

# Sphere's Bestiary: Desert Encounters





# Spheres Bestiary: Desert Encounters

## Credits

Author: Darfael Oliveira

Creative Director: Adam Meyers

Interior Art: Jacob Blackmon, Rick Hershey, Storn Cook, Brian Brinlee, Mariana Ruiz  
Villarreal

Cover Art: Wilder Surge

Layout: Adam Meyers

Editing: Johannes Tüher

This Handbook was created by



Visit <https://www.patreon.com/DropDeadStudios> to lend your support.





# Contents

Introduction .....	3
Creatures .....	4
Ankheg - CR 3 .....	4
Bat - CR 1/8 .....	5
Caravan Traveller - Coxswain - CR 1/2 .....	5
Caravan Traveller - Janjaweed - CR 1/2 .....	6
Caravan Traveller - Merchant - CR 1/2 .....	8
Caravan Traveller - Mortician - CR 1/2 .....	9
Cinder Wolf - CR 2 .....	10
Dinosaur, Dimorphodon (Very Young) - CR 1/3 .....	11
Dinosaur, Troodon - CR 1 .....	11
Dust Digger - CR 4 .....	12
Elemental - Ice - CR 4 .....	13
Elemental - Lightning - CR 4 .....	13
Elemental - Magma - CR 4 .....	14
Elemental - Mud - CR 4 .....	16
Giant Fire Beetle - CR 1/3 .....	16
Giant Scorpion - CR 3 .....	17
Giant Solifugid - CR 1 .....	18
Sand Stalker - CR 4 .....	19
Slithering Pit - CR 2 .....	20
Wastelander - Brigand - CR 1/2 .....	21
Wastelander - Marauder - CR 1/2 .....	22
Wastelander - Slaver - CR 1/2 .....	23
White Lotus Inquisitor - Initiate Healer - CR 1 .....	24
White Lotus Inquisitor - Initiate Shield-Brother - CR 1/2 .....	25
Wizard's Shackle - CR 1/3 .....	26
Zombie - CR 1/2 .....	28
Hazards, Traps, & Weather .....	29
Bad Air - Non-Flammable - CR 1 .....	29
Magnetized Ore - CR 2 .....	29
Misleading Path - CR 3 .....	29
Plague of Flies - CR 2 .....	30
Sand Pit, Spiked - CR 2 .....	30
Weather - Severity 3 .....	30
Weather - Severity 4 .....	31
Weather - Severity 5 .....	31
Witch Light - CR 1 .....	31
Other Content .....	32
Encounter Charts .....	34
Challenge Ratings .....	36



## Chapter 1

# Introduction

For the most part, the monstrous encounters described below are identical to their original base stats that they are based upon, except for two key aspects: 1st being, that they have each been modified to use *Ultimate Spheres of Power* and *Spheres of Might*, and as such are more dangerous than their common counterparts; and 2nd, that they have their Psychology DC (*Ultimate Charisma*) added into their stat-block (although

modifications due to creature type or Intelligence have not been supplied) for convenience of those who utilize psychological maneuvers such as the Feint maneuver. Below each stat-block are prewritten encounters which may be used during or outside adventures for the GM's convenience.





## Chapter 2

# Creatures

The monsters in this section are listed alphabetically.

### Ankheg - CR 3

**XP 800**

N Large magical beast

**Init** +0; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +8

#### DEFENSE

**AC** 16, touch 9, flat-footed 16 (+7 natural, -1 size)

**hp** 28 (3d10+12)

**Fort** +6, **Ref** +3, **Will** +2

#### OFFENSE

**Speed** 30 ft., burrow 20 ft.

**Melee** bite +5 (2d6+4 plus 1d4 acid and grab)

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

**Special Attacks** spit acid

#### COMBAT

**Martial Tradition** Spider (Guardian x1, Trap x2, Wrestling x2); **PAM** Wis

**Guardian Sphere - Packages** patrol; **Talents** (zone) Steel Hedge

- *patrol* (full-round action, increase threatened area by 5 ft.)
- **Steel Hedge** (zone); until *patrol* ends, threatened area counts as difficult terrain

**Trap Sphere - Perception** DC 8; **Talents** (dart, snare) Net; **Drawback** Focused Trapper (dart)

- *snares* (full-round action (standard action while maintaining focus), Reflex or trigger); (snare) **DC** 12
  - ◊ **Net** (dart, snare); Reflex save to avoid being ensnared, forgo damage to attack touch AC
  - ◊ **Tripwire** (snare); triggering creature falls prone

**Wrestling Sphere - Talents** Greater Grapple, Iron Grip; (slam) Clinch Strike

- **Clinch Strike** (slam); do a normal melee attack, get additional +1d6 nonlethal damage
- **Greater Grapple**; while martial focus is maintained, may grapple as a move action
- *snag* +6 touch (swift action, snagged targets are considered battered)

#### STATISTICS

**Str** 16, **Dex** 10, **Con** 17, **Int** 1, **Wis** 13, **Cha** 6

**Base Atk** +3; **CMB** +7 (+11 grapple); **CMD** 17 (25 vs. trip); **Psych** DC 14

**Feats** Skill Focus (Perception), Toughness

**Skills** Climb +8, Perception +8; **Associated Skills** Craft (traps) -2

#### SPECIAL ABILITIES

**Spit Acid (Ex)** Once every 6 hours, an ankheg can spit a 30-foot line of acid. Creatures struck by this acid take 4d4 points of acid damage (Reflex DC 14 half). Once an ankheg uses this





attack, it must wait 6 hours before using it again. Additionally, during this time period, its bite attack does not inflict any additional acid damage. As a result, an ankheg does not use this ability unless it is desperate or frustrated, most often spitting acid when reduced to fewer than half its full normal hit points or when it cannot not successfully grab an opponent. The save DC is Constitution-based.

**Traps (Ex)** The ankheg sometimes leaves tunnels as it burrows through the desert sands leaving specific areas near the surface especially susceptible to collapse. Such areas are where the ankheg inadvertently uses the Trap sphere to create snares which other creatures trigger causing them to fall into the tunnel getting entangled or tripping as elevation suddenly shifts a couple feet. It should be safe to assume that when first encountered each ankheg should have 3 net snares active within 10 feet of the ankheg and 3 tripwire snares active within 10 feet of a net snare, for a total of 6 active snares per ankheg.

#### ECOLOGY

**Environment** warm deserts

**Organization** solitary, pair, or nest (3-6)

**Treasure** incidental

A horse-sized burrowing insectoid monstrosity that preys primarily upon livestock and humanoids.

With 10 minutes work, and a successful DC 19 Survival check, acid from the stomach of a dead ankheg may be harvested. The harvester gains a number of doses of the acid equal to 1 + 1 per 5 that the check surpassed the DC (maximum 3 doses). Failing the check causes all the acid from the stomach to be lost. Failing the check by 5 or more uses exposes the harvester to 1d3 doses of the acid, unless the harvester has the poison use class feature (or similar ability such as Careful Poisoner or Controlled Rupture talent from the Alchemy sphere). Raw acids harvested this way, may not be bought or sold because they remain potent for only 24 hours.

### 2 Ankhegs - CR 6

**XP 2,200**

This pair of magical beasts will utilize traps to hinder their prey before moving into flanking position. From there, the horse-sized creatures will snag and grapple the quarry before ripping them to shreds with their acidic bites. Targets who attempt to flee are barraged with the ankheg's acidic spittle.

### Bat - CR 1/8

**XP 50**

N Diminutive animal

**Init** +2; **Senses** blindsense 20 ft., low-light vision; Perception +6

#### DEFENSE

**AC** 16, touch 16, flat-footed 14 (+2 Dex, +4 size)

**hp** 2 (1d8-2)

**Fort** +0, **Ref** +4, **Will** +2

#### OFFENSE

**Speed** 5 ft., fly 40 ft. (good)

**Melee** bite +6 (1d3-4)

**Space** 1 ft.; **Reach** 0 ft.

#### COMBAT

**Martial Tradition** Assassin (Athletics x2, Fencing x2); **PAM** Wis

**Athletics Sphere** - **Packages** fly; **Talents** Mobile Striker

- **Mobile Striker**; full-round action, make a single attack while moving; movement does not provoke AoO

**Fencing Sphere** - **Talents** Verbal Feint

- *fatal thrust* (+1d6 precision damage on attacks where target is flanked, flat-footed, or denied Dex)
- **Verbal Feint**; can feint targets within 30 ft., as long as they can hear you

#### STATISTICS

**Str** 1, **Dex** 15, **Con** 6, **Int** 2, **Wis** 14, **Cha** 5

**Base Atk** +0; **CMB** -2; **CMD** 3; **Psych** DC 13

**Skills** Perception +6, Stealth +18; **Associated Skills** Bluff -2, Fly +16; **Racial Modifiers** +4 Perception

#### ECOLOGY

**Environment** temperate and warm forests and deserts

**Organization** colony (10-400)

**Treasure** none

A flying rodent that leaves its shadowy recluse in search of food at night.

### 10 Bats - CR 1

**XP 500**

These ten bats will flock around their prey, dividing themselves amongst all available targets. If the ten bats cannot divide themselves equally, then the remainder will spend their actions utilizing the Verbal Feint talent on targets each round until an opening has been made.

### Caravan Traveller - Coxswain -

### CR 1/2

**XP 200**

Male orc armorist 1

LN Medium humanoid (orc)

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

#### DEFENSE

**AC** 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

**hp** 11 (1d10+1)

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

**Special Defenses** eventide outfit (+5 saves vs. cold weather and energy resistance vs. nonlethal cold 5, or +5 saves vs. hot weather and energy resistance vs. nonlethal fire 5); filter scarf (+1 resistance bonus to saves vs. inhaled poisons and airborne effects that require breathing)

#### OFFENSE

**Speed** 20 ft.

**Melee** bound greataxe +6 (1d12+6/x3)



**Ranged** orc hornbow +2 (2d6+4/x3)

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

**Special Attacks** summon equipment (1 sp)

---

#### MAGIC

---

**Caster Level** 1; **MSB** +1, **MSD** 12, **Concentration** +2

**Tradition** Mysticism (Boons: Empowered Abilities, Metamagic Expert; Drawbacks: Focus Casting, Magical Signs [a cold dark cloud of mist forms overhead], Verbal Casting, Wild Magic); **CAM** Wis

**Spell Points** 2

**Creation Sphere - Talents** Greater Repair, Potent Alteration, **Drawbacks** Limited Creation (alter), Material Mimic

- *alter*, touch; **DC** 11
  - ◊ Destroy 1d6+1, touch
    - **Potent Alteration**; affect magic items, 1 sp
  - ◊ Repair 1d6+1
    - **Potent Alteration**; affect magic items, 1 sp

#### Protection Sphere

- *aegis*, touch, **DC** 11
  - ◊ **Deflection** (aegis); 1 hour, 1 sp
- *ward*, personal w/ 10-ft. radius, **DC** 11
  - ◊ **Barrier** (ward); 2 hp, Break **DC** 15, concentration, 1 round w/ 1 sp

---

#### STATISTICS

---

**Str** 18, **Dex** 13, **Con** 12, **Int** 8, **Wis** 12, **Cha** 10

**Base Atk** +1; **CMB** +5; **CMD** 16; **Psych** DC 12

**Feats** Extend Spell

**Skills** Profession (driver) +5

**Languages** Common, Orc

**SQ** ferocity

**Other Gear** orc hornbow (w/ 10 arrows), hide armor, eventide outfit, filter scarf, backpack (50-ft. hemp rope, arrows x30, flint and steel, small tent, trail rations x10, verminbite kit, winter blanket), belt pouch (5 gp in assorted coins), ritual book, spell component pouch (cold iron reagent x4, darkwood reagent x6), waterskin x2

---

#### SPECIAL ABILITIES

---

**Combat Gear** The coxswain's combat gear is described below:

*Ritual book*: This coxswain carries with him a book containing the following spells in ritual form; 2nd—*make whole* 1st—*ant haul*, *expeditious construction*\*\*, *grease*; oth—*create water*, *mending*; (\*\*: *Arcane Anthology*)

*Verminbite kit*: When someone is suffering poison delivered from a bite or sting attack of a vermin (or other insectoid creature, such as an ettercap), as a full-round action, the initiate healer can use this kit to gain a +4 circumstance bonus on the ongoing Fortitude saving throws against that poison. A verminbite kit is exhausted after 10 uses.

**Ferocity** This orc possesses the ferocity ability which allows him to remain conscious and continue fighting even if his hit point totals fall below 0. He is still staggered at 0 hit points or lower and loses 1 hit point each round as normal.

---

#### ECOLOGY

---

**Environment** temperate and warm deserts

**Organization** solitary, pair, caravan (coxswain, merchant, mortician or janjaweed)

**Treasure** Standard (gear and other treasure)

## Caravan Traveller - Janjaweed - CR 1/2

**XP** 200

Female amet cherufe armiger 1

LN Medium humanoid (reptilian)

**Init** +1; **Senses** low-light vision, Perception +5

---

#### DEFENSE

---

**AC** 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)

**hp** 11 (1d10+1)

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

**Special Defenses** eventide outfit (+5 saves vs. cold weather and energy resistance vs. nonlethal cold 5, or +5 saves vs. hot weather and energy resistance vs. nonlethal fire 5); filter scarf (+1 resistance bonus to saves vs. inhaled poisons and airborne effects that require breathing); **Resist** fire 5

---

#### OFFENSE

---

**Speed** 40 ft., mounted 50 ft.

**Ranged** blunderbuss +2 ranged touch (1d8/x2, scatter) or musket +2 ranged touch (1d12/x4) or 2 pistols -2/-2 ranged touch (1d8/x4)

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

**Special Attacks** amet lava +2 ranged (5/day; 1d4/x2 plus 1d4 fire, 1d4 fire the following round)

---

#### COMBAT

---

**Martial Tradition** Janjaweed (Beastmastery x3, Equipment x1); **PAM** Cha

**Barrage Sphere - Talents** (Customized Weapon: blunderbuss)

- *barrage* (+0/+0 ranged touch, special attack action, 1d8/x2, scatter)

**Beastmastery Sphere - Packages** handle animal, ride; **Talents** Extra Beastmastery Package; (handle animal) Broad Skills, Mindless Mastery

- *defensive rider* (attack of opportunity, use Ride check instead of mount's AC or Reflex save)
- *tame* (1 HD, 8 hours); **Broad Skills** (handle animal), **Mindless Mastery** (handle animal) (tame non-animals with animal-like intelligence or lower with penalties), **DC** 11

**Dual Wielding Sphere - Talents** (Customized Weapon: 2 pistols)

- *dual attack* (+0/+0 ranged touch, attack action, 1d8/x4)

**Equipment Sphere - Talents** (discipline) Firearm Proficiency

- **Firearm Proficiency**; proficient with all firearms

**Sniper Sphere - Talents** (Customized Weapon: musket)





- *deadly shot* (+2 ranged touch, special attack action, expend martial focus, 1d12/x4 plus 1d6)

#### STATISTICS

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

**Base Atk** +1; **CMB** +2; **CMD** 13; **Psych** DC 15

**Feats** Extra Combat Talent, Gunsmithing

**Skills** Knowledge (geography) +5, Knowledge (local) +5, Perception +5, Sense Motive +5, Survival +5; **Associated Skills** Handle Animal +3, Ride +6

**Languages** Cheru, Common

**SQ** jumper, rapid change

**Other Gear** battered blunderbuss, battered musket, battered pistol x2, studded leather, adventurer's sash (alchemical cartridge x6), eventide outfit, filter scarf, belt pouch (5 gp in assorted coins), military saddle, saddlebags (50-ft. hemp rope, alchemical cartridge x14, flint and steel, small tent, trail rations x10, verminbite kit, winter blanket), waterskin x2

#### SPECIAL ABILITIES

**Combat Gear** The janjaweed's combat gear is described below:

*Verminbite kit:* When someone is suffering poison delivered from a bite or sting attack of a vermin (or other insectoid creature, such as an ettercap), as a full-round action, the initiate healer can use this kit to gain a +4 circumstance bonus on the ongoing Fortitude saving throws against that poison. A verminbite kit is exhausted after 10 uses.

**Jumper** A cherufe is always considered to have a running start when attempting Acrobatics checks to jump.

**Rapid Change** The janjaweed gains the benefits of the Quick Draw feat with her customized weapons and may stow customized weapons as a free action once per round.

**Skeleton Camel** Janjaweed of the eventide are known for riding tamed skeletal mounts. This particular caravan traveller rides a skeleton camel. Should her mount die, she must purchase a new one which is usually available in the bone market of Deliverance.

#### ECOLOGY

**Environment** temperate and warm deserts

**Organization** solitary, pair, caravan (coxswain, janjaweed, merchant or mortician)

**Treasure** Standard (gear only)

The janjaweed usually makes a living escorting caravans from one location to another as a mounted combatant and gunslinger.

