



# THE COSMIC CAPTIVE

By Matt Duval



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## HOW TO PLAY

*Pathfinder Society Scenario #8-00: The Cosmic Captive* is a Pathfinder Society Scenario designed for 1st- through 11th-level characters (Tier 1-11; Subtiers 1-2, 3-4, 5-6, 7-8, and 10-11). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at [paizo.com/pathfinderSociety](http://paizo.com/pathfinderSociety).



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## GM RESOURCES

This adventure makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder Campaign Setting: Technology Guide* (TG), *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Ultimate Equipment* (UE), *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Bestiary 4*, *Pathfinder RPG Bestiary 5*, and *Pathfinder RPG NPC Codex*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Document at [paizo.com/prd](http://paizo.com/prd), and the relevant rules from the bestiaries and codices are reprinted at the back of the adventure in Appendices 2-6 for the GM's convenience.



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# THE COSMIC CAPTIVE

By Matt Duval



For ages, eight elemental lords—four tyrannical and four benevolent—clashed for control over each of the Elemental Planes. Evenly matched, they established an uneasy equilibrium that might have continued for eternities. However, the Brackish Emperor Kelizandri concocted an alliance with his three evil counterparts. Together, they isolated and attacked each of the good-aligned elemental lords, sealing them within nearly indestructible gemstones. They hid these far from the Elemental Planes, and zealous servants of the evil elemental lords have guarded the artifacts ever since.

The *Untouchable Opal*, which contains the Duke of Thunder Ranginori, has remained sealed deep below ground in several different realms over the eons, yet the catastrophic failure of the demiplane that had housed it for millennia recently forced Ayrzul's servants to seek a new vault. Believing the vacuum of space would be the best defense against any agents of air that might seek Ranginori's release, these servants deposited the *Untouchable Opal* within the asteroid known as Aucturn's Tear, whose eccentric orbit hurtles it through Golarion's solar system once every 56 years. In fact, this asteroid was once part of Iovo, one of the two demolished planets that now form the Diaspora asteroid belt.

Although these earth-aligned guardians—with handfuls of fire- and water-affiliated allies, whose patrons also played a role in creating Ranginori's prison—have toiled for years to build an impregnable fortress, many years remain before their work is finally complete. In the meantime, the *Untouchable Opal's* defenses are relatively weak. As if sensing this weakness, Ranginori has strained against his prison, causing the artifact to emit copious gas and vapor that the asteroid's feeble gravity cannot retain; as a result, the easily overlooked asteroid now glows like a comet in Golarion's nighttime sky, and mortal scholars throughout the solar system have marveled at the strange visitor and what it might portend. Not content to wait for his rescue, Ranginori has even managed to open short-lived gateways to nearby worlds as the asteroid hurtles past the inner planets,

## WHERE ON GOLARION?

*The Cosmic Captive* begins in the Cairnlands on the Isle of Kortos. From there, the adventure travels to the stars and a nearby asteroid. For more information about Absalom and for additional information about locations beyond Golarion, see *Pathfinder Campaign Setting: The Inner Sea World Guide*, *Pathfinder Chronicles: Guide to Absalom*, and *Pathfinder Campaign Setting: Distant Worlds*, available in book stores and games stores everywhere and online at [paizo.com](http://paizo.com).

### Absalom



drawing an eclectic array of unlikely—and sometimes unwitting—liberators. So far, the elemental guardians have slain most of the trespassers.

Over the past several months, Society scholars have tracked the asteroid's approach and luminous transformation, and Pathfinders have uncovered signs of turmoil resonating from the Planes of Air and Earth. Observers from the city of Arl tracked the asteroid as it passed Akiton and sent their findings to the Grand Lodge. The Society also exchanged reports with Queen Telandia of Kyonin, whose Sovyrian scouting party made a brief foray through a gateway and found semi-habitable conditions and hostile creatures. Having refined these discoveries with magical divinations, the Society's leaders strongly believe some powerful and benign remnant from the multiverse's earliest days remains

trapped on Aucturn's Eye and seeks help. They have further predicted that several gateways to the asteroid might appear as it passes Golarion, and by creating the proper beacon, the Pathfinders can attempt to encourage this unknown entity to send a gateway to them rather than create one in a random location.

## SUMMARY

The adventure begins in the Cairnlands outside Absalom, in the shadow of the Spire of Nex. The Society's Master of Spells Sorrina Westyr shares news of the mysterious asteroid and the strange gateways appearing throughout the solar system. She announces the Society's intent to summon one such portal (repurposing the Spire of Nex as an improvised beacon), travel through it, and determine what entity has been calling out for help.

Beyond the gateway, the Pathfinders find themselves on Aucturn's Tear, where they must fend off guardians in order to establish a beachhead. From there, groups of Pathfinders explore three different passages to the asteroid's interior and the sequestered prison. The PCs can directly assault the Vault Entrance in the depths of the crater, venture into the scorching heat of the asteroid's sunward side where the reanimated crew of a crashed starship awaits, or explore a crystalline forest and frozen city on the asteroid's dark side where a vengeful army of water creatures awaits freedom.

Once the agents have secured the Vault Entrance, they enter the Vault, an enormous spherical chamber hollowed out from the asteroid's interior, within which a swarm of earth and metal fragments strain to contain the *Untouchable Opal*. The PCs must traverse these jagged platforms and overcome Ayrzul's minions in order to secure the artifact. Desperate to defend the opal, Ayrzul dispatches a team of mercenaries led by a powerful oni to retake control of Aucturn's Tear. Once the Society's agents best these soldiers, they can escape back to Golarion with Ranginori's prison.

## RUNNING THE EVENT

*The Cosmic Captive* is meant to accommodate varying house sizes (from 5 tables up to 150+ tables). In order to facilitate a more cohesive process for seating players at larger events, the introduction and player mustering phases are built into the scenario during Part 1. There is no requirement to have everyone seated before players actually begin Part 1, and Table GMs should be ready to start as soon as four or more players have been seated at their table.

Because of the nature of mustering, there may be a situation where players need to be moved from one table to another in order to achieve minimum numbers or table balance. If players whose tables are already underway are asked to move, the Table GM should encourage them to

bring along any information they may have discovered at their initial table and share it with their new table.

This adventure also features several spells and items that are especially useful when adventuring in outer space. These are reprinted for the Table GMs' reference in Appendix 1.

## GLOSSARY OF TERMS

*The Cosmic Captive* uses several terms unique to the Pathfinder Society Special format as listed below. Each participant's role in the event is outlined under the respective entry.

**APL:** This term indicates the Average Party Level for a participating table.

**House:** All the PCs participating in the adventure across all subtiers.

**HQ Staff:** These are support personnel who tabulate results and handle player table assignments at the beginning of the event. Members of the HQ Staff are responsible for managing the results of table actions during the event.

**Part:** This event is broken into three separate segments. To a degree, each individual table can move through encounters at its own pace, but the entire House starts and ends each part simultaneously to ensure the stage of play remains synchronized across the entire House.

**Overseer GM:** This Game Master manages the timing, scoring, and flow of the event. In addition, she makes announcements about the amount of time remaining and events that impact the entire House, as well as presenting the opening and closing scenes for the adventure. The Overseer GM should have some means of signaling to the entire room, especially Table GMs, who are her liaisons to the players. This may be a bell or other auditory signal that can cut through the din of a room full of excited players, or it could be a visual signal like a flashing light or waving flag. The Overseer GM should inform all Table GMs what this signal is prior to the event's start and ensure that they are all positioned to be able to see or hear it during the event.

The Overseer GM should take a count of how many tables are playing Subtier 10–11, as this affects when certain events trigger during Part 2 of the adventure.

**Table GM:** These GMs each manage a single table of players. Tables are run exactly like one would run a standard Pathfinder Society table, with the following exceptions. Table GMs must follow the timing of the event as set by the Overseer GM. Whenever the Overseer GM announces the end of a part, that part is finished for all tables, and the Table GMs must follow the instructions for getting the PCs to the next part in the scenario. Likewise, if a Table GM has a group that finishes the part before the Overseer GM calls time, she must notify the

Overseer GM. Every Table GM should make a special note of her table's average party level (APL) as calculated in the Pathfinder Society Roleplaying Guild Guide. In addition to the Table GM determining the appropriate subtier to use for each encounter, the adventure sometimes uses the table's APL to determine several important skill and saving throw DCs.

**Runner:** For smaller events (30 tables or fewer), each table should nominate one player to be a Runner. These players will be responsible for delivering notes from their Table GMs to the HQ Staff and vice versa.

**Courier:** For larger events, the HQ Staff will need to provide some extra volunteers to wander among the tables and collect notes that report successes from the various tables.

## TIMELINE

*The Cosmic Captive* is designed to take less than 5 hours, not including mustering. Each section transitions automatically after a certain amount of time passes, though Part 1 is somewhat flexible based on mustering needs. The following is a measure of how long each part should last.

**Part 1:** 15 minutes (or longer, if mustering requires)

**Part 2:** 150 minutes

**Part 3:** 105 minutes

## STARTING THE EVENT

As the event begins, players are permitted approximately 15 minutes for mustering, during which they may introduce themselves and learn some of what's going on. The HQ Staff should ensure that everyone is properly seated as quickly and orderly as possible.

As mustering begins, the Overseer GM, speaking as the Pathfinder Society's Master of Spells Sorrina Westyr, should read the following:

"Pathfinders—welcome and well timed. Please, make your ways to the designated safe areas quickly and carefully, and please mind the wards. Try to keep the paths clear, as we have some very delicate equipment coming through. I have some amazing discoveries to share in just a few more moments."

## PART 1: COUNTDOWN TO DEPARTURE

After several weeks of study and collaboration with allies on Golarion and beyond, the Pathfinder Society has gleaned enough about the mysterious portals to Aucturn's Tear that the Society's spellcasters believe they can summon and sustain one such gateway. Sorrina Westyr has called every available agent in preparation for an expedition in force to explore the distant site and uncover what entity is behind these strange events

## SKILLS AND SAVES

The Difficulty Class of many of this adventure's skill checks and saving throws varies by subtier. Typically these scaling DCs appear in the more exploration and role-playing focused encounters in Parts 2 and 3. Each such check is defined as Easy, Average, or Hard. The corresponding DC for each of these checks in a given subtier appears in the table below.

### Skill Check DCs

Subtier	Easy	Average	Hard
1-2	12	15	18
3-4	14	17	20
5-6	16	20	24
7-8	18	23	28
10-11	21	27	33

### Saving Throw DCs

Subtier	Easy	Average	Hard
1-2	10	11	13
3-4	11	13	15
5-6	13	15	17
7-8	15	17	19
10-11	17	20	23

throughout the solar system. In order to attract the alien entity's attention, the Society has made its preparations in the shadow of the Spire of Nex, exploiting its powerful magic aura to amplify the Pathfinders' own magical call. The Society has secured the surrounding area in order to prevent any outside interference during the course of this undertaking.

As players arrive for muster, Table GMs should read the following to orient them.

Starlight brightens the grassy plain surrounding the immense Spire of Nex. Overhead, a comet lazily streaks across the night sky. Heavily armed patrols guard the perimeter, and the shadow of great wings occasionally blots out the stars. Sharp flashes of amethyst light, quick shouts, and chanting briefly periodically rise above the waiting crowd's chatter as spellcasters hurriedly construct and maintain crackling wards. These efforts revolve around a thirty-foot-tall upright gleaming metal ring constructed at the Spire's base.

While players muster and find their seats, those already gathered may introduce themselves, trade war stories, or make skill checks to see if they know anything about what's going on. While many have heard pieces of what's happening, few have been privy to the full details. The PCs may attempt any of the following skill checks while time remains to learn more about the coming expedition.



Vendors also wander the area, allowing the PCs to purchase any last-minute supplies they may need; these merchants clear away as Part 1 ends. All PCs should be made aware they are traveling beyond Golarion's atmosphere and into a potentially low-gravity environment.

In addition, the Society has put together caches of supplies—the details of which appear in Appendix 1 on page 52—to help Pathfinders trapped in hostile conditions make it back in one piece. Each PC receives two pouches of air crystals, a *potion of endure elements*, and one *snapleaf*. In addition, each group in Subtier 1–2 receives a *wand of cure light wounds* (10 charges), and each group in Subtier 3–4 receives a *wand of cure moderate wounds* (5 charges). Finally, a PC may purchase *planetary adaptation* (CL 11th) as a spellcasting service for 1 Prestige Point, with its duration beginning at the start of Part 2.

## DIPLOMACY (GATHER INFORMATION)

Based on the results of a Diplomacy check to gather information, the PCs might hear rumors of the Society's latest activities related to this gathering. Each PC recalls all the information with a DC that is less than or equal to the result of her check.

**DC 12+:** Absalom is all abuzz with numerous and colorful tales about the sudden appearance of a new light in the night sky. Fortunetellers and doomsayers crowd the streets, shouting stories and warnings of what this portends.

**DC 17+:** Messengers have been arriving in the Grand Lodge from around the Inner Sea with tales of strange gateways appearing around the world. Scholars have attended closed-door meetings with Master of Spells Sorrina Westyr to discuss this phenomenon as well as a sudden upheaval in the Elemental Planes.

**DC 22+:** An ambassador from the elves of Kyonin met with members of the Decemvirate. Shortly afterward, the Society's leaders commissioned scribes to copy a number of elven scrolls concerning the solar system and interplanetary travel.

**DC 27+:** The Society has gathered a number of rare Numerian relics related to survival in airless environments. Additionally, the Society recently recovered fragments from a broken *aiudara* (also known as an elfgate) and shipped them to the Cairnlands north of Absalom.



## KNOWLEDGE (ARCANA) OR KNOWLEDGE (HISTORY)

Based on the results of a Knowledge (arcana) or Knowledge (history) check, the PCs might know the significance of the Spire of Nex. Each PC recalls all the information with a DC that is less than or equal to the result of her check.

The PCs may know the significance of the Spire of Nex and what it might be used for.

**DC 10+:** The Spire of Nex is a mile-high column of smooth grey stone a few hours north of Absalom. The Archmage Nex constructed the Spire during his unsuccessful siege of Absalom in 166 AR.

**DC 20+:** The Spire has no obvious entrances on any surface, but is said to have contained Nex's armies. The building seems to bend both space and magic around itself.

## KNOWLEDGE (GEOGRAPHY) OR PROFESSION (ASTRONOMER)

Based on the results of a Knowledge (geography) or Profession (astronomer) check, the PCs might know more about a new comet in the sky. Each PC recalls all the information with a DC that is less than or equal to the result of her check.

**DC 10+:** A new comet appeared several months ago. It does not match any known comets, and its trajectory seems highly irregular.

**DC 15+:** The comet recently traveled past Akiton, and it should travel past Golarion within the next 24 hours. Initial observations showed it was rotating slowly, but it has now stopped spinning altogether.

**DC 20+:** The comet is venting a tremendous amount of air, rather than the ice crystals and water vapor normally associated with such objects. A shallow atmosphere has formed around the celestial body.

**DC 25+:** The comet is actually an asteroid known as Aucturn's Tear, a piece of the Diaspora asteroid belt. Aucturn's Tear passes through the solar system every 56 years, but according to records and eyewitnesses, it has never shone so brightly before.

## DOORWAY TO THE STARS

Shortly after mustering is complete and the players have introduced themselves, Part 1 comes to an end. The Overseer GM, speaking as Master of Spells Sorrina Westyr, reads the following aloud to transition to Part 2.

*Sorrina Westyr, the Pathfinder Society's returning Master of*

Spells, hurriedly concludes conversations before stepping onto the platform in front of a giant metal ring the Society has constructed. The starlight glimmers in her crystalline white hair, though her obsidian oread features are visible only in flashes from the nearby glowing wards.

"I thank you all for traveling here on such short notice, Pathfinders. A unique opportunity has come to us from the stars. The asteroid Aucturn's Tear quietly travels our solar system once every fifty-six years. For the first time it now flares with brilliance. We have learned this phenomenon is the work of an entity trapped on Aucturn's Tear and, whatever this being is, it is calling out for help. We do not know its intentions, yet it is in our interest to learn more. If it is benevolent, it may prove a powerful ally and friend to the Society if we can free it. If it is malevolent, then we will do what we can to ensure it stays sealed away where it can do no harm.

"As it approaches planets, the entity has opened gateways in magic-dense regions, as if calling out to powerful champions that might come to its aid. Based on our calculations, the first of these gateways on Golarion should appear in a matter of minutes, and we have gathered in this magically infused site to draw the portal here and stabilize it, allowing us to travel to the asteroid ourselves. Our observations show billowing clouds pouring out from three locations on Aucturn's Tear. These both create a livable environment we can navigate as well as provide three entrances to the asteroid's interior so that we can find the source of these events. The first entrance is at the base of an enormous crater, where there are monumental fortifications—likely making that the most difficult approach. The second plume is coming from the remnants of a frozen fortress, which could contain incredible secrets in its own right. The third plume is coming from the sunward side of the comet and is issuing from a number of lava tubes. Our observers also spotted the wreck of a metal craft near there.

"This will be an unusual environment, so prepare for unusual conditions: extreme temperatures, low-gravity, and airless pockets are likely. Everyone should have received a package of supplies to assist in managing these hazards. While the gateway should remain stable, a contingent of conjurers is staying here to monitor it, and additional teams are on standby to provide escape routes to extradimensional shelters in case of complications. Perhaps most importantly, we've ringed this area with defenses to prevent any outside interference with this expedition, and the bronze dragon Ahelvetinn has agreed to keep watch in case any evil attempts to escape through the gateway into Golarion."

The Spire of Nex begins to hum, the vibrations creating a stomach-churning resonance as a pinpoint of light appears in the center of the portal ring and begins to grow.

Sorrina Westyr shouts to be heard over the deafening noise, "It's beginning! Be ready to move through and split into teams to investigate each of the three possible approaches. Once we're inside we can regroup and compare notes."

The metal of the portal ring incandescens, and a blast of freezing air pours out as the gateway opens. The place beyond is a field of jagged grey stone, and once several dozen Pathfinders step through, the earth itself springs to life in the form of countless elemental creatures that swarm toward the gate. From further in, a terrible draconic roar accompanies the appearance of a flight of crystalline dragons sweeping out from the lip of a crater.

"Secure the gate! Do not let any of them through!" Westyr shouts as she sends a lance of swirling black and white energy into one of the wyrms, sending it careening end over end as the forces meet.

## PART 2: THE MANY PERILS OF AUCTURN'S TEAR

The Society has succeeded in drawing the attention of Ranginori and created a stable gateway to travel to Aucturn's Tear, but not unnoticed. The guardians of the *Untouchable Opal* quickly respond to drive away the interlopers. In this part, the PCs must secure a beachhead before splitting up to investigate the three possible entrances to the asteroid's interior. Pathfinder messengers travel between the teams, keeping everyone informed of the Society's progress, and Sorrina Westyr may magically address the entire House when necessary. The players should be able to see an overland depiction of Aucturn's Tear as they explore, either projected on a wall or as a handout at the table (in which case, you should cover up all the sections except the Crater, Frozen City, and Sea of Light).

Aucturn's Tear was originally airless and frozen, with a rotation perpendicular to its path of orbit. Ranginori's struggles created a limited atmosphere that trails behind the asteroid as a comet tail and extends 500 feet in each other direction. Creatures that move beyond that enter the vacuum of space. Ayrzul recently halted the asteroid's rotation to freeze a group of rebellious water elemental guardians, causing the dark side to freeze and the sunward side to bake. Sensing strife, Ranginori redoubled his struggles and built up air pressure inside the sealed complex, causing many of the barriers to burst under the strain, leaving passages accessible that the guardians had not intended. The defenders have focused their efforts on sealing the Crater, the biggest breach in their defenses, so hostile forces there are much more powerful and concentrated. The Frozen City faces out to the void. There, servants of Kelizandri under the leadership of the noble marid Zhaleh of the clan Tiamezi, guarded this location, but Zhaleh staged a revolt when Ranginori's struggles began. Powerful solar radiation bathes the Sea of Light on the sunward side, and provides a home to creatures of fire.



## Aucturn's Tear



Upon arrival, the Pathfinders only have access to the Crater (area B), Frozen City (area D), and Sea of Light (area F). The fortress's defenses ward against teleportation further into the complex.

As the Pathfinders explore Aucturn's Tear, they gain access deeper into the interior. The Frozen City leads to the Ice Reservoir (area E) and from there to the Vault Entrance (area C). The Sea of Light leads to the Labyrinth of Flame (area G) and from there to the Vault Entrance. The Crater leads directly to the Vault Entrance, and there Pathfinders may secure a means of quick transportation to and from the other areas. Once the Vault Entrance is secure and the House has claimed three other regions, Part 3 begins and the Vault (area H) becomes accessible.

### A. ASTEROID SURFACE

The gateway that the Pathfinders open outside Absalom connects to Aucturn's Tear on the ridge just outside the immense impact crater (Area B). The gateway is between the dark and bright sides of the asteroid and maintains a comfortable temperature and normal lighting. This

region was once part of the planet Iovo's crust, and broad rocky stripes crisscross the landscape, displaying countless stratigraphic layers.

**Creatures:** Ayrzul's servants patrol the area and are on high alert after a number of prior failed incursions. Once the Society's gateway opens, they ferociously swarm toward the portal to drive the Pathfinders back to Golarion at all costs. For the purpose of this encounter, the mephits' fast healing operates so long as they're in contact with the asteroid, thanks to its strong connection to the Plane of Earth.

### SUBTIER 1-2 (CR 3)

#### SMALL EARTH ELEMENTALS (2)

CR 1

hp 13 each (*Pathfinder RPG Bestiary* 122, see page 56)

### SUBTIER 3-4 (CR 5)

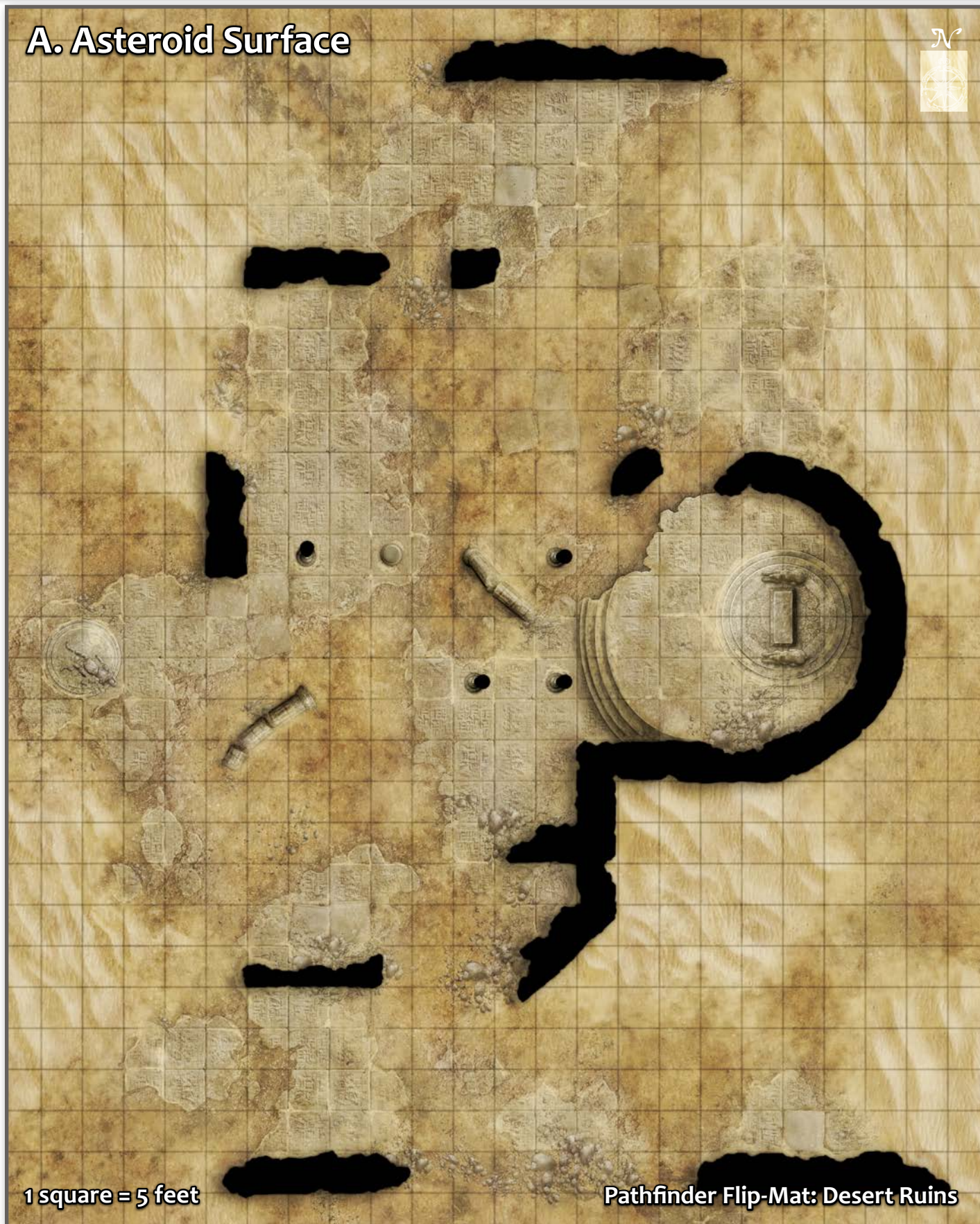
#### EARTH MEPHIT

CR 3

hp 19 (*Pathfinder RPG Bestiary* 202, see page 66)



## A. Asteroid Surface



1 square = 5 feet

Pathfinder Flip-Mat: Desert Ruins



## GRAVITY AND VACUUM

Aucturn's Tear is tied to the Elemental Plane of Earth and has stronger gravity than other objects its size, but it is still only one-fifth that of Golarion. PCs can jump five times as high and lift five times as much as normal, and projectiles have their range categories quintupled. Reduce the die size of damage dealt by falling to 1d4. Certain effects such as elemental interactions (see Elemental Manifestations on page 11) and areas may have different gravity. Creatures in a region of high gravity weigh twice as much, move at half speed, can jump only half as far, and can lift half as much. Their projectiles' range increments are halved, and the die size of damage dealt by falling to 1d10. A creature under the effects of *freedom of movement* can ignore the personal effects, but projectiles remain affected.

500 feet above the asteroid, and certain areas inside, are in hard vacuum. Characters that enter hard vacuum immediately begin to suffocate (*Pathfinder RPG Core Rulebook* 445), and become depressurized, taking 3d6 points of damage each round (no save). Sound is muffled as per a *silence* spell.

### MEDIUM EARTH ELEMENTAL CR 3

hp 34 (*Pathfinder RPG Bestiary* 122, see page 65)

### SUBTIER 5-6 (CR 7)

### MEDIUM EARTH ELEMENTALS (2) CR 3

hp 34 each (*Pathfinder RPG Bestiary* 122, see page 65)

### ADVANCED GARGOYLE CR 5

hp 42 (*Pathfinder RPG Bestiary* 137, see page 74)

### SUBTIER 7-8 (CR 9)

### ADVANCED GARGOYLES (2) CR 5

hp 52 each (*Pathfinder RPG Bestiary* 294, 137, see page 74)

### HUGE EARTH ELEMENTAL CR 7

hp 95 (*Pathfinder RPG Bestiary* 122, see page 82)

### SUBTIER 10-11 (CR 12)

### ADVANCED GREATER EARTH ELEMENTAL CR 10

hp 162 (*Pathfinder RPG Bestiary* 294, 123, see page 98)

### CLAY GOLEM CR 10

hp 101 (*Pathfinder RPG Bestiary* 159, see page 99)

**Development:** Once the PCs conclude this encounter, they can travel to any of the three major entrances and

begin exploring; do not report a success to HQ Staff, and the table does not need to wait for any signal from the Overseer GM to continue their adventure. Make it clear to the players that heightened activity around the crater makes that route more dangerous—a good choice for groups seeking a challenge, but a difficult path for less confident teams.

## TABLE GM INSTRUCTIONS

During this part of the adventure, the PCs travel on and under the surface of one corner of Aucturn's Tear. Table GMs should take on the role of an NPC in a leadership role advertising the different directions the teams might go and the possible hazards each route offers so the players can make an informed choice.

During Part 2, the PCs can choose to advance directly into the Crater (area **B**), and meet the guardians head-on. The area is visibly swarming with defenders and encounters there are combat-oriented and much more deadly than the other routes.

The PCs may instead choose to explore the Frozen City (area **D**) on the asteroid's dark side. While combat encounters are present, the challenges here are designed with exploration and diplomacy in mind.

The third choice available to the PCs is the Sea of Light (area **F**). This route combines a mix of exploration and combat, with a number of environmental hazards. PCs versed in advanced technology may be especially interested in exploring the wreck of the metal craft on this route.

**Navigating Aucturn's Tear:** This small portion of Aucturn's Tear is 10-15 miles across, with uneven terrain. Traveling from one area to another takes 2d10+10 minutes for PCs walking and moving from one encounter to another takes 1d6+4 minutes. Over the course of the adventure, the PCs explore and discover other sections of the defenses surrounding the *Untouchable Opal's* vault: the Vault Entrance (area **C**), the Ice Reservoir (area **E**), and the Labyrinth of Flame (area **G**). After securing the Vault Entrance, the Pathfinders gain access to a much faster method of travel that allows them to freely travel to any accessible area if time still remains in Part 2.

Each district can have one of three conditions

**Undiscovered:** The area is not yet visible on the provided map, and PCs cannot explore the location. Every area except the Crater, Frozen City, and Sea of Light begins with this status.

**Discovered:** The district is visible on the map and is available as a location that the PCs can explore.

**Claimed:** When Table GMs report a number of successes in a district equal to the number of tables, the Pathfinders have explored enough of the district that it is now considered safe. When a district is claimed, all adjacent, undiscovered districts change their status to discovered.



**Reporting Successes:** During Part 2, it is important to report each successfully completed encounter to HQ Staff and to indicate the elemental affinity of the region where the encounter took place.

**Clues:** In areas **B2**, **C2**, **D2**, **E3**, and **G1**, the PCs can acquire one or more clues. These represent enemy intelligence and barely perceptible guidance from Ranginori from deep inside the Vault. Keep track of how many clues the PCs acquire; during Part 3, each Table GM will report the number of clues her table recovered (see the Table GM instructions for Part 3 on page 42).

**Elemental Manifestations:** The elemental lords Ayrzul, Ymeri, and Kelizandri invested a portion of their power in defending this place and preventing Ranginori's escape. As the Pathfinders report successes in different locations, they anger the demigods themselves, prompting supernatural responses. Each area in Part 2 has an elemental affiliation, and when the House reports enough successes of a given type, with effects as noted below. Table GMs should include descriptions of the terrain and environment itself radiating hostility as that elemental lord's power manifests.

**Earth Event:** Fire and Water locations are set to normal gravity for 5 rounds. Gravity shifts in Earth locations, throwing creatures without the earth subtype up and then down and knocking them prone. This deals 1d6 falling damage in Subtier 1–2, 2d6 in Subtier 3–4, 4d6 in Subtier 5–6, 6d6 in Subtier 7–8, and 10d6 in Subtier 10–11; a successful Average Reflex save halves this damage and does not knock the PC prone. Gravity is twice normal in Earth areas for 5 rounds afterward.

**Fire Event:** Earth locations become sweltering. Creatures without fire resistance must succeed at an Average Fortitude save or become fatigued until the end of the next encounter. Water locations, if frozen, begin to warm, staying a comfortable temperature for the duration of the encounter. Liquid water in Water locations warms rapidly over 4 rounds, finally boiling during the fifth round; this deals 1d6 fire damage to creatures in contact with the water and, fully submerged creatures take damage equal to 1d6 damage times the APL. Fire locations become volcanically active, showering each creature with lava at the end of the next combat round. This deals 1d6 fire damage in Subtier 1–2, 2d6 in Subtier 3–4, 4d6 in Subtier 5–6, 6d6 in Subtier 7–8, and 10d6 in Subtier 10–11. PCs that succeed at an Average Reflex save halve the damage.

**Water Event:** Earth and Fire locations experience light rain for 5 rounds; this qualifies as touching water for abilities like water mastery. Creatures with the fire subtype gain the sickened condition. Water locations experience a one-round flash flood. The water rushes in from a random direction (roll 1d8 to determine the direction) and strikes each creature as a bull rush with

## INCORPORATING ADVENTURE CARD GUILD

*The Cosmic Captive* is the first interactive special event to integrate the two Pathfinder Society programs—the Roleplaying Guild and the Adventure Card Guild—into one giant adventure. Roleplaying Guild and Adventure Card Guild successes both impact the House, and both types of tables are added together to determine how many successes are needed to claim regions or trigger an elemental manifestation. Count each Card Guild success as two successes for scoring.

The rules for the Adventure Card Guild portion of the adventure are included as part of *Pathfinder Adventure Card Guild Special: The Cosmic Captive*.

Combat Maneuver Bonus equal to 5 + twice the APL. Creatures moved by this effect damage equal to 1d6 + the APL and are knocked prone. Creatures that succeed on an Average Reflex save halve the damage and negate the prone condition. Creatures flying at least 5 feet above the ground are unaffected. Water locations are partially submerged for 5 rounds and all squares are treated as difficult terrain during that time.

**Other Special Conditions:** During Part 2, there are several other announcements the Overseer GM might make, providing the PCs with special benefits: Allies, Engines, Spells, or Transport. If using an interactive map, the Overseer should also post a sign that the respective benefit is in play.

**Allies Benefit:** The House has freed a rebellious marid and her aquatic allies. During one encounter, the PCs may call upon one of the creatures that appears in encounter **D1** in their subtier to appear during an encounter and fight alongside the Pathfinders.

**Engines Benefit:** When the vercete spaceship's engines fire, they resume the asteroid's rotation and begin to normalize the surface temperatures (i.e. in areas **D** and **F**). Some of the creatures in these areas gain the sickened condition as noted in their individual encounter entries.

**Spells Benefit:** When the Overseer GM as Sorrina Westyr announces the final defeat of the ravener flight, Pathfinder healers, spellcasters, and other assistants pour out to the front lines to provide aid. This provides each table the following two benefits:

- Each table receives a pool of healing points equal to 10 times its APL (minimum 20). Between encounters, the players can spend points from this pool to heal their characters on a 1-for-1 point basis.
- At the start of one encounter during this adventure, the players can activate this ability to grant each of their PCs the benefits of *haste*, *fly*, and *endure elements* for 11 rounds.

*Transport Benefit:* When the Overseer GM as Sorrina Westyr announces the final defeat of the xiomorn, Pathfinder agents gain a one-time ability to travel from one region to another almost instantaneously. The PCs might use this to escape an encounter, but they can also use it to travel to any discovered or claimed region without expending valuable minutes and ongoing spell effects. Furthermore, reduce the damage dealt by radiation effects each round in area C by 5 (minimum 0).

## OVERSEER GM INSTRUCTIONS

The responsibilities of the Overseer GM are tallying the number of successes reported and relaying information when a new area is accessible or controlled. During Part 2, the House's goal is to claim the Vault Entrance (area C) as well as at least three other regions. Due to the abstract nature of the map and event, the Overseer GM adheres to a simple set of rules when adjudicating the status of different districts.

During play, Table GMs will report successfully completed encounters in regions associated with a particular element (earth, fire, or water)

**Tracking Successes:** During play, Table GMs will regularly report successfully completed encounters in regions associated with a particular element: earth, fire, or water (hereafter referred to as Earth successes, Fire successes, and Water successes). The Overseer GM should keep a separate tally for the number of successes earned for each element, for these both help the House take control of large regions as well as trigger special effects known as elemental manifestations. In addition, a Table GM might report a Special elemental success, such as a Special Earth success. This tracks a special condition that can affect the entire House once enough of that success is reported. When a Special success is reported, treat it like a standard success for that element, but also keep a tally of how many times that type of success has been reported. In addition to Special Fire successes and Special Water successes, there are also Special Dragon and Special Ghost successes—these are two different types of Special Earth successes that should be tracked independently.

All told, the Overseer GM should track Earth, Fire and Water success plus the four different types of Special successes that might also appear: Dragon, Fire, Ghost, and Water.

*Tracking Earth, Fire, and Water Successes:* Once Table GMs have reported a number of successes for one element equal to two-thirds the number of tables, change the outermost region that corresponds to that element (such as the Frozen City for water) from discovered to claimed. Once that element's reported successes equal one-and-

one-third times the number of tables, change the inner region that corresponds to that element (such as the Ice Reservoir for water) from discovered to claimed.

*Tracking Special Fire and Water Successes:* Once Table GMs have reported a number of Special Fire or Special Water successes equal to one-sixth the number of tables, the Overseer GM should make the corresponding announcement below. Treat any further Special successes for that element as standard successes for the element.

*Tracking Dragon and Ghost Successes:* Once Table GMs have reported a number of Dragon or Ghost successes equal to one-sixth the number of tables playing Subtier 10–11, the Overseer GM should make the corresponding announcement below. Treat any further successes of that type as two Earth successes.

**Tracking Region Status:** Each region can have one of three conditions.

*Undiscovered:* The region is not visible on the map, and PCs cannot explore the location. The Vault Entrance (area C), Ice Reservoir (area E), Labyrinth of Flame (area G), and Vault (area H) all begin Part 2 as undiscovered.

*Discovered:* The region is visible on the map and is available as a location that the PCs can explore. The Crater (area B), Frozen City (area D), and Sea of Light (area F) all begin Part 2 as discovered.

*Claimed:* Pathfinders and their allies have cleared most enemies from the region, making it safe to travel. When a region is claimed, all adjacent, undiscovered regions change their status to discovered—except the Vault, which is only discovered at the beginning of Part 3. None of the regions begin Part 2 as claimed.

**Announcements:** The following are announcements the Overseer GM should make once the House has accumulated the requisite number of successes, as defined above. There is no special announcement for when the House claims a new region, but the Overseer GM should alert the House when the map's status changes. Likewise, there is not a special announcement when the House triggers an elemental manifestation, but the Overseer should clearly signal such a manifestation has occurred—if using the interactive map, by toggling the Earth, Fire, or Water sign.

Make the following announcement when the House accumulates enough Special Water successes. If using the interactive map, also toggle the Allies sign.

The image of Sorrina Westyr appears as she helps an enormous water elemental dispatch a band of gargoyles.

"We do not stand alone in our efforts, my friends. Our teams discovered a band of rebels fighting back against our adversaries and we have begun to coordinate with them. Some much needed assistance should be arriving shortly."



Table GMs, the Allies benefit is now in play.

Make the following announcement when the House accumulates enough Special Fire successes. If using the interactive map, also toggle the Engines sign.

Sorrina Westyr urgently projects her image to speak to every Pathfinder, and appears to be holding tightly to a steel ring near an alien device.

“Everyone, brace yourselves. We have finished repairs of a strange craft on the bright side of the asteroid, and the engines will fire shortly, hopefully causing this rock to spin and even out the extreme temperatures. This may get a bit bumpy though in three...two...one... Hold on!”

A sudden jolt shakes the entire asteroid, sending anything unsecured reeling as the stars begin to spin overhead.

Table GMs, the Engines benefit is now in play.

Make the following announcement when the House accumulates enough Dragon successes. If using the interactive map, also toggle the Spells sign.

A weary and ragged Sorrina Westyr projects her image to speak to every Pathfinder.

“The last of the wyrms has fallen! This is a tribute to mortal determination and the strength of our cooperation. Now that the gateway home is secure, we can provide more support to our front lines. Well done all, but the task is far from over. Keep pressing onward!”

Table GMs, the Spells benefit is now in play.

Make the following announcement when the House accumulates enough Ghost successes. If using the interactive map, also toggle the Transport sign.

A delighted Sorrina Westyr projects her image to speak to every Pathfinder, while also eagerly examining a number of mysterious arcane mechanisms.

“Pathfinders, our efforts have uncovered the secret of our enemy’s ability to appear in strength wherever they opposed us. We now control their mechanism of travel and can turn it to our own ends. I have instructed messengers in the correct gestures and phrasing to call forth the gateway. Simply request their aid and you can travel wherever there is need.”

Table GMs, the Transport benefit is now in play.

**Ending Part 2:** Once the House has claimed the Vault Entrance (area C) and claimed at least three other regions, the Overseer GM should end Part 2 and transition to Part 3. The Overseer should strongly consider ending Part 2 after 150 minutes, whether or not the House has met these transition conditions—especially if it has already claimed the Vault Entrance. This helps the adventure end in a timely fashion

## COMMON ENCOUNTERS

Each area has two or three encounters unique to that location. There are five additional encounters that can take place in any area. They provide alternative challenges if the party needs additional variety in encounter types or progresses faster than expected. The Stranded Survivors and Explorers encounters also offer a respite from danger if the party needs a chance to recover. When a common encounter occurs is left to the Table GMs’ discretion, and such encounters should take place in the maps specific to each area.

## STRANDED SURVIVORS

**Creatures:** Ranginori’s gateways opened across many worlds. Although most creatures that stumbled through quickly died, a few survivors managed to hide from the Vault’s guardians while desperately seeking some means to escape. One such group includes **Pagbean Halmap** (N male gnome cleric of Sivanah 2) from Riddleport and **Lohad** (NG female human gunslinger 1), a red-skinned visitor from the planet Akiton who only speaks a dialect of Azlanti. The pair cautiously observes the Pathfinders combating the Vault’s guardians and approach afterward, looking for help. They are starving and weak and flee from any hostile action. If the PCs succeed at an Average Diplomacy check, they can persuade the two of their good intentions. If the Pathfinders mention they have an active gateway off of Aucturn’s Tear or provide food and water, they receive a +4 bonus on this check. A PC who can speak Azlanti gains an additional +2 bonus on this check.

**Development:** If the PCs earn the survivors’ trust, the two share a small cache of magic items they stole from the Vault guardians; this includes all of the treasures listed here for the table’s subtier as well as for all lower subtiers. In Subtier 1–2, there are two *potions of cure light wounds*. In Subtier 3–4, add a *potion of cure moderate wounds* and *potion of lesser restoration*; in Subtier 5–6, a *potion of haste*; in Subtier 7–8, a *scroll of heal*; and in Subtier 10–11, a *scroll of restoration*.

## HORRORS FROM BEYOND

**Creatures:** When Aucturn’s Tear brightened and traveled sunward, it drew terrible creatures from the deep places in space. These visitors from the Dark Tapestry are not allies of the Vault guardians, but they attack all living creatures on sight.

## SUBTIER 1–2 (CR 2)

### MADNESS SEED

CR 2

Tsaalgrend (*Pathfinder RPG Bestiary* 5 251, see page 59)  
hp 19

## SUBTIER 3-4 (CR 5)

### MADNESS SEEDS (2) CR 3

Advanced tsaalgreds (*Pathfinder RPG Bestiary* 5 288, 251, see page 59)  
hp 25 each

## SUBTIER 5-6 (CR 7)

### COURTIERS OF THE YELLOW KING (2) CR 5

Advanced faceless stalker (*Pathfinder RPG Bestiary* 2 292, 122, see page 72)  
hp 52 each

## SUBTIER 7-8 (CR 9)

### MI-GO (3) CR 6

hp 66 each (*Pathfinder RPG Bestiary* 4 193, see page 84)

## SUBTIER 10-11 (CR 12)

### ADVANCED YANGETHES (2) CR 10

hp 115 each (*Pathfinder RPG Bestiary* 5 288, 285, see page 107)

## AKITONIAN EXPLORERS

**Creatures:** The Pathfinders are not the only ones who have come to explore Aucturn's Tear. The Contemplatives of Ashok also hired bands of mercenaries—both the red-skinned Akitonian humans and the four-armed shobhads—to learn the secrets of the asteroid and install devices of living red sand that disrupt the gateways Ranginori is creating. These devices affect the Pathfinders' own portal and a Society leader asks the PCs to shut them down to keep them from getting stranded. The mercenaries are not overtly hostile, and the PCs can persuade them to temporarily stop if they succeed at a Hard Bluff, Diplomacy, or Intimidate check. Alternatively, a stealthy PC might attempt to disrupt the devices with a Hard Stealth check followed by an Average Disable Device check; the mercenaries respond with violence if the PC fails the Stealth check. Otherwise, the PCs will need to kill or drive off the mercenaries in order to succeed.

## SUBTIER 1-2 (CR 2)

### AKITON MERCENARIES (3) CR 1/2

Superstitious mercenaries (*Pathfinder RPG NPC Codex* 80, see page 59)  
hp 14 each

#### TACTICS

**Morale** A mercenary flees or surrenders if reduced to 5 or fewer hp.

## SUBTIER 3-4 (CR 5)

### AKITON BERSERKERS (2) CR 1/2

Savage mercenaries (*Pathfinder RPG NPC Codex* 10, see page 67)  
hp 17 each

#### TACTICS

**Morale** A mercenary flees or surrenders if reduced to 5 or fewer hp.

### SHOBHAD CR 4

hp 47 (*Pathfinder RPG Bestiary* 4 242, see page 67)

## SUBTIER 5-6 (CR 7)

### SHOBHADS (3) CR 4

hp 47 each (*Pathfinder RPG Bestiary* 4 242, see page 77)

## SUBTIER 7-8 (CR 9)

### SHOBHAD VETERANS (2) CR 7

hp 87 each (see page 89)

## SUBTIER 10-11 (CR 12)

### AKITON DERVISHES (2) CR 9

Akiton human dancing dervish (*Pathfinder RPG NPC Codex* 149, see page 93)  
hp 68 each

#### TACTICS

**Morale** A dervish flees or surrenders if reduced to 14 or fewer hp.

### GUARDIAN OF REASON CR 9

Akiton human death initiate (*Pathfinder RPG NPC Codex* 209, see page 100)  
hp 88

#### TACTICS

**Morale** The guardian flees or surrenders if reduced to 15 or fewer hp.

## NATIVE CREATURES

**Creatures:** The native inhabitants that have survived on Aucturn's Tear throughout the course of its long, lonely orbits are comprised of many simple, bestial alien menaces. Ever since the invasion of the elemental lords and the resulting violent conflict, these creatures have been increasingly driven to attack any intruders on sight, merely to avoid being eradicated.

The hiertyns are variant dossenus that sustain themselves by extracting raw mineral sustenance straight from the asteroid itself. These are silicon-based creatures with a mouth full of rasping teeth and



eight legs spaced around their nearly spherical bodies. The hiertyn matriarchs are variant shriezyx. Their appearance is similar to that of the other hiertyn, but they are marked by distinctive, bulbous egg sacs that protrude from their underbellies.

## SUBTIER 1-2 (CR 3)

### HIERTYNS (2) CR 1

Dossenus (*Pathfinder RPG Bestiary* 4 63)

hp 13 each

**Weaknesses** hydrophobia, vulnerable to sonic

## SUBTIER 3-4 (CR 5)

### HIERTYNS (3) CR 1

Dossenus (*Pathfinder RPG Bestiary* 4 63)

hp 13 each

**Weaknesses** hydrophobia, vulnerable to sonic

### HIERTYN BROOD GUARD CR 2

Advanced dossenus (*Pathfinder RPG Bestiary* 4 288, 63)

hp 17

**Weaknesses** hydrophobia, vulnerable to sonic

## SUBTIER 5-6 (CR 7)

### HIERTYN BROOD GUARDS (4) CR 2

Advanced dossenus (*Pathfinder RPG Bestiary* 4 288, 63)

hp 17 each

**Weaknesses** hydrophobia, vulnerable to sonic

### HIERTYN MATRIARCH CR 4

Shriezyx (*Pathfinder RPG Bestiary* 4 244)

hp 38

**Weaknesses** fear of sonic, vulnerable to sonic

**Speed** 30 ft., burrow 30 ft., climb 30 ft.

## SUBTIER 7-8 (CR 9)

### ROILING OILS (3) CR 6

hp 103 each (*Pathfinder RPG Bestiary* 5 210)

## SUBTIER 10-11 (CR 12)

### SOMALCYGOT CR 12

hp 189 (*Pathfinder RPG Bestiary* 5 234)

## ALIEN VISITORS

**Creatures:** While not overtly hostile, these alien entities have traveled to Aucturn's Tear for their own purposes. They may engage in negotiation with the PCs, but only PCs who evade them or succeed at a Hard Intimidate

check can persuade the creatures to not attempt to capture the PCs for study.

## SUBTIER 1-2 (CR 3)

### CEREBRIC FUNGUS CR 3

hp 30 (*Pathfinder RPG Bestiary* 3 52)

## SUBTIER 3-4 (CR 5)

### CEREBRIC FUNGI (2) CR 3

hp 30 each (*Pathfinder RPG Bestiary* 3 52)

## SUBTIER 5-6 (CR 7)

### FORMIAN WARRIORS (4) CR 3

hp 30 each (*Pathfinder RPG Bestiary* 4 112)

## SUBTIER 7-8 (CR 9)

### NEH-THALGGU SPAWN (2) CR 7

Young neh-thalgg (*Pathfinder RPG Bestiary* 2 293, 197)

hp 85 each

## SUBTIER 10-11 (CR 12)

### DENIZENS OF LENG (2) CR 8

hp 95 each (*Pathfinder RPG Bestiary* 2 82)

### GUG CR 10

hp 127 (*Pathfinder RPG Bestiary* 2 151)

## B. CRATER (EARTH)

The deep impact crater near where the Pathfinders' gateway appeared is nearly 2 miles deep with relatively steep sides all the way down. When the keepers of the *Untouchable Opal* first arrived on Aucturn's Tear, they began their excavation here, and this location is where the defenses are strongest. However, the blast of air Ranginori released when he struggled in his prison built up such intense pressure within the Vault that it shattered, leaving many of the gateways leading into the complex open and many of the defenses broken. The minions of Ayrzul are hard at work repairing these defenses and large numbers of these guardians gather here. Pathfinders who venture down into the crater are meeting these forces head on.

The crater sides are uneven and jagged, and only glimmers of starlight reach within, providing dim light. The air released by the *Untouchable Opal* keeps the temperature comfortable, but Ayrzul's growing displeasure manifests as radioactivity that presents a hazard the deeper the PCs explore. In places, stone begins

buckling and twisting, the resulting heat causing molten rock to ooze lazily down the crater's side.

This area is accessible from the Pathfinders' starting point; once the House claims this area, the PCs breach the defenses and may travel inward to the Vault Entrance (area C). Successes earned in this area are Earth-aligned and should be reported as such to HQ Staff.

## B1. CRATER DESCENT

Assuming the PCs approach from the asteroid surface, this is their first encounter in area B.

*From the edge, the crater's bottom is a distant sight, and the vastness of stars and void looms overhead. Some incredible force tore open the ground here, leaving the stone shattered and sharp. The rocks are unusually warm to the touch and willfully twist and cut when grasped. In contrast, the gentle breeze pouring up from below is pleasant and hale.*

The PCs must safely navigate their way down the crater sides to reach the bottom and meet the opposing defenses. This descent is broken into navigating three regions, each of which requires a single Climb check to descend safely. Each PC must succeed at two Easy Climb checks, followed by one Average Climb check. A PC can choose to increase the difficulty of one of his checks by a step (e.g. making an Easy check Average) in order to decrease the difficulty of an ally's check by one step; if it was already Easy, grant the assisted PC a +5 bonus on the check instead. For the first Climb check, the PCs can take 10 if they like. During the second and third check, they cannot take 10, as defenders distract the PCs (see the hazard below).

If a PC fails a Climb check by 4 or less, she makes no progress during that turn, which might result in her allies descending to the next part of the crater without her. If she fails by 5 or more, she tumbles down the side of the crater, reaching the next lowest part of the crater before catching herself. The fall deals (assuming low gravity) 1d4 damage in Subtier 1–2, 2d4 damage in Subtier 3–4, 4d4 in Subtier 5–6, 6d4 in Subtier 7–8, and 10d4 in Subtier 10–11.

Alternatively, a PC can use any spell that allows them to fly or descend gently (e.g. *feather fall*) to automatically succeed at one Climb check if the spell has a duration of 1 round/level or less. Any spell that has a duration of 1 minute/level or more allows that PC to automatically succeed at all three Climb checks. However, using such spells does not allow a PC to aid her allies' Climb checks as noted above.

**Hazard:** As the PCs descend through the middle and lowest regions, the Vault defenders begin hurling rocks at the PCs, sometimes using abilities such as earth glide

to approach within striking range before melting back into the asteroid. A Hard Reflex save negates all damage dealt to a PC by these attacks for that turn. Those who fail take bludgeoning damage equal to 1d6 + the APL; in Subtier 10–11, the PC instead takes 9d4 sonic damage as a crystal dragon ravener (see area B4) flies by and rakes the area with its breath weapon. If a PC spends her entire turn taking cover from the assault—perhaps in order to wait for her allies to catch up), she instead only needs to attempt an Easy Reflex save to avoid damage from the attackers.

**Development:** Unlike most encounters in this adventure, this challenge does not contribute to the House's success. Do not report a success to HQ Staff.

## B2. EARTH GUARDIANS

*The terrain smooths out and contains paths fit for travel at the crater's bottom. Uneven trails converge toward a vast unnatural cavern entrance hollowed out of the basin. Signs of once-impenetrable defenses litter the area, battered and toppled as if broken down from within.*

This area forms the front-line of the Vault's defenses, though many of the fortifications are in ruins from the force of Ranginori's struggles.

**Creatures:** Ayrzul's servants muster here to repel the invaders—both the Pathfinders as well as survivors of other worlds' expeditions. Creatures of elemental earth are the backbone of the force, and act as a conduit for Ayrzul's will. Many of the other defenders fight against their will, and the destruction of the earth elementals allows them to shake off Ayrzul's domination. A PC who succeeds at a Hard Sense Motive check can determine that any creatures with the slave of Ayrzul ability are under a compulsion to fight. A PC who succeeds at a Hard Knowledge (arcana or planes) or—assuming the ability to see magic auras, such as with *detect magic*—an Average Spellcraft check can identify a set of runes on the combatants and determine the effects of the conduit of earth and slave of Ayrzul abilities.

Creatures with the conduit of earth ability typically let their enslaved minions rush into danger first. Once the servitors are in combat, the elemental master closes in to fight.

