Str])

Bralanis are among the fiercest and wildest of the azatas, living from moment to moment and always on the lookout for chances to test their skill in battle. In addition to their elf-like forms, they can take the shape of whirlwinds of dust, snow, or sand. In the mortal realm, they are often mistaken for djinn. They delight in violent weather, not for the destructive qualities of such events, but for the intensity and energy, and many tales describe bralani as spirits who laugh as they sail amid the strongest storms.

Bralanis do not need to eat, but they enjoy doing so. Most prefer elven food, fiery human dishes, and spiced wine. Because of their similarities to elementals and fey, they sometimes act as intermediaries between mortals, elementals, and fey, though they prefer to arrange temporary truces that allow the interested parties to conduct their own negotiations on neutral ground. When taking the role of mediators—or whenever else such opportunities present themselves—bralani are quick to suggest friendly competitions or games to end disputes and enjoy creating challenges or complicated contests to test both physical and mental mortal prowess.

This snake-bodied humanoid hisses with anger. Spines of crackling flame dance along the creature's blackened, fiery-red scales.

Salamander CR 6

XP 2,400

CE Medium outsider (extraplanar, fire)

Init +1; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)

hp 76 (8d10+32)

Fort +10, **Ref** +7, **Will** +6

DR 10/magic; Immune fire

Weaknesses vulnerability to cold

OFFENSE

Speed 20 ft.

Melee spear +11/+6 (1d8+4/×3 plus 1d6 fire), tail slap +6 (2d6+1 plus 1d6 fire and grab)

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

Special Attacks constrict (2d6+4 plus 1d6 fire), heat

STATISTICS

Str 16, **Dex** 13, **Con** 18, **Int** 14, **Wis** 15, **Cha** 13

Base Atk +8; **CMB** +11 (+15 grapple); **CMD** 22 (can't be tripped)

Feats Cleave, Iron Will, Power Attack, Skill Focus (Perception)

Skills Acrobatics +12, Bluff +12, Craft (weapon-smithing) +17, Intimidate +12, Knowledge (planes) +13, Perception +16, Sense Motive +13, Stealth +12; Racial Modifiers +4 Craft (armorsmithing, blacksmithing, and weaponsmithing)

Languages Common, Ignan

SPECIAL ABILITIES

Heat (Ex)

A salamander generates so much heat that its mere touch deals an additional 1d6 points of fire damage. A salamander's metallic weapons also conduct this heat.

ECOLOGY

Environment any (Plane of Fire)

Organization solitary, pair, or cluster (3–5)

Treasure standard (spear, other nonflammable treasure)

Salamanders are native to the Plane of Fire, where their legions of fierce warriors are much feared by the other inhabitants of the plane. Because some of the stronger elemental fire races enslave salamanders for their metalworking skill and fighting prowess, the salamanders hate the efreet and other inhabitants with a passion.

Though their lairs typically hover in temperatures of 500 degrees F or more, salamanders can tolerate lower temperatures. They generally do so only when forced, and are even surlier and more short-tempered than normal in such environments. Although they hail from the Plane of Fire, the salamander race identifies more with the Abyss, and they hold demons (particularly those associated with fire, like balors and certain fire-themed demon lords) in great esteem. It's not unusual to encounter large groups of salamanders in the Abyss as a result.

Salamanders are often conjured to the Material Plane to serve as guardians or, more commonly, to craft weapons, armor, and other metalwork, for their skill in these areas is legendary. Salamanders also infest areas of the Material Plane where the boundaries between this world and the Plane of Fire have worn thin, such as in and near volcanoes.

Because their habitat is so extreme, salamanders only save treasure that can withstand high temperatures, such as swords, armor, jewels, rods, and other items made from high-melting-point metals. Salamander society is a cruel one based on power and the ability to subjugate those beneath oneself. Beings beneath a salamander that cause it discomfort are dealt a slow and painful death.

These thick-skinned animals bear large ivory tusks flanking a long, prehensile snout.