#### Skeleton Camel

N Large undead (augmented animal)

**Init** +8; **Senses** darkvision 60 ft.; Perception +0

#### DEFENSE

**AC** 15, touch 13, flat-footed 11 (+4 Dex, +2 natural, -1 size)

**hp** 9 (2d8+0)

**Fort** +0, **Ref** +4, **Will** +1

**DR** 5/bludgeoning; **Immune** cold, undead traits

#### OFFENSE

**Speed** 50 ft.

**Melee** bite +4 (1d4+6)

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

#### STATISTICS

**Str** 18, **Dex** 18, **Con** -, **Int** -, **Wis** 10, **Cha** 10

**Base Atk** 1; **CMB** 6; **CMD** 19 (23 vs. trip); **Psych** DC 12 (mindless)

**Feats** Improved Initiative



# Caravan Traveller - Merchant - CR 1/2

XP 200

Male fenghaung symbiat 1

LN Medium fey (fenghuang)

**Init** +2; **Senses** low-light vision, Perception +4

## DEFENSE

**AC** 14, touch 14, flat-footed 12 (+2 Dex, +2 Int)

**hp** 8 (1d8)

**Fort** +0, **Ref** +4, **Will** +2

**Special Defenses** eventide outfit (+5 saves vs. cold weather and energy resistance vs. nonlethal cold 5, or +5 saves vs. hot weather and energy resistance vs. nonlethal fire 5); filter scarf (+1 resistance bonus to saves vs. inhaled poisons and airborne effects that require breathing); **Resist** fire 5

## OFFENSE

**Speed** 30 ft., fly 30 ft. (clumsy)

**Melee** 2 talons -3 (1d4+1/x2)

**Ranged** bludgeon +2 (1d2/x2)

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

**Special Attacks** psionics (DC 12, 6 rounds/day; battle-field relay, mind link, telekinetic manipulation)

## MAGIC

**Caster Level** 1; **MSB** +1, **MSD** 12, **Concentration** +3

**Tradition** Mind (Drawbacks: Emotional Casting, Rigorous Concentration); **CAM** Int

**Spell Points** 3

### Illusion Sphere

- *illusion*, close (25 ft.), maximum size Medium (5-ft. cube), **DC** 12 (concentration, 1 sp, sight)
- *trick*, close (25 ft.), **DC** 12 (1 minute, sight)

**Mind Sphere - Talents** Expanded Charm, **Drawbacks** Lost In Translation

- *charm*, close (25 ft.), **DC** 12 (1 sp greater (suggestion)); **Expanded Charm** (can affect all creature types without immunity)

### Telekinesis Sphere

- *telekinesis*, close (25 ft.), **DC** 12 (max size Tiny, 16 AC, 9 CMD, move 20 ft./round, concentration)
  - ◇ **Bludgeon**; +2 to attack
  - ◇ **Catch**; negate projectile attack, attacker has Will negates
  - ◇ **Hostile Lift**; lift unwilling target, target has Will negates initial + 1 per round, 1 sp
  - ◇ **Sustained Lift**; free action to cease concentration, 1 minute, move action to give simple orders, 1 sp

**Warp Sphere - Talents** (space) Extradimensional Storage, **Drawbacks** Bender

- *bend space*, touch, **DC** 12
  - ◇ **Extradimensional Storage**; can store 10 pounds of non-living material



## STATISTICS

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

**Base Atk** +0; **CMB** +1; **CMD** 15; **Psych** DC 14

**Feats** Ritual Caster

**Skills** Appraise +3, Diplomacy +1 (+5 when gathering information), Linguistics +6, Knowledge (history) +4, Knowledge (local) +4, Perception +4, Profession (merchant) +4, Sense Motive +4, Spellcraft +6; **Racial Modifiers** +4 Diplomacy (when gathering information), +2 Knowledge (history), +2 Knowledge (local)

**Languages** Abyssal, Cheru, Common, Gnoll, Orc, Sylvan, Tatulani

**SQ** fingerless

**Other Gear** eventide outfit, filter scarf, extradimensional storage (armored mage potion x3, assorted reagents, contingent energy resistance potion x2, eventide kit x2, healer's kit x2, tanners kit, tradewind map, wellspring bucket x2), belt pouch (50 gp in assorted coins), ritual book, spell component pouch (keif reagent x1, phosphorus reagent x40, salt peter reagent x2, silver reagent x4), waterskin x2

## SPECIAL ABILITIES

**Combat Gear** The merchant's combat gear is described below:

*Ritual book:* This merchant carries with him a book containing the following spells in ritual form; 2nd—*object reading*\*\* 1st—*alarm*, *charge object*\*\*, *comprehend languages*, *endure elements*, *identify*; oth—*arcane mark*, *detect magic*, *detect psychic significance*\*\*, *read magic*; (\*\*: *Occult Adventures*)

**Fingerless** This merchant as a fenghaung possess two wings and two talons, but no hands or fingers. He can wear rings on their talons, and gloves become anklets automatically while he



wears them. He may carry things in his talons, and their mouth can be used as a single hand for wielding a weapon or other tasks. This does not impede his ability to speak or use verbal components/abilities. He may substitute at least one talon and wing and beak movements for the somatic components of spells or rituals.

---

#### ECOLOGY

---

**Environment** temperate and warm deserts

**Organization** solitary, pair, caravan (coxswain, merchant, mortician or janjaweed)

**Treasure** Standard (gear and merchandise)

This fenghaung merchant proudly bears the crest of the Blue Cowl organization on a necklace. To deter thieves from unlawfully acquiring his merchandise, the following precautions have been put into place:

The merchant utilizes *tricks* from the Illusion sphere to produce a holographic display of his merchandise.

Merchandise is kept within the merchant's *extradimensional storage* until time of purchase.

Each piece of merchandise worth 10 gp or more has been charged with a psychic imprint, denoting ownership.

Upon making a sale, the merchant utilizes a personal and unique arcane mark to denote transfer of ownership.

When purchasing goods from PCs or NPCs, the merchant will utilize rituals to ensure that the items to be acquired are not stolen or acquired unlawfully.

## Caravan Traveller - Mortician - CR 1/2

**XP 200**

Female tiefling soulweaver 1

LN Medium outsider (native)

**Init** +1; **Senses** darkvision 60 ft., Perception +0

---

#### DEFENSE

---

**AC** 11, touch 11, flat-footed 10 (+1 Dex)

**hp** 8 (1d8)

**Fort** +0, **Ref** +1, **Will** +2

**Special Defenses** eventide outfit (+5 saves vs. cold weather and energy resistance vs. nonlethal cold 5, or +5 saves vs. hot weather and energy resistance vs. nonlethal fire 5); filter scarf (+1 resistance bonus to saves vs. inhaled poisons and airborne effects that require breathing); **Resist** cold 5, electricity 5, fire 5

---

#### OFFENSE

---

**Speed** 30 ft.

**Melee** scythe -5 (2d4-1/x4) or ghost strike -1 touch (fatigue or exhaustion w/ 1 sp)

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

**Special Attacks** channel negative energy 6/day (DC 13, 1d6), bound nexus (DC 13, 110 ft., 4 souls. Bound nexus powers: aid the dead, lovelorn soul, siphon health)

---

#### MAGIC

---

**Caster Level** 1; **MSB** +1, **MSD** 12, **Concentration** +4

**Tradition** Blood, Demonology (Boons: Fortified Casting; Drawbacks: Draining Casting, Mental Focus); **CAM** Cha

**Spell Points** 4

#### Dark Sphere

- *darkness*, medium (110 ft.), **DC** 13; 25-ft. radius becomes dim light, concentration, 1 minute w/ 1 sp
- *meld*, touch, **DC** 13; 5 hours with 1 sp
  - ◊ **Darkvision** (meld); 60 ft. darkvision or increase existing darkvision by 30 ft.

**Death Sphere - Talents** Killing Curse, Mercy Killing, **Drawbacks** Deathful Touch, Necromantic Limit (ghost strike)

- *ghost strike*, medium range touch (110 ft.), **DC** 13; apply the effects of one (ghost strike)
  - ◊ **Exhausting** (ghost strike); fatigued for 1 round or exhausted for 1 minute (1 sp), Fortitude negates. On a successful save the target is still fatigued for 1 round.
  - ◊ **Killing Curse**; target fails 3 saves against *ghost strikes* in 1 minute period, has to Fort save again or die
- **Mercy Killing**; if a conscious creature willingly fails their saving throw vs. *ghost strike*, they die peacefully, but have their corpse preserved for 1 day)

**Life Sphere - Talents** Restorative Cure, Resuscitate; (cure) Restore Spirit

- *cure*, touch, 1d8+2, 1 sp, **DC** 13; **Resuscitate** (can heal dead targets within 1 round)
- *invigorate*, touch, +1 temporary hp, **DC** 13
- *restore*, touch, (mind; remove dazzled, shaken, staggered and lessen frightened to shaken, panicked to frightened) or (body; remove battered, fatigued and lessen exhaustion to fatigued, sickened and lessen nauseated to sickened) or (soul; heal all ability damage and ability drain to one ability score), 1 sp, **DC** 13

**Restorative Cure**; cure and restore with same action, 2 sp

---

#### STATISTICS

---

**Str** 8, **Dex** 12, **Con** 10, **Int** 12, **Wis** 10, **Cha** 16

**Base Atk** +0; **CMB** -1; **CMD** 10; **Psych** DC 14

**Feats** Extra Magic Talent

**Skills** Bluff +5, Heal +4, Knowledge (planes) +5, Sense Motive +4, Stealth +3; **Racial Modifiers** Bluff +2, Stealth +2

**Languages** Abyssal, Cheru, Common

**Other Gear** scythe, eventide outfit, filter scarf, backpack (50-ft. hemp rope, flint and steel, small tent, trail rations x10, verminbite kit, winter blanket), belt pouch (5 gp in assorted coins), coffin x2 (Medium-sized humanoid corpse) ritual book, spell component pouch (blood price 4 HD, gold reagent x3, quicksilver reagent x4, salt reagent x24), waterskin x2

---

#### SPECIAL ABILITIES

---

**Combat Gear** The mortician's combat gear is described below:



**Ritual book:** This mortician carries with her a book containing the following spells in ritual form; 2nd—*gentle repose* 1st—*curse water, deathwatch, infernal healing*\*\*; oth—*create water, mending*; (\*\*: *Inner Sea World Guide*)

**Vermibite kit:** When someone is suffering poison delivered from a bite or sting attack of a vermin (or other insectoid creature, such as an ettercap), as a full-round action, the initiate healer can use this kit to gain a +4 circumstance bonus on the ongoing Fortitude saving throws against that poison. A verminbite kit is exhausted after 10 uses.

## ECOLOGY

**Environment** temperate and warm deserts

**Organization** solitary, pair, caravan (coxswain, mortician, merchant, and 2 janjaweed)

**Treasure** Standard (gear and other treasure)

Mortician's who travel by caravan make a living by safely transporting the preserved corpses of travellers, resuscitating them upon arrival to their desired location, or until the duration of Mercy Killing is about to expire (whichever comes first). This particular mortician is currently transporting the corpses of two Medium humanoids, who are being stowed inside wooden coffins.

## Caravan Travellers - CR 3

XP 1,000

This caravan group consists of a coxswain, merchant, mortician, and 2 janjaweed travellers. While the caravan is led by the coxswain, the real protection comes from the pair of janjaweed riders. Together the three are escorting the merchant and mortician across the Tradewind Region offering wares and services. While not hostile, the caravan will not hesitate to use lethal force to protect their goods.

## Cinder Wolf - CR 2

XP 600

N Medium magical beast

**Init** +0; **Senses** darkvision 60 ft., low-light vision; Perception +8

## DEFENSE

**AC** 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

**hp** 17 (2d10+9); fast healing 3 (in fire)

**Fort** +5, **Ref** +4, **Will** +1

**Resist** fire 10

**Weaknesses** vulnerability to cold

## OFFENSE

**Speed** 50 ft.

**Melee** bite +5 (1d6+4 plus 1d4 fire)

**Special Attacks** Trip

## MAGIC

**Caster Level** 1; **MSB** +1, **MSD** 12, **Concentration** +3

**Tradition** Natural (none); **CAM** Wis

**Spell Points** 1

## Nature Sphere - Packages fire

- *geomancing*, close (25 ft.), DC 11
- ◊ fire (Affect Fire, Create Fire, Manipulate Lava)

## COMBAT

**Martial Tradition** Pack Hunter (Athletics x2, Guardian x1, Warleader x1); **PAM** Wis

**Athletics Sphere - Packages** run; **Talents** Mobile Striker

- **Mobile Striker**; mobile striker full-round action, make a single attack while moving; movement does not provoke AoO

**Guardian Sphere - Packages** patrol

- *patrol* (full-round action, increase threatened area by 5 ft.)

**Open Hand Sphere - Talents** Greater Trip

- *sweep* (move action, perform trip combat maneuver at -2 penalty)

**Warleader Sphere**

- *shouts*, 20-ft. radius, one round
- ◊ **Fierce Shout** (shout); +2 morale bonus on first attack in turn
- *tactics*, 20-ft. radius, start as move action, concentration as move or swift action
- ◊ **Aggressive Flanking** (tactic); threaten counts as flanking

## STATISTICS

**Str** 16, **Dex** 10, **Con** 17, **Int** 1, **Wis** 13, **Cha** 6

**Base Atk** +2; **CMB** +5 (+9 grapple, +6 trip); **CMD** 15 (24 vs. trip); **Psych** DC 13

**Feats** Basic Magic Training, Skill Focus (Perception)

**Skills** Climb +8, Perception +8; **Associated Skills** Acrobatics +5, Diplomacy +0

## SPECIAL ABILITIES

**Fiery Body (Su)** A cinder wolf inflicts 1d4 points of fire damage when it bites a foe in addition to the normal bite damage. In any round that the cinder wolf resists at least one point of fire damage, it gains fast healing 3.

## ECOLOGY

**Environment** temperate or warm deserts

**Organization** solitary, pair, or pack (5-24)

**Treasure** none

A charred or ash colored wolf with breath that reeks of brimstone and smoke.

With 60 minutes work, and a successful DC 16 Survival check, the pelt of a dead cinder wolf may be harvested. Decrease the time of harvesting by 10 minutes for every 5 that the check surpassed the DC (minimum harvest time 10 minutes). Failing the check by 4 or less means that the pelt is harvested, but loses any magical and alchemical uses listed below, but may otherwise be sold or used as raw crafting material as a wolf pelt for 10 gp. Failing the check by 5 or more ruins the pelt altogether. Should a cinder wolf pelt which was harvested successfully be used later in the creation of an appropriate suit of armor (such as leather or hide armor), that armor can be enhanced with



the *fire resistance*, *improved fire resistance*, or *greater fire resistance* special abilities at 75% of the normal price. A cinder wolf pelt is an uncommon commodity and can rarely be found for sale, the bristly fur being uncomfortable and hard to work with and the demand—despite their usefulness in magic—is limited. Even when found in markets, the cost is typically upwards of 600 gp. Thus, most who desire a cinder wolf pelt are forced to either find and skin a cinder wolf himself, or trade with natives.

## 2 Cinder Wolves - CR4

XP 1,200

A pair of smoldering wolves charge in the party's direction. Cinder wolves usually have pre-established hunting grounds where they lay out dried wood or branches for them to light when they spot a likely meal. These magical beasts usually begin combat by placing fires to corral their prey. Once they have directed their targets to move in the desired direction, they leap into action tripping their quarry. The cinder wolves will then drag the prey into the flames where the unlucky souls will likely meet their end.

## Dinosaur, Dimorphodon (Very Young) - CR1/3

XP 135

N Tiny animal

**Init** +2; **Senses** low-light vision, scent, Perception +5

### DEFENSE

**AC** 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)

**hp** 4 (1d8)

**Fort** +3, **Ref** +5, **Will** +1

### OFFENSE

**Speed** 10 ft., fly 30 ft. (average)

**Melee** bite -2 (1d3-2 plus bleed 1 and poison)

**Space** 2-1/2 ft.; **Reach** 0 ft.

### COMBAT

**Martial Tradition** Assassin (Athletics x2, Duelist x2); **PAM** Wis

**Athletics Sphere - Packages** fly; **Talents** Mobile Striker



- **Mobile Striker**; mobile striker full-round action, make a single attack while moving; movement does not provoke AoO

### Duelist Sphere - Talents Leg Cutter

- *blooded strike* (+1 bleed damage w/ attack actions, attacks of opportunity, and disarm attempts. Bleeding enemies are considered battered)
- *leg cutter* (attack action w/ -2 atk, if successful target must attempt Fort save vs. falling prone, DC 11)

### STATISTICS

**Str** 6, **Dex** 15, **Con** 10, **Int** 2, **Wis** 13, **Cha** 12

**Base Atk** +0; **CMB** -4; **CMD** 10; **Psych** DC 13

**Feats** Flyby Attack

**Skills** Fly +12, Perception +5, Stealth +12

### ECOLOGY

**Environment** warm coastline or forest

**Organization** solitary, pair, or flock (3-9)

**Treasure** none

### SPECIAL ABILITIES

**Poison (Ex): Type** injury; **Save** Fort DC 10; **Frequency** 1/round for 4 rounds; **Effect** 1d2 Str; **Cure** 1 save.