## SUBTIER 1–2 (CR 4)

### SMALL EARTH ELEMENTAL

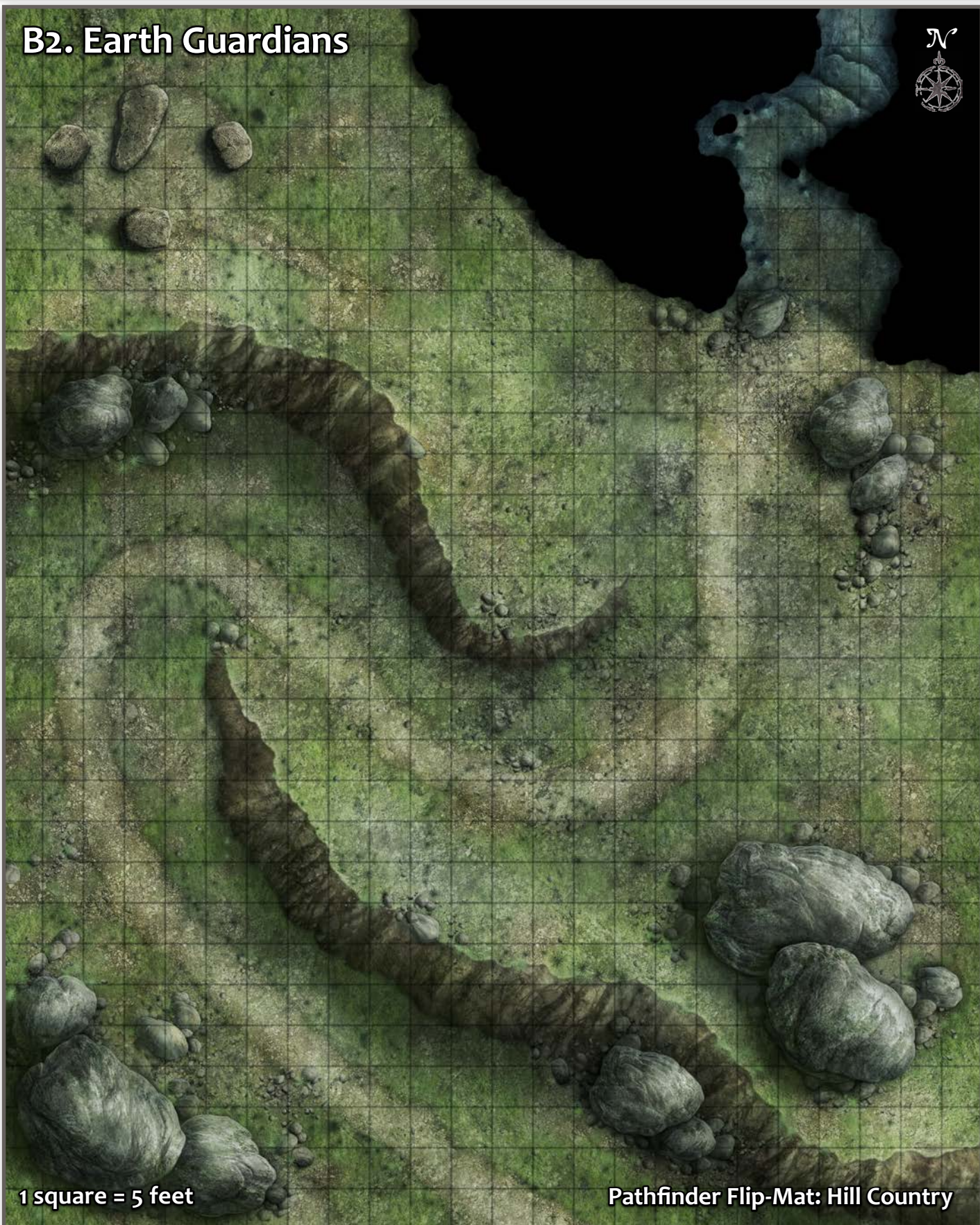
CR 1

hp 13 (*Pathfinder RPG Bestiary* 122)

**Conduit of Earth (Su)** This creature binds all creatures with the slave of Ayrzul ability to the elemental lord's will, compelling those creatures to fight for the demigod.



## B2. Earth Guardians



1 square = 5 feet

Pathfinder Flip-Mat: Hill Country



## CRYSMAL CR 3

**hp** 26 (*Pathfinder RPG Bestiary* 2 61)

**Slave of Ayrzul (Su)** Ayrzul dominates this creature's will through a conduit of earth creature. If there are no conduit of earth creatures within 300 feet, the creature gains the panicked condition for 5 rounds and then loses this ability.

**Morale** The crysmal fights to the death. It surrenders if it loses the slave of Ayrzul ability.

## SUBTIER 3-4 (CR 6)

## EARTH MEPHIT CR 3

**hp** 19 (*Pathfinder RPG Bestiary* 202)

**Conduit of Earth (Su)** This creature binds all creatures with the slave of Ayrzul ability that are within 300 feet to the elemental lord's will, compelling those creatures to fight for the demigod.

## CRYSMALS (2) CR 3

**hp** 26 each (*Pathfinder RPG Bestiary* 2 61)

**Slave of Ayrzul (Su)** Ayrzul dominates this creature's will through a conduit of earth creature. If there are no conduit of earth creatures within 300 feet, the creature gains the panicked condition for 5 rounds and then loses this ability.

**Morale** The crysmal fights to the death. It surrenders if it loses the slave of Ayrzul ability.

## SUBTIER 5-6 (CR 8)

## ADVANCED LARGE EARTH ELEMENTAL CR 6

**hp** 74 (*Pathfinder RPG Bestiary* 294, 122)

**Conduit of Earth (Su)** This creature binds all creatures with the slave of Ayrzul ability that are within 300 feet to the elemental lord's will, compelling those creatures to fight for the demigod.

## ROCK TROLL CR 6

**hp** 80 (*Pathfinder RPG Bestiary* 2 272)

**Slave of Ayrzul (Su)** Ayrzul dominates this creature's will through a conduit of earth creature. If there are no conduit of earth creatures that are within 300 feet, the enslaved creature gains the panicked condition for 5 rounds and then loses this ability.

**Morale** The rock troll fights to the death. It surrenders if it loses the slave of Ayrzul ability.

## SUBTIER 7-8 (CR 10)

## ADVANCED ROCK TROLLS (2) CR 7

**hp** 94 (*Pathfinder RPG Bestiary* 2 292, 272)

**Slave of Ayrzul (Su)** Ayrzul dominates this creature's will through a conduit of earth creature. If there are no conduit of earth creatures within 300 feet, the creature gains the

panicked condition for 5 rounds and then loses this ability.

**Morale** The rock troll fights to the death. It surrenders if it loses the slave of Ayrzul ability.

## HUGE EARTH ELEMENTAL CR 7

**hp** 95 (*Pathfinder RPG Bestiary* 122)

**Conduit of Earth (Su)** This creature binds all creatures with the slave of Ayrzul ability within 300 feet to the elemental lord's will, compelling those creatures to fight for the demigod.

## SUBTIER 10-11 (CR 13)

## ADVANCED GREATER EARTH ELEMENTALS (2) CR 10

**hp** 162 (*Pathfinder RPG Bestiary* 294, 123)

**Conduit of Earth (Su)** This creature binds all creatures with the slave of Ayrzul ability within 300 feet to the elemental lord's will, compelling those creatures to fight for the demigod.

## ADULT CRYSTAL DRAGON CR 10

**hp** 149 (*Pathfinder RPG Bestiary* 2 98)

**Slave of Ayrzul (Su)** Ayrzul dominates this creature's will through a conduit of earth creature. If there are no conduit of earth creatures within 300 feet, the creature gains the panicked condition for 5 rounds and then loses this ability.

**Development:** If the PCs free an enslaved creature from Ayrzul's service instead of killing it, and then succeed at a Hard Diplomacy check—only an Average Diplomacy check if the PC can speak Terran—they can persuade the freed creature to join their cause. This grants the PCs one clue that the Table GM should tally and report at the beginning of Part 3.

## B3. GATEWAY TO THE VAULT

What was once a massive convex wall has since shattered, flinging many chunks of rock outward as other fragments collapsed inward. Even now, the wall seems to undulate and ripple as it slowly knits itself back together. A sickly heat radiates outward from the walls, and hundreds of feet deeper inside stands a staggeringly titanic set of stone doors. Some immense force inside the asteroid has warped these barriers, hurling them open.

These broken fortifications are subject to an *unhallow* spell that grants *endure elements* to protect followers of Ayrzul. The walls are approximately 30 feet high and tipped with jagged battlements that wriggle as the wall tries to grow higher and thicker to repair the recent damage.

**Creatures:** The cultists of Ayrzul from many worlds oversee the defenses here and summon reinforcements to repel intruders. Several cultists patrol the ramparts here—one on either side of the gate.



## B3. Gateway to the Vault





**Traps:** The cultists have prepared a pit trap to cast any intruders deep into the asteroid.

## SUBTIER 1-2 (CR 4)

### AYRZUL NOVICES (2) CR 1

NE human cleric of Ayrzul 2 (see page 54)  
hp 22

### PIT TRAP CR 1

**Type** mechanical; **Perception** DC 20; **Disable Device** DC 20

#### EFFECTS

**Trigger** location; **Reset** manual

**Effect** 20-ft.-deep pit (2d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

## SUBTIER 3-4 (CR 6)

### AYRZUL ACOLYTES (2) CR 3

NE human cleric of Ayrzul 4 (see page 62)  
hp 39

### CAMOUFLAGED PIT TRAP CR 3

**Type** mechanical; **Perception** DC 25; **Disable Device** DC 20

#### EFFECTS

**Trigger** location; **Reset** manual

**Effect** 30-ft.-deep pit (3d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

## SUBTIER 5-6 (CR 8)

### AYRZUL CULTISTS (2) CR 5

NE human cleric of Ayrzul 6 (see page 71)  
hp 57

### FALLING BLOCK TRAP CR 5

**Type** mechanical; **Perception** DC 20; **Disable Device** DC 20

#### EFFECTS

**Trigger** location; **Reset** manual

**Effect** Atk +15 melee (6d6); multiple targets (all targets in a 10-ft. square)

## SUBTIER 7-8 (CR 10)

### AYRZUL STONESHAPERS (2) CR 6

NE human cleric of Ayrzul 7 (see page 81)  
hp 66

### CAMOUFLAGED SPIKE PIT TRAP CR 7

**Type** mechanical; **Perception** DC 25; **Disable Device** DC 20

#### EFFECTS

**Trigger** location; **Reset** manual

**Effect** 30-ft.-deep pit (5d6 falling damage); pit spikes (Atk +15

melee, 1d4 spikes per target for 1d6+5 damage each); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

## SUBTIER 10-11 (CR 13)

### AYRZUL STONELORD CR 10

NE human cleric of Ayrzul 11 (see page 93)  
hp 102

### POISONED PIT TRAP CR 12

**Type** mechanical; **Perception** DC 25; **Disable Device** DC 20

#### EFFECTS

**Trigger** location; **Reset** manual

**Effect** 50-ft.-deep pit (5d6 falling damage); pit spikes (Atk +15 melee, 1d4 spikes per target for 1d6+5 damage each plus poison [shadow essence]); DC 25 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

## B4. OPTIONAL: HERALDS OF AYRZUL

This encounter is intended for Subtier 10-11 PCs only, though any group may certainly accept the challenge. As the Table GM, make it clear to any interested players that this is an epic, unforgiving challenge, even for high-level PCs.

**Creatures:** Among Ayrzul's greatest servants are his crystal dragon raveners, each one corrupted from the inside by the demigod's radioactive malevolence. The Fossilized King dispatched a few to Aucturn's Tear, and they wreak havoc on Ranginori's would-be rescuers. Sorrina Westyr approaches the PCs for assistance, hoping they can distract one of these beasts long enough for the other agents to travel down the crater. Of course, slaying a dragon would be an even greater feat!

## SUBTIER 10-11 (CR 16)

### CRYSTAL DRAGON RAVENER CR 16

hp 367 (see page 96)

**Development:** Defeating the ravener helps lift the strain on the Pathfinder's resources. Clearly report to HQ Staff the defeat of the dragon challenge.

## C. VAULT ENTRANCE (EARTH)

Ranginori's struggles shattered the mile-wide doors that sealed these chambers leading into the heart of the complex. Ayrzul's presence is channeled through his followers here and lethal radiation permeates many of the chambers. This radiation floods the path leading to the central vault, and the Pathfinders are unable to progress further until they diminish the elemental lord's presence on the asteroid.



The warden of the Vault oversees the defenses from here and uses conduits that travel through the Plane of Earth to quickly dispatch reinforcements where needed.

This area connects to the Vault (area **H**) as well as the Ice Reservoir (area **E**) and Labyrinth of Flame (area **G**). Successes earned in this area are Earth-aligned and should be reported as such to HQ Staff. Until the House claims this region and at least three other regions, the Society cannot mount an effective assault to advance to the Vault (area **H**); if the House has already claimed this region, Table GMs should consider encouraging the players to help out in other regions.

**Hazard:** Several encounter areas here are flushed with radioactive matter—a manifestation of Ayrzul's wrath. Living creatures without the earth subtype take damage each round, based on their Subtier. PCs take 1 damage each round in Subtier 1–2, 1d4 in Subtier 3–4, 1d6+1 in Subtier 5–6, and 2d6 in Subtiers 7–8 and 10–11. In Subtier 10–11, a creature also takes 1 Constitution damage each round unless she succeeds at a DC 20 Fortitude save; this is a poison effect. Magic items and spells that isolate a creature from the environment such as a *pressure suit* (see page 52) or *life bubble* (*Advanced Player's Guide* 230) shield a creature from these effects.

Creatures suffer these effects only during the combat encounters, not while exploring the region as a whole. The radioactivity only spread far enough to affect those participating in the encounter; those firing into the combat from off the map are still affected, but a PC who flees the encounter entirely is not subject to the radiation unless he rejoined the encounter.

## C1. CULTIST CHAMBERS

Vaulted arcs of stone create a bizarre network of geometric recesses, like a petrified beehive but orders of magnitude larger. In one cell stands an altar smeared with blood and ochre.

These chambers are warm, brightly lit, and designed for Medium and Large creatures to fit comfortably.

**Creatures:** When the mortal guards in area **D** rebelled, the cultists of Kelizandri living there fled here for safety. Their cowardice displeased their patron and the servants of Ayrzul ritually sacrificed the group, transforming them into undead. These risen followers now serve as vessels of Ayrzul's power.

**Hazard:** Lethal radiation fills this area; see the radiation hazard on page 21.

### SUBTIER 1–2 (CR 3)

**HUECUVA** CR 2  
hp 16 each (*Pathfinder RPG Bestiary* 3 150)

**HUMAN ZOMBIE** CR 1/2  
hp 12 (*Pathfinder RPG Bestiary* 288)

### SUBTIER 3–4 (CR 5)

**BONE PRIEST** CR 4  
hp 37 each (*Pathfinder Module: Emerald Spire Superdungeon* 152)

**HUECUVA** CR 2  
hp 16 each (*Pathfinder RPG Bestiary* 3 150)

### SUBTIER 5–6 (CR 7)

**CRYPT THINGS (2)** CR 5  
hp 52 each (*Pathfinder RPG Bestiary* 2 60)

### SUBTIER 7–8 (CR 9)

**GUECUBU** CR 8  
hp 104 (*Pathfinder RPG Bestiary* 3 145)

**BONE PRIESTS (2)** CR 4  
hp 37 each (*Pathfinder Module: Emerald Spire Superdungeon* 152)

### SUBTIER 10–11 (CR 12)

**PHARAONIC GUARDIAN** CR 11  
hp 142 each (*Pathfinder RPG Bestiary* 5 191)

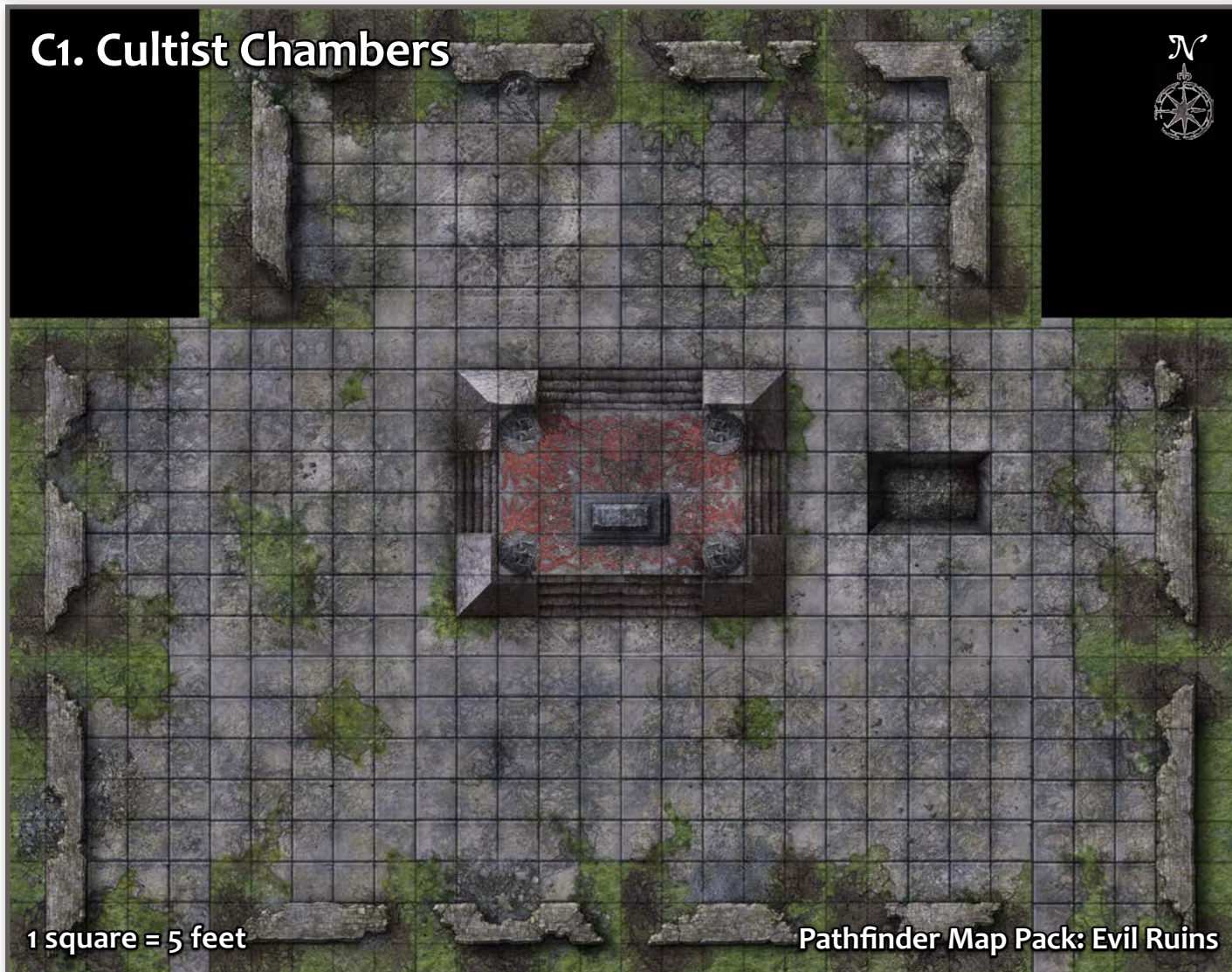
**WITCHFIRE** CR 9  
hp 115 (*Pathfinder RPG Bestiary* 2 284)

**Treasure:** The cultists maintained a small cache of supplies including four *potions of endure elements*, two *potions of cure light wounds*, and a *potion of remove disease*. In Subtier 3–4, the PCs also find a *wand of lesser restoration* (5 charges), in Subtier 5–6 a *scroll of remove curse*, in Subtier 7–8 an elixir that grants the effect of a *heal* spell, and in Subtier 10–11, a *scroll of life bubble* (*Advanced Player's Guide* 230).

## C2. STAGING GROUNDS

The ceiling of this deep chamber is barely visible in the distance. Stairways designed for giants connect multiple levels, and bright illumination wipes away the shadows, unlike most other areas on the asteroid. A central platform inscribed with arcane runes hangs carefully balanced in the center of this network of enormous pathways paths. The floor of the platform appears to be a never-ending cascade of earth, forever falling into a black void.

## C1. Cultist Chambers



1 square = 5 feet

Pathfinder Map Pack: Evil Ruins

The Vault defenders gather here to await dispatch. The central platform is the hub of a vast portal network linking every area of the asteroid the servants of the elemental lords control and within waits the warden of the Vault.

**Creatures:** Defenders constantly move in and out of this location. A dedicated force protects the hub itself and ensures the portal bringing their reinforcements stays open.

A shaitan named Adil Ik Samara oversees the hub. The shaitan sold her entire family into slavery to Ayrzul in exchange for power. While Ayrzul enforces the obedience of Adil Ik Samara kin, she serves willingly, and bears a serrated tooth scar on her chest as proof.

**Hazard:** There is no radiation hazard here.

### SUBTIER 1-2 (CR 3)

**EARTH WYSP** **CR 2**  
hp 25 (*Pathfinder RPG Bestiary 5* 282, see page 60)

**OREAD** **CR 1/2**  
hp 12 (*Pathfinder RPG Bestiary 2* 205, see page 58)

#### SPECIAL ABILITIES

**Elemental Bond (Su)** The oread is treated as though it possessed the earth subtype for the purpose of an earth wysp's special abilities.

### SUBTIER 3-4 (CR 5)

**EARTH WYSP** **CR 2**  
hp 25 each (*Pathfinder RPG Bestiary 5* 282, see page 69)

**GARGOYLE** **CR 4**  
hp 42 (*Pathfinder RPG Bestiary 137*, see page 65)

### SUBTIER 5-6 (CR 7)

**EARTH WYSPS (2)** **CR 2**  
hp 25 each (*Pathfinder RPG Bestiary 5* 282, see page 79)



## C2. Staging Grounds



1 square = 5 feet

Pathfinder Map Pack: Cave Chambers

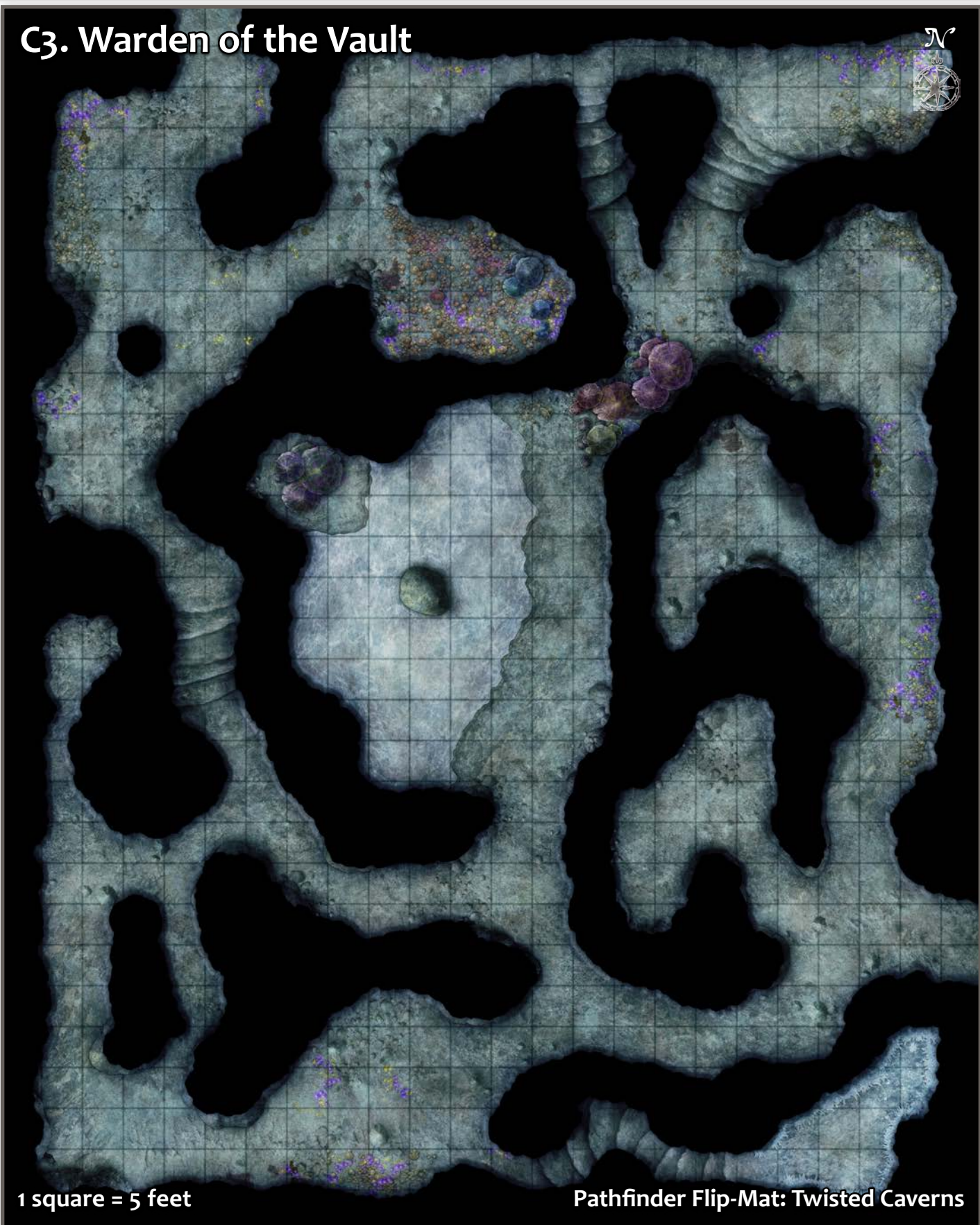
**XORN****CR 6****hp** 66 (*Pathfinder RPG Bestiary* 284, see page 80)**SUBTIER 7-8 (CR 9)****SHAITAN****CR 7****hp** 85 (*Pathfinder RPG Bestiary* 143, see page 88)**Slave of Ayrzul (Su)** Ayrzul dominates this creature by a conduit of earth creature. If no such creatures are within 300 feet, the creature is panicked for 5 rounds and then loses this ability.**EARTH WYSPS (2)****CR 2****hp** 25 each (*Pathfinder RPG Bestiary* 5 282, see page 91)**ADVANCED LARGE EARTH ELEMENTAL****CR 6****hp** 84 (*Pathfinder RPG Bestiary* 294, 122, see page 82)**Conduit of Earth (Su)** This creature binds all creatures with the slave of Ayrzul ability within 300 feet to the elemental lord's will, compelling those creatures to fight for the demigod.**SUBTIER 10-11 (CR 12)****ADIL IK SAMARA****CR 11**LE unique shaitan (*Pathfinder RPG Bestiary* 143, see page 92)  
**hp** 137**EARTH WYSPS (2)****CR 2****hp** 25 each (*Pathfinder RPG Bestiary* 5 282, see page 106)**SHAITANS (2)****CR 7****hp** 85 (*Pathfinder RPG Bestiary* 143, see page 104)**Slave of Ayrzul (Su)** Ayrzul dominates this creature's will through a conduit of earth creature. If there are no conduit of earth creatures within 300 feet, the creature gains the panicked condition for 5 rounds and then loses this ability.**Development:** If the PCs free an enslaved creature instead of killing it and succeed at a Hard Diplomacy check—only an Average Diplomacy check if the PC can speak Terran—they can persuade the freed creature to join their cause. This grants the PCs one clue that the Table GM should tally and report at the beginning of Part 3.**C3. WARDEN OF THE VAULT**

Tunnels twist and turn into dozens of dead-ends, each of which terminates in a rapidly shifting portal through which other locations on the asteroid are visible.

The warden's chamber is actually a pocket dimension, connecting the Material Plane and the Plane of Earth. A



### C3. Warden of the Vault



1 square = 5 feet

Pathfinder Flip-Mat: Twisted Caverns

network of portals connects this chamber to any other location the Vault guardians control on the asteroid. The gravity here is equal to gravity on Golarion, with only dim light coming from the runes and open portals.

**Creatures:** The Vault keeper Chalchikosi serves as warden of Ranginori's prison. So dedicated was the xiomorn to Ayrzul in life that when it gave its life in service to the demigod, its spirit persisted in undeath. The ghost watches over the *Untouchable Opal* for eternity and will not fade until the artifact is no more. From this chamber, Chalchikosi oversees the Vault through a host of minions, physically manifesting only in cases of dire need. In Subtier 10–11, Chalchikosi begins to manifest 1 round after the PCs defeat any encounter in area C, and the PCs can elect to fight the warden or withdraw to face less challenging foes. It should be clear to the PCs that this is a very difficult fight. The ghost does not pursue them.

**Hazard:** Lethal radiation fills this area; see the radiation hazard on page 21.

## SUBTIER 1–2 (CR 3)

**PECH** **CR 3**  
hp 27 (*Pathfinder RPG Bestiary* 2 206, see page 58)

## SUBTIER 3–4 (CR 6)

**PECHS (3)** **CR 3**  
hp 27 each (*Pathfinder RPG Bestiary* 2 206, see page 67)

## SUBTIER 5–6 (CR 8)

**PECHS (4)** **CR 3**  
hp 27 each (*Pathfinder RPG Bestiary* 2 206, see page 75)

**LARGE EARTH ELEMENTAL** **CR 5**  
hp 68 (*Pathfinder RPG Bestiary* 122, see page 72)

## SUBTIER 7–8 (CR 10)

**SHAITANS (2)** **CR 7**  
hp 85 each (*Pathfinder RPG Bestiary* 143, see page 88)

**EARTH WYSP** **CR 2**  
hp 25 (*Pathfinder RPG Bestiary* 5 282, see page 91)

**ROCK TROLL** **CR 6**  
hp 80 (*Pathfinder RPG Bestiary* 2 272, see page 87)

## SUBTIER 10–11 (CR 13)

**PHARAONIC GUARDIAN** **CR 11**  
hp 142 (*Pathfinder RPG Bestiary* 5 191, see page 103)

**ADVANCED GREATER EARTH ELEMENTAL** **CR 10**  
hp 162 (*Pathfinder RPG Bestiary* 194, 123, see page 98)

## SUBTIER 10–11 (CR 16)—OPTIONAL

**CHALCHIKOSI** **CR 16**  
Unique xiomorn ghost (*Pathfinder Module: Emerald Spire Superdungeon* 158, *Pathfinder RPG Bestiary* 144, see page 95)  
hp 232

**Development:** Defeating Chalchikosi dramatically weakens Ayrzul's link to Aucturn's Tear. Clearly report to HQ Staff one Ghost success. Otherwise, report one Earth success to HQ Staff.

## D. FROZEN CITY (WATER)

Aucturn's Tear represents a relatively intact piece of Iovo's surface, and an ancient city and forest remain on it, frozen and preserved by exposure to the vacuum. The sarcesians maintained a small archaeological expedition at the site, but the elementals drove them out or killed them when they began building this Vault to contain Ranginori. The servants of Kelizandri then occupied the location and flooded it, creating a livable space for his cultist followers. From here the shahzada Zhaleh Setat oversaw the defenses until relatively recently. The whisper of Ranginori's freedom called out to her and she was inspired to lead a small—and unfortunately ill-fated—revolt. Ayrzul halted the asteroid's rotation in response, leaving the area turned away from the sun, in perpetual darkness and cold.

Starlight provides only dim illumination in this area. Although Ranginori's winds generate some warmth, the temperature here is still severely cold (*Pathfinder RPG Core Rulebook* 442). If the Overseer GM announces the asteroid rotation has resumed (due to events in area F), the temperature rises to a comfortable level and the ice begins to melt.

This area is accessible from the Pathfinders' starting point and, once the House succeeds in claiming this area, the PCs breach the defenses and are then able to travel inward to the Ice Reservoir (area E). Successes earned in this area are Water-aligned and should be reported as such to HQ Staff.

## D1. FOREST OF EXILES

A vast forest of lifeless trees blankets this landscape. A thin layer of ice coats each branch, tracing dappled shadows in the starlight. A dark, half-fallen spire rises in the distance, while running water splashes nearby alongside the sound of vicious combat.



## D1. Forest of Exiles





These trees resemble conifers, but are of a species completely unknown on Golarion. The rocky surface is somewhat slippery, but not a serious impediment; it imposes a –2 penalty on Acrobatics checks attempted in this area, but does not act as difficult terrain.

**Creatures:** When Zhaleh's rebellion failed, the victors entombed most of the rebels in ice, but a few escaped out to these forests. Now they have turned on each other, as some hope to regain Kelizandri's favor by destroying the others. The Pathfinders arrive in time to see some of Zhaleh's loyalists pleading for mercy, and they turn to the PCs for aid. There is a single surviving rebel in each subtier of the same type as the hostile creatures, but reduced to 10% of its starting hit points. If the PCs do not engage within 2 rounds of spotting the encounter, the other creatures slay the rebel.

The water creatures here all have the sickened condition as the cold environment makes them sluggish. Subtier 1–2's encounter CR is treated as 2 lower due to the elementals' lower attack and damage modifiers resulting from water mastery.

## SUBTIER 1–2 (CR 3)

### SMALL WATER ELEMENTALS (4) CR 1

hp 13 each (*Pathfinder RPG Bestiary* 126, see page 59)

#### TACTICS

**Morale** The elemental flees or surrenders if reduced to 5 or fewer hp.

## SUBTIER 3–4 (CR 5)

### SMALL WATER ELEMENTALS (4) CR 1

hp 13 each (*Pathfinder RPG Bestiary* 126)

### VAMPIRIC MIST CR 3

hp 30 (*Pathfinder RPG Bestiary* 2 277, see page 69)

## SUBTIER 5–6 (CR 7)

### WATER VEELA CR 7

hp 85 (*Pathfinder RPG Bestiary* 5 265, see page 78)

#### TACTICS

**Morale** The veela flees or surrenders if reduced to 20 or fewer hp.

## SUBTIER 7–8 (CR 9)

### WATER VEELAS (2) CR 7

hp 85 each (*Pathfinder RPG Bestiary* 5 265, see page 90)

#### TACTICS

**Morale** The veela flees or surrenders if reduced to 20 or fewer hp.

## SUBTIER 10–11 (CR 12)

### NEREIDS (2) CR 10

hp 126 each (*Pathfinder RPG Bestiary* 2 198, see page 102)

#### TACTICS

**Morale** A nereid flees or surrenders if reduced to 40 or fewer hp.

**Development:** After defeating the aggressors, the Pathfinders may speak to any survivors; the water elementals here know only a crude and limited form of Common. The aggressors are hostile, and can be improved to unfriendly if any PC succeeds at a Hard Diplomacy check, and to indifferent by exceeding the check DC by 5 or more. A rescued rebel is friendly, and becomes helpful if a PC succeeds at an Average Diplomacy check. If the PCs improve a rescued rebel's attitude to helpful and restore it to half or more of its starting hit points, it considers the PCs allies. The PCs may call on that creature to aid them in one later encounter during this adventure.

Creatures that are unfriendly share little more than that they are outcasts awaiting frozen death and that their leader failed them. Creatures that are at least indifferent provide the details of Zhaleh's rebellion and how the area came to be frozen. Creatures that are friendly or helpful provide additional details about enemy forces, granting PCs a +2 bonus on initiative checks while in areas D and E. They know that Kelizandri's followers captured Zhaleh and imprisoned her somewhere in the reservoir beneath the fortress visible in the distance.

If captured creatures remain hostile, they reveal no information and fight to the death if pressed.

## D2. A REMNANT OF IOVO

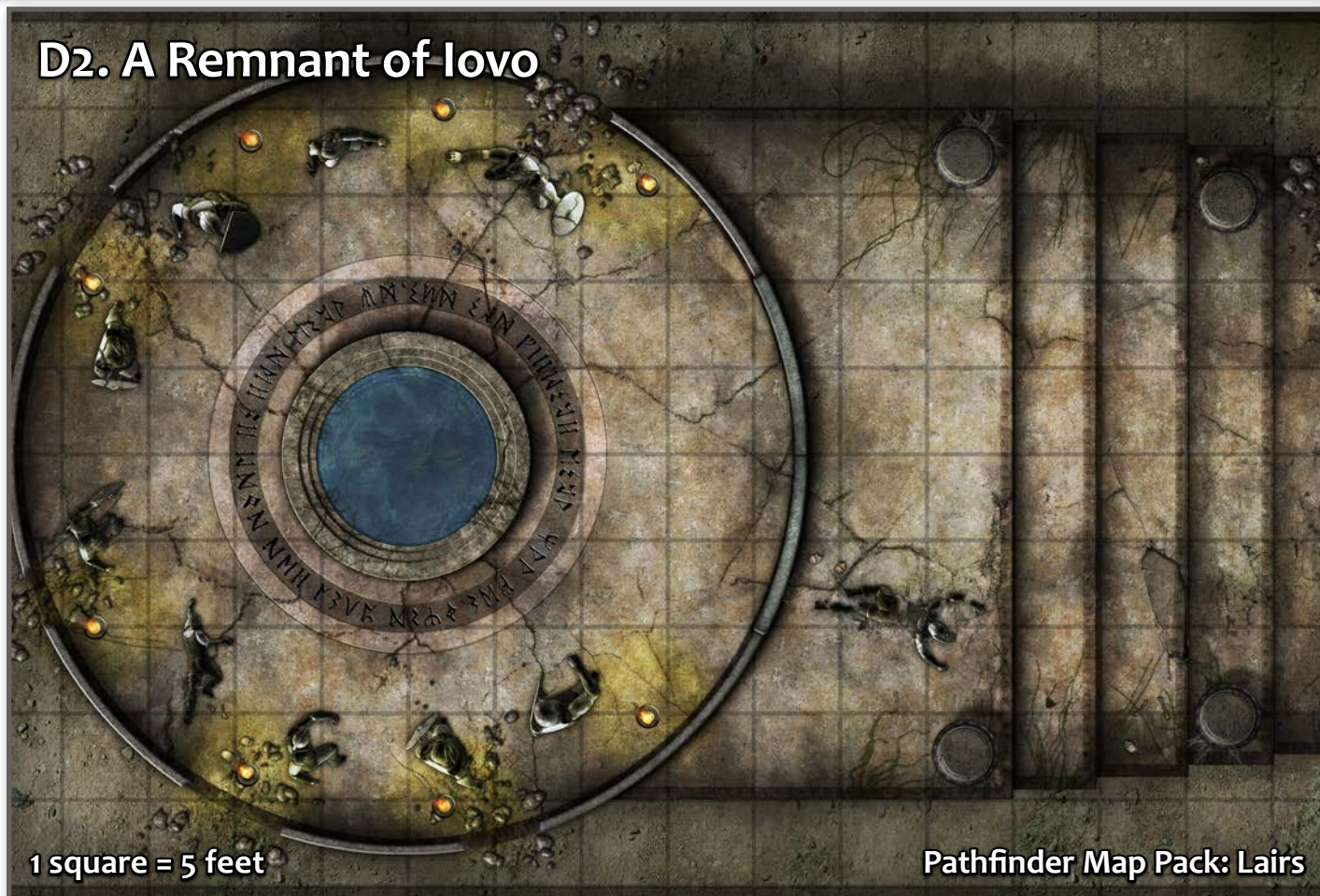
The gentle wind brings a semblance of life and movement to a vast frozen city. Failing enchantments causes stone to crumble and rebuild from moment to moment. A thick sheen of ice and snow covers every surface. A few structures around a temple plaza bear signs of recent repairs and habitation, and the icy, shattered remains of fifteen-foot-tall, willowy humanoids lie scattered across the cobbles.

A band of alien humanoids known as sarcesians maintained an archaeological site here, attempting to uncover the lost history and culture of Iovo. Most fled when the elemental lords' servants arrived, but a few stragglers died here while trying to recover an oracular spirit contained within the temple.

**Hazards:** As the PCs travel through the broken city, they spot a shrine with broken doors, beyond which shimmers some kind of ancient magic. Opening the



## D2. A Remnant of Iovo



1 square = 5 feet

Pathfinder Map Pack: Lairs

doors presents no difficulty, and the shrine now contains a frozen pool in a cracked basin. A long-forgotten deity of Iovo once spoke to her followers through an oracular spirit contained in the pool here, and a fragment of that knowledge still resides within. Over eons, however, both the magic and the animating spirit have become significantly unstable.

As the Pathfinders approach the pool in the basin, an ethereal humanoid figure manifests from the waters, bearing a benign expression. When it opens its mouth to speak, its face distorts wildly, and the runes around the pool glow white hot as the magic begins to fail catastrophically. As the spirit howls in pain, it lashes out at anyone in sight. In order to calm the spirit and avert a magical explosion, the PCs need to complete several tasks within 1 minute; the PCs don't need to make any initiative checks, but break the action of this encounter into turns with the PCs acting first followed by the spirit. Each round a PC can move and perform one of the actions below or perform any other actions they could in a combat turn.

At the end of each round, the spirit lashes out at a PC within 20 feet of the pool—mistaking its saviors for assailants, it prefers to attack those who succeeded at a

check to defuse the spirit that round. In Subtier 1–2, the spirit makes a single attack with a +6 bonus to hit and deals 1d8 force damage. In Subtier 3–4 the attack has a +10 bonus and deals 1d8+4 damage; in Subtier 5–6 the attack is +13 (2d8+6 force damage); in Subtier 7–8 the attack is +17 (3d8+8 force damage); and in Subtier 10–11 the spirit attacks twice at +21 to hit (3d8+8 force damage). If the spirit deals damage to a PC, it increases the DC of that PC's check to defuse or distract the spirit by 5 during the next round.

*Defusing the Spirit:* In order to tame the runaway magical effects here, the PCs need to understand what is happening, interpret the inscribed runes around the basin, perform emergency repairs, and calm the spirit oracle. This requires five successful Average skills checks (four successful checks for a group of four PCs) using Diplomacy, Disable Device, Knowledge (arcana), Knowledge (religion), Linguistics, or Spellcraft. Once a PC has successfully used one of these skills, future uses of that skill in this encounter instead use the Hard DC; defusing the situation is easiest if the PCs use a variety of skills. In order to perform one of these actions, a PC must be within 10 feet of the pool. If a PC uses a spell or ability that would allow them to control or banish—but

not destroy—extraplanar creatures or haunts, instead reduce the check DC to Easy and count a successful check as two successes. If two or more PCs fail a check to defuse in the same round, subtract 1 round from the time the party has left to defuse the spirit.

**Distracting the Spirit:** PCs who attempt to defuse the spirit are vulnerable to its attacks, and a PC can try to distract the spirit by succeeding at an Average Bluff, Intimidate, or combat maneuver check. Alternatively, the PC can accomplish the same effect by dealing at least 4 times the APL damage to the spirit in 1 round; treat its Armor Class as 15, and it has a bonus on saving throws equal to the APL. If a PC succeeds at any of these distractions and is in reach of the spirit when it acts, he is the target of the attack that round. If multiple PCs distract the spirit in 1 round, it attacks one of them at random, suffering a –1 penalty on attack and damage rolls for each successful distraction after the first. Also consider applying penalties (reducing its attack or damage by as much as one-half) to the spirit if the PCs use other spells or abilities to hinder it.

**Development:** If the PCs successfully stabilize the oracle, it then is able to identify itself—using *tongues* to overcome any potential language barriers—as the Voice of Seven Songs, one of the oracles of Iovo. Now that it has only a fraction of its gods-granted power, the oracle remembers mere fragments of life on Iovo, one of the twin planets destroyed millennia ago (now better known as the Diaspora, a belt of asteroids in the known solar system). Its grasp of current events is much stronger, and it can warn the PCs of other enemies the PCs are likely to face.

The Table GM should share a few fragmentary pieces of information about two encounters she expects the PCs will face during the rest of the adventure. This might involve describing the appearance of a significant enemy, foretelling how one of the PCs might take damage from a future threat, or any other modest information that provides the players a chance to predict and prepare for upcoming threats. In addition, the PCs gain a +2 bonus on their initiative checks during their next combat encounter; this stacks with any bonus they received from an ally in area D1. Finally, the spirit imparts key information that can help them free the entity that dwells deep within Aucturn's Tear; this grants the PCs one clue that the Table GM should tally and report at the beginning of Part 3.

If the PCs fail to defuse the impending explosion within 10 rounds (or less, if the PCs consistently fail skill checks), the spirit stops screaming and instead appears utterly morose as the runes around it fragment and shatter. Five rounds later, the spirit and shrine explode, dealing damage to all creatures that remain

within 50 feet, as if the spirit had struck them twice. This explosion alerts the city's defenders, granting all enemy creatures in the next encounter a +2 bonus on initiative checks.

**Treasure:** The sarcesians left behind a small cache of supplies including four *potions of endure elements*, two *potions of cure light wounds*, and a *potion of remove disease*. In Subtier 3–4, the PCs also find a *wand of lesser restoration* (5 charges), in Subtier 5–6 a *scroll of remove curse*, in Subtier 7–8 an elixir that grants the effect of a *heal* spell, and in Subtier 10–11, a *scroll of life bubble* (*Advanced Player's Guide* 230).

## D3. SERVANTS OF KELIZANDRI

A broken stone tower at the center of the city resonates with an unnerving note as wind forcefully billows out as if it were some manner of alien pipe organ. Ice creeps around the entrance, and the howls of hunting predators ring through the surrounding structures.

A single path leads down into the subterranean structures beneath the city and to the reservoir in area D beyond.

**Creatures:** Loyal servants of Kelizandri, deployed after Zhaleh's rebellion and more suited to the cold, prowl the area, attacking the PCs on sight. If the asteroid's rotation has resumed, the deep ones and creatures with the cold subtype here have the sickened condition due to the warming temperature.

### SUBTIER 1-2 (CR 3)

**DEEP ONES (2)** **CR 1**  
hp 17 each (*Pathfinder RPG Bestiary* 5 68)

### SUBTIER 3-4 (CR 5)

**MEDIUM ICE ELEMENTAL** **CR 3**  
hp 30 (*Pathfinder RPG Bestiary* 2 114)

**ICE MEPHIT** **CR 3**  
hp 19 (*Pathfinder RPG Bestiary* 202)

### SUBTIER 5-6 (CR 7)

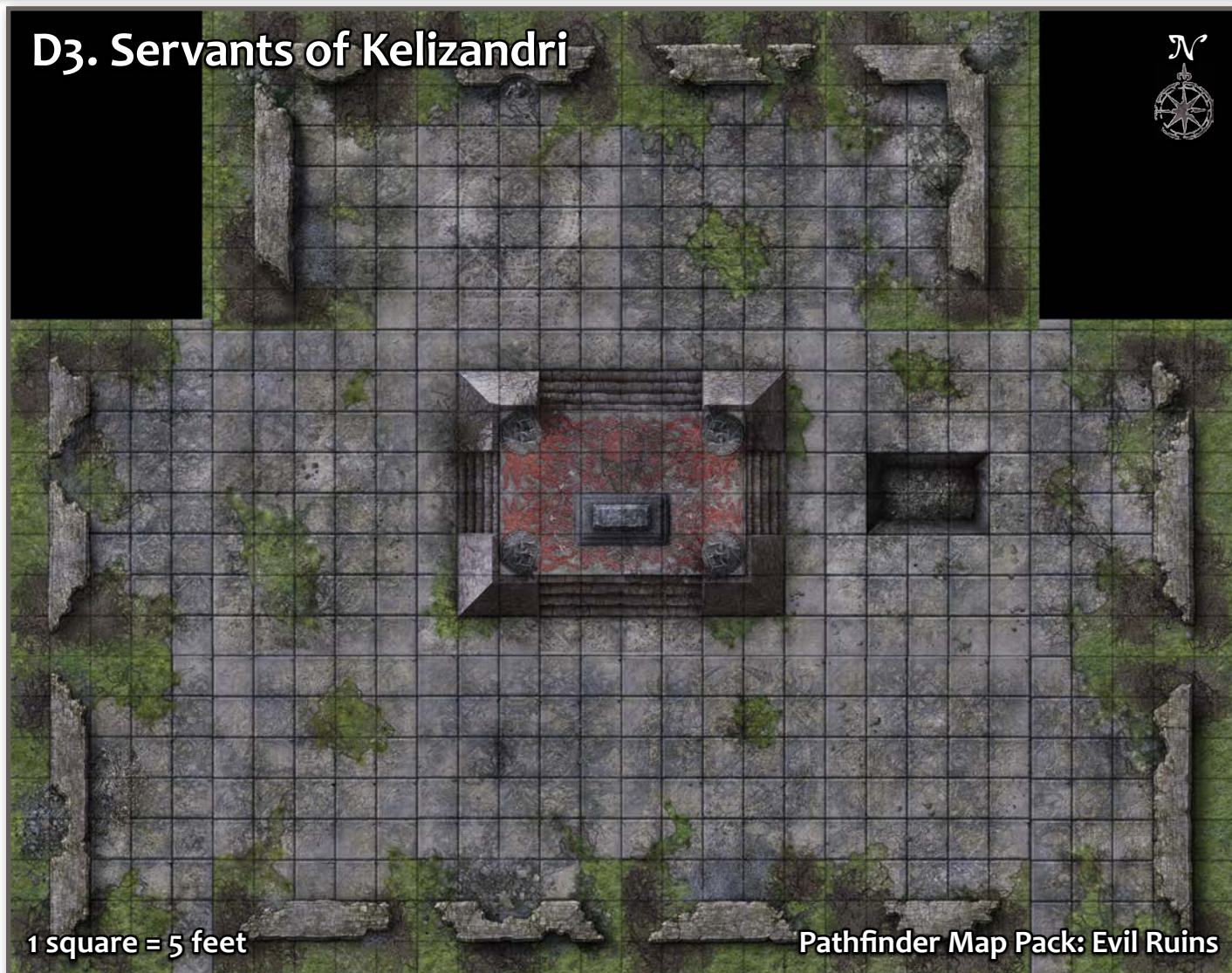
**WINTER WOLVES (2)** **CR 5**  
hp 57 each (*Pathfinder RPG Bestiary* 280)

### SUBTIER 7-8 (CR 9)

**FROST DRAKES (2)** **CR 7**  
hp 84 each (*Pathfinder RPG Bestiary* 2 108)



## D3. Servants of Kelizandri



### SUBTIER 10-11 (CR 12)

#### ADLET

**CR 10**
**hp 127** (*Pathfinder RPG Bestiary 3 9*)

#### HUGE ICE ELEMENTALS (3)

**CR 7**
**hp 95 each** (*Pathfinder RPG Bestiary 2 114*)

### E. ICE RESERVOIR (WATER)

An immense, frozen subterranean lake lies beneath the ruins of the Iovian city and connects the forces of Kelizandri with the central Vault. Ranginori's blasts of air have carved a network of tunnels through the lake, providing various paths to the surface. Within these icy tunnels lurk more powerful servants of Kelizandri as well as the frozen prison that holds the rebel Zhaleh and her followers.

This area has no natural illumination and is severely cold (*Pathfinder RPG Core Rulebook 442*). The PCs can

access this area from the Frozen City (area D) and, once the House secures this area, the PCs may travel to the Vault Entrance (area C). Successes earned in this area are Water-aligned and should be reported as such to HQ Staff.

### E1. PITFALLS

Powerful gusts of warm air howl through these twisting tunnels of ice. The passages turn upon themselves and end in sudden precipices. The footing is treacherous, and a step to either side drops into chasms clouded by freezing mist.

Navigating these tunnels in a timely fashion is a challenge, and one of the PCs needs to succeed at two Average Climb or Survival checks to make progress. A successful check represents 5 minutes of exploration, but a failed check represents 10 minutes of getting lost and backtracking before the PCs can try the check again.

**Hazards:** The tunnels here are slick, and creatures moving faster than half speed must succeed at an Average Acrobatics check or fall prone. If that PC's result was also below the Easy skill check DC for the subtier, he also slides toward one of the chasm precipices; he must succeed at a Hard Reflex save or slip over the edge. The PC falls a distance equal to 10 feet times the APL, taking (assuming low gravity) 1d4 damage per 10 feet fallen before striking a ledge from which he can climb back up to the main path. Climbing the ice cliffs here involves an Average Climb check.

**Haunts:** The unholy will of Kelizandri lurks in the frozen tunnels here, and the whisper of his presence is enough to send mortals into a blind panic. PCs who are compelled to flee this manifestation of the Brackish Emperor move at their full speed, subjecting them to the hazard above.

## ALL SUBTIERS

### SHADOWS IN THE ICE

NE haunt

**Caster Level** The caster level equals the APL

**Notice** Hard Knowledge (planes) or Perception check (to see the shadow of a leviathan moving in the ice below or sense the planar anomaly)

**hp** 2×APL; **Trigger** proximity; **Reset** 5 minutes

**Effect** The PCs witness a terrible monster of the depths rushing toward them upward through the ice and must succeed at a Hard Will save or become panicked for 1 round. This is a mind-affecting fear effect.

**Destruction** Recovering the *Untouchable Opal* causes Kelizandri to withdraw his presence from this place.

## E2. PRISON GUARDS

The frozen tunnels level off, causing the melting water to accumulate in bone-chilling pools. Droplets run down the thawing walls with supernatural purpose, whittling away relief carvings of an enormous dragon devouring entire cities.

The hallways here are 40 feet tall, and in the designated places, water has pooled in recesses between 3–5 feet deep. In Subtiers 5–6, 7–8 and 10–11, the entire area is submerged in cold water to a depth of about 4 feet, and the marked designate areas that the depth plunges to 15 feet. The water is still and only requires a DC 10 Swim check to navigate, but submerged PCs treat the area as extreme cold (*Pathfinder RPG Core Rulebook* 442). Thanks to all of the melt water on each surface, creatures that rely on being in contact with water—such as a water elemental or coral golem—are always treated as fulfilling that condition.

**Creatures:** Kelizandri's most loyal followers guard this area, more focused on keeping the rebels entombed than protecting the *Untouchable Opal*. The aquatic creatures use the halls' darkness and water to ambush the PCs if at all possible. Kelizandri's power protects those creatures without a natural immunity from the cold.