Elephant CR 8

XP 4,800

N Huge animal

Init +0; **Senses** darkvision 60 ft.; low-light vision, scent; Perception +21

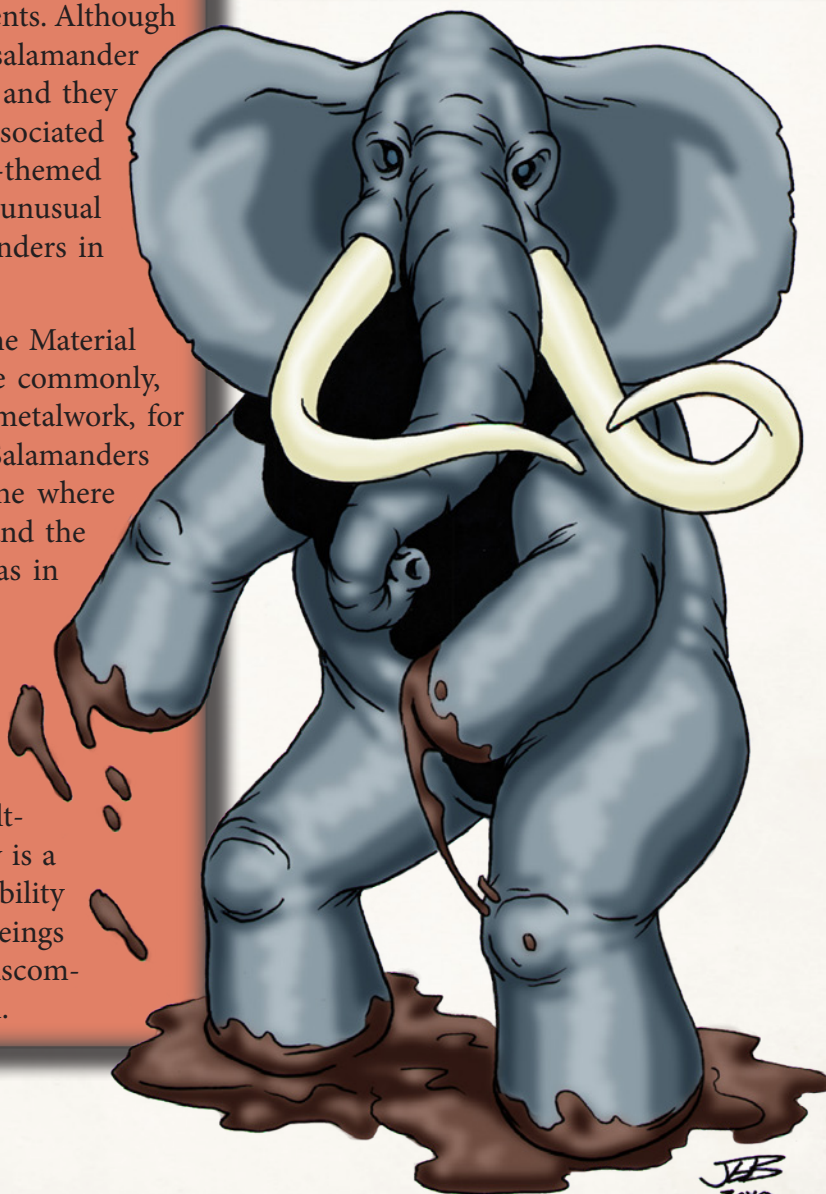
DEFENSE

AC 17, touch 8, flat-footed 17 (+9 natural, –2 size)

hp 93 (11d8+44)

Fort +13, **Ref** +7, **Will** +6

DR 10/evil; Resist acid, cold, and electricity 10; SR 13



OFFENSE

Speed 40 ft.

Melee gore +16 (2d8+10), slam +16 (2d6+10)

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

Special Attacks smite evil, trample (2d8+15; DC 25)

STATISTICS

Str 30, **Dex** 10, **Con** 19, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +8; **CMB** +20; **CMD** 30 (34 vs. trip)

Feats Endurance, Great Fortitude, Improved Bull Rush, Iron Will, Power Attack, Skill Focus (Perception)

Skills Perception +21

ECOLOGY

Environment warm plains

Organization solitary or herd (6–30)