## Dinosaur, Troodon - CR1

XP 400

N Medium animal

**Init** +2; **Senses** low-light vision, scent; Perception +10

### DEFENSE

**AC** 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

**hp** 13 (2d8+4)

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

### OFFENSE

**Speed** 40 ft.

**Melee** bite +3 (1d6), 2 claws +3 (1d4)

### COMBAT

**Martial Tradition** Pack Hunter (Guardian x1, Scout x2, Warleader x1); **PAM** Wis

**Guardian Sphere - Packages** patrol; **Talents** Swift Reflexes

- *patrol* (full-round action, increase threatened area by 5 ft.)
- **Swift Reflexes**; +1 attack of opportunity each round while martial focus is maintained

**Scout Sphere - Talents** Identify Rhythms

- **Identify Rhythms**; successful use of *scout* grants +1 dodge AC vs. target
- *scout* (swift action, may identify a creature's weaknesses with a Perception check, DC 15 + CR)

**Warleader Sphere - Talents** (tactic) Coordinated Reflexes

- *shouts*, 20-ft. radius, one round
  - ◊ **Fierce Shout** (shout); +2 morale bonus on first attack in turn
- *tactics*, 20-ft. radius



- ◇ **Aggressive Flanking** (tactic); threaten counts as flanking
- ◇ **Coordinated Reflexes**; allies gain +1 morale bonus to Reflex saves due to area-targeting effects, may spend immediate action to reroll failed save

---

#### STATISTICS

---

**Str** 11, **Dex** 15, **Con** 14, **Int** 2, **Wis** 14, **Cha** 13

**Base Atk** +1; **CMB** +1; **CMD** 13; **Psych** DC 14

**Feats** Weapon Finesse

**Skills** Perception +10, Sense Motive +3; **Associated Skills** Diplomacy +0, Stealth +6; **Racial Modifiers** +4 Perception  
**SQ** easily trained

---

#### SPECIAL ABILITIES

---

**Easily Trained (Ex)** A troodon is unusually quick to pick up tricks and animal training. All Handle Animal checks made to train a troodon gain a +2 bonus. A troodon can learn an additional 2 tricks beyond what an animal of its intelligence can normally be taught.

---

#### ECOLOGY

---

**Environment** warm plains or deserts

**Organization** solitary, pair, or pack (3–12)

**Treasure** none

Troodon are infamous for their cunning and adaptability, sometimes mimicking humanoid voice to attract prey. They tend to hunt alone, but when hunting as a pack they typically send one or two members against a foe's front while the rest of the pack circles and attacks from behind.

## 2 Troodons - CR 3

**XP** 800

These two dinosaurs will generally scout out their prey before attacking. If and when they decide to strike, the animals will circle the target to get into a flanking position and set up a patrol. The troodons will then proceed to full attack with their two claws and bite attack.

## Dust Digger - CR 4

**XP** 1,200

N Large aberration

**Init** +4; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +5

---

#### DEFENSE

---

**AC** 16, touch 9, flat-footed 16 (+7 natural, –1 size)

**hp** 42 (5d8+20)

**Fort** +5, **Ref** +1, **Will** +4

---

#### OFFENSE

---

**Speed** 10 ft., burrow 20 ft.

**Melee** bite +5 (1d8+3 plus grab), 5 tentacles +3 (1d4+1 plus grab)

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

**Special Attacks** constrict (1d4+1), sinkhole, swallow whole (2d8+4 bludgeoning, AC 13, 4 hp)

---

#### COMBAT

---

**Martial Tradition** Octopus (Berserker x2, Wrestling x2); **PAM** Wis

**Berserker Sphere – Talents** Ruinous Tread, Shatter Earth

- *berserking* (free action, –2 AC and +6 temp hp)
- *brutal strike* +6 (1d8+3 plus battered)
- **Ruinous Tread**; if moving through an area with hardness 3 or less, that area becomes difficult terrain
- **Shatter Earth** *brutal strike* vs. ground, if damage exceeds hardness, create a 5-ft. radius, 10-ft. cone, or 15-ft. line of difficult terrain

**Wrestling Sphere – Talents** Greater Grapple, Iron Grip, Tentacle Squeeze

- **Greater Grapple**; while martial focus is maintained, may grapple as a move action
  - *snag* +6 touch (swift action, snagged targets are considered battered)
  - **Tentacle Squeeze**; any tentacle attacks can use constrict and grab special attacks
- 

#### STATISTICS

---

**Str** 17, **Dex** 11, **Con** 18, **Int** 2, **Wis** 11, **Cha** 10

**Base Atk** +3; **CMB** +7 (+9 w/ Grapple); **CMD** 17 (19 vs. Grapple); **Psych** DC 15

**Feats** Improved Initiative, Multiattack, Skill Focus (Stealth)

**Skills** Perception +5, Stealth +5 (+13 in ambush); **Racial Modifiers** +8 Stealth in ambush

---

#### SPECIAL ABILITIES

---

**Sinkhole (Ex)** A dust digger can burrow into sand, loose soil, or dirt to lie in ambush just under the surface. When it feels (via tremorsense) prey walk into a square it threatens, it can deflate its body as an immediate action, causing the sand and other loose soil above to shift and slide. All creatures who were standing in the dust digger's reach must succeed at a DC 15 Reflex save or become entangled as long as they remain in the dust digger's reach. All creatures who were standing at least partially in the dust digger's actual space must succeed at a DC 15 Reflex save or become entangled and fall prone—if such a creature succeeds at this save, it immediately moves to the closest adjacent unoccupied square. If this results in more than a 5-foot move, the creature moves that distance and then falls prone. The save DC is Strength-based.

---

#### ECOLOGY

---

**Environment** warm deserts

**Organization** solitary, pair, or colony (3–10)

**Treasure** none

A massive burred desert dwelling star-fish.

## 2 Dust Diggers - CR 7

**XP** 3,000

These two dust diggers utilize their sinkhole ability to manipulate the terrain and set up their ambush position. Once an individual dust digger has inflated (see *sinkhole* ability), the large aberration will utilize *berserking* before attempting to wrestle and slowly subdue their prey.



## Elemental - Ice - CR4

XP 1,200

N Large outsider (air, cold, elemental, extraplanar, water)

**Init** -1; **Senses** darkvision 60 ft., snow vision; Perception +7

### DEFENSE

**AC** 16, touch 8, flat-footed 16 (-1 Dex, +8 natural, -1 size)

**hp** 38 (4d10+16)

**Fort** +8, **Ref** +3, **Will** +1

**Immune** cold, elemental traits

**Weaknesses** vulnerable to fire

### OFFENSE

**Speed** 20 ft., burrow (ice and snow only) 20 ft., swim 60 ft.

**Melee** slam +10 (1d8+8 plus 1d4 cold)

**Ranged** *destructive blast* +3 ranged touch (1d6 cold or 2d6 cold w/ 1 sp, plus stagger)

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

**Special Attacks** numbing cold (DC 16), stagger (Fort DC 15, 1 round)

### MAGIC

**Caster Level** 2; **MSB** +4, **MSD** 15, **Concentration**

**Tradition** Natural (Boons: Fortified Casting; Drawbacks: Draining Casting, Somatic Casting); **CAM** Con

**Spell Points** 4

**Destruction Sphere** – **Talents** (blast type) Frost Blast,

**Drawbacks** Energy Focus (Frost Blast)

- *destructive blast*, close (30 ft.), **DC** 15, 1d6 or 2d6 w/ 1 sp bludgeoning damage
  - ◊ **Ray** (default) (blast shape); melee touch +7 or ranged touch ray (30 ft.) +3
  - ◊ **Frost Blast** (blast type); deal cold damage, targets taken damage need to succeed at Fort save or be staggered 1 round

### COMBAT

**Martial Tradition** Eldritch Knight (Equipment x2; Bonus Feats: Advanced Magic Training, Basic Magic Training); **PAM** Con

**Equipment Sphere** – **Talents** Crushing Thrower; (discipline) Rock Toss, Unarmed Training

- **Crushing Thrower**; make ranged attacks as if melee attack
- **Rock Toss** (discipline); proficient with thrown rocks
- **Unarmed Training** (discipline); can use weapons as unarmed strikes, proficient with the boot blade, brass knuckles, cestus, dan bong, emei piercer, gauntlet, katar, knuckle axe, punching dagger, rope gauntlet, sap, scizore, spiked gauntlet, and tekko-kagi

**Lancer Sphere** – **Talents** Adamant Stalker; (impale) Ragdoll Swing

- **Adamant Stalker**; immediate action, take a 5-ft. step
- *impale* +8 (1d8+8 plus 1d4 cold, immobilize and batter the target; after-which the target takes 1d8 bleed)

- **Ragdoll Swing** (impale); use *impaled* target as improvised weapon

### STATISTICS

**Str** 24, **Dex** 8, **Con** 19, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** 4; **CMB** 10; **CMD** 19 (cannot be tripped); **Psych** DC 14

**Feats** Advanced Magic Training, Basic Magic Training, Cleave, Power Attack

**Skills** Knowledge (planes) +4, Perception +7, Stealth +2, Swim +13

**Languages** Aquan

**SQ** ice glide, icewalking

### SPECIAL ABILITIES

**Ice Glide (Su)** A burrowing ice elemental can pass through nonmagical ice and snow as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *control water* spell cast on an area containing a burrowing ice elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds at a DC 17 Fortitude save.

**Icwalking (Ex)** This ability works like the *spider climb* spell, but the surfaces the elemental climbs must be icy. The elemental can move across icy surfaces without penalty and does not need to attempt Acrobatics checks to run or charge on ice.

**Numbing Cold (Su)** When an ice elemental deals cold damage to a creature, that creature must succeed at a Fortitude save or be staggered for 1 round. The save DC listed in the elemental's stat block and is Constitution-based.

**Snow Vision (Ex)** An ice elemental can see perfectly well in snowy conditions and does not take any penalties on Perception checks while in snow.

### ECOLOGY

**Environment** any land or water (Plane of Water)

**Organization** solitary, pair, or gang (3-8)

**Treasure** none

A large glacial being with large icicle arms, dripping perspiration as it moves.

## Elemental - Lightning - CR4

XP 1,200

N Medium outsider (air, elemental, extraplanar)

**Init** +9; **Senses** darkvision 60 ft.; Perception +7

### DEFENSE

**AC** 21, touch 15, flat-footed 16 (+5 Dex, +4 natural, +2 shield)

**hp** 55 (6d10+22)

**Fort** +6, **Ref** +9, **Will** +1

**Immune** electricity, elemental traits

### OFFENSE

**Speed** fly 100 ft. (perfect)

**Melee** slam +10 (1d6+5 plus 1d4 electricity)



**Ranged** *destructive blast* +10 ranged touch (2d6 electricity or 3d6 electricity w/ 1 sp)

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

**Special Attacks** bull rush +5 CMB (knock prone and 1d6 bludgeoning + 1d6 per 5 exceeded CMD), metal mastery, spark leap

---

#### MAGIC

---

**Caster Level** 3; **MSB** +6, **MSD** 17, **Concentration** +8

**Tradition** Natural (Boons: Fortified Casting; Drawbacks: Draining Casting, Somatic Casting); **CAM** Con

**Spell Points** 2

**Destruction Sphere – Talents** Electric Blast, **Drawbacks** Energy Focus (Electric Blast)

- *destructive blast*, close (30 ft.), **DC** 13, 2d6 or 3d6 w/ 1 sp bludgeoning damage
  - ◊ **Ray** (default) (blast shape); melee touch +7 or ranged touch ray (30 ft.) +10
  - ◊ **Electric Blast** (blast type); deal electricity damage, targets wearing primarily metal take -2 to their AC and saves

**Weather Sphere – Talents** Wind Lord

- control weather severity 3, 4 wind (Wind Lord)
- *control weather*, maximum severity 3 (4 for Wind), medium (120 ft.), **DC** 13; concentration, 2 minutes with 1 sp
  - ◊ **Wind Lord**; have up to 80-ft. diameter unaffected by Wind changes, control wind direction

---

#### COMBAT

---

**Martial Tradition** Eldritch Knight (Equipment x2; Bonus Feats: Advanced Magic Training, Basic Magic Training); **PAM** Con

**Athletics Sphere – Packages** fly; **Talents** Mobile Striker, Whirlwind Flip; (motion) Moving Target

- **Mobile Striker**; mobile striker full-round action, make a single attack while moving; movement does not provoke AoO
- **Moving Target** (motion); gain 20% miss chance against ranged attacks when moving more than 5 ft. with associated package
- **Whirlwind Flip**; regain martial focus by successfully using Acrobatics to move through enemy threatened area

**Equipment Sphere – Talents** Balanced Defense, Finesse Fighting x2; (discipline) Unarmed Training

- **Balanced Defense**; +2 shield AC while attacking with only one natural weapon
- **Finesse Fighting**; use Dex for attack instead of Str, +2 damage to melee attacks
- **Unarmed Training** (discipline); can use weapons as unarmed strikes, proficient with the boot blade, brass knuckles, cestus, dan bong, emei piercer, gauntlet, katar, knuckle axe, punching dagger, rope gauntlet, sap, scizore, spiked gauntlet, and tekko-kagi

---

#### STATISTICS

---

**Str** 14, **Dex** 21, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +5; **CMB** +7; **CMD** 23; **Psych** DC 19

**Feats** Advanced Magic Training, Basic Magic Training, Extra Magic Talent x2, Improved Initiative

**Skills** Acrobatics +11, Escape Artist +9, Knowledge (planes) +1, Perception +7, Sense Motive +9, Stealth +10; **Associated Skills** Fly +17

**Languages** Auran

---

#### SPECIAL ABILITIES

---

**Metal Mastery (Ex)** A lightning elemental gains a +3 bonus on attack rolls if its opponent is wearing metal armor, is wielding a metal weapon, or is made of metal (such as an iron golem).

**Spark Leap (Ex)** A lightning elemental gains a +10 bonus on bull rush, disarm, overrun, and trip attacks when it charges a creature against whom its metal mastery ability applies.

---

#### ECOLOGY

---

**Environment** any (Plane of Air)

**Organization** solitary, pair, or gang (3-8)

**Treasure** none

A wispy humanoid, whose form appears to be made of a swirling storm cloud, dispersing grey ash wherever it travels.

## Elemental - Magma - CR 4

**XP** 1,200

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

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

---

#### DEFENSE

---

**AC** 19, touch 14, flat-footed 15 (+3 Dex, +1 dodge, +3 natural, +2 shield)

**hp** 30 (4d10+8)

**Fort** +6, **Ref** +7, **Will** +1

**Immune** elemental traits, fire

**Weaknesses** vulnerability to cold

---

#### OFFENSE

---

**Speed** 50 ft.

**Melee** slam +7 (1d6+3 plus burn)

**Ranged** *destructive blast* +7 ranged touch (1d6 fire or 2d6 fire w/ 1 sp, plus catch fire)

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

**Special Attacks** burn (1d4, DC 12), catch fire (1d6 fire, Reflex DC 13), detonation (2d6 fire, 10-ft. radius, Reflex DC 14), lava puddle

---

#### MAGIC

---

**Caster Level** 2; **MSB** +4, **MSD** 15, **Concentration** +6

**Tradition** Natural (Boons: Fortified Casting; Drawbacks: Draining Casting, Somatic Casting); **CAM** Con

**Spell Points** 2

**Destruction Sphere – Talents** (blast type) Fire Blast, **Drawbacks** Energy Focus (Fire Blast)

- *destructive blast*, close (30 ft.), **DC** 13, 1d6 or 2d6 w/ 1 sp bludgeoning damage



- ◊ **Ray** (default) (blast shape); melee touch +5 or ranged touch ray (30 ft.) +17
- ◊ **Fire Blast** (blast type); deal fire damage, targets taken damage need to succeed at Reflex save or be on fire for 1d6 damage per round

#### COMBAT

**Martial Tradition** Eldritch Knight (Equipment x2; Bonus Feats: Advanced Magic Training, Basic Magic Training); **PAM** Con

**Athletics Sphere** – **Packages** run; **Talents** Dizzying Tumble, Mobile Striker, Mobility; (motion) Dizzying Tumble

- **Mobile Striker**; mobile striker full-round action, make a single attack while moving; movement does not provoke AoO
- **Mobility**; +3 dodge AC & CMD vs. attacks of opportunity caused by movement
- **Dizzying Tumble** (motion); **DC** 14; passed creatures attempt Will save to avoid being sickened (nauseated when moving half speed) for 1 round when moving more than 5 ft. with associated package

**Equipment Sphere** – **Talents** Balanced Defense, Finesse Fighting x2; (discipline) Unarmed Training

- **Balanced Defense**; +2 shield AC while attacking with only one natural weapon

- **Finesse Fighting**; use Dex for attack instead of Str, +2 damage to melee attacks
- **Unarmed Training** (discipline); can use weapons as unarmed strikes, proficient with the boot blade, brass knuckles, cestus, dan bong, emei piercer, gauntlet, katar, knuckle axe, punching dagger, rope gauntlet, sap, scizore, spiked gauntlet, and tekko-kagi

#### STATISTICS

**Str** 12, **Dex** 17, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +4; **CMB** +5; **CMD** 19; **Psych** DC 17

**Feats** Advanced Magic Training, Basic Magic Training, Dodge, Improved Initiative

**Skills** Climb +5, Escape Artist +8, Intimidate +5, Knowledge (planes) +1, Perception +7, Sense Motive +7; **Associated Skills** Acrobatics +8

**Languages** Ignan

**SQ** earth glide

#### SPECIAL ABILITIES

**Burn (Ex)** A magma elemental's burn DC includes a -2 racial penalty, as their fires do not burn quite as hot as true elemental flames.