## SUBTIER 1–2 (CR 3)

### DEEP ONE

CR 1

**hp** 17 (*Pathfinder RPG Bestiary* 5 68)

### SMALL WATER ELEMENTAL

CR 1

**hp** 13 (*Pathfinder RPG Bestiary* 126)

## SUBTIER 3–4 (CR 5)

### VAMPIRIC MIST

CR 3

**hp** 30 (*Pathfinder RPG Bestiary* 2 277)

### ICE MEPHIT

CR 3

**hp** 19 (*Pathfinder RPG Bestiary* 202)

## SUBTIER 5–6 (CR 7)

### FREEZING FLOW

CR 4

**hp** 47 (*Pathfinder RPG Bestiary* 4 115)

### SEA HAGS (2)

CR 4

**hp** 38 each (*Pathfinder RPG Bestiary* 243)

## SUBTIER 7–8 (CR 9)

### QALLUPILLUK

CR 7

**hp** 76 (*Pathfinder RPG Bestiary* 4 224)

### WATER VEELA

CR 7

**hp** 85 (*Pathfinder RPG Bestiary* 5 265)

## SUBTIER 10–11 (CR 12)

### CORAL GOLEMS (2)

CR 9

**hp** 96 each (*Pathfinder RPG Bestiary* 4 131)

### OFFENSE

**Speed** 30 ft., burrow 20 ft. (ice only)

### BISHA GA TSUKU

CR 9

**hp** 114 (*Pathfinder RPG Bestiary* 5 42)

## E3. BREAKING THE ICE

Several tunnels lead into this expansive ice cavern, in which rests an enormous block of ice bound in chains that hang from



the icicle-covered ceiling. Hundreds of figures are flash-frozen within, caught in a moment of horror and agony. At the front of the inanimate crowd stands a regally clad giant who stares ahead with defiance.

Zhaleh Setat is a shahzada marid, with distant familial ties to the last Saline Padishah. She served Kelizandri for a thousand years in exchange for the safety of the city her clan calls home. Although Zhaleh had lived in fear of the Brackish Emperor's ire for centuries, Ranginori's winds whispered the prospect of freedom from Kelizandri's tyranny. She rebelled, hoping to claim the *Untouchable Opal* so that her clan could face Kelizandri directly. The effort was short-lived, and she now defiantly awaits Kelizandri's judgment and the horrors that will befall her people. One of Kelizandri's trusted lieutenants entombed Zhaleh and her followers here until the elemental lord could devise a more enduring punishment. The cold and his magic maintain the prison.

In order to free the prisoners, the PCs must find a way to break the chains (hardness 10 + APL, 90 hit points) or melt the ice. Breaking the chains causes the ice block to fall to the ground, cracking in places and freeing the creatures within. In order to reach the chains, a PC must fly to the chains 70 feet above, climb the side of the ice block (requiring Average Climb checks), or somehow sunder the chains from below.

If the PCs deal a number of points of fire damage equal to 6 times the APL, the ice weakens enough that several or trapped creatures can break out and assist in breaking apart the rest of the frozen mass. If the Engines status is in effect (causing the asteroid to spin and warm this region), the amount of fire damage decreases to 3 times the APL.

**Hazards:** The ice emits an unearthly chill and any creature in melee range or climbing on it takes 1d6 + APL cold damage per round. In Subtier 1–2, this only deals 1 point of cold damage per round.

**Development:** Zhaleh Setat is grateful for her freedom, but her first thought is to help the PCs and her allies escape, rather than continue fighting what she believes to be an impossible battle. If the PCs succeed at a Hard Diplomacy, Knowledge (history), or Perform (oratory) check, they can convince the despondent marid—using inspiring speeches or tales of the Society's noteworthy accomplishments, for instance—that by teaming up with the Pathfinders, she and her allies can go on to achieve victory and her dream of freedom.

In addition, if the PCs succeeded in persuading her by 5 or more, she offers the Pathfinders a single *wish*. The PCs may wish for health, restoring the PCs to full hit points and removing any status effects; armaments, gaining magical weapons and armor with a combined gold piece value of 5,000 times the APL that disappear at the end of the adventure; or wrath, causing the next encounter

to use the creatures from the next lowest subtier (reduce the starting hit points of creatures by 50% in Subtier 1–2). Zhaleh refuses to grant an inherent bonus to a PC's ability score, claiming such a wish would be selfish and not assist the Society's cause.

Regardless of the outcome, Zhaleh is willing to explain how she once served Kelizandri, rebelled against him at the behest of the winds that issue from inside the asteroid, and hopes to help her fellow marids earn greater freedom from the Brackish Emperor. Furthermore, she can share the strange messages that she has heard emanating from deeper within the asteroid, carried on a thundering, but somehow still faint voice that rides the winds. This grants the PCs one clue that the Table GM should tally and report at the beginning of Part 3.

If the PCs successfully inspire Zhaleh to help the Society's efforts, she offers to lead her forces once more against the elemental lords and aid the Pathfinders, contributing to a special condition that affects the entire House. In this case, report a Special Water success to HQ Staff. If the PCs free Zhaleh but cannot convince her to join forces with the Society, instead report a standard success to HQ Staff. If the PCs cannot release the prisoners, do not report a success.

## F. SEA OF LIGHT (FIRE)

The constant light of the sun bathes this side of the asteroid now that its rotation has halted. The servants of the Queen of the Inferno, Ymeri, guard the seared wastes. These defenders recently fended off a band of vercite pirates—technologically advanced humanoids who originated from the nearby planet Verces—and the raiders' ship has since collided with the asteroid's surface. While the ship is badly damaged, its engines are still intact and might be repaired.

Bright sunlight illuminates the area and, while Ranginori's winds help cool the area, the temperature is severely hot (*Pathfinder RPG Core Rulebook* 444). If the Overseer GM announces the asteroid rotation has resumed (due to events in area F3), the temperature falls to a comfortable level.

This area is accessible from the Pathfinders' starting point and, once the House claims this area, the PCs breach the defenses and may travel inward to the Labyrinth of Flame (area G). Successes earned in this area are Fire-aligned and should be reported as such to HQ Staff.

## F1. SERVANTS OF YMERI

Magma bubbles to the surface throughout the area here and lava flows about in wide-ranging rivers across the burning fields. Some inactive tunnels do show signs of habitation, and the crackling sound of Ignan-speaking voices echoes against the obsidian formations.

## E2. Prison Guards



1 square = 5 feet

 : Flooded Region

Pathfinder Map Pack: Ice Caverns

**Hazards:** A combination of unshielded exposure to the sun and the region's connection to the Plane of Fire have caused the surface of Aucturn's Tear to heat and even melt here. In Subtiers 1–2 and 3–4, this has caused portions of rock with lower melting points to reach scalding temperatures; the lava on the map represents this solid but incandescently hot stone, which deals 1d4 fire damage to anyone who

steps on it in Subtier 1–2 or 2d4 damage in Subtier 3–4. In Subtiers 5–6 and higher, this is molten lava (*Pathfinder RPG Core Rulebook* 444), though the average depth varies from several inches in Subtier 5–6 (dealing 2d6 damage) to 1 foot in Subtier 7–8 (dealing 5d6 for immersion) to several feet in Subtier 10–11 (dealing 10d6 damage for immersion). Hopping between solid patches of rock protects a creature



## F1. Servants of Ymeri



1 square = 5 feet

Pathfinder Flip-Mat: Wasteland



from the worst of the damage, though in Subtiers 7–8 and 10–11, the radiating heat deals 1d6 points of damage per round to anyone adjacent to a square containing lava but not otherwise taking damage from the lava.

**Creatures:** Servants of Ymeri roam the fields, cast out from the efreeti's court for some transgression or for their simplicity. Those that can strike the PCs from afar or exploit Spring Attack to lure the PCs into the hazardous terrain.

## SUBTIER 1–2 (CR 3)

IFRITS (2)	CR 1/2
hp 8 each ( <i>Pathfinder RPG Bestiary</i> 2 160, see page 57)	
<b>OFFENSE</b>	
Ranged javelin +3 (1d6)	
<b>TACTICS</b>	
Morale An ifrit flees or surrenders if reduced to 2 or fewer hp.	
<b>STATISTICS</b>	
Gear javelins (3), scimitar	

SMALL FIRE ELEMENTAL	CR 1
hp 11 ( <i>Pathfinder RPG Bestiary</i> 124, see page 56)	

## SUBTIER 3–4 (CR 5)

HELL HOUNDS (2)	CR 3
hp 30 each ( <i>Pathfinder RPG Bestiary</i> 173, see page 65)	

## SUBTIER 5–6 (CR 7)

RAST	CR 5
hp 51 ( <i>Pathfinder RPG Bestiary</i> 2 115, see page 75)	

LARGE FIRE ELEMENTAL	CR 5
hp 60 ( <i>Pathfinder RPG Bestiary</i> 124, see page 72)	

## SUBTIER 7–8 (CR 9)

ADVANCED SALAMANDER	CR 7
hp 92 ( <i>Pathfinder RPG Bestiary</i> 294, 240, see page 88)	
<b>OFFENSE</b>	
Ranged javelin +11 (1d6+5 plus 1d6 fire)	
<b>STATISTICS</b>	
Gear javelins (3), spear	

LARGE FIRE ELEMENTALS (2)	CR 5
hp 60 each ( <i>Pathfinder RPG Bestiary</i> 124, see page 83)	

## SUBTIER 10–11 (CR 12)

LAVA LURKERS (3)	CR 9
hp 114 each ( <i>Pathfinder Module: Emerald Spire Superdungeon</i> 155, see page 101)	

## F2. CRASH SITE

A crashed vessel of shining metal stands in sharp contrast to the lurid reds and blacks of the igneous landscape. Scorch and claw marks ravage the hull, but a fiery propulsion system seems mostly intact and juts toward the stars at an angle.

Thanks to the damage it took upon crashing, the vercite ship has seen its last flight, but the engines remain surprisingly intact. As the PCs explore the exterior, a senior Society agent approaches the PCs and asks that they help explore how to restart the engines in the hope that it might cause the asteroid to spin again, distributing the light more evenly and regulating the surface temperatures to a safer degree. The ship's exterior is torn open in several places, making it fairly easy to find a way inside. Within, the failing electronic systems provide dim lighting, and a dying artificial gravity system raises the gravity to half that on Golarion (merely doubling jumping distances and range increments).

**Creatures:** The vercite crew perished in the horrific crash, but the desecrating influence of the elemental lords on Aucturn's Tear has caused the alien pirates to rise again—yet now as undead. The 8-foot-tall walking corpses still wear their damaged and unsealed *pressure suits* (see page 53). The bodies are burned beyond any recognition, while unholy flames dance in their empty eye sockets.

## SUBTIER 1–2 (CR 3)

GHOULS (2)	CR 1
hp 13 each ( <i>Pathfinder RPG Bestiary</i> 146, see page 57)	

## SUBTIER 3–4 (CR 5)

SKELETAL CHAMPIONS (3)	CR 2
hp 17 each ( <i>Pathfinder RPG Bestiary</i> 252, see page 68)	

## SUBTIER 5–6 (CR 7)

SKELETAL CHAMPIONS (3)	CR 2
hp 17 each ( <i>Pathfinder RPG Bestiary</i> 252, see page 77)	

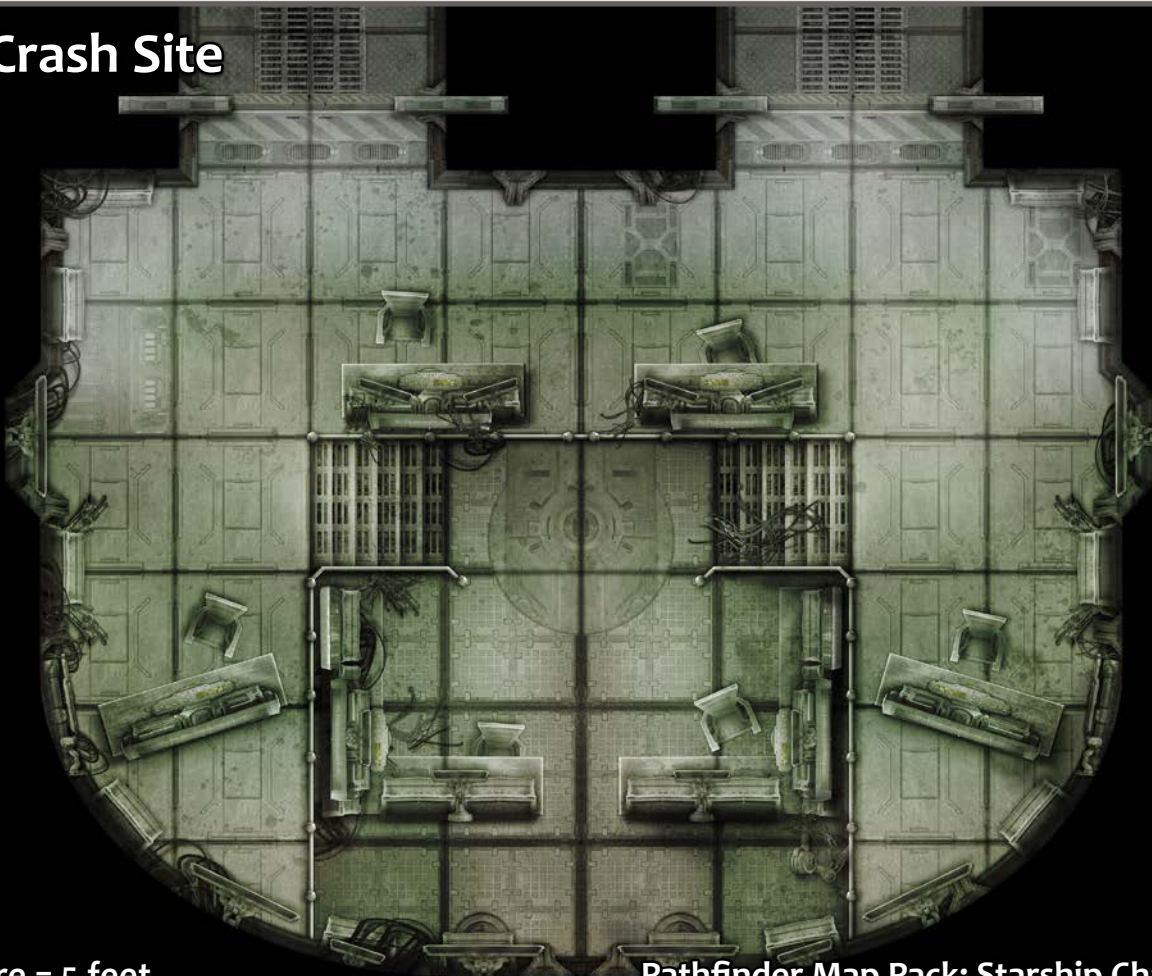
SKELETAL SNIPER	CR 5
Unique skeletal champion fighter (see page 77)	
hp 62	

## SUBTIER 7–8 (CR 9)

TOTENMASKES (2)	CR 7
hp 85 each ( <i>Pathfinder RPG Bestiary</i> 2 269, see page 89)	



## F2. Crash Site



1 square = 5 feet

Pathfinder Map Pack: Starship Chambers

### SUBTIER 10–11 (CR 12)

#### WITCHFIRE

CR 9

hp 115 (*Pathfinder RPG Bestiary* 2 284, see page 106)

#### VERCITE RISEN CAPTAIN

CR 11

Advanced vercite pale stranger (*Pathfinder RPG Bestiary* 3 290, 214, see page 105)

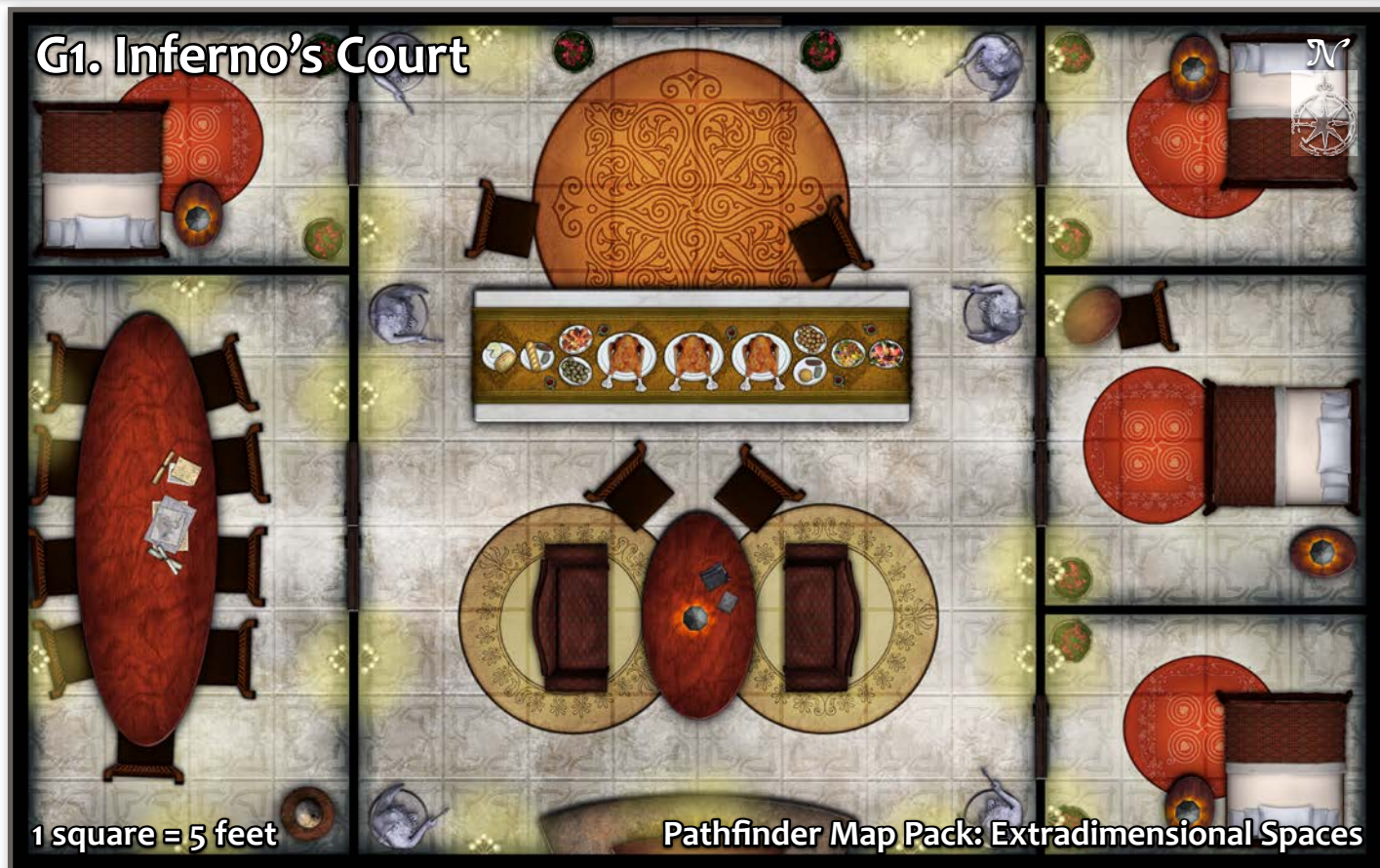
hp 157

**Treasure:** Among the stashed gear are enough *pressure suits* (see page 52) for each of the PCs. With a successful DC 15 Craft (armor, cloth, or leather), a PC can adjust a *pressure suit* to fit a Small or Medium companion, though the creature is unable to use natural attacks that deal piercing or slashing damage without breaking the suit's seal. Exceeding this check by 10 or more allows a PC to fit together a serviceable suit for a Large companion creature or mount. In Subtiers 1–2, 3–4, and 5–6, the PCs also find an arc pistol with 5 charges remaining (see page 52)—in Subtier 5–6 this is in the possession of the skeletal sniper. In Subtiers 7–8 and 10–11, this is an arc rifle with 8 charges (see page 52).

The ship also carries a store of medical supplies, including four *potions of endure elements*, two *potions of cure light wounds*, and a *potion of remove disease*. In Subtier 3–4, the PCs also find a *wand of lesser restoration* (5 charges), in Subtier 5–6 a *scroll of remove curse*, in Subtier 7–8 an elixir that grants the effect of a *heal* spell, and in Subtier 10–11, a *scroll of life bubble* (*Advanced Player's Guide* 230).

**Development:** The ship's engines are low on power and have several damaged and disconnected components, yet they are repairable. The PCs can coax the engines to life either by supercharging them with energy or by piecing back together the machinery. Supercharging the engines requires dealing electricity damage to the engines equal to  $5 \times$  the APL (minimum 15 damage) over a span of 1 minute. Repairing the machinery requires a Hard Disable Device or Knowledge (engineering) check; if a PC has the Technologist feat (*Pathfinder Campaign Setting: Technology Guide* 7), this is instead an Easy skill check. Each time the PCs fail this check, they damage the system, increasing the skill check DC by 2.

If the PCs reactivate the ship's engines, report this as a Special Fire success. If the PCs defeat the undead but fail



to restart the engines, they clear the way for other agents to try; report a standard Fire success to HQ Staff.

## G. LABYRINTH OF FLAME

The agents of Ymeri made the few tunnels here their home, and the efreet overseers have made a game of hunting the native burrowing worms and driving them to carve out ever-stranger labyrinths. Due to Ymeri's ages-old rivalry with the Plane of Earth, the Queen of the Inferno has relegated only her less favored servants to guarding Ayrzul's prize. As a result, many of this region's inhabitants are bitter, lazy, or both.

The dim glow of heated rock illuminates the area. Although Ranginori's winds help cool the tunnels, the temperature here is severely hot (*Pathfinder RPG Core Rulebook* 444) nonetheless.

This area is accessible from area F, and once the House claims this area, the PCs may travel inward to the Vault Entrance (area C). Successes earned in this area are Fire-aligned and should be reported as such to HQ Staff.

## G1. INFERNO'S COURT

Plumes of cool air grow hot and dry as they rush out from this network of igneous tunnels. A palace constructed of obsidian bricks stands high within a large cavern, surrounded by

cultivated gardens containing brass mockeries of plant life and elegant pools of lava. The gates stand open without a guard in sight, while sounds of revelry emanate from within.

The PCs are free to bypass the palace and this encounter entirely, but doing so does not count as a success. If the PCs enter, they find fine decorations and plush carpeting line the palace's floors and walls, and the scent of rich delicacies wafts from the tables laden with opulent dishes. The more delicate decorations are illusory, which a PC can identify after interacting with them and succeeding on an Average Will save. However, even the real components represent a small fortune in precious metals, cut gems, carved stone, and cunningly sculpted architecture.

**Creatures:** Ymeri's servants laze about, with even the current crisis pushing them to do little more than dispatch a few expendable minions to patrol. They see this unending guard duty as interminable boredom and eagerly welcome any entertainment visitors might provide. The malik efreet Fahaz Nahlam rules this place. Fahaz's family owes much of its influence to the Queen of the Inferno through an ancient pact offering the firstborn of each generation to Ymeri's service. He finds this posting insulting and twists every instruction to minimize his work.



Fahaz finds the Pathfinders amusing and hopes to make the most of their arrival in his indolent court. He proudly introduces himself as master of the Labyrinth of Flame and calls upon his servants to bring out a feast to entertain his guests. Only a modest fraction of the food and drink is real—an Average Will save allows a PC to see through the figment—a practical necessity given the asteroid's virtually non-existent flora and fauna; pointing out the illusion is a considerable faux pas that offends Fahaz and increases the DC of any checks made to negotiate with him by 2. As his staff sets out food, he engages the PCs in conversation, openly speaking of his current duties so long as the PCs are equally open about their exploits and goals upon the asteroid. However, he is duty-bound to repel any invaders who seek to steal the *Untouchable Opal* or thwart the elemental lords, so he quickly tries to interject with alternate, less incriminating titles for such proper nouns (such as “a hypothetical source of air” or “certain extraplanar rulers” who they might “unforgettably inconvenience”) before the PCs can blurt out any motivations that would force Fahaz to take up arms against them.

If a PC explicitly acknowledges wanting one of these goals in a way Fahaz cannot easily dismiss as meaning something less hostile, he sighs sadly and informs his visitors that they are no longer welcome and that despite his desire to do otherwise, he must escort the PCs out of his realm or cut them down. If the PCs insist on fighting him, run the combat encounter below, but include Fahaz (an efreet malik as presented in Subtier 10–11) as an additional combatant—even in Subtier 1–2. His forces do not give chase if the PCs flee. Instead of fighting, the PCs can choose to leave, spending another 30 minutes of time in-game leaving area G before Fahaz's troops depart, leaving the PCs free to sneak back into the region and pursue different encounters.

So long as the PCs don't force Fahaz to defend his territory, he is willing to give the PCs his blessing if they negotiate a deal with him or entertain his small court with an exhibition combat. If the Pathfinders choose to negotiate, they must succeed at a combination of three Hard skill checks using Bluff, Diplomacy, Intimidate, Linguistics, Perform, or Profession (merchant). Using a skill more than once increases the DC of that skill's check by 2 each time. If the PCs succeed before failing at least two checks by 5 or more, they earn Fahaz's approval and reluctant agreement to recall his nearby troops. If they fail, Fahaz maintains an air of biting civility by apologetically noting he had forgotten that mortal skulls are home to clumsy tongues, going on to suggest that the PCs might be more elegant combatants than they are negotiators. From here, the PCs can choose the combat option below or withdraw entirely.

If the PCs exceed the DC of each of the three checks by 5 or more, they earn a grudging *wish* from Fahaz. The PCs may wish for health, restoring the PCs to full hit points and

removing any status effects; armaments, gaining magical weapons and armor with a combined gold piece value of 5,000 × the APL that disappear at the end of the adventure; or wrath, causing the next encounter to use the creatures from the next lowest subtier (reduce the starting hit points of creatures by 50% in Subtier 1–2). Fahaz is too canny to trick into granting an inherent bonus to a PC's ability score. However, after naming their *wish*, one PC must attempt an Easy Wisdom check or a Hard Linguistics check to avoid Fahaz's twisting the *wish* for his own amusement. A corrupted wish for health causes the PCs' opponents in the next combat encounter to deal bleed damage equal to half the APL with each attack or spell. A corrupted wish for armaments grants what the PCs requested, but these items either delude the PC into believing it worked (in the case of activated abilities) or turn into a cursed –1 *weapon* or –1 *armor* that the PC cannot discard for the duration of the next combat; afterward, it crumbles to dust. A corrupted wish for wrath instead grants the advanced simple template to the most powerful creature the PCs face in their next combat encounter (in case of a tie for multiple creatures with the same CR, assign it to one of your choice). In each case, the wish's effects manifest in some observable way, such as enemy creatures causing especially bloody wounds or a major foe being struck by an empowering bolt of fiery energy accompanied by Fahaz's disembodied laughter. If later confronted about the matter, Fahaz insists he merely gave the PCs what they wanted and shoos them away.

If the PCs prefer to entertain Fahaz with combat, he calls forward several champions and lets the two sides fight by starting on opposite ends of the feast hall. Before the fight, servants remove the main banquet table but leave behind all other furniture.

## SUBTIER 1–2 (CR 3)

**IFRIT** **CR 1/2**

hp 8 (*Pathfinder RPG Bestiary 2* 160, see page 57)

### TACTICS

**Morale** The ifrit flees or surrenders if reduced to 2 or fewer hp.

**FIRE WYSP** **CR 2**

hp 19 (*Pathfinder RPG Bestiary 5* 283, see page 60)

## SUBTIER 3–4 (CR 5)

**FIRE WYSP** **CR 2**

hp 19 (*Pathfinder RPG Bestiary 5* 283, see page 70)

**AZERS (2)** **CR 2**

hp 15 (*Pathfinder RPG Bestiary 2* 39, see page 62)

### TACTICS

**Morale** An azer flees or surrenders if reduced to 4 or fewer hp.

## SUBTIER 5-6 (CR 7)

### JANN (2) CR 4

hp 39 each (*Pathfinder RPG Bestiary* 141, see page 75)

#### TACTICS

**Morale** A janni flees or surrenders if reduced to 8 or fewer hp.

### FIRE WYSPS (2) CR 2

hp 19 each (*Pathfinder RPG Bestiary* 5 283, see page 79)

## SUBTIER 7-8 (CR 9)

### FIRE VEELAS (2) CR 7

hp 85 each (*Pathfinder RPG Bestiary* 5 265, see page 89)

#### TACTICS

**Morale** A veela flees or surrenders if reduced to 15 or fewer hp.

## SUBTIER 10-11 (CR 12)

### FIRE GIANT CR 10

hp 142 (*Pathfinder RPG Bestiary* 148, see page 99)

#### TACTICS

**Morale** The fire giant flees or surrenders if reduced to 15 or fewer hp.

### EFREET MALIK CR 10

hp 136 (*Pathfinder RPG Bestiary* 140, see page 98)

**Development:** If the PCs earn Fahaz's blessing through combat or negotiation, report one Fire success to HQ Staff. The efreet also warns them about the local magma worms that travel the region, cautioning the PCs that the beasts are ferocious when riled, but are as dull-witted and as easily manipulated as animals. Finally, he shares what he's overheard from the earth-aligned guardians, some of which seemed more poetic than conversational. He muses that these phrases might be part of a password or other mechanism used to guard what lies in the Vault. This grants the PCs one clue that the Table GM should tally and report at the beginning of Part 3.

If the PCs fail to earn his blessing and leave the palace, simply move onto the next encounter without reporting a success.

## G2. THE LABYRINTH

The encounters in both this area and area G3 take place on the same map. Consider, running these two encounters back-to-back.

Wind rushes up from the many twisting tunnels carving through the area, but offers no clear indication of the true path forward. The deviousness of each dead end and false path could never have arisen naturally.

Native giant magma worms dig and nest in these tunnels. Fahaz made a game of hunting them and using them to construct mazes for his entertainment. The resulting paths twist about in ways that are difficult to predict, risking valuable time as the PCs navigate the maze. Have the PCs attempt three Hard Knowledge (dungeoneering) or Survival checks in any combination. For each success, they make good progress and lose no additional time. For each failure, they lose additional minutes equal to  $2d6 \times$  half the APL. Certain spells like *divination* or *augury* might provide the PCs an automatic success, and powerful spells like *find the path* can overcome the challenge entirely.

**Haunt:** Fahaz and his entourage killed many of the native worms, and the weight of so much death left a lingering impression. The spirits gather and manifest after the PCs pass the third navigation skill check or bypass it with magic.

## ALL SUBTIERS

### HUNGRY WORM CR VARIES

NE haunt

**Caster Level** The haunt's caster level equals the APL + 1.

**Notice** Easy Perception check (to hear the oncoming rumble of a tunneling Gargantuan worm)

hp [APL +1]×2; **Trigger** proximity; **Reset** 1 hour

**Effect** A spectral, gargantuan worm with a core that blazes with white-hot magma bursts through the tunnel wall. All Pathfinders in a 30-foot-wide swath must succeed at an Average Reflex save or be swallowed and carried off to area G3. Swallowed PCs take 1+APL fire damage each round for 1d6 rounds before being deposited. In Subtier 7-8, swallowed PCs must also succeed at an Average Fortitude save or gain 1 negative level when first swallowed. In Subtier 10-11, in addition to the fire damage and negative level from lower subtiers, a swallowed PC must succeed at an additional Hard Reflex save, or one of his worn magic items takes 10d6 fire damage as if he had rolled a natural 1 on a saving throw (*Pathfinder RPG Core Rulebook* 217).

**Destruction** Recovering the *Untouchable Opal* encourages the fire outsiders to leave, providing the spirits peace.

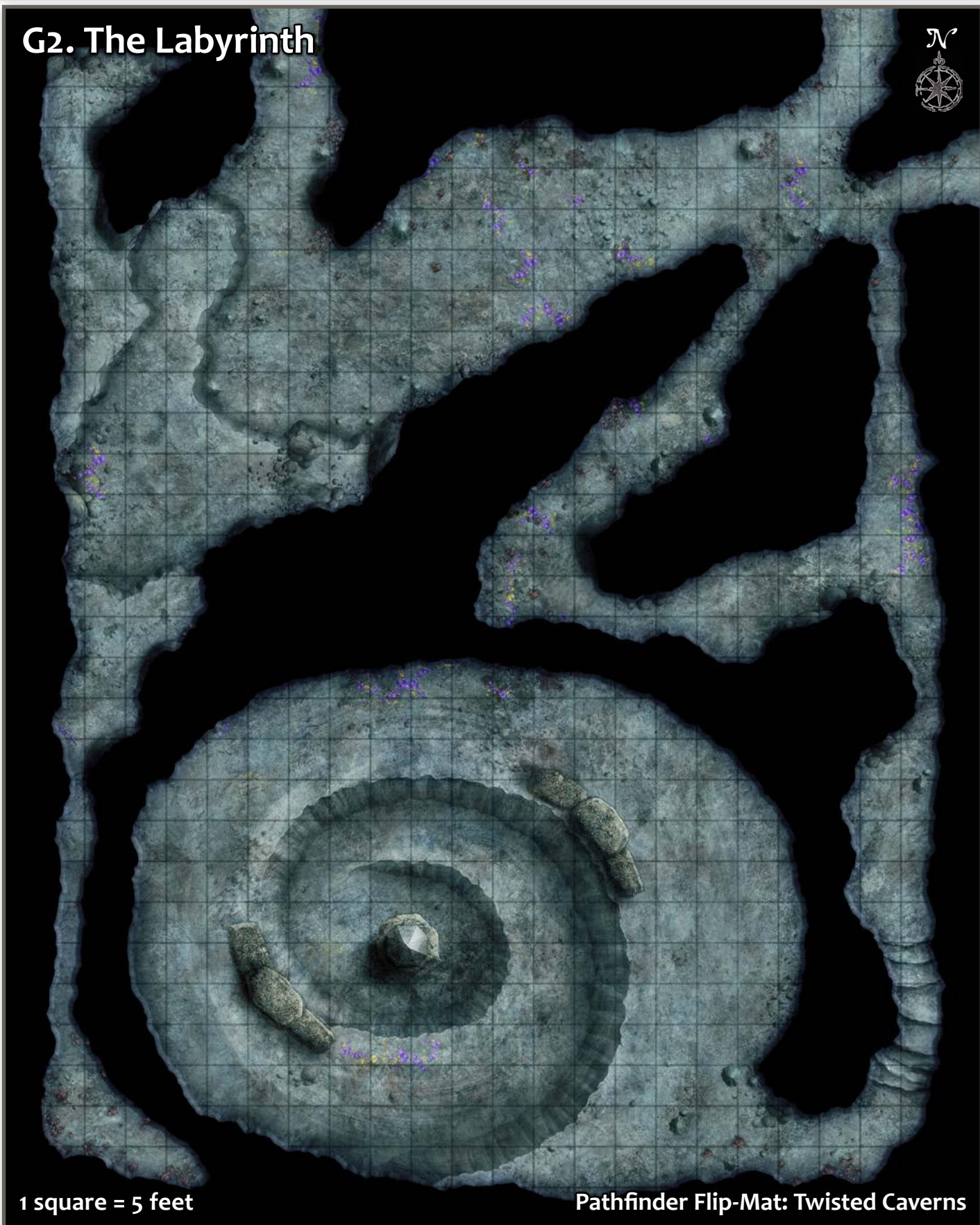
**Development:** If none of the PCs are swallowed, resolve any remaining checks to navigate the tunnels and report the encounter's success. If any of the PCs are swallowed, the other PCs can pursue the haunt to area G3 to reunite with their comrades; report this as a success, then move to encounter G3.

## G3. WORM NEST

An unsteady rumbling shakes the tunnels, showering debris from the ceiling. The pained cry of an immense alien creature reverberates through the area.



## G2. The Labyrinth



1 square = 5 feet

Pathfinder Flip-Mat: Twisted Caverns

**Creatures:** Many magma worms migrated elsewhere on Aucturn's Tear to escape Fahaz, but one badly wounded creature was unable to escape. A sheet of adamantite from Ranginori's prison found its way here, and the worm impaled itself on the shard. Magma worms are variant purple worms (*Pathfinder Bestiary* 230) with the fire subtype, fire breath, and churning innards made of magma. When tunneling or agitated—as this one is—magma worms burn red hot to the touch.

The beast blocks currently blocks the exit tunnel, and the PCs must move it or slay it in order to get past. Shifting the magma worm requires two steps: first, the PCs must calm the thrashing worm, and then they must help free it from the immense barb. Calming the worm requires an Easy wild empathy check, an Average Handle Animal check, or a Hard Knowledge (dungeoneering or nature) check. If a PC applies a number of points of healing equal to  $5 \times \text{APL}$  to the magma worm, all PCs receive a +5 bonus on this check and can attempt the Handle Animal check untrained.

Freeing the worm from the giant spike requires a successful DC 20 Strength check, an Average Knowledge (engineering) or Profession (miner) check to widen the tunnel, or a Hard combat maneuver check to sunder an object (treat this as a skill check when calculating the DC). Any of this second set of actions brings the PC close enough to the worm for it to scald anyone attempting the check. This deals 1d4 fire damage each time a PC attempts one of these checks; in Subtier 3–4 this increases to 1d8 fire damage; in Subtier 5–6 2d8 fire damage; in Subtier 7–8 3d8 fire damage; in Subtier 10–11 4d8 fire damage.

If the magma worm is still alive at the end of the first round in which the PCs damage it, the immense beast thrashes even more vigorously. This attracts nearby creatures that investigate; begin one of the Native Creatures encounters found on page 14. Do not report a success for defeating that encounter. After completing the encounter, the PCs can damage the magma worm with minimal repercussions.

## ALL SUBTIERS

MAGMA WORM	CR —
Variant purple worm ( <i>Pathfinder RPG Bestiary</i> 230, see page 39)	
<b>hp</b> 200 (currently 20 plus 10 hit points $\times$ APL)	
DEFENSE	
<b>Immune</b> fire	
<b>Weaknesses</b> vulnerability to cold	
OFFENSE	
Melee bite +25 (4d8+12 plus 2d8 fire/19–20 plus grab), sting +25 (2d8+12 plus 2d8 fire)	
<b>Special Attacks</b> breath weapon (30-ft. cone, 8d6 fire damage, Reflex DC 25 half, usable every 1d4 rounds), heat (2d8 fire),	

swallow whole (4d8+18 bludgeoning plus 4d8 fire damage, AC 21, 20 hp)

## PART 3: VAULT BREAKERS

Part 3 begins after the House has claimed the Vault Entrance in addition to at least three other regions—or after 150 minutes have elapsed, at the Overseer GM's discretion. At this point, Ayrzul's radioactive wrath abates, and the Society can safely travel to area **H** in pursuit of the *Untouchable Opal*. However, Ranginori is growing weaker from his struggles, and Ayrzul doubles down on trying to contain the artifact and condemn the Pathfinders to a gasping death once the atmosphere fades. The Pathfinders have 90 minutes to breach the last of the defenses and recover the opal.

Regardless of the Pathfinders' current location as Part 3 begins, Sorrina Westyr gains control of the warden's hub in are **C3** and uses it to gather the Pathfinders together. The Overseer GM as Sorrina Westyr should read the following to continue.

The asteroid groans as if an invisible weight had been lifted from it, leaving the air cleaner and breathing easier. The reassuring breeze emanating from tunnels suddenly drops in intensity, leaving a feeble stream that whistles weakly as it drifts off into space. A moment later, portals wreathed in tumbling stone open all across the asteroid, and Sorrina Westyr urgently beckons everyone to come through.

"We've truly grabbed the scorpion by the tail. Whatever entity was holding us at bay has loosened its grip, but it has redirected its efforts to cutting off the source of air that allows us to survive in this place. The path forward is no longer filled with lethal energy. We have at most...an hour or two before we must return home or face asphyxiation. But if we press forward and find the source of the air, I believe it is tied to whatever captive is imprisoned here. Our portal minders will stand ready in case we need to evacuate quickly."

She leads the assembled Pathfinders toward the edge of an immense, steeply sloped tunnel that descends into a miles-wide, spherical cavern. A crude stone fortress floats near the cave's center as if it were a rocky sun, and enormous slabs of earth orbit it like a miniature asteroid belt. These slabs gravitate inward toward the fortress, but periodic blasts of air slow their approach and cast the jagged masses back toward the edge of the cavern. Each gust is slightly weaker than the last.

Robed figures cling to the rocky slabs and chant loudly, as if empowering the stone. Unimpressed, Sorrina Westyr casts a spell at one of the distant cultists and flings him off his crude platform so that he hurtles toward the fortress and collides with its surface with a faint splat. "We must get to that fortress," she announces before signaling others to lower knotted ropes down to the cavern. "Clear off the opposition, then we'll make our way inside. I find it reassuring that whatever lies within the fortress has an aura of good, and no doubt seeks our aid."



Ayrzul and his followers work to seal the *Untouchable Opal* away once again. The elemental lord is attempting to bury the artifact in stone, depleting Ranginori's strength. Cultists channel their patron's power into the rock. Within the Vault, Ayrzul's most lethal guardians await the Pathfinders.

## TABLE GM INSTRUCTIONS

During this part of the adventure, the Pathfinders defeat Ayrzul's followers to weaken his hold on the asteroid and breach the final defenses around the *Untouchable Opal*. Once the Vault is secure, the Pathfinders must hold off Ayrzul's last efforts to reclaim it while freeing the gem from its prison.

**Navigating the Vault:** Progress through this area is linear, with the PCs proceeding through these encounters in the order presented.

**Reporting Successes:** During Part 3, there are three times that Table GMs should report successes to HQ Staff. First, report a success once the PCs complete the first encounter (Hitching a Ride), but when reporting the success, convey how many clues the table acquired during Part 2. Second, report how many puzzle box successes the PCs earn at the end of each encounter in area H3. Finally, once the earth yai Ename and her mercenaries attack, report the completion of each successful encounter.

**Announcements:** During Part 3, the Overseer GM will signal that several new conditions are in effect, such as "Thunderous Aid" and "Winds of Restoration." These impact the encounter in area H3, and are thus detailed in the Announcements in Area H3 sidebar on page 46.

## OVERSEER GM INSTRUCTIONS

During this part, the Overseer GM tracks the number of clues each Table GM reports, tallies the successes associated with opening the puzzle orb to free the *Untouchable Opal*, and finally tracks the number of successes they players achieve when the earth yai Ename and her mercenaries attack.

**Adventure Card Guild:** If including the Adventure Card Guild component of this adventure, begin tracking time. Every 15 minutes, it is important to instruct these tables to "Jump," signalling when several players must change seats. Consider a way to deliver this instruction in a way that does not interrupt the Roleplaying Guild tables.

This section also includes a cryptogram specific to the Adventure Card Guild component of the adventure. Distribute the puzzle pieces in order from left to right and from top to bottom, beginning with pieces with the encoded message. When a table solves the puzzle, treat this as two successes. The solution is "Release the prison that cannot be touched / Prise the thunderous duke from therein / A storm is coming, its forces too much / For all to withstand, so you should dig in."

**Reporting Clues:** When a table completes the first encounter during Part 3, the Table GM will report a number

between one and five; this represents the number of clues that table acquired during Part 2. The Overseer GM should then track the number of these clues/successes in a way the House can see and assess how close they are to their goal, such as tallying numbers on a piece of poster board, gradually coloring in a large thermometer, or using the mosaic feature as part of the interactive map file. In this way, tables can contribute to an important goal in this adventure, even if they are unable to complete an encounter in area H3 (where they can secure more successes).

In order to unlock the puzzle orb in area H3, the House must accumulate a number of successes equal to  $6 \times$  the number of tables. As the House reaches 50% and 80% of the number of successes necessary, they weaken Ranginori's prison, allowing the elemental lord to help them win.

When the House has earned half the necessary successes, the Overseer GM should make the following condition announcement.

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The Society's discoveries have weakened the prison of the powerful being sealed within Aucturn's Tear, and it can now offer a fraction of its power to the Pathfinders. Table GMs, the Thunderous Aid condition is now in effect.

---

When the House has earned 80% of the necessary successes, the Overseer GM should make the following condition announcement.

---

Even as the many-faceted prison spins and reconfigures itself, it cannot keep pace with the combined efforts of the Pathfinder Society. A refreshing breeze pours from the immense orb, restoring the agents' will to fight. Table GMs, the Winds of Restoration condition is now in effect.

---

Once the House has accumulated a number of successes equal to  $6 \times$  the number of tables, the Society has secured the *Untouchable Opal*, and the Overseer GM should make the corresponding announcement below.

---

Sorrina Westyr's image manifests to the Pathfinders, standing before a floating metallic cube scribed with countless shifting glyphs. "We have done it! Now how to open this—"

A great crack interrupts the Master of Spell's musings, as an immense three-eyed giant with skin like hewn stone steps through a tear in space, with an army pouring out past her. The giant bellows so that all can hear. "I acknowledge your strength, little ones, for you have angered my benefactor enough to send me. I and my warriors, the Daemon Prayers, honor it with unyielding death. Seize the Vault! Slay them all!"

Sorrina Westyr urgently pipes in. "We just need a few more minutes to secure our prize and escape. Hold them off as long as you can!"

Table GMs, begin the final encounters.

---

**Ending Part 3:** Once the House has acquired enough clues to begin the final encounters, Table GMs will report to HQ Staff each time their tables complete one of the combat encounters. Most reports should be a single success, but some tables might report as many as three successes at a time. Tally these. Once the House has accumulated a number of these successes equal to  $1\frac{1}{4} \times$  the number of tables, the adventure comes to an end. Begin the Conclusion (see page 50).

## H. THE VAULT (EARTH)

When functioning as intended, the Vault consisted of a nearly mile-wide sphere of stone inside of which was sealed the *Untouchable Opal*. Ranginori's outbursts fragmented, blasting apart all but the innermost rocky layers. The debris has since orbited the floating fortress, gravitating toward the artifact but being pushed away before the elemental lord's servants can completely enclose the opal's resting place once more. It is this concentration of elemental energy and power that enhances the gravity of Aucturn's Tear, pulling everything toward the inner fortress area.

Gravity in this area is at normal Golarion and angled down toward the Vault's heart. The temperature is comfortable. Illumination is dim.

**Hazards:** The fortress's surface is constantly shifting as the living stone repairs the damage Ranginori inflicts on it. Rooms shift 1d10 x 100 feet relative to their previous location every minute, making *dimension door* dangerous and *teleport* very likely to lead to false destinations.

Ayrzul's will infuses the earth here. Any spellcaster that attempts to magically dig through or alter the fortress must succeed at a caster level check whose DC equals 16 + the APL or the spell fails.

### H1. HITCHING A RIDE

Society agents lower knotted ropes down the sloping tunnel that drops into the immense spherical cavern where the fortress awaits. Once the PCs have resolved any effects from the end of Part 2 and clambered down the ropes, read the following.

A rune-scribed floating island begins drifting beneath the tunnel and brushing against the lowered ropes. "These rocky fragments gravitate toward the fortress," Sorrina shouts as she hangs from a rope. "If we can cling on before it travels out of reach, it should carry it toward our destination." The iceberg-sized rock spins slightly, revealing a host of undead cultists that cease their chanting, point toward the Pathfinders, and let loose unholy wails.

"Now!" cries the Master of Spells, and agents begin rappelling down to the crude platform.

Unless all of the PCs can fly several miles—attempting a controlled fall with *feather fall* is too dangerous due to

the orbiting rocks that move in hard-to-predict orbits and are likely to crash into plummeting adventurers—the PCs must help claim one of these islands to reach the fortress. If the PCs insist on this reckless route despite Sorrina's warning and just dive toward the fortress, a massive rock crashes into them as they fall, dealing bludgeoning damage equal to 2d6 times the APL (Hard Reflex for half). If the PCs don't have some way to slow their fall, they crash into the fortress, taking 20d6 points of falling damage.

At the beginning of the encounter, the PCs begin suspended 15 feet above the surface of the rock, and they must climb down the knotted rope or drop in order to reach the ground and fend off the undead cultists. Remember that a PC needs both hands free to climb, and he can cling to the rope with one hand in order to use the other to fight. Each round, the floating island moves another 20 feet toward the bottom of the map, providing the PCs a limited amount of time to reach the surface before their ropes are left dangling over the edge!

**Creatures:** Undead former cultists scramble around the floating rock, invoking Ayrzul's power. They quickly and mercilessly descend on any interlopers. Each of the intelligent undead carries a dagger with which it is proficient; if the PCs prove reluctant to descend to the surface, one or more undead throw daggers at the PCs' ropes (AC 5, 2 hit points), endeavoring to sever the lines and drop the hesitant PCs into melee range.

During this encounter, a crypt thing's teleporting burst always sends affected PCs to a ledge partway up the tunnel into area H—a 300-foot climb back down to area H1.

### SUBTIER 1-2 (CR 3)

**HUECUVA** CR 2  
hp 16 (*Pathfinder RPG Bestiary* 3 150, see page 57)

**ZOMBIE** CR 1/2  
hp 12 (*Pathfinder RPG Bestiary* 288, see page 60)

### SUBTIER 3-4 (CR 5)

**BONE PRIEST** CR 4  
hp 37 (*Pathfinder Module: Emerald Spire Superdungeon* 152, see page 62)

**SKELETAL CHAMPION** CR 2  
hp 17 (*Pathfinder RPG Bestiary* 252, see page 68)

### SUBTIER 5-6 (CR 7)

**CRYPT THINGS (2)** CR 5  
hp 52 each (*Pathfinder RPG Bestiary* 2 60, see page 71)



## H1. Hitching a Ride



1 square = 5 feet

Pathfinder Flip-Mat: Hill Country



## SUBTIER 7-8 (CR 9)

### GUECUBU CR 8

hp 104 (*Pathfinder RPG Bestiary 3* 145, see page 84)

### CRYPT THING CR 5

hp 52 (*Pathfinder RPG Bestiary 2* 60, see page 81)

## SUBTIER 10-11 (CR 12)

### PHARAONIC GUARDIAN CR 11

hp 142 (*Pathfinder RPG Bestiary 5* 191, see page 103)

### TOTENMASKES (2) CR 7

hp 85 each (*Pathfinder RPG Bestiary 2* 269, see page 105)

**Development:** Once the PCs defeat the undead forces attempting to drive them back, they and several dozen other Pathfinders are able to cling to the rock as gravity pulls it back toward the fortress. Remember that when reporting success for this encounter, convey to HQ Staff how many clues the table acquired during Part 2.

If the PCs are all able to fly approximately 2 miles on their own by any means (the equivalent of 10 minutes of travel with a 60-foot fly speed), they can skip this encounter entirely. In this case, report the encounter as a success to HQ Staff.

## H2. SHIFTING PASSAGES

The floating Vault is nearly a half-mile wide with defenses established in every direction. An adamantine shell encloses the structure; however this has been ruptured, and strands of the sky metal practically bleed from the holes in a vain attempt to repair the damage and reseal the area completely. The ground bulges all about, and chunks of earth and metal explode periodically as blasts of air billow out from within, driven by an unseen force.

The fortress is practically a life form in its own right—a vile construction of the elemental lords. Its contortions and regeneration make it difficult for the PCs to alight on its surface, find an open passage, and make their way inside before another gust flings their island back toward the cavern's edge. Once inside, the PCs face a slowly shifting tangle of tunnels designed to confound intruders and funnel them toward traps. In order to reach the fortress's heart, the PCs overcome these challenges in order.

First, the PCs must get inside. As the floating island they're on approaches, the PCs can attempt a Hard Knowledge (engineering), Perception, or Survival check to identify a prospective breach in the fortress. If at least one PC succeeds, all of the PCs treat the subsequent check

or save to scramble to that entrance as one step easier (e.g. Average becomes Easy); failure simply indicates they gain no advantage.

Second, as their miniature mountain crashes into the side of the fortress, the PCs have only a brief window in which to clamber off, make their way toward an entrance, and slip inside. This requires an Average Acrobatics or Climb check or an Average Reflex save from each PC. A PC who can fly automatically succeeds at the check. Failure results in a PC taking damage from a combination of falling from the floating island, being cut by the fortress's jagged surface, being crushed by other approaching debris, or some other calamity. In Subtier 1-2, this deals 1d6 points of damage to the PC. In Subtier 3-4 this damage increases to 2d6; in Subtier 5-6 to 4d6; in Subtier 7-8 to 6d6; and in Subtier 10-11 to 9d6. The PCs reach the breach regardless of success or failure unless the damage would render a PC unconscious. A PC may elect to spend additional time on the fortress's surface to heal a fallen ally, but doing so requires that the active PC must succeed at an Easy Acrobatics or Climb check or an Easy Reflex save or take the damage while trying to administer aid.

Third, the PCs must then navigate the twisting passages found within the fortress itself, requiring the PCs to succeed at three Hard Knowledge (dungeoneering) or Survival checks. Due to the claustrophobic nature of the tunnels, only three creatures can contribute to these checks (unless, at the GM's discretion, there's a clever way that the PCs are able to travel while sharing each other's spaces). Each attempt at one of these checks represents 5 minutes of navigation. If any of the PCs fail the check, the entire group takes bludgeoning damage equal to the APL from the shifting walls. If the PCs fail the check by 5 or more, they run afoul of a trap that affects any of the PCs who contributed to that particular check. Spells such as *divination* might allow the PCs to succeed automatically at one of these checks, and powerful divinations such as *find the path* might allow the PCs to bypass it altogether.

**Traps:** Numerous pits and deadfalls have been set in place to defend the *Untouchable Opal*, and anyone who makes a wrong turn is likely to run afoul of these hazards. Unless one of the PCs who would be affected has the trap spotter rogue talent or unless the PCs spend twice as long attempting each check in order to look for traps, they do not receive a Perception check to spot these traps.

## SUBTIER 1-2 (CR 1)

### PIT TRAP CR 1

Type mechanical; Perception DC 20; Disable Device DC 20



## ANNOUNCEMENTS IN AREA H3

As the House combines the discoveries from each table, it comes ever closer to unlocking the multifaceted metal orb that protects the *Untouchable Opal*. During this part of the adventure, listen for the Overseer GM to make several announcements that reflect Ranginori's growing influence.

**Thunderous Aid:** Ranginori has sensed his saviors are near and attempts to grant them his power and wisdom. During combat, a PC adjacent to the puzzle orb can attempt an Average Diplomacy check, Average Spellcraft check, or Easy Use Magic Device check to direct the Duke of Thunder's wrath. If successful, a PC can cast one of the following spells as a spell-like ability, using her character level as her caster level and either her own Charisma or 20 to determine the spell's save DC. She can use any of the spells listed in her own subtier or in a lower subtier. This ability can only be used once per combat, and any summoned elemental disappears at the end of the combat.