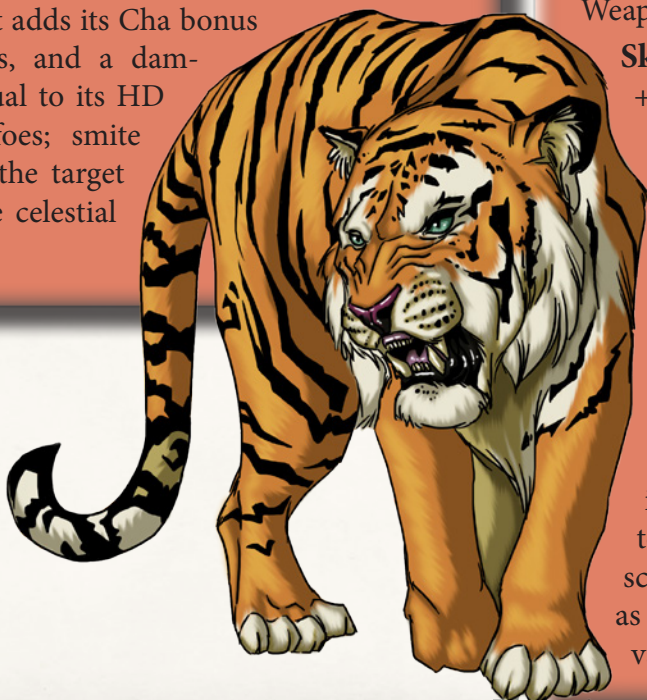
Treasure none

These large land animals, majestically wandering the plains in tightly knit family herds, are symbols of wisdom and strength. Having few natural predators, elephants are sometimes hunted for their ivory tusks. These tusks often become jewelry, statuettes, and trinkets for the wealthy.

SPECIAL ABILITIES

Smite Evil (Su)

The creature may smite evil 1/day as a swift action (it adds its Cha bonus to attack rolls, and a damage bonus equal to its HD against evil foes; smite persists until the target is dead or the celestial creature rests)



This large tiger grumbles a warning as it crouches. Two saber-like fangs jut downward from its powerful jaws.

Tiger, Dire (Smilodon) CR 8

XP 4,800

N Large animal

Init +6; **Senses** low-light vision, scent; **Perception** +12

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, –1 size)

hp 105 (14d8+42)

Fort +12, **Ref** +11, **Will** +5

OFFENSE

Speed 40 ft.

Melee 2 claws +18 (2d4+8 plus grab), bite +18 (2d6+8/19–20 plus grab)

Space 10 ft.; **Reach** 5 ft.

Special Attacks pounce, rake (2 claws +18, 2d4+8)

STATISTICS

Str 27, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +10; **CMB** +19 (+23 grapple); **CMD** 31 (35 vs. trip)

Feats Improved Critical (bite), Improved Initiative, Run, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite, claw)

Skills Acrobatics +6, Perception +12, Stealth +15 (+23 in tall grass), Swim +13; **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in tall grass)

ECOLOGY

Environment any forests, plains, and swamps

Organization solitary or pair

Treasure none

While the tiger itself is a fearsome predator, its strength and ferocity pales in comparison to that of the larger dire tiger. Known to many scholars as the smilodon and to tribal societies as the saber-toothed tiger, the dire tiger is invariably one of the region's top predators. Its

defining feature is a pair of huge incisors that hang down like fearsome knives from the upper jaw, protruding menacingly even when the creature's mouth is shut.

These immense hunting cats grow to be over 12 feet long and can weigh up to 6,000 pounds.

Celestial Cachalot Whale

CR 9

XP 6,400

LG Gargantuan Magical Beast (extraplanar, aquatic)

Init +1; **Senses** blindsense 130 ft., darkvision 60 ft.; low-light vision; Perception +14

DEFENSE

AC 16, touch 7, flat-footed 15 (−4 size, +1 Dex, +9 natural)

hp 141 (12d8+87)

Fort +15, **Ref** +9, **Will** +6

DR 10/magic; Resist acid, cold, and electricity 10;
SR 14

OFFENSE

Speed Swim 40 ft. (8 squares)

Melee Bite +17 (4d6+12) and tail slap +12 (1d8+6)

Space 20 ft.; **Reach** 15 ft.

Special Attacks Smite Evil

STATISTICS

Str 35, **Dex** 13, **Con** 24, **Int** 3, **Wis** 14, **Cha** 6

Base Atk +9; **CMB** +33; **CMD** 43 (can't be tripped)

Feats Alertness, Diehard, Endurance, Improved Natural Attack, Multiweapon Fighting (bite), Toughness

Skills Perception +14, Swim +20

Special Qualities hold breath

ECOLOGY

Environment Temperate aquatic in any good-aligned plane

Organization Solitary or pod (6–11)

Treasure None

Also known as sperm whales, these creatures can be up to 60 feet long. They prey on giant squids.