**Detonation (Ex)** When the fire elemental is reduced to 0 or fewer hit points, it detonates, dealing damage as a *destructive blast* (1d6 per odd Hit Dice) with the Explosive Orb blast shape and the Fire Blast blast type with a caster level equal to its Hit Dice, DC 14 Reflex save for half. The save is Constitution based.

**Earth Glide (Ex)** A burrowing magma elemental can pass through stone, dirt, lava, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple, though the area it passes through feels warm for 1 round afterward and often retains a strangely smooth texture, as if the stone had been polished. A *move earth* spell cast on an area containing a burrowing magma elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds at a DC 15 Fortitude save.

**Lava Puddle (Su)** Once per day as a full-round action, a magma elemental can vomit forth a puddle of lava (*Pathfinder RPG Core Rulebook* pg. 444) that fills its space to a depth of 2-3 inches and counts as difficult terrain. Any creature that moves through this puddle of lava takes 2d6 points of fire damage. This damage continues for 1d3 rounds after the creature leaves the lava pool, although then it only inflicts 1d6 points of fire damage per round. The lava puddle solidifies and is safe to touch after a number of





rounds equal to the elemental's Hit Dice. At the GM's discretion, this puddle of lava could start secondary fires.

---

#### ECOLOGY

---

**Environment** any (Plane of Fire)

**Organization** solitary, pair, or gang (3-8)

**Treasure** none

A humanoid whose form appears to be made of molten lava.

## Elemental - Mud - CR4

**XP** 1,200

N Large outsider (earth, elemental, extraplanar)

**Init** -2; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +7

---

#### DEFENSE

---

**AC** 18, touch 7, flat-footed 18 (-2 Dex, +11 natural, -1 size)

**hp** 42 (4d10+20)

**Fort** +9, **Ref** -1, **Will** +4

**Immune** acid, elemental traits

---

#### OFFENSE

---

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

**Melee** slam +12 (2d6+13, plus entrap)

**Ranged** rock toss +13 (1d8+13/x2, 30 ft.)

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

**Special Attacks** entrap (DC 16, 10 minutes, hardness 5, hp 5), earth mastery

---

#### MAGIC

---

**Caster Level** 2; **MSB** +4, **MSD** 15, **Concentration** +7

**Tradition** Natural (Boons: Fortified Casting; Drawbacks: Draining Casting, Somatic Casting); **CAM** Con

**Spell Points** 5

**Nature Sphere - Packages** earth

- *geomancing*, close (30 ft.), **DC** 16, concentration or 2 rounds w/ 1 sp
- ◊ earth (Bury, Dust Storm, Tremor)

---

#### COMBAT

---

**Martial Tradition** Eldritch Knight (Equipment x2; Bonus Feats: Advanced Magic Training, Basic Magic Training); **PAM** Con

**Brute Sphere - Talents** Greater Brute, Quick Force; (manhandle) Throw

- **Greater Brute**; +2 CMB and CMD w/ bull rush, drag, overrun, and reposition
- *shove* +13 touch (move action, move up to 10 ft., deal 9 damage and inflict the battered condition)
- **Quick Force**; move action, perform a bull rush, drag, overrun, or reposition combat maneuver
- **Throw** (manhandle); when succeeding on bull rush, drag, or reposition maneuver, you may expend your martial focus to throw the creature

**Equipment Sphere - Talents** Crushing Thrower; (discipline) Rock Toss, Unarmed Training

- **Crushing Thrower**; make ranged attacks as if melee attack
- **Rock Toss** (discipline); proficient with thrown rocks
- **Unarmed Training** (discipline); can use weapons as unarmed strikes, proficient with the boot blade, brass knuckles, cestus, dan bong, emei piercer, gauntlet, katar, knuckle axe, punching dagger, rope gauntlet, sap, scizore, spiked gauntlet, and tekko-kagi

---

#### STATISTICS

---

**Str** 28, **Dex** 6, **Con** 21, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +4; **CMB** +12 (+14 w/ bull rush, drag, overrun, and reposition); **CMD** 20 (22 vs. bull rush, drag, overrun, and reposition); **Psych** DC 14

**Feats** Advanced Magic Training, Basic Magic Training, Cleave, Power Attack

**Skills** Appraise +1, Climb +12, Knowledge (dungeoneering) +2, Knowledge (planes) +2, Perception +7, Stealth -2

**Languages** Terran

---

#### SPECIAL ABILITIES

---

**Earth Glide (Ex)** A burrowing mud elemental can pass through dirt, gravel, or other loose or porous solid matter as easily as a fish swims through water. It cannot use this ability to pass through a solid barrier such as a stone or brick wall. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *move earth* spell cast on an area containing a burrowing mud elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds at a DC 17 Fortitude save.

**Entrap (Ex)** The mud from an elemental's entrap ability can be washed away in 1d3 rounds of immersion in water.

---

#### ECOLOGY

---

**Environment** any (Plane of Earth)

**Organization** solitary, pair, or gang (3-8)

**Treasure** none

A large hulking mass whose form appears to be made of cracked mud and earth, hardening in the warm atmosphere.

## 2 Elementals - CR7

**XP** 3,000

This matching pair of elementals generally take turns between themselves at laying down battlefield control targeting their enemies or utilizing combat maneuvers to subdue their target. Once they have managed to sufficiently immobilize their target, the elementals switch tactics by switching to utilizing their most damaging attacks they have (be they melee or ranged).

## Giant Fire Beetle - CR1/3

**XP** 135

N Small vermin

**Init** +0; **Senses** low-light vision; Perception +0

---

#### DEFENSE

---

**AC** 13, touch 11, flat-footed 13 (+1 natural, +1 shield, +1 size)

**hp** 4 (1d8)



**Fort** +2, **Ref** +0, **Will** +0

**Immune** mind-affecting effects

---

#### OFFENSE

---

**Speed** 30 ft., fly 30 ft. (poor)

**Melee** bite +1 (1d4)

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

---

#### MAGIC

---

**Caster Level** 1; **MSB** +1, **MSD** 12, **Concentration** +3

**Tradition** Natural (none); **CAM** Wis

**Spell Points** 1

#### Light Sphere

- *glow*, medium (110 ft.), **DC** 10 (1 minute, +0 touch or ranged touch (-20 Stealth checks, negate bonuses bestowed by invisibility, blink, darkness or similar effects))

---

#### COMBAT

---

**Martial Tradition** Eldritch Knight (Equipment x2; Bonus Feats: Advanced Magic Training, Basic Magic Training); **PAM** Wis

**Equipment Sphere** – **Talents** Balanced Defense; (discipline) Unarmed Training

- **Balanced Defense**; +1 shield AC while attacking with only one natural weapon
- **Unarmed Training** (discipline); can use weapons as unarmed strikes, proficient with the boot blade, brass knuckles, cestus, dan bong, emei piercer, gauntlet, katar, knuckle axe, punching dagger, rope gauntlet, sap, scizore, spiked gauntlet, and tekko-kagi

---

#### STATISTICS

---

**Str** 10, **Dex** 11, **Con** 11, **Int** —, **Wis** 10, **Cha** 7

**Base Atk** +0; **CMB** -1; **CMD** 9 (17 vs. trip); **Psych** DC 11 (mindless)

**Feats** Basic Magic Training, Advanced Magic Training

**Skills** Fly -2

**SQ** luminescence

---

#### SPECIAL ABILITIES

---

**Luminescence (Ex)** A fire beetle's glowing glands provide light in a 10-foot radius. A dead fire beetle's luminescent glands continue to glow for 1d6 days after its death.

---

#### ECOLOGY

---

**Environment** any

**Organization** solitary, cluster (2-6) or colony (7-12)

**Treasure** none

A housecat-sized beetle is a dull brown color brightened by two glowing green-yellow spots on its carapace. Although nocturnal, the fire beetle lacks darkvision—it relies on its own glowing glands for illumination.

With 10 minutes work, and a successful DC 15 Heal check, the glands of a dead giant fire beetle may be harvested. Failing the check by 4 or less means that the gland is harvested, but loses any magical and alchemical uses listed below, but still

continues to glow for 1d6 days. Failing the check by 5 or more ruins the gland altogether. Should a fire giant beetle gland which was harvested successfully be used later in the creation of an item with Light sphere effects or abilities (such as a *scroll of dancing lights* or an *oil of searing light*), reduce that item's cost of enchantment by 5%. Fire beetles are a common commodity amongst miners and can with little effort be found for sale at a miner's general supply store. When purchased, the cost of a caged and living fire beetle is typically upwards of 30 gp.

### 3 Giant Fire Beetles - CR 1

**XP** 405

If hungry or provoked, the three vermin have little or no recourse, but to attack using only their natural weapons. Against particularly difficult creatures, the fire beetles may cause their targets to *glow*, so to make them easier targets.

### Giant Scorpion - CR 3

**XP** 800

N Large vermin

**Init** +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

---

#### DEFENSE

---

**AC** 16, touch 9, flat-footed 16 (+7 armor, -1 size)

**hp** 37 (5d8+15)

**Fort** +7, **Ref** +1, **Will** +1

**Immune** mind-affecting effects

---

#### OFFENSE

---

**Speed** 50 ft.

**Melee** 2 claws +6 (1d6+4 plus grab), sting +6 (1d6+4 plus poison)

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

**Special Attacks** constrict (1d6+4)

---

#### COMBAT

---

**Martial Tradition** Butcher (Berserker x2, Lancer x2); **PAM** Wis

**Berserker Sphere** – **Talents** Bloody Counter, Sanguine Invigoration

- *berserking* (free action, -2 AC and +6 temp hp)
- **Bloody Counter**; immediate action, allow self to be hit to perform *brutal strike* as free action
- *brutal strike* +7 (1d6+4)
- **Sanguine Invigoration**; while martial focus is maintained, reducing a foe to 0 hp or less grants 3 temp hp for 1 round

**Lancer Sphere** – **Talents** Focusing Finale

- **Focusing Finale**; regain martial focus by removing impaling weapon
- *impale* +5 (1d6+4 plus poison, immobile and battered)

**Wrestling Sphere** – **Talents** Greater Grapple

- **Greater Grapple**; while martial focus is maintained, may grapple as a move action
- *snag* +7 touch (swift action, snagged targets are considered battered)



---

## STATISTICS

---

**Str** 19, **Dex** 10, **Con** 16, **Int** —, **Wis** 10, **Cha** 2

**Base Atk** +3; **CMB** +8 (+12 grapple); **CMD** 18 (30 vs. trip); **Psych** DC 15 (mindless)

**Skills** Climb +8, Perception +4, Stealth +0; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

---

## SPECIAL ABILITIES

---

**Giant Scorpion Poison (Ex): Type** injury; **Save** Fort DC 17; **Frequency** 1/round for 6 rounds; **Effect** 1d2 Strength damage; **Cure** 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

---

## ECOLOGY

---

**Environment** warm deserts

**Organization** solitary, pair, or nest (3–6)

**Treasure** incidental

A massive desert scorpion.

With 10 minutes work, and a successful DC 19 Survival check, poison from the stinger of a dead giant scorpion may be harvested. The harvester gains a number of doses of the raw poison equal to 1 + 1 per 5 that the check surpassed the DC (maximum 3 doses). Failing the check causes all the raw poison from the stinger to be lost. Failing the check by 5 or more uses exposes the harvester to 1d3 doses of the poison, unless the harvester has the poison use class feature (or similar ability such as Careful Poisoner or Controlled Rupture talent from the Alchemy sphere). Raw poison harvested this way, may not be bought or sold because they remain potent for only 24 hours.

## 2 Giant Scorpions - CR 6

**XP** 2,200

This pair of giant scorpions generally begin the surprise round buried before bursting forth from the sand with a flurry of attacks. After revealing themselves, they generally open up combat, by grappling with their claw attacks, while saving the stinger to impale targets who would attempt to flank the creature.

## Giant Solifugid - CR 1

**XP** 400

N Small vermin

**Init** +2; **Senses** darkvision 60 ft.; Perception +4

---

## DEFENSE

---

**AC** 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)

**hp** 13 (2d8+4)

**Fort** +5, **Ref** +2, **Will** +0

**Immune** mind-affecting effects

---

## OFFENSE

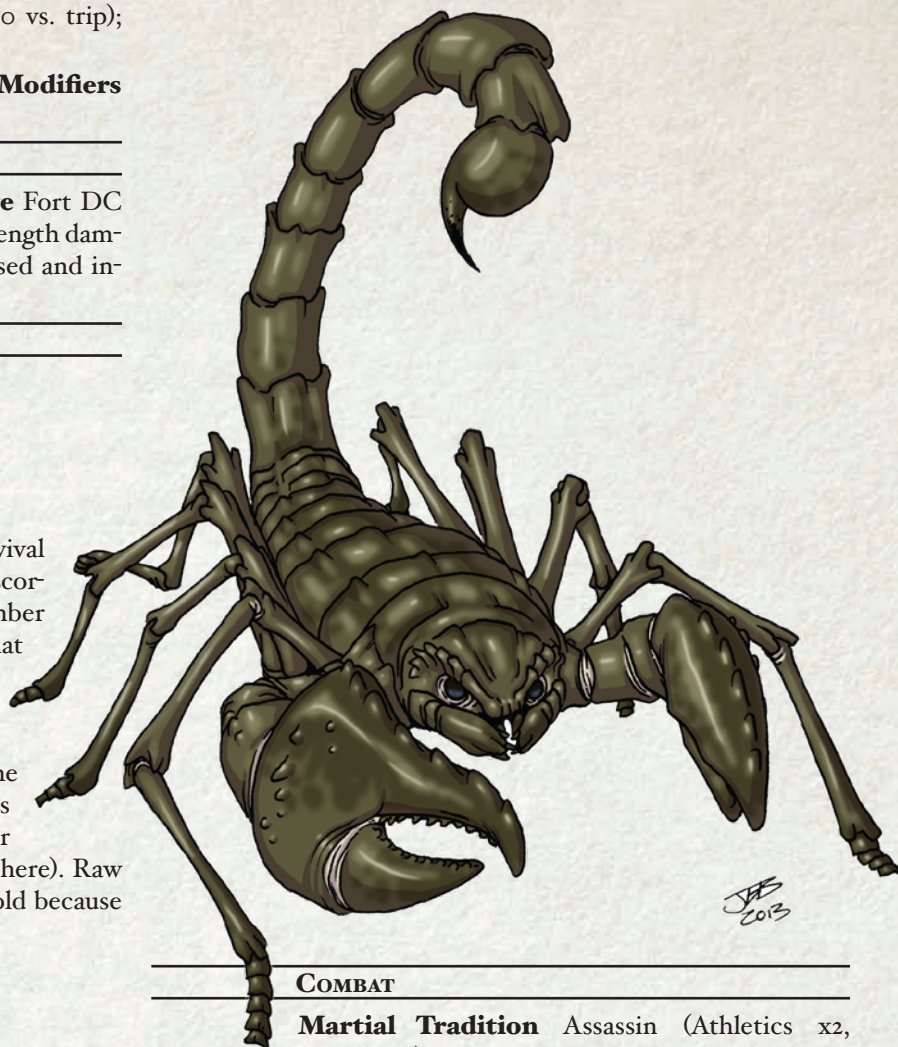
---

**Speed** 50 ft., climb 30 ft.

**Melee** bite +3 (1d6+1), 2 claws +3 (1d3+1)

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

**Special Attacks** rend (2 claws, 1d3+1)



---

## COMBAT

---

**Martial Tradition** Assassin (Athletics x2, Fencing x2); **PAM** Wis

**Athletics Sphere** – **Packages** run; **Talents**

Mobile Striker

- **Mobile Striker**; mobile striker full-round action, make a single attack while moving; movement does not provoke AoO

**Fencing Sphere** – **Talents** (exploit) Ankle Strike

- **Ankle Strike** (exploit); attempt trip maneuver as free action with no AoO
- *fatal thrust* (+1d6 precision damage on attacks where target is flanked, flat-footed, or denied Dex)

**Wrestling Sphere**

- *snag* +2 touch (swift action, snagged targets are considered battered)

---

## STATISTICS

---

**Str** 12, **Dex** 15, **Con** 15, **Int** —, **Wis** 11, **Cha** 2

**Base Atk** +1; **CMB** +1; **CMD** 13 (25 vs. trip); **Psych** DC 12 (mindless)

**Skills** Climb +9, Perception +4, Stealth +10; **Associated Skills** Acrobatics +5, Bluff -2; **Racial Modifiers** +8 Climb, +4 Perception, +4 Stealth



---

## ECOLOGY

---

**Environment** warm deserts

**Organization** solitary, pair, or colony (3–6)

**Treasure** none

This tan-colored creature looks like a ten-legged spider. Oversized jaws grind together slowly beneath beady eyes.