*Subtier 1–2: cure light wounds, shocking grasp, summon nature's ally II (air elemental only)*

*Subtier 3–4: cat's grace, cure moderate wounds*

*Subtier 5–6: cure serious wounds, lightning bolt, summon nature's ally IV (air elemental only)*

*Subtier 7–8: call lightning storm, cure critical wounds, summon nature's ally V (air elemental only)*

*Subtier 10–11: summon nature's ally VI (air elemental only)*

Between combats, Ranginori can impart his insights to one PC attempting a skill check to help free him. The group must decide which PC gains this bonus before she attempts a skill check, reducing the check's DC by one step (e.g. from Average to Easy).

**Winds of Restoration:** The Society has nearly uncovered the *Untouchable Opal*, and Ranginori unleashes a refreshing breeze that restores the Pathfinders' fighting spirits. Each PC heals 1d8+APL hit points, heals 1d2 points of ability damage to each ability score, and regains one daily use of a class feature. In addition, each PC recovers one or more spells that has total levels equal to his character level (minimum 3).

### EFFECTS

**Trigger** location; **Reset** manual

**Effect** 20-ft.-deep pit (2d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

### SUBTIER 3–4 (CR 3)

#### CAMOUFLAGED PIT TRAP

CR 3

**Type** mechanical; **Perception** DC 25; **Disable Device** DC 20

### EFFECTS

**Trigger** location; **Reset** manual

**Effect** 30-ft.-deep pit (3d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

### SUBTIER 5–6 (CR 5)

#### FALLING BLOCK TRAP

CR 5

**Type** mechanical; **Perception** DC 20; **Disable Device** DC 20

### EFFECTS

**Trigger** location; **Reset** manual

**Effect** Atk +15 melee (6d6); multiple targets (all targets in a 10-ft. square)

### SUBTIER 7–8 (CR 7)

#### SHALLOW CAMOUFLAGED SPIKE PIT TRAP

CR 7

**Type** mechanical; **Perception** DC 25; **Disable Device** DC 20

### EFFECTS

**Trigger** location; **Reset** manual

**Effect** 40-ft.-deep pit (4d6 falling damage); pit spikes (Atk +15 melee, 1d4 spikes per target for 1d6+4 damage each); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

### SUBTIER 10–11 (CR 10)

#### HIGH-GRAVITY PIT TRAP

CR 10

**Type** mechanical; **Perception** DC 25; **Disable Device** DC 20

### EFFECTS

**Trigger** location; **Reset** manual

**Effect** 50-ft.-deep pit (5d10 falling damage); pit spikes (Atk +15 melee, 1d4 spikes per target for 1d10+5/19–20/x3 damage each); DC 24 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

**Development:** Overcoming these obstacles does not earn the House any further successes, so do not report to HQ after this encounter. Move to area H3.

## H3. THE SHATTERED SANCTUM

A heavily worn set of stairs leads from claustrophobic tunnels into an eroded cavern studded with sand-scoured crystals that emit cool, faint light. The jagged foundations are all that's left of metal walls—the fragments of which now jut from the wall like throwing knives. An immense, intricate, thousand-sided polyhedron made of sky metals floats within a tight series of binding circles. As blasts of air erupt from the polyhedron, the surface's shattered facets regenerate before being blasted apart on another side.

The metal walls here are demolished; what appear as such on the map are in fact the lowest several inches that remain from the walls, resulting in a mostly open

cavern. Near its center floats the 20-foot-diameter faceted orb inside which is locked the *Untouchable Opal*, which hovers within a series of concentric arcane circles, each a rune-carved solid ring of gemstone inlaid in the ground. Each of these facets represents a riddle, conundrum, or digit in a massive combination lock that keeps the orb sealed and the opal safe. The lighting here is dim, and the intermittent bursts of wind impose a -2 penalty on ranged attack rolls in this area. The treasure within the giant orb has an aura of overwhelming good, and the trapped outsider's Hit Dice are so high that anyone casting *detect good* is sure to be stunned.

During this encounter, the PCs team up with other Pathfinder agents to decipher the many facets, crack the lock, and open the orb. There are three major ways in which the PCs can possibly assist in this endeavor: repelling guardians, breaking the circles, and solving the puzzle. When the PCs first arrive, they can explore the area and attempt preliminary checks to break the warding circles and decipher the orb. After each PCs has had an opportunity to try one of these tasks, the fortress responds to the intrusion by disgorging construct guardians from the walls to fend off the PCs. Once the combat is over, the PCs can once again attempt another set of checks against the circle or puzzle orb before another set of guardians arrives. This cycle continues until the House has accumulated enough successes to break open the orb.

**Hazard:** The five major magic circles around the orb provide numerous external defenses that ward off intruders. These circles' respective effects cease when the PCs destroy them.

**Distortion:** This circle increases the difficulty of all the PCs' checks to solve the puzzle orb by one step; a Hard skill check DC instead increases by 20% (round down), so a Subtier 1-2 Hard skill check would be DC 21.

**Earth:** This circle empowers the guardian creatures here, granting a +1 profane bonus on attack and damage rolls in Subtiers 1-2 and 3-4, or a +2 profane bonus in all other subtiers. Furthermore, these creatures begin each encounter with a number of temporary hit points equal to their Hit Dice (minimum 4).

**Fear:** This circle instills the fear of being buried alive in those who attempt to solve the puzzle orb; such PCs must succeed at a Hard Will save or gain the shaken condition until the end of the next encounter. If the PC fails the save by 5 or more, he must succeed at an Average Fortitude save or begin to suffocate. With each round, he can attempt another Average Fortitude save to end the effect. This is an evil compulsion and fear effect, and although *protection from evil* does not protect against it completely, the spell does allow an additional save against the suffocation effect.

**Warding:** Each of these two circles increases the other three circles' hardness by 50% and heals them a number of hit points equal to the APL at the end of each combat; the warding circles do not protect or heal each other. These effects are cumulative increasing hardness by 100% and healing twice as many hit points if both warding circles are intact. This healing cannot repair a destroyed circle, however. For a group of only four PCs, there is only one warding circle.

**Breaking the Circles:** Between combats, a PC can choose to damage one of the five magic gemstone circles. If a PC succeeds at an Average Knowledge (arcana or planes) check, he can identify the two basic properties of the warding circles, and if his checks meets or exceeds the Hard skill check DC, he also identifies the basic properties of the other three circles. If the PCs do not identify the circles, they must damage the circles at random. Each circle has hardness equal to 5 + the APL, has hit points equal to 5 + twice the APL, and takes half damage from energy effects (except sonic, which deals full damage).

In between combat encounters, a PC can perform 1 round of actions to damage one of the circles. As a full-round action, a PC can also attempt an Average Disable Device check to deal damage to a circle equal to half its maximum hit points; if the PC exceeds the check DC by 5 or more, he instead deals damage equal to the circle's maximum hit points. A circle is destroyed entirely if reduced to 0 or fewer hit points.

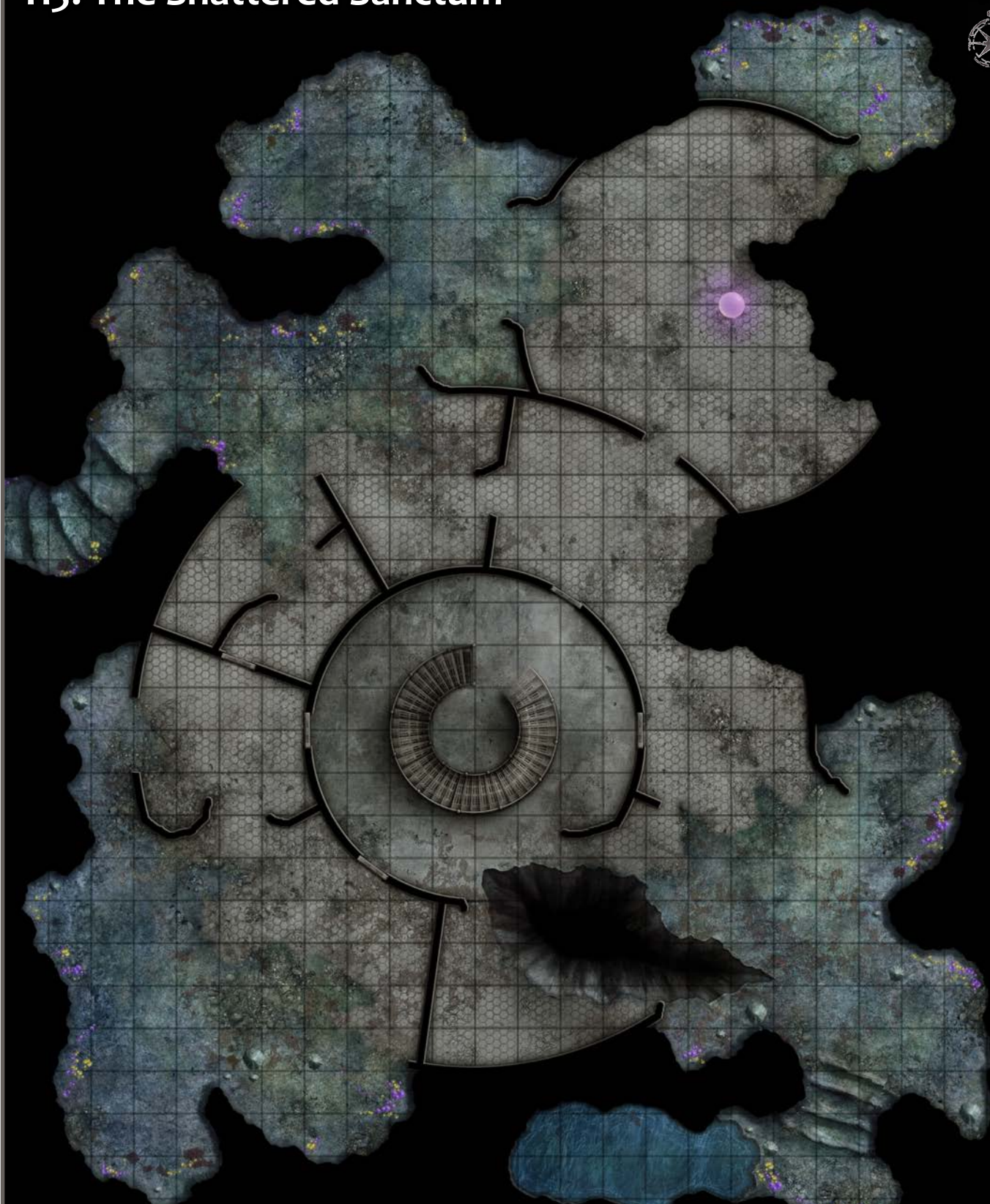
**Solving the Puzzle Orb:** In between combats, a PC can attempt to decipher one of the immense polyhedron's many facets. Doing so exposes the PC to the Distortion and Fear magic circles (see Hazards) unless those circles are already destroyed. Each facet represents some extraplanar truth, elemental koan, symbolic meaning within a facet's mineral composition, or any number of other esoteric aspects.

Any of the following skill checks allow a PC to make a discovery: an Average Appraise, Disable Device, Intelligence (use the skill DC), Knowledge (religion), Wisdom (use the skill DC), or Use Magic Device; or a Hard Knowledge (any), Linguistics, or Perception check. If a PC exceeds the check DC by 5 or more, count it as two successes. If a PC successfully uses one of the Average DC skills or abilities in this way, the DC of future checks with that skill or ability to solve the puzzle increases the Hard. A PC gains a cumulative +1 bonus on his skill check for each of the following languages he can read and understand: Abyssal, Aquan, Auran, Ignan, and Terran.

After each of the puzzle-solving PCs has had a chance to make a check, count the PCs' number of successes that round. If the PCs earned at least one success, report one success to HQ Staff. If the PCs earned a number of



# H3. The Shattered Sanctum



1 square = 5 feet

Pathfinder Flip-Mat: Tech Dungeon

successes equal to half the number of PCs, report two successes. If the PCs earned a number of successes equal to the number of PCs, report three successes to HQ Staff.

**Other:** In between combats, each PC has 2 additional rounds of actions that he can use to heal himself or others. He may perform these actions in addition to attempting a check against the magic circles or puzzle orb.

**Creatures:** After each phase in which the PCs attempt to destroy magic circles and solve the puzzle, the fortress causes mineral monstrosities to emerge from the walls to defend this chamber. These creatures appear along one or more random walls—ideally, not directly next to a PC but within about one move action of a target. Each of these creatures has the head of a carnivorous dinosaur, which is an homage to Ayrzul's sacred animal.



## SUBTIER 1-2 (CR 3)

### CELEDONS (2) CR 1

hp 25 each (*Pathfinder RPG Bestiary 5 52*)

#### STATISTICS

**SQ** granted power (Earth)

## SUBTIER 3-4 (CR 5)

### CARYATID COLUMNS (2) CR 3

hp 36 each (*Pathfinder RPG Bestiary 3 46*)

## SUBTIER 5-6 (CR 7)

### GRAVEN GUARDIANS (2) CR 5

hp 53 each (*Pathfinder RPG Bestiary 3 140*)

## SUBTIER 7-8 (CR 9)

### GRAVEN GUARDIAN CR 5

hp 53 (*Pathfinder RPG Bestiary 3 140*)

### BONE GOLEM CR 8

hp 90 (*Pathfinder RPG Bestiary 3 133*)

## SUBTIER 10-11 (CR 12)

### FOSSIL GOLEM CR 12

hp 122 (*Pathfinder RPG Bestiary 3 136*)

**Development:** This cycle of skill checks and combat encounters continues until the Overseer GM announces the transition to the Answered Prayers encounter. If

the PCs desire, they may withdraw from this area after a combat concludes in order to conserve their minimal and dwindling resources.

## FINAL ENCOUNTER: ANSWERED PRAYERS

When Sorrina Westyr makes the announcement that the *Untouchable Opal* is secure, numerous *gates* open around the Vault and enemy forces pour through. In desperation, Ayrzul has called upon the earth yai warlord Ename, who leads a band of planar mercenaries known as the Daemon Prayers. She has long sought Ayrzul's patronage, but his concern about her ambitions and asura allies kept him from using her before.

The Pathfinders rally to confront the enemy forces and may choose to prepare to face them around the Vault itself or outside it, depending on their strategy. Offer the encounter maps from **C3**, **D3**, or **H3** as possible battlegrounds for this final encounter.

**Creatures:** Two groups of enemies comprise this final assault: the last of Ayrzul's minions and the Daemon Prayers mercenary band. GMs should strongly consider presenting the mercenary encounter first, unless the PCs encountered relatively few creatures with the earth subtype during the course of this adventure.

## MERCENARIES

The Daemon Prayers band draws its bloodthirsty members from the Outer Planes' cruelest and foulest villains, and their reputation for cruelty has only grown over time. A cadre of oni keeps order and directs their subordinates' rage in a productive direction.

## SUBTIER 1-2 (CR 3)

### PETITIONERS (2) CR 1

NE petitioner (*Pathfinder RPG Bestiary 2 208*)

hp 16 each; fast healing 1

#### SPECIAL ABILITIES

**Petitioner Traits** Petitioners from Abaddon gain DR 5/— and fast healing 1.

## SUBTIER 3-4 (CR 5)

### YETH HOUND CR 3

hp 30 (*Pathfinder RPG Bestiary 286*)

### URDEFHAN CR 3

hp 25 (*Pathfinder RPG Bestiary 2 46*)



## SUBTIER 5–6 (CR 7)

**JANN (3)** CR 4  
hp 39 each (*Pathfinder RPG Bestiary* 141)

## SUBTIER 7–8 (CR 9)

**ADVANCED LARGE EARTH ELEMENTAL** CR 6  
hp 84 (*Pathfinder RPG Bestiary* 294, 122)

**ONI, OGRE MAGE** CR 8  
hp 92 (*Pathfinder RPG Bestiary* 221)

## SUBTIER 10–11 (CR 12)

**AGHASURA** CR 11  
hp 161 (*Pathfinder RPG Bestiary* 3 23)

**UPASUNDA** CR 9  
hp 114 (*Pathfinder RPG Bestiary* 3 27)

### AYRZUL'S MINIONS

Although the Fossilized King's resources available to him on the Plane of Earth are technically nearly limitless in scope, this represents the last of the troops he is able to dedicate to defending Ranginori's prison on Aucturn's Tear.

## SUBTIER 1–2 (CR 3)

**SMALL EARTH ELEMENTALS (2)** CR 1  
hp 13 each (*Pathfinder RPG Bestiary* 122)

## SUBTIER 3–4 (CR 5)

**EARTH MEPHITS (2)** CR 3  
hp 19 each (*Pathfinder RPG Bestiary* 202)

## SUBTIER 5–6 (CR 7)

**MEDIUM EARTH ELEMENTALS (2)** CR 3  
hp 34 (*Pathfinder RPG Bestiary* 122)

**ADVANCED GARGOYLE** CR 5  
hp 52 (*Pathfinder RPG Bestiary* 294, 137)

## SUBTIER 7–8 (CR 9)

**ADVANCED GARGOYLES (2)** CR 5  
hp 52 each (*Pathfinder RPG Bestiary* 294, 137)

**HUGE EARTH ELEMENTAL** CR 7  
hp 95 (*Pathfinder RPG Bestiary* 122)

## SUBTIER 10–11 (CR 12)

**ADVANCED GREATER EARTH ELEMENTAL** CR 10  
hp 162 (*Pathfinder RPG Bestiary* 294, 123)

**CLAY GOLEM** CR 10  
hp 159 (*Pathfinder RPG Bestiary* 159)

### OPTIONAL: CONFRONTING THE LEADERS

If the PCs seek a challenge, they can choose to find and slay the Daemon Prayers' leaders, sending the mercenary band into disarray.

## SUBTIER 7–8 (CR 11)

**DAEMON PRAYERS LIEUTENANTS (2)** CR 9  
Advanced ogre mage oni (*Pathfinder RPG Bestiary* 288, 221)  
hp 108

## SUBTIER 10–11 (CR 14)

**ENAME, DAEMON PRAYERS CAPTAIN** CR 13  
Earth yai oni (*Pathfinder #53: Tide of Honor* 88)  
hp 184

**AGHASURA** CR 11  
hp 161 (*Pathfinder RPG Bestiary* 3 23)

**Development:** If the PCs defeat a wave of enemies, report one success to HQ Staff, let the PCs heal, and then transition to an encounter with a different group of enemies. If the PCs have already defeated both waves of foes, they may choose to fight the next highest subtier's encounters (treat each victory as two successes) or the next lowest subtier's encounters (treat each victory as one success). Also feel free to repeat encounters.

Defeating one of the optional encounters with the oni leaders instead earns the House three successes. Be sure to report this to HQ Staff.

## CONCLUSION

Once the House has freed the *Untouchable Opal* and accumulated enough successes to fend off the Daemon Prayers mercenaries, the Overseer GM should read the following aloud.

Pathfinders push back the extraplanar mercenaries, which flee the Society's ferocious counterattack. The few remaining elementals fight to the last but quickly crumble under the assault. With the path back to the surface clear, Sorrina Westyr leads the way up to the portals, organizes a quick head count, and begins ushering agents back to Golarion. She is among the last to step back onto the Isle of Kortos, carrying a beautiful, fist-

sized opal that seems to glow with countless colors. Overhead, the once-radiant Aucturn's Tear gradually fades in brightness until it's imperceptible against the night sky.

The Master of Spells holds the immense gem aloft and speaks to the gathered agents. "We have accomplished a marvel today. I hold here an artifact in which dwells a powerful air spirit called Ranginori. Many ages ago, the Elemental Planes existed in balance, forces of good and evil locked in equilibrium. The elemental lords we know of today united against their benign counterparts, and claimed sole dominion. Scholars have speculated on the fates of the defeated, but no longer.

"It will take time to confirm the outsider trapped within this opal is who he claims to be." She looks up to the gemstone apologetically and adds, "Professional caution and courtesy, you understand." She then looks back to the Pathfinders and continues. "If that's true, though, we now hold the essence of the lost lord of air, Ranginori, Duke of Thunder!

"If we can free this being, imagine the history he can share with the Society, the good that might be accomplished. I cannot even begin to speculate on the ramifications for the Elemental Planes...and as word of our accomplishment spreads, there will be many thinking these same thoughts, and not with charitable

intent toward us. We must be very cautious in the coming months I fear, and not least in verifying the truth of what we hold.

"Fortunately, thanks to your efforts this evening, we have crippled key allies and armies of the elemental lords who opposed us. It speaks volumes of what the Society has accomplished in the past decade that I can sincerely state you defied demigods and emerged triumphant! It has been my privilege to have been part of that effort."

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## FINAL CLOSING

The Overseer GM should close the event, thank the Table GMs for their hard work, thank the players for their support of Pathfinder Society Roleplaying Guild Organized Play campaign. Provide the GMs and players with instructions for submitting reporting sheets and exiting the event.

## SUCCESS CONDITIONS

For participating in this adventure, each PC earns 2 Prestige Points.



## APPENDIX 1: SPECIAL TOOLS

The following alchemical objects, magic items, spells, and other tools appear in this adventure.

AIR CRYSTALS	PRICE 50 GP
WEIGHT —	

These unpleasant-tasting, alchemically grown crystals release breathable air when chewed. A pouch of air crystals provides 1 minute of breathable air. Placing air crystals in your mouth takes a standard action; chewing them each round is a free action. Any attempt to speak while chewing air crystals negates any remaining duration.

This item originally appears in *Pathfinder Campaign Setting: Pathfinder Society Field Guide*.

ARC PISTOL		PRICE 10,000 GP
TYPE one-handed ranged		
PROFICIENCY exotic (firearms)		
DMG (M) 1d8 elec.	DMG (s) 1d6 elec.	CRITICAL x2
RANGE 50 ft.	CAPACITY 10	USAGE 1 charge
SPECIAL semi-automatic, touch		
WEIGHT 2 lbs.		

An arc pistol emits bolts of ionized particles that it then electrifies, creating a crackling beam of electricity between it and its target. Arc pistols gain a +2 circumstance bonus on attack rolls against targets that are metal or are wearing medium or heavy metal armor. All attacks with an arc pistol are ranged touch attacks.

A semi-automatic weapon normally fires one shot as an attack. However, the user can take a full-attack action to fire twice, as if using the Rapid Shot feat (including taking a –2 penalty on all attacks). If the wielder has the Rapid Shot feat, she can use the additional shot from that as well, but the penalty for all shots fired in that round increases to –6.

This item originally appears in *Pathfinder Campaign Setting: Technology Guide*.

CONSTRUCTION	CRAFT DC 23	COST 5,000 GP
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Craft Technological Arms and Armor, military lab

ARC RIFLE		PRICE 20,000 GP
TYPE two-handed ranged		
PROFICIENCY exotic (firearms)		
DMG (M) 2d6 elec.	DMG (s) 1d10 elec.	CRITICAL x2
RANGE 150 ft.	CAPACITY 20	USAGE 1 charge
SPECIAL automatic, touch		
WEIGHT 6 lbs.		

An arc rifle emits bolts of ionized particles that it then

electrifies, creating a crackling beam of electricity between it and its target. This functions as an arc pistol except as noted here. As an automatic weapon, the arc rifle can function as a semi-automatic firearm, but the rifle in this adventure does not have enough charges remaining to fire a constant stream of shots as an automatic firearm otherwise could.

This item originally appears in *Pathfinder Campaign Setting: Technology Guide*.

CONSTRUCTION	CRAFT DC 23	COST 5,000 GP
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Craft Technological Arms and Armor, military lab

PRESSURE SUIT	PRICE 4,000 GP
SLOT body and head (see text)	
CL 5th	WEIGHT 30 lbs.
AURA faint abjuration	

This magical full-body suit completely protects the wearer from temperature extremes (as if by *endure elements*) and pressure dangers of hard vacuum and all worlds in the system (save the sun), though it only carries enough air for 3 days before it must be recharged in breathable atmosphere (such as that inside a ship). If the suit's seal is broken—such as the helmet being removed to eat or drink—all the air escapes in 2d6 rounds. A suit with a broken seal confers only the benefits of *endure elements*. The suit automatically repairs small holes, but if it is struck by a critical hit from a piercing or slashing weapon, the wearer of the pressure suit must succeed at a Reflex save (DC equal to the opponent's confirmation roll) or the seal breaks. A suit with a broken seal can be repaired with a DC 18 Craft (armor) check or a *make whole* spell. The suit does not compensate for changes in gravity. Wearing a pressure suit imposes a –1 armor check penalty; this penalty stacks with those provided by other equipment (such as armor). Since it takes up both the body and head slots, armor can be worn over a pressure suit, but robes and helms cannot.

This item originally appears in *Pathfinder Campaign Setting: Distant Worlds*.

CONSTRUCTION REQUIREMENTS	COST 2,000 GP
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Craft Wondrous Item, *endure elements*, *gust of wind*;

SNAPLEAF	PRICE 750 GP
AURA faint transmutation	SLOT none
CL 5th	WEIGHT —

This crystalline carving looks like a hand-sized tree leaf. It is usually worn around the neck on a strap so it is within easy reach, but can be affixed to a belt or clothing just like a badge. Activating a *snapleaf* is an immediate action and gives the bearer the benefits of *feather fall* and *invisibility*. The

duration of the two effects work independently; ending one early does not affect the other. The item cannot be activated to provide just one of these two effects; they are always activated simultaneously.

## CONSTRUCTION REQUIREMENTS

**COST** 375 GP

Craft Wondrous Item, *feather fall*, *invisibility*

## PLANETARY ADAPTATION, MASS

**School** transmutation; **Level** cleric 6, sorcerer/wizard 7, summoner 6

**Casting Time** 1 standard action

**Component** V, S

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

**Target** one creature/level, no two of which can be more than 30 ft. apart

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

*Planetary adaptation* grants the targets immunity to the harmful environmental effects of a particular world on the Material Plane, including such hazards as toxicity, extreme temperatures, and lack of air. Additionally, you gain energy resistance 20 to a single energy type prevalent on that world (choose one if more than one type is equally prevalent). For the purpose of this adventure, planetary adaptation grants no energy resistance but does protect the recipient from environmental temperature extremes, the vacuum of space, and damage dealt by radioactivity.



## APPENDIX 2: SUBTIER 1–2 BESTIARY

### AYRZUL NOVICE

CR 1

Human cleric of Ayrzul 2

NE Medium humanoid (human)

**Init** +3; **Senses** Perception +4

#### DEFENSE

**AC** 14, touch 9, flat-footed 14 (+5 armor, –1 Dex)

**hp** 22 (2d8+9)

**Fort** +5, **Ref** –1, **Will** +6

#### OFFENSE

**Speed** 30 ft. (20 ft. in armor)

**Melee** mwk morningstar +3 (1d8+1)

**Ranged** light crossbow +0 (1d8/19–20)

**Special Attacks** channel negative energy 4/day (DC 12, 1d6)

**Domain Spell-Like Abilities** (CL 2nd; concentration +5)

6/day—*acid dart* (1d6+1 acid), *touch of evil* (1 round)

**Cleric Spells Prepared** (CL 2nd; concentration +5)

1st—*bane* (DC 14), *cause fear* (DC 14), *magic stone*<sup>o</sup>, *shield of faith*

0 (at will)—*detect magic*, *guidance*, *light*, *resistance*

**D** Domain spell; **Domains** Earth, Evil

#### STATISTICS

**Str** 12, **Dex** 8, **Con** 14, **Int** 10, **Wis** 17, **Cha** 13

**Base Atk** +1; **CMB** +2; **CMD** 11

**Feats** Improved Initiative, Toughness

**Skills** Linguistics +4, Perception +4, Sense Motive +8, Spellcraft +5

**Languages** Common, Terran

**Combat Gear** *potion of cure light wounds*, *potion of endure elements*, tanglefoot bag; **Other Gear** mwk scale mail, light crossbow with 20 bolts, mwk morningstar, iron unholy symbol of Ayrzul

### CELEDON

CR 1

N Medium construct

**Init** +0; **Senses** darkvision 60 ft., low-light vision; Perception +2

#### DEFENSE

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

**hp** 25 (1d10+20)

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

**Immune** construct traits

#### OFFENSE

**Speed** 30 ft.

**Melee** short sword +2 (1d6+1/19–20)

**Special Attack** bardic performance (6/day)

#### STATISTICS

**Str** 12, **Dex** 11, **Con** —, **Int** 9, **Wis** 14, **Cha** 13

**Base Atk** +1; **CMB** +2; **CMD** 12

**Feats** Iron Will, Skill Focus (Knowledge [religion])

**Skills** Knowledge (religion) +3

**Languages** Common

**SQ** granted power, song of the gods

#### DESCRIPTION

This metallic sculpture of an idealized humanoid figure sparkles with divine luster.

#### SPECIAL ABILITIES

**Granted Power** A celedon enjoys the favor of the deity who created her. Every celedon chooses one of her deity's domains and gains that domain's first granted power. Alternatively, she can choose the prophet's touch ability below. A celedon only chooses this power once and can never change her granted power.

**Prophet's Touch (Su):** Three times per day, a celedon can make a melee touch attack that, on a hit, forces the target to succeed at a DC 11 Fortitude save or become stunned for 1 round. A creature that succeeds is staggered for 1 round instead. Whether or not the target succeeds, any spells or effects that detect alignment read the target as being the same alignment as the celedon's deity for as long as they are stunned or staggered. This save DC is Charisma-based.

**Song of the Gods (Su)** A celedon has the bardic performance ability of a 3rd-level bard, granting her access to the countersong, fascinate, inspire courage, and inspire competence performances. Rather than Perform, a celedon uses Knowledge (religion) when necessary (such as to determine the saving throw result for countersong). She can make use of this ability a number of times per day equal to 4 + her Wisdom modifier and can employ either her voice or any musical instrument.

### CEREBRIC FUNGUS

CR 3

N Medium plant

**Init** +4; **Senses** darkvision 60 ft., low-light vision;

Perception +12

**Aura** unsettling appearance (60 ft., DC 14)

#### DEFENSE

**AC** 15, touch 10, flat-footed 15 (+5 natural)

**hp** 30 (4d8+12); fast healing 2

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

**Defensive Abilities** otherworldly mind; **Immune** plant traits;

**Resist** cold 5

**Weaknesses** vulnerable to sonic

#### OFFENSE

**Speed** 30 ft.

**Melee** bite +5 (1d6+2), 2 tendrils +3 (1d4+1 plus pull)

**Space** 5 ft.; **Reach** 5 ft. (15 ft. with tendrils)

**Special Attacks** pull (tendrils, 5 ft.), star-shriek

**Spell-Like Abilities** (CL 4th; concentration +6)

Constant—*detect thoughts* (DC 14)

At will—*touch of madness* (DC 14)

3/day—*calm emotions* (DC 14), *touch of idiocy* (DC 14)

#### STATISTICS

**Str** 14, **Dex** 11, **Con** 16, **Int** 15, **Wis** 20, **Cha** 15

**Base Atk** +3; **CMB** +5; **CMD** 15 (21 vs. trip)

**Feats** Improved Initiative, Multiattack

**Skills** Bluff +6, Diplomacy +6, Perception +12, Stealth +7  
**Languages** telepathy 100 ft.

## DESCRIPTION

A swollen, brainlike bulb encrusted with fungal shelves squats atop several ropy legs. A wide mouth bisects the bulb's crown.

## SPECIAL ABILITIES

**Otherworldly Mind (Ex)** Any creature attempting to contact a cerebriic fungus's mind or read its thoughts with a divination spell or similar ability must succeed at a DC 16 Will save or be overwhelmed by the alien thoughts in the creature's head. Those who fail take 1d6 points of nonlethal damage and are confused for 1d6 rounds, and the divination effect immediately ends. The save is Charisma-based and includes a +2 racial bonus.

**Star-Shriek (Ex)** Once per day as a full-round action, a cerebriic fungus can unleash a shrill scream of madness. All creatures (except other cerebriic fungi) within 30 feet must make a DC 15 Will save or be nauseated for 1d4 rounds. This is a sonic, mind-affecting effect. The save DC is Constitution-based.

**Touch of Madness (Sp)** The cerebriic fungus may daze one living creature by making a successful touch attack. The target creature must succeed at a DC 14 Will save, or it becomes dazed for 1 round per caster level (4 rounds for most cerebriic fungi). The dazed subject is not stunned (so attackers get no special advantage against it). This is a mind-affecting enchantment, equivalent to a 2nd-level spell.

**Unsettling Appearance (Su)** A cerebriic fungus constantly scans the minds of those around it, projecting around itself a confusing collage of images gleaned from their thoughts. Creatures within 60 feet that can see the fungus must succeed at a DC 14 Will save or take a -2 penalty on attack rolls. This is a mind-affecting effect. The save DC is Charisma-based.

## CRYSMAL

CR 3

N Small outsider (earth, elemental)

**Init** +2; **Senses** darkvision 60 ft., crystal sense; Perception +11

## DEFENSE

**AC** 17, touch 13, flat-footed 15 (+2 Dex, +4 natural, +1 size)

**hp** 26 (4d10+4)

**Fort** +7, **Ref** +8, **Will** +2

**DR** 5/bludgeoning; **Immune** cold, fire; **Resist** electricity 10

## OFFENSE

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

**Melee** sting +7 (2d6+3)

**Special Attacks** shard spike +7 (3d6, range increment 60 ft.)

**Spell-Like Abilities** (CL 4th; concentration +6)

At will—*detect magic*, *ghost sound* (DC 12), *mage hand*, *silent image* (DC 13)

3/day—*dimension door*, *sanctuary* (DC 13), *touch of idiocy* (DC 14)

## STATISTICS

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

**Base Atk** +4; **CMB** +5; **CMD** 17 (29 vs. trip)

**Feats** Great Fortitude<sup>®</sup>, Lightning Reflexes, Skill Focus (Perception)

**Skills** Acrobatics +9, Climb +9, Perception +11, Stealth +13 (+15 in rocky areas); **Racial Modifiers** +2 Stealth in rocky areas

**Languages** Terran

## DESCRIPTION

An animated cluster of translucent crystals shaped disturbingly like a gemstone scorpion scuttles into an aggressive stance.

## SPECIAL ABILITIES

**Crystal Sense (Sp)** Crystals can sense the presence of any crystals or gems within 30 feet as if using the scent ability.

**Shard Spike (Ex)** Once per day, a crystal can launch its tail spike as a ranged attack that shatters when it hits, dealing 3d6 points of piercing damage to the target and 1d4 points of piercing damage to all creatures in adjacent squares. The spike regrows in 24 hours, but until it does, its impaired sting does only 1d6+3 damage.

## DEEP ONE

CR 1

CE Medium monstrous humanoid (aquatic, deep one)

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

## DEFENSE

**AC** 12, touch 9, flat-footed 12 (-1 Dex, +3 natural)

**hp** 17 (2d10+6)

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

**Defensive Abilities** deep dweller, immortal; **Resist** cold 5

## OFFENSE

**Speed** 20 ft., swim 40 ft.

**Melee** 2 claws +5 (1d4+3)

## STATISTICS

**Str** 17, **Dex** 9, **Con** 16, **Int** 12, **Wis** 15, **Cha** 10

**Base Atk** +2; **CMB** +5; **CMD** 14

**Feats** Great Fortitude

**Skills** Intimidate +5, Knowledge (religion) +6, Perception +7, Stealth +4 (+8 underwater), Survival +7, Swim +16; **Racial Modifiers** +4 Stealth underwater

**Languages** Aklo, Common

**SQ** amphibious, devoted, item use

## DESCRIPTION

This lumbering creature's gray-green hide glistens with moisture, and saliva dribbles from its fishlike maw.

## SPECIAL ABILITIES

**Deep Dweller (Ex)** Deep ones are immune to damage from water pressure; their bodies are capable of instantly adjusting to different water depths or even the surface with ease.

**Devoted (Ex)** Deep ones are fanatically religious, be it to the worship of a Great Old One, an elder deep one, or some other divinity. A deep one gains one bonus skill rank per Hit



Die that must be placed in Knowledge (religion), and this skill is a class skill for all deep ones.

**Immortal (Ex)** A deep one does not age. Barring death from violence, disease, or misadventure, a deep one can live forever. Deep ones are immune to effects that cause magical aging.

**Item Use (Su)** A deep one can activate spell-trigger items like staves and wands as if it were a spellcaster of the appropriate class.

## DOSSENUS CR 1

N Small aberration

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

### DEFENSE

**AC** 12, touch 11, flat-footed 12 (+1 natural, +1 size)

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

**Fort** +2, **Ref** +0, **Will** +3; +4 vs. poison

**Weaknesses** hydrophobia, light blindness

### OFFENSE

**Speed** 30 ft., burrow 30 ft., climb 30 ft.

**Melee** bite +4 (1d6+3/19–20)

**Special Attacks** devastating maw, sneak attack +1d6, swarming

### STATISTICS

**Str** 12, **Dex** 11, **Con** 14, **Int** 3, **Wis** 10, **Cha** 5

**Base Atk** +1; **CMB** +1; **CMD** 11 (15 vs. trip)

**Feats** Improved Critical<sup>B</sup> (bite), Weapon Focus (bite), Weapon Specialization<sup>B</sup> (bite)

**Skills** Climb +17, Perception +5; **Racial Modifiers** +8 Climb

**Languages** Aklo

### DESCRIPTION

This small creature looks like a lumpy head with crab legs and a giant mouth filled with stone teeth.

### SPECIAL ABILITIES

**Burrow (Ex)** A dossenus can burrow through stone (or weaker materials such as wood) as easily as dirt.

**Devastating Maw (Ex)** A dossenus' bite attack counts as adamantine for the purposes of overcoming DR and bypassing hardness.

**Hydrophobia (Ex)** A dossenus cannot swim and always fails Swim checks. If a dossenus becomes completely submerged in water, it must succeed at a DC 15 Will save on its turn each round or be paralyzed with fear until it is no longer submerged.

**Swarming (Ex)** Dossenus are brutally efficient at swarming foes and often skitter atop one another in their haste to overwhelm and devour prey. Up to two dossenus can share the same square at the same time. If two dossenus are sharing the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

## EARTH ELEMENTAL, SMALL CR 1

N Small outsider (earth, elemental, extraplanar)

**Init** –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

### DEFENSE

**AC** 17, touch 10, flat-footed 17 (–1 Dex, +7 natural, +1 size)

**hp** 13 (2d10+2)

**Fort** +4, **Ref** –1, **Will** +3

**Immune** elemental traits

### OFFENSE

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

**Melee** slam +6 (1d6+4)

**Special Attacks** earth mastery

### STATISTICS

**Str** 16, **Dex** 8, **Con** 13, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +2; **CMB** +4; **CMD** 13

**Feats** Improved Bull Rush<sup>B</sup>, Power Attack

**Skills** Appraise +1, Climb +7, Knowledge (dungeoneering) +1, Knowledge (planes) +1, Perception +4, Stealth +7

**Language** Terran

### SPECIAL ABILITIES

**Earth Glide (Ex)** A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. 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 earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

**Earth Mastery (Ex)** An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

## FIRE ELEMENTAL, SMALL CR 1

N Small outsider (elemental, extraplanar, fire)

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

### DEFENSE

**AC** 16, touch 13, flat-footed 14 (+1 Dex, +1 dodge, +3 natural, +1 size)

**hp** 11 (2d10)

**Fort** +3, **Ref** +4, **Will** +0

**Immune** elemental traits, fire

**Weaknesses** vulnerability to cold

### OFFENSE

**Speed** 50 ft.

**Melee** slam +4 (1d4 plus burn)

**Special Attacks** burn (1d4, DC 11)

### STATISTICS

**Str** 10, **Dex** 13, **Con** 10, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +2; **CMB** +1; **CMD** 13

**Feats** Dodge, Improved Initiative<sup>B</sup>, Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +5, Climb +4, Escape Artist +5, Intimidate +4, Knowledge (planes) +1, Perception +4

**Language** Ignan

## GHOUL

CR 1

CE Medium undead

**Init** +2; **Senses** darkvision 60 ft.; Perception +7

### DEFENSE

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

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

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

**Defensive Abilities** channel resistance +2

### OFFENSE

**Speed** 30 ft.

**Melee** bite +3 (1d6+1 plus disease and paralysis) and 2 claws +3 (1d6+1 plus paralysis)

**Special Attacks** paralysis (1d4+1 rounds, DC 13, elves are immune to this effect)

### STATISTICS

**Str** 13, **Dex** 15, **Con** —, **Int** 13, **Wis** 14, **Cha** 14

**Base Atk** +1; **CMB** +2; **CMD** 14

**Feats** Weapon Finesse

**Skills** Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +3

**Languages** Common

### DESCRIPTION

This humanoid creature has long, sharp teeth, and its pallid flesh is stretched tightly over its starved frame.

### SPECIAL ABILITIES

**Disease (Su)** Ghoul Fever: Bite—injury; *save* Fort DC 13; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

## HUECUVA

CR 2

CE Medium undead

**Init** +6; **Senses** darkvision 60 ft.; Perception +5

**Aura** faithlessness (30 ft.)

### DEFENSE

**AC** 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

**hp** 16 (3d8+3)

**Fort** +2, **Ref** +3, **Will** +4

**DR** 5/magic or silver; **Immune** undead traits

### OFFENSE

**Speed** 30 ft.

**Melee** 2 claws +4 (1d4+1 plus disease)

### STATISTICS

**Str** 13, **Dex** 14, **Con** —, **Int** 4, **Wis** 12, **Cha** 12

**Base Atk** +2; **CMB** +3; **CMD** 15

**Feats** Improved Initiative, Weapon Focus (claw)

**Skills** Perception +5, Stealth +7

**Language** Common

**SQ** false humanity

### DESCRIPTION

Rotting vestments hang across the withered flesh of this walking corpse, and its mouth hangs open in a silent scream.

### SPECIAL ABILITIES

**Aura of Faithlessness (Su)** The huecuva and all undead creatures within 30 feet receive a +2 profane bonus on Will saves made to resist channeled energy and positive energy effects.

**Disease (Ex)** Filth fever: Injury; *save* Fort DC 12; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Str damage; *cure* 2 consecutive saves. The save DC is Charisma-based.

**False Humanity (Su)** During the day, a huecuva is cloaked in an illusion that makes it look, sound, and feel like the living creature it once was. This effect functions similarly to disguise self—if a creature interacts directly with a huecuva, it can attempt a DC 12 Will save to see through the illusion. Regardless, the huecuva's scent never changes—it always exudes a faint stench of grave dust and decay. Creatures with the scent ability receive a +4 bonus on any Will saving throw made to see through this illusion. At night (regardless of whether the huecuva itself knows night has fallen) this illusion fades and reveals the creature for what it truly is. The save DC is Charisma-based.

## IFRIT

CR 1/2

Ifrit sorcerer 1

N Medium outsider (native)

**Init** +3; **Senses** darkvision 60 ft.; Perception +2

### DEFENSE

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

**hp** 8 (1d6+2)

**Fort** +1, **Ref** +3, **Will** +0

**Resist** fire 5

### OFFENSE

**Speed** 30 ft.

**Melee** scimitar +0 (1d6/18–20)

**Bloodline Spell-Like Abilities** (CL 1st; concentration +4) 6/day—*elemental ray* (1d6 fire)

**Ifrit Spell-Like Abilities** (CL 1st; concentration +4) 1/day—*burning hands* (DC 15)

**Sorcerer Spells Known** (CL 1st; concentration +4) 1st (4/day)—*burning hands* (DC 15), *mage armor* 0 (at will)—*acid splash*, *detect magic*, *flare* (DC 14), *prestidigitation*

**Bloodline** elemental (fire)



# PATHFINDER SOCIETY SCENARIO

## STATISTICS

**Str** 10, **Dex** 16, **Con** 12, **Int** 13, **Wis** 6, **Cha** 17

**Base Atk** +0; **CMB** +0; **CMD** 13

**Feats** Eschew Materials<sup>B</sup>, Martial Weapon Proficiency (scimitar)

**Skills** Bluff +7, Knowledge (arcana) +5, Spellcraft +5

**Languages** Common, Gnome, Ignan

**SQ** bloodline arcana, fire affinity

## DESCRIPTION

This muscular, fiery-skinned man has flaming hair and spotted horns upon his brow.

## SPECIAL ABILITIES

**Fire Affinity (Ex)** Ifrit sorcerers with the elemental (fire) bloodline treat their Charisma score as 2 points higher for all sorcerer spells and class abilities. Ifrit spellcasters with the Fire domain use their domain powers and spells at +1 caster level.

## OREAD

**CR 1/2**

Oread fighter 1

N Medium outsider (native)

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

## DEFENSE

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

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

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

**Resist** acid 5

## OFFENSE

**Speed** 20 ft.

**Melee** longsword +3 (1d8+3/19–20)

**Ranged** composite longbow +4 (1d8+2/×3)

**Spell-Like Abilities** (CL 1st; concentration +0)

1/day—*magic stone*

## STATISTICS

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

**Base Atk** +1; **CMB** +3; **CMD** 15

**Feats** Iron Will, Weapon Focus (longbow)

**Skills** Intimidate +4

**Languages** Common, Terran

**SQ** elemental affinity

## DESCRIPTION

This large warrior appears heavy and solid, with chiseled, angular features that make her look almost like a statue brought to life.

## SPECIAL ABILITIES

**Earth Affinity (Ex)** Oread sorcerers with the Elemental (earth) bloodline treat their Charisma score as 2 points higher for all sorcerer spells and class abilities. Oread clerics with the Earth domain cast their domain powers and spells at +1 caster level.

## PECH

**CR 3**

N Small fey (earth)

**Init** +1; **Senses** darkvision 60 ft., low-light vision; Perception +10

## DEFENSE

**AC** 16, touch 12, flat-footed 15 (+1 Dex, +4 natural, +1 size)

**hp** 27 (6d6+6)

**Fort** +5, **Ref** +6, **Will** +6

**DR** 5/cold iron; **Immune** petrification; **SR** 14

**Weaknesses** light blindness

## OFFENSE

**Speed** 20 ft.

**Melee** mwk heavy pick +9 (1d4+6/×4)

**Special Attacks** earth mastery, pech magic, stone knowledge

**Spell-Like Abilities** (CL 10th; concentration +11)

3/day—*stone shape*, *stone tell*

## STATISTICS

**Str** 19, **Dex** 12, **Con** 13, **Int** 12, **Wis** 13, **Cha** 12

**Base Atk** +3; **CMB** +6; **CMD** 17

**Feats** Cleave, Great Fortitude, Power Attack

**Skills** Climb +13, Craft (stonemasonry) +14, Knowledge

(dungeoneering) +10, Knowledge (engineering) +10,

Perception +10, Profession (miner) +14, Stealth +14; **Racial**

**Modifiers** +4 Craft (stonemasonry), +4 Profession (miner)

**Languages** Terran, Undercommon

## DESCRIPTION

This pale yellow humanoid has blank, bulging white eyes and gangly arms and legs. It clutches a pickaxe in its knobby hands.

## SPECIAL ABILITIES

**Earth Mastery (Ex)** A pech gains a +1 bonus on attack and damage rolls if both it and its foes are touching the ground. If an opponent is airborne or waterborne, the pech takes a –4 penalty on attack and damage rolls. These modifiers are not precalculated into the statistics here.

**Pech Magic (Sp)** Four pechs working together can cast *wall of stone* once per day. Eight pechs working together can cast *stone to flesh* (DC 17) once per day. These spell-like abilities function at CL 10th. Each pech must use a full-round action to take part in the casting. The save DCs are modified by the highest Charisma modifier in the group.

**Stone Knowledge (Ex)** A pech's in-depth knowledge of earth and stone grants a +1 racial bonus on attack and damage rolls and the benefits of the Improved Critical feat against creatures and objects made of stone or earth or with the earth subtype. Knowledge (dungeoneering), Knowledge (engineering) and Profession (miner) are always class skills for a pech.

## PETITIONER OF ABADDON

**CR 1**

NE Medium outsider (extraplanar)

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

## DEFENSE

**AC** 10, touch 10, flat-footed 10

**hp** 16 (2d10+5); fast healing 1

**Fort** +4, **Ref** +3, **Will** +0

**DR** 5/—; **Immune** mind-affecting effects

## OFFENSE

**Speed** 30 ft.

**Melee** slam +2 (1d4)

## STATISTICS

**Str** 11, **Dex** 10, **Con** 13, **Int** 10, **Wis** 11, **Cha** 10

**Base Atk** +2; **CMB** +2; **CMD** 12

**Feats** Toughness

**Skills** Craft (locks and traps) +5, Knowledge (planes) +5, Perception +5, Sense Motive +5, Stealth +5

**Languages** Common

**SQ** petitioner traits

## DESCRIPTION

Something seems strange and disturbingly familiar about this wispy, ghostly humanoid shape.

## SUPERSTITIOUS MERCENARY

**CR 1/2**

Human fighter 1

N Medium humanoid (human)

**Init** +2; **Senses** Perception +2

## DEFENSE

**AC** 20, touch 12, flat-footed 18 (+6 armor, +2 Dex, +2 shield)

**hp** 14 (1d10+4)

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

## OFFENSE

**Speed** 30 ft.

**Melee** longsword +4 (1d8+3/19–20) or cold iron dagger +4 (1d4+3/19–20)

**Ranged** heavy crossbow +3 (1d10/19–20)

## STATISTICS

**Str** 17, **Dex** 14, **Con** 12, **Int** 8, **Wis** 13, **Cha** 10

**Base Atk** +1; **CMB** +4; **CMD** 16

**Feats** Iron Will, Power Attack, Toughness

**Skills** Heal +2, Perception +2, Survival +5

**Languages** Common

**Combat Gear** *potion of cure light wounds*, alchemist's fire, holy water, oil (2), healer's kit (2 uses remaining); **Other Gear** breastplate, heavy wooden shield, cold iron dagger, heavy crossbow with 20 bolts, longsword, bedroll, tindertwigs (2), whetstone, wooden holy symbol, 3 gp

## TSAALGREND

**CR 2**

N Small plant

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +4

## DEFENSE

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

**hp** 19 (3d8+6)

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

**Immune** plant traits; **Resist** acid 5, electricity 5

**Weaknesses** light blindness, vulnerable to fire

## OFFENSE

**Speed** 10 ft., climb 10 ft., fly 40 ft. (poor)

**Melee** bite +5 (1d4+2 plus grab), 2 tendrils +3 (1d4+1 plus grab)

**Special Attacks** grab (Medium), spores

## STATISTICS

**Str** 15, **Dex** 15, **Con** 15, **Int** 3, **Wis** 10, **Cha** 8

**Base Atk** +2; **CMB** +3; **CMD** 15 (17 vs. trip)

**Feats** Flyby Attack, Multiattack

**Skills** Climb +10, Fly +5, Perception +4

**Languages** spore communication

## DESCRIPTION

Strange, translucent gas bladders carry this tangle of thorny, purple vines and clumps of mold through the air.

## SPECIAL ABILITIES

**Spores (Ex)** As a standard action, a tsaalgrend can release a cloud of toxic spores in a 10-foot-radius spread. Each living creature within this area must succeed at a DC 13 Fortitude save or become paralyzed with fear as it vividly hallucinates for 1d4 rounds. A creature that successfully saves against this effect is immune to the same tsaalgrend's spores for 24 hours. This is a mind-affecting fear and paralysis effect. The save DC is Constitution-based.

## WATER ELEMENTAL, SMALL

**CR 1**

N Small outsider (elemental, extraplanar, water)

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

## DEFENSE

**AC** 17, touch 11, flat-footed 17 (+6 natural, +1 size)

**hp** 13 (2d10+2)

**Fort** +4, **Ref** +3, **Will** +0

**Immune** elemental traits

## OFFENSE

**Speed** 20 ft., swim 90 ft.

**Melee** slam +5 (1d6+3)

**Special Attacks** drench, vortex (DC 13), water mastery

## STATISTICS

**Str** 14, **Dex** 10, **Con** 13, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +2; **CMB** +3; **CMD** 13

**Feats** Power Attack

**Skills** Acrobatics +4, Escape Artist +4, Knowledge (planes) +1, Perception +4, Stealth +8, Swim +14

**Language** Aquan

## SPECIAL ABILITIES

**Drench (Ex)** The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as per *dispel magic* (caster level equals elemental's HD).

**Vortex (Su)** A water elemental can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack, but can only form underwater and cannot leave the water.

**Water Mastery (Ex)** A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or elemental is touching the ground, the elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.



# PATHFINDER SOCIETY SCENARIO

## WYSP, EARTH

CR 2

N Tiny outsider (earth, elemental)

**Init** +1; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +7

**Aura** resonance (30 ft.)

### DEFENSE

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

**hp** 25 (3d10+9)

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

**DR** 1/—; **Immune** elemental traits

### OFFENSE

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

**Melee** 2 tendrils +9 (1d3+4)

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

### STATISTICS

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

**Base Atk** +3; **CMB** +2; **CMD** 14 (can't be tripped)

**Feats** Power Attack, Toughness

**Skills** Bluff +7, Climb +8, Knowledge (dungeoneering, engineering, planes) +5, Perception +7, Sense Motive +7

**Languages** Terran

**SQ** living battery, servitor

### DESCRIPTION

This sphere of elemental matter emits a strange hum that resonates with elemental power.

### SPECIAL ABILITIES

**Living Battery (Ex)** As an immediate action, a wysp can kill itself to cause a creature benefiting from its resonance to heal 2 hit points for each of that creature's HD. If the wysp uses this ability, its death can't be prevented, and its life can't be restored by any effect less than *true resurrection*, *miracle*, or *wish*, even if such an effect can normally revive an outsider.

**Resonance (Ex)** A wysp's natural resonance strengthens the power of its element. The wysp grants a +2 competence bonus on attack rolls and damage rolls to all creatures within 30 feet with an elemental subtype that matches the wysp's, and to the DCs of all racial spell-like, supernatural, and extraordinary abilities of such creatures (as usual, this does not include creatures assuming an elemental form). Kineticists within 30 feet who share the wysp's element gain a +1 competence bonus on attack rolls and damage rolls. The wysp's statistics already include these bonuses.