Smite Evil (Su)

Once per day a celestial creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against an evil foe.

Blindsight (Ex)

Whales can “see” by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A silence spell negates this and forces the whale to rely on its vision, which is approximately as good as a human's.

Hold Breath (Ex)

A whale can hold its breath for a number of rounds equal to 8 x its Constitution score before it risks drowning.

Skills: A whale has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A whale has a +4 racial bonus on Perception checks. These bonuses are lost if its blindsight is negated.

Large as a dragon, this shark's jaws open to reveal a cavernous, tooth-lined gullet capable of swallowing a horse whole.

Dire Shark (Megalodon)

CR 9

XP 6,400

N Gargantuan animal (aquatic)

Init +6; **Senses** blindsense 30 ft., keen scent; Perception +25

DEFENSE

AC 23, touch 8, flat-footed 21 (+2 Dex, +15 natural, −4 size)

hp 112 (15d8+45)

Fort +14, **Ref** +13, **Will** +8

OFFENSE

Speed swim 60 ft.

Melee bite +17 (4d10+15/19–20 plus grab)

Space 20 ft.; **Reach** 20 ft.

Special Attacks swallow whole (2d6+15 damage, AC 17, 11 hp)

STATISTICS

Str 30, **Dex** 15, **Con** 17, **Int** 1, **Wis** 12, **Cha** 10

Base Atk +11; **CMB** +25 (+29 grapple); **CMD** 37

Feats Bleeding Critical, Critical Focus, Great Fortitude, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Perception)

Skills Perception +25, Swim +18

ECOLOGY

Environment any ocean

Organization solitary

Treasure none

The true nightmare of the sea is the megalodon, a shark that represents the pinnacle of this species' evolution. Horrifying in its immense size and ruinous appetite, the megalodon is certainly the beast behind many legends of enormous fish who swallow ships whole. A megalodon is 60 feet long and weighs 100,000 pounds.

This lion-headed humanoid has golden fur, sharp teeth, and long cat-like claws on its hands and feet.

Leonal CR 12

XP 19,200

NG Medium outsider (agathion, extraplanar, good)

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +19

Aura protective aura (20 ft.)

DEFENSE

AC 27, touch 14, flat-footed 23 (+3 Dex, +1 dodge, +13 natural) (+4 deflection vs. evil)

hp 147 (14d10+70)

Fort +14, **Ref** +12, **Will** +6; +4 vs. poison, +4 resistance vs. evil

DR 10/evil and silver; Immune electricity, petrification; Resist cold 10, sonic 10; **SR** 23

OFFENSE

Speed 60 ft.

Melee bite +23 (1d8+8 plus grab), 2 claws +23 (1d6+8)

Special Attacks roar, pounce, rake (2 claws +23, 1d6+8)

Spell-Like Abilities (CL 14th; concentration +16)

Constant--*speak with animals*

At will--*detect thoughts*, *fireball* (DC 15), *hold monster* (DC 17)

3/day--*cure critical wounds*, *neutralize poison*, *remove disease*, *wall of force*

1/day--*heal*

STATISTICS

Str 27, **Dex** 17, **Con** 20, **Int** 14, **Wis** 14, **Cha** 15

Base Atk +14; **CMB** +22 (+26 grapple); **CMD** 36

Feats Ability Focus (roar), Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Focus (bite, claw)

Skills Acrobatics +24 (+36 jump), Handle Animal +19, Intimidate +19, Knowledge (any one) +19, Perception +19, Sense Motive +19, Spellcraft +16, Stealth +24; Racial Modifiers +4 Acrobatics, +4 Stealth

Languages Celestial, Draconic, Infernal; speak with animals, truespeech

SQ lay on hands (7d6, 9/day, as a 14th level paladin)

SPECIAL ABILITIES

Protective Aura (Su)

Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the leonal. Otherwise, it functions as a magic circle against evil effect and a lesser globe of invulnerability, both with a radius of 20 feet (caster level equals leonal's HD). The defensive benefits from the circle are not included in a leonal's stat block.