## 2 Giant Solifugid - CR3

**XP 800**

These two vermin prefer to lash out from hidden places, usually from under sand or from elevated positions. Once they have their prey flanked, the solifugid will proceed to execute fatal thrusts and snag attacks, retreating as necessary. If one of the two vermin is killed, the other will switch to full-attacks attempting to rend their target.

## Sand Stalker - CR4

**XP 1,200**

N Large magical beast

**Init** +7; **Senses** tremorsense 60 ft.; Perception +9

---

### DEFENSE

---

**AC** 16, touch 13, flat-footed 13 (+3 Dex, +4 natural, -1 size)

**hp** 45 (6d10+12)

**Fort** +7, **Ref** +8, **Will** +3

---

### OFFENSE

---

**Speed** 50 ft., burrow 30 ft.

**Melee** bite +9 (1d8+6 plus drowsy venom plus Strength venom)

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

**Special Attacks** attraction

---

### COMBAT

---

**Martial Tradition** Assassin (Athletics x2, Fencing x2); **PAM** Wis

**Alchemy Sphere** – **Packages** poison; **Talents** Virulent Sting, (toxin) Drowsy Venom

- **Drowsy Venom** (toxin); failing two consecutive saves causes fatigue, three consecutive saves sleep, **DC** 14
- **Virulent Sting**; apply toxin to racial poison ability

**Athletics Sphere** – **Packages** leap; **Talents** Mobile Striker, Whirlwind Flip

- **Mobile Striker**; mobile striker full-round action, make a single attack while moving; movement does not provoke AoO
- **Whirlwind Flip**; regain Martial Focus with successful Acrobatics check to move through threatened area

**Fencing Sphere** – **Talents** Fast Feint, Feint Strike, Focusing Feint; (exploit) Ankle Strike

- **Ankle Strike** (exploit); attempt trip maneuver as free action with no AoO
- **Fast Feint**; move action, feint; expend martial focus, move up to base speed
- *fatal thrust* (+2d6 precision damage on attacks where target is flanked, flat-footed, or denied Dex)

- **Feint Strike**; successful feint, free attack as swift action or as an AoO w/ expending martial focus
- **Focusing Feint**; successful feint, regain martial focus as swift action

---

### STATISTICS

---

**Str** 19, **Dex** 17, **Con** 15, **Int** 4, **Wis** 12, **Cha** 2

**Base Atk** +6; **CMB** +11; **CMD** 24 (36 vs. trip); **Psych** DC 17

**Feats** Improved Initiative, Skill Focus (Bluff, Perception)

**Skills** Acrobatics +8 (+12 jump), Bluff +5, Climb +13, Craft (alchemy) +3, Perception +9, Stealth +11 (+15 in sandy environs);

**Racial Modifiers** +4 Acrobatics to jump, +4 Stealth (+8 in sandy environs)

---

### SPECIAL ABILITIES

---

**Attraction (Ex)** The front four legs of a sand stalker are hollow. When a gust of air or wind blows across them, they create a hypnotic sound that can be heard by all creatures within a 100-foot spread. Those hearing this sound must succeed at a successful DC 15 Will save or become entranced. This is a sonic, mind-affecting effect. If the save is successful, that creature cannot be affected again by the same sand stalker's attraction for one day. The save DC is Constitution-based.

An entranced victim takes the most direct route possible, walking toward the sand stalker. If the path leads into a dangerous area, (fire, over a cliff, and so on), that creature gets a second saving throw. Entranced creatures can take no actions other than to defend themselves. A victim within 5 feet of the sand stalker stands there and offers no resistance to the monster's attacks. The effect continues for as long as the sand stalker's legs are subjected to wind. A bard's countersong ability allows the entranced creature to attempt a new Will save.

**Drowsy Venom (Ex): Type** injury; **Save** Fort DC 14; **Frequency** 1 round; **Effect** fatigued, exhausted if already fatigued, unconscious if already exhausted; **Cure** none; **Duration** 1 minute. The save DC is Wisdom-based

**Strength Venom (Ex) Type** injury; **Save** Fort DC 18; **Frequency** 1/round for 4 rounds; **Effect** paralysis and 1 Str; **Cure** 1 save. The save DC is Strength-based.

---

### ECOLOGY

---

**Environment** warm deserts

**Organization** solitary or colony (2–5)

**Treasure** 1/10 coins; 50% goods; 50% items

A massive arachnid which utilizes guerilla tactics to hunt its prey.

With 10 minutes work, and a successful DC 19 Survival check, raw poison from one of the two venom sacks of a dead sand stalker may be harvested. Venom sacks contain raw Strength venom and raw drowsy venom. The harvester gains a number of doses of the raw poison equal to 1 + 1 per 5 that the check surpassed the DC (maximum 2 doses). Failing the check causes all the venom from that particular sack to be lost. Failing the check by 5 or more uses exposes the harvester to 1d3 doses of the raw venom, unless the harvester has the poison use class feature (or similar ability such as Careful Poisoner or Controlled Rupture talent from the Alchemy sphere). Raw



poison harvested this way may not be bought or sold because they remain potent for only 24 hours.

## 2 Sand Stalkers - CR7

XP 3,000

This pair of magical beasts will lure prey to their location using the attraction ability. Then taking turns darting in and out with well placed attacks topside, while the other attacks from below. Generally, each sand stalker will stick with one type of venom throughout the entire encounter. Smaller targets are generally targeted with drowsy venom, while tougher or stronger targets are instead weakened with strength venom.

## Slithering Pit - CR2

XP 600

N Medium ooze

**Init** +3; **Senses** blindsight 60 ft., breach sense; Perception +2

### DEFENSE

**AC** 13, touch 13, flat-footed 10 (+3 Dex)

**hp** 25 (3d8+12)

**Fort** +5, **Ref** +4, **Will** -2

**Immune** acid, ooze traits (except mindless)

**Weaknesses** breach vulnerability

### OFFENSE

**Speed** 10 ft.

**Melee** tentacle +5 (1d4+4, plus grab and pull)

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

**Special Attacks** constrict (1d4+4), grab, pit, pull (tentacle, 5 ft.)

### COMBAT

**Martial Tradition** Octopus (Berserker x2, Wrestling x2); **PAM** Wis

**Berserker Sphere - Talents** Sanguine Invigoration

- *berserking* (free action, -2 AC and +5 temp hp)
- *brutal strike* +5 (1d4+4, plus battered)
- **Sanguine Invigoration**; while martial focus is maintained, reducing a foe to 0 hp or less grants 2 temp hp for 1 round

**Wrestling Sphere - Talents** Greater Grapple, Iron Grip, Tentacle Squeeze

- **Greater Grapple**; while martial focus is maintained, may grapple as a move action
- *snag* +5 touch (swift action, snagged targets are considered battered)
- **Tentacle Squeeze**; any tentacle attacks can use constrict and grab special attacks

### STATISTICS

**Str** 16, **Dex** 16, **Con** 19, **Int** 2, **Wis** 5, **Cha** 1

**Base Atk** +2; **CMB** +5 (+6 w/ grapple); **CMD** 18; **Psych** DC 10

**Feats** Skill Focus (Perception), Skill Focus (Stealth)

**Skills** Perception +2, Stealth +15; **Racial Modifiers** +8 Stealth

**SQ** transparent

### SPECIAL ABILITIES

**Breach Sense (Su)** A slithering pit can detect the presence and location of extradimensional spaces within the range of its blindsight, including those created by magic items like *bags of holding*, *handy haversacks*, and *portable holes*, as well as spell effects such as *rope trick*, or sphere talents such as Extradimensional Room. This ability also allows slithering pits to detect others of their kind.

**Breach Vulnerability (Su)** If a slithering pit consumes an extradimensional space, such as one created by a *bag of holding*, a *handy haversack*, a *portable hole*, or an extradimensional space created with the Warp sphere (or similar effect), the competing energies cause violent spasms that deal 2d6 points of damage to the slithering pit each round it contains the item. The extradimensional space is not harmed while consumed. If killed in this way, the slithering pit explodes; anything trapped within the ooze takes 2d6 points of damage and is ejected to a random empty space within 30 feet of the slithering pit.

**Pit (Su)** As a standard action, a slithering pit can cause its surface to open into an extradimensional space in order to capture and digest food. A slithering pit can use this ability only while on a solid horizontal surface of sufficient size to support it. The extradimensional space created by this ability is 10 feet deep, and any Medium or smaller creatures stepping into its space must succeed at a DC 15 Reflex save or fall into the pit, taking 1d6 points of damage from the fall. A slithering pit can also actively try to trap creatures by moving into their space. A target of this attack can make an attack of opportunity, but immediately falls into the extradimensional space following the attack. If the target forgoes this attack of opportunity, it can attempt a Reflex save to avoid falling into the extradimensional space as if it had wandered into the slithering pit's space. At any one time, a slithering pit can contain up to one Medium creature, two Small creatures, or four Tiny creatures. The save DC is Constitution-based.

The interior surface of the pit is as hard as rough stone. While the pit is open, a creature inside can climb out with a successful DC 15 Climb check. A slithering pit can close its extradimensional space as a move action, trapping a creature inside. A trapped creature takes 1 point of acid damage each round it remains in the extradimensional space. A creature thus trapped can attack the walls of the space to damage the slithering pit. The walls have an AC of 10 and hardness 8.

A slithering pit can forcibly eject the contents of its extradimensional space as a standard action, dealing 1d6 points of damage to creatures inside. Ejected creatures end up in a random square adjacent to the slithering pit. If a slithering pit is killed, its extradimensional space collapses and ejects its contents immediately.

**Transparent (Ex)** A slithering pit is difficult to discern from its surroundings in most environments. The slithering pit gains a +8 racial bonus on Stealth checks and can move at full speed without taking a penalty on Stealth checks. A creature that fails to notice a slithering pit and walks into it risks falling into its pit (if its pit is open) or taking damage as if struck by the slithering pit's tentacle attack.



---

## ECOLOGY

---

**Environment** any land

**Organization** solitary

**Treasure** incidental

No thicker than a few inches at the center, slithering pits are difficult to distinguish from natural features when immobile, and use such natural camouflage to their advantage as the ooze may lay in wait for hours or days for prey to stumble upon them.

With 60 minutes work, and a successful DC 17 Survival check, the pelt of a dead slithering pit may be harvested. Decrease the time of harvesting by 10 minutes for every 5 that the check surpassed the DC (minimum harvest time: 10 minutes). Failing the check by 4 or less means that the pelt is harvested, but loses any magical and alchemical uses listed below, but may otherwise be sold or used as raw crafting material in the creation of tanglefoot bags for 10 gp. Failing the check by 5 or more ruins the pelt altogether. Should a slithering pit pelt which was harvested successfully be used later in the creation of an item with extradimensional storage (such as a *bag of holding* or *handy haversack*), reduce that item's cost of enchantment by 15%. A slithering pit's pelt is an uncommon commodity and can rarely be found for sale, they are most commonly found in the desert cryptwood, making the acquisition—despite their usefulness in magic—limited. Even when found in markets, the cost is typically upwards of 750 gp. Thus, most who desire a slithering pit pelt are forced to either find and skin a slithering pit himself, or trade with natives.

## 2 Slithering Pits - CR<sub>4</sub>

**XP** 1,200

This pair of oozes will work independently of each other to hunt their prey; If one slithering pit has caught, grappled, or snagged a creature, the other slithering pit will ignore the creature and instead focus on catching its own. If wounded, the slithering pit will utilize its *berserking* ability.

## Wastelander - brigand - CR<sub>1/2</sub>

**XP** 200

Male zavr cherufe striker 1

CN Medium humanoid (reptilian)

**Init** +2; **Senses** low-light vision, Perception +4

---

## DEFENSE

---

**AC** 15, touch 15, flat-footed 13 (+2 Dex, +3 Con)

**hp** 13 (1d10+3)

**Fort** +5, **Ref** +4, **Will** +0

**Special Defenses** eventide outfit (+5 saves vs. cold weather and energy resistance vs. nonlethal cold 5, or +5 saves vs. hot weather and energy resistance vs. nonlethal fire 5); filter scarf (+1 resistance bonus to saves vs. inhaled poisons and airborne effects that require breathing); **Resist** fire 5

---

## OFFENSE

---

**Speed** 40 ft.

**Melee** mwk spear +4 (1d8+3/x3) and bite -2 (1d4+1/x2), or unarmed strike +3 (1d4+2/x2)

**Ranged** mwk spear +5 (1d8+2/x3)

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

**Special Attacks** tension (3 max; critical knuckles, expert guard, fiery offense, fiery offense, light step, perfect offense, rapid pummel, second chance, speed step, stalwart form, swift focus)

---

## COMBAT

---

**Martial Tradition** Thief (Equipment x2, Scoundrel x2);

**PAM** Con

## Brute Sphere

- *shove* +3 touch (move action, move up to 20 ft., deal 2 damage and inflict the battered condition)

**Equipment Sphere - Talents** Spear Dancer; (discipline) Rogue Weapon Training

- **Rogue Weapon Training**; proficient with the blade boot, butterfly knife, garrote, hand crossbow, kukri, rapier, sap, short sword, shortbow, starknife, switchblade knife, sword cane, war razor, and whip





- **Spear Dancer**; polearms and spears gain finesse special feature, and may wield them one-handed

### Fencing Sphere

- *fatal thrust* (+1d6 precision damage on attacks where target is flanked, flat-footed, or denied Dex)

### Scoundrel Sphere – Talents (trick) Mug

- *marked target* (swift action, +3 melee touch (battered and -1 Perception for 1 round))
- *swift hands* (use Dex instead of Str for dirty trick or steal maneuver; may use Sleight of Hand ranks instead of base attack bonus for dirty trick or steal maneuvers)
- **Mug** (trick); after a successful steal combat maneuver, free action single attack; if target damages, target is battered for one round

### STATISTICS

**Str** 14, **Dex** 15, **Con** 16, **Int** 10, **Wis** 10, **Cha** 8

**Base Atk** +1; **CMB** +3; **CMD** 18; **Psych DC** 11

**Feats** Extra Combat Talent

**Skills** Acrobatics +6, Perception +4, Stealth +6, Survival +4;

**Associated Skills** Bluff +0, Sleight of Hand +6

**Languages** Cheru

**SQ** jumper, tension

**Other Gear** masterwork spear, eventide outfit, filter scarf, flint and steel, smokestick x2, thunderstone x2, waterskin x2

### SPECIAL ABILITIES

**Combat Gear** The brigand's combat gear is described below:

**Smokestick:** As a full-round action (with flint and steel), the brigand can light the smokestick, filling a 10-foot cube with smoke. The smokestick is consumed within one round of use. Moderate or greater wind (severity 2+) dissipates the smoke within 1 round; Otherwise, the smoke dissipates naturally after 1 minute.

**Thunderstone:** A brigand can throw a thunderstone with a +3 attack bonus as a ranged attack and a range increment of 20 feet. When it hits a hard surface, it creates a deafening bang, that is treated as a sonic attack. Each creature within a 10-foot radius must succeed at a DC 15 Fortitude save or become deafened for 1 hour. A deafened creatures in addition to its obvious effects, takes a -4 penalty to initiative and any creature who relies upon verbal components to use spells or abilities (such as those with the Verbal Casting drawback) suffer a 20% chance of spell failure.

**Jumper** This brigand as a cherufe is always considered to have a running start when attempting Acrobatics checks to jump.

**Tension** The brigand may gain tension in the following ways:

- Moving 10 ft. or more during his turn (not counting forced movement).
- Successfully damages a creature with unarmed strike, or successfully uses a combat maneuver.
- Takes damage originating from a creature.

### ECOLOGY

**Environment** temperate and warm deserts

**Organization** solitary, pair, raid (brigand, 1-2 brigands or slavers, marauder)

**Treasure** Standard (gear, and other treasure)

The wasteland brigand preys upon caravans and travellers, and if appeased with 50 gp worth of wealth is more than willing to depart goods in hand, without further conflict.