**Servitor (Ex)** A wysp is a natural servitor. When it uses the aid another action to assist a creature benefiting from its resonance, the wysp can grant that creature a +4 bonus instead of +2. No other effect can increase this bonus beyond +4.

## WYSP, FIRE

CR 2

N Tiny outsider (elemental, fire)

**Init** +6; **Senses** darkvision 60 ft.; Perception +7

**Aura** resonance (30 ft.)

### DEFENSE

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

**hp** 19 (3d10+3)

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

**Immune** elemental traits, fire

**Weaknesses** vulnerable to cold

### OFFENSE

**Speed** 60 ft., **fly** 20 ft. (poor)

**Melee** 2 tendrils +9 (1d3+2 plus burn)

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

**Special Attacks** burn (1d6 fire, DC 14)

### STATISTICS

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

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

**Feats** Improved Initiative, Weapon Finesse

**Skills** Bluff +7, Intimidate +7, Knowledge (planes) +6, Perception +7, Sense Motive +7, Stealth +16

**Languages** Ignan

**SQ** living battery, servitor

### DESCRIPTION

This sphere of elemental matter emits a strange hum that resonates with elemental power.

### SPECIAL ABILITIES

**Living Battery (Ex)** As an immediate action, a wysp can kill itself to cause a creature benefiting from its resonance to heal 2 hit points for each of that creature's HD. If the wysp uses this ability, its death can't be prevented, and its life can't be restored by any effect less than *true resurrection*, *miracle*, or *wish*, even if such an effect can normally revive an outsider.

**Resonance (Ex)** A wysp's natural resonance strengthens the power of its element. The wysp grants a +2 competence bonus on attack rolls and damage rolls to all creatures within 30 feet with an elemental subtype that matches the wysp's, and to the DCs of all racial spell-like, supernatural, and extraordinary abilities of such creatures (as usual, this does not include creatures assuming an elemental form). Kineticists within 30 feet who share the wysp's element gain a +1 competence bonus on attack rolls and damage rolls. The wysp's statistics already include these bonuses.

**Servitor (Ex)** A wysp is a natural servitor. When it uses the aid another action to assist a creature benefiting from its resonance, the wysp can grant that creature a +4 bonus instead of +2. No other effect can increase this bonus beyond +4.

## ZOMBIE

CR 1/2

NE Medium undead

**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** +3

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

# THE COSMIC CAPTIVE

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## OFFENSE

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**Speed** 30 ft.

**Melee** slam +4 (1d6+4)

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## STATISTICS

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

**Base Atk** +1; **CMB** +4; **CMD** 14

**Feats** Toughness<sup>B</sup>

**Special Qualities** staggered



## APPENDIX 3: SUBTIER 3–4 BESTIARY

### AYRZUL ACOLYTE

CR 3

Human (Garundi) cleric of Ayrzul 4

NE Medium humanoid (human)

**Init** +3; **Senses** Perception +5

#### DEFENSE

**AC** 15, touch 9, flat-footed 15 (+6 armor, –1 Dex)

**hp** 39 (4d8+16)

**Fort** +6, **Ref** +0, **Will** +8

#### OFFENSE

**Speed** 30 ft. (20 ft. in armor)

**Melee** mwk morningstar +5 (1d8+1)

**Ranged** light crossbow +2 (1d8/19–20)

**Special Attacks** channel negative energy 4/day (DC 13, 2d6)

**Domain Spell-Like Abilities** (CL 4th; concentration +8)

7/day—*acid dart* (1d6+2 acid), *touch of evil* (2 rounds)

**Cleric Spells Prepared** (CL 4th; concentration +8)

2nd—*cure moderate wounds*, *soften earth and stone*<sup>0</sup>,

*summon monster II* (2)

1st—*bane* (DC 15), *cause fear* (2, DC 15), *magic stone*<sup>0</sup>,

*shield of faith*

0 (at will)—*detect magic*, *guidance*, *light*, *resistance*

**D** Domain spell; **Domains** Earth, Evil

#### STATISTICS

**Str** 12, **Dex** 8, **Con** 14, **Int** 10, **Wis** 18, **Cha** 13

**Base Atk** +3; **CMB** +4; **CMD** 13

**Feats** Improved Initiative, Selective Channeling, Toughness

**Skills** Knowledge (religion) +5, Linguistics +4, Perception +5,

Sense Motive +11, Spellcraft +7

**Languages** Common, Terran

**Combat Gear** *potion of cure moderate wounds*, *potion of endure elements*, *potion of invisibility*; **Other Gear** +1 *scale mail*, light crossbow with 20 bolts, mwk morningstar, iron unholy symbol of Ayrzul

### AZER

CR 2

LN Medium outsider (extraplanar, fire)

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

#### DEFENSE

**AC** 18, touch 11, flat-footed 17 (+5 armor, +1 Dex, +2 natural)

**hp** 15 (2d10+4)

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

**Immune** fire; **SR** 13

**Weaknesses** vulnerability to cold

#### OFFENSE

**Speed** 30 ft. (20 ft. in armor)

**Melee** mwk warhammer +4 (1d8+1/x3 plus 1d6 fire)

**Ranged** light hammer +3 (1d4+1 plus 1d6 fire)

**Special Attacks** heat (1d6 fire)

#### STATISTICS

**Str** 13, **Dex** 12, **Con** 15, **Int** 12, **Wis** 12, **Cha** 9

**Base Atk** +2; **CMB** +3; **CMD** 14

**Feats** Power Attack

**Skills** Acrobatics +0, Appraise +6, Climb +3, Craft (any two) +6, Knowledge (nobility) +6, Perception +6

**Languages** Common, Ignan

#### DESCRIPTION

Heat ripples the air near this squat, brass-skinned humanoid.

Its head and shoulders blaze with a mane of fire.

### BONE PRIEST

CR 4

LE Medium undead

**Init** +6; **Senses** darkvision 60 ft.; Perception +11

#### DEFENSE

**AC** 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

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

**Fort** +4, **Ref** +3, **Will** +7

**Defensive Abilities** channel resistance +2; **DR** 5/bludgeoning and magic; **Immune** cold, undead traits

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk bastard sword +7 (1d10+3/19–20) or slam +5 (1d4+3)

**Special Attacks** death drink, unnerving gaze

**Spells Prepared** (CL 3rd; concentration +6)

2nd—*hold person* (DC 15), *spiritual weapon*, *touch of idiocy*<sup>0</sup> (DC 15)

1st—*cause fear* (DC 14), *command* (DC 14), *lesser confusion*<sup>0</sup> (DC 14), *protection from good*

0—*detect magic*, *guidance*, *read magic*, *resistance*

**D** domain spell; **Domain** Madness

#### STATISTICS

**Str** 14, **Dex** 15, **Con** —, **Int** 11, **Wis** 16, **Cha** 17

**Base Atk** +3; **CMB** +5; **CMD** 17

**Feats** Combat Casting, Improved Initiative, Weapon Focus (bastard sword)

**Skills** Intimidate +11, Knowledge (religion) +8, Perception +11, Stealth +10

**Languages** Common, Undercommon

#### DESCRIPTION

This skeletal creature wears rotting robes, and carries a sword in its talon-like hands. An evil blue light dances in its empty eye sockets.

#### SPECIAL ABILITIES

**Death Drink (Su)** When a bone priest reduces a creature to 0 hit points or fewer with a melee attack or coup de grace, it can use *death knell* against that creature as a free action. It doesn't need to be touching the creature to use this ability.

**Spells** A bone priest casts spells as 3rd-level cleric. It also gains domain spells from the Madness domain, but none of the other domain abilities or cleric abilities.

**Unnerving Gaze (Su)** A bone priest can make a gaze attack that strikes fear into the hearts of all creatures within a 30-foot radius that can see the bone priest. These creatures must succeed at a DC 15 Will saving throw or be shaken for

1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

## CARYATID COLUMN

CR 3

N Medium construct

**Init** -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

### DEFENSE

**AC** 14, touch 9, flat-footed 14 (-1 Dex, +5 natural)

**hp** 36 (3d10+20)

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

**Defensive Abilities** shatter weapons; **DR** 5/-; **Immune** construct traits, magic

### OFFENSE

**Speed** 20 ft.

**Melee** mwk longsword +8 (1d8+4/19-20)

### STATISTICS

**Str** 18, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

**Base Atk** +3; **CMB** +7; **CMD** 16 (cannot be disarmed)

**SQ** statue

### DESCRIPTION

With its feet planted firmly together, this marble statue of a female warrior holding a stone sword rises up to support the ceiling.

### SPECIAL ABILITIES

**Immunity to Magic (Ex)** A caryatid column is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A *transmute rock to mud* spell deals 1d6 points of damage per caster level to a caryatid column, with no saving throw.
- *Transmute mud to rock* immediately heals any and all damage currently suffered by a caryatid column.
- A *stone to flesh* spell does not actually change the column's structure but negates its damage reduction and immunity to magic for 1 round.

**Shatter Weapons (Ex)** Whenever a character strikes a caryatid column with a weapon (magical or nonmagical), the weapon takes 3d6 points of damage. Apply the weapon's hardness normally. Weapons that take any amount of damage in excess of their hardness gain the broken quality.

**Statue (Ex)** A caryatid column can stand perfectly still, emulating a statue (usually one that is holding up the ceiling, like a carved column). An observer must succeed at a DC 20 Perception check to notice the caryatid column is alive. If a caryatid column initiates combat from this pose, it gains a +6 bonus on its initiative check.

## CEREBRIC FUNGUS

CR 3

N Medium plant

**Init** +4; **Senses** darkvision 60 ft., low-light vision;

Perception +12

**Aura** unsettling appearance (60 ft., DC 14)

### DEFENSE

**AC** 15, touch 10, flat-footed 15 (+5 natural)

**hp** 30 (4d8+12); fast healing 2

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

**Defensive Abilities** otherworldly mind; **Immune** plant traits; **Resist** cold 5

**Weaknesses** vulnerable to sonic

### OFFENSE

**Speed** 30 ft.

**Melee** bite +5 (1d6+2), 2 tendrils +3 (1d4+1 plus pull)

**Space** 5 ft.; **Reach** 5 ft. (15 ft. with tendrils)

**Special Attacks** pull (tendrils, 5 ft.), star-shriek

**Spell-Like Abilities** (CL 4th; concentration +6)

Constant—*detect thoughts* (DC 14)

At will—*touch of madness* (DC 14)

3/day—*calm emotions* (DC 14), *touch of idiocy* (DC 14)

### STATISTICS

**Str** 14, **Dex** 11, **Con** 16, **Int** 15, **Wis** 20, **Cha** 15

**Base Atk** +3; **CMB** +5; **CMD** 15 (21 vs. trip)

**Feats** Improved Initiative, Multiattack

**Skills** Bluff +6, Diplomacy +6, Perception +12, Stealth +7

**Languages** telepathy 100 ft.

### DESCRIPTION

A brainlike bulb encrusted with fungal shelves squats atop several ropy legs. A wide mouth bisects the bulb's crown.

### SPECIAL ABILITIES

**Otherworldly Mind (Ex)** Any creature attempting to contact a cerebriic fungus's mind or read its thoughts with a *divination* spell or similar ability must succeed at a DC 16 Will save or be overwhelmed by the alien thoughts in the creature's head. Those who fail take 1d6 points of nonlethal damage and are confused for 1d6 rounds, and the divination effect immediately ends. The save is Charisma-based and includes a +2 racial bonus.

**Star-Shriek (Ex)** Once per day as a full-round action, a cerebriic fungus can unleash a shrill scream of madness. All creatures (except other cerebriic fungi) within 30 feet must make a DC 15 Will save or be nauseated for 1d4 rounds. This is a sonic, mind-affecting effect. The save DC is Constitution-based.

**Touch of Madness (Sp)** The cerebriic fungus may daze one living creature by making a successful touch attack. The target creature must succeed at a DC 14 Will save, or it becomes dazed for 1 round per caster level (4 rounds for most cerebriic fungi). The dazed subject is not stunned (so attackers get no special advantage against it). This is a mind-affecting enchantment, equivalent to a 2nd-level spell.

**Unsettling Appearance (Su)** A cerebriic fungus constantly scans the minds of those around it, projecting around itself a confusing collage of images gleaned from their thoughts. Creatures within 60 feet that can see the fungus must succeed at a DC 14 Will save or take a -2 penalty on



attack rolls. This is a mind-affecting effect. The save DC is Charisma-based.

## CRYSMAL CR 3

N Small outsider (earth, elemental)

**Init** +2; **Senses** darkvision 60 ft., crystal sense; Perception +11

### DEFENSE

**AC** 17, touch 13, flat-footed 15 (+2 Dex, +4 natural, +1 size)

**hp** 26 (4d10+4)

**Fort** +7, **Ref** +8, **Will** +2

**DR** 5/bludgeoning; **Immune** cold, fire; **Resist** electricity 10

### OFFENSE

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

**Melee** sting +7 (2d6+3)

**Special Attacks** shard spike +7 (3d6, range increment 60 ft.)

**Spell-Like Abilities** (CL 4th; concentration +6)

At will—*detect magic*, *ghost sound* (DC 12), *mage hand*, *silent image* (DC 13)

3/day—*dimension door*, *sanctuary* (DC 13), *touch of idiocy* (DC 14)

### STATISTICS

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

**Base Atk** +4; **CMB** +5; **CMD** 17 (29 vs. trip)

**Feats** Great Fortitude<sup>B</sup>, Lightning Reflexes, Skill Focus (Perception)

**Skills** Acrobatics +9, Climb +9, Perception +11, Stealth +13 (+15 in rocky areas); **Racial Modifiers** +2 Stealth in rocky areas

**Languages** Terran

### DESCRIPTION

An animated cluster of translucent crystals shaped disturbingly like a gemstone scorpion scuttles into an aggressive stance.

### SPECIAL ABILITIES

**Crystal Sense (Sp)** Crystals can sense the presence of any crystals or gems within 30 feet as if using the scent ability.

**Shard Spike (Ex)** Once per day, a crysmal can launch its tail spike as a ranged attack that shatters when it hits, dealing 3d6 points of piercing damage to the target and 1d4 points of piercing damage to all creatures in adjacent squares. The spike regrows in 24 hours, but until it does, its impaired sting does only 1d6+3 damage.

## DOSSENSUS CR 1

N Small aberration

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

### DEFENSE

**AC** 12, touch 11, flat-footed 12 (+1 natural, +1 size)

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

**Fort** +2, **Ref** +0, **Will** +3; +4 vs. poison

**Weaknesses** hydrophobia, light blindness

### OFFENSE

**Speed** 30 ft., burrow 30 ft., climb 30 ft.

**Melee** bite +4 (1d6+3/19–20)

**Special Attacks** devastating maw, sneak attack +1d6,

swarming

### STATISTICS

**Str** 12, **Dex** 11, **Con** 14, **Int** 3, **Wis** 10, **Cha** 5

**Base Atk** +1; **CMB** +1; **CMD** 11 (15 vs. trip)

**Feats** Improved Critical<sup>B</sup> (bite), Weapon Focus (bite), Weapon Specialization<sup>B</sup> (bite)

**Skills** Climb +17, Perception +5; Racial Modifiers +8 Climb

**Languages** Aklo

### DESCRIPTION

This small creature looks like a lumpy head with crab legs and a giant mouth filled with stone teeth.

### SPECIAL ABILITIES

**Burrow (Ex)** A dossenus can burrow through stone (or weaker materials such as wood) as easily as dirt.

**Devastating Maw (Ex)** A dossenus' bite attack counts as adamantite for the purposes of overcoming DR and bypassing hardness.

**Hydrophobia (Ex)** A dossenus cannot swim and always fails Swim checks. If a dossenus becomes completely submerged in water, it must succeed at a DC 15 Will save on its turn each round or be paralyzed with fear until it is no longer submerged.

**Swarming (Ex)** Dossenus are brutally efficient at swarming foes and often skitter atop one another in their haste to overwhelm and devour prey. Up to two dossenus can share the same square at the same time. If two dossenus sharing the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

## DOSSENSUS, ADVANCED CR 2

N Small aberration

**Init** +2; **Senses** darkvision 60 ft.; Perception +7

### DEFENSE

**AC** 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size)

**hp** 17 (2d8+8)

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

**Weaknesses** hydrophobia, light blindness

### OFFENSE

**Speed** 30 ft., burrow 30 ft., climb 30 ft.

**Melee** bite +6 (1d6+6/19–20)

**Special Attacks** devastating maw, sneak attack +1d6, swarming

### STATISTICS

**Str** 16, **Dex** 15, **Con** 18, **Int** 7, **Wis** 14, **Cha** 9

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

**Feats** Improved Critical<sup>B</sup> (bite), Weapon Focus (bite), Weapon Specialization<sup>B</sup> (bite)

**Skills** Climb +23, Perception +7; Racial Modifiers +8 Climb

**Languages** Aklo

### DESCRIPTION

This small creature looks like a lumpy head with crab legs and a giant mouth filled with stone teeth.

## SPECIAL ABILITIES

**Burrow (Ex)** A dossenus can burrow through stone (or weaker materials such as wood) as easily as dirt.

**Devastating Maw (Ex)** A dossenus' bite attack counts as adamantite for the purposes of overcoming DR and bypassing hardness.

**Hydrophobia (Ex)** A dossenus cannot swim and always fails Swim checks. If a dossenus becomes completely submerged in water, it must succeed at a DC 15 Will save on its turn each round or be paralyzed with fear until it is no longer submerged.

**Swarming (Ex)** Dossenuses are brutally efficient at swarming foes and often skitter atop one another in their haste to overwhelm and devour prey. Up to two dossenuses can share the same square at the same time. If two dossenuses sharing the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

## EARTH ELEMENTAL, MEDIUM

CR 3

N Medium outsider (earth, elemental, extraplanar)

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

### DEFENSE

**AC** 18, touch 9, flat-footed 18 (-1 Dex, +9 natural)

**hp** 34 (4d10+12)

**Fort** +7, **Ref** +0, **Will** +4

**Immune** elemental traits

### OFFENSE

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

**Melee** slam +9 (1d8+7)

**Special Attacks** earth mastery

### STATISTICS

**Str** 20, **Dex** 8, **Con** 17, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +4; **CMB** +9; **CMD** 18

**Feats** Cleave, Improved Bull Rush<sup>B</sup>, Power Attack

**Skills** Appraise +1, Climb +10, Knowledge (dungeoneering) +2, Knowledge (planes) +2, Perception +7, Stealth +3

**Language** Terran

## FIRE ELEMENTAL, SMALL

CR 1

N Small outsider (elemental, extraplanar, fire)

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

### DEFENSE

**AC** 16, touch 13, flat-footed 14 (+1 Dex, +1 dodge, +3 natural, +1 size)

**hp** 11 (2d10)

**Fort** +3, **Ref** +4, **Will** +0

**Immune** elemental traits, fire

**Weaknesses** vulnerability to cold

### OFFENSE

**Speed** 50 ft.

**Melee** slam +4 (1d4 plus burn)

**Special Attacks** burn (1d4, DC 11)

## STATISTICS

**Str** 10, **Dex** 13, **Con** 10, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +2; **CMB** +1; **CMD** 13

**Feats** Dodge, Improved Initiative<sup>B</sup>, Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +5, Climb +4, Escape Artist +5, Intimidate +4, Knowledge (planes) +1, Perception +4

**Language** Ignan

## GARGOYLE

CR 4

CE Medium monstrous humanoid (earth)

**Init** +6; **Senses** darkvision 60 ft.; Perception +5

### DEFENSE

**AC** 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

**hp** 42 (5d10+15)

**Fort** +4, **Ref** +6, **Will** +4

**DR** 10/magic

### OFFENSE

**Speed** 40 ft., fly 60 ft. (average)

**Melee** 2 claws +7 (1d6+2), bite +7 (1d4+2), gore +7 (1d4+2)

### STATISTICS

**Str** 15, **Dex** 14, **Con** 16, **Int** 6, **Wis** 11, **Cha** 7

**Base Atk** +5; **CMB** +7; **CMD** 19

**Feats** Hover, Improved Initiative, Skill Focus (Fly)

**Skills** Fly +12, Perception +5, Stealth +11 (+17 in stony areas);

**Racial Modifiers** +2 Stealth (+6 in stony environs)

**Languages** Common, Terran

**SQ** freeze

### DESCRIPTION

Seemingly carved from a dark gray stone, this sinister crouching humanoid resembles a horned, winged demon.

### SPECIAL ABILITIES

**Freeze (Ex)** A gargoyle can hold itself so still it appears to be a statue. A gargoyle that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.

## HELL HOUND

CR 3

LE Medium outsider (evil, extraplanar, fire, lawful)

**Init** +5; **Senses** darkvision 60 ft., scent; Perception +7

### DEFENSE

**AC** 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

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

**Fort** +6, **Ref** +5, **Will** +1

**Immune** fire

**Weaknesses** vulnerability to cold

### OFFENSE

**Speed** 40 ft.

**Melee** bite +5 (1d8+1 plus 1d6 fire)

**Special Attacks** breath weapon (10-ft. cone, once every 2d4 rounds, 2d6 fire damage, Reflex DC 14 for half)

### STATISTICS

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

**Base Atk** +4; **CMB** +5; **CMD** 16 (20 vs. trip)

**Feats** Improved Initiative, Run



# PATHFINDER SOCIETY SCENARIO

**Skills** Acrobatics +8, Perception +7, Stealth +13, Survival +7;

**Racial Modifiers** +5 Stealth

**Languages** Infernal (cannot speak)

## DESCRIPTION

This creature resembles a thin, lanky wolf with reddish-brown fur, white claws, and burning, fiery red eyes that are anything but natural in origin.

## ICE ELEMENTAL, MEDIUM

**CR 3**

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

**Init** +0; **Senses** darkvision 60 ft., snow vision; Perception +7

## DEFENSE

**AC** 16, touch 10, flat-footed 16 (+6 natural)

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

**Fort** +6, **Ref** +4, **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 +7 (1d6+4 plus 1d4 cold)

**Special Attacks** numbing cold (DC 14)

## STATISTICS

**Str** 16, **Dex** 10, **Con** 15, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +4; **CMB** +7; **CMD** 17 (can't be tripped)

**Feats** Cleave, Power Attack

**Skills** Knowledge (planes) +4, Perception +7, Stealth +7, Swim +11

**SQ** ice glide, icewalking

**Languages** Aquan

## 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 on a DC 15 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 make 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 on a Fortitude save or be staggered for 1 round. The save DC is listed in the elemental's stat block and is Constitution-based.

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

## MEPHIT, EARTH

**CR 3**

N Small outsider (earth, extraplanar)

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

## DEFENSE

**AC** 17, touch 14, flat-footed 14 (+2 Dex, +1 dodge, +3 natural, +1 size)

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

**Fort** +2, **Ref** +5, **Will** +3

**DR** 5/magic

## OFFENSE

**Speed** 30 ft., fly 40 ft. (average)

**Melee** 2 claws +5 (1d3+1)

**Special Attacks** breath weapon (15-foot cone, 1d8 bludgeoning, Reflex DC 13 for half)

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

1/day—*enlarge person* (self only), summon (level 2, 1 mephit of the same type 25%), additional abilities based on mephit type

1/hour—*soften earth and stone*

## STATISTICS

**Str** 13, **Dex** 15, **Con** 12, **Int** 6, **Wis** 11, **Cha** 14

**Base Atk** +3; **CMB** +3; **CMD** 15

**Feats** Dodge, Improved Initiative

**Skills** Bluff +8, Fly +10, Perception +6, Stealth +12

**Languages** Common, Terran

## DESCRIPTION

This small humanoid creature has thin, leathery wings, small horns, and a mischievous smile.

## SPECIAL ABILITIES

**Breath Weapon (Su)** An earth mephit can unleash a blast of earth and stones every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus.

**Fast Healing (Ex)** An earth mephit's fast healing only works when it is underground.

## MEPHIT, ICE

**CR 3**

N Small outsider (cold, extraplanar)

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

## DEFENSE

**AC** 17, touch 14, flat-footed 14 (+2 Dex, +1 dodge, +3 natural, +1 size)

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

**Fort** +2, **Ref** +5, **Will** +3

**DR** 5/magic; Immune cold

**Weaknesses** vulnerable to fire

## OFFENSE

**Speed** 30 ft., fly 40 ft. (average)

**Melee** 2 claws +5 (1d3+1)

**Special Attacks** breath weapon (15-foot cone, 1d4 cold, Reflex DC 13 for half)

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

1/day—*chill metal*, summon (level 2, 1 mephit of the same type 25%), additional abilities based on mephit type

1/hour—*magic missile*

## STATISTICS

**Str** 13, **Dex** 15, **Con** 12, **Int** 6, **Wis** 11, **Cha** 14

**Base Atk** +3; **CMB** +3; **CMD** 15

**Feats** Dodge, Improved Initiative

**Skills** Bluff +8, Fly +10, Perception +6, Stealth +12

**Languages** Common, Aquan

## DESCRIPTION

This small humanoid creature has thin, leathery wings, small horns, and a mischievous smile.

## SPECIAL ABILITIES

**Breath Weapon (Su)** An earth mephit can unleash a blast of ice crystals every 4 rounds as a standard action. In addition to the damage, the cold causes living creatures to be sickened for 3 rounds. A successful save halves the damage and negates the sickened effect. The DC is Constitution-based and includes a +1 racial bonus.

**Fast Healing (Ex)** An ice mephit's fast healing only works when it is in an area below freezing.

## PECH

**CR 3**

N Small fey (earth)

**Init** +1; **Senses** darkvision 60 ft., low-light vision; Perception +10

## DEFENSE

**AC** 16, touch 12, flat-footed 15 (+1 Dex, +4 natural, +1 size)

**hp** 27 (6d6+6)

**Fort** +5, **Ref** +6, **Will** +6

**DR** 5/cold iron; **Immune** petrification; **SR** 14

**Weaknesses** light blindness

## OFFENSE

**Speed** 20 ft.

**Melee** mwk heavy pick +9 (1d4+6/x4)

**Special Attacks** earth mastery, pech magic, stone knowledge

**Spell-Like Abilities** (CL 10th; concentration +11)

3/day—*stone shape, stone tell*

## STATISTICS

**Str** 19, **Dex** 12, **Con** 13, **Int** 12, **Wis** 13, **Cha** 12

**Base Atk** +3; **CMB** +6; **CMD** 17

**Feats** Cleave, Great Fortitude, Power Attack

**Skills** Climb +13, Craft (stonemasonry) +14, Knowledge (dungeoneering) +10, Knowledge (engineering) +10, Perception +10, Profession (miner) +14, Stealth +14; **Racial Modifiers** +4 Craft (stonemasonry), +4 Profession (miner)

**Languages** Terran, Undercommon

## DESCRIPTION

This pale yellow humanoid has blank, bulging white eyes and gangly arms and legs. It clutches a pickaxe in its knobby hands.

## SPECIAL ABILITIES

**Earth Mastery (Ex)** A pech gains a +1 bonus on attack and damage rolls if both it and its foes are touching the ground. If an opponent is airborne or waterborne, the pech takes a -4 penalty on attack and damage rolls. These modifiers are

not precalculated into the statistics here.

**Pech Magic (Sp)** Four pechs working together can cast *wall of stone* once per day. Eight pechs working together can cast *stone to flesh* (DC 17) once per day. These spell-like abilities function at CL 10th. Each pech must use a full-round action to take part in the casting. The save DCs are modified by the highest Charisma modifier in the group.

**Stone Knowledge (Ex)** A pech's knowledge of earth and stone grants a +1 racial bonus on attack and damage rolls and the benefits of the Improved Critical feat against creatures and objects made of stone or earth or with the earth subtype. Knowledge (dungeoneering), Knowledge (engineering) and Profession (miner) are always class skills for a pech.

## SAVAGE MERCENARY

**CR 1/2**

Human barbarian 1

CN Medium humanoid (human)

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

## DEFENSE

**AC** 15, touch 9, flat-footed 14 (+6 armor, +1 Dex, -2 rage)

**hp** 17 (1d12+5)

**Fort** +6, **Ref** +1, **Will** +3

## OFFENSE

**Speed** 30 ft.

**Melee** greatsword +6 (2d6+7/19-20) or heavy flail +6 (1d10+7/19-20)

**Special Attacks** rage (6 rounds/day)

## STATISTICS

**Str** 21, **Dex** 13, **Con** 18, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +1; **CMB** +6; **CMD** 15

**Feats** Cleave, Power Attack

**Skills** Climb +5, Knowledge (nature) +4, Perception +5, Survival +5, Swim +5

**Languages** Common

**SQ** fast movement

**Combat Gear** *potion of cure light wounds, potion of remove fear*, alchemist's fire; **Other Gear** breastplate, greatsword, heavy flail, sling with 10 bullets, 5 gp

## SHOBHAD

**CR 4**

N Large monstrous humanoid

**Init** +5; **Senses** darkvision 60 ft.; Perception +8

## DEFENSE

**AC** 18, touch 10, flat-footed 17 (+4 armor, +1 Dex, +4 natural, -1 size)

**hp** 47 (5d10+20)

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

**Defensive Abilities** ferocity; **Resist** cold 5

## OFFENSE

**Speed** 40 ft. (30 ft. in armor)

**Melee** longsword +5 (2d6+5/19-20), longsword +5 (2d6+2/19-20), 2 slams +4 (1d6+2)

**Ranged** shobhad longrifle +6 (2d6/x4) or



# PATHFINDER SOCIETY SCENARIO

2 javelins +5 (1d8+5)  
**Space** 10 ft.; **Reach** 10 ft.  
**STATISTICS**  
**Str** 20, **Dex** 13, **Con** 18, **Int** 10, **Wis** 11, **Cha** 13  
**Base Atk** +5; **CMB** +11; **CMD** 22  
**Feats** Combat Reflexes, Improved Initiative, Multiweapon Fighting, Weapon Focus<sup>a</sup> (shobhad longrifle)  
**Skills** Intimidate +9, Perception +8, Stealth +2, Survival +8  
**Languages** Giant  
**DESCRIPTION**  
 This gray-skinned goliath is lean and muscled. Its four powerful arms carry weapons, and it wears a leather chest harness.

**SKELETAL CHAMPION** **CR 2**  
 Human skeletal champion warrior 1  
 NE Medium undead  
**Init** +5; **Senses** darkvision 60 ft.; Perception +6  
**DEFENSE**  
**AC** 21, touch 12, flat-footed 19 (+6 armor, +1 Dex, +2 natural, +2 shield)  
**hp** 17 (3 HD; 2d8+1d10+3)  
**Fort** +3 **Ref** +1 **Will** +3; channel resistance +4  
**DR** 5/bludgeoning; **Immune** cold, undead traits  
**OFFENSE**  
**Speed** 30 ft.  
**Melee** mwk longsword +7 (1d8+3/19–20)  
**STATISTICS**  
**Str** 17, **Dex** 13, **Con** —, **Int** 9, **Wis** 10, **Cha** 12  
**Base Atk** +2; **CMB** +5; **CMD** 16  
**Feats** Cleave, Improved Initiative<sup>a</sup>, Power Attack, Weapon Focus (longsword)  
**Skills** Intimidate +7, Perception +6, Stealth –1  
**DESCRIPTION**  
 This armored skeleton stands in a battle-ready pose, its weapon held high as cold blue light shines in its eye sockets.

**TSAALGREND, ADVANCED** **CR 3**  
 N Small plant  
**Init** +4; **Senses** darkvision 60 ft., low-light vision; Perception +6  
**DEFENSE**  
**AC** 18, touch 15, flat-footed 14 (+4 Dex, +3 natural, +1 size)  
**hp** 25 (3d8+12)  
**Fort** +7, **Ref** +5, **Will** +3  
**Immune** plant traits; **Resist** acid 5, electricity 5  
**Weaknesses** light blindness, vulnerable to fire  
**OFFENSE**  
**Speed** 10 ft., climb 10 ft., fly 40 ft. (poor)  
**Melee** bite +7 (1d4+4 plus grab), 2 tendrils +5 (1d4+2 plus grab)  
**Special Attacks** grab (Medium), spores  
**STATISTICS**  
**Str** 19, **Dex** 19, **Con** 19, **Int** 7, **Wis** 14, **Cha** 12  
**Base Atk** +2; **CMB** +5; **CMD** 19 (21 vs. trip)  
**Feats** Flyby Attack, Multiattack

**Skills** Climb +12, Fly +7, Perception +6  
**Languages** spore communication  
**DESCRIPTION**  
 Strange, translucent gas bladders carry this tangle of thorny, purple vines and clumps of mold through the air.  
**SPECIAL ABILITIES**  
**Spores (Ex)** As a standard action, a tsaalgrend can release a cloud of toxic spores in a 10-foot-radius spread. Each living creature within this area must succeed at a DC 15 Fortitude save or become paralyzed with fear as it vividly hallucinates for 1d4 rounds. A creature that successfully saves against this effect is immune to the same tsaalgrend's spores for 24 hours. This is a mind-affecting fear and paralysis effect. The save DC is Constitution-based.

**URDEFHAN** **CR 3**  
 NE Medium outsider (native)  
**Init** +1; **Senses** darkvision 120 ft.; Perception +7  
**DEFENSE**  
**AC** 16, touch 11, flat-footed 15 (+3 armor, +1 Dex, +2 natural)  
**hp** 25 (3d10+9)  
**Fort** +6, **Ref** +4, **Will** +4  
**Defensive Abilities** negative energy affinity; **DR** 5/good or silver; **Immune** death effects (see below), disease, fear, level drain; **Resist** acid 10; **SR** 14  
**OFFENSE**  
**Speed** 30 ft.  
**Melee** rhoka sword +8 (1d8+6/18–20), bite +2 (1d4+2 plus 2 Str) or bite +7 (1d4+4 plus 2 Str)  
**Ranged** composite longbow +4 (1d8+4/×3)  
**Special Attacks** blood drain (1 Con)  
**Spell-Like Abilities** (CL 3rd; concentration +5)  
 At will—*feather fall*  
 3/day—*align weapon*, *death knell* (DC 14), *ray of enfeeblement* (DC 13)

**STATISTICS**  
**Str** 19, **Dex** 12, **Con** 17, **Int** 14, **Wis** 13, **Cha** 14  
**Base Atk** +3; **CMB** +7; **CMD** 18  
**Feats** Iron Will, Weapon Focus (rhoka sword)  
**Skills** Intimidate +8, Knowledge (dungeoneering) +5, Knowledge (planes, religion) +8, Perception +7, Ride +4, Sense Motive +7, Survival +7  
**Languages** Aklo, Undercommon  
**SQ** daemonic pact  
**DESCRIPTION**  
 This fanged humanoid has hideously transparent skin, revealing the vivid colors of internal organs and ivory bones inside its body.  
**SPECIAL ABILITIES**  
**Daemonic Pact (Su)** Urdefhans are infused with daemonic energy; as an immediate action, an urdefhan can attempt to allow this energy to consume its soul (50% chance of success per attempt). If it succeeds, the urdefhan dies and releases a

5-foot-radius burst of negative energy that deals 2d6 points of damage (DC 14 Reflex half). The save DC is Constitution-based.

**Strength Damage (Su)** An urdefhan's bite drains vitality, turning the skin and muscle around the wound transparent and causing 2 points of Strength damage unless the target succeeds on a DC 14 Fortitude save. The flesh remains transparent until the Strength damage is healed, but this does not have any other effects. The save DC is Constitution-based.

## VAMPIRIC MIST

CR 3

NE Medium aberration (air, water)

**Init** +8; **Senses** darkvision 60 ft., sense blood; Perception +8

### DEFENSE

**AC** 14, touch 14, flat-footed 10 (+4 Dex)

**hp** 30 (4d8+12)

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

**Defensive Abilities** amorphous; **DR** 5/magic

**Weaknesses** vulnerable to fire

### OFFENSE

**Speed** fly 50 ft. (perfect)

**Melee** touch +7 (bleed and blood siphon)

**Special Attacks** bleed (1d6)

### STATISTICS

**Str** —, **Dex** 19, **Con** 16, **Int** 7, **Wis** 13, **Cha** 10

**Base Atk** +3; **CMB** —; **CMD** —

**Feats** Improved Initiative, Weapon Finesse

**Skills** Fly +12, Perception +8, Stealth +11

**Languages** Aklo

**SQ** blood overdose, misty form

### DESCRIPTION

A cloud of crimson vapor reeking of fresh blood hangs in the air, reaching out with lashing claws.

### SPECIAL ABILITIES

**Blood Siphon (Ex)** A vampiric mist drains blood with each melee touch attack dealing 1d3 points of Constitution damage. Every time a vampiric mist damages a creature in this way, it heals 1d8 hit points. Hit points healed in excess of its maximum are gained as temporary hit points, to a maximum amount equal to its Constitution score. These temporary hit points last for 1 hour.

**Blood Overdose (Su)** When a vampiric mist gorges on blood to an extent that it gains temporary hit points, it moves much more quickly. It gains a +2 bonus to its Armor Class and on Reflex saves, and can take one additional move action each round.

**Misty Form (Ex)** A vampiric mist's body is composed of a semisolid red mist similar in consistency to thick foam. The vampiric mist does not have a Strength score, and it cannot manipulate or wear solid objects. This form grants it the amorphous defensive ability, and allows it to move through areas as small as 1 inch in diameter with no reduction to its speed. The creature can speak in a hissing voice. A vampiric mist cannot enter water or other fluids, and is treated as a creature two size categories smaller than its actual size

(Tiny for most vampiric mists) for the purposes of how wind affects it.

**Sense Blood (Ex)** A vampiric mist can immediately sense the presence of warm-blooded creatures in a 60-foot radius as if by scent. It can detect exposed blood within a mile.

## WYSP, EARTH

CR 2

N Tiny outsider (earth, elemental)

**Init** +1; **Senses** darkvision 60 ft., tremorsense 30 ft.;

Perception +7

**Aura** resonance (30 ft.)

### DEFENSE

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

**hp** 25 (3d10+9)

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

**DR** 1/—; **Immune** elemental traits

### OFFENSE

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

**Melee** 2 tendrils +9 (1d3+4)

**Space** 2–1/2 ft.; **Reach** 0 ft.

### STATISTICS

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

**Base Atk** +3; **CMB** +2; **CMD** 14 (can't be tripped)

**Feats** Power Attack, Toughness

**Skills** Bluff +7, Climb +8, Knowledge (dungeoneering, engineering, planes) +5, Perception +7, Sense Motive +7

**Languages** Terran

**SQ** living battery, servitor

### DESCRIPTION

This sphere of elemental matter emits a strange hum that resonates with elemental power.

### SPECIAL ABILITIES

**Living Battery (Ex)** As an immediate action, a wysp can kill itself to cause a creature benefiting from its resonance to heal 2 hit points for each of that creature's HD. If the wysp uses this ability, its death can't be prevented, and its life can't be restored by any effect less than *true resurrection*, *miracle*, or *wish*, even if such an effect can normally revive an outsider.

**Resonance (Ex)** A wysp's natural resonance strengthens the power of its element. The wysp grants a +2 competence bonus on attack rolls and damage rolls to all creatures within 30 feet with an elemental subtype that matches the wysp's, and to the DCs of all racial spell-like, supernatural, and extraordinary abilities of such creatures (as usual, this does not include creatures assuming an elemental form). Kineticists within 30 feet who share the wysp's element gain a +1 competence bonus on attack rolls and damage rolls. The wysp's statistics already include these bonuses.

**Servitor (Ex)** A wysp is a natural servitor. When it uses the aid another action to assist a creature benefiting from its resonance, the wysp can grant that creature a +4 bonus



instead of +2. No other effect can increase this bonus beyond +4.

## WYSP, FIRE

CR 2

N Tiny outsider (elemental, fire)

**Init** +6; **Senses** darkvision 60 ft.; Perception +7

**Aura** resonance (30 ft.)

### DEFENSE

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

**hp** 19 (3d10+3)

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

**Immune** elemental traits, fire

**Weaknesses** vulnerable to cold

### OFFENSE

**Speed** 60 ft., **fly** 20 ft. (poor)

**Melee** 2 tendrils +9 (1d3+2 plus burn)

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

**Special Attacks** burn (1d6 fire, DC 14)

### STATISTICS

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

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

**Feats** Improved Initiative, Weapon Finesse

**Skills** Bluff +7, Intimidate +7, Knowledge (planes) +6,

Perception +7, Sense Motive +7, Stealth +16

**Languages** Ignan

**SQ** living battery, servitor

### DESCRIPTION

This sphere of elemental matter emits a strange hum that resonates with elemental power.

### SPECIAL ABILITIES

**Living Battery (Ex)** As an immediate action, a wysp can kill itself to cause a creature benefiting from its resonance to heal 2 hit points for each of that creature's HD. If the wysp uses this ability, its death can't be prevented, and its life can't be restored by any effect less than *true resurrection*, *miracle*, or *wish*, even if such an effect can normally revive an outsider.

**Resonance (Ex)** A wysp's natural resonance strengthens the power of the element it is aligned with. The wysp grants a +2 competence bonus on attack rolls and damage rolls to all creatures within 30 feet with an elemental subtype that matches the wysp's, and to the DCs of all racial spell-like, supernatural, and extraordinary abilities of such creatures (as usual, this does not include creatures assuming an elemental form). Kineticists within 30 feet who share the wysp's element gain a +1 competence bonus on attack rolls and damage rolls. The wysp's statistics listed here already include these bonuses.

**Servitor (Ex)** A wysp is a natural servitor. When it uses the aid another action to assist a creature benefiting from its resonance, the wysp can grant that creature a +4 bonus instead of +2. No other effect can increase this bonus beyond +4.

## APPENDIX 4: SUBTIER 5–6 BESTIARY

### AYRZUL CULTIST

CR 5

Human cleric of Ayrzul 6

NE Medium humanoid (human)

**Init** +3; **Senses** Perception +6

#### DEFENSE

**AC** 15, touch 9, flat-footed 15 (+6 armor, –1 Dex)

**hp** 57 (6d8+24)

**Fort** +7, **Ref** +1, **Will** +9

**Resist** acid 10

#### OFFENSE

**Speed** 30 ft. (20 ft. in armor)

**Melee** +1 *morningstar* +6 (1d8+2)

**Ranged** light crossbow +3 (1d8/19–20)

**Special Attacks** channel negative energy 4/day (DC 14, 3d6)

**Domain Spell-Like Abilities** (CL 6th; concentration +10)

7/day—*acid dart* (1d6+3 acid), *touch of evil* (3 rounds)

**Cleric Spells Prepared** (CL 6th; concentration +10)

3rd—*cure serious wounds*, *dispel magic*, *stone shape*<sup>o</sup>,  
*summon monster III*

2nd—*cure moderate wounds* (2), *soften earth and stone*<sup>o</sup>,  
*sound burst* (2, DC 16)

1st—*bane* (DC 15), *cause fear* (2, DC 15), *magic stone*<sup>o</sup>,  
*shield of faith*

0 (at will)—*detect magic*, *guidance*, *light*, *resistance*

**D** Domain spell; **Domains** Earth, Evil

#### STATISTICS

**Str** 12, **Dex** 8, **Con** 14, **Int** 10, **Wis** 18, **Cha** 13

**Base Atk** +4; **CMB** +5; **CMD** 14

**Feats** Improved Initiative, Selective Channeling, Spell Focus (conjunction), Toughness

**Skills** Knowledge (religion) +7, Linguistics +4, Perception +6,  
Sense Motive +13, Spellcraft +8

**Languages** Common, Terran

**Combat Gear** *potion of endure elements*, *potion of haste*,  
*potion of invisibility*; **Other Gear** +1 *scale mail*, +1  
*morningstar*, light crossbow with 20 bolts, iron unholy  
symbol of Ayrzul

### CRYPT THING

CR 5

NE Medium undead

**Init** +6; **Senses** darkvision 60 ft., low-light vision;  
Perception +15

**Aura** fear (10 ft., frightened for 1d4 rounds, Will DC 16 negates)

#### DEFENSE

**AC** 19, touch 13, flat-footed 16 (+2 Dex, +1 dodge, +6 natural)

**hp** 52 (8d8+16)

**Fort** +4, **Ref** +6, **Will** +8

**Defensive Abilities** channel resistance +2; **DR** 10/bludgeoning  
or magic; **Immune** undead traits

#### OFFENSE

**Speed** 30 ft.

**Melee** 2 claws +10 (1d8+4)

**Special Attacks** teleporting burst

**Spell-Like Abilities** (CL 8th; concentration +10)  
3/day—quicken *dimension door*

#### STATISTICS

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

**Base Atk** +6; **CMB** +10; **CMD** 23

**Feats** Alertness, Dodge, Improved Initiative, Lightning Reflexes

**Skills** Bluff +6, Intimidate +13, Knowledge (arcana) +6,

Knowledge (dungeoneering) +5, Knowledge (history) +3,

Perception +15, Sense Motive +15, Stealth +9

**Languages** Common

#### DESCRIPTION

Shreds of leathery flesh cling to this skeletal figure's body,  
while twin motes of fiery light glow deep in its eye sockets.

#### SPECIAL ABILITIES

**Teleporting Burst (Su)** Once per day, a crypt thing can teleport all creatures within 50 feet of it to randomly determined locations. The crypt thing can only affect creatures of which it is aware and to which it has line of sight. A successful DC 16 Will save negates this effect. An affected creature is teleported in a random direction (roll 1d8, with 1 indicating north and the other numbers indicating compass going clockwise) and a random distance (1d10 × 100 feet) away from the crypt thing; determine each creature's direction randomly. A teleported creature arrives in the closest open space to the determined destination, but must appear on a solid surface capable of supporting its weight. If there is no appropriate destination in that direction, the creature does not teleport at all. The save DC is Charisma-based.

### DOSSENSUS, ADVANCED

CR 2

N Small aberration

**Init** +2; **Senses** darkvision 60 ft.; Perception +7

#### DEFENSE

**AC** 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size)

**hp** 17 (2d8+8)

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

**Weaknesses** hydrophobia, light blindness

#### OFFENSE

**Speed** 30 ft., burrow 30 ft., climb 30 ft.

**Melee** bite +6 (1d6+6/19–20)

**Special Attacks** devastating maw, sneak attack +1d6, swarming

#### STATISTICS

**Str** 16, **Dex** 15, **Con** 18, **Int** 7, **Wis** 14, **Cha** 9

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

**Feats** Improved Critical<sup>o</sup> (bite), Weapon Focus (bite), Weapon  
Specialization<sup>o</sup> (bite)

**Skills** Climb +23, Perception +7; Racial Modifiers +8 Climb

**Languages** Aklo

#### DESCRIPTION

This small creature looks like a lumpy head with crab legs and a giant mouth filled with stone teeth.



## SPECIAL ABILITIES

**Burrow (Ex)** A dossenus can burrow through stone (or weaker materials such as wood) as easily as dirt.

**Devastating Maw (Ex)** A dossenus' bite attack counts as adamantine for the purposes of overcoming DR and bypassing hardness.

**Hydrophobia (Ex)** A dossenus cannot swim and always fails Swim checks. If a dossenus becomes completely submerged in water, it must succeed at a DC 15 Will save on its turn each round or be paralyzed with fear until it is no longer submerged.

**Swarming (Ex)** Dossenuses are brutally efficient at swarming foes and often skitter atop one another in their haste to overwhelm and devour prey. Up to two dossenuses can share the same square at the same time. If two dossenuses sharing the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

## EARTH ELEMENTAL, LARGE ADVANCED

CR 6

N Large outsider (earth, elemental, extraplanar)

**Init** +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +13

## DEFENSE

**AC** 22, touch 12, flat-footed 20 (+1 Dex, +12 natural, -1 size)  
**hp** 84 (8d10+40)

**Fort** +11, **Ref** +3, **Will** +8

**DR** 5/—; **Immune** elemental traits

## OFFENSE

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

**Melee** 2 slams +16 (2d6+9)

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

**Special Attacks** earth mastery

## STATISTICS

**Str** 28, **Dex** 12, **Con** 21, **Int** 10, **Wis** 15, **Cha** 15

**Base Atk** +8; **CMB** +18; **CMD** 29

**Feats** Cleave, Greater Bull Rush, Improved Bull Rush<sup>®</sup>, Improved Overrun, Power Attack

**Skills** Appraise +11, Climb +20, Knowledge (dungeoneering) +11, Knowledge (planes) +14, Perception +13, Stealth +8

## SPECIAL ABILITIES

**Earth Glide (Ex)** A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. 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 earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

**Earth Mastery (Ex)** An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching

the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

## EARTH ELEMENTAL, MEDIUM

CR 3

N Medium outsider (earth, elemental, extraplanar)

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

## DEFENSE

**AC** 18, touch 9, flat-footed 18 (-1 Dex, +9 natural)

**hp** 34 (4d10+12)

**Fort** +7, **Ref** +0, **Will** +4

**Immune** elemental traits

## OFFENSE

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

**Melee** slam +9 (1d8+7)

**Special Attacks** earth mastery

## STATISTICS

**Str** 20, **Dex** 8, **Con** 17, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +4; **CMB** +9; **CMD** 18

**Feats** Cleave, Improved Bull Rush<sup>®</sup>, Power Attack

**Skills** Appraise +1, Climb +10, Knowledge (dungeoneering) +2, Knowledge (planes) +2, Perception +7, Stealth +3

**Language** Terran

## FACELESS STALKER, ADVANCED

CR 5

CE Medium aberration (shapechanger)

**Init** +9; **Senses** darkvision 60 ft.; Perception +12

## DEFENSE

**AC** 21, touch 15, flat-footed 16 (+5 Dex, +6 natural)

**hp** 52 (5d8+30)

**Fort** +7, **Ref** +6, **Will** +8

**DR** 5/piercing or slashing

## OFFENSE

**Speed** 30 ft.

**Melee** mwk longsword +10 (1d8+6/19-20), slam +4 (1d6+3 plus grab)

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

**Special Attacks** blood drain (1 Constitution), sneak attack +2d6

**Spell-Like Abilities** (CL 5th; concentration +10)  
Constant—*tongues*

## STATISTICS

**Str** 22, **Dex** 21, **Con** 22, **Int** 17, **Wis** 19, **Cha** 20

**Base Atk** +3; **CMB** +9 (+13 grapple); **CMD** 24

**Feats** Combat Reflexes, Deceitful, Improved Initiative

**Skills** Bluff +12, Climb +14, Disguise +16 (+26 when using change shape), Escape Artist +21, Perception +12, Sleight of Hand +10, Stealth +13 **Racial Modifier** +4 Disguise, +8 Escape Artist

**Languages** Aquan, Common; *tongues*

**SQ** change shape (Medium humanoid, *alter self*), compression, faceless

## DESCRIPTION

This hairless, leathery biped has a face dominated by grotesque and unsettling whorls and slits instead of actual features.

## SPECIAL ABILITIES

**Change Shape (Su)** A faceless stalker can assume the form of a Medium humanoid at will but requires 10 uninterrupted minutes to alter its body. Performing this transformation is somewhat painful, but the faceless stalker can maintain its new form indefinitely once it has achieved it. It can change back to its true form as a swift action and gains a +2 morale bonus on attack rolls, damage rolls, skill checks, and saving throws for 1 round after it does so. Faceless stalkers retain their own innate abilities when they assume their new form and do not gain any of those belonging to the creature they mimic. A faceless stalker gains a +10 bonus on Disguise checks when they are used in conjunction with this ability.

**Faceless (Su)** In its natural form, a faceless stalker has no discernible facial features. It gains a +4 bonus on saving throws made to resist attacks or effects that target the senses. This includes gaze attacks, odor-based attacks, sonic attacks and similar attacks. This bonus does not apply to illusions.

## FIRE ELEMENTAL, MEDIUM

CR 3

N Medium outsider (elemental, extraplanar, fire)

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

## DEFENSE

**AC** 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural)

**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+1 plus burn)

**Special Attacks** burn (1d6, DC 14)

## STATISTICS

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

**Base Atk** +4; **CMB** +5; **CMD** 19

**Feats** Dodge, Improved Initiative<sup>B</sup>, Mobility, Weapon Finesse<sup>B</sup>

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

**Language** Ignan

## FORMIAN WARRIORS

CR 3

LN Medium monstrous humanoid

**Init** +3 (+7 with hive mind); **Senses** blindsense 30 ft., darkvision 60 ft., hive mind; Perception +7 (+11 with hive mind)

## DEFENSE

**AC** 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

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

**Fort** +3, **Ref** +7, **Will** +4

**Resist** sonic 10

## OFFENSE

**Speed** 40 ft.

**Melee** sting +6 (1d4+2 plus poison), 2 claws +6 (1d4+2 plus grab)

**Ranged** javelin +7 (1d6+2 plus poison)

**Special Attacks** deadly grasp, poison

## STATISTICS

**Str** 14, **Dex** 17, **Con** 15, **Int** 11, **Wis** 10, **Cha** 12

**Base Atk** +4; **CMB** +6 (+10 grapple); **CMD** 19 (23 vs. trip)

**Feats** Skill Focus (Acrobatics), Step Up

**Skills** Acrobatics +10 (+14 when jumping), Climb +8,

Intimidate +8, Perception +7 (+11 with hive mind), Stealth +7

**Languages** Common; telepathy 60 ft.

**SQ** coordinate, formian traits

## DESCRIPTION

Armored from head to toe in gleaming black-and-red chitin, this insectile warrior's tail ends in a wickedly barbed stinger.

## SPECIAL ABILITIES

**Coordinate (Su)** Once a formian warrior has acted in a combat, all allied formians within the hive mind are no longer considered flat-footed. When a formian warrior attacks a creature in melee, allied formians gain a +2 insight bonus on melee attack rolls against that creature until the start of the warrior's next turn.

**Deadly Grasp (Ex)** When a formian warrior has a foe grappled, it deals sting damage when it succeeds at a grapple check to damage its opponent.

**Poison (Ex)** Javelin or sting—injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex; *cure* 1 save.

## FREEZING FLOW

CR 4

N Large ooze (cold, water)

**Init** -5; **Senses** blindsense 60 ft.; Perception -5

## DEFENSE

**AC** 16, touch 12, flat-footed 13 (+3 Dex, +4 natural, -1 size)

**hp** 47 (5d8+25)

**Fort** +6, **Ref** +3, **Will** -4

**Immune** cold, ooze traits

**Weaknesses** vulnerable to fire

## OFFENSE

**Speed** 20 ft., swim 20 ft.

**Melee** slam +6 (2d4+6/19-20 plus 1d6 cold and grab)

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

**Special Attacks** constrict (2d4+6 plus 1d6 cold), jagged slam, numbing touch

## STATISTICS

**Str** 18, **Dex** 16, **Con** 20, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +3; **CMB** +8; **CMD** 13

**Skills** Swim +12

**SQ** crystalline



## DESCRIPTION

This transparent blue formation of ice is as forbidding as the serpent it resembles.