Roar (Su)

Up to three times per day, a leonal can emit a powerful roar as a standard action. Each roar affects a 60-foot cone with the effects of a holy word spell and also deals 2d6 points of sonic damage to all creatures in the area (DC 21 Fortitude negates). This is a sonic effect. The save DC is Charisma-based.

ECOLOGY

Environment any land (Nirvana)

Organization solitary, pair, or pride (3–8)

Treasure standard

A leonal is a lion-like agathion, noble and fierce. Though gentle with their families and patient with strangers on their home plane, in battle leonals are deadly foes of evil and cruelty. They hunt fiends and other evil monsters, silently tailing their prey until they find the right time to leap and slash. Leonals pride themselves on their hunting prowess, and few land creatures can match their speed. Although capable of using weapons, the majority of leonals prefer to battle evil with tooth and claw.

Leonals like their battles to be straightforward affairs. They begin with a roar to put their foes off balance, then follow up with claw and bite attacks. They closely coordinate with others in their pride, watching one another's flanks and setting up devastating attacks. They mainly use their magical abilities against large numbers of weaker foes and against those they need to capture or incapacitate without dealing harm to them.

Leonals stand 6 feet tall and weigh 270 pounds on average. Males usually have manes of either dark gold or black hair, which may only surround the head or may extend onto the shoulders and chest. Female leonals do not have manes, but may have longer hair on the back of the neck.

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This cloud-like creature has dark hollows reminiscent of eyes and a mouth, and a howling wind whips it into ominous shapes.

Elder Air Elemental CR 11

XP 12,800

N Huge outsider (air, elemental, extraplanar)

Init +15; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 28, touch 20, flat-footed 16 (+11 Dex, +1 dodge, +8 natural, –2 size)

hp 152 (16d10+64)

Fort +14, **Ref** +21, **Will** +7

Defensive Abilities air mastery; **DR** 10/—; Immune elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee 2 slams +25 (2d8+9)

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

Special Attacks whirlwind (DC 27, 10–60 ft.)

STATISTICS

Str 28, **Dex** 33, **Con** 18, **Int** 10, **Wis** 11, **Cha** 11

Base Atk +16; **CMB** +27; **CMD** 49

Feats Blind-Fight, Cleave, Combat Reflexes, Dodge, Flyby Attack, Improved InitiativeB, Iron Will, Mobility, Power Attack, Weapon FinesseB

Skills Acrobatics +30, Escape Artist +30, Fly +34, Knowledge (planes) +19, Perception +19, Stealth +22

Languages Auran

SPECIAL ABILITIES

Air Mastery (Ex)

Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

ECOLOGY

Environment Plane of Air

Organization solitary, pair, or gang (3–8)