## Wastelander - Marauder - CR 1/2

### XP 200

Female cuazaj commander 1

CE Small humanoid (draconic)

**Init** +1; **Senses** Perception +4

### DEFENSE

**AC** 17, touch 12, flat-footed 16 (+3 armor, +1 Dex, +2 natural, +1 size)

**hp** 9 (1d8+1)

**Fort** +3, **Ref** +1, **Will** +2; +2 vs. disease, mind-affecting, poison, fatigue and exhaustion

**Special Defenses** eventide outfit (+5 saves vs. cold weather and energy resistance vs. nonlethal cold 5, or +5 saves vs. hot weather and energy resistance vs. nonlethal fire 5); filter scarf (+1 resistance bonus to saves vs. inhaled poisons and airborne effects that require breathing); **Resist** acid 5, electricity 5; **Weaknesses** vulnerability to cold and sonic

### OFFENSE

**Speed** 30 ft.

**Melee** handaxe -1 (1d4-1/x3)

**Ranged** mwk longbow +2 (1d6/x3) or mwk bola +2 (1d3-1/x2 nonlethal, or ranged trip)

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

**Special Attacks** cuazaj lightning 1/day (1d6 electricity; Reflex DC 11)

### COMBAT

**Martial Tradition** Cunning Leader (Equipment x1, Fencing x2, Warleader x1); **PAM** Cha

**Equipment Sphere – Talents** (discipline) Huntsman Training

- **Huntsman Training**; proficient with the atlatl, bolas, boomerang, handaxe, harpoon, longbow, net, shortbow, throwing axe, and tube arrow shooter

**Fencing Sphere – Talents** Expert Feint, Verbal Feint

- **Expert Feint**; successful feints cause target to lose Dex bonus to armor class against all attacks for 1 round
- *fatal thrust* (attacks vs. flat-footed or flanked deal +1d6 precision damage)
- **Verbal Feint**; can feint targets within 30 ft., as long as they can hear you

**Warleader Sphere – Talents** (shout) Call Attention

- *shouts*, 10-ft. radius, one round
- ♦ **Call Attention** (shout); Cannot hide yourself for duration, allies can attempt Stealth checks even without cover or concealment



- ◇ **Fierce Shout** (shout); +2 morale bonus on first attack in turn

- *tactics*, 15-ft. radius

- ◇ **Aggressive Flanking** (tactic); threaten counts as flanking

---

#### STATISTICS

---

**Str** 8, **Dex** 12, **Con** 12, **Int** 14, **Wis** 10, **Cha** 16

**Base Atk** +0; **CMB** -2; **CMD** 9; **Psych** DC 14

**Feats** Extra Combat Talent

**Skills** Acrobatics +5, Fly +5, Intimidate +7, Knowledge (geography) +6, Knowledge (nobility) +6, Perception +4, Sense Motive +4, Survival +4; **Associated Skills** Bluff +7, Diplomacy +7

**Languages** Auran, Cheru, Common, Gnoll

**SQ** breezeflight, wings

**Other Gear** handaxe, masterwork bola, masterwork longbow (w/ 10 arrows), studded leather, eventide outfit, filter scarf, belt pouch (5 gp in assorted coins), backpack (50-ft. hemp rope, alchemist crafting kit, manacles x3, masterwork manacles x2), waterskin x2

---

#### SPECIAL ABILITIES

---

**Breezeflight (Su)** As a swift action, the marauder as a cuazaj may decrease her body weight by half for 1 round, as the Lighten talent from the Enhancement sphere. While this ability is active, she may succeed at an Acrobatics check to jump as part of her movement for the round, but may travel a distance equal to her check result in any direction, even straight up into the air. She is always considered to have a running start for this purpose. Once airborne, the ability to use her wings to glide improves; she takes no falling damage without the need for a Fly check, even if knocked unconscious. She may move up to 5 feet in any horizontal direction for every 1 foot she falls, at a speed of 60 ft. per round; meaning that if the marauder spends all her movement to jump into the air will stay airborne until her next round's movement. This does not grant the marauder true flight, but may easily be combined with strong winds or other means of gaining altitude.

**Wings** The marauder as a cuazaj possess vestigial wings and can attempt a DC 15 Fly check to fall safely from any height without taking damage. When falling safely, she may attempt an additional DC 15 Fly check to glide moving 5 feet horizontally for every 20 feet she falls. This may be improved when combined with breezeflight.

---

#### ECOLOGY

---

**Environment** temperate and warm deserts

**Organization** solitary, pair, raid (marauder, 2-3 brigands or slavers)

**Treasure** Standard (gear, and other treasure)

Wasteland marauders organize the raids upon caravans and travellers. Should combat erupt, the marauder will maintain her advantage either through distance or elevation, guiding her fellow raiders to success with well placed feints or tactics.

## Wastelander - Slaver - CR 1/2

**XP** 200

Female gnoll conscript 1

CE Medium humanoid (gnoll)

**Init** +1; **Senses** darkvision 60 ft., Perception +6

---

#### DEFENSE

---

**AC** 16, touch 11, flat-footed 15 (+3 armor, +1 Dex, +2 natural)

**hp** 12 (1d10+2)

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

**Special Defenses** eventide outfit (+5 saves vs. cold weather and energy resistance vs. nonlethal cold 5, or +5 saves vs. hot weather and energy resistance vs. nonlethal fire 5); filter scarf (+1 resistance bonus to saves vs. inhaled poisons and airborne effects that require breathing)

---

#### OFFENSE

---

**Speed** 30 ft.

**Melee** mwk mancatcher +5 touch (1d2+4/x2 or grapple)

**Ranged** mwk net +3 ranged touch (entangle)

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

---

#### COMBAT

---

**Martial Tradition** Animal Trainer (Beastmastery x2, Equipment x2); **PAM** Wis

**Alchemy Sphere -Packages** poison; **Talents** Drowsy Venom

- **Drowsy Venom (toxin)**; failing two consecutive saves causes fatigue, three consecutive saves sleep, **DC** 12

**Beastmastery Sphere -Packages** handle animal; **Talents** (handle animal) Great Trainer

- *tame* (2 HD, 8 hours); **Great Trainer** (handle animal) (double HD pool for *taming*), **DC** 12

**Equipment Sphere - Talents** (discipline) Bounty Hunter Tools

- **Bounty Hunter Tools**; proficient with the bola, garrote, grappling hook, harpoon, kyoketsu shogi, lasso, mancatcher, net, net launcher, sap, and whip. You may deal nonlethal damage with any of these weapons at no penalty and treat them all as having the grapple special feature.

**Wrestling Sphere**

- *snag* +4 touch (swift action, snagged targets are considered battered)

---

#### STATISTICS

---

**Str** 16, **Dex** 13, **Con** 14, **Int** 12, **Wis** 14, **Cha** 8

**Base Atk** +1; **CMB** +4; **CMD** 15; **Psych** DC 16

**Feats** Extra Combat Talent x2

**Skills** Perception +6, Profession (trafficking) +6, Sense Motive +6, Survival +6; **Associated Skills** Craft (alchemy) +5, Handle Animal +3

**Languages** Cheru, Gnoll

**SQ** Animal Trainer



**Other Gear** masterwork mancatcher, masterwork net, studded leather, eventide outfit, filter scarf, belt pouch (5 gp in assorted coins), backpack (50-ft. hemp rope, alchemist crafting kit, manacles x3, masterwork manacles x2), waterskin x2

---

#### SPECIAL ABILITIES

---

**Combat Gear** The slaver's combat gear is described below:

*Drowsy Venom:* As a move action, the slaver may create and apply this poison to a weapon. Any creature hit with the toxin must succeed at a DC 12 Fortitude save or become fatigued. Creatures who fail 2 saves vs. the toxin become exhausted instead. Creatures who fail 3 saves vs. the toxin fall asleep, but may be awakened as a standard action.

*Hyena:* Wasteland slavers capture, tame, and train wild hyenas to assist in the capture of potential slaves.

---

#### ECOLOGY

---

**Environment** temperate and warm deserts

**Organization** solitary, pair, raid (slaver, 1-2 brigands or slavers, marauder)

**Treasure** Standard (gear, and other treasure)

Wasteland slavers wander the eventide capturing humanoids through use of poisoned mancatchers and nets. Those who do not survive the journey to slaveyards are consumed as nourishment.

### Hyena

N Medium animal

**Init** +2; **Senses** low-light vision, scent; Perception +8

---

#### DEFENSE

---

**AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

**hp** 13 (2d8+4)

**Fort** +5, **Ref** +5, **Will** +1

---

#### OFFENSE

---

**Speed** 50 ft.

**Melee** bite +3 (1d6+3 plus trip)

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

---

#### STATISTICS

---

**Str** 14, **Dex** 15, **Con** 15, **Int** 2, **Wis** 13, **Cha** 6

**Base Atk** +1; **CMB** +3; **CMD** 15 (19 vs. trip); **Psych** DC 13

**Feats** Skill Focus (Perception)

**Skills** Perception +8, Stealth +6 (+10 in tall grass); **Racial Modifiers** +4 Stealth in tall grass

With 60 minutes work, and a successful DC 16 Survival check, the pelt of a dead hyena may be harvested. Decrease the time of harvesting by 10 minutes for every 5 that the check surpassed the DC (minimum harvest time 10 minutes). Failing the check by 4 or less means that the pelt is harvested, but is in poor condition and worth only 2 gp. Failing the check by 5 or more ruins the pelt altogether. Should a hyena pelt which was harvested successfully be used later in the creation of a gnoll disguise (or other similar humanoid), the initial Disguise check receives a +2 circumstance bonus. A hyena pelt is a rare commodity outside of their sphere of environment and can rarely be found for sale in settlements that are temperate or cold.

Even when found in markets, the cost is typically around 10 gp. Most who desire a hyena pelt are forced to either find and skin a hyena himself, or trade with natives.

### Wastelanders - CR 3

**XP** 1,000

This group of wastelanders consist of a brigand, a marauder, and 2 slavers (each slaver joined by a hyena). The leader of this band is the marauder, who spends most of the attack at range as they command the other wastelanders with the Warleader sphere in between shots with their longbow. The brigand will protect the marauder, and will take charge of the band should the marauder fall. The two slavers will primarily utilize combat maneuvers to capture and subdue their targets. Once they have wounded and brought a creature to the critical threshold (below 1/4th their maximum hit points), the slavers will switch to nonlethal damage and command their hyenas to do the same. Sentient creatures who are knocked unconscious will be captured and sold as slaves.

### White Lotus Inquisitor - Initiate Healer - CR 1

**XP** 400

Female Aasimar Incanter 2

NG Medium outsider (native)

**Init** +1; **Senses** Perception +5

---

#### DEFENSE

---

**AC** 11, touch 11, flat-footed 10 (+1 Dex)

**hp** 12 (2d6+3)

**Fort** +1 (+2 w/ stabilization checks), **Ref** +1, **Will** +6; +1 vs. death effects

**Special Defenses** eventide outfit (+5 saves vs. cold weather and energy resistance vs. nonlethal cold 5, or +5 saves vs. hot weather and energy resistance vs. nonlethal fire 5); filter scarf (+1 resistance bonus to saves vs. inhaled poisons and airborne effects that require breathing); **Resist** acid 5, cold 5, electricity 5

---

#### OFFENSE

---

**Speed** 30 ft.

**Melee** mwk spear +2 (1d8+1/x3)

**Ranged** disruption +2 ranged touch (3d6 nonlethal/daze)

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

**Special Attacks** channel positive energy 6/day (DC 14, 1d6), steal essence 6/day (+1 touch, 1d4+1 nonlethal damage, gain temp hp equal to damage dealt for 1 minute)

---

#### MAGIC

---

**Caster Level** 2 (3 w/ Life); **MSB** +2, **MSD** 13, **Concentration** +5

**Tradition** Divine Petitioner, Inquisitor (Drawbacks: Verbal Casting); **CAM** Wis

**Spell Points** 6

**Divination Sphere - Talents** Expanded Divinations, **Drawbacks** Limited Divination (divine)



- *divine*, medium (110 ft.); **DC** 14; (gain information about magic auras within 110 ft.)

#### ◊ **Alternate Divinations**

- **Death** (Divine Undead); *divine* for undead creatures
- **Illusion** (Divine Illusions); *divine* for illusions, free Will save or Perception check
- **Life** (Divine Life); *divine* the wound thresholds and conditions of seen living creatures
- **Light** (Ultravision); *divine* to give yourself an added level of perception, free Perception check with +2 circumstance bonus
- **Nature** (Divine Elements [water]); *divine*

**Life Sphere - Talents** Deeper Healing, Ranged Healing, Resuscitate, Sanctify

- *cure*, close (30 ft.), 2d8+3, 1 sp, **DC** 14; **Resuscitate** (heal dead targets)
- *invigorate*, close (30 ft.), 6 temporary hp, **DC** 14
- *restore*, close (30 ft.), (mind; remove dazzled, shaken, staggered and lessen frightened to shaken, panicked to frightened) or (body; remove battered, fatigued and lessen exhaustion to fatigued, sickened and lessen nauseated to sickened) or (soul; heal 1d4 ability damage) or (sanctify; inflict 1d2 temporary negative levels), 1 sp, **DC** 14

#### **Light Sphere**

- *glow*, medium (120 ft.), **DC** 14 (2 minutes, +1 touch or +2 ranged touch (-20 Stealth checks, negate bonuses bestowed by invisibility, blink, darkness or similar effects))

#### **STATISTICS**

**Str** 10, **Dex** 12, **Con** 12, **Int** 14, **Wis** 16, **Cha** 13

**Base Atk** +1; **CMB** +1; **CMD** 12; **Psych** DC 15

**Feats** Extra Magic Talent, Selective Channeling

**Skills** Diplomacy +3, Heal +5, Knowledge (planes) +7, Knowledge (religion) +7, Perception +5, Spellcraft +7; **Racial**

**Modifiers** Diplomacy +2, Perception +2

**Languages** Celestial, Common, Dwarven, Sylvan

**SQ** disruption, sphere specialization (Life)

**Other Gear** masterwork spear, armored mage potion x2, eventide outfit, filter scarf, backpack (50-ft. hemp rope, flint and steel, small tent, trail rations x10, verminbite kit, winter blanket), belt pouch (5 gp in assorted coins), ritual book, spell component pouch (gold reagent x8, magnesium reagent x8, moon dew reagent x4), waterskin x2

#### **SPECIAL ABILITIES**

**Combat Gear** The initiate healer's combat gear is described below:

*Armored mage potion*: grants the drinker +3 armor and +1 shield bonus to armor class for 1 minute.

*Ritual book*: This white lotus inquisitor carries with her a book containing the following spells in ritual form; 2nd—*gentle repose*; 1st—*bless water*, *celestial healing*\*\*; oth—*create water*, *purify food and drink*; (\*\*: *Arcane Anthology*)

*Verminbite kit*: When someone is suffering poison delivered from a bite or sting attack of a vermin (or other insectoid creature, such as an ettercap), as a full-round action, the initiate healer can use this kit to gain a +4 circumstance bonus on the ongoing Fortitude saving throws against that poison. A verminbite kit is exhausted after 10 uses.

**Steal Essence (Sp)** 6/day, the initiate healer's touch can siphon off life from a creature to invigorate herself. As a melee touch attack, the initiate healer can inflict 1d4+1 nonlethal damage, gaining the damage dealt as temporary hit points for 1 minute.

## White Lotus Inquisitor - Initiate Shield-Brother - CR 1/2

**XP** 200

Male Dwarf Conscript 1

NG Medium humanoid (dwarf)

**Init** +0; **Senses** darkvision 60 ft., Perception +5

#### **DEFENSE**

**AC** 18, touch 10, flat-footed 18 (+6 armor, +0 Dex, +2 shield)

**hp** 12 (1d10+2)

**Fort** +4, **Ref** +2, **Will** +1; +2 vs. poison, spells, and spell-like abilities

**Special Defenses** eventide outfit (+5 saves vs. cold weather and energy resistance vs. nonlethal cold 5, or +5 saves vs. hot weather and energy resistance vs. nonlethal fire 5); filter scarf (+1 resistance bonus to saves vs. inhaled poisons and airborne effects that require breathing)

#### **OFFENSE**

**Speed** 20 ft.

**Melee** mwk battleaxe +3 (1d8+1/x3)

**Ranged** throwing axe +1 (1d6+1/x2)

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

#### **COMBAT**

**Martial Tradition** Shield Master (Equipment: Armor Training, Shield Training; Shield: Cover Ally); **PAM** Int

**Equipment Sphere - Talents** Armor Training; (discipline) Dwarven Heritage, Shield Training

- **Armor Training**; proficient with medium and heavy armor)
- **Dwarven Heritage** (discipline), **Shield Training** (discipline); proficient with all shields, including tower shields, and are proficient with the battleaxe, dwarven boulder helmet, earthbreaker, greataxe, greatclub, hand axe, heavy pick, light hammer, light pick, pickaxe, shield bash, throwing axe, and warhammer

**Guardian Sphere - Packages** patrol; **Talents** Swift Reflexes

- *patrol* (full-round action, increase threatened area by 5 ft.)
- **Swift Reflexes**; +1 attack of opportunity each round while martial focus is maintained

**Shield Sphere - Talents** Cover Ally, Extensive Defense, Shielded Focus





ration x10, verminbite kit, winter blanket), belt pouch (5 gp in assorted coins), waterskin x2

#### SPECIAL ABILITIES

**Combat Gear** The initiate shield-brother's combat gear is described below:

*Verminbite kit:* When someone is suffering from poison delivered from a bite or sting attack of a vermin (or other insectoid creature, such as an ettercap), as a full-round action, the initiate shield-brother can use this kit to gain a +4 circumstance bonus on the ongoing Fortitude saving throws against that poison. A verminbite kit is exhausted after 10 uses.