## SPECIAL ABILITIES

**Crystalline (Ex)** As a creature of living ice, a freezing flow is difficult to discern from its surroundings in icy and snowy land environments and when in icy water. A successful DC 15 Perception check is required to notice a freezing flow in these environments. Any creature that fails to notice a freezing flow and walks into it automatically takes damage as if struck by the ooze's slam attack.

**Jagged Slam (Ex)** A freezing flow's slam attack is a slashing tendril of crystalline ice. It deals slashing damage instead of bludgeoning damage and has a critical range of 19–20.

**Numbing Touch (Ex)** Each time a freezing flow deals cold damage with its slam attack or constrict ability, the target must succeed at a DC 17 Fortitude save or be staggered with numbing cold for 1 round. The save DC is Constitution-based.

## GARGOYLE

CR 4

CE Medium monstrous humanoid (earth)

**Init** +6; **Senses** darkvision 60 ft.; Perception +5

## DEFENSE

**AC** 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

**hp** 42 (5d10+15)

**Fort** +4, **Ref** +6, **Will** +4

**DR** 10/magic

## OFFENSE

**Speed** 40 ft., fly 60 ft. (average)

**Melee** 2 claws +7 (1d6+2), bite +7 (1d4+2), gore +7 (1d4+2)

## STATISTICS

**Str** 15, **Dex** 14, **Con** 16, **Int** 6, **Wis** 11, **Cha** 7

**Base Atk** +5; **CMB** +7; **CMD** 19

**Feats** Hover, Improved Initiative, Skill Focus (Fly)

**Skills** Fly +12, Perception +5, Stealth +11 (+17 in stony areas);

**Racial Modifiers** +2 Stealth (+6 in stony environs)

**Languages** Common, Terran

**SQ** freeze

## DESCRIPTION

This sinister crouching humanoid resembles a winged demon.

## SPECIAL ABILITIES

**Freeze (Ex)** A gargoyle can hold itself so still it appears to be a statue. A gargoyle that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.

## GARGOYLE, ADVANCED

CR 5

CE Medium monstrous humanoid (earth)

**Init** +8; **Senses** darkvision 60 ft.; Perception +10

## DEFENSE

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

**hp** 52 (5d10+25)

**Fort** +6, **Ref** +8, **Will** +6

**DR** 10/magic

## OFFENSE

**Speed** 40 ft., fly 60 ft. (average)

**Melee** 2 claws +9 (1d6+4), bite +9 (1d4+4), gore +9 (1d4+4)

## STATISTICS

**Str** 19, **Dex** 18, **Con** 20, **Int** 10, **Wis** 15, **Cha** 11

**Base Atk** +5; **CMB** +9; **CMD** 23

**Feats** Hover, Improved Initiative, Skill Focus (Fly)

**Skills** Fly +12, Intimidate +8, Perception +10, Stealth +14 (+20 in stony areas); **Racial Modifiers** +2 Stealth (+6 in stony environs)

**Languages** Common, Terran

**SQ** freeze

## DESCRIPTION

Seemingly carved from a dark gray stone, this sinister crouching humanoid resembles a horned, winged demon.

## SPECIAL ABILITIES

**Freeze (Ex)** A gargoyle can hold itself so still it appears to be a statue. A gargoyle that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.

## GRAVEN GUARDIAN

CR 5

N Medium construct

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +1

## DEFENSE

**AC** 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)

**hp** 53 (6d10+20); fast healing 2

**Fort** +2, **Ref** +4, **Will** +3

**DR** 5/adamantine; **Immune** construct traits; **SR** 16

**Weaknesses** faith bound

## OFFENSE

**Speed** 40 ft.

**Melee** +1 *keen morningstar* +10/+5 (1d8+5/19–20 plus bleed) or slam +9 (1d6+4)

**Special Attacks** evil weapons, magic weapon

**Spell-Like Abilities** (CL 6th; concentration +0)  
1/day—*haste* (self only)

## STATISTICS

**Str** 16, **Dex** 15, **Con** —, **Int** —, **Wis** 12, **Cha** 1

**Base Atk** +6; **CMB** +9; **CMD** 21

**SQ** guardian domains (Earth, Evil), rocky

## DESCRIPTION

This velociraptor-headed, brightly painted clay statue animates and lurches forward, hefting a wickedly spiked mace.

## SPECIAL ABILITIES

**Evil Weapons (Su)** The graven guardian's weapon and slam attacks are treated as evil-aligned. Its magic weapon deals +1d6 points of damage to good targets.

**Faith Bound (Su)** A graven guardian cannot attack any creature that openly wears or displays the unholy symbol of Ayrzul unless that creature first attacks the graven guardian.

**Magic Weapon (Su)** A graven guardian that carries its deity's favored weapon treats that weapon as a +1 weapon as long as it is wielded by the guardian. If the weapon is a melee

weapon, it gains the *keen* weapon special ability (even if the weapon is a bludgeoning weapon). If it is a thrown weapon, it gains the *returning* weapon special ability. If it is a ranged weapon, it gains the *seeking* weapon special ability, and generates new ammunition with each attack (this ammunition is destroyed whether or not it hits).

**Rocky (Ex)** The graven guardian's natural armor bonus increases by +2.

## JANNI CR 4

N Medium outsider (native)

**Init** +6; **Senses** darkvision 60 ft.; Perception +11

### DEFENSE

**AC** 20, touch 13, flat-footed 17 (+6 armor, +2 Dex, +1 dodge, +1 natural)

**hp** 39 (6d10+6)

**Fort** +6, **Ref** +7, **Will** +4

**Resist** fire 10

### OFFENSE

**Speed** 30 ft., fly 20 ft. (perfect); 20 ft., fly 15 ft. (perfect) in chainmail

**Melee** scimitar +9/+4 (1d6+4/18–20)

**Ranged** composite longbow +8/+3 (1d8+3/×3)

**Special Attacks** change size

**Spell-Like Abilities** (CL 8th; concentration +9)

3/day—*invisibility* (self only), *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *speak with animals*

1/day—*create food and water*, *ethereal jaunt* (for 1 hour)

### STATISTICS

**Str** 16, **Dex** 15, **Con** 12, **Int** 14, **Wis** 15, **Cha** 13

**Base Atk** +6; **CMB** +9; **CMD** 22

**Feats** Combat Reflexes, Dodge, Improved Initiative<sup>a</sup>, Mobility

**Skills** Appraise +11, Craft (weaponsmith) +11, Fly +14,

Perception +11, Ride +6, Sense Motive +11, Spellcraft +11, Stealth +6

**Languages** Abyssal, Common, Terran; telepathy 100 ft.

**SQ** elemental endurance

### DESCRIPTION

This regal figure looks like a tall, well-proportioned human, save that its eyes sparkle with strange light.

### SPECIAL ABILITIES

**Change Size (Sp)** Twice per day, a janni can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the janni chooses when using the ability), except that the ability can work on the janni. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

**Elemental Endurance (Ex)** Jann can remain on the Elemental Planes for up to 48 hours at a time. Failure to return to the Material Plane before that time expires causes a janni to take 1 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material Plane.

## PECH CR 3

N Small fey (earth)

**Init** +1; **Senses** darkvision 60 ft., low-light vision; Perception +10

### DEFENSE

**AC** 16, touch 12, flat-footed 15 (+1 Dex, +4 natural, +1 size)

**hp** 27 (6d6+6)

**Fort** +5, **Ref** +6, **Will** +6

**DR** 5/cold iron; **Immune** petrification; **SR** 14

**Weaknesses** light blindness

### OFFENSE

**Speed** 20 ft.

**Melee** mwk heavy pick +9 (1d4+6/×4)

**Special Attacks** earth mastery, pech magic, stone knowledge

**Spell-Like Abilities** (CL 10th; concentration +11)

3/day—*stone shape*, *stone tell*

### STATISTICS

**Str** 19, **Dex** 12, **Con** 13, **Int** 12, **Wis** 13, **Cha** 12

**Base Atk** +3; **CMB** +6; **CMD** 17

**Feats** Cleave, Great Fortitude, Power Attack

**Skills** Climb +13, Craft (stonemasonry) +14, Knowledge (dungeoneering) +10, Knowledge (engineering) +10,

Perception +10, Profession (miner) +14, Stealth +14; **Racial**

**Modifiers** +4 Craft (stonemasonry), +4 Profession (miner)

**Languages** Terran, Undercommon

### DESCRIPTION

This pale yellow humanoid has blank, bulging white eyes and gangly arms and legs. It clutches a pickaxe in its knobby hands.

### SPECIAL ABILITIES

**Earth Mastery (Ex)** A pech gains a +1 bonus on attack and damage rolls if both it and its foes are touching the ground. If an opponent is airborne or waterborne, the pech takes a –4 penalty on attack and damage rolls. These modifiers are not precalculated into the statistics here.

**Pech Magic (Sp)** Four pechs working together can cast *wall of stone* once per day. Eight pechs working together can cast *stone to flesh* (DC 17) once per day. These spell-like abilities function at CL 10th. Each pech must use a full-round action to take part in the casting. The save DCs are modified by the highest Charisma modifier in the group.

**Stone Knowledge (Ex)** A pech's knowledge of earth and stone grants a +1 racial bonus on attack and damage rolls and the benefits of the Improved Critical feat against creatures and objects made of stone or earth or with the earth subtype. Knowledge (dungeoneering), Knowledge (engineering) and Profession (miner) are always class skills for a pech.

## RAST CR 5

N Medium outsider (extraplanar, fire)

**Init** +5; **Senses** darkvision 60 ft.; Perception +10

### DEFENSE

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



# PATHFINDER SOCIETY SCENARIO

**hp** 51 (6d10+18)

**Fort** +8, **Ref** +6, **Will** +3

**Immune** fire

**Weaknesses** vulnerability to cold

## OFFENSE

**Speed** 5 ft., fly 60 ft. (good)

**Melee** bite +8 (1d6+2 plus grab), 4 claws +9 (1d4+2)

**Special Attacks** blood drain (1d2 Constitution), paralyzing gaze

## STATISTICS

**Str** 14, **Dex** 12, **Con** 17, **Int** 3, **Wis** 13, **Cha** 12

**Base Atk** +6; **CMB** +8 (+12 grapple); **CMD** 19 (can't be tripped)

**Feats** Flyby Attack, Improved Initiative, Weapon Focus (claw)

**Skills** Fly +5, Perception +10, Stealth +10

**Languages** Ignan (cannot speak)

## DESCRIPTION

This bulbous creature consists of many tangled legs, a bulging body of puffed flesh, and a mouth filled with sharp fangs.

## SPECIAL ABILITIES

**Paralyzing Gaze (Su)** Paralyzed for 1d6 rounds, 30 feet, Fortitude (DC 14) negates. The save DC is Charisma-based.

## ROCK TROLL

**CR 6**

**CE** Large humanoid (earth, giant)

**Init** +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +6

## DEFENSE

**AC** 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, -1 size)

**hp** 80 (7d8+49); regeneration 5 (acid or sonic)

**Fort** +12, **Ref** +3, **Will** +3

**Weaknesses** sunlight petrification

## OFFENSE

**Speed** 30 ft.

**Melee** bite +11 (1d8+7), 2 claw +12 (1d6+7)

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

**Special Attacks** rend (2 claws, 1d6+9)

## STATISTICS

**Str** 25, **Dex** 12, **Con** 24, **Int** 5, **Wis** 9, **Cha** 6

**Base Atk** +5; **CMB** +13; **CMD** 24

**Feats** Intimidating Prowess, Iron Will, Power Attack, Weapon Focus (claw)

**Skills** Climb +11, Intimidate +10, Perception +6

**Languages** Giant

## DESCRIPTION

This bulky creature has beady eyes, and rocky skin studded with small crystals. Its jutting underbite holds large, crystalline teeth.

## SPECIAL ABILITIES

**Sunlight Petrification (Ex)** A rock troll that is exposed to natural sunlight is staggered and must make a DC 20 Fortitude save each round to resist permanently turning to stone. A *stone to flesh* spell (or similar effect) restores a petrified rock troll, but if it remains exposed to sunlight, it must immediately start making new Fortitude saves to

avoid petrification. Spells like *sunray* or *sunburst* that create powerful natural sunlight cannot petrify a rock troll, but the troll is staggered for 1d4 rounds after being exposed to such an effect.

## SEA HAG

**CR 4**

**CE** Medium monstrous humanoid (aquatic)

**Init** +3; **Senses** darkvision 60 ft.; Perception +11

**Aura** horrific appearance (60 ft.)

## DEFENSE

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

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

**Fort** +5, **Ref** +7, **Will** +5

**SR** 15

## OFFENSE

**Speed** 30 ft., swim 40 ft.

**Melee** 2 claws +8 (1d6+4)

**Special Attacks** evil eye

## STATISTICS

**Str** 19, **Dex** 16, **Con** 18, **Int** 12, **Wis** 13, **Cha** 15

**Base Atk** +4; **CMB** +8; **CMD** 21

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

**Skills** Bluff +9, Knowledge (any one) +5, Perception +11, Stealth +10, Swim +19

**Languages** Common, Giant

**SQ** amphibious

## DESCRIPTION

Hair like rotting seaweed drapes across this ancient witch.

Loose, algae-colored skin sags off her starved frame, and a wicked light glints in her eyes.

## SPECIAL ABILITIES

**Evil Eye (Su)** Three times per day, a sea hag can cast her dire gaze upon any single creature within 30 feet. The target must succeed on a DC 14 Will save or be staggered as strange nebulous distress and a gnawing sense of impending doom plagues the victim. If a sea hag uses her evil eye on someone already afflicted by this curse, the victim must make a DC 14 Fortitude save or be overwhelmed with fright and collapse into a comatose state for 3 days. Each day that passes, the comatose victim must make a DC 14 Fortitude save or perish. The evil eye is a mind-affecting fear effect. The save DCs are Charisma-based. Evil Eye Curse: Gaze—failed save; save Will DC 14; frequency 1/day; effect staggered (or fall comatose if already under the effects of the evil eye).

**Horrific Appearance (Su)** The sight of a sea hag is so revolting that anyone within 60 feet (other than another hag) who sets eyes upon one must succeed on a DC 14 Fortitude save or instantly be weakened, taking 1d6 points of Strength damage. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. This is a mind-affecting effect. The save DC is Charisma-based.

# THE COSMIC CAPTIVE

## SHOBHAD CR 4

N Large monstrous humanoid

**Init** +5; **Senses** darkvision 60 ft.; Perception +8

### DEFENSE

**AC** 18, touch 10, flat-footed 17 (+4 armor, +1 Dex, +4 natural, -1 size)

**hp** 47 (5d10+20)

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

**Defensive Abilities** ferocity; **Resist** cold 5

### OFFENSE

**Speed** 40 ft. (30 ft. in armor)

**Melee** longsword +5 (2d6+5/19-20), longsword +5 (2d6+2/19-20), 2 slams +4 (1d6+2)

**Ranged** shobhad longrifle +6 (2d6/×4) or 2 javelins +5 (1d8+5)

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

### STATISTICS

**Str** 20, **Dex** 13, **Con** 18, **Int** 10, **Wis** 11, **Cha** 13

**Base Atk** +5; **CMB** +11; **CMD** 22

**Feats** Combat Reflexes, Improved Initiative, Multiweapon Fighting, Weapon Focus<sup>8</sup> (shobhad longrifle)

**Skills** Intimidate +9, Perception +8, Stealth +2, Survival +8

**Languages** Giant

### DESCRIPTION

This gray-skinned goliath is lean and muscled. Its four powerful arms carry weapons, and it wears a leather chest harness.

## SHRIEZYX CR 4

CE Medium aberration

**Init** +7; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +12

### DEFENSE

**AC** 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

**hp** 38 (7d8+7); regeneration 3 (fire)

**Fort** +5, **Ref** +5, **Will** +6

**Defensive Abilities** ferocity; **Immune** mind-affecting effects

**Weaknesses** fear of fire, vulnerable to fire

### OFFENSE

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

**Melee** bite +8 (1d6+1 plus poison), 4 claws +8 (1d4+1)

**Special Attacks** slowing toxin, web (+8 ranged, DC 14, 7 hp)

### STATISTICS

**Str** 13, **Dex** 17, **Con** 12, **Int** 3, **Wis** 12, **Cha** 2

**Base Atk** +5; **CMB** +6; **CMD** 19 (31 vs. trip)

**Feats** Great Fortitude, Improved Initiative, Step Up, Weapon Finesse

**Skills** Climb +15, Perception +12; **Racial Modifiers** +4 Perception

**Languages** Aklo

### DESCRIPTION

An oversized, eight-legged monstrosity stares ravenously from its three beady eyes, its gaping maw dripping with green venom.

## SPECIAL ABILITIES

**Fear of Fire (Ex)** A shriezyx within 30 feet of a fire the size of a torch or larger becomes shaken as long as it remains within that range. If damaged by fire, a shriezyx must make a successful Will save (DC equals the amount of fire damage dealt) or become frightened for 1 round.

**Poison (Ex)** Bite—injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save.

**Slowing Toxin (Su)** A shriezyx's web is coated with a supernatural toxin that numbs and deadens the nerves on contact. Any creature struck by a shriezyx's web must succeed at a DC 14 Fortitude save or become slowed (as per *slow*) for 1 minute. Each round, a victim may attempt a new DC 14 Fortitude save to end the effect early. This toxin fades quickly from spun webs—it can only affect targets on the round the web is spun. Existing webs remain sticky and tangled, but do not have this slowing effect. The save DC is Constitution-based.

## SKELETAL CHAMPION CR 2

Human skeletal champion warrior 1

NE Medium undead

**Init** +5; **Senses** darkvision 60 ft.; Perception +6

### DEFENSE

**AC** 21, touch 12, flat-footed 19 (+6 armor, +1 Dex, +2 natural, +2 shield)

**hp** 17 (3 HD; 2d8+1d10+3)

**Fort** +3 **Ref** +1 **Will** +3; channel resistance +4

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

### OFFENSE

**Speed** 30 ft.

**Melee** mwk longsword +7 (1d8+3/19-20)

### STATISTICS

**Str** 17, **Dex** 13, **Con** —, **Int** 9, **Wis** 10, **Cha** 12

**Base Atk** +2; **CMB** +5; **CMD** 16

**Feats** Cleave, Improved Initiative<sup>8</sup>, Power Attack, Weapon Focus (longsword)

**Skills** Intimidate +7, Perception +6, Stealth -1

### DESCRIPTION

This armored skeleton stands in a battle-ready pose, its weapon held high as cold blue light shines in its eye sockets.

## SKELETAL SNIPER CR 5

Human skeletal champion fighter 6 (*Pathfinder RPG Bestiary* 252)

CE Medium undead

**Init** +9; **Senses** darkvision 60 ft.; Perception +1

### DEFENSE

**AC** 19, touch 15, flat-footed 14 (+2 armor, +5 Dex, +2 natural)

**hp** 62 (8 HD; 2d8+6d10+16)

**Fort** +7, **Ref** +7, **Will** +8 (+2 vs. fear)

**Defensive Abilities** channel resistance +4; **DR** 5/bludgeoning; **Immune** cold, undead traits



# PATHFINDER SOCIETY SCENARIO

## OFFENSE

**Speed** 30 ft.

**Melee** short sword +10/+5 (1d6+3/19-20) or  
2 claws +5 (1d4+1)

**Ranged** arc pistol +14/+9 (1d8+3 electricity)

**Special Attacks** weapon training (firearms +1)

## STATISTICS

**Str** 16, **Dex** 20, **Con** —, **Int** 8, **Wis** 12, **Cha** 14

**Base Atk** +7; **CMB** +10; **CMD** 25

**Feats** Deadly Aim, Exotic Weapon Proficiency (firearms)<sup>UC</sup>,  
Improved Initiative, Iron Will, Persuasive, Point-Blank Shot,  
Precise Shot, Vital Strike, Weapon Focus (arc pistol), Weapon  
Specialization (arc pistol)

**Skills** Climb +10, Diplomacy +4, Intimidate +11, Knowledge  
(engineering) +6, Profession (starship captain) +12,  
Survival +8

**Languages** Common

**SQ** armor training 1

**Other Gear** leather armor, arc pistol<sup>IG</sup>, short sword

## VEELA, WATER

CR 7

N Medium outsider (extraplanar, water)

**Init** +3; **Senses** darkvision 60 ft.; Perception +12

## DEFENSE

**AC** 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

**hp** 85 (9d10+36)

**Fort** +10, **Ref** +9, **Will** +6

**DR** 10/magic; **Immune** cold; **SR** 18

## OFFENSE

**Speed** 60 ft.

**Melee** mwk dagger +13/+8 (1d4+5/19-20 plus 2d6 cold), mwk  
dagger +13/+8 (1d4+5/19-20 plus 2d6 cold) or  
2 slams +14 (1d4+5 plus 2d6 cold)

**Special Attacks** beckoning dance, elemental veil

**Spell-Like Abilities** (CL 9th; concentration +14)

At will—*hydraulic push*<sup>APG</sup>, *resist energy* (cold only)

3/day—*cure serious wounds*, *suggestion* (DC 18)

1/day—*cone of cold* (DC 20), *dispel magic*

## STATISTICS

**Str** 20, **Dex** 17, **Con** 19, **Int** 14, **Wis** 11, **Cha** 20

**Base Atk** +9; **CMB** +14; **CMD** 27

**Feats** Ability Focus (beckoning dance), Combat Reflexes, Double  
Slice, Improved Two-Weapon Fighting, Two-Weapon Fighting

**Skills** Acrobatics +15, Bluff +17, Diplomacy +17, Knowledge  
(any one) +13, Perception +12, Perform (dance) +21, Sense  
Motive +12, Stealth +15, Swim +17; **Racial Modifiers**  
+4 Perform (dance)

**Languages** Aquan, Common

## DESCRIPTION

This lithe, androgynous humanoid has unusually colored skin  
and an otherworldly grace.

## SPECIAL ABILITIES

**Beckoning Dance (Su)** As a standard action, a veela can compel

a target that it can see to join it in dancing. The target must  
succeed at a DC 21 Will save or find herself forced to dance  
with the veela for up to 1 minute. At the end of each of the  
target's turns, she must attempt a Perform (dance) check  
opposed by the veela's Perform (dance) check. If the target  
doesn't meet or exceed the veela's result, she takes 1d4  
points of Constitution damage and becomes fatigued. For  
every point of Constitution damage a veela deals in this  
way, it heals 5 hit points. Hit points healed in excess of its  
maximum become temporary hit points that last up to 1 hour  
before dissipating. While engaged in a beckoning dance, both  
a veela and its target are protected from being attacked as if  
by a *sanctuary* spell (DC 18). Any target of a veela's beckoning  
dance that exceeds the veela's result on the opposed Perform  
check ends the beckoning dance and gains the benefits of the  
veela's cure serious wounds spell-like ability (if any uses of  
that ability remain), which consumes one of the veela's daily  
uses. Targets that save against a veela's beckoning dance  
can't be affected by that veela's beckoning dance again for 24  
hours. The save DC is Charisma-based.

**Elemental Veil (Su)** A veela's link to a particular element  
manifests as an overflow of energy that infuses its natural  
attacks and any melee weapons it holds, causing it to deal  
an extra 1d6 points of fire damage on any successful melee  
attack. In addition, as a standard action a veela can wreath  
itself in a luminescent halo of energy. This duplicates the  
effect of the spell fire shield (caster level 9th) but deals cold  
damage. Ending or resuming this effect is a standard action.

## WINTER WOLF

CR 5

NE Large magical beast (cold)

**Init** +5; **Senses** darkvision 60 ft., low-light vision, scent;  
Perception +11

## DEFENSE

**AC** 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, -1 size)

**hp** 57 (6d10+24)

**Fort** +9, **Ref** +6, **Will** +3

**Immune** cold

**Weaknesses** vulnerability to fire

## OFFENSE

**Speed** 50 ft.

**Melee** bite +10 (1d8+7 plus 1d6 cold and trip)

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

**Special Attacks** breath weapon (every 1d4 rounds, 15-ft. cone,  
6d6 cold damage, Reflex half DC 17)

## STATISTICS

**Str** 20, **Dex** 13, **Con** 18, **Int** 9, **Wis** 13, **Cha** 10

**Base Atk** +6; **CMB** +12; **CMD** 23 (27 vs. trip)

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

**Skills** Perception +11, Stealth +4 (+10 in snow), Survival +5;

**Racial Modifiers** +2 Perception, +2 Stealth (+8 in snow),

+2 Survival

**Languages** Common, Giant

# THE COSMIC CAPTIVE

## DESCRIPTION

This bear-sized wolf has white fur and a rime of frost around its snarling muzzle. Its eyes are pale blue, almost white in color.

## WYSP, EARTH

**CR 2**

N Tiny outsider (earth, elemental)

**Init** +1; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +7

**Aura** resonance (30 ft.)

## DEFENSE

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

**hp** 25 (3d10+9)

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

**DR** 1/—; **Immune** elemental traits

## OFFENSE

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

**Melee** 2 tendrils +9 (1d3+4)

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

## STATISTICS

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

**Base Atk** +3; **CMB** +2; **CMD** 14 (can't be tripped)

**Feats** Power Attack, Toughness

**Skills** Bluff +7, Climb +8, Knowledge (dungeoneering, engineering, planes) +5, Perception +7, Sense Motive +7

**Languages** Terran

**SQ** living battery, servitor

## DESCRIPTION

This sphere of elemental matter emits a strange hum that resonates with elemental power.

## SPECIAL ABILITIES

**Living Battery (Ex)** As an immediate action, a wysp can kill itself to cause a creature benefiting from its resonance to heal 2 hit points for each of that creature's HD. If the wysp uses this ability, its death can't be prevented, and its life can't be restored by any effect less than *true resurrection*, *miracle*, or *wish*, even if such an effect can normally revive an outsider.

**Resonance (Ex)** A wysp's natural resonance strengthens the power of its element. The wysp grants a +2 competence bonus on attack rolls and damage rolls to all creatures within 30 feet with an elemental subtype that matches the wysp's, and to the DCs of all racial spell-like, supernatural, and extraordinary abilities of such creatures (as usual, this does not include creatures assuming an elemental form). Kineticists within 30 feet who share the wysp's element gain a +1 competence bonus on attack rolls and damage rolls. The wysp's statistics already include these bonuses.

**Servitor (Ex)** A wysp is a natural servitor. When it uses the aid another action to assist a creature benefiting from its resonance, the wysp can grant that creature a +4 bonus instead of +2. No other effect can increase this bonus beyond +4.

## WYSP, FIRE

**CR 2**

N Tiny outsider (elemental, fire)

**Init** +6; **Senses** darkvision 60 ft.; Perception +7

**Aura** resonance (30 ft.)

## DEFENSE

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

**hp** 19 (3d10+3)

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

**Immune** elemental traits, fire

**Weaknesses** vulnerable to cold

## OFFENSE

**Speed** 60 ft., **fly** 20 ft. (poor)

**Melee** 2 tendrils +9 (1d3+2 plus burn)

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

**Special Attacks** burn (1d6 fire, DC 14)

## STATISTICS

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

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

**Feats** Improved Initiative, Weapon Finesse

**Skills** Bluff +7, Intimidate +7, Knowledge (planes) +6, Perception +7, Sense Motive +7, Stealth +16

**Languages** Ignan

**SQ** living battery, servitor

## DESCRIPTION

This sphere of what appears to be composed of pure elemental matter emits a strange hum that resonates with palpable elemental power.

## SPECIAL ABILITIES

**Living Battery (Ex)** As an immediate action, a wysp can sacrifice its existence in order to cause a creature that is benefiting from its resonance to be healed 2 hit points for each of that creature's HD. If the wysp uses this ability to kill itself, its death cannot be prevented, and its life cannot be restored by any effect less than *true resurrection*, *miracle*, or *wish*, even if such an effect could normally revive an outsider.

**Resonance (Ex)** A wysp's natural resonance strengthens the power of its element. The wysp grants a +2 competence bonus on attack rolls and damage rolls to all creatures within 30 feet with an elemental subtype that matches the wysp's, and to the DCs of all racial spell-like, supernatural, and extraordinary abilities of such creatures (as usual, this does not include creatures assuming an elemental form). Kineticists within 30 feet who share the wysp's element gain a +1 competence bonus on attack rolls and damage rolls. The wysp's statistics already include these bonuses.

**Servitor (Ex)** A wysp exists and acts as a natural servitor. When a wysp uses the aid another action to assist a creature that is benefiting from its resonance, the wysp is able to grant that creature a +4 bonus instead of a +2 bonus. No other effect is able to increase this bonus beyond +4.



## PATHFINDER SOCIETY SCENARIO

**XORN****CR 6**

N Medium outsider (earth, extraplanar)

**Init** +0; **Senses** all-around vision, darkvision 60 ft., tremorsense 60 ft.; Perception +14**DEFENSE****AC** 21, touch 10, flat-footed 21 (+11 natural)**hp** 66 (7d10+28)**Fort** +8, **Ref** +2, **Will** +5**DR** 5/bludgeoning; **Immune** cold, fire, flanking; **Resist** electricity 10**OFFENSE****Speed** 20 ft., burrow 20 ft.; earth glide**Melee** bite +10 (4d6+3), 3 claws +10 (1d4+3)**STATISTICS****Str** 17, **Dex** 10, **Con** 17, **Int** 10, **Wis** 11, **Cha** 10**Base Atk** +7; **CMB** +10; **CMD** 20 (22 vs. trip)**Feats** Cleave, Improved Bull Rush, Power Attack, Toughness**Skills** Appraise +10, Intimidate +10, Knowledge(dungeoneering) +10, Perception +14, Stealth +10, Survival +10; **Racial Modifiers** +4 Perception**Languages** Common, Terran**DESCRIPTION**

This squat beast is as wide as it is tall. Strangely symmetrical, it has three arms, three legs, three eyes, and one huge mouth.

**SPECIAL ABILITIES****All-Around Vision (Ex)** A xorn sees in all directions at the same time, giving it a +4 racial bonus on Perception checks. A xorn cannot be flanked.**Earth Glide (Ex)** A xorn can glide through any sort of natural earth or stone as easily as a fish swims through water. Its burrowing leaves no sign of its passage nor hint at its presence to creatures that don't possess tremorsense. A *move earth* spell cast on an area containing a xorn moves the xorn back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

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## APPENDIX 5: SUBTIER 7-8 BESTIARY

### AYRZUL STONESHAPER

CR 6

Human cleric of Ayrzul 7

NE Medium humanoid (human)

**Init** +3; **Senses** Perception +7

#### DEFENSE

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

**hp** 66 (7d8+28)

**Fort** +8, **Ref** +2, **Will** +10

**Resist** acid 10

#### OFFENSE

**Speed** 30 ft. (20 ft. in armor)

**Melee** +1 *morningstar* +7 (1d8+2)

**Ranged** light crossbow +4 (1d8/19-20)

**Special Attacks** channel negative energy 4/day (DC 14, 4d6)

**Domain Spell-Like Abilities** (CL 7th; concentration +11)

7/day—*acid dart* (1d6+3 acid), *touch of evil* (3 rounds)

**Cleric Spells Prepared** (CL 7th; concentration +11)

4th—*spike stones*<sup>0</sup> (DC 18), *summon monster IV*, *unholy blight* (DC 18)

3rd—*cure serious wounds*, *dispel magic*, *stone shape*<sup>0</sup>, *summon monster III*

2nd—*cure moderate wounds* (2), *soften earth and stone*<sup>0</sup>, *sound burst* (2, DC 16)

1st—*bane* (DC 15), *bless*, *cause fear* (2, DC 15), *magic stone*<sup>0</sup>, *shield of faith*

0 (at will)—*detect magic*, *guidance*, *light*, *resistance*
**D** Domain spell; **Domains** Earth, Evil

#### STATISTICS

**Str** 12, **Dex** 8, **Con** 14, **Int** 10, **Wis** 18, **Cha** 13

**Base Atk** +5; **CMB** +6; **CMD** 15

**Feats** Augment Summoning, Improved Initiative, Selective Channeling, Spell Focus (conjuration), Toughness

**Skills** Knowledge (religion) +8, Linguistics +4, Perception +7, Sense Motive +14, Spellcraft +8

**Languages** Common, Terran

**Combat Gear** *potion of blur*, *potion of endure elements*, *potion of haste*, *potion of invisibility*; **Other Gear** +1 *breastplate*, +1 *morningstar*, light crossbow with 20 bolts, *cloak of resistance* +1, iron unholy symbol of Ayrzul

### CRYPT THING

CR 5

NE Medium undead

**Init** +6; **Senses** darkvision 60 ft., low-light vision; Perception +15

**Aura** fear (10 ft., frightened for 1d4 rounds, Will DC 16 negates)

#### DEFENSE

**AC** 19, touch 13, flat-footed 16 (+2 Dex, +1 dodge, +6 natural)

**hp** 52 (8d8+16)

**Fort** +4, **Ref** +6, **Will** +8

**Defensive Abilities** channel resistance +2; DR 10/bludgeoning or magic; **Immune** undead traits

#### OFFENSE

**Speed** 30 ft.

**Melee** 2 claws +10 (1d8+4)

**Special Attacks** teleporting burst

**Spell-Like Abilities** (CL 8th; concentration +10)

3/day—quicken *dimension door*

#### STATISTICS

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

**Base Atk** +6; **CMB** +10; **CMD** 23

**Feats** Alertness, Dodge, Improved Initiative, Lightning Reflexes

**Skills** Bluff +6, Intimidate +13, Knowledge (arcana) +6, Knowledge (dungeoneering) +5, Knowledge (history) +3, Perception +15, Sense Motive +15, Stealth +9

**Languages** Common

#### DESCRIPTION

Shreds of leathery flesh cling to this skeletal figure's body, while twin motes of fiery light glow deep in its eye sockets.

#### SPECIAL ABILITIES

**Teleporting Burst (Su)** Once per day, a crypt thing can teleport all creatures within 50 feet of it to randomly determined locations. The crypt thing can only affect creatures of which it is aware and to which it has line of sight. A successful DC 16 Will save negates this effect. An affected creature is teleported in a random direction (roll 1d8, with 1 indicating north and the other numbers indicating compass going clockwise) and a random distance (1d10 × 100 feet) away from the crypt thing; determine each creature's direction randomly. A teleported creature arrives in the closest open space to the determined destination, but must appear on a solid surface capable of supporting its weight. If there is no appropriate destination in that direction, the creature does not teleport at all. The save DC is Charisma-based.

### DRAKE, FROST

CR 7

CE Large dragon (cold)

**Init** +5; **Senses** darkvision 60 ft., low-light vision, scent, snow vision; Perception +10

#### DEFENSE

**AC** 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)

**hp** 84 (8d12+32)

**Fort** +10, **Ref** +7, **Will** +5

**Immune** cold, paralysis, sleep

**Weaknesses** vulnerability to fire

#### OFFENSE

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

**Melee** bite +13 (2d6+6 plus 1d6 cold), tail slap +8 (1d8+3)

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

**Special Attacks** freezing mist breath

#### STATISTICS

**Str** 22, **Dex** 13, **Con** 18, **Int** 8, **Wis** 9, **Cha** 13

**Base Atk** +8; **CMB** +15; **CMD** 26

**Feats** Flyby Attack, Improved Initiative, Power Attack, Vital Strike



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**Skills** Climb +17, Fly +10, Intimidate +12, Perception +10, Stealth +8

**Languages** Draconic

**SQ** speed surge, icewalking

## DESCRIPTION

This two-legged dragon has dull blue scales tinged with bright blue ice. A freezing mist issues from between its powerful jaws.

## SPECIAL ABILITIES

**Freezing Mist Breath (Su)** A frost drake can, as a standard action, spit a ball of liquid that bursts into a cloud of freezing mist. This attack has a range of 60 feet and deals 7d6 points of cold damage (DC 18 Reflex half) to all creatures in a 20-foot-radius spread. The mist cakes all surfaces in the area with a sheet of slippery ice that turns the area into difficult terrain for 2d4 rounds, after which the ice cracks or melts enough to revert to the normal terrain features in the area. Once a frost drake has used its freezing mist breath, it cannot do so again for 1d6 rounds. The Reflex save is Constitution-based.

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

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

**Snow Vision (Ex)** A frost drake can see perfectly well in snowy conditions, and does not take any penalties on Perception checks while in snow.

## EARTH ELEMENTAL, HUGE

CR 7

N Huge outsider (earth, elemental, extraplanar)

**Init** -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +13

## DEFENSE

**AC** 19, touch 7, flat-footed 19 (-1 Dex, +12 natural, -2 size)

**hp** 95 (10d10+40)

**Fort** +11, **Ref** +2, **Will** +7

**DR** 5/—; **Immune** elemental traits

## OFFENSE

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

**Melee** 2 slams +17 (2d8+9)

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

**Special Attacks** earth mastery

## STATISTICS

**Str** 28, **Dex** 8, **Con** 19, **Int** 6, **Wis** 11, **Cha** 11

**Base Atk** +10; **CMB** +21; **CMD** 30

**Feats** Awesome Blow, Cleave, Greater Bull Rush, Improved Bull Rush<sup>®</sup>, Improved Overrun, Power Attack

**Skills** Appraise +6, Climb +18, Knowledge (dungeoneering) +4, Knowledge (planes) +7, Perception +13, Stealth +4

## SPECIAL ABILITIES

**Earth Glide (Ex)** A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. 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 earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

**Earth Mastery (Ex)** An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

## EARTH ELEMENTAL, LARGE ADVANCED

CR 6

N Large outsider (earth, elemental, extraplanar)

**Init** +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +13

## DEFENSE

**AC** 22, touch 12, flat-footed 20 (+1 Dex, +12 natural, -1 size)

**hp** 84 (8d10+40)

**Fort** +11, **Ref** +3, **Will** +8

**DR** 5/—; **Immune** elemental traits

## OFFENSE

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

**Melee** 2 slams +16 (2d6+9)

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

**Special Attacks** earth mastery

## STATISTICS

**Str** 28, **Dex** 12, **Con** 21, **Int** 10, **Wis** 15, **Cha** 15

**Base Atk** +8; **CMB** +18; **CMD** 29

**Feats** Cleave, Greater Bull Rush, Improved Bull Rush<sup>®</sup>, Improved Overrun, Power Attack

**Skills** Appraise +11, Climb +20, Knowledge (dungeoneering) +11, Knowledge (planes) +14, Perception +13, Stealth +8

## SPECIAL ABILITIES

**Earth Glide (Ex)** A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. 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 earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

**Earth Mastery (Ex)** An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching

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the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

## FIRE ELEMENTAL, LARGE CR 5

N Large outsider (elemental, extraplanar, fire)

**Init** +9; **Senses** darkvision 60 ft.; Perception +11

### DEFENSE

**AC** 19, touch 15, flat-footed 13 (+5 Dex, +1 dodge, +4 natural, -1 size)

**hp** 60 (8d10+16)

**Fort** +8, **Ref** +11, **Will** +4

**DR** 5/—; **Immune** elemental traits, fire

**Weaknesses** vulnerability to cold

### OFFENSE

**Speed** 50 ft.

**Melee** 2 slams +12 (1d8+2 plus burn)

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

**Special Attacks** burn (1d8, DC 16)

### STATISTICS

**Str** 14, **Dex** 21, **Con** 14, **Int** 6, **Wis** 11, **Cha** 11

**Base Atk** +8; **CMB** +11; **CMD** 27

**Feats** Dodge, Improved Initiative<sup>B</sup>, Iron Will, Mobility, Spring Attack, Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +14, Climb +9, Escape Artist +12, Intimidate +9, Knowledge (planes) +5, Perception +11

## GARGOYLE, ADVANCED CR 5

CE Medium monstrous humanoid (earth)

**Init** +8; **Senses** darkvision 60 ft.; Perception +10

### DEFENSE

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

**hp** 52 (5d10+25)

**Fort** +6, **Ref** +8, **Will** +6

**DR** 10/magic

### OFFENSE

**Speed** 40 ft., fly 60 ft. (average)

**Melee** 2 claws +9 (1d6+4), bite +9 (1d4+4), gore +9 (1d4+4)

### STATISTICS

**Str** 19, **Dex** 18, **Con** 20, **Int** 10, **Wis** 15, **Cha** 11

**Base Atk** +5; **CMB** +9; **CMD** 23

**Feats** Hover, Improved Initiative, Skill Focus (Fly)

**Skills** Fly +12, Intimidate +8, Perception +10, Stealth +14 (+20 in stony areas); **Racial Modifiers** +2 Stealth (+6 in stony environs)

**Languages** Common, Terran

**SQ** freeze

### DESCRIPTION

Seemingly carved from a dark gray stone, this sinister crouching humanoid resembles a horned, winged demon.

## SPECIAL ABILITIES

**Freeze (Ex)** A gargoyle can hold itself so still it appears to be a statue. A gargoyle that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.

## GOLEM, BONE CR 8

N Large construct

**Init** +6; **Senses** darkvision 60 ft., low-light vision; Perception +0

### DEFENSE

**AC** 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, -1 size)

**hp** 90 (11d10+30)

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

**DR** 5/adamantine and bludgeoning; **Immune** construct traits, magic

### OFFENSE

**Speed** 30 ft.

**Melee** bite +14 (1d8+4), 2 slams +14 (2d6+4)

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

**Special Attacks** bone prison (ranged touch +12)

### STATISTICS

**Str** 18, **Dex** 15, **Con** —, **Int** —, **Wis** 10, **Cha** 1

**Base Atk** +11; **CMB** +16 (+20 disarm or grapple); **CMD** 28

**Feats** Improved Initiative<sup>B</sup>

### DESCRIPTION

This horrific humanoid figure is a mass of bones and skulls tied together with slick ropes of sinew.

## SPECIAL ABILITIES

**Bone Prison (Ex)** As a standard action, a bone golem can throw some of its bones at a creature within 30 feet—it must make a ranged touch attack to hit. These bones magically duplicate and form a cage surrounding struck creatures. Each round, the cage makes a combat maneuver check to deal the golem's slam damage, using the golem's CMB. If the check fails, the target is still trapped but takes no damage. The target can escape the grapple normally, or can break out of the bones by dealing 15 points of damage to the prison, which has the same AC, DR, and saves as the bone golem itself. Damage to the prison has no effect on the golem. The golem can only have one bone prison active at a time. If it wishes to create a second one, it (or some other creature) must first destroy the existing one.

**Immunity to Magic (Ex)** A bone golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and abilities function differently against the creature, as noted below.

- Magical effects that heal living creatures slow a bone golem (as per *slow*) for 1d4 rounds (no save).
- A magical attack that deals negative energy damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A bone golem gets no saving throw against attacks

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that deal negative energy damage.

- A *raise dead*, *resurrection*, or *true resurrection* spell negates its DR and immunity to magic for 1 minute.

## GRAVEN GUARDIAN CR 5

N Medium construct

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +1

### DEFENSE

**AC** 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)

**hp** 53 (6d10+20); fast healing 2

**Fort** +2, **Ref** +4, **Will** +3

**DR** 5/adamantine; **Immune** construct traits; **SR** 16

**Weaknesses** faith bound

### OFFENSE

**Speed** 40 ft.

**Melee** +1 *keen morningstar* +10/+5 (1d8+5/19–20 plus bleed) or slam +9 (1d6+4)

**Special Attacks** evil weapons, magic weapon

**Spell-Like Abilities** (CL 6th; concentration +0)

1/day—*haste* (self only)

### STATISTICS

**Str** 16, **Dex** 15, **Con** —, **Int** —, **Wis** 12, **Cha** 1

**Base Atk** +6; **CMB** +9; **CMD** 21

**SQ** guardian domains (Earth, Evil), rocky

### DESCRIPTION

This velociraptor-headed, brightly painted clay statue animates and lurches forward, hefting a wickedly spiked mace.

### SPECIAL ABILITIES

**Evil Weapons (Su)** The graven guardian's weapon and slam attacks are treated as evil-aligned. Its magic weapon deals +1d6 points of damage to good targets.

**Faith Bound (Su)** A graven guardian cannot attack any creature that openly wears or displays the unholy symbol of Ayrzul unless that creature first attacks the graven guardian.

**Magic Weapon (Su)** A graven guardian that carries its deity's favored weapon treats that weapon as a +1 weapon as long as it is wielded by the guardian. If the weapon is a melee weapon, it gains the *keen* weapon special ability (even if the weapon is a bludgeoning weapon). If it is a thrown weapon, it gains the *returning* weapon special ability. If it is a ranged weapon, it gains the *seeking* weapon special ability, and generates new ammunition with each attack (this ammunition is destroyed whether or not it hits).

**Rocky (Ex)** The guardian's natural armor bonus increases by +2.

## GUECUBU CR 8

CE Medium undead (earth)

**Init** +8; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +18

**Aura** broken ground (30 ft., DC 20)

### DEFENSE

**AC** 21, touch 15, flat-footed 16 (+4 Dex, +1 dodge, +6 natural)

**hp** 104 (11d8+55); fast healing 5

**Fort** +8, **Ref** +7, **Will** +11

**Defensive Abilities** channel resistance +2; **DR** 5/bludgeoning; **Immune** electricity, undead traits; **Resist** cold 10

### OFFENSE

**Speed** 30 ft., burrow 15 ft.; earth glide

**Melee** bite +14 (1d8+6 plus misfortune), 2 slams +14 (1d6+6 plus misfortune)

**Spell-Like Abilities** (CL 8th; concentration +13)

At will—*stone shape*

3/day—*soften earth and stone*, *spike growth* (DC 18)

1/day—*spike stones* (DC 19), *transmute mud to rock* (DC 20), *transmute rock to mud* (DC 20)

### STATISTICS

**Str** 22, **Dex** 18, **Con** —, **Int** 13, **Wis** 18, **Cha** 21

**Base Atk** +8; **CMB** +14; **CMD** 29

**Feats** Combat Expertise, Dodge, Improved Initiative, Mobility, Spring Attack, Whirlwind Attack

**Skills** Acrobatics +15, Knowledge (nature) +12, Perception +18, Sense Motive +18, Stealth +18

**Languages** Abyssal, Common

### DESCRIPTION

A skeletal carcass pulls itself from the ground, its body formed as much from earth and soil as from bones and rotting flesh.

### SPECIAL ABILITIES

**Broken Ground (Su)** The ground in a 30-foot radius around a guecubu ripples and shudders unnaturally. This transforms the area surrounding a guecubu into difficult terrain. A guecubu can move through this area with no penalty. Consecrated ground cannot be affected by this ability, nor can any area warded by a *magic circle against chaos* or a *magic circle against evil*.

**Misfortune (Su)** A creature struck by a guecubu must make a DC 20 Will save or become permanently cursed with misfortune. The victim of this curse takes a –4 penalty on all attack rolls, saving throws, and skill checks, and any critical threat against the victim automatically confirms. If a guecubu hits a creature already suffering from this curse, the victim must make a DC 20 Will save or be staggered for 1 round. This is a curse effect. The save DC is Charisma-based.

## MI-GO CR 6

NE Medium plant

**Init** +5; **Senses** blindsight 30 ft., low-light vision; Perception +12

### DEFENSE

**AC** 20, touch 16, flat-footed 14 (+5 Dex, +1 dodge, +4 natural)

**hp** 66 (7d8+35)

**Fort** +10, **Ref** +7, **Will** +4

**DR** 5/slashing; **Immune** cold, plant traits; **Resist** electricity 10, fire 10

### OFFENSE

**Speed** 30 ft., fly 50 ft. (good)

**Melee** 4 claws +10 (1d4+3 plus grab)



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**Special Attacks** evisceration, grab, sneak attack +2d6

## STATISTICS

**Str** 16, **Dex** 20, **Con** 21, **Int** 25, **Wis** 14, **Cha** 15

**Base Atk** +5; **CMB** +8 (+12 grapple); **CMD** 24 (32 vs. trip)

**Feats** Combat Reflexes, Deceitful, Dodge, Weapon Finesse

**Skills** Bluff +18, Disable Device +12, Disguise +18, Fly +9, Heal +9, Knowledge (arcana, geography) +14, Perception +12, Spellcraft +14, Stealth +15; **Racial Modifiers** +4 Bluff, +4 Disguise

**Languages** Aklo, Common, Mi-Go

**SQ** deceptive, item creation, no breath, starflight

## DESCRIPTION

This unnaturally graceful creature has a fungoid lump for a head, insectoid wings, and a tangle of spiky, clawed legs.

## SPECIAL ABILITIES

**Deceptive (Ex)** A mi-go is a master of deception. It gains a +4 racial bonus on Bluff and Disguise checks. Bluff and Disguise are always class skills for a mi-go.

**Evisceration (Ex)** A mi-go's claws are capable of swiftly and painfully performing surgical operations upon helpless creatures or those it has grappled. When a mi-go makes a successful grapple check, in addition to any other effects caused by a successful grapple, it deals sneak attack damage to the victim. A creature that takes this damage must succeed at a DC 18 Fortitude save or take 1d4 points of ability damage from the invasive surgery (the type of ability damage dealt is chosen by the mi-go at the time the evisceration occurs). The save DC is Dexterity-based.

**Item Creation (Ex)** Given time and resources, a mi-go possesses the ability to create strange items that blur the line between magic and technology. This ability allows a mi-go to ignore all of the Item Creation feat requirements and spellcasting requirements for creating a magic item; the resulting item is always mi-go technology. A mi-go can use the Heal skill to craft mi-go technology. When a mi-go uses this ability to craft an item, it must use a larger amount of strange ingredients and expendable resources—this effectively doubles the gp cost to create the item.

**Starflight (Su)** A mi-go can survive in the void of outer space. It flies through space at incredible speeds. Although exact travel times vary, a trip within a single solar system normally takes 3d20 months, while a trip beyond normally takes 3d20 years (or more, at the GM's discretion)—provided the mi-go knows the way to its destination.

## NEH-THALGGU, YOUNG

CR 7

CE Large aberration

**Init** +9; **Senses** darkvision 60 ft.; Perception +17

## DEFENSE

**AC** 22, touch 22, flat-footed 17 (+5 Dex, +7 insight)

**hp** 85 (10d8+40)

**Fort** +7, **Ref** +8, **Will** +11

**DR** 10/magic; **Immune** confusion effects; **SR** 19

## OFFENSE

**Speed** 10 ft., fly 40 ft. (perfect)

**Melee** bite +12 (1d6+5 plus poison), 2 claws +12 (1d4+5)

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

**Special Attacks** rend (2 claws, 2d4+7)

**Sorcerer Spells Known** (CL 7th; concentration +17)

3rd (5/day)—*lightning bolt* (DC16), *hold person* (DC 16)

2nd (7/day)—*acid arrow*, *alter self*, *invisibility*

1st (7/day)—*grease* (DC 14), *magic missile*, *ray of enfeeblement* (DC 14), *shield*, *unseen servant*

0 (at will)—*acid splash*, *dancing lights*, *detect magic*, *mage hand*, *open/close*, *prestidigitation*, *read magic*

## STATISTICS

**Str** 20, **Dex** 20, **Con** 19, **Int** 19, **Wis** 18, **Cha** 17

**Base Atk** +7; **CMB** +12; **CMD** 34 (cannot be tripped)

**Feats** Arcane Strike, Extend Spell, Combat Reflexes, Eschew Materials<sup>8</sup>, Improved Initiative, Power Attack

**Skills** Fly +19, Knowledge (arcana, dungeoneering, and planes) +23, Perception +17, Sense Motive +17, Spellcraft +17, Stealth +18, Use Magic Device +16

**Languages** Abyssal, Aklo, Common, Draconic, Protean, Undercommon; telepathy (100 feet)

**SQ** brain collection, strange knowledge

## DESCRIPTION

This crab-like nightmare has a lamprey mouth, twitching eyes on its legs, and several blisters along its back that hold human brains.

## SPECIAL ABILITIES

**Brain Collection (Ex)** A neh-thalggu can store up to seven humanoid brains and use them to enhance its knowledge and power. Each stored brain grants a neh-thalggu a cumulative +1 insight bonus to AC, concentration checks, and Knowledge checks. A neh-thalggu can extract a brain from a helpless opponent with a coup de grace attack, or as a standard action from a body that has been dead for no more than 1 minute. A neh-thalggu that has fewer than seven brains gains 1 negative level for each missing brain. These negative levels can never become permanent, but they can only be removed by replacing one of its collected brains. The stats presented here assume a monster with a full collection.

**Poison (Ex)** Bite—injury; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d2 Strength damage and staggered for 1 round; *cure* 2 consecutive saves. The save DC is Constitution-based.

**Spells** A neh-thalggu casts spells as a 7th-level sorcerer. For each negative level it takes from missing brains, its caster level is reduced by 1. A neh-thalggu with no collected brains cannot cast any of its spells.

**Strange Knowledge (Ex)** All Knowledge skills are class skills for neh-thalggus.

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## ONI CR 8

LE Large outsider (giant, native, oni, shapechanger)

**Init** +7; **Senses** darkvision 60 ft., low-light vision; Perception +13

### DEFENSE

**AC** 21, touch 12, flat-footed 18 (+4 armor, +3 Dex, +5 natural, -1 size)

**hp** 92 (8d10+48); regeneration 5 (fire or acid)

**Fort** +12, **Ref** +5, **Will** +10

**SR** 19

### OFFENSE

**Speed** 40 ft., fly 60 ft. (good)

**Melee** greatsword +14/+9 (3d6+10)

**Ranged** composite longbow +10 (2d6+7)

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

**Spell-Like Abilities** (CL 9th)

Constant—*fly*

At will—*darkness*, *invisibility*

1/day—*charm monster* (DC 17), *cone of cold* (DC 18),

*gaseous form*, *deep slumber* (DC 16)

### STATISTICS

**Str** 24, **Dex** 17, **Con** 23, **Int** 14, **Wis** 14, **Cha** 17

**Base Atk** +8; **CMB** +16; **CMD** 29

**Feats** Combat Expertise, Combat Reflexes, Improved Initiative, Iron Will

**Skills** Bluff +14, Disguise +14, Fly +5, Intimidate +14, Knowledge (arcana) +13, Perception +13, Sense Motive +13, Spellcraft +13, Use Magic Device +14

**Languages** Common, Giant

**SQ** change shape (Small, Medium, or Large humanoid; *alter self* or *giant form I*), flight

### DESCRIPTION

Clad in beautiful armor, this exotically garbed giant roars, its tusks glistening and its eyes afire with murderous intent.