Treasure none

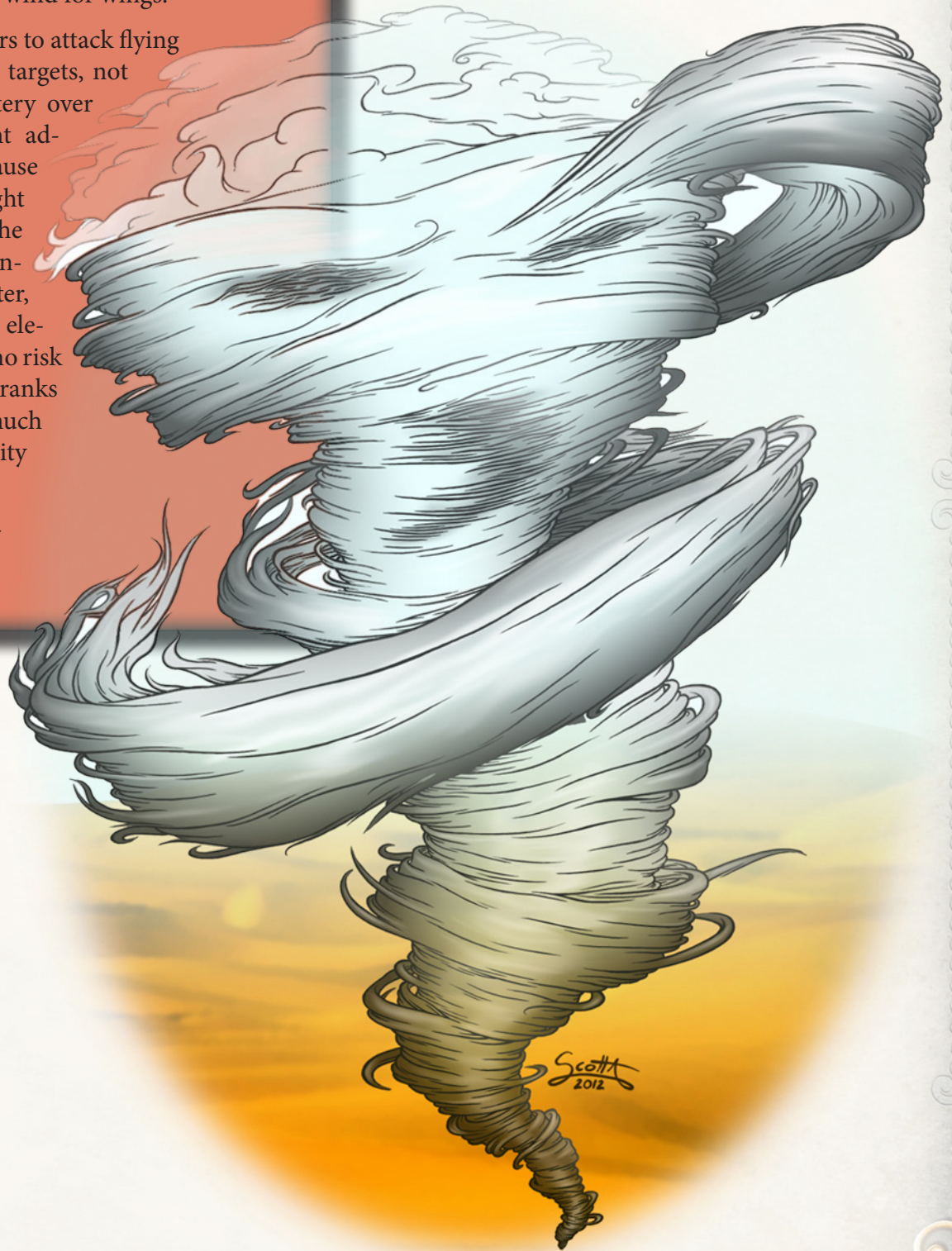
Air elementals are fast, flying creatures made of living air. Primitive and territorial, they resent being

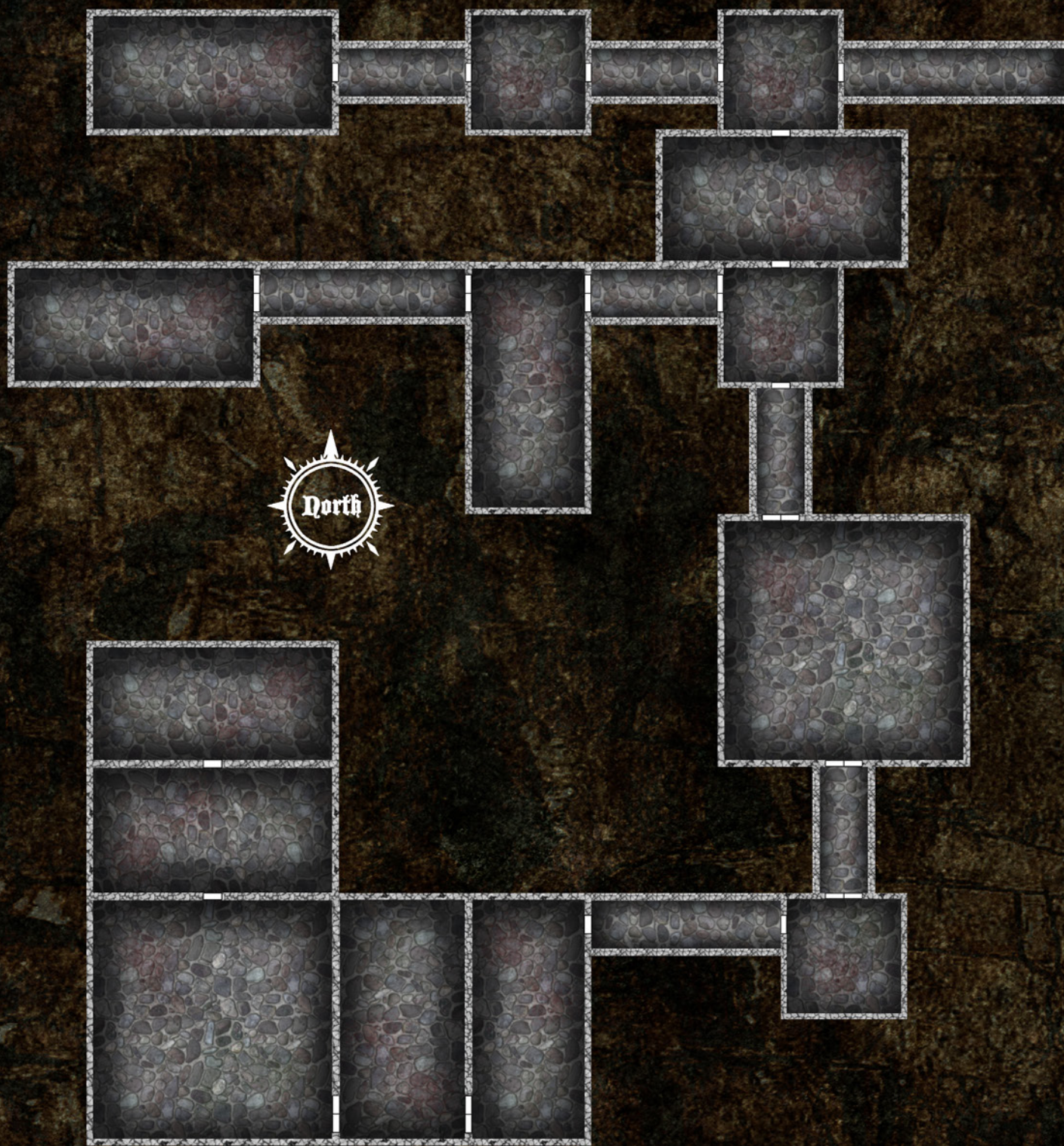
summoned or doing the bidding of mortals, and much prefer to spend their time on the Plane of Air, swooping and racing through the endless skies.