### White Lotus Inquisitors -

**CR 4**

**XP 1,400**

This group consists of 2 initiate healers and 3 initiate shield-brothers. The shield-brothers protect the healers who in-turn maintain their guardian's health. Together the five are voyaging across the Tradewind Region hunting undead and offering healing services. While not hostile, the cultists will not hesitate to use lethal force against necromancers and undead.

### Wizard's Shackle - CR 1/3

**XP 135**

**N** Diminutive magical beast

**Init** +0; **Senses** arcane sense 30 ft., blindsight 10 ft.; **Perception** +4

#### DEFENSE

**AC** 14, **touch** 14, **flat-footed** 14 (+4 size)

**hp** 5 (1d10)

**Fort** +2, **Ref** +0, **Will** +0

**Defensive Abilities** sealed mind, wind-tempered

#### OFFENSE

**Speed** 5 ft.

**Melee** bite +5 (1d2-5 plus attach)

**Space** 1 ft.; **Reach** 0 ft.

**Special Attacks** mana siphon

#### MAGIC

**Caster Level** 1; **MSB** +1, **MSD** 12, **Concentration** +1

**Tradition** Natural (none); **CAM** Wis

**Spell Points** 1

**Warp Sphere** - **DC** 10; **Range** 25 ft.; **Talents** Unseeing Teleport

- *teleport*, touch, **DC** 10, 1 target, range is close (25 ft.) or medium (110 ft.) w/ 1 sp; Unseeing Teleport (does not need to see target location, +1 sp)

- *active defense* (spend attack of opportunity, increase shield AC by +2 vs. incoming attack)
- **Cover Ally**; requires martial focus, may use active defense on behalf of allies within reach
- **Extensive Defense**; expend focus, may use active defense vs. all attacks on all allies within reach for the round
- **Shielded Focus**; move action, regain focus by fighting defensively; immediate action, regain focus by successfully using active defense

#### STATISTICS

**Str** 13, **Dex** 10, **Con** 14, **Int** 16, **Wis** 12, **Cha** 8

**Base Atk** +1; **CMB** +2; **CMD** 12; **Psych** DC 15

**Feats** Extra Combat Training x2

**Skills** Handle Animal +3, Heal +5, Knowledge (local) +7, Knowledge (religion) +7, Perception +5, Sense Motive +5, Survival +5; **Racial Modifiers** Appraise +2 (w/ metals and gemstones), Perception +2 (w/ unusual stonework)

**Languages** Celestial, Common, Dwarven, Giant, Orc, Terran

**Other Gear** masterwork battleaxe, throwing axe x5, chainmail, heavy steel shield, eventide outfit, filter scarf, backpack (50-ft. hemp rope, flint and steel, healer's kit, small tent, trail



---

**COMBAT**

---

**Martial Tradition** Parasite (Boxing x1, Scout x2, Wrestling x1); **PAM** Wis

**Boxing Sphere** – DC 10

- *counter punch* (readied attack action w/ +2 damage)

**Scout Sphere** – **Talents** Lurker

- **Lurker** (unusual senses such as blindsight or tremorsense do not automatically foil your Stealth check)
- *scout* (swift action, may identify a creature's weaknesses with a Perception check, DC 15 + CR)

**Wrestling Sphere**

- *snag* +1 touch (swift action, inflict battered condition)

---

**TACTICS**

---

A wizard's shackle attacks from ambush. Unlike most wizard's shackles that tend to inhabit water, these inhabit the sandy desert letting themselves be pushed or buried by the wind until arcane spellcasters come within range of its arcanesense, at which time the wizard's shackle utilizes the Warp sphere to teleport itself under the spellcaster's protective clothing. A wizard's shackle injects an anesthetic when it bites, so it is possible that its bite goes unnoticed (DC 12 Perception check to notice).

---

**STATISTICS**

---

**Str** 1, **Dex** 10, **Con** 11, **Int** 1, **Wis** 11, **Cha** 2

**Base Atk** +1; **CMB** -3 (+17 grapple when attached); **CMD** 2 (22 vs. grapple when attached); **Psych** DC 11 (sealed mind)

**Feats** Weapon Finesse

**Skills** Perception +4; **Associated Skills** Stealth +14

**SQ** sealed mind, wind-tempered

---

**SPECIAL ABILITIES**

---

**Arcanesense (Su)** A wizard's shackle can automatically detect the location of any spherecaster with an arcane casting tradition (such as Sorcerous Blood or Wizardry) within 30 feet. This functions in a similar fashion to the Divine Alignment alternate divination but there is no chance the wizard's shackle is stunned and it is not blocked by stone, lead, or other material.

**Attach (Ex)** If a wizard's shackle hits with a bite attack, it latches onto the opponent's body. An attached wizard's shackle is effectively grappling its prey. The wizard's shackle loses its Dexterity bonus to AC and has an AC of 14, but holds on with great tenacity. Wizard's shackles have a +20 racial bonus on grapple checks (already figured into the CMB and CMD

entries above). An attached wizard's shackle can be struck with a weapon or grappled itself. To remove an attached wizard's shackle through grappling, the opponent must achieve a pin against the wizard's shackle.

**Mana Siphon (Su)** A wizard's shackle sucks the life and magic of an attached creature. Each round the wizard's shackle remains attached, it deals 1d4 nonlethal damage and must succeed at a Fortitude save or lose 1 spell point. Any spell points the attached creature loses, the wizard's shackle gains as a temporary spell point for 1 round. Each round the attached creature can attempt a DC 12 Intelligence check with a +2 bonus to notice that something is wrong (though unless he searches his body, he might still overlook the wizard's shackle). Once a wizard's shackle has drained at least 4 spell points, it detaches and crawls away to digest its meal. Lost spell points can be regained normally.

**Sealed Mind (Ex)** A wizard's shackle is immune to mind-affecting effects.

**Wind-Tempered (Ex)** A wizard's shackle does not take nonlethal damage due to being blown away, such as from severe wind.

---

**ECOLOGY**

---

**Environment** any

**Organization** colony (2-5), swarm (6-11)

**Treasure** none

The wizard's shackle is a 6-inch long, leech-like creature.

**Adapting Arcanesense To Other Settings**

The default setting for *Ultimate Spheres of Power* is the Skybourne campaign setting, which categorizes each casting tradition into types of magic (arcane, divine, psychic, etc.). If using this bestiary in a setting where spherecasters are their own type of magic or where "types" of magic do not exist, GMs should be encouraged to modify arcanesense to encompass all spherecasters, not just those with arcane casting traditions.

### 3 Wizard's Shackles – CR 1 XP 405

These three Diminutive magical beasts will generally wait silently and hidden until a time that they detect a spellcaster, at which time they in unison execute tactics listed in their statblock. Although, if after teleporting onto a spellcaster, they immediately detect another spellcaster, they will divide themselves amongst all available spellcasters before feeding.



## Zombie - CR 1/2

XP 200

N Medium undead (augmented humanoid)

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

---

### DEFENSE

---

**AC** 12, touch 10, flat-footed 12 (+2 natural)

**hp** 12 (2d8+3)

**Fort** +0, **Ref** +0, **Will** +2

**DR** 5/slashing; **Immune** undead traits

---

### OFFENSE

---

**Speed** 30 ft.

**Melee** slam +4 (1d6+4) or bite +0 (1d6+4)

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

---

### COMBAT

---

**Martial Tradition** Drunken Brawler (Equipment XI, Barroom X2, Wrestling XI); **PAM** Cha

**Barroom Sphere – Talents** Bloodsucker

- **Bloodsucker**; swift action, get drunk with successful bite attack
- *brutal breaker* (proficient with improvised weapons)
- *hard drinker* (gets drunk for 1 round, can drink as a move action)

**Equipment Sphere – Talents** (discipline) Unarmed Training

- **Unarmed Training** (discipline); can use weapons as unarmed strikes, proficient with the boot blade, brass knuckles, cestus, dan bong, emei piercer, gauntlet, katar, knuckle axe, punching dagger, rope gauntlet, sap, scizore, spiked gauntlet, and tekko-kagi

**Wrestling Sphere – Talents** Powerslam

- **Powerslam**; expend focus, may grapple instead of attack of opportunity; if successful, make a trip attack
- *snag* +4 touch (swift action, inflict battered condition)

---

### STATISTICS

---

**Str** 17, **Dex** 10, **Con** —, **Int** —, **Wis** 8, **Cha** 12

**Base Atk** +1; **CMB** +4; **CMD** 14; **Psych** DC 12 (mindless)

**Feats** Toughness

**SQ** staggered

---

### SPECIAL ABILITIES

---

**Staggered (Ex)** Zombies have poor reflexes and can only perform a single move action or standard action each round (it has the staggered condition.) A zombie can move up to its speed and attack in the same round as a charge action.

---

### ECOLOGY

---

**Environment** any

**Organization** any

**Treasure** none

A walking corpse, desiccated from the desert heat, lumbers aimlessly seeking flesh to satiate its hunger.

## 3 Zombies - CR 2

XP 600

This trio of undead will shamble their way towards their target and take turns making slam or snag attacks. Each round that a creature has been successfully snagged, the remaining zombies will attempt to execute grapple or trip attacks. Once grappled, the zombies each switch tactics and begin to only use bite attacks. The undead prefer to focus their attention on a single target at a time, but if a new target suddenly becomes closer than another, a zombie will switch their focus.



## Chapter 3

# Hazards, Traps, & Weather

### Bad Air - Non-Flammable - CR

1

**XP 400**

**Type** environmental; **Survival DC 25**

---

#### DESCRIPTION

---

The desert air feels thin and stretched, each step causes you to feel a bit more light-headed. In addition, you and your companions are having some difficulty keeping your eyes open or alert.

---

#### EFFECTS

---

Creatures breathing the air must succeed at a Fortitude save (DC 15 + 1 per previous check) each hour (for 1d4 hours) or become fatigued. After a creature becomes fatigued, slow suffocation sets in. Creatures holding their breath can avoid these effects. In addition, the area suffers the following penalties:

Fire *geomancing* suffers a -1 penalty to caster level and magic skill checks.

Nonmagical fires (such as lanterns or torches) must be relit each hour.

### Magnetized Ore - CR 2

**XP 600**

**Type** environmental; **Perception DC 20**

---

#### DESCRIPTION

---

You begin to feel a slight tugging as you enter the area, some perhaps more than others. Within moments, some of you lose complete control over ferrous objects on your person as they are pulled forward by an invisible force.

---

#### EFFECTS

---

Any steel or iron brought within 20 feet of the ore is drawn toward it. Medium-sized creatures carrying 30 or more pounds of ferrous metal are pulled toward the ore as if by the pull special ability. The ore has an effective CMB of +7 and CMD 17. Small creatures are pulled if they have 15 pounds of metal, Large if they have at least 60 pounds. For creatures of other sizes, modify the weight required as per the rules for carrying capacity. Creatures wearing metallic armor suffer a penalty to their CMD to resist the pull (-2 for medium armor, -4 for heavy armor). Affected creatures are pulled up to 20 feet and slammed against the rock for 2d6 points of damage and gain the grappled condition. Creatures not carrying large amounts of metal but holding metal items in their hands are affected by a disarm maneuver as the items are ripped free. Freeing a stuck item requires a successful grapple check against the ore's CMD.

Metal *geomancing* suffers a -1 penalty to caster level and magic skill checks.

Compasses (such as Wayfinders) instead grant their users a -4 penalty to navigation checks.

### Misleading Path - CR 3

**XP 800**

**Type** environmental; **Survival DC 25**

---

#### DESCRIPTION

---

Sand dunes shift and change as they are molded by the wind, revealing and obscuring curving pathways in multiple directions.

---

#### EFFECTS

---

Shifting dunes have created paths which mislead travelers which tread upon them. Characters that become lost either travel in random directions, as normal, or are led by a strange intelligence toward a specific location, at the GM's discretion.



Because travelers appear to be on a path as they travel, the DC of the Survival check to identify that they are lost increases to 25.

Survival checks made to avoid becoming lost take a -2d6 penalty.

## Plague of Flies - CR 2

**XP 600**

**Type** living; **Perception** DC 20

### DESCRIPTION

A black haze seems to drift in the wind. As it approaches, you are violently assaulted by thousands of biting flies as they swarm around you

### EFFECTS

Often harbingers of famine and decay, these swarms of flies spread disease and pestilence wherever their buzzing wings carry them. These insects typically form a cloud 20 feet across, made of tens of thousands of flies. This cloud moves at up to 10 feet per round, and obscures all sight (including darkvision) beyond 5 feet. Creatures 5 feet away have concealment (20% miss chance), and creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Moderate or stronger winds (Wind severity level 2 or higher) can temporarily disperse the cloud, but the flies reform 1d4+1 rounds later to continue their pursuit of carrion.

Sphere talents and abilities that deal damage in an area (as opposed to a specific target), destroy the cloud of flies if they deal at least 10 points of damage. Creatures that spend at least 1 round in the cloud must succeed at a DC 13 Fortitude save or contract the shakes.

### Shakes

**Type** disease, contact; **Save** Fortitude DC 13

**Onset** 1 day; **Frequency** 1/day

**Effect** 1d8 Dex damage; **Cure** 2 consecutive saves

SAND PIT - CR 1

**XP 400**

**Type** environmental; **Perception** DC 15

### DESCRIPTION

What appears to be a moderately sized, if not massive recess attached to a dune, suddenly shifts beneath your feet.

### EFFECTS

20-foot deep, 60-foot diameter sand pit (creatures slide to the bottom and take no damage); DC 15 Reflex avoids; climbing out of the sand trap requires a DC 20 Climb check.

## Sand Pit, Spiked - CR 2

**XP 600**

**Type** environmental; **Perception** DC 15

### DESCRIPTION

A moderately sized recess of sand with obsidian boulders jutting out from beneath the surface, suddenly shifts beneath your feet, dragging you into the pit.

### EFFECTS

20-foot deep, 60-foot diameter sand trap (creatures slide to the bottom and take no falling damage, but are however subject to the pit spikes); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each); DC 15 Reflex avoids; climbing out of the sand trap requires a DC 20 Climb check (using the Obsidian spikes reduces the Climb check to 15, but causes automatic 1 bleed damage).

## Weather - Severity 3

**Type** environmental; **Survival** DC 15

### DESCRIPTION

As is common in the eventide, the weather shifts making the trek a bit more inconvenient, if not hostile.

### EFFECTS

Depending upon the hour of the day or night, the weather type affected may vary. Generally speaking however, use the following weather events:

### Dawn - Precipitation

The caster may create light fog, obscuring all sight beyond 5 feet, including darkvision. Creatures 5 feet away have concealment.

### Noon - Heat

Fortitude save each hour (DC 15, +1 per previous check) or take 1d4 points of nonlethal fire damage.

### Dusk - Wind

Gusts that automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a -2 penalty on ranged attack rolls and on Perception checks.

### Midnight - Cold

Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 points of nonlethal cold damage.



## Weather - Severity 4

**Type** environmental; **Survival DC** 15

---

### DESCRIPTION

---

As is common in the eventide, the weather shifts making the trek moderately more hostile, if not dangerous.

---

### EFFECTS

---

Depending upon the hour of the day or night, the weather type affected may vary. Generally speaking however, use the following weather events:

#### Dawn - Precipitation

Storm will randomly strike a square with lightning, dealing 4d8 electricity damage (Reflex half) to everything in or above that square. This happens once per minute.

#### Noon - Heat

Fortitude save each 10 minutes (DC 15, +1 per previous check) or take 1d4 points of nonlethal fire damage.

#### Dusk - Wind

In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. Ranged weapon attacks and Perception checks are at a -4 penalty.

#### Midnight - Cold

Fortitude save each 10 minutes (DC 15, +1 per previous check) or take 1d6 points of nonlethal cold damage.

## Weather - Severity 5

**Type** environmental; **Survival DC** 15

---

### DESCRIPTION

---

As is common in the eventide, the weather shifts making the trek dramatically more dangerous, if not lethal

---

### EFFECTS

---

Depending upon the hour of the day or night, the weather type affected may vary. Generally speaking however, use the following weather events:

#### Dawn - Precipitation

Storm will randomly strike a square with lightning, dealing 6d8 electricity damage (Reflex half) to everything in or above that square. This happens once per minute.

#### Noon - Heat

1d6 fire damage every minute (no save), and a Fortitude save every 5 minutes (DC 15, +1 per previous check) or take 1d4 nonlethal fire damage.

#### Dusk - Wind

Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames, such as those of lanterns. Ranged weapon attacks are impossible, and even siege weapons have a -4 penalty on attack rolls. Perception checks that rely on sound are at a -8 penalty due to the howling of the wind.

#### Midnight - Cold

1d6 cold damage every minute (no save) and a Fortitude save (DC 15, +1 per previous check) or take 1d4 nonlethal cold damage.

## Witch Light - CR 1

**XP** 400

**Type** magical (illusion); **Perception DC** 10 (or DC 30 to reveal true nature as an illusion)

---

### DESCRIPTION

---

A flickering light about the size of a lantern or torch flame hovers in the distance, obviously in attempts of attracting attention. Whether the light's intentions are for good or evil is unknown.