## ONI, ADVANCED CR 9

LE Large outsider (giant, native, oni, shapechanger)

**Init** +9; **Senses** darkvision 60 ft., low-light vision; Perception +15

### DEFENSE

**AC** 24, touch 14, flat-footed 19 (+4 armor, +4 Dex, +7 natural, -1 size)

**hp** 108 (8d10+64); regeneration 5 (fire or acid)

**Fort** +14, **Ref** +7, **Will** +12

**SR** 19

### OFFENSE

**Speed** 40 ft., fly 60 ft. (good)

**Melee** greatsword +16/+11 (3d6+13)

**Ranged** composite longbow +12/+7 (2d6+9)

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

**Spell-Like Abilities** (CL 9th; concentration +14)

Constant—*fly*

At will—*darkness*, *invisibility*

1/day—*charm monster* (DC 19), *cone of cold* (DC 20), *gaseous form*, *deep slumber* (DC 18)

### STATISTICS

**Str** 28, **Dex** 21, **Con** 27, **Int** 18, **Wis** 18, **Cha** 21

**Base Atk** +8; **CMB** +18; **CMD** 33

**Feats** Combat Expertise, Combat Reflexes, Improved Initiative, Iron Will

**Skills** Bluff +16, Disguise +16, Fly +18, Intimidate +16, Knowledge (arcana, planes) +15, Perception +15, Sense Motive +15, Spellcraft +15, Use Magic Device +16

**Languages** Common, Giant

**SQ** change shape (Small, Medium, or Large humanoid; *alter self* or *giant form I*), flight

### DESCRIPTION

Clad in beautiful armor, this exotically garbed giant roars, its tusks glistening and its eyes afire with murderous intent.

## QALLUPILLUK CR 7

LE Medium monstrous humanoid (aquatic)

**Init** +2; **Senses** darkvision 60 ft.; Perception +13

**Aura** cloying scent (15 ft.)

### DEFENSE

**AC** 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)

**hp** 76 (8d10+32)

**Fort** +6, **Ref** +10, **Will** +8

**DR** 5/cold iron; **Resist** cold 10, fire 10

### OFFENSE

**Speed** 30 ft., swim 40 ft.

**Melee** bite +13 (1d6+5), 2 claws +13 (1d6+5 plus grab)

**Ranged** javelin +10 (1d6+4)

**Special Attacks** curse of scales

**Spell-Like Abilities** (CL 8th; concentration +10)

At will—*water breathing*

3/day—*charm animal* (DC 13), *charm person* (DC 13), *chill*

*metal* (DC 14), *sleet storm*

1/day—*commune with nature*, *divination*

### STATISTICS

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

**Base Atk** +8; **CMB** +13 (+17 grapple); **CMD** 25

**Feats** Blind-Fight, Combat Reflexes, Lightning Reflexes, Stand Still

**Skills** Knowledge (nature) +9, Perception +13, Stealth +13, Survival +13, Swim +23

**Languages** Aklo, Aquan, Common, Giant

**SQ** amphibious

### DESCRIPTION

This hag drips with icy water, but she has an oddly sweet smell.

### SPECIAL ABILITIES

**Cloying Scent (Su)** Qallupilluks exude a vaguely sweet and unexpectedly pleasant briny scent. This smell comforts and distracts humanoids and animals that come within 15 feet of the qallupilluk, causing such creatures to take a -2 penalty on saves against mind-affecting effects.

# THE COSMIC CAPTIVE

**Curse of Scales (Su)** If a qallupilluk grapples a Medium or Small humanoid opponent, her target begins transforming into an aquatic monster. Starting on the third consecutive round of grappling, the grappled target must succeed at a DC 18 Fortitude save every round or fully transform into a grindylow, reefclaw, bunyip, merrow, or scrag. Once her target is fully transformed, the creature is then slavishly devoted to the qallupilluk that created it. If the qallupilluk is slain, the creature loses this devotion but remains transformed. The transformation ends after 1 hour or if the creature is slain. A qallupilluk can make this transformation permanent by performing a ritual that takes 10 minutes and deals 30 points of damage to the qallupilluk. This is a curse and polymorph effect. The save DC is Constitution-based.

## ROCK TROLL CR 6

CE Large humanoid (earth, giant)  
**Init** +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +6

### DEFENSE

**AC** 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, -1 size)  
**hp** 80 (7d8+49); regeneration 5 (acid or sonic)  
**Fort** +12, **Ref** +3, **Will** +3  
**Weaknesses** sunlight petrification

### OFFENSE

**Speed** 30 ft.  
**Melee** bite +11 (1d8+7), 2 claw +12 (1d6+7)  
**Space** 10 ft.; **Reach** 10 ft.  
**Special Attacks** rend (2 claws, 1d6+9)

### STATISTICS

**Str** 25, **Dex** 12, **Con** 24, **Int** 5, **Wis** 9, **Cha** 6  
**Base Atk** +5; **CMB** +13; **CMD** 24  
**Feats** Intimidating Prowess, Iron Will, Power Attack, Weapon Focus (claw)  
**Skills** Climb +11, Intimidate +10, Perception +6  
**Languages** Giant

### DESCRIPTION

This bulky, massive creature peers out with a pair of beady eyes and a hostile glare. Its rocky skin is studded all over with small crystals, and its jutting underbite holds large, crystalline teeth.

### SPECIAL ABILITIES

**Sunlight Petrification (Ex)** A rock troll that is exposed to natural sunlight is staggered and must make a DC 20 Fortitude save each round to resist permanently turning to stone. A *stone to flesh* spell (or similar effect) restores a petrified rock troll, but if it remains exposed to sunlight, it must immediately start making new Fortitude saves to avoid petrification. Spells like *sunray* or *sunburst* that create powerful natural sunlight cannot petrify a rock troll, but the troll is staggered for 1d4 rounds after being exposed to such an effect.

## ROCK TROLL, ADVANCED CR 7

CE Large humanoid (earth, giant)  
**Init** +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +6

### DEFENSE

**AC** 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, -1 size)  
**hp** 80 (7d8+49); regeneration 5 (acid or sonic)  
**Fort** +12, **Ref** +3, **Will** +3  
**Weaknesses** sunlight petrification

### OFFENSE

**Speed** 30 ft.  
**Melee** bite +11 (1d8+7), 2 claw +12 (1d6+7)  
**Space** 10 ft.; **Reach** 10 ft.  
**Special Attacks** rend (2 claws, 1d6+9)

### STATISTICS

**Str** 25, **Dex** 12, **Con** 24, **Int** 5, **Wis** 9, **Cha** 6  
**Base Atk** +5; **CMB** +13; **CMD** 24  
**Feats** Intimidating Prowess, Iron Will, Power Attack, Weapon Focus (claw)  
**Skills** Climb +11, Intimidate +10, Perception +6  
**Languages** Giant

### DESCRIPTION

This bulky creature has beady eyes, and rocky skin studded with small crystals. Its jutting underbite holds large, crystalline teeth.

### SPECIAL ABILITIES

**Sunlight Petrification (Ex)** A rock troll that is exposed to natural sunlight is staggered and must make a DC 20 Fortitude save each round to resist permanently turning to stone. A *stone to flesh* spell (or similar effect) restores a petrified rock troll, but if it remains exposed to sunlight, it must immediately start making new Fortitude saves to avoid petrification. Spells like *sunray* or *sunburst* that create powerful natural sunlight cannot petrify a rock troll, but the troll is staggered for 1d4 rounds after being exposed to such an effect.

## ROILING OIL CR 6

N Large ooze  
**Init** -5; **Senses** blindsight 60 ft.; Perception -5

### DEFENSE

**AC** 4, touch 4, flat-footed 4 (-5 Dex, -1 size)  
**hp** 103 (9d8+63)  
**Fort** +10, **Ref** -2, **Will** -2  
**DR** 10/slashing; **Immune** electricity, fire, ooze traits

### OFFENSE

**Speed** 10 ft., climb 10 ft.  
**Melee** slam +15 (3d6+15 plus nauseating film)  
**Space** 10 ft.; **Reach** 10 ft.  
**Special Attacks** nauseating film, rolling inferno

### STATISTICS

**Str** 30, **Dex** 1, **Con** 24, **Int** —, **Wis** 1, **Cha** 1  
**Base Atk** +6; **CMB** +17; **CMD** 22 (can't be tripped)  
**Skills** Climb +18



# PATHFINDER SOCIETY SCENARIO

## DESCRIPTION

This viscous heap slides about like an inky spill. It's the color of a starless night sky, and a thick odor permeates the air around it.

## SPECIAL ABILITIES

**Nauseating Film (Su)** When a roiling oil makes a successful slam attack, it coats a portion of its target in a clinging, reeking film. Creatures affected must succeed at a DC 19 Fortitude save or be nauseated for 1d4+1 rounds. On a successful save, they are instead nauseated for 1 round. This is a poison effect. Another creature can take a full-round action to scrape off some of the film and reduce the remaining duration of the nauseated condition by 1 round.

**Rolling Inferno (Su)** Roiling oil is both volatile and flammable. Although the ooze is immune to fire and electricity damage, any exposure to either energy type, mundane or magical, causes it to ignite in an explosion that deals 5d6 points of fire damage to all creatures and objects in a 20-foot radius (Reflex DC 21 half). When lit, a roiling oil loses its nauseating film ability but its slam attack deals an extra 2d6 points of fire damage on a successful hit and the ooze gains the burn special attack (Reflex DC 21 negates). Both DCs are Constitution-based. While ablaze, the roiling oil gives off smoke that creates concealment in the roiling oil's space and 5 feet beyond. This smoke functions like a *fog cloud* in the range indicated. Water does not extinguish the flames, but any cold damage or a gust of wind or similar effect smothers the flames. Otherwise, a roiling oil burns for 1 minute before returning to its original state. While the ooze is ablaze, any additional fire or electricity damage extends the duration but doesn't cause additional explosions.

## SALAMANDER, ADVANCED

**CR 7**

CE Medium outsider (extraplanar, fire)

**Init** +3; **Senses** darkvision 60 ft.; Perception +16

## DEFENSE

**AC** 22, touch 13, flat-footed 19 (+3 Dex, +9 natural)

**hp** 92 (8d10+48)

**Fort** +12, **Ref** +9, **Will** +8

**DR** 10/magic; **Immune** fire

**Weaknesses** vulnerability to cold

## OFFENSE

**Speed** 20 ft.

**Melee** spear +13/+8 (1d8+7/x3 plus 1d6 fire), tail slap +8 (2d6+2 plus 1d6 fire and grab)

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

**Special Attacks** constrict (2d6+7 plus 1d6 fire), heat

## STATISTICS

**Str** 20, **Dex** 17, **Con** 22, **Int** 18, **Wis** 19, **Cha** 17

**Base Atk** +8; **CMB** +13 (+17 grapple); **CMD** 26 (can't be tripped)

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

**Skills** Acrobatics +14, Bluff +14, Craft (armorsmithing, blacksmithing, weaponsmithing) +19, Intimidate +14,

Knowledge (planes) +15, Perception +18, Sense Motive +15, Stealth +14; **Racial Modifiers** +4 Craft (armorsmithing, blacksmithing, and weaponsmithing)

**Languages** Common, Ignan

## DESCRIPTION

Spines of crackling flame dance along this creature's blackened, fiery-red scales.

## SPECIAL ABILITIES

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

## SHAITAN

**CR 7**

LN Large outsider (earth, extraplanar)

**Init** +5; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +14

## DEFENSE

**AC** 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)

**hp** 85 (9d10+36)

**Fort** +10, **Ref** +4, **Will** +8

**Immune** electricity

## OFFENSE

**Speed** 20 ft., burrow 60 ft., climb 20 ft.

**Melee** 2 slams +13 (2d6+5) or  
mwk scimitar +14/+9 (1d8+7/18-20)

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

**Special Attacks** earth mastery, metalmorph, stone curse

**Spell-Like Abilities** (CL 9th; concentration +11)

At will—*meld into stone*, *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only),  
*soften earth and stone*, *stone shape*, *veil* (self only)

3/day—quicken *glitterdust* (DC 14), *rusting grasp*,

*stoneskin*, *stone tell*, *wall of stone*

1/day—*transmute mud to rock*, *transmute rock to mud*

## STATISTICS

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

**Base Atk** +9; **CMB** +15; **CMD** 26

**Feats** Combat Casting, Greater Bull Rush, Improved Bull Rush, Improved Initiative<sup>8</sup>, Power Attack, Quicken Spell-Like Ability (*glitterdust*)

**Skills** Appraise +14, Bluff +14, Climb +25, Craft (gemcutting) +14, Knowledge (engineering) +14, Perception +14, Sense Motive +14, Spellcraft +14

**Languages** Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

**SQ** stone glide

## DESCRIPTION

This being resembles a towering human with skin of polished stone and glittering agate eyes.

## SPECIAL ABILITIES

**Earth Mastery (Ex)** A shaitan gains a +1 bonus on attack and damage rolls and a +2 bonus on opposed Strength-based checks if both it and its foe are touching the ground. It takes

# THE COSMIC CAPTIVE

a -4 penalty on attack and damage rolls against airborne or waterborne opponents.

**Metalmorph (Su)** As a standard action, a shaitan may touch a single metal object of no more than 10 pounds and transform it into any other metal for 1 day.

**Stone Curse (Su)** If a shaitan wins a bull rush check by 5 or more and pushes its target into a stone barrier, the target must make a DC 19 Reflex save or be forced into the barrier as if the target had cast *meld into stone* until the victim makes a successful DC 19 Fortitude save as a full-round action to exit the stone. The save DCs are Strength-based.

**Stone Glide (Su)** This functions as the earth elemental's earth glide ability, except the shaitan can move through stone, dirt, crystal, or metal.

## SHOBHAD VETERAN

**CR 7**

Shobhad fighter 3 (*Pathfinder RPG Bestiary* 4 242)

N Large monstrous humanoid

**Init** +6; **Senses** darkvision 60 ft.; Perception +13

### DEFENSE

**AC** 21, touch 11, flat-footed 19 (+6 armor, +2 Dex, +4 natural, -1 size)

**hp** 87 (8d10+43)

**Fort** +9, **Ref** +7, **Will** +7; +1 vs. fear

**Defensive Abilities** ferocity; **Resist** cold 5

### OFFENSE

**Speed** 40 ft.

**Melee** mwk longsword +13/+8 (2d6+7/19-20), mwk short sword +13 (1d8+3/19-20) or mwk longsword +15/+10 (2d6+7/19-20) or 4 slams +9 (1d6+3)

**Ranged** mwk shobhad longrifle +10 (2d8/×4)

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

### STATISTICS

**Str** 24, **Dex** 15, **Con** 20, **Int** 10, **Wis** 15, **Cha** 11

**Base Atk** +8; **CMB** +16; **CMD** 28

**Feats** Combat Reflexes, Deadly Aim, Improved Initiative, Multiweapon Fighting, Rapid Reload, Vital Strike, Weapon Focus (shobhad longrifle)<sup>a</sup>

**Skills** Intimidate +8, Perception +13, Stealth +6, Survival +10

**Languages** Giant, Shobhad

**SQ** armor training 1

**Other Gear** mwk chainmail, mwk longsword, mwk short sword, mwk shobhad longrifle with 20 bullets

## TOTENMASKE

**CR 7**

NE Medium undead (shapechanger)

**Init** +10; **Senses** darkvision 60 ft.; Perception +15

### DEFENSE

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

**hp** 85 (10d8+40)

**Fort** +7, **Ref** +9, **Will** +9

**Immune** undead traits; **Resist** cold 20

### OFFENSE

**Speed** 50 ft.

**Melee** bite +13 (1d8+4 plus 1d4 Cha drain), 2 claws +13 (1d6+4)

**Special Attacks** fleshdrink, shape flesh

### STATISTICS

**Str** 18, **Dex** 23, **Con** —, **Int** 16, **Wis** 15, **Cha** 19

**Base Atk** +7; **CMB** +11; **CMD** 27

**Feats** Ability Focus (Charisma drain), Combat Expertise, Combat Reflexes, Improved Initiative, Weapon Finesse

**Skills** Acrobatics +16 (+24 jump), Bluff +14, Diplomacy +14, Disguise +17, Perception +15, Sense Motive +15, Stealth +19

**Languages** Abyssal, Celestial, Common, Infernal

**SQ** change shape (the previous humanoid it successfully used its fleshdrink ability on; *alter self*)

### ECOLOGY

This spindly, skeletal humanoid has moldy green flesh, long talons for hands, and a head that seems to be mostly mouth.

### SPECIAL ABILITIES

**Charisma Drain (Su)** A totenmaske can eat the hopes and dreams of a creature it bites, dealing 1d4 points of Charisma drain unless the victim makes a DC 21 Will save. The save DC is Charisma-based.

**Fleshdrink (Su)** If a totenmaske hits a single creature with both claw attacks, the hollow claws drain away some of the target's flesh, dealing 1d6 points of Constitution damage and making the victim sickened for 1d4 rounds. A successful DC 19 Fortitude save negates the Constitution damage and reduces the sickened condition duration to 1 round. The save DC is Charisma-based.

**Shape Flesh (Su)** By spending 1 minute in contact with a helpless creature, a totenmaske can reshape the target's face, causing flesh to cover vital features. The target may attempt a DC 19 Fortitude save to resist. Changes are permanent, but can be reversed with *heal*, *restoration*, or *regeneration*, or by surgically opening the sealed flesh with a DC 15 Heal check that takes 1d3 rounds and deals 1d4 points of damage even if the check is not successful. A totenmaske can use this ability on one of four different features per use: ears (target becomes deaf), eyes (target becomes blind), mouth (target cannot speak or eat), or nose (target cannot smell). Multiple uses can have increasingly serious effects (such as sealing the mouth and nose, which causes suffocation). The save DC is Charisma-based.

## VEELA, FIRE

**CR 7**

N Medium outsider (extraplanar, fire)

**Init** +3; **Senses** darkvision 60 ft.; Perception +12

### DEFENSE

**AC** 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

**hp** 85 (9d10+36)

**Fort** +10, **Ref** +9, **Will** +6

**DR** 10/magic; **Immune** fire; **SR** 18

**Weaknesses** vulnerable to cold

# PATHFINDER SOCIETY SCENARIO

## OFFENSE

**Speed** 60 ft.

**Melee** mwk dagger +13/+8 (1d4+5/19–20 plus 2d6 fire), mwk dagger +13/+8 (1d4+5/19–20 plus 2d6 fire) or 2 slams +14 (1d4+5 plus 2d6 fire)

**Special Attacks** beckoning dance, elemental veil

**Spell-Like Abilities** (CL 9th; concentration +14)

At will—*resist energy* (fire only), *scorching ray*

3/day—*cure serious wounds*, *suggestion* (DC 18)

1/day—*dispel magic*, *fire snake*<sup>APG</sup> (DC 20)

## STATISTICS

**Str** 20, **Dex** 17, **Con** 19, **Int** 14, **Wis** 11, **Cha** 20

**Base Atk** +9; **CMB** +14; **CMD** 27

**Feats** Ability Focus (beckoning dance), Combat Reflexes, Double Slice, Improved Two-Weapon Fighting, Two-Weapon Fighting

**Skills** Acrobatics +15, Bluff +17, Diplomacy +17, Knowledge (any one) +14, Perception +12, Perform (dance) +21, Sense Motive +12, Stealth +15; **Racial Modifiers** +4 Perform (dance)

**Languages** Common, Ignan

## DESCRIPTION

This lithe, androgynous humanoid has unusually colored skin and an otherworldly grace.

## SPECIAL ABILITIES

**Beckoning Dance (Su)** As a standard action, a veela can compel a target that it can see to join it in dancing. The target must succeed at a DC 21 Will save or find herself forced to dance with the veela for up to 1 minute. At the end of each of the target's turns, she must attempt a Perform (dance) check opposed by the veela's Perform (dance) check. If the target doesn't meet or exceed the veela's result, she takes 1d4 points of Constitution damage and becomes fatigued. For every point of Constitution damage a veela deals in this way, it heals 5 hit points. Hit points healed in excess of its maximum become temporary hit points that last up to 1 hour before dissipating. While engaged in a beckoning dance, both a veela and its target are protected from being attacked as if by a *sanctuary* spell (DC 18). Any target of a veela's beckoning dance that exceeds the veela's result on the opposed Perform check ends the beckoning dance and gains the benefits of the veela's *cure serious wounds* spell-like ability (if any uses of that ability remain), which consumes one of the veela's daily uses. Targets that save against a veela's beckoning dance can't be affected by that veela's beckoning dance again for 24 hours. The save DC is Charisma-based.

**Elemental Veil (Su)** A veela's link to a particular element manifests as an overflow of energy that infuses its natural attacks and any melee weapons it holds, causing it to deal an extra 1d6 points of fire damage on any successful melee attack. In addition, as a standard action a veela can wreath itself in a luminescent halo of energy. This duplicates the effect of the spell *fire shield* (caster level 9th). Ending or resuming this effect is a standard action.

## VEELA, WATER

CR 7

N Medium outsider (extraplanar, water)

**Init** +3; **Senses** darkvision 60 ft.; Perception +12

## DEFENSE

**AC** 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

**hp** 85 (9d10+36)

**Fort** +10, **Ref** +9, **Will** +6

**DR** 10/magic; **Immune** cold; **SR** 18

## OFFENSE

**Speed** 60 ft.

**Melee** mwk dagger +13/+8 (1d4+5/19–20 plus 2d6 cold), mwk dagger +13/+8 (1d4+5/19–20 plus 2d6 cold) or 2 slams +14 (1d4+5 plus 2d6 cold)

**Special Attacks** beckoning dance, elemental veil

**Spell-Like Abilities** (CL 9th; concentration +14)

At will—*hydraulic push*<sup>APG</sup>, *resist energy* (cold only)

3/day—*cure serious wounds*, *suggestion* (DC 18)

1/day—*cone of cold* (DC 20), *dispel magic*

## STATISTICS

**Str** 20, **Dex** 17, **Con** 19, **Int** 14, **Wis** 11, **Cha** 20

**Base Atk** +9; **CMB** +14; **CMD** 27

**Feats** Ability Focus (beckoning dance), Combat Reflexes, Double Slice, Improved Two-Weapon Fighting, Two-Weapon Fighting

**Skills** Acrobatics +15, Bluff +17, Diplomacy +17, Knowledge (any one) +13, Perception +12, Perform (dance) +21, Sense Motive +12, Stealth +15, Swim +17; **Racial Modifiers** +4 Perform (dance)

**Languages** Aquan, Common

## DESCRIPTION

This lithe, androgynous humanoid has unusually colored skin and an otherworldly grace.

## SPECIAL ABILITIES

**Beckoning Dance (Su)** As a standard action, a veela can compel a target that it can see to join it in dancing. The target must succeed at a DC 21 Will save or find herself forced to dance with the veela for up to 1 minute. At the end of each of the target's turns, she must attempt a Perform (dance) check opposed by the veela's Perform (dance) check. If the target doesn't meet or exceed the veela's result, she takes 1d4 points of Constitution damage and becomes fatigued. For every point of Constitution damage a veela deals in this way, it heals 5 hit points. Hit points healed in excess of its maximum become temporary hit points that last up to 1 hour before dissipating. While engaged in a beckoning dance, both a veela and its target are protected from being attacked as if by a *sanctuary* spell (DC 18). Any target of a veela's beckoning dance that exceeds the veela's result on the opposed Perform check ends the beckoning dance and gains the benefits of the veela's *cure serious wounds* spell-like ability (if any uses of that ability remain), which consumes one of the veela's daily uses. Targets that save against a veela's beckoning dance can't be affected by



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that veela's beckoning dance again for 24 hours. The save DC is Charisma-based.

**Elemental Veil (Su)** A veela's link to a particular element manifests as an overflow of energy that infuses its natural attacks and any melee weapons it holds, causing it to deal an extra 1d6 points of fire damage on any successful melee attack. In addition, as a standard action a veela can wreath itself in a luminescent halo of energy. This duplicates the effect of the spell *fire shield* (caster level 9th) but deals cold damage. Ending or resuming this effect is a standard action.

## WYSP, EARTH

CR 2

N Tiny outsider (earth, elemental)

**Init** +1; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +7

**Aura** resonance (30 ft.)

## DEFENSE

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

**hp** 25 (3d10+9)

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

**DR** 1/—; **Immune** elemental traits

## OFFENSE

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

**Melee** 2 tendrils +9 (1d3+4)

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

## STATISTICS

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

**Base Atk** +3; **CMB** +2; **CMD** 14 (can't be tripped)

**Feats** Power Attack, Toughness

**Skills** Bluff +7, Climb +8, Knowledge (dungeoneering,

engineering, planes) +5, Perception +7, Sense Motive +7

**Languages** Terran

**SQ** living battery, servitor

## DESCRIPTION

This sphere of elemental matter emits a strange hum that resonates with elemental power.

## SPECIAL ABILITIES

**Living Battery (Ex)** As an immediate action, a wysp can kill itself to cause a creature benefiting from its resonance to heal 2 hit points for each of that creature's HD. If the wysp uses this ability, its death can't be prevented, and its life can't be restored by any effect less than *true resurrection*, *miracle*, or *wish*, even if such an effect can normally revive an outsider.

**Resonance (Ex)** A wysp's natural resonance strengthens the power of its element. The wysp grants a +2 competence bonus on attack rolls and damage rolls to all creatures within 30 feet with an elemental subtype that matches the wysp's, and to the DCs of all racial spell-like, supernatural, and extraordinary abilities of such creatures (as usual, this does not include creatures assuming an elemental form). Kineticists within 30 feet who share the wysp's element gain a +1 competence bonus on attack rolls and damage rolls. The wysp's statistics already include these bonuses.

**Servitor (Ex)** A wysp is a natural servitor. When it uses the aid another action to assist a creature benefiting from its resonance, the wysp can grant that creature a +4 bonus instead of +2. No other effect can increase this bonus beyond +4.

# PATHFINDER SOCIETY SCENARIO

## APPENDIX 6: SUBTIER 10–11 BESTIARY

### ADIL IK SAMARA

CR 11

Unique half-fiend shaitan genie (*Pathfinder RPG Bestiary* 171, 143)

LE Large outsider (earth, extraplanar, native)

**Init** +6; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +17

#### DEFENSE

**AC** 25, touch 14, flat-footed 23 (+2 Dex, +11 natural, +3 profane, –1 size)

**hp** 137 (11d10+77)

**Fort** +16, **Ref** +8, **Will** +13

**DR** 5/good and magic; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 23

#### OFFENSE

**Speed** 20 ft., burrow 60 ft., climb 20 ft.

**Melee** +1 *adamantine morningstar* +18/+13/+8 (2d6+11) or 2 slams +17 (2d6+7)

**Ranged** ferrous spike +12 (6d6+7)

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

**Special Attacks** smite good (+4 attack, +11 damage), unbound earth mastery

**Spell-Like Abilities** (CL 11th; concentration +15)

At will—*meld into stone*, *plane shift* (willing targets to elemental planes, astral plane, or material plane only; DC 21), *soften earth and stone*, *stone shape*, *veil* (self only) (DC 20)

3/day—*poison* (DC 18), quickened *glitterdust* (DC 16), *rusting grasp*, *stone tell*, *stoneskin*, *wall of stone*

1/day—*blistering word* (DC 21), *contagion* (DC 18), *transmute mud to rock*, *transmute rock to mud*, *unholy blight* (DC 18)

#### STATISTICS

**Str** 24, **Dex** 15, **Con** 23, **Int** 16, **Wis** 16, **Cha** 19

**Base Atk** +11; **CMB** +19 (+23 bull rush); **CMD** 35 (37 vs. bull rush)

**Feats** Combat Casting, Greater Bull Rush, Improved Bull Rush, Improved Initiative<sup>8</sup>, Power Attack, Quicken Spell-Like Ability (*glitterdust*), Toughness

**Skills** Appraise +17, Bluff +18, Climb +29, Craft (gemcutting) +17, Knowledge (engineering) +17, Knowledge (planes) +17, Perception +17, Sense Motive +17, Spellcraft +17

**Languages** Abyssal, Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

**SQ** metalmorph, stone curse, stone glide

**Gear** +1 *adamantine morningstar*

#### SPECIAL ABILITIES

**Blistering Word (Sp)** This spell-like ability functions as per *blasphemy*, but it petrifies rather than kills and affects creatures without the earth subtype rather than nonevil creatures.

**Conduit of Earth (Su)** Adil binds all creatures with the slave of Ayrzul ability within 300 feet to Ayrzul's will, compelling

those creatures to fight for the demigod.

**Ferrous Spike (Su)** Adil can create and hurl a metal javelin at a target as a standard action. This attack has a range increment of 30 feet and interacts with damage reduction and regeneration as if it were made of adamantine, cold iron, and silver. When making the attack, Adil gains a +4 bonus on the attack roll if her opponent is wearing metal or stone armor. After resolving the attack, the javelin crumbles to dust.

**Fossilized Faith (Su)** Adil has received the vile gifts of Ayrzul, providing her the half-fiend template as well as a +3 profane bonus to her Armor Class and on all saving throws. This also modifies her list of spell-like abilities, damage reduction, earth mastery ability, speed, and natural attacks.

**Metalmorph (Su)** As a standard action, Adil may touch a single metal object of no more than 10 pounds and transform it into any other metal for 1 day.

**Smite Good (Su)** Once per day as a swift action, Adil can smite good as per the smite evil ability of an 11th-level paladin, except affecting a good target. The smite persists until the target is dead or Adil rests.

**Stone Curse (Su)** If Adil wins a bull rush check by 5 or more and pushes her target into a stone barrier, the target must make a DC 22 Reflex save or be forced into the barrier as if the target had cast *meld into stone* until the victim makes a successful DC 22 Fortitude save as a full-round action to exit the stone. The save DCs are Strength-based.

**Stone Glide (Su)** This functions as the earth elemental's earth glide ability, except the shaitan can move through stone, dirt, crystal, or metal.

**Unbound Earth Mastery (Ex)** Adil gains a +1 bonus on attack and damage rolls and a +2 bonus on opposed Strength-based checks if both she and her foe are touching the ground. Thanks to Ayrzul's blessing, she takes no penalty on attack and damage rolls against airborne or waterborne opponents.

### ADLET

CR 10

CN Medium humanoid (adlet, cold)

**Init** +12; **Senses** low-light vision, scent; Perception +13

#### DEFENSE

**AC** 24, touch 19, flat-footed 15 (+8 Dex, +1 dodge, +5 natural)

**hp** 127 each (15d8+60)

**Fort** +9, **Ref** +17, **Will** +8

**Immune** cold

**Weaknesses** vulnerability to fire

#### OFFENSE

**Speed** 40 ft.

**Melee** +1 *spear* +17/+12/+7 (1d8+7/×3), bite +10 (1d6+2 plus 1d6 cold)

**Special Attacks** frozen breath

**Spell-Like Abilities** (CL 10th; concentration +11)

Constant—*pass without trace*

At will—*ray of frost*

# THE COSMIC CAPTIVE

3/day—fog cloud, *sleet storm*

1/day—ice storm, *wind walk* (self only)

## STATISTICS

**Str** 18, **Dex** 26, **Con** 18, **Int** 13, **Wis** 17, **Cha** 13

**Base Atk** +11; **CMB** +15; **CMD** 35

**Feats** Diehard, Dodge, Endurance, Improved Initiative, Power Attack, Run, Self-Sufficient, Weapon Focus (spear)

**Skills** Acrobatics +13 (+17 when jumping), Climb +12, Handle Animal +9, Heal +5, Perception +13, Stealth +13 (+21 in snow), Survival +20, Swim +9; **Racial Modifiers** +8 Stealth in snow

**Languages** Adlet, Common

**SQ** arctic stride

## DESCRIPTION

This humanoid wolf's fur is snowy white and its eyes a piercing blue; it grips an ornate spear in its fist.

## SPECIAL ABILITIES

**Arctic Stride (Ex)** An adlet can move through any sort of difficult terrain at its normal speed while within arctic or snowy terrain. Magically altered terrain affects an adlet normally.

**Frozen Breath (Su)** An adlet's breath is supernaturally cold, and deals an additional 1d6 points of cold damage with its bite as a result. Once every 1d4 rounds as a swift action, it can exhale, filling a 10-foot-radius spread around it with frigid air that deals 2d6 points of cold damage and staggers those in the area with numbing cold for 1d6 rounds. A DC 21 Fortitude save negates the staggered effect but not the cold damage. The save DC is Constitution-based.

## AKITON DERVISH

CR 9

Human rogue 10

N Medium humanoid (human)

**Init** +8; **Senses** Perception +12

## DEFENSE

**AC** 20, touch 16, flat-footed 15 (+4 armor, +1 deflection, +4 Dex, +1 dodge)

**hp** 68 (10d8+20)

**Fort** +4, **Ref** +11, **Will** +2

**Defensive Abilities** evasion, improved uncanny dodge, trap sense +3

## OFFENSE

**Speed** 30 ft.

**Melee** +1 *keen rapier* +13/+8 (1d6+3/15–20)

**Ranged** light crossbow +11 (1d8/19–20)

**Special Attacks** sneak attack +5d6

## STATISTICS

**Str** 14, **Dex** 19, **Con** 12, **Int** 13, **Wis** 8, **Cha** 10

**Base Atk** +7; **CMB** +9; **CMD** 25

**Feats** Combat Expertise, Dodge, Improved Initiative, Mobility, Nimble Moves, Spring Attack, Weapon Finesse, Weapon Focus (rapier), Whirlwind Attack

**Skills** Acrobatics +17, Climb +15, Disable Device +19, Escape

Artist +17, Intimidate +13, Perception +12, Perform

(dance) +13, Sleight of Hand +17, Stealth +17, Swim +15

**Languages** Azlanti, Common

**SQ** rogue talents (combat trick, finesse rogue, opportunist, surprise attack, weapon training), trapfinding +5

**Combat Gear** *potion of blur*, *potion of cat's grace*, alchemist's fire (2); **Other Gear** +1 *studded leather*, +1 *keen rapier*, light crossbow with 20 bolts, *ring of protection* +1, masterwork thieves' tools

## AYRZUL STONELORD

CR 10

Human (Garundi) cleric of Ayrzul 11

NE Medium humanoid (human)

**Init** +4; **Senses** Perception +13

## DEFENSE

**AC** 19, touch 10, flat-footed 19 (+6 armor, +3 shield)

**hp** 102 (11d8+44)

**Fort** +10, **Ref** +4, **Will** +13

**Resist** acid 10

## OFFENSE

**Speed** 30 ft. (20 ft. in armor)

**Melee** +1 *morningstar* +10/+5 (1d8+2)

**Ranged** light crossbow +8 (1d8/19–20)

**Special Attacks** channel negative energy 5/day (DC 17, 6d6), scythe of evil (5 rounds, 1/day)

**Domain Spell-Like Abilities** (CL 11th; concentration +16)

8/day—*acid dart* (1d6+5 acid), *touch of evil* (5 rounds)

**Cleric Spells Prepared** (CL 11th; concentration +16)

6th—*stoneskin*<sup>0</sup>, *summon monster VI*

5th—*greater command* (DC 20), *dispel good*<sup>0</sup>, *slay living* (DC 20), *symbol of pain* (DC 20)

4th—*freedom of movement*, *planetary adaptation*, *spike stones*<sup>0</sup> (DC 19), *unholy blight* (2, DC 19)

3rd—*cure serious wounds* (2), *dispel magic* (2), *magic circle against good*, *stone shape*<sup>0</sup>

2nd—*cure moderate wounds* (3), *soften earth and stone*<sup>0</sup>, *sound burst* (2, DC 17)

1st—*bane* (DC 16), *bless*, *doom* (2, DC 16), *protection from good*, *magic stone*<sup>0</sup>, *shield of faith*

0 (at will)—*detect magic*, *guidance*, *light*, *resistance*

**D** Domain spell; **Domains** Earth, Evil

## TACTICS

**Before Combat** The stonelord drinks the *potion of invisibility* and uses *spike stones* to funnel the attackers into the trap. The cleric has placed a *symbol of pain* to be visible as soon as the party enters the structure. The stonelord casts *stoneskin*, *freedom of movement*, and *magic circle against good*.

**During Combat** The stonelord drinks a *potion of displacement* and summons earth elemental allies. The stonelord then uses *greater command* to disrupt foes before engaging in melee combat.

**Morale** This fanatic fears Ayrzul's wrath and fights to the death.



# PATHFINDER SOCIETY SCENARIO

## STATISTICS

**Str** 12, **Dex** 10, **Con** 14, **Int** 10, **Wis** 20, **Cha** 14

**Base Atk** +8; **CMB** +9; **CMD** 19

**Feats** Augment Summoning, Combat Casting, Elemental Channel, Improved Initiative, Selective Channeling, Spell Focus (conjunction), Toughness

**Skills** Knowledge (religion) +11, Linguistics +4, Perception +13, Sense Motive +16, Spellcraft +11

**Languages** Common, Terran

**Combat Gear** *potion of displacement, potion of endure elements, potion of invisibility, scroll of dismissal*; **Other Gear** +1 scale mail, +1 heavy steel shield, +1 morningstar, crossbow bolts (20), light crossbow, *belt of incredible dexterity* +2, *cloak of resistance* +1, *headband of inspired wisdom* +2, iron unholy symbol of Ayrzul, diamond dust (worth 750 gp)

## ASURA, AGHASURA

CR 11

LE Huge outsider (asura, evil, extraplanar, lawful)

**Init** +3; **Senses** darkvision 60 ft., scent; Perception +19

**Aura** attraction (50 ft.), elusive (75 ft.)

## DEFENSE

**AC** 23, touch 11, flat-footed 20 (+6 armor, +3 Dex, +6 natural, -2 size)

**hp** 161 (14d10+84); regeneration 5 (good weapons, good spells)

**Fort** +15, **Ref** +9, **Will** +11; +2 vs. enchantment spells

**DR** 10/good; **Immune** curse effects, disease, poison; **Resist** acid 10, electricity 10; **SR** 22

## OFFENSE

**Speed** 50 ft., swim 30 ft. (35 ft., swim 20 ft. in armor)

**Melee** mwk scimitar +26/+21/+16 (2d6+12/15-20 plus poison), mwk scimitar +26 (2d6+12/15-20 plus poison), bite +19 (2d8+6 plus grab and poison)

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

**Special Attacks** dual wielder, infused weapons, swallow whole (2d6+12 acid damage, AC 13, 16 hp)

**Spell-Like Abilities** (CL 11th; concentration +15)

At will—*greater teleport* (self plus 50 lbs. of objects only)  
3/day—*deeper darkness*

1/day—*cloudkill* (DC 19), *summon* (level 4, 1d4+1 adhukaits, 45%, or 1 aghasura, 20%)

## STATISTICS

**Str** 34, **Dex** 17, **Con** 23, **Int** 11, **Wis** 14, **Cha** 18

**Base Atk** +14; **CMB** +28 (+32 grapple); **CMD** 41 (can't be tripped)

**Feats** Cleave, Critical Focus, Great Cleave, Improved Critical (scimitar), Lightning Reflexes, Power Attack, Weapon Focus (scimitar)

**Skills** Acrobatics +17, Bluff +19, Escape Artist +6, Intimidate +17, Knowledge (planes) +13, Perception +19, Sense Motive +19, Stealth +9, Swim +17; **Racial Modifiers** +6 Escape Artist, +4 Perception

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

## DESCRIPTION

This immense creature looks like a horned rattlesnake, save for its two muscular arms, each of which wields a scimitar.

## SPECIAL ABILITIES

**Attraction Aura (Su)** An aghasura exudes a 50-foot aura whenever it remains motionless for at least 1 round. All nonevil creatures that enter this area must make a DC 21 Will save to avoid being compelled to move toward the aghasura's location. If the aghasura moves, the effect ends for all currently affected creatures. This is a mind-affecting compulsion. The save DC is Charisma-based.

**Dual Wielder (Ex)** An aghasura does not take a penalty on attack or damage rolls when attacking with two weapons.

**Infused Weapons (Su)** Weapons an aghasura wields are considered to be magic for the purposes of overcoming damage reduction. In addition, such weapons gain the ability to deliver the aghasura's poison on a successful attack.

**Poison (Ex)** Bite or weapon—injury; *save* Fort DC 23; *frequency* 1/round for 6 rounds; *effect* 1d4 Constitution damage; *cure* 2 consecutive saves.

## ASURA, UPASUNDA

CR 9

**Init** +7; **Senses** all-around vision, darkvision 60 ft.;

Perception +23

**Aura** elusive (50 ft.)

## DEFENSE

**AC** 24, touch 21, flat-footed 16 (+7 Dex, +1 dodge, +3 insight, +3 natural)

**hp** 114 (12d10+48); regeneration 5 (good weapons, good spells)

**Fort** +12, **Ref** +11, **Will** +15

**Defensive Abilities** improved evasion; **DR** 10/good; **Immune** curse effects, disease, flanking, poison; **Resist** acid 10, electricity 10; **SR** 20

## OFFENSE

**Speed** 50 ft.

**Melee** mwk longsword +19/+14/+9 (1d8+6/19-20), mwk spear +19 (1d8+9/x3), mwk kukri +19 (1d4+6/18-20), 2 slams +13 (1d4+3) or 6 slams +18 (1d4+6)

**Special Attacks** infused weapons, multiweapon mastery

**Spell-Like Abilities** (CL 9th; concentration +13)

At will—*disguise self, greater teleport* (self plus 50 lbs. of objects only), *feather fall, see invisibility, spider climb*  
3/day—*deeper darkness, levitate, rainbow pattern* (DC 18)  
1/day—*haste, hold monster* (DC 19), *summon* (level 4, 2 adhukaits 45% or 1 upasunda 20%)

## STATISTICS

**Str** 22, **Dex** 24, **Con** 19, **Int** 15, **Wis** 24, **Cha** 19

**Base Atk** +12; **CMB** +18 (+20 grapple); **CMD** 39 (41 vs. grapple)

**Feats** Cleave, Combat Reflexes<sup>8</sup>, Deflect Arrows<sup>8</sup>, Dodge, Great Cleave, Improved Grapple<sup>8</sup>, Mobility, Power Attack, Spring Attack

# THE COSMIC CAPTIVE

**Skills** Acrobatics +19 (+27 when jumping), Bluff +16, Diplomacy +13, Escape Artist +25, Intimidate +16, Knowledge (arcana) +8, Knowledge (planes) +14, Perception +23, Perform (dance) +16, Sense Motive +19, Stealth +19; **Racial Modifiers** +6 Escape Artist, +4 Perception

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

## DESCRIPTION

This six-armed woman has three fanged faces on her head.

She wears colorful robes, and her hands wield several exotic weapons.

## SPECIAL ABILITIES

**Infused Weapons (Su)** In addition to being evil and lawful, weapons an upasunda wields are considered to be magic for the purposes of overcoming damage reduction.

**Multiweapon Mastery (Ex)** An upasunda takes no penalties when fighting with multiple weapons.

## BISHA GA TSUKU

CR 9

NE Medium outsider (cold, native)

**Init** +10; **Senses** darkvision 60 ft.; Perception +19

**Aura** frightful presence (30 ft., DC 20), hoarfrost halo (30 ft., DC 20)

## DEFENSE

**AC** 22, touch 16, flat-footed 16 (+6 Dex, +6 natural)

**hp** 114 (12d10+48)

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

**Immune** cold; **SR** 20

**Weaknesses** vulnerable to fire

## OFFENSE

**Speed** 15 ft., fly 60 ft. (good)

**Melee** 3 tentacles +18 (2d6+5/19–20 plus 1d6 cold)

**Space** 5 ft.; **Reach** 5 ft. (15 ft. with tentacles)

**Special Attacks** sneak attack +1d6, soul-thieving chill

**Spell-Like Abilities** (CL 12th; concentration +16)

3/day—*detonate* (DC 18, cold only)

1/day—*cold ice strike* (DC 20), *freezing sphere* (DC 20), *wall of ice* (DC 18)

## STATISTICS

**Str** 20, **Dex** 22, **Con** 18, **Int** 13, **Wis** 19, **Cha** 19

**Base Atk** +12; **CMB** +17; **CMD** 33 (can't be tripped)

**Feats** Dazing Assault, Flyby Attack, Improved Critical (tentacle), Improved Initiative, Power Attack, Weapon Focus (tentacle)

**Skills** Acrobatics +21, Fly +25, Knowledge (geography) +15, Knowledge (nature) +14, Knowledge (planes) +11, Perception +19, Spellcraft +12, Stealth +21

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

## DESCRIPTION

Two clawed feet extend from a mysterious mobile fog bank, and dark eyes glow balefully from the mist.

## SPECIAL ABILITIES

**Hoarfrost Halo (Su)** A bisha ga tsuku projects an aura of cold that freezes the surrounding air into a dense cloud of icy mist. This functions similarly to the spell *obscuring mist*, but

the bisha ga tsuku can see through its own hoarfrost halo, and the halo moves with the bisha ga tsuku in a 30-foot radius. Creatures in the aura take 2d6 points of cold damage at the start of their turn due to the intense cold. This aura can be dispelled, but the bisha ga tsuku can resume or dismiss its hoarfrost halo as a free action.

**Soul-Thieving Chill (Su)** Any creature that takes cold damage from a bisha ga tsuku's tentacle attack or hoarfrost halo must succeed at a DC 20 Fortitude save or take 1d4 points of Charisma damage. On a successful critical hit, a bisha ga tsuku deals an additional 1d6 points of cold damage, and the target takes 1d4 points of Charisma drain instead of Charisma damage on a failed save.

## CHALCHIKOSI

CR 16

Xiomorn ghost (*Pathfinder Module: Emerald Spire* 158, *Pathfinder RPG Bestiary* 144)

LE Medium undead (outsider, earth, elemental, extraplanar, incorporeal)

**Init** +8; **Senses** darkvision 60 ft., tremorsense 120 ft.; Perception +31

## DEFENSE

**AC** 28, touch 28, flat-footed 19 (+9 deflection, +8 Dex, +1 dodge)

**hp** 232 (16d8+144); fast healing 5

**Fort** +14, **Ref** +18, **Will** +14

**Defensive Abilities** channel resistance +4, incorporeal, rejuvenation; **DR** 10/adamantine and bludgeoning; **Immune** flanking, undead traits; **SR** 25

## OFFENSE

**Speed** fly 30 ft. (perfect)

**Melee** corrupting touch +24 touch (16d6) or

4 claws +24 (2d4+8/19–20)

**Special Attacks** corrupting gaze (DC 27), crystal burst, crystallization (DC 27), draining touch, infused earth, malevolence (DC 27), rend (2 claws, 2d4+9), telekinesis (DC 27)

**Spell-Like Abilities** (CL 16th; concentration +25)

At will—*dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *shatter* (DC 21), *statue, stone shape, stone tell*

3/day—*command stone* (DC 28), *flesh to stone* (DC 25), *spike stones* (DC 23), *wall of stone*

1/day—*summon monster VII* (earth elementals only), *symbol of scrying*<sup>UM</sup>

## STATISTICS

**Str** —, **Dex** 27, **Con** —, **Int** 27, **Wis** 18, **Cha** 28

**Base Atk** +16; **CMB** +24 (+26 sunder); **CMD** 44 (46 vs. sunder)

**Feats** Combat Reflexes, Dodge, Improved Critical (claw), Improved Sunder, Mobility, Power Attack, Spring Attack, Weapon Finesse

**Skills** Acrobatics +20, Climb +35, Craft (sculpture) +13, Disable Device +22, Fly +16, Heal +20, Knowledge

# PATHFINDER SOCIETY SCENARIO

(arcana) +27, Knowledge (dungeoneering) +27, Knowledge (geography) +27, Knowledge (nature) +27, Knowledge (planes) +27, Perception +31, Sense Motive +23, Spellcraft +27, Stealth +35, Use Magic Device +28; **Racial Modifiers** +8 Perception, +8 Stealth

## DESCRIPTION

This towering, spindly, four-armed entity appears to be made of stone and crystal.

## SPECIAL ABILITIES

**Command Stone (Sp)** This ability functions as per *dominate monster*, equivalent to a 9th-level spell, but only on creatures with the earth subtype or constructs made out of stone. When used against a construct, this ability overcomes any spell resistance, but the effects last for only 1 round per level.

**Crystal Burst (Su)** As a standard action once every 1d4 rounds, a xiomorn can create an explosion of razor-sharp crystals at a range of up to 120 feet. These crystals fill a 30-foot-radius burst and deal 12d6 points of piercing and slashing damage (Reflex DC 27 half). The save DC is Charisma-based.

**Crystallization (Su)** A creature struck by a xiomorn's claw must succeed at a DC 27 Fortitude save or take 1 point of Dexterity drain. On a critical hit, the claw deals 2 points of Dexterity drain on a failed save. As long as a creature suffers any of this drain, portions of its body appear as living green crystal and it gains the earth creature subtype. A creature drained to 0 Dexterity in this manner transforms into a green crystal statue, as if affected by *flesh to stone*. The save DC is Charisma-based.

**Infused Earth (Su)** Thousands of small stones orbit Chalchikosi's incorporeal form. Chalchikosi can strike with these to emulate the physical attacks it had while alive, including claws with crystallization and crystal burst. After using this ability it takes 1d4 rounds for Chalchikosi to regather the stones to use again. Chalchikosi has Strength 22 when using these attacks. This otherwise functions as one of its ghost special attacks.

**Item Mastery (Ex)** A xiomorn can always activate spell trigger and spell completion items as if the spell were on its class list. For the purposes of crafting magic items or constructs, it is treated as though it possessed all item creation feats.

## CRYSTAL DRAGON, ADULT

CR 10

CG Large dragon (earth, extraplanar)

**Init** +1; **Senses** dragon senses, tremorsense 60 ft.; Perception +19

**Aura** frightful presence (180 ft., DC 22)

## DEFENSE

**AC** 27, touch 10, flat-footed 26 (+1 Dex, +17 natural, -1 size)

**hp** 149 (13d12+65)

**Fort** +15, **Ref** +11, **Will** +11

**DR** 5/magic; **Immune** paralysis, sleep, sonic; **SR** 21

## OFFENSE

**Speed** 60 ft., burrow 30 ft., climb 30 ft., fly 200 ft. (poor)

**Melee** bite +19 (2d6+9/19-20), 2 claws +18 (1d8+6), tail slap +16 (1d8+9), 2 wings +16 (1d6+3)

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

**Special Attacks** breath weapon (40-ft. cone, 12d4 sonic, DC 21)

**Spell-Like Abilities** (CL 13th; concentration +18)

At will—*color spray* (DC 17), *glitterdust* (DC 18), *rainbow pattern* (DC 20)

**Spells Known** (CL 1st; concentration +7)

1st (5/day)—*shield*, *unseen servant*

0 (at will)—*acid splash*, *detect magic*, *ghost sound*, *read magic*

## STATISTICS

**Str** 23, **Dex** 12, **Con** 21, **Int** 16, **Wis** 17, **Cha** 22

**Base Atk** +13; **CMB** +20; **CMD** 31 (35 vs. trip)

**Feats** Deceitful, Great Fortitude, Improved Critical (bite), Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (bite)

**Skills** Bluff +26, Climb +30, Disguise +23, Fly +11, Intimidate +22, Knowledge (dungeoneering) +19, Perception +19, Sense Motive +19, Stealth +13

**Languages** Common, Draconic, Terran, Undercommon

**SQ** razor sharp

## DESCRIPTION

This brilliantly colored dragon has scales, teeth, and claws made of multicolored crystal, and its wings are sheets of flexible glass.

## SPECIAL ABILITIES

**Razor Sharp (Ex)** All of a crystal dragon's natural attacks deal slashing damage.

## CRYSTAL DRAGON RAVENER

CR 17

Ancient crystal dragon ravener (*Pathfinder RPG Bestiary* 298, 230)

CE Huge undead (dragon, earth, extraplanar)

**Init** +4; **Senses** blindsense 120 ft., darkvision 240 ft., dragon senses, tremorsense 120 ft.; Perception +39

**Aura** cowering fear, frightful presence (300 ft., DC 31)

## DEFENSE

**AC** 42, touch 13, flat-footed 42 (+5 deflection, +29 natural, -2 size)

**hp** 367 (21d8+231)

**Fort** +25, **Ref** +14, **Will** +19

**Defensive Abilities** channel resistance +4, soul ward; **DR** 15/good; **Immune** death and necromancy effects, sonic, undead traits; **SR** 28

## OFFENSE

**Speed** 60 ft., burrow 30 ft., climb 30 ft., fly 200 ft. (poor)

**Melee** bite +32 (2d8+18/17-20), 2 claws +31 (2d6+12/19-20), tail slap +29 (2d6+18/19-20), 2 wings +29 (1d8+6/19-20)

**Space** 15 ft.; **Reach** 10 ft. (15 ft. with bite)

**Special Attacks** breath weapon, breath weapon (50-ft cone,



# THE COSMIC CAPTIVE

DC 31, 20d4 sonic, crush (Small creatures, DC 31, 2d8+18), energy drain, soul consumption, soul magic

## Spell-Like Abilities (CL 21st; concentration +32)

At will—*color spray* (DC 22), *glitterdust* (DC 23), *rainbow pattern* (DC 25)

3/day—*prismatic spray*, *stone to flesh* (DC 27)

## Sorcerer Spells Known (CL 12th; concentration +23)

6th—*mislead* (DC 27)

5th—*dismissal* (DC 26), *prying eyes*

4th—*dimension door*, *phantasmal killer* (DC 25), *resilient sphere* (DC 25)

3rd—*displacement*, *lightning bolt* (DC 24), *major image* (DC 24), *slow* (DC 24)

2nd—*blindness/deafness* (DC 23), *invisibility*, *minor image* (DC 23), *mirror image*, *see invisibility*

1st—*alarm*, *feather fall*, *magic aura*, *silent image* (DC 22), *unseen servant*

0—*acid splash*, *arcane mark*, *detect magic*, *detect poison*, *ghost sound* (DC 21), *mage hand*, *message*, *read magic*, *touch of fatigue* (DC 21)

## STATISTICS

**Str** 35, **Dex** 10, **Con** —, **Int** 24, **Wis** 25, **Cha** 32

**Base Atk** +21; **CMB** +35; **CMD** 50 (54 vs. trip)

**Feats** Deceitful, Great Fortitude, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Lightning Reflexes, Multiattack, Power Attack, Vital Strike, Weapon Focus (bite)

**Skills** Acrobatics +0 (+12 to jump), Appraise +31, Bluff +39, Climb +44, Disguise +36, Fly +16, Intimidate +43, Knowledge (dungeoneering) +31, Knowledge (geography) +31, Knowledge (planes) +31, Perception +39, Sense Motive +31, Stealth +24, Survival +31; **Racial Modifiers** +8 Intimidate, +8 Perception, +8 Stealth

**Languages** Abyssal, Auran, Common, Draconic, Dwarven, Elven, Terran, Undercommon

**SQ** ray reflection, razor sharp

## SPECIAL ABILITIES

**Razor Sharp (Ex)** All of a crystal dragon's natural attacks deal slashing damage.

**Breath Weapon (Su)** A ravener keeps the breath weapon of the base creature. In addition, a ravener's breath weapon bestows 2 negative levels on all creatures in the area. A successful Reflex save halves the damage and reduces the energy drain to 1 negative level. The save DC to remove these negative levels is equal to the ravener's breath weapon DC. The ravener adds 1 hit point to its soul ward ability for each negative level bestowed in this way.