Although all air elementals of a similar size have identical statistics, the exact appearance of an air elemental can vary wildly between individuals. One might be an animated vortex of wind and smoke, while another might be a smoky bird-like creature with glowing eyes and wind for wings.

An air elemental prefers to attack flying or otherwise airborne targets, not only because its mastery over flight gives it a slight advantage, but also because it detests the thought of having to touch the ground. An air elemental can move underwater, and although it is an elemental and thus runs no risk of drowning, it has no ranks in Swim and loses much of its speed and mobility when underwater.

An elder air elemental is 40 feet long and weighs 12 pounds.





MAAGINEN JEKKU'S DUNGEON



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Devaneum Arcineas 2

A Pathfinder/3.5 Compatible Adventure for 3-6 PCs of Any Level

So far, so good, or at least it seems. For as you delve deeper into the challenge that is Maaginen Jekku's testing ground, you find yourself facing more demanding puzzles and stouter foes. Yes, the rewards continue to be valuable, but the constant changes mean you have to frequently and suddenly adapt to new events and circumstance. How many more times will you have to face dealing with being in another body, another form entirely? Perhaps not too many more.

Of course, those with wisdom and intelligence may once again work out what will happen next. A distinct advantage may be gained if you can set up tactics and be mentally prepared for any further polymorphing. Because these encounters can only serve you well in the long run, as you grow to understand the tactics and capabilities of foes you may yet face, as well as gaining an understanding of how animal companions and familiars think and feel as they enter battle. Through all of this, however, is one main point; your minds and bodies will be prepared for more changes, greater trials, and the chance to be more than you have ever imagined once you have successfully met the challenge of Maaginen's gauntlet!

Part 4 of the Dire, Devilish Deeds quartet contains:

- The next stage of this arcane-fuelled, plane-spanning environment that is far from what it seems, including the final pan-dimensional shrine
- The next set of encounter areas of this challenge-gauntlet, more demanding than the first collection
- Further puzzles to test the skills of both the players and the PCs, with progress and rewards influenced by their degree of success
- Traps with "helpful" results
- A chance to gain the thanks of representative of the gods, who can be more generous than you know
- Chances to face combat at a variety of levels, in a variety of ways, as a variety of creatures
- The opportunity for your PCs to take a place in the greatest experiment known to humanoid-kind and to influence the results!