---

### EFFECTS

---

Often confused with will-o'-wisp, these shimmering lights also tend to lead unwary passersby to their dooms. Witch lights appear as flickering lights resembling lantern or torch flames, but can be seen only with a successful DC 10 Perception check. A result of 30 or higher on the Perception check allows the viewer to identify the witch light as a mirage. The witch light seems to move with the viewer, retreating if the creature moves toward it and following if it moves away. Some witch lights have a mind of their own, or are controlled by malevolent entities, and lead viewers toward specific places—often pits or other hazards, but sometimes treasures or long-buried secrets. Creatures actively following a witch light take a -4 penalty on Perception checks and a -4 penalty on Reflex saves to resist the effects of traps and hazards.

If ignored, resolve the encounter as if successful, rewarding experience as appropriate.

If pursued, roll again on the encounter table (on a result of 100, the witch light leads the party to Standard treasure).



## Chapter 4

# Other Content

## Desert Equipment

Below are useful equipment for PCs and NPCs who traverse desert biomes.

### Filter Scarf

**Price** 5 gp; **Weight** —; **Size** Tiny-sized object

Made of heavy material, this scarf filters out dust, sand, smoke, and other airborne contaminants. When worn over your nose and mouth, this scarf grants you a +1 resistance bonus on saving throws against inhaled poisons and other airborne effects that require breathing.

### Outfit, Eventide

**Price** 50 gp; **Weight**\* 10 lbs.; **Size** Medium-sized object

This outfit has flaps which can tear away or clasp toward the primary garb allowing for additional ventilation or warmth as necessary. When modified for cold-weather, the eventide outfit grants a +5 circumstance bonus on saves vs. cold weather and energy resistance 5 vs. nonlethal cold damage (including nonlethal damage dealt from cold weather). When modified for hot-weather, the eventide outfit grants a +5 circumstance bonus on saves vs. hot weather and energy resistance 5 vs. nonlethal fire damage (including nonlethal damage dealt from hot weather). Changing between cold and hot weather modifications is a full-round action. These bonuses do not stack with those granted by the Survival skill.

\*Weight figures are for outfits sized to fit Medium characters. Outfits fitted for Small characters weigh half as much, and outfits fitted for Large characters weigh twice as much.

## Casting Traditions

The casting tradition below is suitable for both players and NPC's.

### Demonology

This arcane casting tradition is a subdivision of the Blood Magic casting tradition. Not surprising, the demonology casting tradition is found almost exclusively among demonologists, evil outsiders, and fiend-worshipping casters.

**Classes:** Sorcerers and Thaumaturges make thematic demonologists.

**Casting Ability Modifier:** Charisma (or Constitution if higher)

**Drawbacks:** Draining Casting, Mental Focus

**Boons:** Fortified Casting

*Note:* Like the Blood Magic casting tradition, a caster with the demonology casting tradition must use the blood price alternate pricing method when using rituals.

## Martial Traditions

The martial tradition below is suitable for both players and NPC's.

### Janjaweed

A man with a horse and a gun; those who possess this martial tradition generally focus in either mounted combat or with gunmanship.

#### Bonus Talents

Beastmastery sphere (ride) package, Equipment sphere (Firearm Proficiency)

**Variable:** Janjaweed gain either the Barrage and Sniper spheres, or two talents of their choice from the Beastmastery sphere.



*Reminder:* Characters with the Firearm Proficiency (discipline) talent begin play with one of the following firearms in addition to her starting equipment: blunderbuss, musket, or pistol. Her starting weapon is battered, and only she knows how to use it properly. All other creatures treat her gun as if it had the broken condition. If the weapon already has the broken condition, it does not work at all for anyone else trying to use it. This starting weapon can only be sold for scrap (it's worth 4d10 gp when sold).

## Martial Monster Talents & Traditions

The vast majority of creatures in this bestiary utilize martial monster traditions published in *Spheres of Might*, in addition to a number of new martial monster traditions described below. Reminder regarding martial monster traditions: Players who desire to use a martial monster tradition explicitly require GM's approval.

### Barroom Monster Talents

#### Bloodsucker

**Prerequisites:** Barroom sphere, attach or bite natural attack.

Whenever you successfully strike an opponent who possesses a Constitution score with an attach or bite natural attack, you may as a swift action gain the drunk status for a number of rounds equal to your practitioner ability modifier (minimum 1). You may gain the drunk status in this way, even if you lack a Constitution score.

## Martial Monster Traditions

#### Eldritch Knight

Eldritch knights are practitioners who dedicate most of their time into martial prowess, but supplement their training with magical abilities. The eldritch knight tradition is best used on monsters who are primarily martial, but have one single magical or supernatural ability, like warp spiders.

**Bonus Talents:** Your choice of any single talent from the Equipment sphere.

**Variable:** Your choice of Arcane Armor, Armor Training, Shield Training, Unarmed Training, or Unarmored Training.

**Bonus Feats:** Basic Magic Training, Advanced Magic Training

#### Pack Hunter

Pack hunters are practitioners who rarely travel alone, and almost exclusively with others with the pack hunter martial tradition. Lions, velociraptors, and wolves all make great pack hunters.

**Bonus Talents:** Guardian sphere (patrol) package, Warleader sphere

**Variable:** Pack hunters gain either the Athletics or Scout sphere, and one talent of their choice from the corresponding sphere.

#### Parasite

Parasites are practitioners who are usually in it for the long game. They are patient killers who are not in a hurry to drop their foe, but prefer to attach themselves to their foe slowly draining their lifeforce. Leeches and other vermin are the most common parasites, although this tradition may also be fitting for vipers and other disease or poison-ridden animals.

**Bonus Talents:** Boxing sphere, Wrestling sphere

**Variable:** Parasites gain either the Alchemy sphere (poison) package or Scout sphere, and one talent of their choice from the corresponding sphere.

#### Spider

The spider is not necessarily always a vermin, let alone arachnid in appearance, but is any creature who modifies their environment, creating traps for their prey.

**Bonus Talents:** Trap sphere, **Drawbacks** Focused Trapper (dart): Net, Guardian sphere (patrol) package

**Variable:** Spiders gain either the Scout or Wrestling sphere, and one talent of their choice from the corresponding sphere.

**Note:** Despite possessing the (dart) package of the Trap sphere, spiders should almost exclusively use the Net (dart) talent (refluffed as webbing) when laying traps.



## Appendix 1

# Encounter Charts

## Random Encounters

**Frequency** 4 times per day (dawn, noon, dusk, midnight)

**Chance of Encounter** 25-50% dawn, 5-10% at noon, 25-50% at dusk, 5-10% at midnight; Encounter chances are doubled if the PCs are mounted or using a vehicle.

**Table: Random Encounters**

<i>Dawn</i>	<i>Noon</i>	<i>Dusk</i>	<i>Midnight</i>	<i>Encounter</i>
01-02	01-02	01-02	01-02	Elemental (dawn: lightning; noon: magma; dusk: mud, midnight: ice)
03-05	03-05	03-05	03-05	Hazards, traps or weather
-	06-10	-	06-10	Dust digger
06-10	-	06-10	-	Sand stalker
11-15	11-15	11-15	11-15	Hazards, traps or weather
16-30	-	16-30	-	Ankheg
-	16-30	-	16-30	Giant scorpion
31-45	31-45	31-45	31-45	White lotus inquisitors (mixed)
46-55	46-55	46-55	46-55	Hazards, traps or weather
56-70	56-70	-	-	Cinder wolf
-	-	56-70	56-70	Slithering pit
71-85	71-85	71-85	71-85	Caravan travellers (mixed)
86-89	86-89	86-89	86-89	Wastelanders (mixed)
90-92	-	90-92	-	Dinosaur, troodon
-	90-92	-	90-92	Giant solifugid
93-94	93-94	93-94	93-94	Zombie
95	95	95	95	Giant fire beetle
96-99	96-99	-	-	Wizard's shackle
-	-	96-99	96-99	Bat
100	100	100	100	Roll twice on encounter table



**Table: Hazards, Traps, & Weather**

<i>%</i>	<i>Encounter</i>	<i>CR</i>	<i>%</i>	<i>Encounter</i>	<i>CR</i>
01-10	Weather severity 5	-	51-60	Sand Pit, Spiked	2
11-20	Misleading path	3	61-70	Weather severity 3	-
21-30	Weather severity 4	-	71-80	Bad air	1
31-40	Magnetized ore	2	81-90	Sand pit	1
41-50	Plague of flies	2	91-100	Witch light	1





## Appendix 2

# Challenge Ratings

## Hazards & Traps by CR

### CR<sub>1</sub>

Bad air (non-flammable), sand pit, witch light.

### CR<sub>2</sub>

Magnetized ore, plague of flies, spiked sand pit.

### CR<sub>3</sub>

Misleading path.

## Monsters by CR

### CR<sub>1/8</sub>

Bat

### CR<sub>1/3</sub>

Dinosaur (dimorphodon), giant fire beetle, wizard's shackle.

### CR<sub>1/2</sub>

Caravan traveller (coxswain, janjaweed, merchant, mortician), wastelander (brigand, marauder, slaver), white lotus inquisitor (initiate shield-brother), zombie.

### CR<sub>1</sub>

Dinosaur (troodon), giant solifugid, white lotus inquisitor (initiate healer).

### CR<sub>2</sub>

Cinder wolf, slithering pit.

### CR<sub>3</sub>

Ankheg, giant scorpion.

### CR<sub>4</sub>

Dust digger, elemental (ice, lightning, magma, mud), sand stalker.

## Monsters by Type

### Aberration

Dust digger.

### Animal

Bat, dinosaur (dimorphodon, troodon).

### Fey

Caravan traveller (merchant).

### Humanoid

Caravan traveller (coxswain, janjaweed), wastelander (brigand, marauder, slaver), white lotus inquisitor (initiate shield-brother).

### Magical Beast

Ankheg, cinder wolf, sand stalker, wizard's shackle.

### Ooze

Slithering pit.

### Outsider

Caravan traveller (mortician), elemental (ice, lightning, magma, mud), white lotus inquisitor (initiate healer).

### Undead

Zombie.

### Vermin

Giant fire beetle, giant scorpion, giant solifugid.



## Open Game License

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15. COPYRIGHT NOTICE

Open Game License v 1.0a, © 2000, Wizards of the Coast, Inc..

System Reference Document, © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Core Rulebook, © 2009, Paizo Inc.; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Ultimate Spheres of Power © 2019, Drop Dead Studios; Authors: Adam Meyers, Darren Smith, Amber Underwood, Michael Uhland, Michael Sayre, Andrew Stoeckle, Andrew J Gibson, Derfael Oliveira, John Little, Johannes Lubert, Steven Loftus, Jeff Collins

Spheres of Power © 2014 Drop Dead Studios LLC, Author: Adam Meyers

Spheres of Might © 2017 Drop Dead Studios LLC, Authors: Adam Meyers, Ehn Jolly, Michael Sayre, Andrew Stoeckle

Champions of the Spheres © 2017 Drop Dead Studios LLC, Authors: Adam Meyers, Andrew Stoeckle, N. Jolly, Michael Sayre

Player's Guide to Skybourne © 2016 Drop Dead Studios LLC, Authors: Adam Meyers, Mike Myler, David Silver

Ships of Skybourne © 2016, Drop Dead Studios; Authors: Adam Meyers

Skill Challenge Handbook © 2017, Everyman Gaming LLC; Author: Alexander Augunas.

Ultimate Charisma © 2015, Everyman Gaming LLC; Author: Alexander Augunas.

Pathfinder RPG GameMastery Guide © 2010, Paizo Publishing, LLC; Authors: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Horror Adventures © 2016, Paizo Inc.; Authors: John Bennett, Clinton J. Boomer, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, Jim Groves, Steven Helt, Thurston Hillman, Eric Hindley, Brandon Hodge, Mikko Kallio, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Alistair Rigg, Alex Riggs, David N. Ross, F. Wesley Schneider, David Schwartz, Mark Seifter, and Linda Zayas-Palmer.

Pathfinder Roleplaying Game Occult Adventures © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben McFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwalb, Mark Seifter, Russ Taylor, and Steve Townshend.

Pathfinder Roleplaying Game: Ultimate Campaign © 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townshend.

Pathfinder Roleplaying Game: Ultimate Equipment (OGL) © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, Russ Taylor, and numerous RPG Superstar contributors

Pathfinder Roleplaying Game Ultimate Wilderness © 2017, Paizo Inc.; Authors: Alexander Augunas, John Bennett, Robert Brookes, John Compton, Dan Dillon, Steven T. Helt, Thurston Hillman, Eric Hindley, Mikko Kallio, Jason Keeley, Isabelle Lee, Jason Nelson, Stephen Radney-MacFarland, Alex Riggs, David N. Ross, David Schwartz, Mark Seifter, Jeffery Swank, and Linda Zayas-Palmer.

Pathfinder Campaign Setting: Inner Sea Magic © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Nelson, Sean K Reynolds, Owen K.C. Stephens, Russ Taylor.

Pathfinder Companion: Adventurer's Armory © 2010, Paizo Publishing, LLC; Authors: Jonathan Keith, Hal Maclean, Jeff Quick, Christopher Self, JD Wiker, and Keri Wiker.

Pathfinder Player Companion: Adventurer's Armory 2 © 2017, Paizo Inc.; Authors: Jenny Jarzabski, Mikko Kallio, Isabelle Lee, Luis Loza, Joe Pasini, David N. Ross, and Linda Zayas-Palmer.

Pathfinder Player Companion: Alchemy Manual © 2014, Paizo Inc.; Authors: Jason Nelson, Patrick Renie,

and David N. Ross.



Pathfinder Player Companion: Arcane Anthology © 2016, Paizo Inc.; Authors: Alexander Augunas, Steven T. Helt, and David N. Ross.

Pathfinder Player Companion: Bastards of Golarion © 2014, Paizo Publishing, LLC; Authors: Judy Bauer, Neal Litherland, Ryan Macklin, and David N. Ross.

Pathfinder Player Companion: Blood of the Sea © 2017, Paizo Inc.; Author: Amber E. Scott.

Pathfinder Player Companion: Healer's Handbook © 2016, Paizo Inc.; Authors: Alexander Augunas, David N. Ross, and Stephen Rowe.

Pathfinder Player Companion: Pirates of the Inner Sea © 2012, Paizo Publishing, LLC; Author: Amber E. Scott.

Pathfinder Player Companion: Quests & Campaigns © 2013, Paizo Publishing, LLC; Authors: Amanda Hamon and David N. Ross.

Pathfinder Adventure Path #82: Secrets of the Sphinx © 2014, Paizo Inc.; Authors: Amber E. Scott, with Michael Kortez, Amber E. Scott, David Schwartz, Russ Taylor, Greg A. Vaughan, and Larry Wilhelm.

Pathfinder Roleplaying Game Bestiary © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2 © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K. Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3 © 2011, Paizo Publishing, LLC; Authors

Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob

McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ

Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4 © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K. Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary 5 © 2015, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, John Bennett, Logan Bonner, Creighton Broadhurst, Robert Brookes, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Thurston Hillman, Eric Hindley, Joe Homes, James Jacobs, Amanda Hamon Kunz, Ben McFarland, Jason Nelson, Thom Phillips, Stephen Radney-MacFarland, Alistair Rigg, Alex Riggs, David N. Ross, Wes Schneider, David Schwartz, Mark Seifter, Mike Shel, James L. Sutter, and Linda Zayas-Palmer.

Pathfinder Roleplaying Game Bestiary 6 © 2017, Paizo Inc.; Authors: Robert Brookes, Benjamin Bruck, John Compton, Paris Crenshaw, Adam Daigle, Crystal Frasier, James Jacobs, Thurston Hillman, Tim Hitchcock, Brandon Hodge, Jason Keeley, Isabelle Lee, Jason Nelson, Tim Nightengale, F. Wesley Schneider, David Schwartz, Mark Seifter, Todd Stewart, Josh Vogt, and Linda Zayas-Palmer.

Pathfinder Roleplaying Game: Bonus Bestiary © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn.

Sand Stalker from the Tome of Horrors Complete, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Authors Scott Greene and Erica Balsley.

Wizard's Shackle from the Tome of Horrors Complete, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene. Designation of Product Identity:

Sphere Bestiary: Desert Encounters, © 2020, Drop Dead Studios; Authors: Derfael Oliveira

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.) Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Drop Dead Studios game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

All Content is Copyright Drop Dead Studios 2012-2020.



# Spheres Bestiary: Desert Encounters

Through the sand-buried ruins and glittering oasis, the deserts host all manner of creatures and individuals, from cinder wolves to wasteland slavers, or even the harsh desert itself. Sphere Bestiary: Desert Encounters has everything you need to build your adventures through the sands for level 1-4 characters.

For Pathfinder 1st edition and the Spheres of Power and Spheres of Might systems.

Best with the Skybourne Campaign Setting!

DROP DEAD STUDIOS