**Cowering Fear (Su)** Any creature shaken by the ravener's frightful presence is cowering instead of shaken for the first round of the effect, and shaken for the rest of the duration. Any creature that is panicked by its frightful presence is instead cowering for the duration.

**Soul Consumption (Su)** When a living creature within 30 feet

of a ravener dies, that creature's soul is torn from its body and pulled into the ravener's maw if the dying creature fails a DC 31 Will save. This adds a number of hit points to the ravener's soul ward equal to the dead creature's Hit Dice. Creatures that have their souls consumed in this way can only be brought back to life through *miracle*, *true resurrection*, or *wish*.

**Soul Magic (Sp)** A ravener retains the base creature's spellcasting capability, adding 3 levels to the base creature's caster level. This increases the number of spells known by the ravener, but the ravener loses all spell slots. Instead, whenever the ravener wishes to cast any one of its spells known, it consumes a number of hit points from its soul ward equal to the spell slot level necessary to cast the spell (including increased levels for metamagic feats and so on). If the soul ward has insufficient hit points, the ravener cannot cast that spell. Casting a spell that reduces its soul ward to exactly 0 hit points does not harm the ravener (though most are not comfortable without this buffer of soul-energy and try to replenish it quickly).

**Soul Ward (Su)** An intangible field of siphoned soul energy protects a ravener from destruction. This ward has a maximum number of hit points equal to twice the ravener's Hit Dice, but starts at half this amount. Whenever a ravener would be reduced below 1 hit point, all damage in excess of that which would reduce it to 1 hit point is instead dealt to its soul ward. If this damage reduces the soul ward to fewer than 0 hit points, the ravener is destroyed.

## DENIZEN OF LENG

CR 8

CE Medium outsider (chaotic, evil, extraplanar)

**Init** +4; **Senses** darkvision 60 ft.; Perception +16

## DEFENSE

**AC** 21, touch 15, flat-footed 16 (+4 Dex, +1 dodge, +6 natural)

**hp** 95 (10d10+40); planar fast healing 5

**Fort** +11, **Ref** +11, **Will** +6

**Defensive Abilities** no breath, unusual anatomy; **Immune** poison; **Resist** cold 30, electricity 30; **SR** 19

## OFFENSE

**Speed** 40 ft.

**Melee** bite +14 (1d6+2 plus 1d6 Dexterity drain), 2 claws +14 (1d4+2)

**Special Attacks** sneak attack +5d6

**Spell-Like Abilities** (CL 10th; concentration +15)

Constant—*tongues*

3/day—*detect thoughts* (DC 17), *hypnotic pattern* (DC 17), *levitate*, *minor image* (DC 17)

1/day—*locate object*, *plane shift* (DC 20, self only)

## STATISTICS

**Str** 14, **Dex** 18, **Con** 19, **Int** 18, **Wis** 17, **Cha** 21

**Base Atk** +10; **CMB** +12; **CMD** 27

**Feats** Deceitful, Dodge, Mobility, Persuasive, Weapon Finesse

**Skills** Bluff +22, Diplomacy +7, Disable Device +14, Disguise +12

# PATHFINDER SOCIETY SCENARIO

(+16 as humanoid), Intimidate +12, Knowledge (any one) +17, Perception +16, Profession (sailor) +8, Sense Motive +16, Sleight of Hand +17, Spellcraft +12, Stealth +17, Use Magic Device +18; **Racial Modifiers** +4 Disguise when disguised as a Medium humanoid

**Languages** Aklo; tongues

## DESCRIPTION

Shrouded in tattered leather robes, this strange humanoid looks more alien and horrific the more one studies its twitching visage.

## SPECIAL ABILITIES

**Dexterity Drain (Su)** The otherworldly teeth and tongues of a denizen of Leng deal 1d6 points of Dexterity drain with a bite. Constructs, elementals, and other creatures that do not possess flesh are immune to this effect. A successful DC 19 Fortitude save reduces the Dexterity drain to 1 point. The save DC is Constitution-based.

**Planar Fast Healing (Su)** A denizen of Leng maintains a connection to Leng at all times, and when away from Leng, it has fast healing 5. It loses this ability when on Leng or in areas where planar connections do not function. If killed, a denizen's body dissolves into nothingness in 1d4 rounds, leaving behind its equipment. A slain denizen reforms in Leng, similar to a slain summoned creature; it can be permanently killed only if its fast healing is negated.

**Unusual Anatomy (Ex)** A denizen's internal anatomy varies from individual to individual, and has a 50% chance to treat any critical hit or sneak attack against it as a normal hit.

## EARTH ELEMENTAL, GREATER ADVANCED CR 10

N Huge outsider (earth, elemental, extraplanar)

**Init** +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +18

## DEFENSE

**AC** 25, touch 9, flat-footed 23, (+1 Dex, +14 natural, -2 size)

**hp** 162 (13d10+91)

**Fort** +15, **Ref** +5, **Will** +10

**DR** 10/—; **Immune** elemental traits

## OFFENSE

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

**Melee** 2 slams +23 (2d10+12)

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

**Special Attacks** earth mastery

## STATISTICS

**Str** 34, **Dex** 12, **Con** 25, **Int** 12, **Wis** 15, **Cha** 15

**Base Atk** +13; **CMB** +27; **CMD** 38

**Feats** Awesome Blow, Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush<sup>®</sup>, Improved Overrun, Improved Sunder, Power Attack

**Skills** Appraise +17, Climb +28, Knowledge (dungeoneering) +17, Knowledge (planes) +17, Perception +18, Stealth +9, Survival +18

## DESCRIPTION

This hulking, roughly humanoid creature of dirt and stone explodes up from the earth, faceless save for two glowing gemstone eyes.

## SPECIAL ABILITIES

**Earth Glide (Ex)** A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. 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 earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

**Earth Mastery (Ex)** An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

## EFREETI MALIK CR 10

Efreeti malik genie (*Pathfinder RPG Bestiary* 140)

LE Large outsider (extraplanar, fire)

**Init** +7; **Senses** darkvision 60 ft.; Perception +18

## DEFENSE

**AC** 21, touch 13, flat-footed 17 (+3 Dex, +1 dodge, +8 natural, -1 size)

**hp** 123 (13d10+52)

**Fort** +8, **Ref** +13, **Will** +10

**Immune** fire

**Weaknesses** vulnerable to cold

## OFFENSE

**Speed** 20 ft., fly 40 ft. (perfect)

**Melee** mwk falchion +19/+14/+9 (2d6+9/18-20) or 2 slams +13 (1d8+3)

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

**Special Attacks** change size, heat

**Spell-Like Abilities** (CL 15th; concentration +17)

Constant—*detect magic*

At will—*plane shift* (willing targets to elemental planes, astral plane, or material plane only), *produce flame*, *pyrotechnics* (DC 14), *scorching ray*

3/day—*fireball* (DC 15), *heat metal* (DC 14), *invisibility*, quickened *scorching ray*, *wall of fire*, *wish* (to nongeniens only)

1/day—*gaseous form*, *greater invisibility*, *permanent image* (DC 18), *pyroclastic storm* (as *ice storm* but deals fire damage instead of cold damage)

## STATISTICS

**Str** 23, **Dex** 17, **Con** 18, **Int** 12, **Wis** 14, **Cha** 15

# THE COSMIC CAPTIVE

**Base Atk** +13; **CMB** +20; **CMD** 34

**Feats** Combat Casting, Combat Reflexes, Deceitful, Dodge, Improved Initiative<sup>B</sup>, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability (scorching ray)

**Skills** Bluff +22, Craft (blacksmithing) +15, Disguise +10, Fly +14, Intimidate +18, Perception +18, Sense Motive +18, Spellcraft +17, Stealth +10

**Languages** Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

**SQ** change shape (humanoid or giant; *alter self* or *giant form I*)

**Gear** mwk falchion

## SPECIAL ABILITIES

**Change Size (Sp)** Twice per day, an efreeti can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the efreeti chooses when using the ability), except that the ability can work on the efreeti. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

**Heat (Ex)** An efreeti's body deals 1d6 points of fire damage whenever it hits in melee, or in each round it grapples.

## GIANT, FIRE

CR 10

LE Large humanoid (fire, giant)

**Init** -1; **Senses** low-light vision; Perception +14

## DEFENSE

**AC** 24, touch 8, flat-footed 24 (+8 armor, -1 Dex, +8 natural, -1 size)

**hp** 142 (15d8+75)

**Fort** +14, **Ref** +4, **Will** +9

**Defensive Abilities** rock catching; **Immune** fire

**Weaknesses** vulnerability to cold

## OFFENSE

**Speed** 40 ft. (30 ft. in armor)

**Melee** greatsword +21/+16/+11 (3d6+15) or  
2 slams +20 (1d8+10)

**Ranged** rock +10 (1d8+15 plus 1d6 fire)

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

**Special Attacks** heated rock, rock throwing (120 ft.)

## STATISTICS

**Str** 31, **Dex** 9, **Con** 21, **Int** 10, **Wis** 14, **Cha** 10

**Base Atk** +11; **CMB** +22; **CMD** 31

**Feats** Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Martial Weapon Proficiency (greatsword), Power Attack, Weapon Focus (greatsword)

**Skills** Climb +14, Craft (any one) +8, Intimidate +11, Perception +14

**Languages** Common, Giant

## DESCRIPTION

This lumbering giant has short stumpy legs and powerful, muscular arms. Its hair and beard seem to be made of fire.

## SPECIAL ABILITIES

**Heated Rock (Su)** Fire giants transfer the heat of their bodies to rocks as part of an attack action when they throw rocks. A heated rock deals 1d6 points of additional fire damage on a hit.

## GOLEM, CLAY

CR 10

N Large construct

**Init** -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

## DEFENSE

**AC** 24, touch 8, flat-footed 24 (-1 Dex, +16 natural, -1 size)

**hp** 101 (13d10+30)

**Fort** +4, **Ref** +3, **Will** +4

**DR** 10/adamantine and bludgeoning;

**Immune** construct traits, magic

## OFFENSE

**Speed** 20 ft.

**Melee** 2 slams +19 (2d10+7 plus cursed wound)

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

**Special Attacks** berserk, haste

## STATISTICS

**Str** 24, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

**Base Atk** +13; **CMB** +21; **CMD** 30

## DESCRIPTION

This lumbering figure is sculpted from soft clay. It wears filthy rags and crude jewelry, and its face is only vaguely humanoid.

## SPECIAL ABILITIES

**Berserk (Ex)** When a clay golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. This chance resets to 0% after 1 minute of inactivity. A berserk golem attacks the nearest living creature or smashes some object smaller than itself if no creature is within reach. Once it goes berserk, no known method can reestablish control.

**Cursed Wound (Ex)** The damage a clay golem deals doesn't heal naturally and resists magical healing. A character attempting to use magical healing on a creature damaged by a clay golem must succeed on a DC 26 caster level check, or the healing has no effect on the injured creature.

**Haste (Su)** After it has engaged in at least 1 round of combat, a clay golem can *haste* itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

**Immunity to Magic (Ex)** A clay golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A *move earth* spell drives the golem back 120 feet and deals 3d12 points of damage to it (no save).
- A *disintegrate* spell slows the golem (as per *slow*) for 1d6 rounds and deals 1d12 points of damage (no save).
- An *earthquake* spell cast directly at a clay golem stops it from moving on its next turn and deals 5d10 points of damage (no save).
- Any magical attack against a clay golem that deals acid damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A clay golem gets no saving throw against magical attacks that deal acid damage.



# PATHFINDER SOCIETY SCENARIO

## GOLEM, CORAL CR 9

N Large construct

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

### DEFENSE

**AC** 21, touch 9, flat-footed 21 (+12 natural, -1 size)

**hp** 96 (12d10+30)

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

**DR** 10/adamantine; **Immune** construct traits, magic

### OFFENSE

**Speed** 30 ft.

**Melee** 2 claws +18 (1d6+10/19-20 plus bleed)

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

**Special Attacks** bleed (1d6)

### STATISTICS

**Str** 24, **Dex** 11, **Con** —, **Int** —, **Wis** 11, **Cha** 1

**Base Atk** +12; **CMB** +20; **CMD** 30

**Feats** Improved Critical<sup>18</sup> (claw)

**SQ** aquatic reconstruction, powerful blows (slam)

### DESCRIPTION

This tall creature appears to be made of wrinkled stone and coral, bits of plant life clinging to its creased body and clawlike hands.

### SPECIAL ABILITIES

**Aquatic Reconstruction (Ex)** Whenever a coral golem is touching a body of saltwater of a size equal to or greater than its own size, it gains fast healing 5.

**Immunity to Magic (Ex)** A coral golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- Any spell with the water descriptor heals a coral golem 1d6 points of damage per level of the caster (maximum 10d6).
- Transmute rock to mud* slows a coral golem (as per *slow*) for 1d6 rounds (no save).
- Transmute mud to rock* increases the golem's bleed damage to 2d6 for 3 rounds.
- Soften earth and stone* causes a coral golem to lose its damage reduction for 3 rounds.

## GOLEM, FOSSIL CR 12

N Huge construct

**Init** +1; **Senses** darkvision 60 ft., low-light vision; Perception +0

### DEFENSE

**AC** 26, touch 9, flat-footed 25 (+1 Dex, +17 natural, -2 size)

**hp** 122 (15d10+40)

**Fort** +5, **Ref** +6, **Will** +5

**DR** 10/adamantine and bludgeoning; **Immune** construct traits, magic

### OFFENSE

**Speed** 30 ft.

**Melee** 2 bites +20 (6d6+7 plus petrification)

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

### STATISTICS

**Str** 25, **Dex** 13, **Con** —, **Int** —, **Wis** 10, **Cha** 1

**Base Atk** +15; **CMB** +24; **CMD** 35

**Feats** Combat Reflexes<sup>8</sup>

### DESCRIPTION

Fossilized bones make up the body of this animated construct, from its horned shoulders to its tyrannosaur-skulled hands.

### SPECIAL ABILITIES

**Immunity to Magic (Su)** A fossil golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and abilities function differently against the creature, as noted below.

- A *transmute rock to mud* spell slows a fossil golem (as per *slow*) for 2d6 rounds, with no saving throw.
- A *stone to flesh* spell negates its damage reduction and petrification ability for 1 round.

**Petrification (Su)** The attacks of a fossil golem gradually turn living flesh to stone. Each time the golem hits a target with one of its natural attacks, the target must make a DC 19 Fortitude save or take 1d6 points of Dexterity drain. A creature that is reduced to 0 Dexterity by this attack turns completely to stone, as if by a *flesh to stone* spell. Casting *stone to flesh* on the creature removes all Dexterity drain caused by this attack. The save DC is Constitution-based and includes a +2 racial bonus.

## GUARDIAN OF REASON CR 11

Human monk 9/assassin 4

LE Medium humanoid (human)

**Init** +5; **Senses** Perception +18

### DEFENSE

**AC** 26, touch 22, flat-footed 19 (+2 armor, +1 deflection, +5 Dex, +2 dodge, +2 monk, +2 natural, +2 Wis)

**hp** 88 (9d8+4d8+22)

**Fort** +9, **Ref** +15, **Will** +10; +2 vs. enchantments or poison

**Defensive Abilities** improved evasion, uncanny dodge;

**Immune** disease

### OFFENSE

**Speed** 60 ft.

**Melee** unarmed strike +16/+16/+11 (1d10+1 plus 1d6 electricity)

or mwk quarterstaff +12/+12/+7 (1d6+1) or

flurry of blows (unarmed strike) +17/+17/+17/+12/+12/+7 (1d10+1 plus 1d6 electricity)

**Ranged** +1 *shuriken* +17/+17/+12 (1d2+2) or

flurry of blows (+1 *shuriken*) +18/+18/+13/+13/+8 (1d2+1)

**Special Attacks** death attack (DC 16), flurry of blows, sneak attack +2d6, stunning fist (10/day, DC 18), true death (DC 19)

### TACTICS

**Before Combat** The guardian of reason has already imbibed a *potion of barkskin* and *potion of haste*. Their effects are already incorporated into her statistics.

### STATISTICS

**Str** 12, **Dex** 21, **Con** 12, **Int** 14, **Wis** 14, **Cha** 8

**Base Atk** +9; **CMB** +13; **CMD** 31

**Feats** Deadly Aim, Deflect Arrows, Dodge, Extra Ki, Improved

# THE COSMIC CAPTIVE

Unarmed Strike, Nimble Moves, Point-Blank Shot, Step Up, Stunning Fist, Weapon Finesse, Weapon Focus (shuriken, unarmed strike)

**Skills** Acrobatics +21 (+42 when jumping), Bluff +6, Climb +11, Diplomacy +2, Disguise +6, Intimidate +7, Knowledge (geography, local, nature) +5, Knowledge (history) +8, Knowledge (religion) +6, Perception +18, Sense Motive +12, Stealth +21, Swim +7

**Languages** Auran, Azlanti, Common

**SQ** fast movement, hidden weapons, high jump, ki pool (8 points, magic), maneuver training, poison use, slow fall 40 ft., wholeness of body

**Combat Gear** *potion of cure serious wounds*; **Other Gear** +1 human-bane shuriken (5), +1 shuriken (20), adamantine shuriken (10), cold iron shuriken (10), masterwork quarterstaff, *belt of physical might* +2 (Str, Dex), *bracers of armor* +2, *cloak of resistance* +1, *ring of protection* +1, *shock amulet of mighty fists*

## GUG

CR 10

CE Large aberration

**Init** +1; **Senses** darkvision 60 ft.; Perception +27

## DEFENSE

**AC** 24, touch 10, flat-footed 23 (+1 Dex, +14 natural, -1 size)

**hp** 127 (15d8+60)

**Fort** +9, **Ref** +6, **Will** +12

**Immune** disease, poison

## OFFENSE

**Speed** 40 ft., climb 20 ft.

**Melee** bite +17 (1d8+7), 4 claws +17 (1d6+7)

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

**Special Attacks** rend (2 claws, 1d6+10)

## STATISTICS

**Str** 25, **Dex** 12, **Con** 18, **Int** 11, **Wis** 16, **Cha** 11

**Base Atk** +11; **CMB** +19; **CMD** 30

**Feats** Awesome Blow, Blind-Fight, Combat Reflexes, Greater Bull Rush, Improved Bull Rush, Lunge, Power Attack, Skill Focus (Perception)

**Skills** Climb +15, Escape Artist +13, Knowledge (dungeoneering) +10, Perception +27, Stealth +15, Survival +21; **Racial**

**Modifiers** +4 Escape Artist

**Languages** Undercommon

**SQ** compression

## DESCRIPTION

This towering, muscular menace has a horrible, vertically aligned mouth and arms that split at the elbows into twin clawed hands.

## ICE ELEMENTAL, HUGE

CR 7

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

**Init** +7; **Senses** darkvision 60 ft., snow vision; Perception +13

## DEFENSE

**AC** 20, touch 12, flat-footed 16 (+3 Dex, +1 dodge, +8 natural,

-2 size)

**hp** 95 (10d10+40)

**Fort** +11, **Ref** +10, **Will** +3

**DR** 5/—; **Immune** cold, elemental traits

**Weaknesses** vulnerable to fire

## OFFENSE

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

**Melee** 2 slams +15 (2d6+7 plus 1d8 cold)

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

**Special Attacks** numbing cold (DC 19)

## STATISTICS

**Str** 24, **Dex** 16, **Con** 19, **Int** 6, **Wis** 11, **Cha** 11

**Base Atk** +10; **CMB** +19; **CMD** 33 (can't be tripped)

**Feats** Cleave, Dodge, Great Cleave, Improved Initiative, Power Attack

**Skills** Intimidate +13, Knowledge (planes) +11, Perception +13, Stealth +8, Swim +15

**SQ** ice glide, icewalking

## DESCRIPTION

From the waist up, this icy creature's features are humanoid, but below its body is a snake-like, slithering tail.

## 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 on a DC 15 Fortitude save.

**Icwalking (Ex)** This ability works as per *spider climb*, but the surfaces the elemental climbs must be icy. The elemental can move across icy surfaces without penalty and does not need to make 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 on a DC 19 Fortitude save or be staggered for 1 round.

**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.

## LAVA LURKER

CR 9

N Medium outsider (elemental, extraplanar, fire)

**Init** +5; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +15

## DEFENSE

**AC** 22, touch 11, flat-footed 21 (+1 Dex, +11 natural)

**hp** 114 (12d10+48)

**Fort** +12, **Ref** +9, **Will** +4

**Immune** electricity, elemental traits, fire

**Weaknesses** vulnerable to cold, vulnerable to water

## OFFENSE

**Speed** 30 ft., swim 30 ft. (in molten rock only)

# PATHFINDER SOCIETY SCENARIO

**Melee** 2 slams +20 (1d6+8 plus burn)

**Ranged** magma ball +14 (1d6+8 plus burn)

**Special Attacks** burn (1d6 fire, DC 20), death throes

## STATISTICS

**Str** 26, **Dex** 13, **Con** 18, **Int** 5, **Wis** 10, **Cha** 11

**Base Atk** +12; **CMB** +20; **CMD** 31

**Feats** Combat Reflexes, Deadly Aim, Improved Initiative, Power Attack, Stand Still, Weapon Focus (magma ball)

**Skills** Perception +15, Stealth +16 (+20 in magma), Swim +31;

**Racial Modifiers** +4 Stealth in magma

**Languages** Ignan

## DESCRIPTION

Spatters of magma sear everything that comes near this vaguely humanoid mass of endlessly melting and reforming rock.

## SPECIAL ABILITIES

**Death Throes (Ex)** When a lava lurker is slain, its body implodes, creating an extinguishing vacuum. All creatures within a 5-foot-radius burst take 8d6 points of cold damage (Reflex DC 20 half). In addition to the damage, every affected square is targeted by *quench* (CL 10th). This also targets all fire effects and magic items that create and control flame. If the lava lurker is killed in a pool of magma, it solidifies the rock within the area of effect, though in an active magma flow or similar natural and nearly endless supply of molten rock, cooled rock might melt again after only a few moments. The save DC is Constitution-based.

**Vulnerable to Water (Ex)** If a significant amount of water—such as the contents of a large bucket, the liquid created by a *create water* spell, or a blow from a water elemental—strikes a lava lurker, the lava lurker must succeed at a DC 20 Fortitude save or be staggered for 2d4 rounds. A lava lurker that is immersed in water is automatically staggered and must succeed at a DC 20 Fortitude save each round or be petrified (this DC increases by 1 on each subsequent round), reverting to its molten stone form once the water is gone.

## NEREID

CR 10

CN Medium fey (water)

**Init** +9; **Senses** low-light vision; Perception +21

**Aura** beguiling aura (30-ft., DC 23)

## DEFENSE

**AC** 25, touch 25, flat-footed 15 (+5 deflection, +9 Dex, +1 dodge)

**hp** 126 (12d6+84)

**Fort** +11, **Ref** +17, **Will** +14

**Defensive Abilities** transparency; **DR** 10/cold iron; **Immune** cold, poison; **SR** 21

**Weaknesses** shawl

## OFFENSE

**Speed** 30 ft., swim 60 ft.

**Melee** touch +10 (poison)

**Ranged** spray +15 touch (poison)

**Special Attacks** drowning kiss

**Spell-Like Abilities** (CL 12th; concentration +17)

At will—*control water*, *suggestion* (DC 18; only against creatures that are currently fascinated by her beguiling aura)

1/day—*summon monster VI* (water elementals only)

## STATISTICS

**Str** 11, **Dex** 29, **Con** 24, **Int** 14, **Wis** 22, **Cha** 21

**Base Atk** +6; **CMB** +15; **CMD** 37

**Feats** Ability Focus (beguiling aura), Agile Maneuvers, Defensive Combat Training, Dodge, Mobility, Weapon Finesse

**Skills** Bluff +20, Escape Artist +24, Knowledge (nature) +17, Perception +21, Perform (sing) +20, Sense Motive +21, Stealth +24, Swim +23

**Languages** Aquan, Common, Sylvan

**SQ** change shape (medium water elemental, *elemental body II*), unearthly grace

## DESCRIPTION

This beautiful woman has pearlescent skin and long, dark hair.

Her nudity is barely hidden by a diaphanous, wet shawl.

## SPECIAL ABILITIES

**Beguiling Aura (Su)** Any creature sexually attracted to women runs the risk of being beguiled by a nereid if it looks upon her beauty from a distance of 30 feet or less. If the creature fails a DC 23 Will save, it is immediately fascinated. A nereid may use her *suggestion* spell-like ability at will against creatures that are fascinated by her beguiling aura. This is a mind-affecting compulsion effect. The save DC is Charisma-based.

**Drowning Kiss (Su)** A nereid can flood the lungs of a willing, helpless, or fascinated creature by touching it (traditionally by kissing the creature on the lips). If the target cannot breathe water, it cannot hold its breath and immediately begins to drown. On its turn, the target can attempt a DC 23 Fortitude save to cough up this water; otherwise it falls unconscious at 0 hp. On the next round, the target must save again or drop to –1 hit points and be dying; on the third round it must save again or die. The save DC is Constitution-based.

**Poison (Ex)** Touch or spray—contact (range 30-ft.); *save* Fort DC 23; *frequency* 1/round for 6 rounds; *effect* 1d2 Con plus blindness; *cure* 2 consecutive saves.

**Shawl (Ex)** A nereid's shawl (hardness 2, hp 6) contains a portion of her life force. If the shawl is ever destroyed, the nereid takes 1d6 points of Constitution drain per hour until she dies. A nereid can craft a new shawl from water by making a DC 25 Will save, but each attempt takes 1d4 hours to complete. Attempts to destroy or steal a nereid's shawl require the sunder or disarm attempts.

**Transparency (Su)** When underwater, a nereid's body becomes transparent, effectively rendering her invisible. She can become visible or transparent at will as a free action.

**Unearthly Grace (Su)** A nereid adds her Charisma bonus as a



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deflection bonus to her Armor Class and CMD if she wears no armor.

## ONI, EARTH YAI CR 13

NE Large outsider (giant, native, oni, shapechanger)

**Init** +6; **Senses** darkvision 60 ft., low-light vision; Perception +17

### DEFENSE

**AC** 29, touch 15, flat-footed 23 (+6 Dex, +14 natural, -1 size)

**hp** 184 (16d10+96); regeneration 5 (acid or fire)

**Fort** +16, **Ref** +11, **Will** +14

**SR** 24

### OFFENSE

**Speed** 50 ft., fly 50 ft. (good)

**Melee** greatclub +23/+18/+13/+8 (2d8+12) or 2 slams +23 (1d10+8)

**Ranged** stony missile +21 (3d6 plus awesome blow)

**Space** 10 ft., **Reach** 10 ft.

**Special Attacks** spiky skin

**Spell-Like Abilities** (CL 16th; concentration +18)

Constant—fly

At will—*darkness*, *invisibility* (self only), *passwall* (stone only)

3/day—*spike stones* (DC 16), *stone shape*, *stone tell*

1/day—*earthquake*, *repel metal or stone*, *transmute mud to rock* (DC 17), *transmute rock to mud* (DC 17)

### STATISTICS

**Str** 27, **Dex** 22, **Con** 23, **Int** 12, **Wis** 14, **Cha** 15

**Base Atk** +16; **CMB** +25; **CMD** 41

**Feats** Combat Reflexes, Improved Precise Shot, Intimidating Prowess, Iron Will, Pinpoint Targeting, Point-Blank Shot, Power Attack, Precise Shot

**Skills** Bluff +21, Fly +27, Intimidate +29, Knowledge (arcana) +20, Perception +21, Sense Motive +21, Stealth +21 (+29 in rocky terrain); **Racial Modifiers** +8 Stealth in rocky terrain

**Languages** Common, Giant

**SQ** change shape (Medium, or Large humanoid, *alter self* or *giant form I*)

### DESCRIPTION

Jagged cracks and pebbled growths mar the surface of this three-eyed giant's rocky skin.

### SPECIAL ABILITIES

**Spiky Skin (Ex)** An earth yai may grow spikes from its stony skin at will as a free action. These spikes are treated as armor spikes that deal 1d10 points of damage.

**Stony Missile (Su)** As a swift action, an earth yai can fire an incredibly dense stone from its third eye. This attack has a range of 200 feet, with no range increment, and deals 3d6 points of bludgeoning damage. Upon striking the target, the stone immediately makes an awesome blow attempt against the target using the earth yai's CMB.

## PHARAONIC GUARDIAN CR 11

LE Large undead (incorporeal)

**Init** +7; **Senses** darkvision 60 ft.; Perception +21

### DEFENSE

**AC** 25, touch 21, flat-footed 18 (+5 deflection, +7 Dex, +4 shield, -1 size)

**hp** 142 (15d8+75)

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

**Defensive Abilities** channel resistance +4, incorporeal;

**Immune** undead traits

### OFFENSE

**Speed** fly 30 ft. (perfect)

**Melee** +3 *ghost touch longsword* +19/+14/+9 (2d6+3/17-20)

**Space** 10 ft., **Reach** 10 ft.

**Special Attacks** insightful strike, judging gaze, soul-rending wings

**Spell-Like Abilities** (CL 15th)

3/day—*suggestion* (DC 18)

1/day—*greater command* (DC 20)

### STATISTICS

**Str** —, **Dex** 25, **Con** —, **Int** 13, **Wis** 16, **Cha** 21

**Base Atk** +11; **CMB** +19; **CMD** 34

**Feats** Combat Expertise, Combat Reflexes, Improved Critical (longsword), Improved Vital Strike, Stand Still, Step Up, Vital Strike, Weapon Focus (longsword)

**Skills** Fly +13, Intimidate +23, Knowledge (history) +16, Knowledge (religion) +19, Perception +21, Sense Motive +21

**Languages** Aklo, Ancient Osiriani, Auran, Infernal; telepathy 100 ft.

**SQ** guardian sword and shield

### ECOLOGY

This towering humanoid figure has an animal's head and cold, brightly luminous eyes. Its radiant wings are beams of white light.

### SPECIAL ABILITIES

**Guardian Sword and Shield (Su)** A pharaonic guardian can imbue any Large sword and shield with a +3 enhancement bonus and the *ghost touch* ability. This effect lasts as long as the guardian wields them and for 1 minute thereafter. The guardian uses these as if its Strength score equaled its Charisma score.

**Insightful Strike (Ex)** A pharaonic guardian gains a +4 insight bonus on attack rolls against foes whose thoughts it has read via its judging gaze ability.

**Judging Gaze (Su)** A pharaonic guardian's gaze attack reads the minds of those it sees, as per *detect thoughts* with 3 rounds of concentration. This gaze has a range of 30 feet, and can be negated with a successful DC 22 Will save. This is a mind-affecting divination effect. The save DC is Charisma-based.

**Soul-Rending Wings (Su)** As a standard action every 1d4 rounds, a pharaonic guardian can flare its wings to fire rays of soulcutting light in two 30-foot lines extending away from it. Living creatures in the lines gain 1 negative level (Reflex DC 22 negates). A creature whose mind the pharaonic guardian has read from its judging gaze ability

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takes a -2 penalty on this save. Negative levels from this ability are made permanent at the next sunrise unless the creature succeeds at a DC 22 Fortitude save. The save DCs are Charisma-based.

## SHAITAN

**CR 7**

LN Large outsider (earth, extraplanar)

**Init** +5; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +14

### DEFENSE

**AC** 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)

**hp** 85 (9d10+36)

**Fort** +10, **Ref** +4, **Will** +8

**Immune** electricity

### OFFENSE

**Speed** 20 ft., burrow 60 ft., climb 20 ft.

**Melee** 2 slams +13 (2d6+5) or mwk scimitar +14/+9 (1d8+7/18-20)

**Space** 10 ft., **Reach** 10 ft.

**Special Attacks** earth mastery, metamorph, stone curse

**Spell-Like Abilities** (CL 9th)

At will—*meld into stone*, *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *soften earth and stone*, *stone shape*, *veil* (self only)

3/day—quicken *glitterdust* (DC 14), *stoneskin*, *rusting grasp*, *stone tell*, *wall of stone*

1/day—*transmute mud to rock*, transmute rock to mud

### STATISTICS

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

**Base Atk** +9; **CMB** +15; **CMD** 26

**Feats** Combat Casting, Greater Bull Rush, Improved Bull Rush, Improved Initiative<sup>B</sup>, Power Attack, Quicken Spell-Like Ability (*glitterdust*)

**Skills** Appraise +14, Bluff +14, Climb +25, Craft (gemcutting) +14, Knowledge (engineering) +14, Perception +14, Sense Motive +14, Spellcraft +14

**Languages** Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

**SQ** stone glide

### DESCRIPTION

This being resembles a towering human with skin of polished stone and glittering agate eyes, as if formed straight out of the earth and precious gems.

### SPECIAL ABILITIES

**Earth Mastery (Ex)** A shaitan gains a +1 bonus on attack and damage rolls and a +2 bonus on opposed Strength-based checks if both it and its foe are touching the ground. It takes a -4 penalty on attack and damage rolls against airborne or waterborne opponents.

**Metamorph (Su)** As a standard action, a shaitan may touch a single metal object of no more than 10 pounds and transform it into any other metal for 1 day.

**Stone Curse (Su)** If a shaitan wins a bull rush check by 5 or

more and pushes its target into a stone barrier, the target must make a DC 19 Reflex save or be forced into the barrier as if the target had cast *meld into stone* until the victim makes a successful DC 19 Fortitude save as a full-round action to exit the stone. The save DCs are Strength-based.

**Stone Glide (Su)** This functions as the earth elemental's earth glide ability, except the shaitan can move through stone, dirt, crystal, or metal.

## SOMALCYGOT

**CR 12**

NE Large aberration

**Init** +7; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +26

### DEFENSE

**AC** 27, touch 13, flat-footed 23 (+3 Dex, +1 Dodge, +14 natural, -1 size)

**hp** 189 (14d8+126)

**Fort** +15, **Ref** +11, **Will** +14

**Defensive Abilities** resistant evolution; **DR** 10/slashing;

**Immune** acid, cold

**Weaknesses** vulnerable to sonic

### OFFENSE

**Speed** 40 ft., burrow 20 ft.

**Melee** bite +21 (2d6+12 plus 4d6 acid), 4 tentacles +19 (1d8+6 plus grab)

**Space** 10 ft.; **Reach** 10 ft. (15 ft. with tentacles)

**Special Attacks** acid spray, constrict (1d8+6)

### STATISTICS

**Str** 34, **Dex** 17, **Con** 28, **Int** 12, **Wis** 17, **Cha** 11

**Base Atk** +10; **CMB** +23 (+27 grapple); **CMD** 37 (can't be tripped)

**Feats** Cleave, Dodge, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Skill Focus (Perception)

**Skills** Acrobatics +20 (+24 when jumping), Climb +29, Intimidate +17, Perception +26, Stealth +16

**Languages** Aklo; telepathy 60 ft.

**SQ** no breath

### DESCRIPTION

Four long antennae stretch from the face of this giant, multi-eyed flatworm. Four tentacles emerge from its spiny, chitinous body.

### SPECIAL ABILITIES

**Acid Spray (Ex)** Every 1d4 rounds, a somalcygot can spit a 60-foot line of acid that deals 10d6 points of acid damage. The acid continues to burn, causing each affected creature to take an additional 5d6 points of acid damage on the following round. A successful DC 26 Reflex save halves the initial damage and negates the ongoing damage. The save DC is Constitution-based.

**Resistant Evolution (Su)** Somalcygots have evolved in the harsh, unforgiving vacuum of space and developed fortified resistances to the myriad threats found in their environment, granting them a +2 resistance bonus on all saving throws.

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## TOTENMASKE

CR 7

NE Medium undead (shapechanger)

**Init** +10; **Senses** darkvision 60 ft.; Perception +15

### DEFENSE

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

**hp** 85 (10d8+40)

**Fort** +7, **Ref** +9, **Will** +9

**Immune** undead traits; **Resist** cold 20

### OFFENSE

**Speed** 50 ft.

**Melee** bite +13 (1d8+4 plus 1d4 Cha drain), 2 claws +13 (1d6+4)

**Special Attacks** fleshdrink, shape flesh

### STATISTICS

**Str** 18, **Dex** 23, **Con** —, **Int** 16, **Wis** 15, **Cha** 19

**Base Atk** +7; **CMB** +11; **CMD** 27

**Feats** Ability Focus (Charisma drain), Combat Expertise, Combat Reflexes, Improved Initiative, Weapon Finesse

**Skills** Acrobatics +16 (+24 jump), Bluff +14, Diplomacy +14, Disguise +17, Perception +15, Sense Motive +15, Stealth +19

**Languages** Abyssal, Celestial, Common, Infernal

**SQ** change shape (the previous humanoid it successfully used its fleshdrink ability on; *alter self*)

### DESCRIPTION

This spindly, skeletal humanoid has moldy green flesh, long talons for hands, and a head that seems to be mostly mouth.

### SPECIAL ABILITIES

**Charisma Drain (Su)** A totenmaske can eat the hopes and dreams of a creature it bites, dealing 1d4 points of Charisma drain unless the victim makes a DC 21 Will save. The save DC is Charisma-based.

**Fleshdrink (Su)** If a totenmaske hits a single creature with both claw attacks, the hollow claws drain away some of the target's flesh, dealing 1d6 points of Constitution damage and making the victim sickened for 1d4 rounds. A successful DC 19 Fortitude save negates the Constitution damage and reduces the sickened condition duration to 1 round. The save DC is Charisma-based.

**Shape Flesh (Su)** By spending 1 minute in contact with a helpless creature, a totenmaske can reshape the target's face, causing flesh to cover vital features. The target may attempt a DC 19 Fortitude save to resist. Changes are permanent, but can be reversed with *heal*, *restoration*, or *regeneration*, or by surgically opening the sealed flesh with a DC 15 Heal check that takes 1d3 rounds and deals 1d4 points of damage even if the check is not successful. A totenmaske can use this ability on one of four different features per use: ears (target becomes deaf), eyes (target becomes blind), mouth (target cannot speak or eat), or nose (target cannot smell). Multiple uses can have increasingly serious effects (such as sealing the mouth and nose, which causes suffocation). The save DC is Charisma-based.

## VERCITE RISEN CAPTAIN

CR 11

Advanced pale stranger

NE Medium undead

**Init** +9; **Senses** darkvision 60 ft.; Perception +22

**Aura** fear (10 ft., DC 21)

### DEFENSE

**AC** 28, touch 20, flat-footed 21 (+2 armor, +6 Dex, +1 dodge, +3 luck, +6 natural)

**hp** 157 (15d8+90)

**Fort** +11, **Ref** +12, **Will** +15

**Defensive Abilities** channel resistance +4; **DR** 10/bludgeoning and magic; **Immune** undead traits; **SR** 21

### OFFENSE

**Speed** 30 ft.

**Ranged** +1 *pistols* +17/+17/+12/+12/+7 (1d8+1/19–20/×4)

**Special Attacks** pistols, stranger's shot

### STATISTICS

**Str** 21, **Dex** 25, **Con** —, **Int** 15, **Wis** 22, **Cha** 22

**Base Atk** +11; **CMB** +16; **CMD** 37

**Feats** Deadly Aim, Dodge, Improved Critical (pistol), Improved Initiative, Improved Two-Weapon Fighting, Point-Blank Shot, Precise Shot, Quick Draw<sup>B</sup>, Two-Weapon Fighting

**Skills** Acrobatics +22, Climb +13, Intimidate +24, Perception +24, Ride +17, Sense Motive +17, Stealth +25, Swim +10

**Languages** Common

**SQ** stranger's luck

**Gear** leather armor, 2 pistols

### DESCRIPTION

This nearly skeletal figure wields a pistol in each hand. Its garb is dusty and weathered, and smells of old decay.

### SPECIAL ABILITIES

**Pistols (Su)** A pale stranger fights with two pistols. A pistol has a range increment of 20 feet and deals both bludgeoning and piercing damage. At a range of up to 20 feet, a pale stranger's pistol attacks resolve as touch attacks. While pistols normally consume bullets and black powder when fired, a pale stranger's pistols supernaturally reload the instant it fires them, allowing the undead to make multiple attacks in a round with the weapons. In addition, any pistol a pale stranger wields functions as a +1 *pistol*. A pale stranger does not provoke attacks of opportunity when it fires a pistol in melee, and treats pistols as light weapons for the purposes of determining penalties from Two-Weapon Fighting.

**Stranger's Luck (Su)** A pale stranger gains a +3 luck bonus to AC and has no chance of misfire when using firearms.

**Stranger's Shot (Ex)** As a full-round action, a pale stranger can take careful aim with one of its firearms and take a single, ruinous shot. This single shot always resolves as a touch attack, regardless of the actual range. If the pale stranger threatens a critical hit with this shot, it automatically confirms the critical hit. Regardless of whether the shot is a critical hit or not, it deals +6d6 points of damage.

## WITCHFIRE

CR 9

CE Medium undead (incorporeal)



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**Init** +10; **Senses** darkvision 60 ft.; Perception +16

## DEFENSE

**AC** 24, touch 24, flat-footed 17 (+7 deflection, +6 Dex, +1 dodge)

**hp** 115 (10d8+70)

**Fort** +10, **Ref** +11, **Will** +10

**Defensive Abilities** incorporeal, witchflame, **Immune** fire, undead traits

## OFFENSE

**Speed** fly 50 ft. (perfect)

**Melee** incorporeal touch +13 (8d6 fire plus witchflame)

**Ranged** witchflame bolt +13 (8d6 fire plus witchflame)

**Spell-Like Abilities** (CL 9th; concentration +16)

At will—*dancing lights*, *disguise self*, *ghost sound* (DC 17), *invisibility*, *pyrotechnics* (DC 19), *ray of enfeeblement* (DC 18)

1/day—*summon* (level 4, 2 will-o'-wisp 50%)

## STATISTICS

**Str** —, **Dex** 22, **Con** —, **Int** 17, **Wis** 16, **Cha** 25

**Base Atk** +7; **CMB** +13; **CMD** 31

**Feats** Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility

**Skills** Bluff +17, Fly +14, Intimidate +20, Knowledge (any two) +13, Perception +16, Sense Motive +16, Stealth +19

**Languages** Auran, Common, Giant

**SQ** sound mimicry (animal noises)

## SPECIAL ABILITIES

**Witchflame (Su)** Any creature damaged by the incorporeal touch or ranged bolt attacks of a witchfire must succeed on a DC 22 Will save or become engulfed in sickly green flames. While these eerie flames deal no additional damage, the affected creature glows as per *faerie fire* and becomes sickened. While under the effects of the witchflame, the victim gains vulnerability to fire and takes half again as much damage (+50%) from fire attacks of any sort. This effect persists for 10 minutes. The supernatural flames can only be extinguished before this duration expires by a *break enchantment*, *miracle*, *remove curse*, or *wish* spell—the effective caster level of the witchflame is equal to the witchfire's HD (CL 10th for most witchfires). Any creature entering the same square as a witchfire or striking it with a melee attack must succeed on a DC 22 Will save or begin burning with witchflame, even if the attack would not otherwise harm the witchfire because of its incorporeal nature. A bolt of witchflame has a range of 60 feet with no range increment. The save DCs are Charisma-based.

## WYSP, EARTH

CR 2

N Tiny outsider (earth, elemental)

**Init** +1; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +7

**Aura** resonance (30 ft.)

## DEFENSE

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

**hp** 25 (3d10+9)

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

**DR** 1/—; **Immune** elemental traits

## OFFENSE

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

**Melee** 2 tendrils +9 (1d3+4)

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

## STATISTICS

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

**Base Atk** +3; **CMB** +2; **CMD** 14 (can't be tripped)

**Feats** Power Attack, Toughness

**Skills** Bluff +7, Climb +8, Knowledge (dungeoneering, engineering, planes) +5, Perception +7, Sense Motive +7

**Languages** Terran

**SQ** living battery, servitor

## DESCRIPTION

This sphere of elemental matter emits a strange hum that resonates with elemental power.

## SPECIAL ABILITIES

**Living Battery (Ex)** As an immediate action, a wysp can kill itself to cause a creature benefiting from its resonance to heal 2 hit points for each of that creature's HD. If the wysp uses this ability, its death can't be prevented, and its life can't be restored by any effect less than *true resurrection*, *miracle*, or *wish*, even if such an effect can normally revive an outsider.

**Resonance (Ex)** A wysp's natural resonance strengthens the power of its element. The wysp grants a +2 competence bonus on attack rolls and damage rolls to all creatures within 30 feet with an elemental subtype that matches the wysp's, and to the DCs of all racial spell-like, supernatural, and extraordinary abilities of such creatures (as usual, this does not include creatures assuming an elemental form). Kineticists within 30 feet who share the wysp's element gain a +1 competence bonus on attack rolls and damage rolls. The wysp's statistics already include these bonuses.

**Servitor (Ex)** A wysp is a natural servitor. When it uses the aid another action to assist a creature benefiting from its resonance, the wysp can grant that creature a +4 bonus instead of +2. No other effect can increase this bonus beyond +4.

## YENGETHE, ADVANCED

CR 10

CE Large aberration

**Init** +6; **Senses** blindsense 120 ft., darkvision 60 ft.; Perception +21

## DEFENSE

**AC** 27, touch 15, flat-footed 21 (+6 Dex, +12 natural, -1 size)

**hp** 137 (11d8+88)

**Fort** +11, **Ref** +11, **Will** +14

**DR** 10/slashing or piercing; **Immune** cold, fear, mind-affecting effects; **SR** 20

## OFFENSE

**Speed** 40 ft.

# THE COSMIC CAPTIVE

**Melee** 2 claws +16 (1d6+9), 4 tentacles +15 (1d6+4 plus grab)

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

**Special Attacks** feeding tentacles, psychic blast

**Spell-Like Abilities** (CL 10th; concentration +15)

Constant—*air walk*

At will—*darkness*, *telekinesis* (DC 20), *tree shape*

1/year—*interplanetary teleport* (self plus 50 lbs. of objects only)

**Psychic Magic** (CL 10th; concentration +15)

20 PE—*control summoned creature*<sup>OA</sup> (4 PE, DC 19), *demand* (8 PE, DC 23), *fear* (4 PE, DC 19), quickened *true strike* (1 PE)

## STATISTICS

**Str** 28, **Dex** 22, **Con** 26, **Int** 21, **Wis** 25, **Cha** 21

**Base Atk** +8; **CMB** +16 (+20 grapple); **CMD** 30 (can't be tripped)

**Feats** Combat Casting, Combat Expertise, Lightning Reflexes, Multiattack, Quicken Spell-Like Ability (*true strike*), Weapon Focus (tentacles)

**Skills** Knowledge (arcana, geography, planes) +16, Knowledge (engineering) +19, Perception +21, Sense Motive +18, Spellcraft +19, Survival +21, Use Magic Device +16

**Languages** Aklo; telepathy 60 ft.

**SQ** no breath

## DESCRIPTION

This six-eyed horror is vaguely shaped like a dead tree, but one

with claws and tentacles and spidery legs.

## SPECIAL ABILITIES

**Feeding Tentacles (Su)** As a standard action, a yangethe can use its mouth tentacles to feed on a helpless creature or a creature it is currently grappling. In this case, if the yangethe hits with a melee touch attack, the feeding tentacles wrap around the target's body and riddle it with thousands of tiny filaments that siphon away the victim's emotions. This attack deals 1d4 points of Charisma drain. The yangethe heals 5 points of damage for every point of Charisma it drains in this manner. As long as a creature continues to suffer any of this Charisma drain, each time it attempts to sleep, it is affected as per *nightmare* (CL 10th, DC 22) and has terrifying dreams wherein the experience of being fed upon by the yangethe takes on greater and greater levels of horror. All effects from the feeding tentacles are mind-affecting effects.

**Psychic Blast (Su)** Once per day as a standard action, a yangethe can emit a blast of psychic energy from its mind in a 30-foot-radius burst centered on itself. All creatures in this area take 6d6 points of nonlethal damage from the intense pain and are confused for 1d6 rounds. A successful DC 20 Will save halves the damage and negates the confusion. This is a mind-affecting effect. The save DC is Charisma-based.

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# THE COSMIC CAPTIVE

## Pathfinder Society Scenario #8-00: The Cosmic Captive

Event \_\_\_\_\_ Date \_\_\_\_\_

GM # \_\_\_\_\_ GM Character # \_\_\_\_\_

GM Name \_\_\_\_\_ GM Prestige Earned \_\_\_\_\_

☐ Dark Archive    ☐ The Exchange    ☐ Grand Lodge    ☐ Liberty's Edge  
☐ Scarab Sages    ☐ Silver Crusade    ☐ Sovereign Court  
☐ A    ☐ B    ☐ C    ☐ D

Character # \_\_\_\_\_ Prestige Points \_\_\_\_\_

Character Name \_\_\_\_\_

☐ Dark Archive    ☐ The Exchange    ☐ Grand Lodge    ☐ Liberty's Edge  
☐ Scarab Sages    ☐ Silver Crusade    ☐ Sovereign Court

Character # \_\_\_\_\_ Prestige Points \_\_\_\_\_

Character Name \_\_\_\_\_

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# Pathfinder Society Scenario #8-00: The Cosmic Captive

Character Chronicle #

☐ Core CampaignSUBTIER ☐ Slow ☐ Normal

1-2 250 500

SUBTIER ☐ Slow ☐ Normal

3-4 625 1,250

SUBTIER ☐ Slow ☐ Normal

5-6 1,250 2,500

SUBTIER ☐ Slow ☐ Normal

7-8 2,667 5,334

SUBTIER ☐ Slow ☐ Normal

10-11 3,833 7,667

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+ GM's in Tails

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige Initial Fame

+ GM's in Tails

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige Final Fame

Starting GP

+ GM's in Tails

GP Gained (GM ONLY)

+ GM's in Tails

Day Job (GM ONLY)

-

Gold Spent

=

Total

This Chronicle sheet grants access to the following:

**Elemental Conquest:** You have fought and fraternized with the guardians of Aucturn's Tear, and although you triumphed, it is clear that this is not the last time you'll clash with elemental forces. Choose one of the benefits below, and cross the other two off your Chronicle sheet. You may select an option only so long as you successfully completed at least one encounter in a region with that elemental affinity during this adventure.

☐ **Earth:** You gain a +1 insight bonus on saving throws against spells, spell-like abilities, and effects of creatures with the earth subtype and against spells with the acid or earth descriptors. While adventuring on the Plane of Earth, you instead gain a +1 insight bonus on all saving throws. As a swift action, you can check the box that precedes this boon in order to gain DR 5/adamantine for 1 minute; once the boon has prevented an amount of damage equal to 5 times your character level, the effect ends.

☐ **Fire:** You gain a +1 insight bonus on saving throws against spells, spell-like abilities, and effects of creatures with the fire subtype and against spells with the fire descriptor. While adventuring on the Plane of Fire, you instead gain a +1 insight bonus on all saving throws. As a swift action, you can check the box that precedes this boon in order to grant one weapon you wield the *flaming* weapon special ability for 1 minute; if the weapon already has the *flaming* special ability, it instead gains *flaming burst* for 1 minute.

☐ **Water:** You gain a +1 insight bonus on saving throws against spells, spell-like abilities, and effects of creatures with the water subtype and against spells with the cold or water descriptors. While adventuring on the Plane of Water, you instead gain a +1 insight bonus on all saving throws. As a swift action, you can check the box that precedes this boon in order to gain a +5 competence bonus on Swim checks and the ability to breath underwater for 1 minute.

☐ **Ranginori's Debt:** You helped recover the *Untouchable Opal*, within which Ranginori, Elemental Lord of Air, is trapped. While imprisoned, his power is limited. Nonetheless, he has granted you an initial gift with the promise of greater rewards should the Society free him. You can activate this boon as a standard action by checking one of the boxes that precedes it, gaining one of the benefits based on your level when you activate the boon. For any spell-like ability, use your character level as your caster level.

**Any Level:** You can recall a spell slot or prepared spell you already cast that day. The spell is prepared again or the spell slot is available for use again, as if it had not been used already.

**Levels 1-4:** You cast *cat's grace*, *cure moderate wounds*, *lesser restoration*, or *shocking grasp* as a spell-like ability.

**Levels 5-8:** Add *cure serious wounds*, *fly*, and *lightning bolt* to the list of spell-like abilities you can use.

**Level 9-11:** Add *call lightning storm* and *cure critical wounds* to the list of spell-like abilities you can use.

**Level 12+:** Add *heal* and *whirlwind* to the list of spell-like abilities you can use, though both of these spell-like abilities requires you to check both boxes.

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #