

Sphere's Bestiary: Desert Encounters



Spheres Bestiary: Desert Encounters

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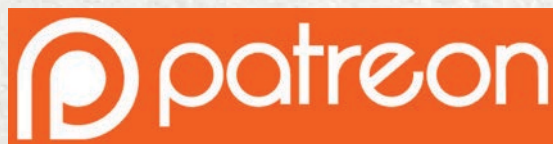
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Chapter 1

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 - CR 4

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) - CR 1/3

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 - CR 1

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 deflated (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



BrinLee

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 Survival 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

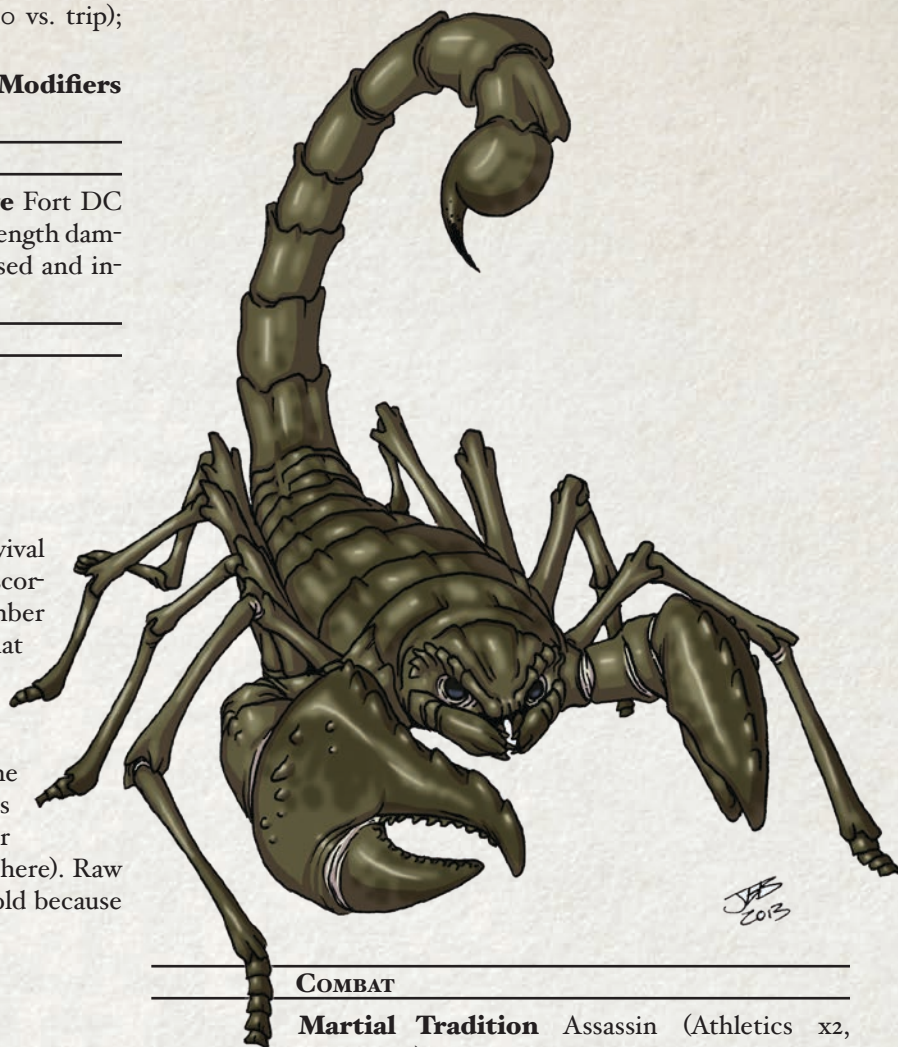
OFFENSE

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 - CR₄

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_{1/2}

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'-wisps, 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

CR₁

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

CR₂

Magnetized ore, plague of flies, spiked sand pit.

CR₃

Misleading path.

Monsters by CR

CR_{1/8}

Bat

CR_{1/3}

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

CR_{1/2}

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

CR₁

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

CR₂

Cinder wolf, slithering pit.

CR₃

Ankheg, giant scorpion.

CR₄

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.

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